

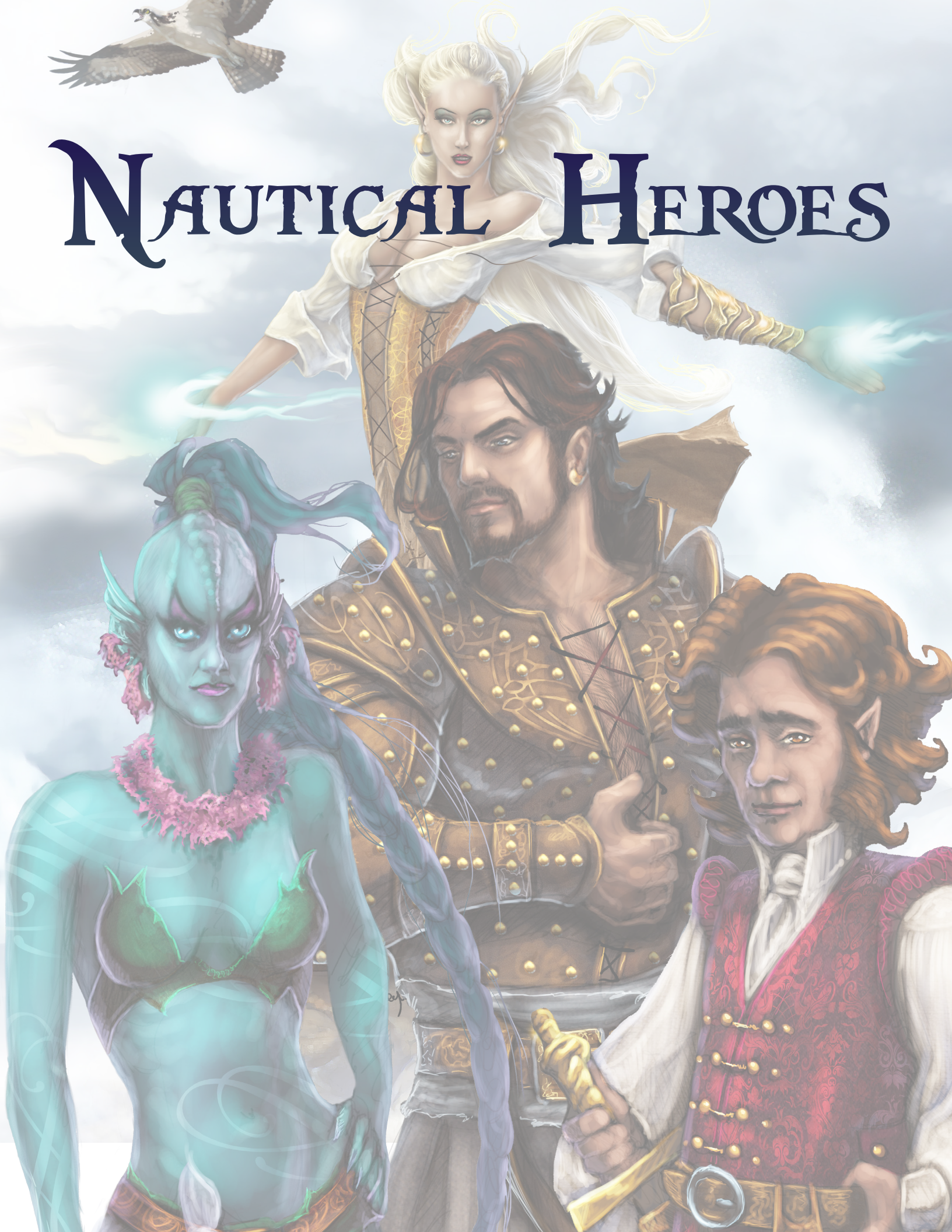


NAUTICAL HEROES

By Neil Spicer



NAUTICAL HEROES



CREDITS

AUTHORS: Neil Spicer

ARTISTS: Bob Storrar

5E DEVELOPMENT: Scott D. Young

DESIGN AND LAYOUT: Daniel Marshall

DEVELOPMENT: RJ Gradv and Matt Kimmel

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com

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TABLE OF CONTENTS

AETHAN CALDER.....	2
CATHRAN TYVIRIAN.....	5
LUCK DOMAIN.....	7
"FAIRWEATHER" LUMIS PRINDLE.....	8
MIRIEL "MIRI" KALANTEE.....	11
ADDITIONAL RULES: THE WITCH CLASS.....	13
ONDIRRA SHIRAHZ.....	14
ADDITIONAL RULES: VARIANT RACE - AQUAN (TIEFLING)....	15
ADDITIONAL RULES: CIRCLE OF THE SEA (DRUID CIRCLE)....	17
"ROOKROOST" EVON BLOODBEAK.....	18
NEW RACE - TENGU.....	19
SILVIO "SILVERTONGUE" DEVAULIS.....	21
TAREN TORRENATO.....	24
ADDITIONAL RULES: THE GUNSLINGER CLASS.....	26

SPECIAL ELECTRONIC FEATURES

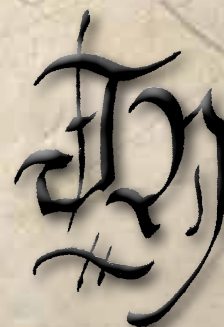
We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

WHAT YOU WILL FIND INSIDE NAUTICAL HEROES

A life spent at sea is a life of adventure even in the real world, and in a fantasy campaign a voyage beyond the horizon brings dangers and wonders undreamed of by those that never venture out of sight of land. Of course, “Here there be monsters” is more than just a scrawled note on a fragment of map when you sail the seven seas. However, the beauty of a nautical campaign is also the way that every island you visit and every stretch of open water in between can become its own unique location for adventure. You’re not camping out in town and heading down to the local dungeon; you are setting sail on the lookout for long-buried riches, keeping a weather eye on the horizon for the danger you know is coming.

Nautical Heroes is a set of 8 ready-to-play characters created specifically to shine in a campaign venturing into the beautiful briny blue! Ideal for use as allies, cohorts, long-running NPCs, or as player characters, these amazingly detailed and lushly developed characters range from swashbucklers and bards to sea witches and gunslinging buccaneers. Each one is as much about story as combat, with robust links built in to each other as well as the kinds of stories they’re likely to encounter in a piratical adventure. Each character includes a detailed backstory, roleplaying tips, special equipment, and a special campaign trait, plus detailed level advancement information for their first few levels, with further suggestions for developing the character’s long-term mechanical build. We haven’t even mentioned the fantastic character portraits courtesy of Bob Greyvenstein, or the included foldable paper miniatures for every character!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



AETHAN CALDER

"My father sailed these seas—a scourge to any who crossed his path. He heard the pirate's call at an early age and made many enemies over the years. It proved his undoing in the end, betrayed by a crew which despised him more than those he pillaged. But I'll tack to a different wind. I believe winning the hearts of those who sail with you gains their friendship and loyalty to the end of their days...and not just your own. For me, that's more valuable than any plundered cargo or buried treasure. And you can carry it proudly, unashamed and unafraid someone stronger will try and take it from you."

— words of camaraderie by Aethan Calder, son of deceased pirate lord, Alexander Calder.



Bob Gaspard

AETHAN CALDER

Medium humanoid (human), chaotic good fighter 1

Armor Class 17 (studded leather, shield)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Strength, Constitution

Skills Acrobatics +5, Perception +3, Athletics +3, Intimidate +4

Senses passive Perception 13

Languages Common, Elven

Fighting Style (Dueling). When Aethan is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Gear Studded leather armor, shield, rapier, dagger, light crossbow with 10 bolts, backpack, bedroll rations (3 days), pouch, tinderbox, waterskin, 8 gp, 3 sp, 6 cp

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, thrown (range 20/60), one target. Hit: 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack.* +5 to hit, ammunition (range 80/320), loading, two-handed, one target. Hit: 7 (1d8 + 3) piercing damage.

BONUS ACTIONS

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

BACKGROUND

Aethan Calder (AY-thun CAWL-duhr) grew up in the Pirate Isles as the unrealized son of a well-known pirate named Alexander Calder. When making port, his father would woo his young mother, Emelyn Tace, owner of a local tavern called the Tempest's Brew. For years, Aethan had no idea of his father's identity as Emelyn sought to protect him from Calder's enemies and steer him away from a pirate's life. But Aethan relished the tales of piracy and derring-do he overheard in his mother's tavern anyway. And he would often visit the docks to learn about ships and swordplay rather than making beds and running errands. As a result, an adventurer's heart bloomed in him despite his mother's efforts.

In time, Aethan's father perished at the hands of a mutinous crew. Squabbling over unequal shares of treasure, they murdered him and tossed his body overboard. It eventually washed ashore at the same port Aethan and his mother called home. Only then, in her grief, did Emelyn explain Aethan's true heritage. And, despite her best intentions, it caused a rift between them, as Aethan resented both the nature of his father's demise, as well as being kept in the dark about him for so long.

During this same time, a traveler came to their tavern, an exotic, half-elven explorer named Cathran Tyvirian who took room and board in their upstairs loft. She drew Aethan's interest and they developed a romantic relationship despite his mother's disapproval. For Aethan, the attraction was more than a means to rebel against his mother. He fell in love with Cathran, but their time together was merely a dalliance to the half-elf. Her research and exploration of the Cyclopean ruins among the Pirate Isles left little room for putting down roots, and she had no interest in long-term attachments she'd eventually outlive.

Cathran finally decided to leave, taking passage on a ship bound for a more distant shore. Running away from home, Aethan followed her with youthful determination, childishly imagining he could leave behind his boring life while simultaneously winning Cathran's heart and convincing her to let him adventure by her side. The half-elf sought to dissuade him, and while arguing, they unexpectedly ran afoul of a dockside scallywag running a press gang for a local pirate crew. Falling into his trap, they now find themselves looking out for one another in a situation which promises to bring them together through hardships neither could have imagined.

Background Skill Proficiencies: Athletics, Perception

Note: For maximum roleplaying impact, if there's another charismatic, wildhearted PC in the group (and no one plays Aethan's love interest, Cathran), that character, with their player's consent, should be chosen as the recipient of his romantic interest instead.

Background Tool Proficiencies: Vehicles (water)

Background Feature – Buccaneer's Blood: One of Aethan's ancestors—Captain Alexander Calder—was an infamous raider from the Pirate Isles whose very name struck fear in the hearts of those who sailed the open sea. Piracy is in Aethan's blood, and despite his good heart, he's always longed for adventure on a sailing ship. When Aethan reveals his heritage in any port town, he can get away with minor transgressions of the law, since most people will be afraid to report him to the authorities. Examples of such minor crimes include breaking furniture during a brawl or refusing to pay for goods or services (up to a maximum of 5gp in value).

PHYSICAL DESCRIPTION

Just 19 years old, Aethan has a lean, athletic build, having honed his muscles and reflexes through rigorous exercise and martial training. He stands 5 feet, 11 inches tall and weighs 170 lbs., keeping his dark hair trimmed in a rakish cut so it hangs down just in line with the thin beard and goatee tracing his hard-set jaw. His eyes are the color of the storm-ridden sky, and he dresses in matching colors of gray and white. He wears a brown, polished, studded leather breastplate with greaves for his shoulders, arms, and legs over his normal clothes. Aside from the ornate rapier constantly belted at his waist, he also straps a well-used buckler to his left forearm, keeps a trusty dagger in his boot, and carries a light crossbow with a small quiver of bolts on his back when expecting trouble.

PERSONALITY

Aethan has a devil-may-care attitude about most things. He chafes at any sense of authority which others try to wield over him, preferring to chart his own course and heed his own conscience. Inherently good at heart, he recognizes a lot of injustice exists in the world, including the tyranny which outside interests want to wield over those living in the Pirate Isles. He abhors a bully, often getting in over his head when coming to the aid of others, but relishes the conflict, eagerly pitting himself against evil-minded men with the same adventurous heart his father held as a pirate. But in Aethan's mind, he measures himself by his heroic deeds and derring-do more than any personal gain he receives for his efforts.

ADVANCEMENT

During his early adventuring career, Aethan advances as a fighter with each new level. At 2nd level, he gains one use of the Action Surge fighter ability. At 3rd level, he adds the Battle Master archetype, choosing the Evasive Footwork, Parry, and Riposte maneuvers. At 4th level, Aethan increases his Dexterity by two. (Alternatively, at 4th level Aethan can forego the Dexterity increase and instead select a Feat that enhances his skill at swordplay.)

ROLEPLAYING IDEAS

- Aethan clings to his romantic feelings for Cathran Tyvirian despite their difficult circumstances at sea. He comes to her aid in any battle, caring little for himself if it means keeping her safe and winning her heart by displaying the bravery and honor he legitimately feels inside himself.
- While Aethan never desired a pirate's life, he proves exceptionally good at matching his father's accomplishments once fully devoted to the pirate lifestyle. His natural leadership and daring spirit inspires those around him, and he feels obligated to live up to the trust they place in him.

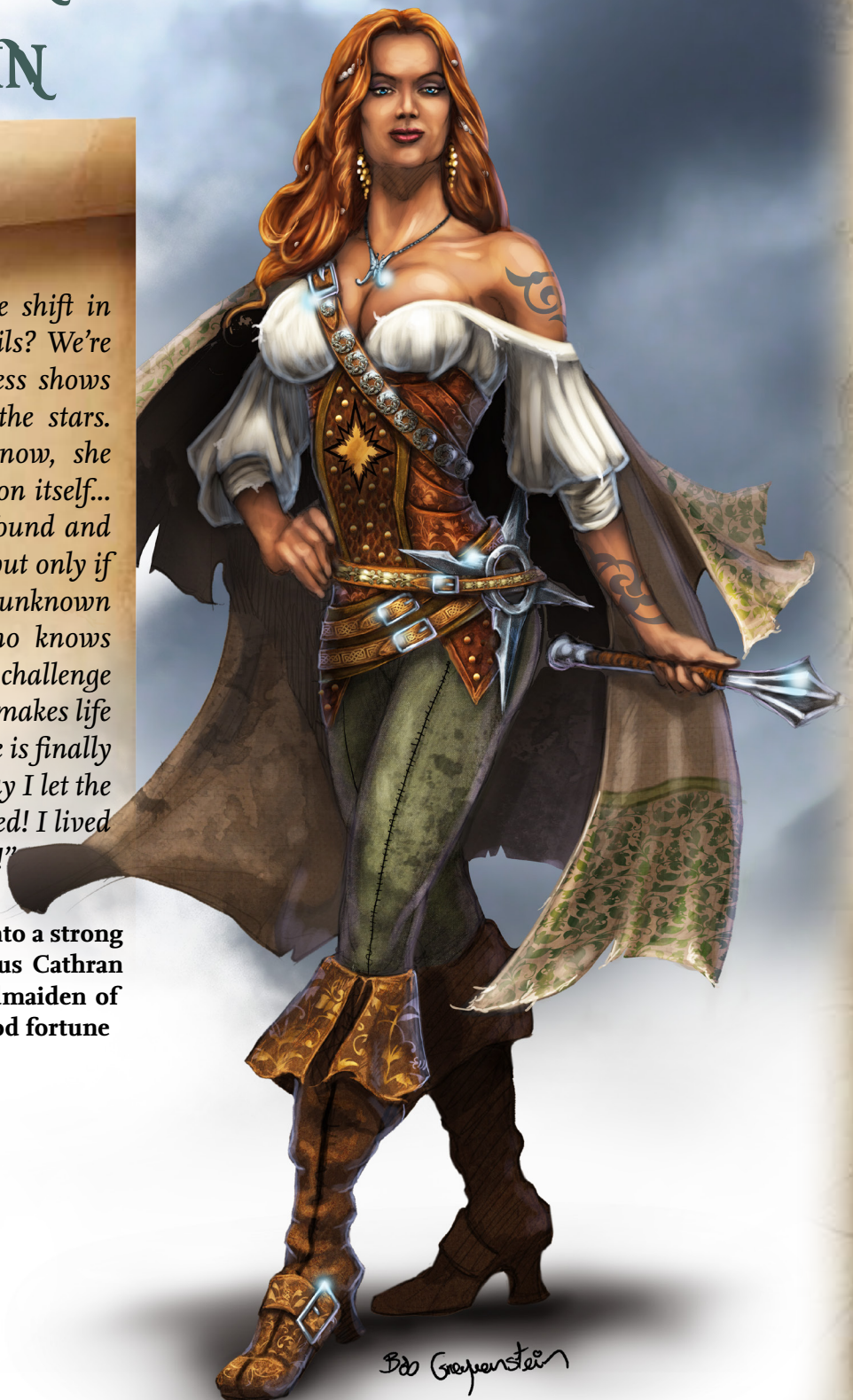
- Aethan resents truly evil acts of piracy, drawing the line at killing defenseless prisoners or betraying his comrades.
- Aethan follows a personal code of honor instilled in him by his fencing mentor, Javairius Kyle, and feels duty-bound to respond to challenges and duels, even forcing such confrontations if someone insults him or his friends.



CATHRAN TYVIRIAN

"Hah! Can you feel that? The shift in the wind? The snap of the sails? We're really moving now! The goddess shows her favor. She watches from the stars. She knows our needs. And now, she speeds our journey to the horizon itself... to a place where fortunes are found and our dreams can be made real, but only if we're brave enough to face the unknown and whatever lies ahead. Who knows what that'll be? There's a new challenge every day, you know? It's what makes life worth living! And when the ride is finally over, I want to look back and say I let the wind take me wherever it wanted! I lived the journey! And I was fearless!"

— Happy assertions shouted into a strong headwind by the adventurous Cathran Tyvirian, well-traveled handmaiden of the goddess of stars and good fortune



CATHRAN TYVIRIAN

Medium humanoid (half-elf), chaotic good cleric 1

Armor Class 16 (studded leather, shield)

Hit Points 10 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wisdom, Charisma (advantage on saving throws to avoid being charmed; immune to magical sleep; +1 on all saving throws)

Skills Acrobatics +5, History +2, Investigation +2, Perception +3

Senses Darkvision, passive Perception 15

Languages Common, Cyclops, Elvish

Spellcasting. Cathran is a 1st-level spellcaster, a follower of the Goddess of Stars, Luck, and Dreams. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*
1st level (2 slots): *cure wounds, guiding bolt*

Gear Studded leather armor, shield, mace, hand axe, backpack, bedroll, pouch, rations (3 days), tinderbox, waterskin, wooden holy symbol, 8 pp, 6 gp, 3 sp, 8 cp

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Hand axe. *Melee Weapon Attack:* +3 to hit, light, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Hand axe. *Ranged Weapon Attack:* +4 to hit, light, thrown (range 20/60), one target. Hit: 5 (1d6 + 2) slashing damage.

BACKGROUND

Cathran Tyvirian (KATH-rin TY-veer-EE-uhn) came to the Pirate Isles because of her dreams and visions of an ancient Cyclopean civilization which once existed among the islands. She takes such portents very seriously and attributes them as direct messages from her goddess, whose dreams and stars have always guided her path. She hopes they'll lead to a great discovery, a stronger faith, and the grandest adventure of her life. She also looks forward to sharing that experience with any who travel with her.

Cathran's upbringing was much less optimistic. Her elven father worked as a maritime soldier for an isolationist island kingdom closed to outsiders. He met her seamstress mother a few times on shore leave while visiting the coastlands, but always left with the tide, shirking all responsibility for raising a child. As a result, Cathran grew up fatherless, rebellious, and independent-minded. Longing to see the world, she readily accepted the faith of the Goddess of Dreams, following her

fortune to the Pirate Isles. And, much like her father, she entertained a number of romantic relationships along the way while never settling down.

One of Cathran's more heartbreaking trysts included young Aethan Calder, a charismatic swashbuckler with his own family issues and adventurous spirit. She met him at his mother's tavern, the Tempest's Brew. But, in time, she sensed he'd become too serious. Not ready for true love, Cathran packed her things and left for another island to continue researching the Cyclopean civilization from her dreams. She never anticipated Aethan would chase after her. And, when he caught up to her on the seedy docks of a distant port, she argued with him to turn back. In that moment of distraction, both were unexpectedly accosted by a press gang for a local

Note: For maximum roleplaying impact, if there's another wide-eyed, youthful PC in the group (and no one plays Cathran's would-be paramour, Aethan), that character, with their player's consent, should be chosen as her potential love interest instead.

pirate crew. Knocked unconscious and dragged aboard the pirates' ship, Cathran and Aethan now find themselves in dire circumstances, forced to look out for one another as they begin an entirely different journey together.

Background Skill Proficiencies: History, Investigation

Background Tool Proficiencies: Cartographer's tools

Background Feature – Lucky Explorer: Cathran has studied ancient history for much of her life and came to the Pirate Isles to explore the myriad, vine-choked ruins of an ancient Cyclopean civilization. During her travels, she has become an expert in finding things out, and has learned the ancient Cyclops tongue as a bonus language. When Cathran devoted her life to the priesthood, the Goddess of Stars, Luck, and Dreams sensed her love of exploration and promised she would always find her way home no matter how far she sailed. As a result, as a bonus action Cathran can automatically determine where true north lies.

PHYSICAL DESCRIPTION

Cathran bears the glow of a sun-kissed traveler, having spent most of her 30 years wandering the open sea from one port to another. Her once chestnut brown hair has lightened considerably over the years, giving it almost a sandy-blond appearance now, but it's her deep blue eyes which capture the most attention. They bear a stronger resemblance to her human mother than her elven father, instantly drawing in those who speak with her. She stands 5 feet, 9 inches tall and weighs 135 lbs., dressing in faded green leggings, a plain, white tunic, and knee-length, brown leather boots. She wears studded leather armor over this ensemble and wields a narrow mace with a light wooden shield in battle. She also keeps an ever-sharp handaxe belted at her waist and a wooden butterfly charm on a leather cord around her neck.

PERSONALITY

Cathran has a confident optimism about her, always steadfast, loyal, and supportive of her friends, believing she can overcome any problem with sufficient planning, patience, and flexibility. She roots this conviction in her faith, relying on the Goddess of Stars, Luck, and Dreams to guide her path and keep her safe. An ever-curious loreseeker, she's also eager to travel and experience the world, valuing her freedom above all else. Genuinely interested in new people, new lands, and ancient mysteries, she projects a friendly demeanor to earn the trust of those she meets. But, despite her positive outlook, Cathran wisely faces the world with open eyes, always prepared to defend herself and those close to her.

ADVANCEMENT

With each new level, Cathran advances as a cleric. At 2nd level, she gains the Channel Divinity and Divine Domain features, choosing the Luck Domain (see sidebar) or another available domain based on luck, dreams, or the stars. She also gains *Healing Word* as a 1st level cleric spell. At 3rd level, she adds *Command* as a 1st level spell and *Prayer of Healing* and *Spiritual Weapon* as 2nd level spells. At 4th level, Cathran's Wisdom score increases by two, and she gains *Locate Object* as a 2nd level cleric spell.

ROLEPLAYING IDEAS

- Cathran's headstrong obsession with the ancient ruins and sunken treasure of the Pirate Isles may lead her into situations which put her and her friends in undue danger. This could foster further tension, concern, or even guilt depending on the outcome. Regardless, she feels something pulling her onward. It even affects her dreams and she wonders if her goddess is leading to her something important—one of the main reasons she won't allow herself to settle down.
- While Cathran may ultimately rebuff the romantic feelings Aethan Calder holds for her, their shared principles and spirit for adventure could still establish a solid foundation for lasting friendship. Their relationship could take all manner of twists and turns as they seek their fortunes together on the high sea. Jealousy and bitterness could form if Cathran or Aethan show affection for an NPC during the campaign. Or, true love could blossom as each is forced to sacrifice something to keep the other safe.
- The stars, and astrology in general, have always guided Cathran's life. She feels they represent the will of her goddess, written across the sky for all to see. But sometimes, Cathran might misread their intent, leading to interpretations both dangerous and humorous.

LUCK DOMAIN

The Luck domain focuses on the seemingly-random acts of chance that define an individual's life. Whether the luck is good or bad, these tiny threads of fate weave through the world, influencing the shape of events yet to come. Deities that claim influence over the Luck domain range from those who represent inevitable fate, to those who personify randomness and chaos. Clerics with the luck domain seek to bestow good luck to their allies and bad luck to their foes, or to see the fate of a creature before it occurs.

LUCK DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>bless, bane</i>
3rd	<i>augury, warding bond</i>
5th	<i>beacon of hope, blink</i>
7th	<i>divination, freedom of movement</i>
9th	<i>confusion, dream</i>

Bit Of Luck: At 1st level, you gain a +1 bonus to all saving throws.

Channel Divinity: Starting at 2nd level, you can use your Channel Divinity to bestow a bit of luck – good or bad – on those near you. As an action, you can grant either advantage or disadvantage to one creature within 30', which applies to the next d20 roll they make.

Good Fortune: At 6th level, once per day you can see dimly into the future and use your luck to guide you to a better outcome. You can choose to reroll any single die roll that you make before the outcome has been determined.

Strike True: At 8th level, the first critical hit you score automatically does maximum damage (as if you had rolled the maximum amount on the appropriate damage dice). You can opt to not use this ability when it occurs, but if you do you cannot use it again later in the day.

Lucky Hit: At 17th level, once per day you can alter the result of any d20 to either a 1 or a 20. You can make this choice after the result of the die roll is known, but before the effects are applied. For example, you can use this to turn an enemy's successful attack to an automatic miss by changing the roll to a 1, or convert a failed saving throw into a success by changing the die roll to a 20. You can apply this effect to a d20 rolled by any creature and not just yourself.

"FAIRWEATHER" LUMIS PRINDLE



"Oh, come now, Captain. These goods were bought with blood coin and the lives of those you kidnapped and forced into slavery. So, who's the real pirate here? Certainly not us! We're just the hand of fate, taking back that which should have never been yours from the outset. And once we're done here, we'll make free men of these slaves with the full knowledge that many will volunteer to serve among our crew, more than eager to visit further punishment on you should our paths cross again. If you don't believe that, I urge you to look into their eyes. Many would set upon you now if we gave the word. So, if I were in your place, I'd take my losses and my leave and be thankful for my life."

— Not so idle threats from ever loquacious and eloquent, "Fairweather" Prindle, educated halfling, entrepreneur, and master diplomat

Bob Greyenstein

"FAIRWEATHER" LUMIS PRINDLE

Small humanoid (*halfling*), chaotic good **bard** 1

Armor Class 15 (studded leather)

Hit Points 9 (1d8 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Dexterity, Charisma (has advantage on saving throws to avoid being frightened)

Skills Deception +5, Perception +2, Performance +5, Persuasion +5, Stealth +5 (can attempt to hide even when obscured only by a creature that is at least Medium size)

Senses passive Perception 12

Languages Common, Halfling

Spellcasting. Lumis is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following bard spells:

Cantrips (at will): *Mage Hand, Prestidigitation*

1st level (2 slots/day): *Charm Person, Healing Word, Longstrider, Hideous Laughter*

Gear Studded leather armor, short sword, dagger, sling w/ 10 bullets, backpack, bedroll, rations (5 days), waterskin, whetstone, 10 gp, 6 gp, 1 sp, 5 cp.

ACTIONS

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, thrown (range 20/60), one target. Hit: 5 (1d4 + 3) piercing damage.

Sling. *Ranged Weapon Attack.* +5 to hit, ammunition (range 30/120), one target. Hit: 5 (1d4 + 3) bludgeoning damage.

BONUS ACTIONS

Bardic Inspiration. Choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. Lumis can use this ability up to 3 times between long rests.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BACKGROUND

Lumis Prindle (LOO-miss PREN-duhl)—also known as "Fairweather" to his friends—came to the Pirate Isles as a wandering musician and storyteller five years ago. Narrowly avoiding a group of slavers wanting to add him to their ship's 'cargo,' he realized he'd better make lots of friends to assure his continued freedom and safety. Since then, he's worked hard at knowing someone he can count on in every port of call—law-abiding or not—by making himself indispensable as an informant, diplomat, and entertainer. As a result, he's learned quite a bit about the local politics of the Pirate Isles, all while steering clear of associating too strongly with any particular faction. He holds a healthy respect for the lords of the Pirate Council—especially those who do well by the ones they protect—even spinning barroom tales to heighten their legends.

Unfortunately, Lumis once embellished a tale of two pirates who turned on one another over a golden idol. He painted one of them in a more favorable light than the other and unknowingly insulted the remaining pirate and his crew who were drinking at the same bar. Under the guise of buying him a few drinks for his performance, the pirates took revenge by drugging him and hauling him off to become an unwilling member of their crew. Now Lumis laments his plight alongside his fellow press-ganged shipmates, hoping his legendary halfling luck will somehow see him out of his predicament.

Background Skill Proficiencies: Perception, Persuasion

Background Tool Proficiencies: Musical Instruments

Background Feature – Barroom Talespinner: Lumis grew up on tales of adventure and piracy shared in dockside dives and the sea shanties of old salts who sailed the high seas. He's learned all about what it's like to be a pirate by talking with sailors on shore leave, and learned how to tell a good tale. He has advantage on Charisma (Performance or Persuasion) checks which involve piracy, sea shanties, lost treasure, or legends of nautical origin.

PHYSICAL DESCRIPTION

As a lightfoot halfling, Lumis Prindle takes exceptional pride that his height still eclipses the 3-foot average of his kin by a full inch—a fact he readily announces to any who would question it. Weighing just 35 lbs., his frame resembles that of a small child rather than the veteran, 25-year old talespinner he's become, and his curly brown hair, long sideburns, and wizened eyes also help belie that image. He dresses in brown pants with a maroon surcoat over a long-sleeved, white tunic. And, while he shuns footgear altogether, his feet are as tough as the studded leather armor he dons when expecting trouble. He also straps a well-maintained short sword and dagger to his belt, alongside his favorite sling and a pouch of pebbles collected from the many beaches he's visited.

PERSONALITY

Lumis has a hearty laugh and smile for everyone he meets, naturally winning over friends and would-be enemies alike. Many consider him a good luck charm for warding off evil spirits and bad weather—a welcome conclusion he does little to discourage, even reminding those who consider leaving him behind that they should always stick close to their ‘lucky halfling.’ He also has a tremendous love for stories and adventure, especially anything involving legends about pirates on the high sea. Their tales resonate with the wanderlust deeply rooted in his psyche, as well as his willingness to set aside the rule of law to do right by his friends. He’s always eager to reach a new port of call so he can savor the hospitality of acquaintances both old and new. And he’s as steadfast and loyal as the day is long.

ADVANCEMENT

Lumis advances as a bard with each new level. At 2nd level, he gains the Jack of All Trades and Song of Rest bard abilities, and learns the *Thunderwave* spell. At 3rd level, Lumis selects the College of Lore bardic college (gaining proficiency in Athletics, History, and Nature), and applies his Expertise bonus to Perception and Persuasion. Also at third level, Lumis learns the *Suggestion* spell. At 4th level, Lumis increases his Charisma score by 2, and learns the *Enhance Ability* spell. (If other bardic Colleges are available in the campaign, Lumis should select one which reflects his seaborne upbringing.)

ROLEPLAYING IDEAS

- Lumis has a story for every occasion, often regaling his friends with comical tales and fables which provide social commentary. Sometimes these prove entirely made up, though the halfling never lets on to the truth, using them as much to entertain as educate.
- Despite continued sensitivity over his short stature, Lumis recognizes the value in sticking close to someone larger than himself. As such, he may seek a supporting role alongside capable leaders like Aethan Calder, Taren Torrenato, or Silvio Devaulis.
- Lumis prides himself on being a resourceful ally who can “get things” (legitimately or otherwise), constantly fussing over the perfect items to provision a ship’s stores so it has more creature comforts for the captain and officers of the crew (including himself). As such, he serves quite capably as a quartermaster or first mate.



MIRIEL "MIRI" KALANTEE



"The sea holds many secrets, and so do I—each one a treasured gift best unwrapped and slowly savored—preferably with good company, good wine, and the soft roll of a ship. I've shared my own secrets with those who please me. And they've always been pleased in return. But the sea is also a vengeful thing, laying low the disrespectful with storms, waves, and the deep, dark oblivion. You should know I feel the same toward any who cross me or my friends. And, just like the sea, I won't hesitate...you won't see me coming...and there'll be no way to stay my hand. If you doubt that, you'd best sleep with one eye open tonight. Because, as pleasant as I can make your dreams, I can also turn them into a nightmare from which there'll be no awakening."

**— a sultry promise and whispered threat by
the seductive sea witch, Miri Kalantee**

Note: Miri uses the witch base class, as detailed in *Legendary Games'* compilation of the *Trail of the Apprentice* adventure path. A witch is similar to a wizard, but a witch has access to a different list of spells and doesn't record them in a spellbook. Instead, Miri's familiar, the osprey Caramina, learns spells, and communes with her master to allow Miri to prepare them each day.

All rules required to play Miri through level 4 are presented here. Further advancement will require the full rules found in *Trail of the Apprentice*. If you don't have access to these rules, you can make Miri another magic-using class like a warlock or wizard instead, or choose another pregenerated character to play.

MIRIEL "MIRI" KALANTÉE

Medium humanoid (elf), chaotic neutral witch 1

Armor Class 12 (no armor)

Hit Points 7 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Intelligence, Wisdom (has advantage on saving throws to avoid being charmed; immune to magical sleep)

Skills Arcana +5, Deception +4, Nature +5, Perception +3, Persuasion +4

Senses darkvision, passive Perception 13

Languages Aquan, Common, Elvish

Spellcasting. Miriel is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following witch spells prepared:

Cantrips (at will): *Guidance, Light, Mending*
1st level: *Charm Person, Sleep*

Gear Dagger, backpack, bedroll, candles (3), herbalism kit, ink and inkpen, ornate bracer, parchment (10 sheets), rations (3 days), signet ring, tinderbox, waterskin, 12 pp, 5 gp, 2 sp, 4 cp

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, light, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Dagger. *Ranged Weapon Attack:* +4 to hit, light, thrown (range 20/60), one target. Hit: 4 (1d4 + 2) piercing damage.

CARAMINA, OSPREY FAMILIAR

Tiny fey, chaotic neutral

Armor Class 13 (no armor)

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	6 (-3)	14 (+2)	6 (-3)

Saves Intelligence, Wisdom (has advantage on saving throws to avoid being charmed; immune to magical sleep)

Skills Perception +4

Senses passive Perception 14

Stored Spells 0 – all; 1st – *Charm Person, Comprehend Languages, Cure Wounds, Inflict Wounds, Mage Armor, Sleep*

BACKGROUND

Miriel Kalantee (MEER-ee-uhl KUH-lan-TEE) has always made her home by the sea, eschewing traditional elven culture to better attune herself with the rhythm of the tides and the deep sea patron who mysteriously taught her witchcraft through her osprey familiar. Though she doesn't fully understand this entity, she trusts the power invested in her, and she's coupled it with voodoo superstitions and a hodge-podge of religious doctrines strung together from a sisterhood of female deities from her elven upbringing and seaborne travels.

Miri first came to the Pirate Isles by way of an enamored merchant captain who thought she'd agreed to run away with him to become his wife. Instead, she left him tied up in his quarters before making off with a purse full of coin and an expensive ring. The ring proved her undoing, however, as the captain unknowingly bought it from a fence who'd stolen it from a pirate lord. Miri wore it openly and the pirates soon tracked her down and carried her off to their ship. Now she plots her escape and an extra special revenge for those who dared treat her in such an unruly manner.

Background Skill Proficiencies: Arcana, Persuasion

Background Tool Proficiencies: Herbalism kit

Background Feature – Touched by the Sea: Miri's blood surges with the ebb and flow of the tides. An aquatic elf impacted her bloodline somewhere in her ancestry, and now she's as comfortable in the water as she is on land. She always has advantage on ability checks to swim, and can hold her breath for twice as long as normal. Miri also gains Aquan as a bonus language.

PHYSICAL DESCRIPTION

Miri's aquamarine eyes and elven ancestry provide a sultry, exotic look which she plays upon to charm and seduce those around her. She pins back her long, white hair with small, tortoise shell combs while wearing a tan skirt below a white chemise and tight-fitting, yellow corset with black ties. Her long, brown boots bear multiple leather straps and brass buckles designed to accentuate her legs, and she wears a

distinctive bracer on her left forearm resembling fronds of intertwined seaweed. Still young at 145 years old, Miri stands 5 feet, 8 inches tall and weighs 118 lbs., armed with little more than a simple dagger strapped to her thigh.

PERSONALITY

Miri has a mercurial mood and playful sense of humor. She can be equally passionate and vengeful, or mischievous and light-hearted, depending on the circumstances and how slighted or flattered she feels. She enjoys luring others into lowering their guard with her flirtatious behavior, often convincing even the most ill-intentioned enemies to side with her point of view or to cater to her whims. Miri also holds a deep spiritual reverence for a variety of religious traditions. Extremely superstitious and sensitive to portents and divine influence, she honors the goddesses of dreams, revenge, piracy, and trickery in addition to the unknown patron which sponsors her witchcraft.

ADVANCEMENT

Miri advances as a witch with each new class level. At 2nd level, her familiar Caramina learns *burning hands* and *feather*

fall as new spells, and Miri can prepare one extra 1st level spell per day. Miri also gains the Charm hex as detailed below. At 3rd level, Caramina learns *false life* and *fog cloud* from the 2nd level witch spell list, and Miri can now prepare a total of 4 spells per day, chosen from any spells her familiar knows. At 4th level, Miri increases her Intelligence score by 2, and gains the Evil Eye hex detailed below. Also at 4th level, Caramina learns *delay poison* and *hold person* as new spells, and Miri can prepare up to 5 spells per day.

ROLEPLAYING IDEAS

- Miri may occasionally engineer playful affairs or romantic situations with her companions, which could create difficult circumstances for the unrequited love interest between Aethan and Cathran. While she means no lasting harm by these dalliances, she may feel affronted if no one sees fit to chase her, as well. Over time, she could develop her own infatuation, creating a potential love triangle or rivalry.
- Miri struggles with understanding the source of her witchcraft. Ultra-sensitive to superstitions, she becomes more unstable and paranoid about this otherworldly influence as the campaign plays out.

ADDITIONAL RULES: THE WITCH CLASS

Familiar

You have a familiar, a loyal animal that helps connect you to the source of your magic. Your familiar visits you each day when you prepare spells. It does not assist you in combat, scout ahead, or perform other tasks for you. You can teach your familiar new spells by allowing it to study a spellbook containing that spell, or asking it to talk to another witch's familiar who knows it. Your familiar can be any kind of animal.

Witch spell list

Cantrips: *dancing lights*, *druidcraft*, *guidance*, *light*, *mending*, *message*, *minor illusion*, *resistance*, *speak with animals*, *thaumaturgy*

1st level: *burning hands*, *charm person*, *comprehend languages*, *cure wounds*, *detect magic*, *detect poison and disease*, *faerie fire*, *feather fall*, *hideous laughter*, *identify*, *inflict wounds*, *mage armor*, *ray of sickness*, *sleep*, *unseen servant*

2nd level: *augury*, *blindness/deafness*, *darkness*, *delay*

poison, *false life*, *fog cloud*, *gentle repose*, *hold person*, *levitate*, *misty step*, *ray of enfeeblement*, *see invisibility*, *silence*, *web*

Witch Hexes

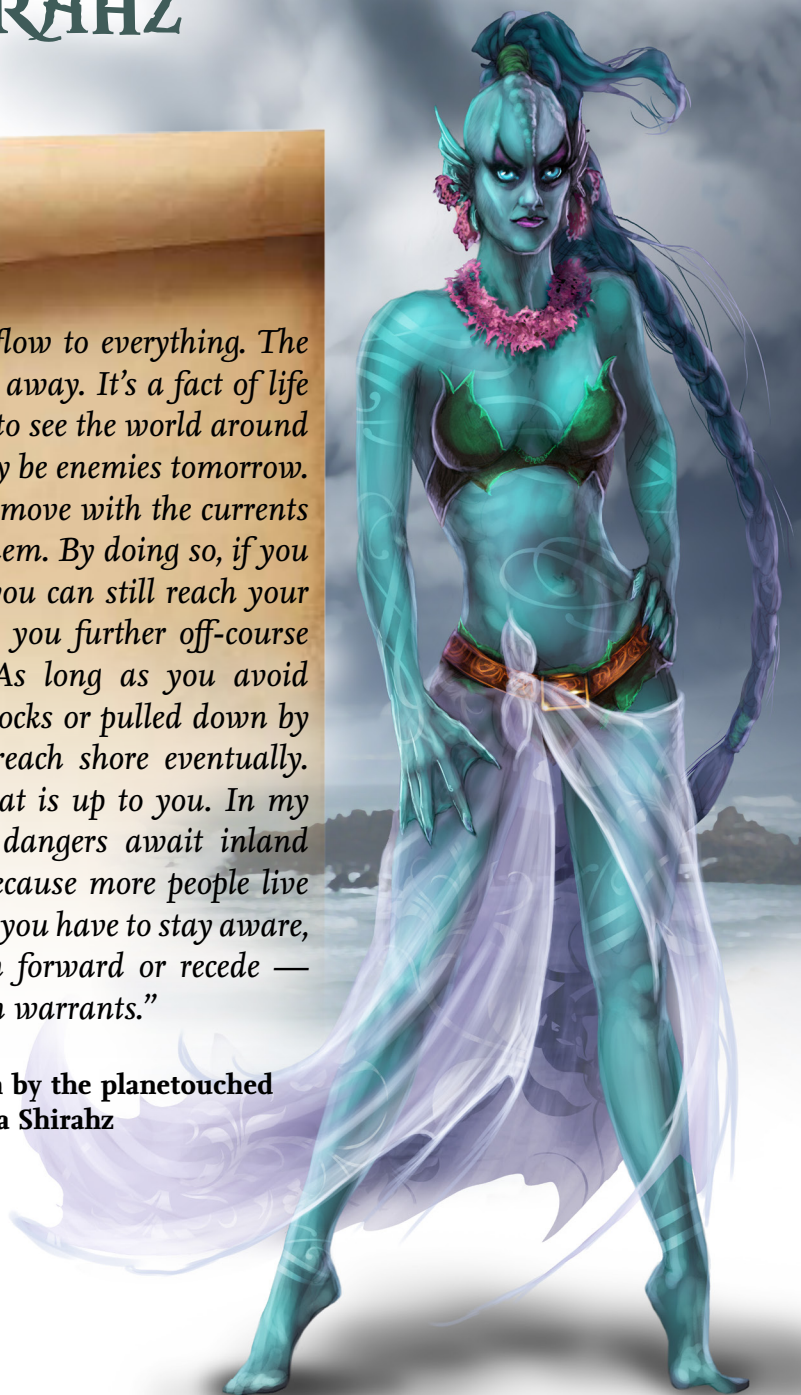
Charm: You can improve the attitude of a humanoid or animal within 30 feet with soothing words. If your target fails a Wisdom saving throw (DC 8 + your INT modifier + your Proficiency Bonus), their attitude improves by 1 step, from hostile to indifferent, or indifferent to friendly. This effect lasts for 1 minute.

Evil Eye: You can make a creature within 30 feet uneasy. Your target gains disadvantage on one of the following (your choice): ability checks, attack rolls, or saving throws. The disadvantage lasts for 3 rounds. If your target succeeds at a Wisdom saving throw (DC 8 + your INT modifier + Proficiency Bonus), the penalty lasts for 1 round. If the target makes its save, it is immune to your evil eye for 24 hours.

ONDIRRA SHIRAHZ

"There's an ebb and flow to everything. The tide rolls in and pulls away. It's a fact of life and the way I choose to see the world around me. Friends today may be enemies tomorrow. The wisest among us move with the currents rather than against them. By doing so, if you take the right angle, you can still reach your goals, even if it takes you further off-course than you intended. As long as you avoid being dashed on the rocks or pulled down by an undertow, you'll reach shore eventually. What you do after that is up to you. In my experience, far more dangers await inland than at sea. That's because more people live there to betray you. So you have to stay aware, always ready to push forward or recede — whatever the situation warrants."

— words of wisdom by the planetouched wanderer, Ondirra Shirahz



Bob Gasparstein

ONDIRRA SHIRAHZ

Medium humanoid (aquan tiefling), lawful neutral *monk* 1

Armor Class 15 (none)

Hit Points 10 (1d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Strength, Dexterity

Skills Acrobatics +5, Insight +5, Nature +2, Survival +5

Senses passive Perception 12

Languages Aquan, Common

Gear Dagger, light crossbow with case of 20 bolts, backpack, bedroll, rations (5 days), waterskin, whetstone, wooden holy symbol, 10 pp, 6 gp, 3 sp, 8 cp

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Martial Arts. *Melee Weapon Attack:* +5/+5 to hit, reach 5 ft., one target per attack. Hit: 5 (1d4 + 3) bludgeoning damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, thrown (range 20/60), one target. Hit: 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, ammunition (range 80/320), loading, two-handed, one target. Hit: 7 (1d8 + 3)

Chameleon. You can alter the color of your skin to match any human skin tone. This grants advantage on Deception checks to disguise yourself as human.

BONUS ACTIONS

Chameleon. When you have activated your chameleon ability, you may revert to your natural coloration as a bonus action.

BACKGROUND

Born to an insular family of aquan tieflings, Ondirra Shirahz (ON-deer-UH SHEER-rahz) has lived her entire life in the Pirate Isles. Her bloodline traces back a thousand years to a water djinn's supposed influence on the local islanders, but her generation never benefited from the creature's power over wishes. Instead, Ondirra spent her early years struggling to survive on the docks of a well-known port for smugglers, pirates, and assassins. She considered a similar path to earn money for her family, even training with an ex-assassin for several years before abandoning that dream when their guild branded her mentor a heretic and put her to death.

ADDITIONAL RULES:

VARIANT RACE - AQUAN (TIEFLING)

The **tiefling** described in the SRD is only the most common type of creature infused with the blood of an extraplanar entity. Humans in particular seem to be susceptible to pacts, trysts, and other mingling with the exotic creatures from beyond. In theory, variant tiefling exist with characteristics that match every inner and outer plane.

An aquan tiefling derives its nature from the Elemental Plane of Water. They have the same traits as a standard tiefling, with the following differences:

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Wisdom score increases by 1. This modifies the tiefling's standard ability score increases.
- **Water Affinity:** You gain a swim speed of 30 feet, and gain advantage on Strength (Athletics) checks while swimming. You can also hold your breath twice as long as normal. This replaces the tiefling's Hellish Resistance trait.
- **Chameleon:** As an action, you can alter the color of your skin to match any human skin tone. This grants advantage on Deception checks to disguise yourself as human. This replaces the tiefling's Infernal Legacy trait.

Since then, Ondirra has distanced herself from her family to protect them. Though she fiercely misses them, she feels she can fend for herself—and being apart, means one less mouth to feed so her brothers and sisters have a better chance at survival. In her subsequent adventures, Ondirra spent much of her time in the wild, living off the coastland and hunting the shoals along the island shore. One day, while swimming at sea, she became caught in a net and hauled aboard a fishing vessel. The drunken fisherman thought he'd captured an exotic sea creature, and after bludgeoning the entangled "mermaid" unconscious, he sold Ondirra to a passing slave ship. She wasted little time escaping her captors, but struggled to make the long swim back to shore. Eventually, a pirate ship happened upon her and fished her from the water, intending to loot her body. To their surprise, Ondirra still lived and they kept her aboard as a newly press-ganged recruit. Now she plots yet another escape, seeking allies who might mutiny alongside her.

Background Skill Proficiencies: Insight, Survival

Background Tool Proficiencies: Poisoner's Kit

Background Feature - Native Islander: Ondirra grew up in a pirate port infamous for both the scoundrels who visit it and the feared assassins who run it. She's been around

pirates and killers her entire life, and she's learned to be wary in her dealings with people, as there's no telling who might be an assassin or a raider in disguise. Ondirra always makes passive Wisdom (Insight) checks to determine whether a given individual that she can see will become hostile before it happens. If she succeeds in this check, she is not surprised when combat begins.

PHYSICAL DESCRIPTION

In her natural coloration, Ondirra has turquoise skin and sky-blue eyes. Even the lone, hair-braid she grows from the back of her shaven head is a darker tone of the deep, blue sea. She has a compact, almost thin physique with smooth skin overlaying hard muscle honed by years of swimming. She wears only the barest amount of clothing, primarily just enough to cover herself while leaving her limbs free for greater mobility. However, she does frequently don a decorative, sheer, shawl-like wrap when venturing into town, tying it about her like a long skirt, knotted at her waist. As an aquan tiefling, her hands and feet are webbed, the latter often wrapped or shod in form-fitting sandals. At the young age of 88 years, she stands 5 feet, 6 inches tall and weighs 140 lbs.

PERSONALITY

Ondirra has an incredibly patient attitude about everything, knowing full well the ocean can wear down even the mightiest rocks and bring swift change with the next tide. She's exceptionally cautious, no doubt owing to her many interactions with plunderers and killers among the Pirate Isles. She has an independent, survivalist streak to her, having learned to look after her own needs and defend herself in a fight even with her bare hands, if necessary. She absolutely reveres the God of Nature, finding her truest joy in the setting sun, the wind and water on her skin, and the stunning beauty of tropical plants and creatures living among the undersea grottoes she likes to visit along the shore.

ADVANCEMENT

As Ondirra gains experience, she seeks to perfect her flowing style of martial arts in addition to her deep, spiritual connection to the sea. At 2nd level, she chooses to multiclass as a druid. This grants her spellcasting ability and the ability to speak the secret Druidic language. She prepares *druidcraft* and *guidance* as 0-level cantrips, and *cure wounds* and *speak with animals* for her 1st level spells. At 3rd level, Ondirra takes another level in druid, gaining the Wild Shape ability and selecting the Circle of the Sea druidic circle (detailed below). She also gains *thunderwave* as a prepared spell. At 4th level, Ondirra takes another level as a monk and selects the Way of the Open Hand monastic tradition to guide her. She gains +10 to her base walking speed, and gains 2 Ki points which she can use to fuel the Flurry of Blows, Patient Defense, and Step of the Wind Ki features.



ADDITIONAL RULES: CIRCLE OF THE SEA (DRUID CIRCLE)

Just as the Circle of the Land watches over the dry areas of the world, the Circle of the Sea are caretakers of the mighty oceans that make life possible. Few land-dwellers choose to associate with this circle, which is made up primarily of aquatic elves, merfolk, and other sea-dwelling creatures. As a member of this circle, your magic is influenced by the rise of the tide, the currents which are the lifeblood of the seas, and the deepest depths of the ocean where light does not penetrate to reveal the wonders – and horrors – hidden below.

Hydrated Vitality: While submerged in water, you can absorb the life-giving waters to heal some of your wounds. Any time you are completely submerged in fresh or salt water, you regain 1 hit point at the end of your turn. If the water you are submerged in is polluted or poisoned beyond its natural state, this ability does not function.

CIRCLE SPELLS

DRUID LEVEL	CIRCLE SPELLS
3rd	<i>blur, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control weather, hallucinatory terrain</i>
9th	<i>conjure elemental (water only), coral stride (as tree stride, but works with underwater plants or coral reefs only)</i>

Sea Legs: Starting at 6th level, you gain a swim speed equal to your base walking speed (or +10 to your swim speed

if you already have one). Swimming through nonmagical difficult terrain costs you no extra movement. You have advantage on all checks to swim, and can hold your breath underwater twice as long as normal.

Amphibious Ambassador: Starting at 8th level, you gain the ability to breath underwater (if you normally breath air) or air (if you normally breath water. While underwater, you gain darkvision 60' (or blindsight 30' if you already have darkvision). While above water, you are immune to Sunlight Sensitivity or similar racial traits which provide penalties for being in bright light.

Scion Of The Sea: At 14th level, aquatic creatures recognize you as a champion of the waves, above the natural food chain of predator and prey. You have advantage on any Charisma check to persuade aquatic creatures, and can use Persuasion even on non-intelligent creatures or plants. When an aquatic beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

ROLEPLAYING IDEAS

- Ondirra's past includes martial training with an ex-assassin from her native port. This mentor was hunted and slain as a heretic, and Ondirra lives in fear that the same killers will track her down and slay her, as well. This makes Ondirra suspicious of any newcomers she encounters, and she always hides her identity when going ashore by disguising herself with her flesh chameleon ability.
- The deep reverence Ondirra holds for the ocean and the natural cycle of life gives her a unique outlook. Every conflict becomes another fight for survival and she meets it head on, her normally calm demeanor exploding into a shark-like savagery heightened by the sight and scent of blood.

- Ondirra soothes the aches and pains of her body every day by going swimming. She holds her breath while meditating underwater for several minutes, always emerging with a renewed energy and endurance.

"ROOKROOST" EVON BLOODBEAK



"If there's gold on this ship, I'll have it even if I've gotta pry it out of your teeth! And if you lied to me about it, I'll leave the rest of you for the sharks. Somebody's gotta keep'em fed. Might as well be you. If you're thinking different—and you wanna test your luck—now's the time to settle it with a blade in your hand. But be warned, fool. I'm not afraid to bleed, and I'm not afraid to kill. I've done my share of it. And I've seen you about. Braggin' on your dueling skills and challengin' your lessers. Your swordsmanship ain't nearly good enough. That's because I don't just fight to win. I fight to kill! And if you lose, it won't just be you I throw overboard. Your whole damn crew will be following you over the rail."

— a terrifying threat from the eternally greedy and bloodthirsty tengu pirate, Evon Bloodbeak

"ROOKROOST" EVON BLOODEBEAK

Medium humanoid (tengu), neutral evil *rogue* 1

Armor Class 15 (studded leather)

Hit Points 10 (1d8 + 2)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 16 (+3) 12 (+1) 12 (+1) 10 (+0) 12 (+1)

Skills Acrobatics +5, Deception +4, Intimidation +4, Perception +2, Stealth +5, Sleight of Hand +5

Saving Throws Dexterity, Intelligence

Senses Darkvision, passive Perception 12

Languages Common, Tengu, Thieves' Cant

Glide. Evon can make a DC 15 Athletics check to fall safely from any height without taking falling damage, as if using *Feather Fall*. When falling safely, he may also make an additional DC 15 Athletics check to move 5 feet laterally for every 20 feet he falls.

Sneak Attack. Once per turn, Evon can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. Evon doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and Evon doesn't have disadvantage on the attack roll.

Gear Studded leather armor, rapier, boarding axe (treat as handaxe), shortbow and quiver of 20 arrows, acid, alchemist's fire (3), backpack, bedroll, pouch, thieves' tools, tinderbox, rations (3 days), waterskin, 9 gp, 3 sp, 8 cp

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 9 (1d6 + 2 + 1d6) piercing damage with Sneak Attack.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d3 + 2) piercing damage.

Boarding Axe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, ammunition (range 80/320), loading, two-handed, one target. Hit: 6 (1d6 + 3) piercing damage.

BACKGROUND

Evon Bloodbeak (EHV-uhn BLUHD-beek) has always lusted for battle and gold. The orphaned son of tengu immigrants from the Far East, he dreamt of transcending his lowly beginnings by seizing power through piracy and force of arms. During his early years, he struggled to make it on his own, growing up among seedy shantytowns and dockside dives. He naturally turned to crime to survive, and joined his first pirate ship when he was only 15. A practiced swordsman,

NEW RACE - TENGU

Tengu are crow-like humanoids driven by greed. Their bodies are covered with fine black feathers, with claw-like hands and feet and a large beak. Their arms are covered with long feathers reminiscent of the wings of their crow forebears, and some have learned to glide through the air using these rudimentary wings. They are proud to the point of arrogance, believing that the world owes them not just a living, but an opulent living built on the backs of their lessers (which includes all non-tengu). Tengu love to collect shiny baubles of all kinds, and often adorn themselves in gaudy jewelry.

Tengu Traits

- **Ability Score Increase.** Tengu are naturally agile. Their Dexterity score increases by 2.
- **Age.** Tengu live short, often violent lives. A typical tengu is considered an adult at age 16, and may live to reach 50 years old if nothing cuts their natural life short. An old tengu, feathers tinged with grey and voice raspy with the years, is a rare sight and often a formidable foe.
- **Alignment.** Tengu society does not encourage adherence to any rules beyond the golden rule: "Whoever has the gold, makes the rules." Their selfishness and affinity to amass personal wealth makes them lean towards chaos and evil, although certainly there are those who remain neutral. A law-abiding tengu is even rarer than an old tengu.
- **Size.** Tengu are somewhat frail and lightly built, but stand nearly as tall as a human being. Their size is Medium.
- **Speed.** Tengu have a base walking speed of 30 feet.
- **Darkvision.** Tengu are used to operating in darkness. They can see in dim light within 60 feet as if it was bright light, and in darkness as if it was dim light. You can't discern color in darkness, only shades of gray.
- **Sword-trained.** All tengu are trained in swordplay from a young age, and are automatically proficient with all sword-like weapons (including daggers, greatswords, longswords, rapiers, scimitars, and shortswords).
- **Natural Weapons.** A tengu's beak is a formidable weapon up close. They gain a beak attack (treat as a bite attack) that does 1d3 points of damage.
- **Glide.** Many tengu have learned to use their feathered arms to slow their fall. A tengu can make a DC 15 Athletics check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, he may also make an additional DC 15 Athletics check to move 5 feet laterally for every 20 feet he falls.

he's already made a mark for himself, scarring, maiming, and killing several would-be toughs to climb ever higher in his mercenary pecking order.

Three weeks ago, Evon helped his friends raid a wealthy coastal settlement on a distant island. Though the plunder proved lucrative, their ship became damaged by a freak storm before they could make port again. Heavily-damaged and listing badly while taking on water, they barely made landfall, and the ship has lain in dry dock for several days to make repairs. The downtime gave Evon an excuse to temporarily part ways so he could enjoy his ill-gotten gains in the gambling houses and taverns further inland. While looking for trouble, he drank enough to loosen his tongue, boasting of his accomplishments and threatening those who disrespected him. His inebriated state caused him to miss the drug which the tavern's owner slipped into his drink, and it knocked him out cold. When Evon awakened, he found himself aboard an entirely new ship, press-ganged into a band of pirates where he held no status. More determined than ever, the tengu's rage has kindled, and he's finally tired of taking orders from others. Now, he'd like nothing more than to stage a coup and claim the pirate ship as his own—a matter he intends to pursue as soon as he secures enough trustworthy allies.

Background Skill Proficiencies: Intimidation, Perception

Background Feature – Eye for Plunder: Evon has always had a keen eye for the glitter of gold, and he's raided enough merchant ships to have a feel for where the most valuable plunder is hidden. He gains advantage on Perception checks to find concealed or secret objects (including secret doors and traps).

PHYSICAL DESCRIPTION

Evon resembles a jet-black, humanoid crow with oily, dark feathers and powerful talons. With his hunched posture, he stands just 5 feet tall, and his hollow bones give him a weight of only 92 lbs. Despite his small frame, he remains physically fit, carrying a number of weapons in addition to his studded leather armor, including a shortbow and quiver of arrows on his back and a rapier and wicked-looking boarding axe belted at his waist. To set himself apart from other tengu, Evon likes to paint his broad beak with the blood of his enemies, believing it gives him a more fearsome aspect in battle. At 19 years old, he's more than ready to carve his way to the top.

PERSONALITY

Evon has the instincts of a predator, always eager to draw blood whether with his weapons or beak. He has a strong desire to prove himself the best at swordplay and martial combat, gliding into any melee so he can take down his enemies with a well-placed strike. He's also filled with avarice, possessing a keen instinct for acquiring and evaluating the

most valuable loot. He often quarrels with those who would seek to deprive him of the shiny baubles he covets. And he doesn't mind a bit of deception or skullduggery to take what he wants. One day, he'd like nothing more than to acquire a ship and crew loyal only to himself and then raid the seas as one of the most bloodthirsty pirates in history.

ADVANCEMENT

Evon splits time advancing as a rogue and a fighter, eschewing two-weapon techniques to perfect his skill with the rapier alone. At 2nd level, he takes his first level as a fighter, taking the Duelist fighting style and gaining the Second Wind feature. At 3rd level, he takes another level in rogue, gaining the Cunning Action feature. At 4th level, Evon takes another level as a fighter and gains one use of the Action Surge ability, often using it to attack a second time. As Evon continues advancing in experience, he alternates levels in rogue and fighter, using sneak attack and focusing on improving his skill with the rapier in combat.

ROLEPLAYING IDEAS

- Evon's unending appetite for plunder leads him to pursue every ill-gotten gain. From simple pickpocketing and clandestine burglary to active piracy and chasing down rumors of buried treasure and valuable artifacts, his greed knows no bounds. He may even filch small items from his adventuring companions, provided he can quickly fence them.
- Because of his long-term goals and innate avarice, Evon is the most likely adventurer to sponsor or lead a mutiny, always eager to gather more power to himself or overthrow those he resents or questions.
- Evon has an active desire to make a name for himself as a pirate with unmatched swordsmanship. On the rare occasions he doesn't outright kill an opponent during a performance challenge or duel, he likes to carve the symbol of a crow in the flesh of his victims so their scars can spread word of his prowess.

SILVIO "SILVERTONGUE" DEVAULIS



"I may be showin' my age, friend...and a bit o' wear and tear fer an old sea dog on one leg. But don't be mistakin' that fer weakness. I can still put a bolt through yer thick skull from a fair range. And odds are, ya won't even see it comin'. Now, I hear yer also the one with a map ta some buried treasure. Yer crew's been talkin' about it in every ale-swillin' dive on the docks, and it's a shame ya didn't think to invite a few more o' us skilled, capable, *trustworthy* mariners ta share in yer enterprise. That kind o' slight got me and the boys here talkin' it over, and we be thinkin' it might be best if we just relieve ya o' that map and take the treasure fer ourselves. If'n ya hand it over without a fuss, we'll part ways on good terms. But if'n ya keep it from us, I'm afraid we can't be guaranteein' yer safety on this lovely, starry night."

— an opportune moment engineered by the ever-enterprising, silver-tongued pirate, Silvio Devaulis

SILVIO "SILVERTONGUE"

DEVAULIS

Medium humanoid (human), chaotic neutral warlock 1

Armor Class 14 (leather)

Hit Points 10 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Deception +5, Investigation +4, Persuasion +5

Saving Throws Wisdom, Charisma

Senses passive Perception 11

Languages Common; telepathy 30'

Otherworldly Patron. Silvio has the Fiend otherworldly patron.

Spellcasting. Silvio is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following warlock spells:

Cantrips (at will): *mage hand*, *prestidigitation*

1st level: *charm person*, *command*

Gear Stylish leather armor, mace, dagger, light crossbow w/ 20 bolts, backpack, bedroll, hooded lantern, ink and ink pen, map case, oil (2 flasks), parchment (5 sheets), peg leg, pouch, tinderbox, rations (5 days), tricorne hat, waterskin, 2 pp, 8 gp, 9 sp, 8 cp

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., ammunition (range 80/320), loading, two-handed, one target. Hit: 6 (1d8 + 2) piercing damage.

Dagger. *Melee Weapon Attack:* +4 to hit, light, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, light, thrown (range 20/60), one target. Hit: 4 (1d4 + 2) piercing damage.

REACTIONS

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

BACKGROUND

Silvio Devaulis (SIHL-vee-OH duh-VAW-lus) earned the nickname "Silvertongue" by successfully arguing his innocence—and that of his entire crew—when an imperial corsair boarded his ship and accused them of engaging

in piracy. Guilty as sin, he bluffed his way through the overzealous captain's questions and even convinced him to resupply their ship's stores for a supposed long-term journey along the northern trade route. He and his men celebrated their success and proceeded to raid three different merchant ships the next morning, expanding his legend even more.

Regrettably, however, Silvio's fortunes always have tended to rise and fall. Subsequent forays proved less successful and brought him into conflict with the same curse-worthy imperials. This time, they captured his ship and hanged his crew. Silvio himself barely saved his own life by convincing the captain to strand him on a desert island instead—all so he could 'contemplate' his misdeeds while slowly starving to death. While delirious from heat and lack of water, Silvio dreamed of a titanic sea serpent named Father Dagon that visited him and offered him salvation... for a price. After accepting the dream offer, Silvio awoke floating on a crude raft just outside a port city, his right leg bitten off below the knee and thoughts of the deepest ocean depths filling his mind.

Destitute and crestfallen, it took a year for Silvio to work his way out of the gutter. He convinced a merchant captain to take him on, all while making plans to influence his down-trodden sailors to mutiny and select him as their new captain. He shared this idea over drinks at a local tavern, but offended the sailors who knocked him unconscious in disgust. Things became hazy after that, but someone dragged him from the bar and onto a ship at the docks. When Silvio came to, he found himself press-ganged among several new pirate 'recruits'—a fitting enough irony which Silvio intends to turn in his favor.

Background Skill Proficiencies: Deception, Persuasion

Background Tool Proficiencies: Disguise Kit

Background Feature - Silver Tongued (Ex) Silvio always found trouble as a child and quickly developed a silver tongue to extricate himself from situations when caught. Silvio is exceptionally adept at manipulating others and putting even sworn enemies at ease. He gains a +2 bonus on Diplomacy and Bluff checks against those who would do him harm.

Background Feature - Peg Leg (Ex) Silvio replaced his sacrificed leg with a peg leg years ago, and plays up his limp for onlookers. He has long since gotten used to the prosthesis, however, and suffers no penalties due to it.

PHYSICAL DESCRIPTION

Silvio is a bit heavyset for a 44-year old man with so much sailing experience, weighing 215 lbs., while standing 5 feet, 9 inches tall. He proves nimble despite his girth and the worn-down peg leg he hobbles around on. His primary ensemble includes a stylish, armored coat which he can slip on more easily when expecting trouble. He also counts a well-crafted crossbow and light mace among his

most prized possessions, but, in truth, his vanity holds the highest value to him. While he keeps his gear in good repair, he also meticulously combs his scraggly hair and heavy beard each morning before donning his handsome, tricorne hat with its signature red plume.

PERSONALITY

Silvio is quite simply a skilled conversationalist, experienced sailor, and all around scallywag. He exults in outsmarting those he considers worthy challenges for his keen intellect and underhanded schemes, and he handsomely rewards those he can influence into helping him with such endeavors. Life is a high-stakes game to him, played out on the challenging seas and mysterious ports of call. Whether looting the holds of trading ships, reclaiming buried treasure, or crossing swords while engaging in a battle of wits with his enemies, he's almost always a step ahead of everyone, calling upon the divine aid of the Pirate Queen to see him through life's challenges.

ADVANCEMENT

As he gains experience, Silvio advances both as a warlock and a rogue, combining his otherworldly pact with stealth and guile. At 2nd level, he takes his first level as a rogue and replaces his mace with a rapier. He also acquires proficiency in Investigation and with Thieves' tools, applies his Expertise bonus of +2 to Persuasion and Deception, and gains the Sneak Attack ability. At 3rd level, he takes another level in warlock, adding *burning hands* to his known spells (as provided by his Otherworldly Pact). He also gains two eldritch invocations: Armor of Shadows and Fiendish Vigor. At 4th level, Silvio increases his Dexterity by 2 while adding another level as a rogue, granting him the Cunning Action ability. If the campaign introduces gunpowder, Silvio works to replace his crossbow with a brace of pistols.

ROLEPLAYING IDEAS

- Silvio excels in putting others at ease. Even in the middle of a heated argument, he finds the right words or motivation to turn such moments to his advantage. A natural leader, he hopes to captain another ship of his own so he can keep playing the games of manipulation he enjoys—whether escaping those pursuing him or simply keeping one step ahead of a larcenous crew.
- Legendary myths and treasure always draw Silvio's interest. Whether divine, arcane, or natural in origin, he enjoys solving mysteries and being the first to reclaim or discover something distinctive and valuable. This could bring him into competition with fellow adventurers like Cathran Tyvirian and Evon Bloodbeak.

TAREN TORRENATO

“There’s an entire ocean between me and my countrymen, but still they chase after me. I’ve been branded a murderer, a thief, and now a pirate. All unintended and undeserved. Instead, I just think of myself as the unluckiest person alive. Despite that, at least I *am* alive. A wise woman in port once told me she remembered my family, and even shared a berth with us on the crossing to our homeland. She recalled the night I was born at sea—one of the stormiest on record. They say it was a sign—a blessing from the Pirate Queen herself. Given all that’s happened to me, I can’t help but wonder if *she’s* the source of my bad luck. If so, it’s time I did something to change that. And if it means being a pirate and honoring her ways, so be it.”

— ruminations of misery and determination from Taren Torrenato, reluctant pirate and fugitive



Note: Taren uses the gunslinger base class, as detailed in *Legendary Games'* compilation of the *Trail of the Apprentice* adventure path. A gunslinger specializes in the use of black powder weapons, and draws upon inner reserves of grit to accomplish amazing deeds.

All of the rules required to play Taren through level 4 are presented here. Further advancement will require the full rules found in *Trail of the Apprentice*. If you don't have access to these rules, you can make Taren a ranger specializing in archery, or choose another pregenerated character to play.

TAREN TORRENATO

Medium humanoid (human), chaotic neutral gunslinger 1

Armor Class 15 (leather)

Hit Points 11 (1d10 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Athletics +3, Intimidation +4, Perception +3, Survival +3

Saving Throws Dexterity, Constitution

Senses passive Perception 11

Languages Common

Gear Leather armor, rapier, dagger, battered pistol with 30 bullets, backpack, blanket, gunsmith's tools, hooded lantern, oil (2 flasks), ornate lion-headed bracer, powder horn with 30 doses of black powder, rations (3 days), tinderbox, tricorn hat, waterskin, 5 pp, 1 gp, 7 sp, 8 cp

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, ammunition (range 20/60), loading, one target. Hit: 9 (1d8 + 5) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, light, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, light, thrown (range 20/60), one target. Hit: 5 (1d4 + 3) piercing damage.

BACKGROUND

Taren Torrenato (TAYR-in TOR-uh-nah-TOH) once made his home in a land of industry and invention far across the sea where he grew up tending his father's smithy and ironworks, manufacturing the components for firearms and gunpowder. Over time, he became proficient with his own

creations, garnering a reputation as a crack shot with a pistol. His success ultimately led to youthful boasting and rivalries with his jealous siblings—three brothers and a sister. An unexpected argument on his oldest brother's birthday caused a gunshot while wrestling over a loaded gun which took the latter's life. Witnesses claimed Taren intentionally shot him, and he fled rather than face trial.

Taren's flight took him to the Pirate Isles, a region as far away from home as he could imagine. He'd always found the sea to his liking, and never realized he had such a knack for sailing until he worked his way there as part of a merchant crew. He kept the gun he and his brother had argued over—a one-of-a-kind prototype—which he stashed with his meager belongings, intending to keep it hidden to avoid drawing attention to himself. Unfortunately, their trader ship came under heavy attack and Taren was pressed into defending himself. His gun skills helped turned the battle, but stories of his heroics reached the ears of mercantile interests back home. Their agents have since sought to hunt him down, both to retrieve the weapon and bring him to justice. While avoiding them, Taren ran afoul of a press-gang operation which landed him as the newest crew member on a pirate ship. Their illicit activities have only added to his disrepute, and now Taren fears he'll never clear his name.

Background Skill Proficiencies: Survival, Perception

Background Tool Proficiencies: Gunsmith's tools, vehicles (water)

Background Feature - Heart of the Sea: Taren has always felt drawn to the sea, granting advantage on Athletics checks to swim and any skill checks made to sail a ship.

PHYSICAL DESCRIPTION

Taren wears the tight-fitting trousers and long-sleeved doublet of his homeland, as well as a pair of leather boots and a matching tricorn hat to keep his shoulder-length brown hair in check. Just 20 years old, his steel-gray eyes have already seen a number of ports across the sea lanes and tradeways. He stands 6 feet tall and weighs 175 lbs., clean-shaven for all but a simple goatee and shortened sideburns. A battered pistol and powder horn hang next to an ornate rapier belted at his waist. And he wears a suit of hand-tooled, leather armor to protect himself, in addition to a narrow bracer embossed with the image of a growling lion's head on his left arm.

PERSONALITY

Taren always has a determined look about him, intently focused on the task at hand to assure he and his friends can face down any challenge. If idle, his hands often stray to the hilt of his rapier and the pistol he designed at his father's smithy. He rarely talks about the life he left behind, searching instead for a new home as he follows the open sea to distant lands and cultures. He longs to meet someone like himself, starting over in an effort to leave their past behind. Any friends he makes while sailing the seas earn his undying

support, as he stands ready to come their aid any way he can. But he's looked after himself for so long, he finds it difficult to trust the motives of those around him unless they've been through mutual struggles together first.

ADVANCEMENT

Taren advances as a gunslinger with each new level. At 2nd level, he gains 2 grit points and the Deadeye, Gunslinger's Dodge, and Quick Clear deeds. At 3rd level, Taren takes the Pistolero shooting archetype, granting him the Deadly Dodge ability. At 4th level, Taren increases both his Strength and Constitution by 1 point to increase his damage output with a blade.

ROLEPLAYING IDEAS

- Taren sometimes drinks away the troubles of his past, leading some to question his focus. Strangely enough, alcohol has the opposite effect on him, steeling his nerves, sharpening his aim, and leaving him more emboldened than ever when it comes to confrontations and risky endeavors.

- Tenacious agents from Taren's homeland still search for him in an effort to bring him home to stand trial for his crimes, but their true desire is the weapon design he carries with him. These single-minded bounty hunters could join forces with any enemies Taren makes over the course of the campaign, bringing more danger to the lives of him and his friends.
- Taren has an eye for the ladies, and a pleasing demeanor about him which more easily draws their attention. Companions like Miri, Cathran, or even the undead Ondirra could develop romantic feelings toward him. In the case of Cathran, this could also lead to a jealous rivalry between Taren and Aethan.
- The pistol Taren stole from his father's smithy means more to him than anything. Aside from a memento of his past, he also sees it—and firearms, in general—as the key to making a new life for himself in the Pirate Isles. He obsesses about maintaining and caring for the weapon, continuously experimenting with replica designs and ammunition while also helping train his friends and fellow crew in the use of such weapons. This may lead to in-game reasons for his adventuring companions to purchase their own firearms.

ADDITIONAL RULES: THE GUNSLINGER CLASS

Way of the Gun: At 1st level, you begin play with a battered pistol. This gun only works normally for you. Anyone else who tries to use it suffers disadvantage on attack rolls. Any other firearms you purchase cost the normal price and work just as well for anyone else.

Rapid Reload: Starting at 1st level, you treat firearms as if they did not have the loading property.

Dueling Gun Style: Starting at 1st level, while wielding a firearm in one hand, you gain a +2 bonus to damage rolls with that weapon.

Grit: Starting at 2nd level, you gain 2 grit points which you can use to accomplish amazing deeds. This is your maximum grit points and after each long rest, you restore your grit points to this maximum. You can also regain grit in the following ways.

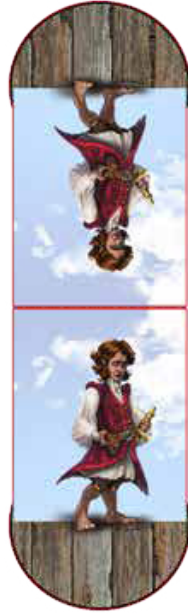
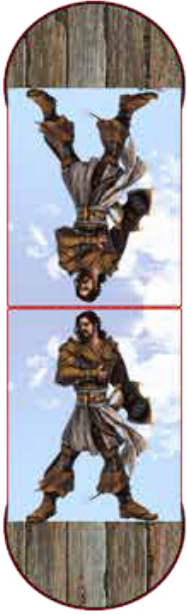
- **Critical Hit with a Firearm:** When you score a critical hit on a creature with a firearm attack while in the heat of combat, you regain 1 grit point. (Confirming a critical hit on a dying creature or a creature with a Challenge Rating less than half your character's level does not restore grit.)
- **Win a Fight against Worthy Opposition:** When you win a combat against a creature or creatures with a total Challenge Rating of your character's level

or greater, you regain 1 grit point. The combat counts whether you win by yourself or with the aid of others. Only combats against enemies count, practice fights or sparring with allies do not restore grit. You win a combat when all foes have surrendered, fled, or are defeated.

Deeds: You can use grit points to accomplish deeds, acts of great skill and cunning for which gunslingers are famous. At 2nd level, grit points allow you to use the following abilities.

- **Deadeye:** When making an attack with a firearm within that firearm's normal range, you may spend 1 grit point to gain advantage on that attack.
- **Gunslinger's Dodge:** After an opponent declares a ranged attack against you but before the attack is rolled, you can immediately spend 1 grit point to give that attack disadvantage.
- **Quick Clear:** You may spend 1 grit point to clear a fouled firearm as a bonus action.

Deadly Dodge: Beginning at 3rd level, if a creature attacks you with a melee weapon attack and misses, you can use your reaction to move five feet, then make an attack against that creature with a firearm you wield in one hand.



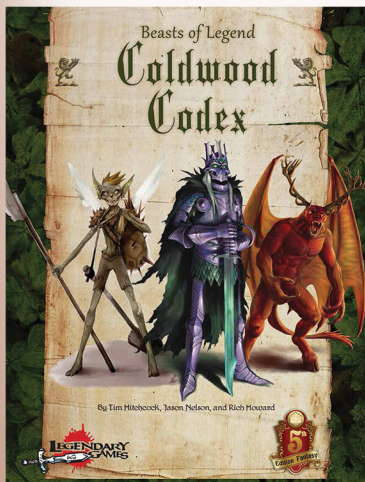


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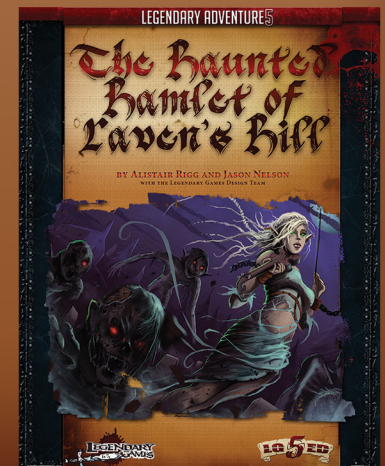
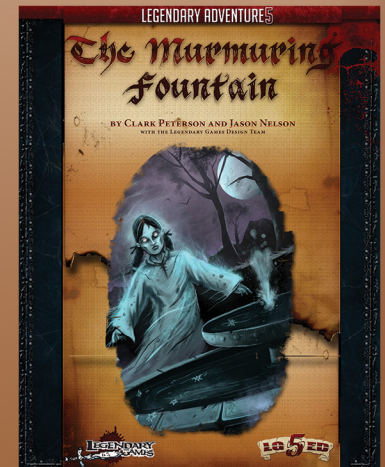
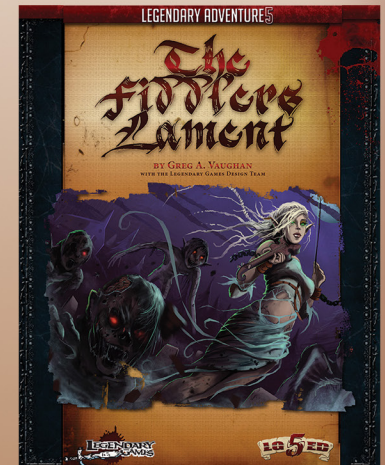
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