PIRATE

CAMPAIGN COMPENDIUM

5th Edition Fantasy

Legendary Games

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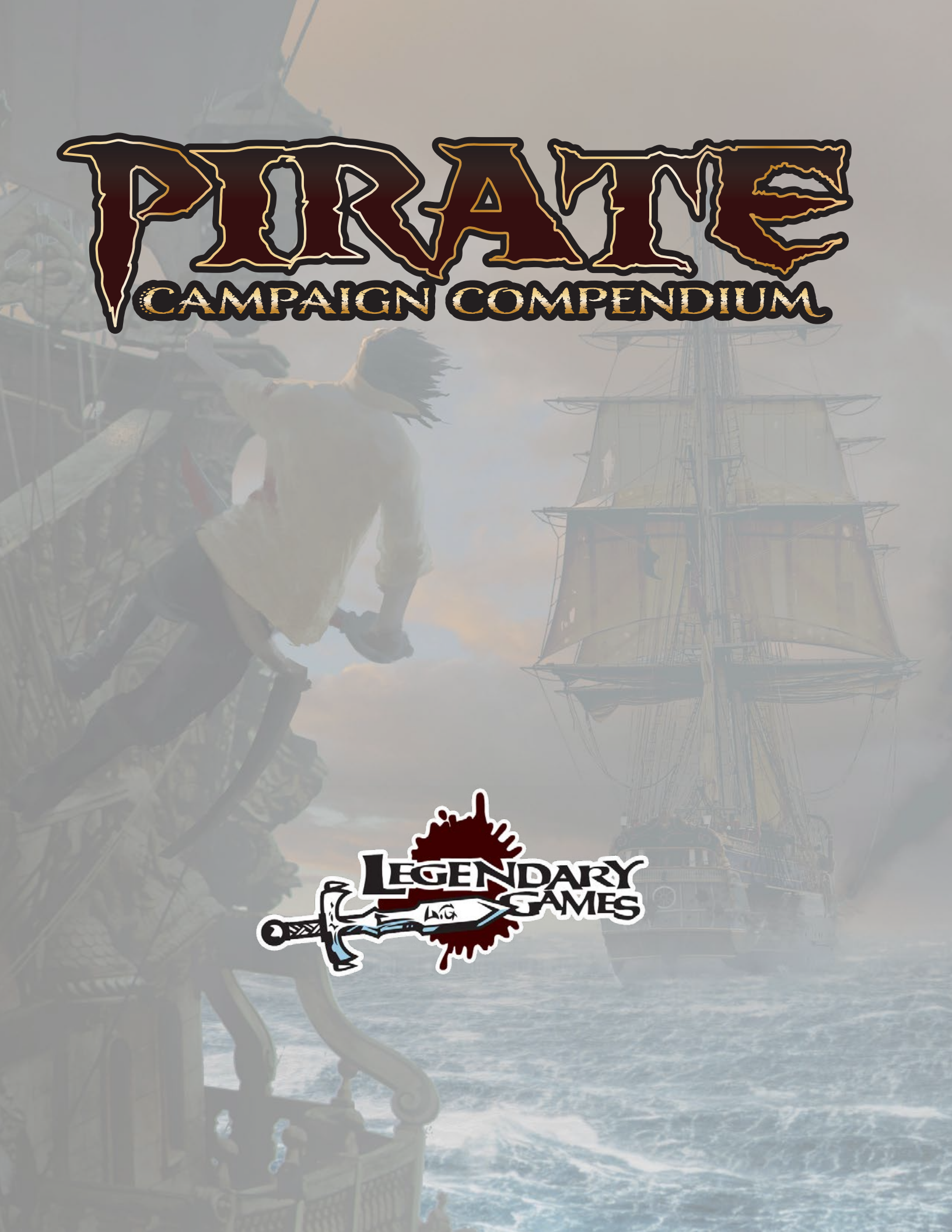
CAMPAIGN COMPENDIUM



LEGENDARY GAMES

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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.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game Legendary!

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What You Will Find Inside the *Pirate Campaign Compendium*

Set sail for adventure across the bounding main and the bottomless blue! From the scattered jeweled islands of the tropics to the ice-choked polar seas, the *Pirate Campaign Compendium* from Legendary Games offers a wealth of amazing expansions for any nautical campaign, whether you're embarking on an epic journey of exploration, a harrowing journey to a far-distant land, or a full-on pirate campaign of plunder and pillage! The oceans offer infinite possibilities for adventure beyond the horizon or beneath the waves, and it is small wonder that nearly every coastal culture has tales of golden voyages in search of fortune and glory, daring the mystery that reaches off the edge of the map to the place where all that anyone knows is **Here There Be Monsters**!

This compendium provides you an encyclopedic reference for campaigns venturing across the seas or under the waves, from monsters and treasures to ready-to-use heroes and villains and character options like feats, spells and archetypes. You'll also find exotic island adventures and chance encounters with perilous vessels indeed, as well as a wealth of great material for incorporating the subtle details of life and sea and pirate culture to really bring your rollicking tales of action and adventure to life. The rules in this book are also incredibly modular, ranging from simple fast-play options to detailed simulations for all kinds of environments and scenarios at sea, allowing you to tailor your campaign to fit you and your players. We've blended classic fantasy and fiction with a dash of history and an amazing team of authors and artists to create a book you'll be proud to own and use whether you play in a published adventure path or take your own home game to sea in search of adventure.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. The path to creating this book started in the early days of Legendary Games with a simple set of bonus pledges as part of our first Kickstarter, for the *Gothic Campaign Compendium*, to help design your own pirate islands. Islands turned into a series of full-scale adventures and support books, and we've been looking forward to bringing the whole thing together for you ever since. We give special thanks to all the backers who made this book possible, especially our amazing **Pieces of Eight**! We love our fans and are dedicated to creating the very best gaming products on the market, and we hope you enjoy using it as much as we enjoyed making it. Game on!

—Jason Nelson
Publisher, Legendary Games

Pieces of Eight

Many perfidious pirates participated in the production of this particular publication, but some went over and above in plumbing the depths of the briny blue to make this book a reality. With an avast, an ahoy, and a hearty yo ho ho me hearties, we offer our thorough thanksgiving to the saltiest seadogs that ever sailed the seven seas!

The Exiled Lord Falthren Pullusilva
Captain Courageous Josh Mercieca
The Pirate Emperor
Fleet Admiral Meg Lyle
High Commodore Burt Smith
Pirate Lord Patrick M. Hernandez
Free Captain Troy Partridge
The Terrible Thomas Lee Bunting

Pirate Captain

Karamu Phoenix

X Marks the Spot

Captain Marie "FoxiMari" Norris, Halbe Taekema

It Came from the Deep

Bill "thedmstrikes" Mead, Miguel F. Santiago Irizarry

Join the Crew

Joshua Leshner, Miguel F. Santiago Irizarry, Donald Turner

Flotsam and Jetsam

Geoffrey Roy, Benedikt Simon

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The Drunk Guardsman

To the tune of "The Drunk Scotsman"

Well a guardsman clad in armor left a bar one evening fair
And one could tell by how he walked that he'd drunk more than his share
He fumbled round until he could no longer keep his feet
Then he stumbled off into the grass to sleep beside the street
Ring ding diddle iddle I de oh ring di diddly I oh
He stumbled off into the grass to sleep beside the street.

About that time two big and ugly ogres happened by
And one says to the other with some fear caught in his eye
"See yon armored guardsman so large and sleeping there?
He must be awful strong to sleep right here without a care."
Ring ding diddle iddle I de oh ring di diddly I oh
The ogres left some tribute, the skull of a dire bear.

The clock rung twelve and on the road what did the townsfolk see?
A goblin chieftain and his horde, there must have been fifty,
The goblin chieftain saw the guard and he said to his mates,
"This guard has killed a dire bear, we'd be in dire straits!"
Ring ding diddle iddle I de oh ring di diddly I oh
A fight broke out within the horde, left corpses at the gates.

A dragon in an angry mood and with an empty belly,
He threatened with the size of him to turn the town to jelly,
He saw the sleeping guardsman with corpses gathered 'round
And thought "The guardsman killed that horde and barely made a sound."
Ring ding diddle iddle I de oh ring di diddly I oh
The dragon left a scale and returned into the ground.

Now, the guardsman wakes to nature's call and blinks into the breeze.
He looks around him, he rubs his eyes and gawks at what he sees
A dragon scale, dire bear, a goblin horde he'd squashed.
"I better get a drink," he says, "I'm deadly when I'm sloshed."
Ring ding diddle iddle I de oh ring di diddly I oh

"I better get another drink, I'm deadly when I'm sloshed."

Chapter 1: Character Options

Table 1–01: Pirate Weapons

Simple	Cost	Damage	Range	Weight	Properties
Bayonet	5 gp	1d6 piercing	—	1 lb.	two-handed, special (see below)
Boarding pike	8 gp	1d8 piercing	—	9 lbs.	heavy, reach, two-handed
Belaying pin	1 sp	1d4 bludgeoning	—	2 lbs.	finesse
Belaying pin, brass	1 gp	1d4 bludgeoning	—	4 lbs.	finesse
Hook hand	10 gp	1d4 slashing	—	1 lb.	light, special (see below)
Martial	**Cost**	**Damage**	**Range**	**Weight**	**Properties**
Axe, boarding	6 gp	1d6 slashing	—	3 lbs.	versatile (1d8), special (see below)
Cat-o'-nine-tails	1 gp	1d4 slashing	—	1 lb.	finesse
Harpoon	5 gp	1d8 piercing	10/30 ft.	16 lbs.	grappling, special (see below)
Improvised	**Cost**	**Damage**	**Range**	**Weight**	**Properties**
Grappling hook	3 gp	1d6 piercing	10/30 ft.	14 lbs.	special (see below)

The core rules for Fifth Edition offer a variety of character options for nautical characters. Characters can choose domains, subclasses, and backgrounds to match a variety of themes. This chapter goes even further, presenting an awesome array of archetypes, class features, and feats particularly suited for a nautical campaign.

Pirate Weapons

The following weapons are commonplace in aquatic settings and nautical campaigns. Weapon properties are described in the core rules. Special weapons are described below.

Axe, Boarding

This long-handled weapon is relatively lightweight. It is used during boarding actions to cut lines and break doors, and doubles as a fire axe. It has a rear spike that allows it to be used as a tool to deal piercing damage to objects. The spike can be used as an improvised weapon, dealing the axe's damage as piercing instead of slashing.

Belaying Pin

A short solid baton with a rounded handle employed aboard ship to secure running lines. A crewmember inserts a belaying pin into one of a series of holes set along the inside of the ship's railing then ties off a line of rope around it. Belaying pins are sometimes used as an instrument for dispensing discipline onboard or as a readily available weapon for a sailor disarmed during a naval battle. While most belaying pins are crafted from hardwood, some ships have metallic ones, usually made of brass to reduce corrosion from exposure to saltwater, these cost 1 gp and have the same statistics as a club.

Bayonet

A bayonet is placed in the muzzle of a long firearm or slung under the barrel. When in place, the firearm cannot be fired, but the bayonet allows it to be used as a melee weapon.

Grappling Hook

Although normally used as a gear during boarding actions, grappling hooks are sometimes aimed

Appendix: Early Firearms

The Pirate Codex assumes that firearms are more common than they are in many other fantasy settings, but not all types of guns are available. The setting uses a version of the firearms rules presented in official 5E Master's Guide, which we call "Early Guns Everywhere." If you wish to use this book without such access to firearms, you can simply replace any firearms with bows or crossbows without needing to alter the attack and damage statistics for the characters in the Pirate Codex.

Early Guns Everywhere: Early firearms are commonplace. Firearms are simple weapons, and early firearms are bought or crafted for 10% of the normal cost listed in the 5E Master's Guide. Advanced guns are not available.

Use with Trail of the Apprentice (5E): If you use the gunslinger class for 5E presented in the *Trail of the Apprentice Adventure Path*, gunslingers lose the gunsmith class feature and instead gain the gun training class feature at 1st level.

at creatures. These statistics assume a nautical grappling hook attached to 50 feet of hempen rope

Harpoon

If you score a critical hit against a creature with a harpoon, once per round you may attempt to grapple the target. If you grapple the target, you may not use the harpoon to attack again as long as the target is grappled. Dealing 10 damage to the harpoon (AC 15) frees the creature without harming it, ending the effect and destroying the harpoon. When you use an action, bonus action, or reaction to attack with a harpoon, you can make only one attack regardless of the number of attacks you can normally make. The weight of the harpoon includes 50 feet of hempen rope.

Hook Hand

A hook hand replaces a hand that is lost below the wrist. A hook hand cannot normally be disarmed or removed in combat. It takes one minute to attach or detach a hook hand.

Rules for Early Firearms

Early firearms are flintlock, black powder weapons. They work differently from other ranged projectile weapons, such as bows and crossbows.

Firearms, Black Powder, and Water: Black powder becomes useless when exposed to water. Powder must be stored in powder horns or other sealed containers. You cannot load or fire a firearm while underwater.

Misfires: Firearms have a chance to misfire, called a misfire chance. When you shoot a firearm, if you roll a 1 on the attack, the weapon misfires. A misfired weapon automatically misses and becomes fouled. A fouled firearm gives a disadvantage on attack and damage rolls. Clearing a fouled firearm takes 10 rounds, minus a number of rounds equal to twice the wielder's proficiency bonus with firearms (minimum 1 round).

If a fouled firearm misfires, it explodes, destroying the weapon and dealing the weapon's damage dice to anyone in the wielder's square and all adjacent squares. A DC 10 Dexterity saving halves the damage. Magical weapons are not destroyed, but cannot be fired until they are repaired using powerful magic or by a skilled craftsman.

BLUNDERBUSS	200 GP
Damage	1d10 bludgeoning and piercing
Range	15 ft./30 ft.
Properties	ammunition, heavy, loading, two-handed

You can fire scattering shots! The blunderbuss can be loaded with a single shot or with pellets to fire a scattering shot. The damage listed is for firing a single shot.

Table 1–02: Early Firearms

Name	Damage	Properties
Blunderbuss	1d10 bludgeoning and piercing	Ammunition (range 15/30) , loading
Carbine	1d8 bludgeoning and piercing	Ammunition (range 80/320) , loading
Light Pistol	1d8 bludgeoning and piercing	Ammunition (range 20/60, loading
Rifled Musket	1d12 bludgeoning and piercing	Ammunition (range 150/600) , loading
Swivel Musket	1d8 bludgeoning and piercing	Ammunition (range 15/30 or 80/320) , loading
Bayonet	1d6 piercing	Light

Loading this weapon requires two hands and takes 1 round.

CARBINE	150 GP
Damage	1d8 bludgeoning and piercing
Range	80 ft./320 ft.
Properties	ammunition, heavy, loading, two-handed

The carbine fires a single shot.

Loading this weapon requires two hands and takes 1 round.

LIGHT PISTOL	100 GP
Damage	1d8 bludgeoning and piercing
Range	20 ft./60 ft.
Properties	ammunition, loading

RIFLED MUSKET	250 GP
Damage	1d12 bludgeoning and piercing
Misfire Value	1–2
Range	150 ft./600 ft.
Properties	ammunition, heavy, loading, two-handed

The rifled musket has spiraling grooves carved inside the barrel, increasing the weapon's accuracy.

SWIVEL MUSKET	400 GP
Damage	1d8 bludgeoning and piercing
Range	15 ft./30 ft. or 80 ft./320 ft.
Properties	ammunition, heavy, loading, two-handed

You can fire scattering shots! This high-quality gun has two barrels. One barrel fires pellets like a blunderbuss while the other fires a solid round like a rifled musket. Rotating the barrels to fire a different round requires an action.

Scattering Shot

When loaded with pellets rather than a normal bullet, some weapons fire a scattering shot, attacking all creatures within an area. This area is a 15-foot straight line from the firer, extending into a 15-foot-cone in the same direction. Make separate attack rolls against every creature within the area, applying modifiers for range and any cover to each. The weapon's damage is 3d4 to creatures in the line area or 2d4 to creatures in the cone area. Effects that hinder visibility, such as fog or dim light, or the blur or invisibility spells, do not foil a scattering shot attack.

Firearm Ammunition and Accessories

Firearms usually shoot bullets or pellets and use black powder to propel their rounds. Those skilled in alchemy may know how to produce special rounds with different effects. Accessories like bayonets allow firearm wielders to continue fighting with their guns, even if they can't reload them.

BAYONET	2 GP
Damage	1d4 piercing
Range	Melee
Properties	light

A bayonet is a simple weapon. It is a blade designed to attach to the outside of a musket or blunderbuss barrel. With a bayonet attached to your firearm, you can make melee attacks with it as if it were a spear. While attached, you take a –1 penalty on ranged attacks with the firearm. Attaching or removing a bayonet is a bonus action.

BLACK POWDER	5 SP

The explosive component that propels firearm ammunition. One dose is required to fire a single firearm shot. Black powder is carried in a powder horn.

BULLET	5 SP

A small metallic ball usually made from lead.

PELLETS	5 SP

Metal pellets used to fire scattering shots from a blunderbuss.

Archetypes

The following options allow characters to modify their character in a variety of ways, focusing on adventures in and around the ocean.

Aquanaut (Wizard Archetype)

While elder things and alien entities often predated the rise of civilization, many were known and even venerated in long-fallen antediluvian civilizations whose cities and nations have long since vanished beneath the waves in legendary cataclysms long past. Aquanauts are scholars and explorers of the abyssal deeps of the world's oceans, probing the oozy rifts of the ocean floor to find the lost relics of ancient cultures touched by visitors from beyond, often becoming tainted themselves by their discoveries of secrets better left buried beneath the waves.

Aquatic Apparatus

At 2nd level, an aquanaut can craft an alchemical and technomagical apparatus to help extend her underwater explorations. Preparing an aquatic apparatus takes 1 minute, during which time the wizard must cast a spell from her spell list which must only affect willing creatures. As long as the target of the spell remains in or underwater, the duration of the effect is doubled. In addition, the apparatus makes the effect harder to dispel, increasing the DC of caster level checks to dispel by 2 as long as the target remains in or underwater. Preparing the aquatic apparatus can be done at the same time as casting a spell.

Slippery Swimmer

At 6th level, an aquanaut gains advantage on saving throws against becoming grappled or restrained and on checks to end either of these conditions when underwater. Her movement is not slowed by difficult terrain when swimming, and she gains resistance against damage from constrict attacks; this also applies against pressure damage from deep water.

Aquatic Enchantment

At 10th level, the aquanaut gains the use of a water-related magic item they've crafted. Treat this as the Wondrous Invention ability of an artificer, but she may only choose from: *cap of water breathing*, *ring of swimming*, *folding boat*, *decanter of endless water*. At 14th level, she gains another item from this list.

Submersible Suit

At 14th level, the aquanaut becomes comfortable adapting heavier armor protection with built-in submersible apparatus and maneuvering surfaces. She gains proficiency in heavy armor, and any heavy armor she wears does not have a Strength requirement as long as she is underwater (or submerged in a similar liquid). When she is wearing

heavy armor and crafts an aquatic apparatus (as above), she can add one of the following bonus effects to the aquatic apparatus: darkvision 60 ft., tremorsense (in water only) 30 ft., resistance to cold, swim speed equal to land speed. This bonus effect lasting as long as the apparatus does.

Boarder (Fighter Archetype)

A terror of the seas, a boarder is a warrior to be feared both on his own ship and when boarding others. Unlike other archetypes, the boarder archetype must be taken at 1st level.

Light Armor

Unlike other fighters, a boarder is not proficient with medium or heavy armor and may not choose a suit of chain mail as part of their starting equipment.

Nautical Expertise

Boarders gain proficiency with water vehicles, and their proficiency bonus is doubled when making Dexterity (Acrobatics) or Strength (Athletics) checks aboard a ship, or within 30 feet of a ship if they are in the water, on a dock, or in a similar nautical environment (GM's discretion).

Bonded Ship

At 3rd level, a boarder can bond with a ship. To bond with a ship, the boarder must be on board the ship for 24 hours. A boarder can only have one bonded ship at a time.

While within 30 feet of his bonded ship, a boarder has advantage on initiative rolls and his movement is not hampered by difficult terrain, including loose equipment, ropes, crates, nets, or crowded decks. Such obstructions provide him cover, granting

him a +1 bonus to Armor Class on board his bonded ship.

Boarding Charge

At 7th level, a boarder incorporates a ship's masts, rigging, ropes, sails, and other such structures into his combat style, and by using them he can gain advantage on Dexterity (Acrobatics) or Strength (Athletics) checks made to jump. If he jumps at least 10 feet before making an attack, he gains a +2 bonus on his attack roll, and if the attack hits he can attempt to shove the target as a bonus action. If the target of this shove is armed with a weapon or similar item (such as a magic wand or staff), he may choose to force the target to drop that item in its square rather than being pushed back or knocked prone.

Boarding Leader

At 10th level, a boarder learns to lead his fellow adventurers in a boarding charge. When a boarder makes a boarding charge, he may allow a number of allies equal to his Charisma modifier to share his boarding charge ability on their next turn. These allies must be within 30 feet.

At 15th level, allies within 30 feet gain the benefits of his mighty boarding charge ability.

Mighty Boarding Charge

At 15th level, a boarder learns to make devastating charge attacks while on or leaving his bonded ships. An attack he makes after jumping at least 10 feet scores a critical hit on an attack roll of 19 or 20. If he scores a critical hit, he has advantage on his Strength (Athletics) check to shove the target as a bonus action.

Supreme Boarding Charge

At 18th level, whenever the boarder makes a boarding charge, he deals double the normal amount of damage (or triple if swinging on a rope when making a charge attack). In addition, if the boarder scores a critical hit on any charge attack, the target is stunned for 1d4 rounds unless it succeeds on a Constitution save with a DC equal to 10 + the boarder's proficiency bonus.

Path of the Carcharodon (Barbarian Path)

When you adopt this path, gain Shark as your totem spirit. You must acquire a piece of jewelry or clothing featuring a shark tooth or teeth. If you wish, your physical appearance may become

slightly shark-like, though you'll never be mistaken for anything other than the race you are.

Savage Bite

At 3rd level, you gain a bite attack when raging. This is a natural attack that deals 1d6 points of damage. At 10th level, the damage from a savage bite increases to 1d8.

Shark's Scent

At 6th level, you gain proficiency in Survival, and gain advantage on any roll to track creatures who are not at full hit points.

Depth Adaptation

At 10th level, you become immune to any effects of deep water (either from water pressure or cold). Additionally, you gain blindsense out to a range of 30 feet while underwater.

Feeding Frenzy

At 14th level, when you deal damage to a creature, you may take a bonus action to make a bite attack against it.

Debonair Fighting Schools (Fighter Feats for Master of Battle Archetype)

If you are a fighter with the Master of Battle archetype, you can master the art of several dashing and debonair fencing schools by taking the following as feats. Each one grants you martial training that allows you to perform special combat maneuvers. You can take this feat more than once. You gain the following benefits:

You learn two maneuvers of your choice from among those available to the Master of Battle archetype in the fighter class but specifically of the Fencing Schools. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

If you already have supremacy dice, you gain one more; otherwise, you have one supremacy die, which is a d6. These dice are used to fuel your maneuvers. A supremacy die is expended when you use it. You regain your expended supremacy dice when you finish a short or long rest.

Velderve's School

You must have a minimum of 12 of Strength or Dexterity to select maneuvers from this school. Students of this school (any character with at knowledge of at least one maneuever) are considered proficient when making any attack with an improvised weapon. Students of this school always consider their off hand to be free when interacting with their surroundings (for example, using improvised weapons).

There, Not There

As a reaction you spend a supremacy die to avoid one melee attack you can see, adding your supremacy die to your AC against that attack. If it misses, you can make an unarmed attack against your attacker, dealing 1d6 bludgeoning damage. This attack has the finesse property.

Torero

As a bonus action, you can expend a supremacy die to make a shoulder attack that has the finesse property and deals 1d4 damage. You add the supremacy die to the attack's damage roll. A Large or smaller target struck by this attack must make a successful Dexterity saving throw or fall prone.

Mug Offense

As a bonus action you can expend a superiority die to pick up a nearby object and use it to make an improvised weapon attack (either melee or

ranged) with the finesse property. Unlike a normal improvised weapon attack, this attack always has a base damage of 1d6. You add the supremacy die to the attack's damage roll

Blinding strike

As a reaction to a melee attack, you expend a supremacy die to use your offhand to throw a blinding agent like pepper dust or similar. The target must make an Intelligence saving throw or lose all remaining attacks for their turn, and gain disadvantage on all attacks on their next turn. Creatures not dependent upon sight suffer no effects from this ability.

House Seal (Bonus Maneuver)

Requires knowing all four of Velderve's School moves.

When you score a critical hit, your extensive practice allows you to expend a superiority die to deal maximum weapon damage. If you do, you add double the supremacy die's maximum roll to the attack's damage roll (i.e. 12 for a d6), and the higher of your Strength and Dexterity modifiers (instead of the modifier you would normally add).

Far Pier School

If there is a style of the low-lifes of the docks, this is it. You must have a minimum of 12 of Dexterity to select maneuvers from this school. A student of this school (any character with at least one of its maneuevers) gains +1 AC while Dual Wielding).

Iron Snap

As a reaction to a weapon attack, you can expend a supremacy die to pin your enemy weapon with your offhand weapon. The target must make a successful Strength saving throw or be unable to attack with that weapon until the end of their next turn. Your next mainhand attack is made with advantage and you add the supremacy die to the attack's damage roll.

Leveling the Field

When you hit a creature with a weapon attack, you may spend spend a supremacy die to inflict a leg wound, forcing that creature to make a successful Strength saving throw or have their speed reduced to 10 feet until the end of its next turn and taking the result of your your superiority die roll as a penalty to its initiative on its next turn. You add the supremacy die to the attack's damage roll.

Steel Dance

You may spend a supremacy die as a reaction you evade all Melee and Ranged attacks until the end of the turn (treat as automatic misses). You may not make any attacks until after the end of your next turn.

D'kick

When you hit a creature with attacks from two different weapons in the same turn you may spend a supremacy die to make a kick attack. This attack has finesse, deals 1d6 bludgeoning damage, and adds the supremacy die to its damage roll.

House Seal (Bonus Maneuver)

Requires knowing all four maneuvers of the Far Pier School.

When you score a critical hit with a melee attack, you may spend a supremacy die to viciously apply pressure to the wound, dealing additional damage equal to 1d6 + (Dexterity or Strength modifier) + the result of the supremacy die roll.

Cavalcante's School

This style was developed by cavalry soldiers working closely with sailors. You must have a minimum of 12 of Dexterity or Strength and proficiency in shields to select maneuvers from this school

Eat Shield

You may spend a supremacy die to as an action or bonus action to make a shield smash melee weapon attack against a creature. This attack deals 1d6 bludgeoning damage. You add the supremacy die to this attack's damage roll. A creature hit by this attack must make a successful Constitution saving throw or gain disadvantage on all attacks until the end of its next turn.

Grace Cover

You obscure your weapon with your shield, allowing you to spend a supremacy die to gain advantage on a single melee weapon attack you make before the end of your turn. You add the supremacy die to that attack's damage roll.

Protector

As a reaction to an enemy attacking an ally, you may spend a supremacy die to move up to your speed to a square adjacent to that ally. If you end the move adjacent to the ally, the attack is made against you instead, and you add the supremacy die's roll to your AC. If the attack hits you, you reduce the damage dealt to you by an amount equal to your supremacy die roll.

Iron Whip

You may spend a superiority die to add a whipping motion to a melee weapon attack, with the increased momentum adding 1d6 points of bludgeoning damage on a successful hit, plus additional bludgeoning damage equal to the result of your superiority die roll.

House Seal (Bonus Maneuver)

Requires knowing all four of Cavalcante's School moves and teaching from a style master.

When a critical hit is scored against you with a melee or ranged weapon, you may spend a supremacy die as a reaction to sense the best way to avoid as much damage as possible. If the attack hits you, reduce the attack's damage by double the roll of the supremacy die. In addition, you add the result of your supremacy die to your AC against any further attacks made by your attacker for until the end of its turn.

Alternatively, you can spend two superiority dice as a reaction to treat the critical hit as a normal hit.

Oath of Pearl (Paladin Oath)

A paladin who takes the Oath of Pearl follows a code devoted to the protection of the seas. He follows but a few simple tenets.

- **Shelter the Innocent:** Defend the peaceful and the defenceless. Ensure that there will always be somewhere beneath the waves to live for the kind, the merciful, and the devoted.
- **Shine Brightly to All:** Let your good deeds be visible to all, so that you may set an example for all who see you.
- **Envelop the Coarse:** Make the realms beneath the waves inhospitable to those would abuse and exploit them and avenge those who are harmed. Punish especially the wrongdoers who are land-dwellers, who need not live among the damage they cause.

Oath Spells

3rd: *create water*, *animal friendship*
5th: *calm emotions*, *misty step*
9th: *wall of water*, *water breathing*
13th: *freedom of movement*, *watery sphere*
17th: *conjure elemental**, *mass cure wounds*
*Water elementals only.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Nacreous Blessing:** As a bonus action, each creature of your choice within 30 feet is bathed by pearlescent light, turning their

armor and garments white and shiny. They each receive a +2 bonus to AC for the next minute. The pearly sheen remains for a full 24 hours, causing the affected items to be immune to rust or corrosion, and removes any penalty they might impose on any check made to swim. Additionally, the items count as weightless during this period as long as they're underwater.

- **Sacred Waters**: You transmute waters in a 20-foot radius into holy water until the beginning of your next turn. It has all the normal effects of holy water, but also affects evil aquatic creatures in the same way as fiends and undead. Good aquatic creatures who touch the holy water gain the benefit of an *aid* spell for 1 minute.

Aquarian Aura

Beginning at 7th level, you and friendly creatures within 10 feet of you gain advantage on saving throws against effects that would cause confusion, insanity, anger, or otherwise affect emotions similarly. The radius of this aura increases to 30 feet at 18th level.

Pearlescent Armor

Beginning at 15th level, you gain resistance to slashing damage.

Shining Champion

At 20th level, you gain the ability to emanate pearlescent light. As an action, you can magically become an avatar of pearl, choosing one of following benefits at the start of each of yours turn for 1 minute:

- A creature within 30 feet must succeed on a Wisdom saving throw (DC equal to your spell save DC) or be restrained for 1 minute by solidified pearly light. Taking any damage ends this condition.
- You may use Sacred Waters this turn. It does not count against your Channel Divinity uses, it deals double damage and the radius increases to 30 feet.
- Any creature attacking you this turn must succeed on a Wisdom saving throw (DC equal to your spell save DC) or be blinded for up to 1 minute. A blinded creature gains a new saving throw each round at the end of its turn to end this blindness.

Privateer (Ranger Archetype)

The privateer is an expert at navigating the open ocean and tracking down enemy ships.

Privateer Magic

You learn an additional spell when you reach certain levels in this class. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

- **3rd:** *disguise self*
- **5th:** *rope trick*
- **9th:** *fear*
- **13th:** *greater invisibility*
- **17th:** *seeming*

Scourge of the Seas

At 3rd level, you add vehicles as a favored enemy. You also gain a +1 bonus on attack and damage rolls against your favored enemy if the target is an aquatic creature or water vehicle.

Ripple Tracking

At 3rd level, you track creatures across, over, or through water as if it were normal hard ground.

Fast Swimmer

At 7th level, you gain a swim speed of your base speed as long as you are wearing light armor or no armor. If you successfully make an appropriate swim check equal to the DC of swimming in the same conditions without a swim speed, you may instead move your full speed.

Rigging Monkey

At 11th level, you can cast *spider climb* as an innate spell once per day. You may cast it an additional number of times per day equal to your proficiency bonus with water vehicles, though these additional uses apply only when climbing ropes, masts, rigging, the hulls of ships, and similar surfaces. You do not suffer any penalties for the movement of a ship you are on if you are within reach of ropes, a mast, rigging, or a similar ship feature you can use for balance.

No Quarter

At 15th level, your weapon attacks score a critical hit on a roll of 19–20. The first time each round you deal a critical hit, you may immediately make one additional attack against that target.

Sargasso Siren (Warlock Pact)

A siren is a scornful merfolk looking for love. That is their desperate goal. They use their beautiful song to pull others close enticing them to stay. When the object of their affection attempts to leave the siren loses control and lashes out using the water as their personal weapon. Betrayal and heartbreak motivate these powerful merfolk.

The ancestors of sargasso sirens once had beautiful feathers and wings and lived in the heavens. When the gods asked them to compete with the muses in song they lost. The muses plucked the siren's feathers to make crowns and cast them to the sea. The sirens passed down the power and magic of song as a curse to those who would not love them. Slowly living in the oceans, the sirens evolved into merfolk replacing their featherless wings with tails.

Special: Only merfolk can make the sargasso siren pact.

You can choose to have your Eldritch Blast spell deal cold or thunder damage instead of its normal damage type each time you cast it.

Eldritch Blast no longer has somatic components, but its verbal component becomes a song. This song has no mechanical effect, but cunning foes may recognize this as a siren's song.

Ship Mage (Wizard Archetype)

The ship mage combines his arcane mastery with a supernatural link to ships.

Ship Bond

When you adopt this tradition at 2nd level, you gain proficiency with water vehicles and you can bond with a single ship within 30 feet and line of sight as an action. You can utilize the power of this link to remotely operate the ship as if he was its pilot (as long as he's within 150 feet). The ship still requires a crew to man the rigging, propulsion, and siege weapons.

If another character is piloting the bonded ship when the bonding takes place, that character may make a Strength check (water vehicles proficiency applies) to prevent the ship mage's bond and maintain control (DC = 8 + proficiency bonus + ship mage's Intelligence modifier). Any creature adjacent to the steering control may attempt this check on subsequent rounds to break the bond as an action.

A ship mage can willingly cede control to another character without breaking his bond. A pilot can cede control of a ship to a bonded mage. A ship mage can only bond with a ship 3 times per day. Each use of the ability lasts a number of hours equal to your proficiency bonus with water vehicles.

Improved Bond

At 6th level, a ship mage's control over the ship grows. The bonded ship moves with a life of its own, tying ropes, unfurling sails, and adjusting the rudder. The bonded ship requires 10 fewer crew to operate. Every level thereafter, the ship mage's power provides a substitute for 10 additional crew, up to 90 at 14th level. These phantom crew members have a Strength score of 10 and use your proficiency bonus for any checks related to sailing the ship. They cannot be harmed, destroyed, or otherwise affected. Your phantom crew cannot fight or operate siege weapons.

Empower Ship

Beginning at 10th level, as a bonus action you may sacrifice a prepared spell to empower your bonded ship. This has one of the following effects.

- **Maneuver**: You gain a bonus equal to the level of the prepared spell on your next

check related to the piloting or operation of your ship. This may also apply to your crew substitute effect.

- **Repair**: Your bonded ship regains 1d6 hit points per level of the spell sacrificed.
- **Speed**: Your bonded ship's speed increases by 10 ft. per level of the spell sacrificed. This effect lasts for one round.

Perfect Bond

At 14th level, you may also operate all of your bonded ship's siege weapons by magic without any crew.

Steaming Spell (Sorcerer Metamagic)

Your mastery of magical manipulation merges fire and water into boiling steam. You may select this metamagic option at 3rd level or above, and you may use it in any of the following ways.

- When you cast a spell that deals fire damage that targets creatures or an area in the water, you can spend 1 sorcery point to have your spell bypass the resistance to fire normally gained by creatures immersed in water.
- When you cast a spell that deals fire damage that affects an area outside of water, you can spend 1 sorcery point to fill the area with thick clouds of steam for a number of rounds equal to the spell's level. This steam is identical to a *fog cloud*.
- When you cast a spell that creates or controls water, such as *control water*, you can spend 1 sorcery point to create a cloud of steam within 10 feet of the water's surface across the spell's area that lasts for a number of rounds equal to the spell's level. This steam is identical to a *fog cloud*. If this water spell deals damage, like *watery sphere*, it deals 1 additional point of damage per die; this additional damage is fire damage.

Merfolk Druids

Merfolk druids often favor aquatic or at least amphibious creatures while in their underwater home, but they also excel with avian forms. Methods of travel such as soaring in the sky or swimming in the ocean's depths both require a certain amount of three-dimensional thinking that land-walkers do not possess, but merfolk excel in such thought naturally. They use the following table for wild shape:

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or land speed	Crocodile
4th	1/2	No land speed	Eagle
8th	1	—	Wolf

Feats

The following feats are uniquely well suited for a campaign on the high seas and through the riverlands, coastal marshes, and even the dark depths of the ocean floor. Some are focused on ships and sailing while others are tailored for aquatic adventurers and some for the spectacular sea monsters lurking below.

Agile Swimmer

You flip, twist, and turn in the water with grace.

Benefit:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a swim speed equal to your walking speed. If you already have a swim speed, or if you are at least level 10, your swim speed increases by 10 feet.
- You may hold your breath twice as long before suffocating, and if you start suffocating, you can survive for an additional 2 rounds before dropping to 0 hit points.

Amphibious Adaptation

You can survive out of water far longer than your aquatic kin.

Prerequisite: Aquatic creature that cannot breathe out of water.

Benefit:

- Increase your Constitution score by 1, to a maximum of 20.
- You can survive out of water for a number of hours equal to your Consitution score before you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled.
- If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet.
- You can walk across the top of unstable mats of seaweed, kelp, lily pads, and the like, requiring a DC 5 Dexterity (Acrobatics) check for large, thick tangles of such aquatic vegetation and a DC 15 Dexterity (Acrobatics) check for thin or loose layers of such vegetation. In addition, plants and plant-based effects gain disadvantage on any check to grapple you and you gain advantage on any roll to avoid being grappled by a plant or plant-based effect (such as a saving throw against *entangle*).

Breaching Leap

You can hurl your body out of the water up and over obstacles and creatures, and even crash down on those below.

Prerequisite: Str 13, swim speed.

You can take the Dash action or Disengage action as a bonus action on your turn if you are swimming. If you fall into water, the maximum falling damage you may suffer is 3d6 no matter what height you fall from.

You gain advantage on Dexterity (Acrobatics) checks made to jump when you are swimming. If you are swimming and you jump at least 5 feet immediately before attacking, you gain a +1 bonus on damage rolls for every 5 feet you jump.

Corsair

You are a nimble and dangerous foe aboard a ship.

Prerequisites: Spent at least 1 month working on a ship.

Benefit:

- Increase your Dexterity score by 1, to a maximum of 20.
- You get a +2 bonus on initiative checks made while on a ship or in an aquatic environment and deal an additional +1 damage when using

light or one-handed weapons on a ship or in an aquatic environment.

- While you are on a ship, if an enemy would have advantage when attacking you, they gain disadvantage.

Eel Strike

You can strike swiftly and retreat beyond your enemy's reach, whether swimming or dancing across seaweed beds.

Prerequisite: Dex 13, swim speed.

Benefit:

- You gain a +10 to your movement speed while swimming.
- If you use the disengage action while swimming you can take a single melee attack as a bonus action before you begin your movement.
- When using your swim speed to move before and after an attack action, your swim speed increases by 20 feet or by an amount equal to your swim speed, whichever is lower.

Hear the Sea

Your ears are keenly attuned to faraway sounds in the water.

Benefit: You gain a +2 bonus to your passive Perception when you are in water, and on hearing-based Perception checks in all situations. You reduce the distance penalty on hearing-based Perception checks to -1 per 30 feet at the water's surface and -1 per 60 feet underwater. In addition, you can detect the location of creatures moving creatures in the water within 5 feet (or within 20 feet for creatures lacking a swim speed) as if you had tremorsense.

Hoist the Colors

Your dread banner strikes terror into the hearts of enemies.

Prerequisite: Charisma 15 or higher, Intimidation proficiency

Benefit:

- Increase your Charisma by 1, to a maximum of 20.
- You can use Charisma (Intimidation) checks to demoralize creatures that can see your distinctive banner or flag at any distance, as long as they can clearly see your ensign.
- Once per day while making a Charisma (Intimidation) check, you can demoralize the entire crew of a ship by successfully demoralizing the captain of that ship; at the GM's option, you can also use this ability to demoralize a troop of soldiers or similar military unit, using their commander to set the DC of the Intimidate check.

Naval Commander

Your clever tactics and forceful leadership help your crew tackle any task.

Prerequisite: Charisma 13 or higher, Intimidation or Persuasion proficiency.

Benefit:

- If you are on board a ship, you can use the Help action to assist every ally on board that is performing a type of action specified by you, either performing a skill or making an attack.
- You can use the Help action to assist your allies defensively, granting a +2 bonus to Armor Class and a advantage on Dexterity saves until the beginning of your next turn.

Sea Shooter

You are deadly with ranged attacks underwater.

Benefit:

- Ranged weapon attacks do not suffer disadvantage underwater as long as they are made with piercing weapons or nets.
- You have advantage when making a ranged attack from water to a target above water, or from land to water.

Sea Sight

Your eyes are accustomed to penetrating the murk of the sea and the creatures lurking in it.

Prerequisite: Perception proficiency, swim speed.

Benefit:

- You can see out to double the normal range in the water. If you have darkvision, the range of that darkvision is also doubled underwater.
- When your attack misses a creature in the water due to obscurement, you can reroll that attack once.
- You have advantage on Wisdom (Perception) rolls when underwater.

Sea Singer

Your powerful humming carries your music underwater with power.

Prerequisite: At least 1 level in bard.

Benefit: You can use potent subsonic humming to create bardic performances with auditory components underwater and cast bard spells with verbal components while underwater, even while holding your breath. These spells and effects have the normal range and effect, save that language-dependent effects do not function in conjunction with this feat (such as the command spell). You cannot use this feat to cast spells from other classes. If you are at least level 10, you can cast spells if you magically assume the form of a creature with a swim speed.

Share Breath

You and your allies can share another's breath above the waves or below them.

Prerequisite: Prerequisite: The ability to breathe water

Benefit: As an action, you can imbue an ally with the ability to breathe water. Your ally must remain within 10 feet of you. This ability persists until you revoke it as an action or until the creature moves farther from you than the above distance. If the ability ends while that creature is still underwater, it may begin to drown.

Ship Sage

Your blend your knowledge of the natural and the magical into true nautical expertise.

Prerequisite: Proficiency in Nature or Survival, the ability to cast at least one spell.

Benefit:

- You do not have to make concentration checks as a result of an unsteady ship, even in a storm.
- You gain advantage on checks to identify aquatic creatures.
- You can spend one week familiarizing yourself with a specific ship, living and working aboard it. Once you have done so, spells that you cast that deal hit point damage do not harm the ship. This benefit ends if you spend more than one month away from your ship or if you familiarize yourself with another ship.

Submarine Skirmish

You can flip, twist, and turn in deadly and dangerous attacks in the water.

Prerequisites: A swim speed.

Benefit:

- If you dash when swimming, your swim speed is increased by 10 feet until the end of your turn.
- If you use the disengage action while swimming, you may take a single melee attack before beginning your movement.
- If you move at least 10 feet before making an attack, you gain advantage on one attack you make during or after that movement.

Pirate Backgrounds

This section expands the standard background rules in 5th Edition, allowing you to create different motivations for why the heroes in a nautical campaign took to the sea, whether by choice or being driven by the winds of fate.

Ancient Explorer

You have a keen interest in seeking out the ruins of long-lost civilizations that have lain abandoned among the scattered isles for thousands of years. You'll do anything to find clues to long-lost ruins, even venturing into dangerous dockside haunts in the hope of finding a treasure map without being slipped a tainted drink or a rusty knife.

Skill Proficiencies

History, Investigation

Tool Proficiencies

One type of artisan's tools.

Languages

One exotic or ancient language.

Equipment

a treasure map of dubious provenance, a set of archaeologist's tools including small picks, shovels, and brushes, a set of practical clothes of your choice, and a bag with 10gp.

Feature

Explorer's Sense: You gain advantage on any Wisdom checks related to locating or excavating historical sites, and on Intelligence checks related to the lore of a historical site you are currently at.

Barroom Talespinner

You grew up listening to tales of adventure and piracy on the high seas and the sea chanteys of old salts in dockside dives. You learned all about what it's like to be a pirate by talking with the sailors on shore leave and learned how to tell a tale (or perform some other pirate entertainment) yourself. Your big mouth and loose tongue can get you into trouble, as you don't know when to stop telling tall tales and attracting attention.

Skill Proficiencies

Persuasion, Performance

Tool Proficiencies

One type of gaming set or instrument

Languages

One standard language of choice

Equipment

A written record of a legendary pirate tale (which grants +2 to influence sailors on board a ship), storyteller's garb, and a purse with 5gp.

Feature

Knowledge of the Seas: When making social Charisma rolls against NPCs who sail the seas or live in a settlement with a port, you may add your Wisdom modifier.

Buccaneer's Blood

One of your ancestors was an infamous Free Captain of the pirate islands, whose very name struck fear in the hearts of those who sailed the seas in search of an honest living. Piracy is in your blood, and you've always longed to follow in your forebear's footsteps and plunder the shipping lanes. Your ancestor's name follows you around as surely as their enemies do, and old grudges die hard.

Skill Proficiencies

History, Intimidation

Tool Proficiencies

Your choice of Vehicle (Water) or Navigator's Tools

Languages

One of your choice

Equipment

Sailor's garb, a piece of gold jewelry worth 10 gp, a lucky bandanna, or cap.

Feature

Infamy: You gain a one-time +1 bonus to your Reputation and Influence scores (see Chapter X: Pirates and Plunder), regardless of whether you have chosen to become famous or infamous.

Dockside Brawler

You grew up on the dangerous docks of one of the numerous pirate ports or anchorages, and quickly learned that fists often make a better point than fancy words, especially when used the right way.

You love a good brawl, and have a hard time resisting a challenge to a fight, especially against boastful braggarts and overbearing officials.

Skill Proficiencies

Athletics, Intimidation

Tool Proficiencies

Pick two of the following: a disguise kit, one type of gaming set, or a poisoner's kit

Equipment

a set of brass knuckles (treat as a mace), a pouch containing 5gp.

Feature

Hidden Weapon: You may always hide a set of brass knuckles on you, undetectable to all but the most thorough search.

Eye for Plunder

You've always had a keen eye for the glitter of gold or silver, and you've robbed enough rich merchants and raided enough ships to have a feel for where the most valuable plunder is hidden. You often find yourself relatively well off when you get your share of you're a voyage's plunder, as you pluck the hidden gems and choicest morsels that others overlook, but you can't help showing off your newfound wealth and attracting the wrong kind of attention.

Skill Proficiencies

Perception, Investigation

Tool Proficiencies

Thieves' tools, one type of artisan's tools

Equipment

A jeweler's loupe, trade goods worth 50 gp.

Feature

I Got a Good Feelin': When you pass within 10 ft. of a hidden treasure, the GM makes a Wisdom (Perception) roll for you to discover it.

Peg Leg

One of your legs was bitten off below the knee by a shark when you were just a child and was replaced with a wooden peg leg. You've long since gotten used to your prosthesis, however, and take none of the normal penalties from having a peg leg. You've

had to learn to deal with the pain of your injury as well. Ever since your accident you've hated sharks. Your balance always gets a bit shaky when you get tired or after a few drinks, making you clumsy and prone to falling or being knocked down.

Skill Proficiencies

Athletics, and any one skill you learned during your recovery.

Tool Proficiencies

Woodcarver's tools, navigator's tools

Equipment

A peg leg, a book about sharks, a pouch containing 15 gp.

Feature

Old Grudge: You gain advantage on attack rolls against sharks, and advantage on Strength (Athletics) checks when a shark is chasing you.

Pirate Queen's Blessing

You were born aboard a ship at sea or down by the docks in a port city on an auspicious day. Old salts and sea dogs nod knowingly and say that the Pirate Queen, goddess of piracy, sea monsters, and strife, has marked you for a greater destiny. You don't know anything about that, but you've always felt more at home on the sea than on land, and your keen eyes can easily pick out a sail on the distant horizon. You throw caution to the winds, as you trust in your luck to always bring you safely back to port.

Skill Proficiencies

Perception, Survival

Tool Proficiencies

Vehicles (water)

Languages

One of your choice

Equipment

a battered spyglass, a pouch containing 5 gp.

Feature

Blessed by the Pirate Queen: Once per week, you may gain advantage on any one skill check related to sailing a ship. If you already have advantage, you instead roll three dice and take the best result.

Port Native

You grew up in one of the steaming and corrupt ramshackle cities of the pirate isles, infamous for both the scoundrels who visit it and the smugglers, assassins, and even cultists that run the city. You've been around pirates all your life, but you've learned to be wary in your dealings with people, as there's no telling who might be a spy or killer in disguise. Your suspicion keeps you alert for danger, but sometimes your fears run away with you and while you obsess on one potential threat, another creeps up on you unawares.

Skill Proficiencies

History, Insight

Tool Proficiencies

One type of artisan's tools

Languages

One of your choice

Equipment

A purse with a hidden compartment containing 5 gp, two bottles of rum.

Feature

Good Judge of Character: In any port settlement, you may locate a trustworthy merchant or gossipmonger with a DC 10 Wisdom (Insight) check that takes 1d4 hours. On a failed check, you may try again.

Ship's Surgeon

On a ship, a sailor often has to learn multiple skills, and this rule certainly applies to you. Your father was a woodworker, and you learned your first trade from him. But on your first voyage at sea you quickly found out that a carpenter is often a ship's doctor as well—after all, who knows more about sawing off limbs than someone who saws wood for a living? People are a lot bloodier than wood, that's for sure, but you haven't had many complaints—those sailors who have enjoyed your services are either happy to be alive or dead, and there's old salts who swear the peg legs you for made them are better than the real legs they used to have. Despite your tough exterior, you really do have a soft heart for those in pain or in need, especially a damsel or swabbie in distress, even risking your own safety to ensure theirs.

Skill Proficiencies

Insight, Medicine

Tool Proficiencies

Carpenter's tools

Languages

One of your choice

Equipment

A healer's kit and carpenter's tools

Feature

Sawbones: Inured to the messier side of medical care by your time spent working with crude tools and fully conscious patients, you take no penalties on Medicine skill checks related to pain experienced by your patients and halve any penalties for not having proper tools.

Touched by the Sea

You've always felt the call of the sea and your blood surges with the ebb and flow of the tides. Perhaps one of your parents was a sailor or pirate, or maybe one of your ancestors had a bit of aquatic elf or the blood of another aquatic race in them. Whatever the reason, you're as comfortable in the water as you are on land. You become melancholy when away from the sea too long, and even when in port or ashore you often spend long minutes or hours gazing longingly at the sea when you should be paying more attention to your surroundings.

Skill Proficiencies

Athletics, Survival

Tool Proficiencies

Navigator's tools

Languages

One of your choice

Equipment

a set of light clothing easy to swim in, a purse containing 10 gp.

Feature

Born to the Ocean: You may hold your breath twice as long as other characters. For purposes of determining whether you have disadvantage on underwater attack rolls, you are considered to have a swim speed.

Chapter 2:
Nautical
Spells

The spells presented here are particularly useful for aquatic adventuring, including spells that affect or are of greatest use on board ships. The ship-to-ship combat rules deal specifically with the effects of spells in large-scale combat, but the spells below are more specifically focused on their utility to heroes going on their quests beyond the sea.

In addition to the new spells introduced here and in Chapter 12: Distant Shores, the following spells from the *5E SRD* and the *5th Edition handbook for players* are of particular interest to those playing nautical campaigns.

- **5E SRD**: *alter self, animal shapes, animate objects, conjure animals, conjure elementals, conjure minor elementals, control water, control weather, create food and water, create or destroy water, fabricate, find the path, fog cloud, freedom of movement, gust of wind, incendiary cloud, mending, purify food and drink, shatter, storm of vengeance, true polymorph, tsunami, water breathing, water wall.*
- **The official 5E guide to everything**: *control flames, control winds, gust, maelstrom, mass polymorph, shape water, tidal wave, whirlwind.*

Bard Spells

- **1st Level**: *read weather, waterproof*
- **2nd Level**: *track ship*
- **4th Level**: *veiled vessel*
- **5th Level**: *sea scrying, unseen crew*
- **6th Level**: *veiled vessel, greater*

Cleric Spells

- **1st Level**: *decompose corpse, float, read weather, restore corpse, waterproof, weather eye*
- **2nd Level**: *depth warning, flotsam vessel, track ship*
- **3rd Level**: *sea sight, skeleton crew, undertow*
- **4th Level**: *air walk, black spot, hullshock*
- **7th Level**: *submerge ship*
- **9th Level**: *salvage*

Druid Spells

- **Cantrips (0 Level)**: *hydraulic push*
- **1st Level**: *animate water, decompose corpse, float, murk, quick breath, read weather, restore corpse, sea sight, slipstream, touch of the sea, weather eye*
- **2nd Level**: *depth charge, depth warning, flotsam vessel, pernicious poison, sargasso strands, sea sight, true bearing, vomit swarm*
- **3rd Level**: *receding reef, reef growth, turbid tide, undertow*
- **4th Level**: *shatterhull, thorn body, wall of brine*
- **5th Level**: *channeled currents, deep diver, sea scrying*
- **6th Level**: *aqueous extraction, wall of coral*

Ranger Spells

- **1st Level**: *float, murk, quick breath, read weather, sea sight, weather eye*
- **2nd Level**: *depth warning, flotsam vessel, riversight, sargasso strands, slipstream, true bearing*
- **3rd Level**: *receding reef, reef growth, turbid tide, undertow*
- **4th Level**: *shatterhull, wall of brine*
- **5th Level**: *deep diver*

Sorcerer Spells

- **Cantrips (0 Level)**: *hydraulic push*
- **1st Level**: *animate water, decompose corpse, float, murk, restore corpse, sea sight, shock shield, touch of the sea, waterproof, weather eye*
- **2nd Level**: *depth charge, depth warning, pernicious poison, slipstream, track ship, true bearing*
- **3rd Level**: *turbid tide*
- **4th Level**: *black spot, hullshock, shatterhull, skeleton crew, veiled vessel, wall of brine*
- **5th Level**: *deep diver, sea scrying, unseen crew*
- **6th Level**: *veiled vessel, greater*
- **7th Level**: *submerge ship*

- **8th Level:** *caster's caravel*
- **9th Level:** *interplanar voyage*, *salvage*

Warlock Spells

- **Cantrips (0 Level):** *hydraulic push*
- **1st Level:** *murk*
- **2nd Level:** *pernicious poison*, *vomit swarm*
- **3rd Level:** *turbid tide*, *undertow*
- **4th Level:** *black spot*, *shatterhull*
- **6th Level:** *aqueous extraction*

Wizard Spells

- **Cantrips (0 Level):** *hydraulic push*
- **1st Level:** *animate water*, *bomber's eye*, *decompose corpse*, *float*, *murk*, *restore corpse*, *sea sight*, *shock shield*, *slipstream*, *touch of the sea*, *waterproof*, *weather eye*
- **2nd Level:** *depth charge*, *depth warning*, *pernicious poison*, *track ship*, *true bearing*
- **3rd Level:** *turbid tide*
- **4th Level:** *black spot*, *hullshock*, *shatterhull*, *skeleton crew*, *veiled vessel*, *wall of brine*
- **5th Level:** *deep diver*, *sea scrying*, *unseen crew*
- **6th Level:** *veiled vessel, greater*
- **7th Level:** *submerge ship*
- **8th Level:** *caster's caravel*
- **9th Level:** *interplanar voyage*, *salvage*

Spells

AIR BUBBLE

1st-level conjuration

Casting Time: 1 action
Range: touch
Components: S, M (a small bladder filled with air)
Duration: 10 minutes

This spell creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments. An item is surrounded by the bubble and is protected from water damage. A firearm within an air bubble van be loaded, assuming the black powder comes from a powder horn, a cartridge, or some other protective device. It can also be fired, however when shooting such a firearm underwater, the shot is subject to all normal penalties for underwater combat. If a firearm within the *air bubble* explodes, the explosion occurs normally.

AIR WALK

4th-level transmutation

Casting Time: 1 action or reaction
Range: Touch
Components: V, S
Duration: 10 minutes

You can tread on air as if walking on solid ground. Moving upward is similar to walking up hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

As the caster is walking on the air, it can be affected by the wind if it is strong. If the wind is particularly strong the caster may be carried along with it even if unwilling, although they can make a Strength (Athletics) each round to negate the winds effect. Additionally, if they are driven into a solid object by the wind they may suffer damage, a strong wind may deal 2d6 damage, while a howling

gale could deal anything up to 8d6 damage, with a Dexterity Save vs DC 15 halving the damage.

Should the spell duration expire while you are still aloft, the magic fades out slowly, you float downward 60 feet per round for 1 minute. If you reach the ground in that amount of time, you land safely. If not, you fall the rest of the distance, taking falling damage as normal. Since dispelling a spell effectively ends it, you also descend in this way if the *air walk* spell is dispelled, but not if it is negated by an antimagic field.

You can cast *air walk* on a mount so it can be ridden through the air, however you must make a DC 20 Animal Handling check to do so. You can negate the need for this check if you take the time to train the animal you intend to cast *air walk* on, this training takes 1 week and a DC 25 Animal Handling check.

This spell can be cast as a reaction to falling.

ANIMATE WATER

1st-level transmutation

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a vial of fresh spring water mixed with seawater)

Duration: concentration, up to 1 minute

Targeting a body of water of at least 4 cu. ft. you form it into an amorphous watery creature that you can direct to move and fight as a water elemental of Challenge 1/2, this watery form is a construct rather than an elemental and in addition to normal water elemental traits gains immunity to psychic damage. If you lose concentration, your watery construct collapses. If there is not enough water in range, the spell fails.

The GM has the creature's statistics, which are typical Armor Class, hit points, and attacks for a creature of its Challenge level.

At Higher Levels

When you cast this spell using a spell slot of 2nd level the water elementals Challenge increases to 1, at 3rd level this increases to Challenge 2, and at 4th level to Challenge 4. There are no further benefits to using higher spell slots than this. At each level the water required to cast the spell successfully increases by 2 cu. ft.

AQUEOUS EXTRACTION

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty vial and a pinch of sea salt)

Duration: Instantaneous

You violently draw forth the moisture from a target creature, causing it to pour forth from every orifice and pore. The target must make a Constitution saving throw. It takes 10d6 necrotic damage on a failed save, or half that much damage on a successful one. Oozes and creatures who have the aquatic or amphibious trait, or outsiders that are formed of water increase this damage to 10d8. If the target is killed by *aqueous extraction*, the water drawn forth takes on a semblance of life as a water elemental of a challenge rating equal half that of the target. This water elemental is under your control, but it survives only for a number of rounds equal to half the slain creatures Hit Dice.

Creatures that have immunity to fire damage; outsiders or elementals formed of either air or earth are immune to this spell.

At Higher Levels

When you cast this spell using a spell slot of 7th level or higher the damage increases by 3d6 (3d8) for each slot level above 6th..

BLACK SPOT

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

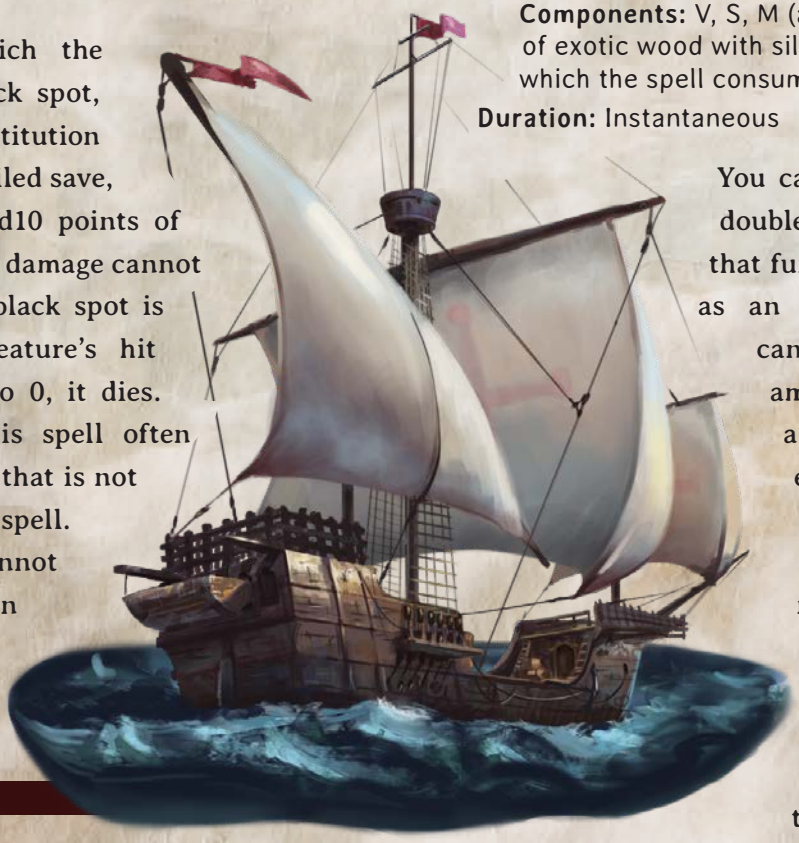
Duration: Permanent

The black spot is a specific and feared pirate curse. If the target fails a Wisdom saving throw an intangible, illusory black spot manifest above

the target's head and remains until the target dies or the curse is lifted. The black spot cannot be covered or hidden by any means, including other illusions. The black spot radiates a cursed aura in a 10-foot radius around its target. Anyone within the aura gains a +2 bonus on weapon attack and damage rolls against the target. In addition, the target has disadvantage on saving throws against spells of the necromancy school and also on death saving throws.

Every day in which the creature bears a black spot, it must make a Constitution saving throw. On a failed save, the creature takes 2d10 points of necrotic damage. The damage cannot be healed until the black spot is removed. If the creature's hit points are reduced to 0, it dies. Pirates killed by this spell often return as ghosts, but that is not a direct effect of this spell.

The black spot cannot be dispelled, but it can be removed with *greater restoration* or *wish*.



BOMBER'S EYE

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small vial of alcohol)
Duration: 1 minute

Casting this spell infuses the vial of alcohol with magic turning it into what is known as a magical extract which once consumed allows you to throw weapons farther and more accurately. While the extract is in effect, you increase the range of any thrown weapon by 10 feet. In addition, you receive a +1 bonus on attack rolls made with thrown weapons.

The extract loses its potency if it has not been consumed within 24 hours of the casting of this spell.

CASTER'S CARAVEL

8th-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a miniature ship carved of exotic wood with silken sails worth 500 gp, which the spell consumes)
Duration: Instantaneous

You call into being a small double-decked sailing ship that functions in all respects as an ordinary caravel. It can take on the normal amount of cargo, crew, and passengers, and even have weapons mounted on it if you wish. The ship does not require a full crew, as it is staffed with a compliment of invisible deckhands similar to *unseen servants* that perform all ordinary functions necessary for sailing the *caster's caravel*, though they cannot steer it. These *unseen servants* have a speed of 30 feet and a climb speed of 15 feet, and they respond to the spoken commands of the caster or any creature she designates as the ship's pilot. If there is no living pilot, the ship steers itself in whatever direction it was last directed, but it cannot adjust its course to avoid hazards, compensate for severe weather, etc.

The *caster's caravel* also contains an extradimensional space reached through a

shimmering panel similar to the entrance of a magnificent mansion. Like that spell, only those designated by you can enter the portal. It is invisible to others, who pass down the aft deck ladder that leads to it and into an ordinary cargo hold. Within the extradimensional space, which can fill up to 25 cubes, each cube being 10 feet on each side, you can create any deck plan you desire. All cabins within the space are furnished and its galley contains food and water sufficient to feed 25 Medium-sized creatures each day, a staff of uniformed and transparent but visible servants wait upon all guests within the extradimensional space and sees to their needs. Like *magnificent mansion*, outside conditions do not affect those within. Even if the ship sinks, those within the space remain unharmed, though they must leave through the same portal by which they entered, even if it lies at the bottom of the sea.

The *caster's caravel* lasts for 15 days, after which time there is a cumulative 5 percent chance per day that the spell's effect ends. If the spell is cast again during this time the duration is reset to 15 days. When the spell ends, any creatures inside the extradimensional space are expelled into the nearest open space to the *caravel's* last position.

CHANNELED CURRENTS

5th-level transmutation

Casting Time: 1 action

Range: 1000 feet

Components: V, S, M (a small metal canister or sphere)

Duration: Concentration, up to 1 hour

Until the spell ends you can generate a current in an area up to 100 feet cube either centered around you or on any point up to the range of the spell. If cast onto a point on a ship, entity, or other moving item the point will move with it as long as it remains within the range of the spell. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Smooth Current. You call a current into being which aids travel or swimming. Affected vessels and entities gain 2 mph to their travel speed, or 40 feet to their swim speed in combat. This spell does not grant a swim speed to creatures without one, however creatures without a swim speed affected by smooth current gain 20 feet of swimming movement.

Doldrums. By setting the current in opposition to the direction of a vessel or entities travel you becalm it. It loses 2 mph from its travel speed, or half from its swim speed in combat to a minimum of 10 feet. With a successful DC 10 navigate check (for vessels) or swim check (for entities) they can negate the penalty for a round in combat, or ten minutes in travel.

Calm Current. Allows you to counteract the effects of another strong or violent current. This allows you to negate any penalties for navigating or controlling the vessel or entity due to the waves or dangerous currents. It will also counteract the Vortex effect of control water and can also counteract the Clashing Current effect of *channeled currents.*

Clashing Current. You set up clashing currents that make piloting a vessel, or swimming through the area difficult in the extreme. All attempts to do so are performed with disadvantage.

DECOMPOSE CORPSE

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dried toadstool)

Duration: Instantaneous

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. This spell has no effect on a living creature, however if cast on a non-skeletal corporeal undead, it must make a Constitution saving throw. If failed, the

creature has disadvantage on all rolls and -2 to its Armor Class.

The effects of this spell can be reversed by *restore corpse*. They also can be removed with a *create undead* spell, which binds undead flesh back onto the creature's bones. When cast in this way, *create undead* does not require onyx stones as a material component.

DEEP DIVER

4th-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a bit of stone or mud from a deep ocean trench)

Duration: 12 hours

You adapt up to ten willing creatures to survival in the ocean's black depth, causing their eyes to become enlarged and their flesh hard and cold. Targets gain the ability to breathe water and a swim speed equal to their land speed. Their altered physiology grants them cold resistance and immunity to pressure damage due to deep water. The targets also gain darkvision with a range of 60 feet, or their darkvision is extended by 60 feet if they already have darkvision, and they may generate bio-luminescent stripes or dots on their flesh as a bonus action if desired, shedding light as a *light* spell.

DEPTH CHARGE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small metal canister or sphere)

Duration: Instantaneous

You can hurl a canister of hyper-compressed water that explodes in water. Each creature within a 15-foot cube must take a Constitution saving throw, on a failed save they suffer 3d8 points of bludgeoning damage and are pushed 15 ft. away from the source of the explosion, on a successful roll they take half damage and are not pushed. A *depth charge* deals double damage to the hulls of boats, ships, submersibles, and other water vehicles. A *depth charge* deals no damage to creatures or objects that are not in the water.

Rather than hurling a *depth charge* for immediate detonation, you may drop the *depth charge* into the water and allow it to sink at a rate of 30 feet per round, delaying its explosion by up to 3 rounds. A creature in the water can pick up the *depth charge* and move it, though there is a 25% chance each round it is handled that it detonates immediately.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher the damage increases by 1d8 for each slot level above 2nd, and you can delay the detonation of a dropped charge by an extra round.

DEPTH WARNING

2nd-level divination

Casting Time: 1 action

Range: 200 ft.

Components: V, S, M (a clear glass bead and a loop of string)

Duration: 8 hours

You can sense when a ship you are on comes into or near shallow water, reefs, shoals, or similar obstacles. You can focus the spell on the ship's bow, or you may select a focus point directly in front of the ship at any distance up to the spell's maximum range. When casting, you also set a desired warning depth up to 100 ft. deep. Any time thereafter that a Huge or larger object or creature (including the seafloor) is within your *depth warning*, a magical voice sounds in the caster's ear stating its size, and depth. The *depth warning* is repeated once a round, ceasing if the obstacle is passed, the creature moves out of the ship's path, and so on. The *depth warning* remains quiet thereafter until a new obstacle, barrier, or creature of sufficient size is detected within the ship's path.

FLOAT

1st-level transmutation

Casting Time: 1 action; see below
Range: 30 feet
Components: V, S, M (a bit of cork)
Duration: Concentration, up to 10 minutes

You make a single Medium-sized or smaller creature or object buoyancy, causing it to float safely at the surface even in heavy seas and to rise steadily to the surface at 50 feet per round if underwater unless the creature strikes an obstacle that blocks its upward movement. While affected by *float*, the target gains additionally gains advantage on all swim checks on the surface.

A creature affected by *float* can voluntarily dive or swim downward, using its movement, if it can make a DC 10 swim check to which the advantage granted above does not apply. If it stops swimming, or fails the swim check, the *float* spell causes the creature to drift upwards again. Air-breathing and water-breathing creatures both can breathe while at the surface using this spell.

An unattended item up to 50 ponds can be raised to the surface with a *float* spell. Floating objects simply remain at the surface but may drift around the area, moving as wind and wave action dictate.

Float may be cast as a reaction although this reduces the duration to 1 minute.

At Higher Levels

When you cast this spell using a spell slot of 2nd level or higher you may target another Medium-sized or smaller creature or object. All of the targets must be within 30 ft. of each other.

FLOTSAM VESSEL

2nd-level conjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (driftwood branch or river rat's tail)
Duration: 8 hours

This spell assembles a sturdy raft and oars from driftwood, reeds, and shoreline detritus. The raft created by the spell is roughly 5 feet square and can carry two Medium-sized passengers or 300 pounds of cargo. The vessel functions as a normal raft, with an AC of 15, a Damage Threshold of 5 points, and 50 HP. The raft is not slowed or damaged by non-magical river hazards such as rapids or shallows and is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher you may add an extra section 5-foot square section to the raft as above.

HULLSHOCK

4th-level evocation

Casting Time: 1 action
Range: touch
Components: V, S, M (a silver nail worth 50 gp)
Duration: 8 hours or until discharged

You infuse a ship's hull with tremendous power, which discharges if a Large or larger creature attack the ship or attempts to climb the ship's hull without first uttering a password chosen by the caster at the time of casting. When the *hullshock* is discharged, the creature triggering it takes 8d6 lightning damage, with a Dexterity saving throw allowed for half damage. In addition, any other creature climbing on the ship's hull and all creatures in the water within 60 feet of the hull take half damage from the *hullshock*, or no damage on a successful Dexterity save. The target ship itself is not damaged by the *hullshock* nor is any creature on board the ship's deck.

Once triggered, the spell's magic dissipates. The focus component must be nailed into the target ship's keel. If the spell expires without being discharged, the focus can be removed and reused. If the spell triggers, the focus is consumed. Despite the name, *hullshock* also can be cast on a wooden pier, wharf, or similar structure made of wood, vines, and similar materials

At Higher Levels

When you cast this spell using a spell slot of 5th level or higher the lightning damage is increased by 2d6 for each spell level above 4th.

HYDRAULIC PUSH

Conjuration Cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You call forth a quick blast of water that knocks over and soaks one creature or 5 ft. square. An affected creature must make a Dexterity saving throw or be knocked prone. *Hydraulic push* extinguishes any normal fires on a creature, object, or in the targeted square. Magical fires are unaffected.

INTERPLANAR VOYAGE

9th-level conjuration
Casting Time: 1 minute
Range: touch
Components: V, S, M (a sextant)
Duration: Instantaneous

You draw the target vessel and all creatures aboard it through an interplanar portal, arriving at a new plane in a manner similar to *plane shift*. During the casting of the spell, the target vessel is surrounded by wisps of mist 20 feet thick that gradually become opaque (as if heavily obscured) at the conclusion of casting, after which the ship and all aboard vanish and reappear in the plane you designate. The ship appears on a body of water large enough to bear it if possible, or upright on land if the target plane has no such bodies of water. The ship and all creatures aboard it gain resistance to one damage type of the caster's choice: acid, cold, fire, lightning, or thunder. This protection lasts for 24 hours, though creatures that leave the ship for more than 1 hour forfeit this protection.

Unwilling creatures can resist the spell with a successful Charisma saving throw, remaining behind. The hip and other passengers disappear at the end of the casting, however, so such creatures may find themselves stranded in the sea.

MURK

1st-level transmutation
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a handful of mud or silt)
Duration: Concentration, up to 1 minute

You fill the water around you with silt and algae, decreasing visibility as if the area is heavily obscured, though the spell's effect does not extend out of the water. A fast current (including those created by spells) disperses the *murk* in 1 round, while slower moving currents clear the water in 4 rounds.

PERNICIOUS POISON

2nd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You weaken the target's defenses against poison. On a failed Constitution saving throw the target has disadvantage on saving throws against poison, and poisons affecting the target are more virulent increasing the damage die by 1 (for example, 1d8 becomes 2d8).

If the Constitution saving throw is failed, another should be made, if this also failed the target loses resistance to poison (if it had any) and any poison immunity is reduced to poison resistance.

QUICK BREATH

1st-level conjuration
Casting Time: 1 reaction
Range: Self
Components: S
Duration: 1 minute

You fill your lungs instantly with fresh air, and this air supply is continuously refreshed so that you do not need to breathe. When the spell expires, you are

treated as if you had just taken a full breath of air to begin holding your breath. If you cast this spell as a reaction when you are exposed to an inhaled poison, you get a +4 on your saving throw to resist that poison.

READ WEATHER

1sr-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a set of marked sticks or bones worth at least 25 gp)

Duration: Instantaneous

This spell grants you knowledge of the weather that will occur at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally and does not take into account any magical occurrences that might change the weather.

RECEDING REEF

3rd-level transmutation

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell robs the vitality of coral reefs and the sea plants that grow in and around them within a specific area. There are two possible uses for the spell, granting either an immediate or long-term blighting effect.

If you cast this spell using 1 action, choose a point within range. All reef and associated plants in a 100-foot radius centered on that point are reduced to about one-third their normal size. The affected reef appears to have been carefully cut back and cleared. This reduction will also reduce the number of anemones, urchins, fish, and other similar tiny sea creatures that inhabit the reef.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you blight the reef. All reefs in a half mile radius centered on a point within range become blighted for 1 year. The reef does not grow, and fishing provides only half the normal amount of food when harvested. *Receding reef* counters *reef growth*.

REEF GROWTH

3rd-level transmutation
Casting Time: 1 action or 8 hours
Range: 150 feet
Components: V, S
Duration: Instantaneous

This spell functions as plant growth, but it affects coral reefs and the sea plants that grow in and around them, as well as helping to proliferate anemones, urchins, fish, and similar tiny sea creatures that inhabit the reef. *Reef growth* counters *receding reef*.

RESTORE CORPSE

1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

This spell causes flesh to grow on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. A druid can only use this spell on a beast of size Large or smaller.

RIVERSIGHT

2nd-level divination
Casting Time: 1 minute
Range: see below
Components: V, S, M (a smooth river stone)
Duration: concentration, up to 10 minutes

You can view events transpiring along a natural watercourse you touch. You can see anything on

or within the river as if you were present at that location, or you can observe anything within 15 feet of the river's banks as if peering from the water's surface. Moving your point of view to a different location along the river is an action, though your perception can follow something moving along the river as a bonus action.

The range of this spell is affected by whether you are attempting to gaze up of downriver. If viewing a location downriver, you can view any spot within 8 miles; if viewing upriver you can view any spot within 2 miles. The magical sensor created by this spell can travel only as far along the river as your range and the river permits; obstructions such as dams and reservoirs halt the sensor, as does an estuary flowing into the sea or other body of saltwater.

SALVAGE

9th-level transmutation
Casting Time: 1 action
Range: 1000 feet
Components: V, S, M (a shipwreck)
Duration: see text

An invisible force pulls together the remains of a shipwreck. Bits of hull, tattered sails, broken masts, and smashed figureheads knit themselves back together. Rotten wood turns solid once more and sails re-weave themselves as the rigging snakes across the masts. It takes a variable amount of time for the ship to rebuild itself, depending on its size.

Size	Duration
Rowboat	1 minute
Keelboat	10 minutes
Longship	1 hour
Sailing ship	2 hours
Warship	3 hours
Galley	4 hours

At the end of the duration, an air bubble forms around the repaired ship. If submerged, the ship shoots to the surface, erupting with a great splash before settling on the water.

Though the spell requires time to repair the ship, its effects are instantaneous. A salvaged ship cannot be dispelled to return it to a shipwreck. However, before the spell's duration ends and while the ship is still being repaired, salvage can be dispelled to interrupt the repair process. The ship remains in the condition it was in when the spell was interrupted until a new salvage spell is cast (but continues to age and suffers the effect of its environments). A new salvage spell's duration is modified by any repairs already begun.

SARGASSO STRANDS

2nd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small piece of dried kelp)
Duration: Concentration, up to one minute

You fling strands of tangled kelp and seaweed at a target within range, making a spell attack against them. If the *sargasso strands* hit, the target must make a Strength (Athletics) or Dexterity (Acrobatics) against your spell save DC or be grappled. If the target is grappled, it can attempt a Strength (Athletics) or Dexterity (Acrobatics) check to escape as an action on its turn. The DC to escape the *sargasso strands* is reduced by 1 per round as the strands start drying out and becoming brittle. Allies can also cut a grappled creature free with a slashing weapon, the strand has damage threshold of 2 and hit points equal to 5 + your spellcasting ability modifier.

If you cast this spell while ocean water is within range, you gain advantage on your spell attack, the DC to escape is not reduced by the passage of time, and the strands have their hit points increased to 10 plus your spellcasting ability modifier.

At Higher Levels

If you cast this spell using a spell slot of 3rd or higher you may target another creature with a strand per spell slot.

SEA SCRYING

5th-level divination

Casting Time: 10 Minutes

Range: self

Components: V, S, M (a focus worth at least 1000gp, such as a crystal ball, a silver mirror, or a golden sextant)

Duration: Concentration, up to 10 minutes

This spell functions as scrying, but you must be touching a body of water at least 5 feet across to use this spell, and the target of your *sea scrying* must be on board a ship or within 30 feet of a body of water as well. A target touching the water takes a -2 penalty on its saving throw; if it is touching the same body of water as you (GM's discretion), this is increased to -4. In addition, if the initial target of your *sea scrying* succeeds on its saving throw or is otherwise unable to be scried, you can turn your mind to another potential target near a body of water. Concentrating to find a new target for your *sea scrying* requires 1d3 rounds, and the save DC is reduced by 2 for each additional target after the first you attempt to *scry*.

SEA SIGHT

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a drop of clear water)

Duration: Concentration, up to 1 hour.

You touch a target and grant it the ability to see out to twice the normal range underwater, whether in clear or in murky water, and grants advantage on Perception checks made underwater. When you attack a creature in the water and the target gains a bonus to AC due to concealment, you reduce the concealment by one step.

SHATTERHULL

4th-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M (a sliver of wood and a bit of broken glass)

Duration: instantaneous

You cause a wooden structure immersed in water to buckle and collapse. The target object takes 16d6 points of Bludgeoning damage, and if the target is a ship it gains the broken condition, or the sinking condition if its hit points are reduced to 0 (see page 78). If the structure or ship succeeds on its saving throw, it takes 5d6 points of damage instead.

In addition to the immediate damage, the wooden structure is weakened, reducing its damage threshold by 5; this reduction persists until all damage to the structure or ship is repaired. If the structure or ship remains immersed in water, it also springs numerous small leaks, causing the structure to take an additional 1d6 points of damage every 10 minutes (ignoring damage threshold) until the leaks are plugged. This damage is doubled during any 10-minute period that the ship is moving at full speed or engaged in combat.

Shatterhull affects animated objects as described above but otherwise does not affect creatures made of wood.

At Higher Levels

If you cast this spell using a spell slot of 5th level or higher, the damage is increased by 3d6 for each such spell level.

SHOCK SHIELD

1st-level abjuration

Casting Time: 1 action or reaction, which you can take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round.

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a + 2 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*. At any time, as a bonus action, you may dismiss your *shock shield*, at which point it deals 1d6 points of lightning damage to all creatures

within a 15-foot cone on a failed Dexterity saving throw or half as much on a success. It immediately detonates if used to block a *magic missile*.

At Higher Levels

If you cast this spell using a spell slot of 2nd level or higher, the lightning damage is increased by 1d6 for each slot level above 1st.

SKELETON CREW

4th-level necromancy

Casting Time: 1 action

Range: touch

Components: V, S, M (a humanoid corpse or corpses)

Duration: 24 hours

This spell turns up to 10 corpses into skeletons that act as crew and obey your commands to the extent of their abilities.

The undead you create will be a skeleton that and is proficient with Navigators tools, Carpenters tools, and all water vessels. It has a skill level equal to your spellcasting ability modifier. The skeleton can perform the duties of one crew member but has no other abilities. The skeleton cannot speak, attack, or even defend themselves. The only orders it obeys are ones pertaining to the operation of a ship. Skeletal crew members are not proficient with any weapons or armor.

On each of your turns, you can use a bonus action to mentally command any skeleton you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn. The skeleton crew will continue to man the ship and keep it on course to their best of their abilities even without specific orders to do so.

The skeletons are under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for a further 24 hours, you must cast this spell on the creatures again before the current spell ends. This use of the spell reasserts your control over up to twenty creatures you have animated with this spell, rather than animating new ones.

A skeletal crew member can only be created from a mostly intact humanoid corpse. The corpses must have bones. When you cast this spell, any flesh left on the corpses melts away into fog.

At higher levels. When you cast this spell using a spell slot of 5th or higher you can create a further two Skeletons per spell level or control a further four skeletons you have already created. To create further skeletons, you must have a corpse for each additional skeleton you wish to create.

SLIPSTREAM

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a few drops of oil and water)

Duration: 10 minutes

When this spell is cast it creates a low-cresting wave of water that carries the target along the surface of a body of water or even along the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, the speed increases by 20 feet instead, but *slipstream* provides no movement bonus when going uphill.

While swimming, the *slipstream* increases the target's swim speed by 20 feet, or if the target does not have a swim speed, this spell grants a swim speed of 20 feet.

SUBMERGE SHIP

7th-level transmutation

Casting Time: 1 minute

Range: touch

Components: V, S, M (a glass marble or piece of soap)

Duration: Concentration, up to two hours

When this spell is cast upon a vessel, the ship is surrounded by a protective bubble of constantly replenishing, breathable air and sinks beneath the

waves. For the duration of this spell, the ship has magical propulsion that gives it a maximum speed of 2 miles per hour in travel, or 120 feet in combat with an acceleration of 30 feet. The ship's pilot uses the normal sailing skill to control the ship while under this spell's effects and can command it to dive and ascend as part of the vessel's normal movement.

Despite the magical propulsion, the ship still requires its crew to perform its normal functions.

The spell protects the ship and all aboard from the dangers of drowning and pressure, but not from damage from outside obstacles or creatures. The bubble cannot be used offensively and prevents an affected ship from rising into a space that won't accommodate it (like a sea cave too small to contain it, or under another vessel). Creatures can enter or leave the bubble at will, but those outside the sphere cannot be forced inside against their will, the sphere proving substantial enough that such creatures may choose whether to enter it or to slip away along its sides. At the end of the spell's duration the bubble pop's causing a ship still underwater at that time to gain the sinking condition. This spell has no effect if cast upon a ship in water that cannot cover the vessel entirely.

Although largely beneficial, this spell can be cast on a ship whose pilot does not want to submerge her vessel, which allows the pilot to make a Charisma saving throw to avoid having the spell affect her ship.

THORN BODY

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes spines to grow from your skin, damaging creatures that strike you. Whenever a creature within 5 feet of you hits you with a melee attack, the attacker takes 2d8 piercing damage. Thorns created by this spell persists through any new physical shape or form you assume, such as via *wild shape* or any *polymorph* effect.

At Higher Levels

When you cast this spell using a spell slot of 5th level or higher, the spell damage is increased by 1d8 for each spell slot level above 4th.

TOUCH OF THE SEA

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fish scale)

Duration: 1 hour

You cause webs to grow between the target's fingers and its feet to transform into flippers. In addition, they gain the ability to breathe underwater and gain a swimming speed equal to their walking speed.

TRACK SHIP

2nd-level divination

Casting Time: 1 action
Range: see text
Components: V, S, M (a piece of ship)
Duration: concentration, up to eight hours

In order to cast this spell, you must have a piece of the ship you wish to track. Merchants often preserve slivers from their trade ships specifically for this purpose. You also need a nautical chart. When you cast this spell, an icon of the targeted ship appears on the nautical chart. The icon moves as the ship moves for the duration of the spell. If the ship is not within the area delineated by the chart, the spell fails. If the ship is reduced to 0 hit points, its icon changes from a ship to a skull and crossbones.

TRUE BEARING

2nd-level divination

Casting Time: 1 action
Range: self
Components: V, S, M (a pinch of iron filings)
Duration: concentration, up to ten minutes

You can pinpoint the direction from your current location to a familiar landmark or geographical site. The target must be a location you have actually visited and it must be on the same plane. The target must be a location, not an object or creature, and it cannot be screened from divination. If this spell is cast at least 1 mile away from land, its duration is increased to four hours.

TURBID TIDE

3rd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of mud or silt)
Duration: Concentration, up to a minute

You fill a 20 ft. radius with silt and algae, decreasing visibility as *murk*. In addition, the heavy silt congeals the water, making it thick, heavy, and hard to move through, Ranged attacks are useless within the *turbid tide* and creatures attacking in melee take an additional -2 penalty to attack and damage rolls. The area also counts as difficult terrain for the duration of the spell. Unlike *murk*, a *turbid tide's* duration is not reduced by natural or magical currents in the area.

UNDERTOW

3rd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to one minute

You target a creature in the water with a powerful riptide dragging them below the surface unless they can succeed at a strength saving throw. Each round you can attempt to drag them under again, forcing them to repeat the save as long as you maintain concentration. Creatures dragged down by the *undertow* can move on their turn but, whether swimming or moving along the seafloor; however, Strength (Athletics) checks they make to swim upwards against the *undertow* are made at disadvantage. This penalty does not apply to creatures using *freedom of movement*.

At Higher Levels

If you cast this spell using a spell slot of 4th or higher, you can target another creature per spell level.

UNSEEN CREW

5th-level conjuration

Casting Time: 1 action
Range: 500 feet
Components: V, S, M (a piece of string and a piece of wood from a ship)
Duration: 1 week

Once cast this spell creates ten *unseen crew* members. An *unseen* crew member is an invisible, shapeless force that performs the duties of one crew member. It can tie off ropes, hoist sails, swab decks, and other such duties. An *unseen* crew member

possess no other skills. It cannot fight, speak, or even defend itself.

An *unseen crew* member has a strength score of 10 and is proficient with Navigators tools, Carpenters tools, and all water vessels. It has a skill level equal to your spellcasting ability modifier. It cannot fly, but it can climb, swim, or walk with a speed of 20 feet.

An *unseen crew* member cannot be killed, but it dissipates if it takes more than 10 points of damage from area attacks (it gets no saving throws against attacks). If you attempt to send and *unseen crew* member beyond the spell's range (measured from your current position), the crew member ceases to exist.

At Higher Levels

If you cast this spell using a spell level of 6th or higher you may add an additional 5 crew per spell level.

VEILED VESSEL

4th-level illusion

Casting Time: 1 action

Range: touch

Components: V, S, M (a drawing, carving, or model of the ship you wish to imitate)

Duration: 8 hours

You shroud the target vessel in a cloak of illusion that causes it to appear as a completely different vessel up to one size category larger or smaller than its actual size. The details of its appearance, including the color and condition of its hull, sails, oars, flags or similar insignia, and all such similar details are up to you. You also may create illusory cargo or weapons, or disguise existing weapons or cargo. Creatures aboard the ship are not changed in appearance. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the veil.

VEILED VESSEL, GREATER

6th-level illusion

Casting Time: 1 action

Range: touch

Components: V, S, M (a drawing, carving, or model of the ship you wish to imitate)

Duration: 8 hours

This spell functions as *veiled vessel* but you can cause your ship to appear as a vessel up to two size categories larger or smaller, and you also can disguise the appearance of up to 10 creatures as if you had cast seeming. The illusion affecting a creature ends if it leaves the *veiled vessel*, even if they later return to it.

VOMIT SWARM

2nd-level conjuration

Casting Time: 1 action

Range: self

Components: S

Duration: 1 minute

You vomit forth a swarm of insects that attacks all other creatures within its area. The swarm begins in one of the squares adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed.

You can move the swarm or change the swarm's direction by spending a bonus action to concentrate on the swarm, otherwise it continues moving in its current direction.

WALL OF BRINE

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of coral)

Duration: Concentration, up to 1 minute

You conjure a 5-foot-thick wall of seawater up to 80 ft. long with a powerful current flowing toward one side of the wall, selected by you; a creature attempting to swim against this current must spend 20 feet of movement to enter an area covered by the

wall. A creature that begins its turn in the wall is ejected in the direction just before it acts. The wall provides half-cover against attacks from out of the water. The water and the currents deflect physical ranged attacks into or through the wall, unless the weapon used is exceptionally massive (such as a siege engine). A creature submerged in the wall takes the usual penalties for underwater combat. The wall blocks the passage of gases and liquids and prevents water from mixing at its edges.

WALL OF CORAL

6th-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of coral shards)
Duration: Concentration, up to 10 minutes

This spell functions as *wall of thorns*, but creatures damaged by a *wall of coral* must also take a DC 16 Constitution save or take 1d4 poison damage and be poisoned. Poisoned creatures must repeat the saving throw each round of its turns. On each successive failed save, the character takes another 1d4 damage and continues to be poisoned, on a successful save the poison ends providing they are no longer touching the *wall of coral*.

Druids or other creatures with the ability to pass through undergrowth unharmed can pass through a *wall of coral* without harm. A *wall of coral* created outside of salt water has a maximum duration of 1 minute.

WATERPROOF

1st-level abjuration
Casting Time: 1 action
Range: touch
Components: V, S, M (a bit of wax and paper)
Duration: 24 hours (see text)

You protect the touched creature (including all worn, wielded and carried items) or object from getting wet. The target can be fully immersed in water for hours and then emerge completely

dry, without a single drop of water clinging to it. Flammable items can be immediately ignited, though a burning *waterproof* item begins sputtering if taken underwater as its oxygen is spent and goes out 1d4-1 rounds later. This spell retards the growth of algae or the accretion of barnacles, mollusks and similar sea life, but it does not prevent drowning or damage from pressure, hot or cold water or allow the target to breathe water. It also does not provide aid with swimming. *Waterproof* metal items do not rust or corrode in water, bowstrings and harps snap and strum perfectly, and the waterproof books, scrolls, and inks remain pristine and crisp. A potion or other liquid made *waterproof* does not mix with water.

A container can be made *waterproof*, even if the container is not designed to be watertight, such as a bag or backpack. If cast on such a container, the duration is increased to a week.

WEATHER EYE

1st-level divination
Casting Time: 1 hour
Range: personal
Components: V, S, M (a bowl of water)
Duration: 24 hours

You can more accurately predict the weather gaining advantage on survival checks made to forecast weather conditions. If *control weather* or a similar effect has been used to influence the weather within 10 miles, you become aware of it.

Chapter 3: Treasury of the Fleet

Table 3–01: Magic Items

Item Name	Price
lookout's eyeblack	400 gp
captain's cutlass	uncommon*
castaway's flare	uncommon
earring of farseeing	uncommon
pirate brand	uncommon
skimming	uncommon
tracer	uncommon
whispering wheellock	uncommon*
chaining	rare
ensign of parley	rare
eye patch of adjustment	rare
gloves of certain grip	rare
gullwing cape	rare
mutable hook	rare
roperunner sandals	rare
shanty shiv	rare
sharkskin suit	rare
spiral saker	rare
spiral saker (fiend's mouth cannon)	rare
stormshaft	rare
admiralty parade kit	very rare*
bore cannon	very rare
bullet buckler	very rare
cannonball breastplate	very rare*
hateful hook	very rare*
raven's perch	very rare
sails of extinguishing	very rare
sea lord's tricorne	very rare*
shadow sextant	very rare
sharpshooter's carabine	very rare
treacherous hook	very rare
golden gun	legendary
hurricane harpoon	legendary*
rod of the ebb tide	legendary
wavebreaker	legendary*
Pirate Queen's pearl	— (artifact)

* requires attunement

Armor and Shields

BULLET BUCKLER **VERY RARE**

Shield (buckler)

This small shield provides a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. It has a rounded boss of adamantine alloy, often showing scorch marks and powder burns upon its surface. A bullet buckler imposes disadvantage on all non-magical range attacks against you including those from gunpowder-based weapons (including siege class weapons) and grenade-based attacks. In addition, it provides a +3 bonus to any Dexterity saving throw against gunpowder-based attacks that allow a saving throw.

CANNONBALL BREASTPLATE **VERY RARE**

Armor (breastplate)

This lumpy, rough-hammered breastplate provides a +2 bonus to AC as well as resistance to fire. It is forged of sooty back metal spiderwebbed with tiny cracks that glow orange in dim light or darkness. Once per day as a standard action, you can compress the cannonball breastplate into the form of a cannonball, which is launched at an opponent within 500 feet as if it were a shot from a cannon.

Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. *Hit*: 44 (8d10) bludgeoning damage) fired by you. The cannonball dissolves into smoke after dealing damage.

When you activate this ability, smoke pours forth from the cannonball breastplate and momentarily forms the semblance of a cannon, exploding as the cannonball is launched into a cloud of smoke in a 10-foot sphere that spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature adjacent to the wearer takes 11 (3d6) points of fire damage and 11 (3d6) points of bludgeoning damage and is deafened for 1 minute; a successful DC 14 Constitution save negates deafness and reduces damage by half. Your body and gear are turned to smoke in this explosion, leaving you trapped in *gaseous form* for 6 minutes, though you can reform your body, by succeeding on a DC 14 Constitution save at the end of your turn. The cannonball breastplate reforms on you when your body does.

SHARKSKIN SUIT **RARE**

Armor (light)

This deep blue armor is covered with tiny razor-sharp scales and embedded with petrified shark's teeth. The scales and teeth lie smooth and flat most of the time, but any creature attempting a grapple you takes 1 point of necrotic damage, and a creature beginning its turn grappled with you takes 1 point of necrotic damage (2 (1d4) points of necrotic damage if the wearer is swallowed whole). Whenever you deal damage with a grapple check, you also deal 1 point of necrotic damage. This damage is both ongoing and cumulative and can be halted by any healing spell or a DC 15 Wisdom (Medicine) check. While wearing a sharkskin suit, you gain a swim speed equivalent to your normal speed and can sense the presence and location of creatures who have bled in the same body of water and track them to their location with a Wisdom (Survival) check. So long as the target creature is

bleeding and in the water you have advantage on this skill check.

Specific Weapons

BORE CANNON **VERY RARE**

Weapon (cannon)

If a Large or larger creature is struck by an attack with this weapon, they suffer an additional 1d8 piercing damage as the cannonball bores into it. Objects take double damage from this additional damage. This damage can be prevented by making a DC 20 Strength check as an action to dislodge the cannonball, or by casting Dispel Magic on it.

If you critically hit a target with an attack with this weapon, you may immediately make an attack roll against a target directly behind the first target within range of the original attack, as the cannonball punches through your original target.

CAPTAIN'S CUTLASS **UNCOMMON**

Weapon (any one-handed sword) Requires attunement

This *+1 scimitar* is typically engraved with the name, rank, and ensign of the flag officer for whom it was forged and is often embellished with gold filigree along its blade and its elaborate basket hilt-guard that resembles interlocking anchors. This guard grants you a +1 AC bonus when using the Disengage action or against opportunity attacks. Additionally, it grants you advantage on Strength (Athletic) checks related to swimming and being underwater imposes no penalties on your movement or attacks

A *captain's cutlass* retains resonant memories of its original master's nautical savvy, which it imparts upon you once you have attuned to the weapon granting advantage on skill checks while on a seagoing vessel or on any check related to sailing (GM's discretion). Also, you gain an ability identical to the 1st level ranger ability Natural Explorer. The benefits of this trait are only applicable to sea and ocean terrain types.

If a hostile creature creates a wind, weather, or water-based effect (GM's discretion) whose area includes your ship, once per day as a reaction you can attempt an Intelligence or Dexterity ability check (as appropriate) vs. the caster's spell save DC. If the check succeeds, the effect has no effect within 30 feet of you.

While a *captain's cutlass* is usually crafted as a scimitar, they are sometimes manufactured as rapiers, long swords, shortswords, or any other one-handed weapon the GM deems suitable.

GOLDEN GUN **LEGENDARY**

Weapon (pistol)

This long-handled *+1 pistol* (*5th Edition Game Master's Manual* pg. 268 but doing 2d10 thunder damage on a hit instead of 1d10 piercing) is engraved with golden lettering on barrel and grip. The weapon's gilded grip contains an extradimensional space which admits only tiny or smaller items crafted of gold, melting them into a repository of enchanted molten gold within the weapon. A *golden gun* can store up to 20 pounds of gold (1,000 gp value), and bullets fired by the weapon are sheathed in 1/2 pound of pure gold (25 gp value), increasing their mass and the damage of

the weapon by one die (from 1d10 to 2d10 in this example). Refilling 1/2 pound of gold into the grip's reservoir is an action. The weapon is particularly dangerous against humanoids. When you roll a 20 on an attack roll made with this weapon against a humanoid, the humanoid must succeed on a DC 10 Constitution saving throw or die.

HATEFUL HOOK — **VERY RARE**

Weapon (dagger) — Requires attunement

This jagged hook straps onto your forearm and functions as a +1 weapon. Hit points lost to the hateful hook's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using the hateful hook, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Finally, a hateful hook is imbued with a spirit of bitter vengeance. When you roll a 20 on your attack roll, the target takes an extra 7 piercing damage against any creature that has attacked the wielder since the end of his last turn. This ability also applies against any creature that has designated the wielder as its prey in some way (GM's discretion, by way of example, via Hunter's Mark or an Oathbow's sworn enemy ability). If a creature using such an ability has damaged the wielder since the end of its last turn, the hateful hook's automatically deals an additional 7 necrotic damage on a successful hit.

A hateful hook works best if the wielder has lost a hand; if strapped on over an existing hand, the wielder has disadvantage on attack rolls made with it.

HURRICANE HARPOON — **LEGENDARY**

Weapon (javelin) — Requires attunement

This harpoon (treat as a javelin) has a head of mithral and barbs of coral or whalebone, and is a +1 magic weapon with the stormshaft weapon property (see page 56). When you hurl it, and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Make a ranged weapon attack against the target. On a hit, the target takes damage from the harpoon plus 4d6

lightning damage. In addition, each creature in the line excluding you and the target must make a DC 15 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a harpoon when it reaches the target and reappears in your hand.

The *hurricane harpoon* can shroud you in a whirling screen of strong, howling wind. While this effect is active attack rolls against you are at a disadvantage and all melee attackers (including those using reach weapons) must make a DC 15 Strength saving throw or be pushed back 10-feet and be knocked prone. This effect lasts 1 minute.

In addition, once per day you can control winds within 5 miles of you. This acts as a *control weather* spell but only effects wind conditions. Any ship upon which you stand are unaffected by this effect unless you wish otherwise.

Finally, if you are targeted with an effect that deals lightning or thunder damage, you become shrouded with gale-force winds riddled with crackling lightning and peals of thunder. The effect provides damage resistance to both lightning and thunder to the triggering attack until the end of your next turn. While so shrouded, whenever a creature within 5 feet of you hits with a melee attack, the shield erupts with lightning. The attacker takes 2d8 lightning and thunder damage. This effect consumes the wielder's reaction.

Each effect once used can't be used again until the next dawn. In the meantime, the harpoon can still be used as a magic weapon.

SHANTY SHIV — RARE

Weapon (dagger)

This thin-bladed weapon is a *+1 dagger* that hums menacing pirate war chants, mournful dirges of loss, and muttered imprecations with every stroke, granting advantage on any Charisma (Intimidate) skill check.

If you have the Bardic Inspiration class feature, you can make a DC 15 Charisma (Performance) skill check as part of your bonus action. If you succeed, the melee attacks of those you inspire do an additional 1d4 psychic damage. This damage is increased by 1 for each 5 points you beat the skill check DC by.

In addition, you may make a DC 15 Charisma (Performance) skill check as a bonus action to change shanty shiv's tune to bawdy ballads and jaunty jigs granting allies within 60-feet of you advantage on saving throws against fear effects.

SHARPSHOOTER'S CARABINE — VERY RARE

Weapon (musket)

This enchanted pistol is a long-handled pistol (treat as a *+1 musket*, *5th Edition Game Master's Manual* pg. 268) that can be held against the shoulder if desired and is constructed with fold-up sights and enchantments that grant it deadly accuracy. It is especially effective when you do not have a clear shot at the target, granting you an additional +1d4 on your attack rolls against targets with cover or concealment. In addition, you can use a move action to steady and brace the sharpshooter's carabine, allowing you to double the range of the weapon for

your next attack and scoring a critical hit on a 19 or 20, as long as it is completed by the end of your current turn.

If you use *tracer bullets* in a *sharpshooter's carabine*, the duration of the tracer effect is increased to 1 minute.

SPIRAL SAKER — RARE

Weapon (cannon)

A *spiral saker* is a *+1 cannon* (*5th Edition Game Master's Manual* pg. 255) with double the normal range whose spiraling barrel grooves impart greater accuracy to ammunition and causing it to animate upon impact, drilling into any Large or larger creature or object for 1d4 rounds, inflicting 3 (1d6) points of piercing damage per round and sickening the target with pain imposing disadvantage on the target's attack rolls, skill and ability checks. A successful DC 20 Constitution save negates this pain but not the ongoing damage. Objects take double damage per round, ignoring damage thresholds. Finally, the target takes an additional 1 point of necrotic damage per round the drilling continues; this necrotic damage is cumulative and can be stopped by any heal spell or equivalent effect or a DC 15 Wisdom (Medicine) skill check.

An adjacent creature can attempt to remove the drilling ammunition as an action with a DC 20 Strength check, taking 3 (1d6) points of slashing damage regardless of whether the check succeeds. *Dispel magic* causes the embedded ammunition to cease boring.

A successful critical hit from a *spiral saker* inflicts 1 level of exhaustion but does not drill into the target for ongoing damage. Instead, it drills completely through the target and continues in a straight line until it hits another target or reaches the limit of its range; if its path intersects another target, the wielder of the *spiral saker* can make another attack roll against that target, which gains the benefits of half-cover against the attack. If this second attack results in another critical hit, the above process repeats itself and a third target could potentially be attacked, though with three-quarters cover against the *spiral saker*. Its movement ends after the third critical hit.

A creature that has been shot through by the drilling ammunition of a *spiral saker* has its AC reduced by 4 to a minimum of 10. Any armor reduced to 10 is ruined. An object shot through loses 4 points of damage threshold and any resistance to bludgeoning damage until it has been repaired.

A *spiral saker* is sometimes built to a larger scale by fiendish armies—in particular devils (or those who serve them). These cannons—sometimes called *fiend's mouth* due to the cannons' aesthetics—are very rare and do twice the amount of damage as a standard spiral saker and their damage type is changed from bludgeoning to fire. They are otherwise identical.

WAVEBREAKER — LEGENDARY

Weapon (heavy crossbow) — Requires attunement

Wavebreaker is a *+1 heavy crossbow* without the loading trait. It is typically carved from whalebone or the shell of a titanic mollusk or crustacean, decorated with intricate scrimshaw and nacreous inlay and with a bow and mechanism of gilded steel or similar rust-resistant metal. Ammunition shot from a *wavebreaker* is antithetical to any aquatic or watery creature (any creature with a swim speed). If an aquatic creature takes damage from an arrow shot from the wavebreaker the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. This bane effect once used can't be used again until the next dawn. In the meantime, the wavebreaker can still be used as a magic weapon. Additionally, water does not provide any situational benefit (for example extra cover or disadvantage) against attacks made with a *wavebreaker*.

Finally, you can target a creature or spell that is watery by nature within 30-feet as an action. You

automatically hit if it is a spell. If the target is a creature you must make a normal attack roll against the creatures AC. On a hit, *wavebreaker* deals no damage but acts as *dispel magic* against the spell or a *banishment* against non-native creatures (for example a summoned water elemental). You can use this ability as often as desired but a creature or spell that is not dispelled or banished becomes immune to this effect for 24 hours.

WHISPERING WHEELLOCK **UNCOMMON**

Weapon (pistol) Requires attunement

A *whispering wheellock* is a *+1 pistol* of compact construction, with a dull matte black finish. Its slim profile grants you advantage on Dexterity (Sleight of Hand) checks made to hide the weapon on your person. A *whispering wheellock* makes no noise when fired. Bullets fired from it likewise make no sound when they hit, instead drawing sound into them, and this sudden inverted cascade of sonic energy deals an extra 1d8 thunder damage on a critical hit and deafens the target if it fails a DC 15 Constitution saving throw. You may also target an unattended object within range and fire the *whispering wheellock*, creating an area of magical *silence* centred on that location and lasting 1 minute if the target is within 30 feet, or 5 rounds if the target is more than 30 feet away.

Weapon Special Abilities

CHAINING **RARE**

Weapon (any thrown)

A *chaining* weapon allows you to conjure a metal chain that trails behind a weapon that you hurl. The chain has a maximum length of 30 feet, and the end of the chain is in the hand that was used to throw the weapon. If the weapon misses, you can retrieve the weapon as a move or bonus action; the chain disappears after the weapon is retrieved. If the weapon hits, the target takes the weapons normal damage and is entangled as if struck by a net (see the 5th edition player character manual for details, except the chain has a damage threshold of 10). An entangled target cannot move farther than 30 feet from you unless it succeeds at an opposed Strength check; if it succeeds, you can release the trapped creature as a reaction or can hold onto the chain and allow yourself to be pulled behind the creature.

Escaping a *chaining* weapon follows the rules for escaping a net. The Strength check DC to escape the chaining weapon is increased by an amount equal to the weapon's enhancement bonus. If the chain is destroyed or burst, the chaining weapon falls to the ground and this property is suppressed until the next dawn.

SKIMMING **UNCOMMON**

Weapon (any thrown or ranged)

A *skimming* weapon skips across the surface of liquid when thrown, or slices cleanly through it when thrown at a target below the surface. Water provides no protection against attacks with a *skimming* weapon, and if you also are fully or partially submerged a *skimming* weapon returns to you after the attack. If there is a liquid surface between you and your target when the weapon is thrown, you can spend a bonus action to skip the weapon off that surface, allowing you to either increase the weapon's range increment by 10 feet for that attack or to alter the weapon's trajectory in mid-flight, allowing you to treat any square of the liquid's surface within range as the weapon's point of origin for the purpose of determining whether the target has cover.

STORMSHAFT **RARE**

Weapon (any thrown or ammunition)

Attacks made with a *stormshaft* weapon are not adversely affected by wind effects (GM's discretion as to what a wind effect is but examples include the effects of the *gust of wind* spell or an air elemental's

whirlwind attack), whether natural or magically created. A *stormshaft* weapon deals additional damage in an area of strong or stronger winds, adding +1 damage of the weapons type per category of wind strength above calm (use the *control weather* Table: Wind as a guide).

TRACER **UNCOMMON**

Weapon (any thrown or ammunition)

A *tracer* weapon glows when thrown or shot, creating a streak of light from you to the target. This streak of light fades immediately on a missed attack, but if the attack hits the streak persists until the end of your next turn, though it vanishes if you move. As long as the streak is present, all attack rolls against the target have advantage.

Rods

PIRATE BRAND **UNCOMMON**

Rod

This implement of cruel justice is a simple iron rod tipped with a brand. Upon command, the tip of a *pirate brand* grows red-hot, shedding light as a candle. A *pirate brand* can deal 1d4 points of fire damage as a melee attack, but it may also be wielded as a club, dealing 1 point of fire damage in addition to its normal damage on each hit (treat as a mace). Once per day, you can brand a target with a magical mark, stating an action or behavior that will activate the mark. You designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. While typically used to foreswear the target from committing the type of criminal activity for which it was found guilty (piracy most famously, giving the brands their common name), the proscribed activity can be anything you dictate. In cultures with less of a focus on piracy, *pirate brands* are also called *legate brands* and typically feature a royal or imperial symbol, embellished to indicate the type of crime each brand is used to punish.

ROD OF THE EBB TIDE **LEGENDARY**

Rod

This 2-foot-long baton is constructed of blue coral grown to link 13 large misshapen pearls. The *rod* grants you a +2 bonus to AC against aquatic creatures (GM's discretion but at a minimum any creature with a swim speed). You can use the *rod* to send any non-native aquatic creature back to its home plane with a successful attack roll if the creature fails a DC 17 Wisdom saving throw. You can dispel a spell which has a water or aquatic component by touch, as if using *dispel magic* but affecting only the spell effect touched. If you touch a summoned aquatic creature, you can dispel the effect that brought it; if the creature is non-native, it must still succeed at a DC 17 Wisdom save to avoid banishment.

In addition to its above uses, a *rod of the ebb tide* can be used to cast a *hallow* spell. This adds the following additional effects (and restrictions) to the *hallow* spell.

- The range of the spell is increased to 1-mile.
- Only aquatic creatures are affected.
- All creatures within 1 mile of the *rod of the ebb tide* gain a +2 bonus to AC and advantage on saving throws against aquatic effects or effects created by aquatic creatures.
- A creature attempting to use a spell that is related to water (even a harmless effects) must succeed at a DC 20 spell attack check or the effect fails. Even if the effect succeeds, the caster must repeat this check every round at the beginning of its turn or the effect is dispelled; this does not apply to instantaneous effects.
- Aquatic creatures cannot be summoned into the area of the *rod of the ebb tide*, and if they enter the area by other means they must succeed on a DC 17 Wisdom save once per minute or be banished. A creature holding the

rod of the ebb tide automatically succeeds on checks to overcome its power.

So long as the *rod of the ebb tide* remains stationary the *hallow* spell's duration is changed to indefinite. It must remain stationary (relative to its surroundings; it can be used to create this effect while mounted on a ship) while serving as a focus in this way. If it is moved and not replaced within 1 round, the effects are suppressed until it is restored to its position. If not replaced within 1 minute or if the *rod of the ebb tide* is destroyed, these effects end immediately.

Wondrous Items

ADMIRALTY PARADE KIT — **VERY RARE**

Wondrous item — Requires attunement

This tailored formal dress uniform includes a woolen long coat, polished buckles and clips, and aiguillettes and epaulettes of golden braid. An *admiralty parade kit* can be worn over light armor, completely concealing the armor's appearance if you wish. While wearing an *admiralty parade kit* you are surrounded by an aura of power and authority, granting advantage on Charisma based skill checks. At the same time, allies that can see and hear you are inspired by your presence, whenever it makes an attack roll or a saving throw before the spell ends, your ally can roll a d4 and add the number rolled to the attack roll or saving throw. If you are in aquatic terrain or on board a ship and you have an ability that allows the declaration of a quarry, or smite ability (or an equivalent ability, at the GM's discretion), that ability functions as if you had empowered it by casting it one spell level higher than normal (for example *hunter's mark* is cast using a 1st level spell slot but it has the effect of being cast using a 3rd level spell slot).

CASTAWAY'S FLARE — **UNCOMMON**

Wondrous item

This small metallic globe, when activated, shoots up 1,000 feet into the air and glows brightly for 1 hour. It is visible from 25 miles away. At the end of the hour, the light slowly fades as the globe gently falls to the ground. A *castaway's flare* can be reused after the next dawn so long as it was submerged in sea-water the entire time between its last use and the next dawn. If the *flare* is activated inside, it stops when it reaches the ceiling. The light from the *flare* illuminates as bright light within 30 ft. and dim light within 60 ft.

EARRING OF FARSEEING — **COMMON**

Wondrous item

This simple gold hoop earring allows you to discern objects in the far distance. You gain advantage on Wisdom (Perception) checks made to see objects a mile or more away. You can make out symbols and script at a distance of one mile that a person with ordinary vision would be able to make out at 100

ft. You must wear the *earring* for 24 hours before it becomes effective.

ENSIGN OF PARLEY — RARE

Wondrous item

This *ensign* is as strong as any ship's canvas but has the texture of silk. The highest-ranking officer on board a ship (typically its captain) can alter its colors and design to whatever the captain chooses. Once per day, the captain may send a verbal message to another vessel within sight (even if only sighted through a spyglass). This message must be 25 words or less and can travel as slow as 1 mile in an hour, or as fast as 1 mile in ten minutes. The spoken words can be as soft as a whisper audible in a 10-foot radius from a designated point on the target ship or a declaration in a normal tone of voice to every creature on board the target ship. The message can be used to deliver a single Charisma (Persuasion), Charisma (Deception) or Charisma (Intimidate) against the creatures hearing it; however, because of the brevity of the message the check is made with disadvantage.

EYE PATCH OF ADJUSTMENT — RARE

Wondrous item

This simple black eye patch is created in the style of traditional pirate eye patches, which allow you to keep one eye accustomed to darkness when a sudden shift in illumination is required. Once per day, whenever you fail a saving throw against a gaze attack, figment, pattern, blinding or dazzling effect, or sight-based spell or effect (GM's discretion), as a reaction you may attempt a second saving throw. with advantage. When this power is used, the *eye patch* magically switches its position to cover the wearer's other eye.

GLOVES OF CERTAIN GRIP — RARE

Wondrous item

These fingerless gloves of sail canvas and hemp twine grant advantage on Strength (Athletics) checks to climb when using a rope as well as on any

saving throw granted to avoid falling (for example, if you take damage while climbing). You also can apply your proficiency bonus when using a rope as an improvised weapon (including rope like weapons like a lasso) and creatures you tie up with a rope or net have disadvantage on their escape attempts.

GULLWING CAPE — RARE

Wondrous item

This simple cloak is trimmed with gray gull feathers that shed water and wind. You are able to step and fight with exceptional balance and caution, gaining advantage on Dexterity (Acrobatic) checks related to falling and you can *feather fall* (self only) once per day. You also gain a +2 bonus on saving throws against water or wind effects, and this bonus also applies to Strength checks (ability, skill and saving throws) to avoid being checked or blown away by strong winds.

LOOKOUT'S EYEBLACK — UNCOMMON

Wondrous item

Smearing this black pigment under your eyes makes you immune to the blindness condition for 12 hours. During this time, you also gain advantage to Wisdom and Intelligence saving throws made to disbelieve illusions, and as an action you may expend the power of the *lookout's eyeblack* to

automatically see through any illusion within 60 feet. This does not dispel the illusory effect. Doing so destroys the *lookout's eyeblack*, which crumbles and falls from your skin.

MUTABLE HOOK — RARE

Wondrous item

This metal hook is a lower arm prosthesis, which cannot be used by a character that still has a hand on that arm. As a move action, you can change the hook to a *+1 dagger*, a 3-ft. length of chain, an eating utensil, or any other small metallic item. The item remains attached to your stump but can be used as you had the use of a hand. Items that require skilled or fine workmanship such as theives' tools lockpicks or similar can be duplicated if you have the appropriate tool proficiency.

RAVEN'S PERCH — VERY RARE

Wondrous item

Carved in the likeness of an enormous black carrion bird and trickster totem, a *raven's perch* is a figurehead which must be mounted on the prow of a ship in order to function. Once per day, the captain may command the *raven's perch* to create an illusion over the vessel so that it appears to be another ship of comparable size (DC 17 Wisdom saving throw to disbelieve). The illusion includes audible, visual, tactile, and olfactory elements, as *mirage arcane*, including the appearance of the vessel's interior, but does not change the appearance of any creature on board. This illusion may be maintained for up to 9 hours, but vanishes as soon as the vessel or any creature aboard it launches an attack upon a target not on the ship itself.

ROPERUNNER SANDALS — RARE

Wondrous item

These sandals of braided rope and leather help you to keep your balance in the kinds of precarious and unstable conditions you find aboard a ship at sea. You gain advantage on Dexterity (Acrobatics) checks while aboard a ship.

SAILS OF EXTINGUISHING — VERY RARE

Wondrous item

This lightweight cotton sail draws the air away from shipboard fires and snuffs them out before they can spread. Upon command, twice per day, these *sails* can extinguish a non-magical fire in a 10-foot cube anywhere on the ship. Alternately, the *sails* can be used to make a caster level check (1d20+5 vs a DC of 10 + the spell's level) to dispel a magical fire effect on the ship. The ship's captain or any spellcaster designated by the captain that has been on board the ship for at least 24 hours can use a reaction to use this effect to attempt to counterspell a fire spell or similar magical effect targeting the ship or creatures on board the ship. The *sails* must be rigged and unfurled in order to function. When the power of the *sails* is used, the sails fill with air, doubling the the ship's movement for 1 round; this has no effect if the ship is anchored or moored.

SEA LORD'S TRICORNE — VERY RARE

Wondrous item — Requires attunement

This feathered three-cornered hat is typically worn by accomplished sea lords, both naval and piratical. You gain advantage on skill checks related to sailing including checks made to predict the weather, avoid natural hazards, determine direction, and avoid getting lost when on board a ship, and your vision is

not impeded by natural or magical fog, mist, smoke, and weather effects. If you are steering a ship, you can attempt a DC 20 skill check to treat storms, sea conditions, and any harmful wind effects as one category less severe (GM's discretion as to what skill is applicable in the particular situation). If you are not in the midst of dangerous weather conditions, you can instead double your ship's speed for 1 hour with a successful DC 20 skill check.

When you are aboard a ship you command, you gain immunity to fear and any mind-affecting effect that would compel you to leave your ship. You also allow any affected ally on your ship a saving throw against the mind-affecting effect every round if they can see or hear you. If you have a class ability that allows you to inspire allies (like a bard's Bardic Inspiration) this ability functions at the next level of power when aboard your ship (for example, a level 1 bard's bardic inspiration functions as if you are level 5).

SHADOW SEXTANT **VERY RARE**

Wondrous item

This black-lacquered navigational device, chased with silver, can be used to plot a course for a ship through the benighted seas of Shadowfell. A ship equipped with the *shadow sextant* allows the ship to move 50 miles an hour while on the shadowy seas and then reappear in a location on Material Plane (or another connected plane) effectively moving more rapidly between points. A *shadow sextant* can be used only at night, and charting the ship's course takes 1 hour. Once preparations are complete, you must make a DC 20 Intelligence (Arcana) skill check to shift a vessel into the Shadowfell. The DC increases by 5 each time the ship size increases above that of a caravel (for example, the DC for a carrack would be 25, and a galleon would be 30). If the check fails, no course can be found and the *shadow sextant* cannot function until the next dusk. If the check succeeds, the ship and all creatures on it slip into the Shadowfell and can travel through it to other planes or to other locations on the Material Plane. Creatures unwilling to travel into the Shadowfell can elect to remain behind if they succeed on a DC 20 Wisdom saving throw, though if the ship departs they may be stranded at sea. The ship can remain in the Shadowfell until the sun rises in its equivalent location on the Material Plane or for a maximum of 12 hours in any case. After a *shadow sextant* has been used, a DC 30 Intelligence (Arcana) skill check is required to activate it if at least one night has not passed between uses.

TREACHEROUS HOOK **VERY RARE**

Wondrous item

This supple silken sleeve fits over one of your hands like a glove, rendering your hand invisible and replacing it with the illusory appearance of a hook, which may be shabby, ornate, or have any appearance you wish. The illusion includes visual, auditory, and tactile elements (DC 14 Wisdom saving throw to disbelieve if interacted with). Any actions you take with your hand appear to observers to be taken with your *hook*, but because your hand is not visible you gain advantage on Dexterity (Sleight of Hand) checks and on related skill checks under other circumstances (for example checks made to steal or to disarm), as long as such checks are made using your invisible hand.

Artifacts

The continent that held the first human empire sank beneath the waves countless millennia ago. The antediluvian people of this great empire were renowned for their mastery of many types of magic, one of the most distinctive being the arcane crystals known today as ioun stones. Long ago, a rare crystalline masterpiece, unheard of by modern scholars, survived the fall of the first empire. It lay buried for untold centuries under an island that was once part of the lost continent. An underwater earthquake dislodged the long-hidden stone and it

sank down into the depths of the ocean. The Goddess Queen of Piracy became aware of this remarkable underwater treasure and a giant mollusk swallowed the stone. The divine influence of the Pirate Queen intermixed with the magic of the stone, working to create an odd-shaped pearl of great size.

When the *Pearl* was fully formed, the Goddess sent holy visions of it to many of her faithful followers. One of these devoted pirates retrieved the blessed pearl, but died bringing it to the surface. The *Pirate Queen's pearl*, a lustrous pearl figurine shaped in the image of the Goddess herself, became a legendary prize of the Pirate Isles, passing from the hands of pirate to pirate, usually with violence. The Pirate Queen does not play favorites and if a pirate cannot keep ahold of a plundered treasure, then that is hardly her concern.

The *Pearl* eventually ended up in the hands of a pirate captain named Malika who possessed an *iridescent spindle ioun stone*, which she often used to dive down to loot sunken ships. The first night Malika held the Pirate Queen's pearl, she felt a strange compulsion to orbit her *ioun stone* around the figurine's head. The stone was absorbed into the statuette, which took on an iridescent shine and conveyed the *ioun stone*'s power to whoever carried the pearl. Excited by this discovery, Malika began looking for more *ioun stones* in earnest, but only found one more stone—a dark blue rhomboid—to add to the *pearl*, before being killed and the *pearl* claimed by a new owner.

PIRATE QUEEN'S PEARL **ARTIFACT**

Wondrous item requires attunement

Formed from shimmering pearl, this 1-foot tall statuette has the smooth stylized form of a female human (or possibly half-elven) pirate. The *Pirate Queen's pearl* functions as a holy symbol of the Goddess of Piracy, usable for spells and class features requiring a divine focus. If your patron deity is the Goddess of Piracy, then your caster level counts as 1 higher when determining the effects and number of divine spells you may know and cast. You also gain a +1 bonus to spell attack rolls and spell save DCs.

Once per day you can ask whether taking a particular ship by force is worth the effort. If the you and your crew could defeat the ship, and it is a valuable enough prize to be worth the risk, the

Table 3-02: Known Supplementary Powers

Name	Effect
Clear spindle	Grants a +1 bonus to Wisdom (Survival) checks when using the skill to forage for food and water.
Dusty rose prism	Grants a +1 bonus to AC against attacks of opportunity.
Deep red sphere	Grants a +1 bonus to two Dexterity-based skills.
Incandescent blue sphere	Grants a +1 bonus to two Wisdom-based skills.
Pale blue rhomboid	Grants a +1 bonus to two Strength-based skills.
Pink rhomboid	Grants a +1 bonus to Constitution ability checks.
Pink and green sphere	Grants a +1 bonus to two Charisma-based skills.
Scarlet and blue sphere	Grants a +1 bonus to two Intelligence-based skill.
Dark blue rhomboid	Grants a +1 bonus to Wisdom (Perception) and Wisdom (Insight) checks.
Iridescent spindle	Protects against underwater damage caused naturally by terrain effects (for example, water pressure).
Pale green	Once per day you may use the *regenerate* spell.

statue glows a bright white for several seconds. If the ship meets neither of these criteria, then the *pearl* turns black as pitch for the same length of time, and if the ship only meets one of the criteria then the *pearl* does nothing. Treat this as a *divination* spell with a 10% chance of failure, but if the percentage roll fails then the *pearl* does nothing, and you don't know whether this was because the percentage roll failed or because one of the conditions of the question wasn't met.

If you attempt to orbit an *ioun stone* around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's pearl*. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors already present. The *Pirate Queen's pearl* can absorb up to six stones in this manner. Anyone with the statuette on their person gains the benefits of all these *ioun stones*. The *pearl* also augments these *ioun stones* granting the bearer a supplementary power for each stone. See Table 3-02: Known Supplementary Powers for a list of known powers.

You can remove an absorbed *ioun stone* by holding the statuette and touching it to your forehead. The absorbed stone comes out of the *pearl* and takes up orbit around you. The *Pirate Queen's pearl* currently has a dark blue rhomboid and a clear spindle inside, giving it a glittering sheen and a cerulean tinge.

Destruction of the *Pearl*

The *Pirate Queen's pearl* is destroyed if a pirate captain who, of their own free will, truly renounces their piratical ways, surrenders their ship and crew, and gives the *pearl* to a lawful authority opposed to piracy. The *pearl* cracks apart when this occurs, releasing any absorbed *ioun stones*.

Random Properties

The *Pirate Queen's pearl* has the following random properties:

- 1 major detrimental property.
- 2 minor detrimental properties

Chapter 4:
Ships and
Sailing

Nautical campaigns have a different rollicking feel to them, and a ship can be as much of a character as the scoundrels crewing it, and once the PCs get their own ship, it will likely see as much action as do the PCs themselves. Whether the PCs are fighting rival pirates in hand-to-hand combat on the deck of a sailing rig, attacking a merchantman with a hold full of riches to plunder with their own pirate ship, or sending an entire fleet of ships against an enemy armada, naval combat plays a significant role in a nautical campaign, and this chapter provides a wealth of rules for nautical combat of every kind. Generally speaking, battles at sea are handled in one of three ways: shipboard combat (normal combat on board a ship), ship-to-ship combat (combat between two or more individual ships), and fleet combat (combat between two or more fleets of multiple ships each). Rules for these three types of naval combat are detailed in the following sections.

Shipboard Combat

Shipboard combat is just like any other combat between the PCs and their opponents, except the encounter takes place on board a ship, rather than in a dungeon or on a forest path. For the most part, shipboard combat can be resolved normally. The only constraints are the size of the ship (and therefore, the size of the battlefield), the danger of falling overboard into the water, and the effects of weather on the ship.

If the combat happens during a storm or in rough seas, treat the ship's deck as difficult terrain. Characters climbing into the rigging or diving into the sea to swim from one ship to another or to climb out of the water up an anchor chain or up the hull of a ship must succeed on Strength (Athletics) checks, while moving across a crowded deck, leaping across open hatches or from mast to deck, or negotiating pitching boards slick

Table 4-01: Typical Shipboard DCs

Dexterity (Acrobatics)	
DC	Task
5	Move at normal speed on a cluttered deck
10	Stand or move, heeling deck (a sloping or slanted deck, such as in high winds or sharp turns)
10	Swing on ship's rigging to another location on the same ship.
13	Swing on ship's rigging to land on a different ship grappled or rammed by your ship.
15	Stand or move, rolling deck (violently rocking back and forth, as in a severe storm)
18	Swing on ship's rigging to a nearby ship that has not been grappled or rammed.
20	Stand or move along a yardarm or rope.
Strength (Athletics)	
DC	Task
5	Climb anchor chain
5	Climb ship's rigging
10	Climb ship's mast
15	Climb onto horizontal spar or yardarm
20	Climb hull
Modifiers	
+2	Wet surface
+2	High winds
+2	Rolling deck
+5	Icy surface or wave surge (1 foot deep or less)
-2	Use one hand to brace yourself
-5	Use both hands to brace yourself
-10	Use both hands and a rope (does not apply to climbing the rigging)

New Tool: Ship's Helm

Characters may become proficient with the ship's helm, in the same way as with artisan's tools, in order to add their proficiency bonuses to checks to pilot a ship via the helm.

with spray must succeed on Dexterity (Acrobatics) checks. The DC of such checks depends on how severe the wave and weather conditions are and how great a challenge you want the environment to be. Experienced sailors and aquatic races may have advantage on such checks, while creatures unsuited to shipboard combat like horses or large creatures may have disadvantage. The following sample DCs and modifiers can be used to adjudicate movement on board a ship.

If a combatant falls overboard, use the standard rules for aquatic terrain and water dangers from swimming and possibly drowning. In all other ways, shipboard combat functions no differently than combat on land.

Shipboard vs. Ship-to-Ship Combat

A typical nautical campaign presupposes that assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if they sink a ship, they can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship themselves. So once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, a ship-to ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and key NPCs, then they should be awarded XP based on the captain's Challenge level, as the captain is the only one piloting the enemy ship in ship-to-ship combat).

Ship-to-Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat, only to provide

you with a quick and easy set of rules to resolve such situations when they inevitably arise in a nautical adventure, whether it be a battle between two ships or between a ship and a sea monster. These rules represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. These rules focus only on piloting and fighting with a ship on the water.

Simple Ship-to-Ship Combat

Decide what type of ships are involved in the combat (see Table 4-02: Simple Ship Statistics). Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal— the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8, with each value corresponding to a cardinal or intercardinal direction (N, E, S, W, NE, NW, SE, SW).

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move for the captain (or Dash to move further), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as an action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes an attack roll— if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

Sinking

A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. A *fabricate* spell can repair a sinking ship, repairing a number of hit points equal to 4d12 + your spellcasting ability modifier. If the ship's hit points are raised above 0 by this repair, the ship loses the sinking condition. Generally, non-magical repairs take too long to save a ship from sinking once it begins to go down.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, Table 2 describes several standard ship sizes and their respective statistics. Just as the cultures of the real world have created and adapted hundreds of different types of seafaring vessels, races in fantasy worlds might create their own strange ships. GMs might use or

Table 4–02: Simple Ship Statistics

Ship Type	AC	hp	Base Save	Maximum Speed	Arms	Ram	Squares	Crew
Keelboat	12	60	+4	30 feet*	1	2d6+6	2	4/15+100
Longship	14	75	+5	60 feet*	1	4d6+18	3	50/75+100
Sailing ship	15	125	+6	60 feet* (sails only)	2	3d6+12	3	20/50+120
Warship	18	175	+7	60 feet*	3	3d6+12	4	60/80+160
Galley	16	200	+8	90 feet*	4	6d6+24	4	200/250+200

alter the statistics below to suit the needs of their creations and describe such conveyances however they please. All ships have the following traits.

Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Wisdom modifier to the ship's base AC.

hp: The ship's total hit points. In addition, all ships have a damage threshold based on their construction material (damage threshold 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition as described above.

Base Save: The ship's base save modifier. All of a ship's saving throws have the same value. To determine a ship's actual saving throw modifiers, add the captain's Wisdom modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege weapons such as catapults or ballistae that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 12 Charisma (Persuasion or Intimidation) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Advanced Ship-to-Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat; rather, they represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. It is important to note that while ships can be attacked in combat, it is difficult to significantly

damage such large vehicles. In addition, a captured ship is usually worth more as a prize to be towed or sailed home than sunk to the bottom of the sea. As a result, most ship-to-ship combat ends when the crew of one ship boards another to fight the enemy crew in hand-to-hand combat (see Boarding and Grappling).

Ship Basics

The following overview presents more extensive rules for ship-to-ship combat. All ships use these rules for movement and combat.

Pilots

A ship requires two things to keep it moving—a pilot and a means of propulsion. A pilot is a creature with an Intelligence score of 3 or higher who is physically able to use the ship's control device. A ship's captain is often (but not always) the pilot. The pilot uses the control device and her Wisdom to control the ship. Without a pilot, a ship will not move or will continue moving in a straight line, depending on the ship's state when it becomes pilotless.

Crews

Most ships require a crew. A ship without a full crew complement, but with at least half its crew gains disadvantage on all sailing checks. A ship needs at least half its crew complement in order to be piloted at all. If more than half of a ship's crew is killed, restrained, incapacitated, stunned, or rendered unconscious, the ship can only take the "uncontrolled" action. Crew members can take no action while the ship is in motion except to aid in that ship's movement. Any crew required to operate siege engines are in addition to those crew needed to operate the ship.

Size and Space

Ships have sizes and spaces different from creature sizes and spaces. In order to play out ship-to-ship combat on a Flip-Mat or battle mat, a single square on the map corresponds to 30 feet of distance, rather than 5 feet. Most ships are long and thin; rather than taking up a space of an equal number of squares per side like creatures do, a ship's width is always considered to be one square.

Facing and Movement

Ships do not move like creatures, even when they use creatures for propulsion. They tend to move in the direction of their forward facing and do so quickly.

Facing

Unlike creatures, ships have a forward facing. Usually one of the shorter sides of a ship serves as the ship's forward facing. Facing represents the effect of inertia on vehicles. Ships move best when moving in the direction of their forward facing, and it takes time and skill to move them in other

directions. When piloted correctly, ships can move straight ahead, diagonally, or a mix of both within the same movement. Skilled pilots can make a ship zigzag in a forward direction with ease.

Movement

Ships have a maximum speed and an acceleration listing. The maximum speed is the fastest rate the ship can travel per round (though a wind-propelled ship sailing in the direction of the wind can double this speed). A ship cannot usually start at its maximum speed. Each round, the pilot can attempt to accelerate the ship or decelerate it by a rate equal to its acceleration (see the Movement section in Ships in Combat). The rate at which a ship is currently moving is called its current speed.

Edge of the Map

When playing out ship-to-ship combat on a Flip-Mat or battle mat, the edge of the map forms an artificial boundary—on the open sea, there is no edge of the map. As a result, if a ship moves off the edge of the map, you should extend the map with a new blank Flip-Mat or battle mat, or reposition the ships so they have room to maneuver.

Waterborne Movement

Travel over long distances across seas or oceans uses waterborne movement, measured in miles per hour or day. For muscle-propelled ships, a day represents 10 hours of rowing. For a wind-propelled sailing ship, it represents 24 hours. Waterborne speeds for the most common ship types can be found under Vessels and Vessel Customization.

Sailing Check

To control a ship in combat, a pilot must make a sailing check to determine the maneuverability and speed of the ship that round. The ship's propulsion determines what skill is used for the sailing check (see Propulsion and Sailing Skills). If a ship is using two means of propulsion at the same time, such as wind and muscle, the pilot chooses which skill to use, and takes a –2 penalty on all sailing checks. Outside of combat, the base DC for all sailing checks is DC 5. In combat, the base DC for all sailing checks is DC 15. A ship without a full crew complement, but with at least half its crew, gains disadvantage.

Help

Just as with other skills, a character can spend an action to use the Help action. This represents an extra pair of eyes observing the enemy, giving orders to the crew, or simply helpful advice. Only one character can use the Help action to help a pilot on a single sailing check.

Controlling a Ship Outside of Combat

Since piloting a ship outside of combat is easily accomplished and often lacks serious repercussions, sailing checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

Control Devices

Every vehicle has a control device for steering. A control device is typically an object with object immunities and resistances and with its own statistics. The following are some of the typical control devices for ships, plus their usual Armor Class, hit points, and hardness. When a control device is reduced to half hp, all sailing checks gain disadvantage. When a control device is destroyed, a ship cannot be piloted until the control device is repaired.

Propulsion and Sailing Skills

Every vehicle has a means of propulsion. Boats and ships are propelled by currents, muscle, wind, or all three forces. The method of propulsion typically

affects the speed and maneuverability of a ship, but more importantly, determines the required skill needed to control the ship. Controlling a ship takes common sense, awareness, intuition, and often some amount of skill in the ship's means of propulsion. In the case of wind or current propulsion, it is about using the current and tools like sails, oars, or a rudder to move the ship. In the case of muscle propulsion, it is about guiding creatures to move the ship. The following are the general methods of ship propulsion, along with the skills typically needed to pilot ships propelled by the specified means.

Table 4–03: Control Devices

Control Device	AC	Hit Points	Threshold
Oars*	12	10 per oar	5
Steering wheel	10	25	5
Tiller	10	25	5
Magically treated*	—	×2	×2

* Oars are treated as at half hp if at least half the oars on a ship are destroyed.

** More information on magically treated control devices can be found in Ship Modifications.

Current

All boats and ships can use water currents for propulsion, but ships that only rely on currents for propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a rowboat, or wind in the case of a sailing ship. A current-propelled ship requires a Wisdom check, adding one's proficiency bonus if proficient in the ship's helm.

A current-propelled ship's maximum speed depends on the speed of the current (often as high as 120 feet). The acceleration of a current-propelled ship is 30 feet.

Muscle

Muscle-propelled ships use oars and rowers to push the ship forward. Sailing skills for muscle-propelled ships tend to be Persuasion, Intimidation, or Animal Handling, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.

For intelligent creatures, use Persuasion if the creatures providing the propulsion have an attitude of indifferent, or friendly. If the creatures providing the propulsion are friendly, Diplomacy sailing checks are made with advantage. An average crew is considered indifferent, though a particularly loyal crew might be considered friendly. Intimidation is used for intelligent creatures with an attitude of hostile, such as captive rowers on a slave galley. Animal Handling is used if the creatures providing the propulsion are not intelligent.

The maximum speed and acceleration of a muscle-propelled ship depends on the number of creatures providing the propulsion, but most muscle-propelled ship have a maximum speed of 30 feet and an acceleration of 30 feet. Larger muscle-propelled ships with many rowers have a maximum speed of 60 feet and an acceleration of 30 feet.

Oars

All muscle-propelled ships require the use of oars. Oars have their own statistics.

Wind

Wind-propelled ships use sails to harness the power of the wind for propulsion. A wind-propelled ship requires a Wisdom check for the sailing check, on which ship's helm proficiency applies.

Small wind-propelled ships can move at a maximum speed of 30 feet. Larger ships that are also muscle-propelled often have a maximum speed of 60 feet when using only wind propulsion. Large ships with multiple masts and many sails can have maximum speeds of up to 90 feet. The acceleration of a wind-propelled ship is 30 feet.

All wind-propelled ships can move twice their normal maximum speed when moving in the direction of the wind. A ship using wind propulsion cannot move in the opposite direction from the wind.

Sails and Rigging

All wind-propelled ships require the use of sails and rigging. To move at full speed, a ship requires 10 5-foot squares of sails per mast per square of the ship. For example, a 3-square ship with three masts requires 90 squares of sails. Sails have their own statistics.

Mixed Means of Propulsion

Some ships use multiple forms of propulsion. Multiple methods of propulsion add flexibility and can work in concert to create faster movement. If a ship has two means of propulsion, such as wind and muscle, it generally adds its two maximum speeds together to determine its maximum speed. Acceleration remains the same. Nothing is added for a third form of propulsion, except for the flexibility of having a back-up form of propulsion. A ship with multiple methods of propulsion often requires a large crew to get it going and keep it moving.

Evasion and Pursuit

On the wide, open sea, one ship can spot another from miles away, making it virtually impossible to surprise another ship. If both ships want to engage in combat, the ships close with one another and begin ship-to-ship combat normally. If one ship wants to avoid combat, however, a chase ensues. At the GM's discretion, a faster ship can always catch a slower ship, but even slow ships can take advantage of favorable winds, currents, or coastal terrain to make good their escape.

When two ships first encounter one another, the pilots of the two ships must make three opposed sailing checks. Whichever pilot wins at least two out of three of the opposed checks is victorious. If the pursuing ship wins, it catches up to the fleeing ship and ship-to-ship combat begins. If the fleeing ship wins, it escapes. If the result is a tie, the pilots should begin a new series of three opposed checks.

Means of Propulsion

The following are some of the various means of propulsion for ships, plus their base Armor Class, hit points, and hardness. To calculate the actual AC of a ship's propulsion, add the current pilot's sailing skill modifier to the base AC. When a means of propulsion gains the broken condition, the ship's maximum speed is halved, and the ship can no longer gain the upper hand until the propulsion is repaired or replaced. If the ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Oars

Oars are often weaker than the vessels they propel and are difficult to replace. Destroying a ship's oars is a good way to capture a vessel. If a ship's oars reach half hp, the ship's maximum speed is halved when using muscle propulsion. If all of a ship's oars are destroyed, the ship can no longer use muscle propulsion and must rely on current and/or wind propulsion only.

Sails and Rigging

Sails (including the rigging that controls them) are often weaker than the vessels they propel, though they are relatively easy to repair. Destroying a

ship's sails is a good way to capture a vessel. Sails take double the normal damage from acid and fire attacks (multiply the damage roll by 2). If all of a ship's sails are destroyed, the ship can no longer use wind propulsion and must rely on current or muscle propulsion only.

Withdrawing

Once in ship-to-ship combat, a ship can withdraw from combat by simply moving off the edge of the battle mat, ending ship-to-ship combat immediately. At the GM's discretion, the ship has either escaped completely, or the two ships can go back to the evasion and pursuit rules above.

Table 4–04: Propulsion

Propulsion	Base AC	Hit Points	Hardness
Oars	12	10 per oar	5
Sails	6	4 per 5-ft. square	0
Magically treated*	—	×2	×2

* More information on magically treated means of propulsion can be found in the Ship Modifications section. Such chases can take days, as one ship struggles to outmaneuver the other. At the GM's discretion, roll 1d4 to determine the number of days a chase lasts.

Ships In Combat

The following are the rules for how ships act in the combat round. Once at least two ships are ready to engage in combat, you can use a large map grid, whether printed paper or a dry-erase or wet-erase battle mat, with each square corresponding to 30 feet of distance (see Size and Space).

Determine which ship is the attacker and which is the defender. As pirates, the PCs will usually be the attacking ship, and their opponent will usually be the defending ship (though the tables might be turned in specific encounters). Represent each ship by using markers that take up the appropriate number of squares, or use the counters provided at the end of this book.

To establish the position of the ships on the battle mat, roll 1d4 to determine the ships' heading (the direction they are facing). Since both ships are coming out of a chase, they are both assumed to have the same heading. A roll of 1 is north, 2 is east, 3 is south, and 4 is west. Place the defending ship as close to the center of the map as possible on the correct heading.

Next, roll 1d8 to determine the bearing of the attacking ship (its position relative to the other ship). Follow the guidelines for missed splash weapons, with a roll of 1 indicating north, and counting squares clockwise for a roll of 2 through 8 to determine the bearing. In some cases, this will put the attacking ship ahead of the defending ship—this simply means the attacking ship overshot its quarry as the chase came to a close.

Finally, roll 1d4+2 to determine the number of squares on the battle mat between the two ships. Place the attacking ship on the map at the appropriate bearing and distance from the opposing ship. Unless otherwise detailed in an encounter, assume that each ship begins combat with a speed of 30 feet. Any siege engines carried on a ship are likewise assumed to be loaded at the beginning of combat.

Wind

If any of the ships in the battle rely on sails and wind to move, randomly determine what direction the wind is blowing by rolling 1d4 and using the same guidelines for determining heading.

Initiative

When combat begins, the pilot of a ship should roll initiative as normal—the ship moves at the start of its pilot's turn. If a ship has no pilot, it moves on the turn of the last creature that was its pilot, or on

a turn determined by the GM. If they wish to take actions in combat, the PCs (and important NPCs involved in the combat) should roll initiative at this time as well.

The Upper Hand

At the beginning of every round, each pilot makes an opposed sailing check to determine who has the upper hand that round. This represents the vagaries of luck, skill, and the environment, whether catching a favorable gust of wind, taking advantage of a fast current, sliding down the back of a large wave, or disrupting an opposing ship's wind with your own ship's "dirty air." The pilot who succeeds at the check gains the upper hand and can immediately reposition her ship by one square in any direction as a free action. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can reposition her ship by an additional square. On a tie, neither pilot gains the upper hand.

Alternatively, the pilot who wins the upper hand can change the heading of her ship by 90 degrees. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can change the heading of her ship by an additional 90 degrees.

A ship that is upwind of another ship (closer to the direction of the wind) is said to "hold the weather gage," and gains a +2 bonus on the opposed check to gain the upper hand.

Movement

At the start of a pilot's turn, she can take any of the following sailing actions (except the "uncontrolled" action) by making a sailing check to control the ship. The pilot must take whatever action is required before doing anything else that turn. Just as in normal combat, a pilot can perform a standard action and a move action each round. Once the pilot has selected an action, or takes some other action forcing the ship to become uncontrolled, the ship moves. If a ship has less than half its crew or has no pilot, or if the pilot takes no action, takes some other action instead of piloting the ship, or delays or readies an action, the ship takes the "uncontrolled" action.

Full Ahead — Action

With a successful sailing check, the ship's current speed increases by its acceleration (usually 30 feet), but no higher than its maximum speed. The ship can move forward or forward diagonally. In other words, each time a ship enters a new 30-foot square, it can choose any of its forward-facing squares—the one directly in front or either of the squares directly forward and diagonal. This allows the ship to swerve. A pilot who fails her sailing check does not accelerate and can only move into a square directly in front of the ship's forward facing.

Hard to Port or Hard to Starboard — Action

The pilot can turn the ship while it moves forward at its current speed. With a successful sailing check, the pilot can change the ship's forward facing either left (port) or right (starboard) by 90 degrees at any point during the ship's movement. Do this by pivoting the ship so that the rear square of the ship takes the place of the ship's former forward facing square. If a ship's current speed is twice its acceleration, the pilot takes a –3 penalty on the sailing check. If a ship's current speed is three times its acceleration, the pilot takes a –6 penalty on the sailing check. If its current speed is four or more times its acceleration, the pilot takes a –10 penalty. On a failed check, the ship does not turn, but can be moved forward diagonally during its movement. Note: A wind-propelled ship that turns into the wind (its forward facing is pointed in the opposite direction from the wind) is said to be "in

irons" and takes the uncontrolled action until its pilot turns it to face another direction.

Heave To — Action

With a successful sailing check, the ship's current speed decreases by 30 feet. On a failed check, the ship does not decelerate. Either way, the ship can move forward on its current facing and can move forward diagonally. If deceleration reduces a ship's speed to 0, some amount of inertia will continue to move the ship forward. The ship moves forward (either directly forward or forward diagonally) 1d4×30 feet before coming to a complete stop.

Make Way — Action

With a successful sailing check, a pilot can make a tricky or difficult maneuver that forces an enemy pilot to react. The result of this sailing check then becomes the DC of the enemy pilot's next sailing check. On a failed check, the ship's speed remains constant, but the ship cannot move forward diagonally, and the enemy pilot makes his next sailing check at the normal DC.

Stay the Course — Move

With a successful sailing check, the pilot can move the ship forward on its current facing at its current speed, and it can move directly forward or forward diagonally. Failing the check keeps the speed constant, but the ship can only move directly forward, not forward diagonally.

Full Astern — Move and Action

With a successful sailing check, the pilot can move the ship backward at a speed of 30 feet, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward. A ship may only be moved in reverse if its current speed is 0.

Uncontrolled — No Action

When the pilot does nothing, if there is no pilot, or if the ship has less than half its crew, the ship is uncontrolled. An uncontrolled ship does nothing except take the uncontrolled action until it stops or someone becomes its new pilot. An uncontrolled ship moves forward only (it cannot move forward diagonally) and automatically decelerates by 30 feet. Even if a ship does nothing, it can still perform ramming maneuvers (see Ramming).

Attacks

Ships typically don't have attacks and do not threaten any area around them, though some ships can be fitted with rams. Some ships also carry siege engines. Provided that the ship has enough additional crew to operate them, these siege engines can make attacks. While individuals aboard a ship generally don't play a significant role in ship-to-ship combat, important characters such as PCs might still become involved if they wish to fire siege engines or if an enemy ship is in range of their ranged attacks or spells. When attacking a ship, you can attack the ship's structure, occupants, propulsion, or control device. You can also attempt to grapple and board a ship. In addition, a ship can make a ramming maneuver or shearing maneuver as part of its movement.

Attacking the Structure

This is an attack against the ship itself. If the attack is successful, the ship takes damage normally.

Attacking an Occupant

This is a normal attack against a ship's occupant—any creature that is a passenger, pilot, crew, or providing propulsion on a ship. Occupants get half cover (+2 to AC and Dexterity saving throws) or greater against attacks coming from outside of the ship. Occupants in a forecastle or sterncastle have three-quarters cover (+5 to AC and Dexterity

saving throws), while those inside a port or hatch have total cover (can't be targeted). In general, once combat begins among the occupants of two ships (such as when boarding), ship-to-ship combat should be replaced with shipboard combat.

Attacking Propulsion

A ship's means of propulsion usually has its own set of statistics, while creatures propelling a ship use their own statistics. See Attacking an Occupant above if crew members providing propulsion are attacked. Individual ship stat blocks detail their means of propulsion.

Attacking the Control Device

A ship's control device is an object with its own statistics. When a control device is destroyed, the ship can no longer be piloted.

Attacking a Siege Engine

Siege engines mounted on a ship have their own statistics. Siege engines benefit from cover as occupants on a ship.

Broadsides

Some ships can carry a large number of siege engines. Rather than bog down ship-to-ship combat with numerous individual attack rolls, siege engines can be fired in "broadsides." All siege engines of the same type on a single side of the ship can fire at once. Broadside attacks can only be used to attack the structure of a ship or propulsion. Make a single attack roll for all of the siege engines in the broadside. If the attack roll is successful, all of the weapons hit their target. If the attack roll fails, all of the weapons miss. On a successful attack roll, take the average damage of a single weapon and multiply it by the number of weapons in the broadside to determine the total damage dealt.

For example, a sailing ship with a bank of 10 light catapults on its port side fires a broadside attack. A single light catapult deals 4d10 points of damage, for an average of 22 points of damage. If the attack hits, the broadside deals 22 × 10, or 220 points of damage.

Grappling and Boarding

When the crew of one ship wishes to board an enemy ship and attack its crew, they must first grapple the other ship. To grapple, the two ships must be within 30 feet of one another (in other words, they must be in adjacent squares on the battle mat). If both pilots want to grapple, grappling is automatically successful. The two crews throw out grappling lines and draw the ships together. If both ships are reduced to a speed of 0 as the result of a ramming maneuver, they are also considered grappled.

If only one pilot wants to grapple, she must make a sailing check against the target ship's AC plus the opposing captain's sailing check modifier. If the check is successful, the target ship is grappled. On the next round, the two ships are moved adjacent to one another, and the speed of both ships is reduced to 0. If a ship has less than its full crew complement, the pilot gains disadvantage on her check to grapple.

Breaking a Grapple

The pilot of a grappled ship can attempt to break the grapple by making a sailing check with a DC equal to the sailing check made to initiate the grapple. If the check is successful, the crew has cut the grappling lines and the freed ship may now move as normal.

Boarding

Once two ships are grappled, a crew can board the other ship. The pilot with the highest initiative can choose whether to board the opposing ship with her crew first or wait for the opposing crew to board her ship. Characters boarding an opposing ship grant advantage on attack rolls against themselves

for the first round of combat, due to the difficulty of climbing over the ships' rails and finding footing on the enemy deck. Characters using a corvus to board another ship do not grant advantage on attack rolls.

Ramming

To ram a target, a ship must move at least 30 feet and end with its forward square in a square adjacent to the target. The ship's pilot must make a sailing check against the target's AC plus the target's pilot's sailing check modifier. If the check is successful, the ship hits its target, dealing its ramming damage to the target. The ramming ship takes half that damage. A ship's base ramming damage is listed in its stat block. If the pilot's sailing check exceeds the target's Cmd by 5 or more, the target takes twice the ship's ramming damage. If the combat maneuver check exceeds the target's sailing check by 10 or more, the target takes twice the ship's ramming damage and the target's speed is immediately reduced to 0. Regardless of the result of the check, the ramming ship's speed is reduced to 0.

If a ship collides with another ship or a solid object (an immobile structure with a damage threshold of 5 or more), it also makes a ramming maneuver, regardless of the pilot's intent. There is no sailing check for this ramming maneuver; its effects happen automatically. When a ship makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the ship take, allow the ship to enter the solid object's space. The ship will only travel through that space if the damage is enough to destroy the solid object; in all other cases, the ship takes the damage and its speed is immediately reduced to 0 as it comes to a sudden stop directly in front of the solid object.

A ship can be outfitted with a ram on its forward facing. A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver, and ignores the damage for the first square of a solid object it enters, and all damage from ramming creatures or other objects (such as other ships). A ram can be added to a Large ship for 50 gp, a Huge ship for 100 gp, a Gargantuan ship for 300 gp, and a Colossal ship for 1,000 gp.

If a ship has less than its full crew complement, but has at least half its crew, the pilot gains disadvantage on his check to make a ramming maneuver. A ship without at least half its crew complement cannot make a ramming maneuver.

Combat After Boarding

Ship-to-ship combat assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if you sink a ship, you can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship yourself. So once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, the ship-to-ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight

out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and NPCs, then they earn XP based on the captain's challenge rating (as the captain is the only one piloting the enemy ship in ship-to-ship combat).

Shearing

A ship may attempt to shear off the oars of an opposing ship, if the target ship uses oars for muscle propulsion. To attempt a shearing maneuver, a ship must be adjacent to the target's forward or rear square and move along the side of the target for a number of adjacent squares equal to the target ship's number of squares. The ship's pilot must make an opposed sailing check against the target. If the check is successful, the ship shears the target's oars. The target's oars take damage that reduces their hit points to half their maximum hit point total and gain the broken condition, thus reducing the ship's maximum speed by half and preventing its pilot from gaining the upper hand. If the target ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed. A ship that does not use oars for muscle propulsion is unaffected by a shearing maneuver.

If a ship has less than its full crew complement, but has at least half its crew, the pilot gains disadvantage on her sailing check to make a shearing maneuver. A ship without at least half its crew complement cannot make a shearing maneuver.

Taking Control of a Ship

If a ship has no pilot, another creature can take control of the ship as long as the creature is adjacent to the ship's control device and makes a sailing check as a bonus action. The ship's pilot can always give over control to another adjacent creature as a free action. If a creature wants to take control of a ship from another forcefully, it must kill the pilot or otherwise remove the pilot from the control device. When a new creature becomes the pilot, the ship moves on the new pilot's turn, but not on the new pilot's first turn after taking control of the ship.

Damaging a Ship

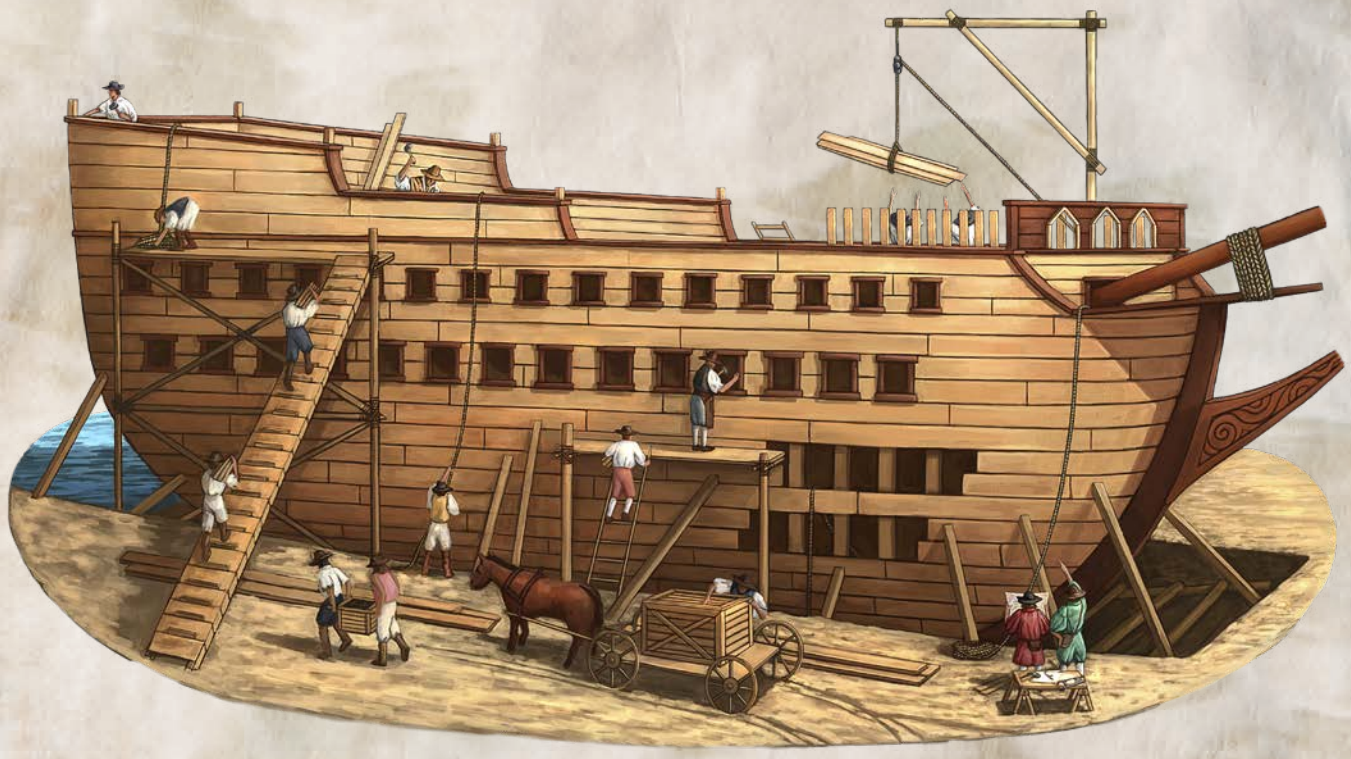
Ships have hit points and hardness based on their primary components. Most ships are made of wood (15 hit points per 5-foot-square, damage threshold 5). When a ship is reduced to below half its hit points, it gains the broken condition. When it reaches 0 hit points, it gains the sinking condition.

Broken Condition

When a ship takes enough damage to put it at half hp, it is considered broken and it takes a –2 penalty to AC, on sailing checks, and saving throws. If a ship or its means of propulsion becomes broken, the ship's maximum speed is halved and the ship can no longer gain the upper hand until repaired. If the ship is in motion and traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Sinking Condition

A ship that is reduced to 0 or fewer hit points gains the sinking condition. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each additional hit on a sinking ship that deals more than 25 points of damage reduces the remaining time for it to sink by 1 round. A ship that sinks completely drops to the bottom of the body of water and is considered destroyed. A destroyed ship cannot be repaired—it is so significantly damaged it cannot even be used for scrap material. Magic can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, nonmagical repairs take too long to save a ship from sinking once it begins to go down.



Repairing a Ship

The fastest and easiest way to repair a ship is with spells. *Mending* is not powerful enough to meaningfully affect an object as large as a ship (though it can be used to repair small objects on board a ship, such as ropes, windows, chains, and the like), but *fabricate* repairs 4d12 points of damage plus your spellcasting ability modifier. In addition, more mundane methods can also be used to repair ships. Because of their specialized construction, ships (as well as oars and sails) usually require the Craft (ships) skill to repair. Depending on the nature of the damage, carpenter's tools or weaver's tools or other tools or skills, can be used to repair ships with the GM's approval. In general, a day's worth of work by a single person using the appropriate skill to repair a ship requires 10 gp of raw materials and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure. New oars can be purchased for 2 gp each.

Fire

Fire is an ever-present danger on every wooden ship, but while most ships are not in danger of going up in flames from a dropped torch or lantern, alchemical or magical fires can be much more dangerous. Note that many instantaneous fire spells do not automatically catch a ship on fire, but those that deal fire damage over multiple rounds have a better chance of causing a fire on board a ship (see Magic).

When a ship takes fire damage (such as from Alchemist's fire, flaming arrows, certain spells, and other effects at the GM's discretion), it must immediately make a Constitution saving throw (DC equals damage dealt) or catch fire. Unless an attack specifically targets a ship's means of propulsion (such as sails), it is assumed that such attacks affect the structure of a ship itself.

Once a ship has caught fire, it automatically takes 2d6 points of fire damage per round (ignoring damage threshold) as the fire spreads. The ship's

New Feat: Siege Engineer

Long trained with siege engines, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you fire a siege weapon, it does not suffer a mishap on a roll of 1.
- When you aim a siege weapon, you gain advantage on any intelligence checks to aim.

crew can attempt to extinguish the flames as an action for the entire crew, allowing the ship to make a Dexterity saving throw (DC 10 + the number of rounds the ship has been on fire). A successful saving throw means the fire has been put out. A failed saving throw results in the ship taking the normal 2d6 points of fire damage for the round.

A ship must take the "uncontrolled" action each round that its crew attempts to put out a fire, as they are not sailing the ship at this time.

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a mental (Intelligence, Wisdom, Charisma) saving throw. A ship without cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on in the Spell Effects in Naval Combat section. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Naval Siege Weapons

Siege weapons (also called siege engines) assault structures and people from a distance by propelling ammunition in some fashion. All siege engines in a pirate campaign use the following basic rules, unless stated otherwise in an individual siege engine description.

Proficiency: Siege engines are martial weapons. A character able to gain proficiency with martial weapons can become proficient with one kind of siege weapon with proficiency. A creature with the Siege Engineer feat is proficient with all siege engines.

Crew: The sheer size of a siege engine often necessitates a crew for its use. One person of that crew is the crew leader. Usually the crew leader controls the movement of a siege engine or designates its targets; sometimes the crew leader does both. Often the crew leader is required to take actions and make specific checks in order for a siege engine to function. The rest of the crew members are required to spend actions and make checks in order for a siege engine to function. The crew of a siege engine is in addition to the crew needed to operate the ship.

Magical Siege Engines: Siege engines can be enchanted like any other weapon, and their ammunition can enchanted as well. However, not all enchantments lend themselves as well to catapult stones as they do to arrows. *A cannonball of slaying* should be a very rare and esoteric item, if it exists at all.

Disabling Siege Engines: A siege engine is a difficult device to disable, requiring 2d4 rounds of effort and a DC 15 Dexterity check with thieves' tools to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working after 1d4 minutes of use.

Repairing Siege Engines: Repairing a broken or disabled siege engine requires a DC 15 Intelligence check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

Defense and Hit Points: All siege engines are objects, typically crafted out of wood.A siege engines typically has an AC of 15. and a further penalty based on its size. Each type of siege engine has its own hit points.

Assembling Siege Engines: Siege engines can be broken down for storage or transport and can be reassembled on a ship's deck. A Large siege engine requires 1 hour and four workers to assemble. A Huge siege engine requires 2 hours and six workers to assemble. Each assembly worker must make a DC 10 Intelligence. If an assembly worker fails, he makes no progress towards assembly but assembly is not set back in any way. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the siege engine cannot be assembled.

Firing Siege Engines

Siege engines hurl massive projectiles in one of two ways: direct fire or indirect fire. Both take a number of actions to load or aim, and the basic rules are described below.

Load Ammunition

In order for a siege engine to fire, it must be loaded with ammunition. Loading ammunition takes a number actions depending on the siege engine. For example, a heavy ballista loaded by two creatures takes 1 round to load the siege weapon, since the creatures each take one of the two necessary actions to do so.

Aiming a Siege Engine

Siege engines must be aimed in order to attack a desired target. Aiming takes a number of actions depending on the siege engine. Aiming a siege engine with a diminished crew doubles the amount of time it takes to aim the siege engine. Each time a new target is chosen as the target of a siege engine's attack, that siege engine must be aimed anew. For example, a light catapult aimed by one creatures would have to spend a turn aiming the catapult in order to fire it on the next round, since a light catapult takes an action actions to aim. If the same light catapult were instead crewed by two creatures, one could spend an action aiming it and the remaining creature could fire it using their own action.

Direct-Fire Siege Engines

Direct-fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target creatures or pummel barriers directly in front of them.

A direct-fire weapon uses a normal ranged attack roll based on the siege engine. The crew may take advantage of any relevant feats or abilities. The crew takes a -2 penalty on the attack roll for each size category difference between them and the siege weapon. However, each crew member beyond the first reduces this penalty by 2 as long as they are no more than 3 sizes smaller. For example, a Huge ballista fired by a Medium creature that is part of a crew of two (one more than the minimum number of crew members required) takes only a –2 penalty on attack rolls, and a crew of three would negate the penalty altogether.

Indirect-Fire Siege Engines

Indirect-fire weapons launch projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but they are harder to aim accurately. Indirect-fire weapons can bypass many forms of fortification, delivering their payloads of solid shot, scatter shot, or even disease-ridden offal to targets on other ships.

Table 4-05: Indirect Attack Check Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots	+2* (crew can see where most recent miss landed)
* Cumulative +2 per previous miss (maximum +10)	
Successive shots	+1* (crew can't see where most recent missed shot landed, but observer is providing feedback)
* Cumulative +1 per previous miss (maximum +5)	
Successive shots after a hit	+10

Indirect Attack

To fire an indirect-fire siege engine, the crew leader makes an Intelligence check to target with a DC set by the siege engine. A Pc commanding the siege weapon that has proficiency with siege weapons can add their proficiency bonus on this check. This check uses the appropriate modifiers from Table: Indirect Attack Check Modifiers. If the check succeeds, the ammunition of the indirect attack hits the square the siege engine was aimed at, dealing the indicated damage or effect to any object or creature within the area of its attack. Creatures may get a saving throw to limit the effect of the attack; this is typically based on the type of ammunition used.

If the attack misses the intended square, roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every 200 ft. at which the attack was made, rounding up (1d4 if the target square is within the first 200 ft., 2d4 if the target square is within 400 ft., and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects in the square it lands on.

Critical Hits

Siege engines can score critical hits as normal. For the purposes of relevant abilities or feats, the character firing the siege engine is the character who scores the critical hit.

Mishaps and Misfires

Rolling a natural 1 on an attack roll with a direct-fire siege engine or a targeting check made by an indirect-fire siege engine produces a mishap. Usually a mishap gives disadvantage to attack rolls until the siege engine is repaired out of combat for several hours, with a second mishap rendering it inoperable.

If the creature that serves as crew leader has the Siege Engineer feat, that creature does not generate a mishap on a natural 1 when firing the siege engine.

Certain siege engines also misfire on a roll of 1. Misfires usually also happen alongside mishaps (unless the crew leader has the Siege Engineer feat or other relevant ability).

Siege Engine Qualities

The siege engine table is presented in the following format:

Cost: This value is the siege engine's cost in gold pieces (gp). The cost includes gear needed to work the engine as well as gear for upkeep. Typical ammunition costs and weights are given in the siege engine descriptions.

Table 4–06: Siege Weapon Statistics

Ships can mount Large or Huge siege engines; Gargantuan siege engines are included here for the purpose of shtore-based fortifications that might be armed with such weapons to defend against attacks from enemy ships.

Direct Fire Engines								
Large	Cost	Dmg	Range	Type[1]	Crew	Aim	Load	Speed
Cannon	6,000 gp	6d6	100 ft.	B and P	2	1	1	10 ft.
Huge	**Cost**	**Dmg**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Ballista, heavy	800 gp	4d10	200/800 ft.	P	3	1	2	0 ft.
Cannon, fiend's mouth	9,000 gp	12d10	600/2400 ft.	B and P	4	2	2	0 ft.
Firedrake	4,000 gp	6d6	–	fire	3	1	2	10 ft.
Gargantuan	**Cost**	**Dmg**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Ballista, gate breaker	1,200 gp	6d10	200/800 ft.	P	4	1	3	0 ft.
Firewyrm	6,000 gp	6d6	–	fire	4	1	3	0 ft.
Indirect Fire Engines								
Large	Cost	Dmg	Range	Type[1]	Crew	Aim	Load	Speed
Bombard, light	6,000 gp	4d10	600/2400 ft.	B and P	2	1	1	10 ft.
Catapult, light	550 gp	4d10	120/480 ft.	B	2	1	1	10 ft.
Trebuchet, light	800 gp	4d6	200/800 ft.	B	2	1	1	0 ft.
Huge	**Cost**	**Dmg**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Bombard, standard	8,000 gp	6d10	600/2400 ft.	B and P	3	1	2	0 ft.
Catapult, standard	800 gp	6d10	120/480 ft.	B	3	1	2	0 ft.
Springal, arrow	1,000 gp	3d8	150/600 ft.	P	3	1	2	0 ft.
Springal, rocket	6,000 gp	3d10	150/600 ft.	fire	3	1	2	0 ft.
Trebuchet, standard	1,000 gp	6d10	200/800 ft.	B	3	1	2	0 ft.
Gargantuan	**Cost**	**Dmg**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Bombard, heavy	16,000 gp	8d10	600/2400 ft.	B and P	4	1	3	0 ft.
Catapult, heavy	1,000 gp	8d10	120/480 ft.	B	4	1	3	0 ft.
Trebuchet, heavy	1,500 gp	8d10	200/800 ft.	B	4	1	3	0 ft.
Other								
	Cost	Dmg	Range	Type	Crew	Aim	Load	
Corvus	100 gp	—	—	—	1	1	—	

[1] A weapon with two types of damage is both types (split evenly) if the entry specifies "and."

Damage: This entry gives the damage typically dealt by the siege engine. Unlike normal ranged weapons, siege engines deal full damage to objects. Siege engines do not deal sneak attack damage or any other kind of precision damage.

Range: Any attack made closer than the first range number given suffers disadvantage. A siege engine cannot attack beyond the second range number.

Type: Like weapons, siege engines are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some siege engines deal energy damage. In those cases, the type of energy damage is listed instead.

Crew: This column gives the number of Medium creatures needed to properly operate the siege engine.

Aim: This column gives the number of actions required to aim a siege engine. If the siege engine is being controlled by less than its normal crew complement, the number of actions it takes for the crew to aim the siege engine is doubled.

Load: This column gives the number of actions required to load a siege engine.

Siege Engine Descriptions

The following siege engines are available for use on board ships and in shore fortifications where their defenders may return fire to ships attacking them from the water. Bombards, cannon, and rocket springals are gunpowder weapons, and so their availability depends on whether the campaign features firearms and similar gunpowder technology. In a more purely medieval-style campaign, such weapons might be unknown, or might be an exclusive secret held by a far-off island nation or a society of mad tinkers.

Ballista

A ballista resembles a massive crossbow, and its power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire siege engines.

HEAVY BALLISTA

Huge object

Armor Class 15 **Hit Points** 75

Damage Immunities poison, psychic

These Huge siege engines are commonly used as castle defenses, as well as on large warships. It requires two actions to load, one action to aim, and one action to fire.

Bolt. *Ranged Weapon Attack*: +8 to hit, range 200/800 ft., one target. *Hit*: 22 (4d10) piercing damage.

GATEBREAKER BALLISTA

Gargantuan object

Armor Class 15 **Hit Points** 125

Damage Immunities poison, psychic

This massive ballista fires specially weighted quarrels with blunt metal tips. These are used as long-range battering rams, shot at walls or the gates of castles. It requires three actions to load, one action to aim, and one action to fire.

Bolt. *Ranged Weapon Attack*: +8 to hit, range 200/800 ft., one target. *Hit*: 33 (6d10) piercing damage.

Bombard

Resembling either large cauldrons or more traditional cannons, these firearms lob their ammunition in an arc in order to deliver their deadly payloads over troops or castle walls. Bombards are normally fired indirectly but also can be fired as direct-fire siege engines. When they are used for direct fire, they disadvantage on attack rolls and have their range halved. Bombards have a misfire chance.

LIGHT BOMBARD

Large object

Armor Class 15 **Hit Points** 50

Damage Immunities poison, psychic

These bombards resemble cauldrons attached to swivels. Often they are mounted into the ground or into the stone of castle walls because of the mighty power of their recoil. They require one action to load, one action to aim, and one action to fire. Aiming requires a DC 9 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.

Bombard Ball. *Ranged Weapon Attack*: +6 to hit, range 600/2400 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

STANDARD BOMBARD

Huge object

Armor Class 15 **Hit Points** 75

Damage Immunities poison, psychic

These bombards feature the greatest diversity of forms. Many take the cauldron shape of the light bombard, but they may also take the forms of more traditional cannons, albeit featuring stabilizing mechanisms that allow them to fire at a much steeper incline. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 12 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.

Bombard Ball. *Ranged Weapon Attack*: +8 to hit, range 600/2400 ft., one target. *Hit*: 33 (6d10) bludgeoning damage.

HEAVY BOMBARD

Gargantuan object

Armor Class 15 **Hit Points** 125

Damage Immunities poison, psychic

These massive siege engines are often fixed to positions on high hilltops or atop massive keeps, raining death down on a valley or strait. Often

these firearms come in two pieces connected by a screw mechanism. The bombard is unscrewed to be loaded, and then the main part of the muzzle is screwed back on to the barrel section in order to be fired. Heavy bombards are too large and powerful to mount on vehicles. They require three actions to load, one action to aim, and one action to fire. Aiming requires a DC 15 Intelligence check. On a natural roll of 1, the bombard misfires and must be cleared (2 actions) before being reloaded.

Bombard Ball. *Ranged Weapon Attack*: +10 to hit, range 600/2400 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

Cannon

Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames. Cannons use black powder to propel their projectiles with great force.

FIEND'S MOUTH CANNON

Gargantuan object

Armor Class 19 **Hit Points** 125

Damage Immunities poison, psychic

Cannon Ball. *Ranged Weapon Attack*: +10 to hit, range 600/2400 ft., one target. *Hit*: 66 (12d10) bludgeoning damage.

These massive cannons are usually crafted in multiple pieces, and sometimes feature the heads of demons, devils, or other fiends at their mouths. Like normal canons, they propel their projectiles with great force. A fiend's mouth cannon has a misfire chance. Fiend's mouth cannon balls cost 45 gp and weigh 30 pounds each.

Catapults

Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins and hold their payload in a cup that swings up and over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found in the Special Siege Engine Ammunition section, below). Catapults are indirect-fire siege engines.

LIGHT CATAPULT

Large object

Armor Class 15 **Hit Points** 50

Damage Immunities: poison, psychic

These catapults are Large and often mounted on wheels. The targeting DC of a light catapult is 9. Light catapult stones cost 10 gp and weigh 50 pounds each.

Catapult Stone. *Ranged Weapon Attack*: +6 to hit, range 120/480 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

STANDARD CATAPULT

Huge object

Armor Class 15 **Hit Points** 75

Damage Immunities poison, psychic

These Huge catapults are too large to be transported in one piece and require assembly. Standard catapult stones cost 15 gp and weigh 75 pounds each. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 12 Intelligence check.

Catapult Ball. *Ranged Weapon Attack*: +8 to hit, range 120/480 ft., one target. *Hit*: 33 (6d10) bludgeoning damage.

HEAVY CATAPULT

Gargantuan object

Armor Class 15 **Hit Points** 125

Damage Immunities poison, psychic

These Gargantuan catapults are too large to be transported in one piece and require assembly. Heavy catapult stones cost 25 gp and weigh 100 pounds each. They require two actions to load, one action to aim, and one action to fire. Aiming requires a DC 15 Intelligence check.

Catapult Ball. *Ranged Weapon Attack*: +10 to hit, range 120/480 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

Corvus

A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on the side of a ship, with a hooked end to grab onto a target ship. A corvus is usually 10 feet wide and 15 feet long. It has a damage threshold of 5 and 10 hit points per square. Using a corvus requires a DC 10 Intelligence check as an action, provided the corvus is in the correct position, which is within the length of the corvus and adjacent to another ship. If the check fails, the corvus fails to catch on the target and must be reset (an action). Once a corvus is attached, it takes a Strength check as an action to dislodge the corvus. Alternatively,

if the corvus is attached to a ship, the pilot of either ship can make a sailing check as an action to dislodge the corvus (a check that succeeds by 5 or more destroys the corvus). The base DC for either of these checks is 10, and the DC increases by 2 for every Small or Medium creature currently standing on the corvus. If a corvus is disengaged while creatures are standing on it, those creatures must make a DC 15 Dexterity saving throw or fall. Succeeding at the saving throw allows them to move to the nearest area of safe ground, but such movement provokes opportunity attacks. A corvus cannot be armored. A corvus does not count toward a ship's maximum number of siege engines.

Firedrake

These Huge siege engines are often mounted on wheels. This apparatus fires gouts of Alchemist's fire in either a 60-foot line or a 30-foot cone (siege crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 13 Dexterity save for half damage); those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 20-foot-radius burst (DC 13 Dexterity save for half damage). Firedrakes have a damage threshold of 10 and 75 hit points. One use of firedrake ammunition costs 200 gp and weighs 20 pounds.

Firewyrm

This siege engine is a larger version of the firedrake. A firewyrm is too large to be transported to the battlefield in one piece and must be assembled once the component parts reach the battlefield. A firewyrm fires its gout of flame in either a 120-foot line or a 60-foot cone (crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 18 Dexterity save halves). Those who fail their saves catch on fire. A firewyrm with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 30-foot radius (DC 18 Dexterity save halves). Firewyrms have a damage threshold of 10 and 125 hit points. One use of firewyrm ammunition costs 400 gp and weighs 40 pounds.

Springal

A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple arrows, which rain down in an arc over a burst area. Springals are indirect-fire siege engines that affect the targeted square and a 15-foot radius around that square.

ARROW SPRINGAL

Huge object

Armor Class 15 **Hit Points** 75

Damage Immunities poison, psychic

This springal propels a group of arrows that rains down on the targeted square and in a 15-foot burst around that square. One use of arrow springal ammunition costs 20 gp and weighs 10 pounds.

Arrows. *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target and all targets within 15 ft. *Hit*: 13 (3d8) piercing damage.

ROCKET SPRINGAL

Huge object

Armor Class 15 **Hit Points** 75

Damage Immunities poison, psychic

This highly volatile springal propels a group of black-powder rockets that rain down on the targeted square and in a 15-foot burst around the area. If the rocket springal misfires, it explodes, dealing its damage in a 20-foot blast around the springal. This explosion destroys the rocket springal. One use of rocket springal ammunition costs 500 gp and weighs 30 pounds.

Rockets. *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target and all targets within 15 ft. *Hit*: 16 (3d10) fire damage.

Trebuchet

Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles. Trebuchets are too bulky to move on wheels or vehicles and must be assembled on the battlefield.

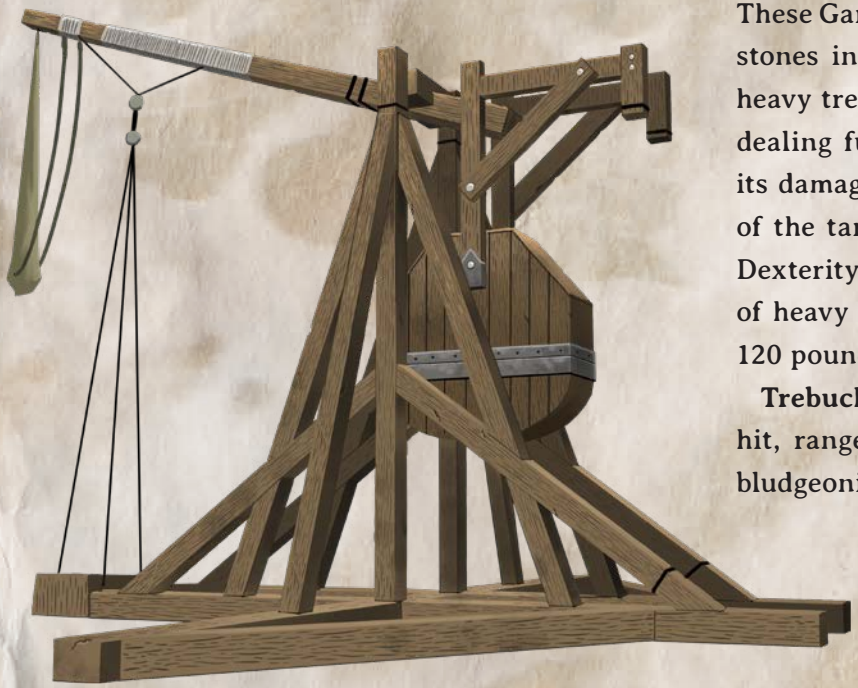
LIGHT TREBUCHET

Large object

Armor Class 15 **Hit Points** 50

Damage Immunities poison, psychic

These Large siege engines typically hurl large stones indirectly at a target (targeting DC 9). A light trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 12 Dexterity save to halve the damage again). One use of light trebuchet stones costs 15 gp and weighs 60 pounds.



Trebuchet Stone. *Ranged Weapon Attack*: +6 to hit, range 200/800 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

STANDARD TREBUCHET

Huge object

Armor Class 15 **Hit Points** 50

Damage Immunities poison, psychic

These Huge siege engines typically hurl large stones indirectly at a target (targeting DC 12). A standard trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 14 Dexterity save to halve the damage again). One use of trebuchet stones costs 30 gp and weighs 110 pounds.

Trebuchet Stone. *Ranged Weapon Attack*: +8 to hit, range 200/800 ft., one target. *Hit*: 33 (6d10) bludgeoning damage.

HEAVY TREBUCHET

Gargantuan object

Armor Class 15 **Hit Points** 125

Damage Immunities: poison, psychic

These Gargantuan siege engines typically hurl large stones indirectly at a target (targeting DC 15). A heavy trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 30 feet of the target square (creatures can make a DC 16 Dexterity save to halve the damage again). One use of heavy trebuchet stones costs 40 gp and weighs 120 pounds.

Trebuchet Stone. *Ranged Weapon Attack*: +10 to hit, range 200/800 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

Special Siege Engine Ammunition

The following kinds of ammunition can be used in select types of indirect-fire siege engines. The ammunition description specifies which types of siege engines can use the special ammunition. The costs and weights on Table 4-7: Special Siege Engine Ammunition are for individual uses of special ammunition.

Alchemist's Fire: This is either a hard, ceramic container of Alchemist's fire that can be used as ammunition in catapults, or a ceramic bulb of Alchemist's fire mounted on the tip of a ballista bolt to be fired from ballistae. When it hits its target square, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 16 Dexterity saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 16 Dexterity saving throw or take half the fire damage but does not catch on fire. On a natural 1 on the attack roll, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. This alchemical fire ignores the damage threshold of wooden objects.

Chain Shot: Made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature must succeed at a DC 15 Constitution saving throw or be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2d6 points of damage for a light catapult, or 4d6 points of damage for a standard catapult.

Table 4–7: Special Siege Engine Ammunition

Ammunition	Cost	Weight
Alchemist's fire	200 gp	10 lbs.
Chain shot	50 gp	30 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	80 gp	20 lbs.
Smoke shot	250 gp	20 lbs.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the target space, and each creature must make a DC 15 Constitution saving throw or become restrained for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 15 Constitution saving throw or take half damage. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult. It deals only half damage, but every creature hit by it is exposed to sewer plague. A Gm might allow a plague bundle to inflict other diseases.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier, much like a smoke pellet in larger form. It can be used as ammunition in catapults. When smoke shot hits the target space, it deals 2d6 points of bludgeoning damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a *fog cloud* spell. On a natural 1 on the attack roll,

Table 4–08: Buildings

Material	AC	Threshold	Hit Points		
			Large	Huge	Gargantuan
Wood	15	5	120	270	960
Stone	17	8	200	450	1,600
Iron or steel	19	10	400	900	3.200
Adamantine	23	20	560	1,260	4,480

Table 4–09: Gates

Material	Hit Point Threshold	Large	Huge	Gargantuan
Wood	5	60	135	240
Stone	8	100	225	400
Iron or steel	10	200	500	800
Adamantine	20	280	630	1,120

Table 4–10: Walls

Material	Damage Threshold	Hit Points per 5-Foot Square
Wood	5	30
Stone	8	45
Iron or steel	10	90
Adamantine	20	120

the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader's choice).

Shore Bombardment

While most of the rules for siege engines given above are intended to facilitate ship-to-ship combat, ships armed with siege engines also can attack fortifications or buildings on land, pounding them to rubble and demoralizing their defenders to the point of surrender. The following rules give the statistics for various buildings and barriers that are often the targets of siege engine attacks. They are split up into three different categories: buildings, gates, and walls.

When any of these structures reach 50% hp, their damage threshold is halved.

Buildings

Buildings are sizable structures with many hit points. When a building is reduced to half its hit points, it is broken—it still stands, but only partially. It can be easily entered, and for all intents and purposes it has been breached. Reducing a building to 0 hit points completely destroys that building. Creatures inside the building suffer the effects of a cave-in.

All these building statistics assume that the structure's inside is somewhat hollow but sturdily built, with enough space for its occupants to walk around inside. Flimsy buildings have half

the hit points of the buildings detailed in Table: Buildings. Buildings can be magically treated, like dungeon walls and doors can. Doing so doubles their hardness and hit points. Magically treating a building costs 5,000 gp for a Large building, 10,000 gp for a Huge building, 20,000 gp for a Gargantuan building, and 40,000 gp for a Colossal building.

For larger buildings, put together multiple buildings of these sizes and add the hit points together. The damage threshold is subtracted from the damage dealt by any attack (minimum 0).

Gates

Gates serve as the entrances and exits to fortified structures, and are typically the weakest spots in any fortification's defenses. Gates are at least Large, but can be as large as Colossal. It typically takes three moves and actions to open or close a Large gate (up to three creatures can work together to close a Large gate as a move and an action), and larger gates typically take at least a minute to close or open.

Gates can be magically treated. Doing so doubles the hardness and hit points. Magically treating a gate costs 2,000 gp for a Large gate, 4,000 gp for a Huge gate, 8,000 gp for a Gargantuan gate, and 16,000 gp for a Colossal gate. A spellcaster with the Craft Magic Arms and Armor feat can magically treat gates.

Gates can be attacked and damaged, or they can become broken as a result of ramming. When a gate reaches 50% hp, it is effectively breached, and can be moved through as if it were an opening one size smaller. The gate's damage threshold is subtracted from damage dealt by any attack (minimum 0).

Walls

The walls that guard castles and cities are sturdy fortifications, usually constructed in a series of 5-foot squares. A square of wall has an AC of 5, and damage threshold and hit points equal to its type.

Squares of walls can be magically treated. Doing so doubles the damage threshold and hit points. Magically treating wall squares costs 500 gp per wall square.

Destroying a section of wall allows it to become breached. When a square of wall is breached, any sections directly above it fall onto the missing section of walls. Doing this reduces the falling wall section to half its current hit point total –1. A wall's damage threshold is subtracted from damage dealt by any attack (minimum 0).

Spell Effects in Naval Combat

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a mental (Intelligence, Wisdom, Charisma) save. A ship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on the following page. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Animate Objects: A ship under the control of a pilot cannot be animated with this spell without the pilot's consent. An animated ship moves as the caster directs. It needs no crew other than the caster, who is considered the ship's pilot. An animated ship's statistics, such as its hit points, do not change.

Black Tentacles: This spell can be cast on the surface of the water or on a ship's deck. The tentacles do not attack ships.

Blade Barrier, *Cloudkill*, *Fog Cloud*, *Pyrotechnics*, *Stinking Cloud*, *Storm of Vengeance*: The effects created by these spells do not move with a ship.

Call Lightning, *Chain Lightning*, *Lightning Bolt*, *Scorching Ray*, *Storm of Vengeance*: These spells do not start fires on a ship.

Control Water: A ship cannot leave the area affected by this spell and must take the "uncontrolled" action for the duration of the spell.

Control Winds: The area of winds created by this spell does not move with a ship.

Delayed Blast Fireball, *Fireball*, *Flame Arrows*, *Flame Blade*, *Flaming Sphere*, *Meteor Swarm*, *Produce Flame*: These spells can start fires on a ship.

Dimension Door, *Teleport*: Because ships are constantly in motion, the caster of teleportation spells must have line of sight to teleport onto a ship. Otherwise, a caster must scry upon a particular ship first, then immediately teleport to the scryed destination. Any delay in casting means the ship has moved from its scryed location and the spell fails.

Disintegrate: This spell deals normal damage to a ship or fortification and ignores the damage threshold of the target.

Earthquake: This spell has no effect in the deep waters of the ocean.

Fabricate: The materials created by this spell can be used to repair a ship.

Fire Storm, *Flame Strike*: These spells do not start fires on a ship unless the ship rolls a natural 1 on its saving throw against fire damage.

Forcecage, *Wall of Force*: The effects of these spells move with a ship if they are anchored to it. Otherwise, they do not move with a ship, and a ship running into them makes a ramming maneuver.

Gaseous Form: A creature in gaseous form does not move with a ship.

Globe of Invulnerability, *Tiny Hut*, *Wall of Ice*, *Wall of Thorns*: The effects created by these spells move with a ship.

Magnificent Mansion, *Rope Trick*: The entrances to the extradimensional spaces created by these spells do not move with a ship.

Magic Weapon: These spells also affect siege engines and siege engine ammunition.

Mirage Arcana: Ships are considered structures for the purposes of this spell.

Ice Storm, *Sleet Storm*: The sleet, snow, and ice created by these spells do not move with a ship, but the deck is considered icy. These spells also allow a ship to make an additional saving throw to extinguish fires.

Incendiary Cloud: The cloud created by this spell does not move with a ship, but the caster can concentrate to move the cloud along with a ship. This spell can start fires on a ship.

Passwall: A ship can make a Constitution save to negate the effects of this spell. A ship affected by this spell gains the sinking condition, but the ship is restored to its normal condition when the spell ends (though a sunken ship remains sunk).

Prismatic Spray, *Prismatic Wall*: These spells do not start fires on a ship unless the ship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic wall moves with a ship if it is anchored to the ship. Otherwise, it does not move with a ship.

Reverse Gravity: A ship must fit entirely within the spell's area to be affected by this spell, though creatures and objects on a ship's deck are affected normally. If an entire ship is affected and falls back down more than 50 feet, the pilot must succeed at a DC 20 sailing check when the ship lands or it gains the sinking condition.

Sunbeam, *Sunburst*: These spells deal only half damage to ships.

Wall of Fire: A *wall of fire* cast on the deck of a ship moves with the ship and can start on-board

fires. Otherwise, the wall does not move with the ship, and does not start on-board fires.

Whirlwind: Most ships are too large to be affected by this spell, but loose objects and creatures on the ship's deck may still be affected.

Wind Wall: The effects of this spell move with a ship if it is anchored to the ship.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, the following stat blocks categorize several standard ship sizes and their respective statistics, including all water vehicles that characters can purchase. GMs can use or alter the statistics below to create new ships for specific cultures or races to suit the needs of their individual campaigns. All ships have the following traits.

Name: The name or type of the ship.

Size and Type: The size and type of the ship.

Squares: The number of 30-foot squares the ship takes up on the battle mat, followed by the ship's actual dimensions. A ship's width is always considered to be one square.

Cost: The ship's cost in gp. Sometimes the description or the weapons section provides possible modifications for the ships. These are not included in the cost of the ship, nor are additions like rams or siege engines.

AC and Damage threshold: The ship's base Armor Class and damage threshold, based on its size, defenses, and its construction material (hardness 5 for most wooden ships). To calculate the ship's actual AC, add the current pilot's sailing skill modifier (or Wisdom modifier, if she is using that ability to drive the ship) to the ship's base AC. If the ship is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

hp: The ship's total hit points. At 0 or fewer hit points, a ship gains the sinking condition. A ship that sinks completely is considered destroyed. Ships do not have ability scores, and are immune to ability score damage or drain. They are also immune to bleed damage. Unlike other objects, ships do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege engines. This line also lists the total hit points for the ship's oars and sails, if any.

Base Save: The ship's base save modifier. All of the ship's saving throws have the same value. To determine a ship's actual saving throw modifiers, add half the pilot's sailing skill modifier (or half the pilot's Wisdom modifier) to the ship's base saving throw. A ship is immune to most effects that require a mental (Intelligence, Wisdom, or Charisma) saving throw (though pilots, crew members, and passengers typically are not).

Maximum Speed: This is the fastest that a ship can move. When a ship has more than one means of propulsion, it may also have more than one maximum speed. If a ship has sails, it can move at double its maximum wind propulsion speed when it moves in the direction of the wind.

Acceleration: This is how fast a ship can increase its speed each round. It also determines the maximum amount a ship can safely decelerate each round.

Ramming Damage: The base damage dealt by the ship on a successful ramming attack (without a ram).

Propulsion: The types of propulsion used by the ship.

Sailing Check: The skills typically used to make a sailing check with this type of ship.

Control Device: The typical control device the pilot uses to steer the ship.

Means of Propulsion: The actual means and amount of propulsion used to move the ship.

Crew: This is the minimum number of crew members needed to move the ship, in addition to the pilot. If a ship uses muscle propulsion, the number and size of creatures providing the propulsion are listed here as well. Any crew required to operate a ship's siege engines is in addition to this number.

Decks: The usual number of decks on a ship and any important information about those decks is given in this section.

Cargo/Passengers: The amount of cargo (in tons) a ship can hold, as well as the number of non-crew passengers it can carry.

GALLEY — 30,000 GP

Colossal ship

Squares 4 (20 ft. by 130 ft.)

Defense

AC 2; Damage threshold 5

hp 1,560 (oars 1,400, sails 320)

Base Save +8

Offense

Maximum Speed 60 ft. (muscle), 60 ft. (wind), or 120 ft. (muscle and wind); **Acceleration** 30 ft.

Ramming Damage 8d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device tiller

Means of Propulsion 140 oars, 80 squares of sails (two masts)

Crew 200 (60+140 Medium rowers)

Decks 3

Cargo/Passengers 150 tons/250 passengers

One of the largest sailing ships on the sea, a galley has 70 oars on either side. A galley can be any large ship that primarily relies on oars for propulsion, but also contains one to three masts with sails. Galleys typically stick close to the coast, as long ocean voyages are risky in such vessels. This stat block can be used to represent a variety of historical galleys, from biremes and triremes to galliots and dromonds.

Weapons: Up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the ship, or up to 12 Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward. the forward or aft sides of the ship. These siege engines cannot be used while the galley is being rowed.

For an additional 8,000 gp, a galley can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.

JUNK — 15,000 GP

Colossal ship

Squares 3 (20 ft. by 75 ft.)

Defense

AC 2; Damage threshold 5

hp 900 (sails 360)

Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ramming Damage 8d8

Statistics

Propulsion wind or current

Sailing Check Intelligence using ship's helm

Control Device tiller

Means of Propulsion 90 squares of sails (three masts)

Crew 10

Decks 2

Cargo/Passengers 100 tons/100 passengers

This flat-bottomed sailing ship has two or three masts with junk-rigged sails, allowing it to be easily sailed by a small crew. Junks typically have a high poop deck and a flat bottom with no keel, and so rely on daggerboards, leeboards, or large rudders for stability. A junk's hull is divided into several watertight compartments, like a stalk of bamboo, which strengthen the hull and slow flooding. Junks are capable of ocean travel, and have a waterborne speed of 2 miles per hour or 48 miles per day.

Weapons: Up to 12 Large direct-fire or indirect-fire siege engines in banks of six positioned on the port and starboard sides of the ship, or up to four Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large direct-fire or indirect-fire siege engines may be positioned one each on the forward and aft sides of the ship (one Huge direct-fire or indirect-fire siege engine may be positioned on the aft side of the ship instead, but the forward side can only fit a Large siege weapon). These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

KEELBOAT 3,000 GP

Gargantuan ship

Squares 2 (15 ft. by 50 ft.)

Defense

AC 6; Damage threshold 5

hp 600 (oars 80, sails 80)

Base Save +4

Offense

Maximum Speed 30 ft. (muscle), 30 ft. (wind), or 60 ft. (muscle and wind); **Acceleration** 30 ft.

Ramming Damage 4d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device tiller

Means of Propulsion 8 oars, 20 squares of sails (one mast)

Crew 15 (7+8 Medium rowers)

Decks 1

Cargo/Passengers 50 tons/100 passengers

This flat-bottomed ship has a few oars to supplement its single mast with a square sail. It can make both sea and river voyages. Keelboats are designed to carry cargo, rather than for fighting. Types of keelboats include the cog, hoy, hulk, karve, and knarr.

Weapons: One Large direct-fire or indirect-fire siege engine positioned on the forward or aft side of the ship. This siege engine can be swiveled to fire out either side of the ship, or either forward or aft, depending on its position.

LONGSHIP 10,000 GP

Colossal ship

Squares 3 (15 ft. by 75 ft.)

Defense

AC 2; Damage threshold 5

hp 675 (oars 400, sails 120)

Base Save +5

Offense

Maximum Speed 30 ft. (muscle), 60 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.

Ramming Damage 8d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation)

(when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device tiller

Means of Propulsion 40 oars, 30 squares of sails (one mast)

Crew 50 (10+40 Medium rowers)

Decks 1 (with small cargo area under the deck)

Cargo/Passengers 50 tons/100 passengers

This long and relatively narrow boat has a single mast with a square sail and 40 oars. It can traverse lakes, oceans, and deep rivers. This stat block can be used to represent Norse longships such as the karvi, snekkja, and skei, as well as the balinger and birlinn.

Weapons: Up to two Large direct-fire or indirect-fire siege engines positioned one each on the forward and aft sides of the ship. These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

RAFT —

Large ship

Squares 1 (10 ft. by 10 ft.)

Defense

AC 9; Damage threshold 5

hp 30 (oars 20)

Base Save +0

Offense

Maximum Speed 30 ft. (muscle); **Acceleration** 30 ft.

Ramming Damage 1d8

Statistics

Propulsion muscle or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device oars

Means of Propulsion 2 oars

Crew 1 (the pilot, who is also a rower, plus up to 3 additional Medium rowers)

Decks 1

Cargo/Passengers 1,000 pounds/up to 3 passengers (a raft can carry a total of 4 Medium creatures, either as crew or passengers)

The most basic and primitive type of ship, a raft is a simple, flat boat with no hull, often made of logs lashed together, using two to four oars for propulsion. Rafts are not designed for ocean travel. A raft cannot carry any siege engines.

ROWBOAT 50 GP

Large ship

Squares 1 (5 ft. by 10 ft.)

Defense

AC 9; Damage threshold 5

hp 60 (oars 20)

Base Save +1

Offense

Maximum Speed 30 ft. (muscle); **Acceleration** 30 ft.

Ramming Damage 1d8

Statistics

Propulsion muscle or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device oars

Means of Propulsion 2 to 4 oars

Crew 1 (the pilot, who is also a rower, plus up to 1 additional Medium rower)

Decks 1

Cargo/Passengers 1,000 pounds/up to 3 passengers (a rowboat can carry a total of 4 Medium creatures, either as crew or passengers)

This small boat has two to four oars and is primarily used to ferry a few passengers across small areas of water such as a harbor, stream, or small lake. Larger ships use rowboats as tenders or lifeboats. A rowboat cannot carry any siege engines. This stat block can be used to represent any of a number small open boats propelled by oars, such as dinghies, dories, skiffs, and wherries.

SAILING SHIP 10,000 GP

Colossal ship

Squares 3 (30 ft. by 90 ft.)

Defense

AC 2; Damage threshold 5

hp 1,620 (sails 360)

Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ramming Damage 8d8

Statistics

Propulsion wind or current

Sailing Check Intelligence with ship's helm

Control Device steering wheel

Means of Propulsion 90 squares of sails (three masts)

Crew 20

Decks 2 or 3

Cargo/Passengers 150 tons/120 passengers

This massive sailing ship has one to four masts (usually two or three) with either square or lateen sails. Often they have raised forecastles and sterncastles. Sailing ships are primarily used for ocean travel. Most merchant ships, and many military and pirate vessels are sailing ships of one type or another. Sailing ships come in a variety of different designs, including barques, brigantines, caravels, carracks, larger cogs, frigates, galleons, schooners, sloops, and xebecs. A sailing ship with four masts and outfitted with siege engines is often known as a man-o'-war.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large or one Huge direct-fire or indirect-fire siege engine may be positioned on both the forecastle and sterncastle of the ship. These siege engines can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position.

SHIP'S BOAT 500 GP

Large ship

Squares 1 (10 ft. by 20 ft.)

Defense

AC 9; Damage threshold 5

hp 120 (oars 60, sails 40)

Base Save +2

Offense

Maximum Speed 30 ft. (muscle or wind); **Acceleration** 30 ft.

Ramming Damage 1d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device oars

Means of Propulsion 6 oars, 10 squares of sails (one mast)

Crew 4 to 10 Medium rowers

Decks 1

Cargo/Passengers 2 tons/up to 12 passengers (depending on size, a ship's boat can carry up to a total of 16 Medium creatures, either as crew or passengers)

Ship's boats are usually carried on the decks of larger ships to use as tenders to ferry passengers and cargo from ship to shore or between ships. Some ship's boats are reserved for the use of officers, while others are used as landing craft or to carry boarding parties. An average ship's boat is 16 to 24 feet long (though the largest ship's boats can be upward of 30 feet long) and has anywhere from four to 10 oars as well as a single mast with a square or lateen sail. A ship's boat has a waterborne speed of 2 miles per hour or 20 miles per day. A ship's boat cannot carry any siege engines. This stat block can be used to represent any of several types of ship's

boats, such as cutters, gigs, jolly boats, launches, longboats, or pinnaces, as well as other small, open boats such as faerings, sampans, and whaleboats.

WARSHIP **25,000 GP**

COLOSSAL SHIP

Squares 4 (20 ft. by 100 ft.)

DEFENSE

AC 2; Damage threshold 10

hp 1,200 (oars 600, sails 320)

Base Save +7

OFFENSE

Maximum Speed 60 ft. (muscle), 30 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.

Ramming Damage 8d8

STATISTICS

Propulsion muscle, wind, or current

Sailing Check Charisma (Persuasion or Intimidation) (when using muscle); Intelligence using ship's helm (when using wind or current)

Control Device tiller

Means of Propulsion 60 oars, 40 squares of magically-treated sails (one mast)

Crew 80 (20+60 Medium rowers)

Decks 2

Cargo/Passengers 50 tons/160 passengers

This ship is crafted of reinforced wood with a single mast and magically treated sails, although oars can also propel it. A warship is used for short-distance forays and troop deployment, as it does not have cargo space to carry supplies for large numbers of passengers over a long distance. Like galleys, warships are not designed for sea voyages and tend to stick close to the coast. A warship is not used for cargo. The largest Norse longships, called drekar or drakkar, as well as very large galleys such as galleasses and lantern galleys, are all considered warships.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 are positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the ship's port and starboard sides. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. These siege engines cannot be used while the warship is being rowed.

For an additional 8,000 gp, a warship can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.

Ship Modifications

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile might consider adding modifications to their vessels. Each of the following ship improvements must be planned, built, or installed (as appropriate) by someone an Intelligence check using appropriate artisan's tools (carpenters for woodwork, smiths for metalwork and so forth). In order to alter a ship with one of the following modifications, the shipwright must make a skill check, with the final DC dependent upon the overall complexity of the desired modification. A failed check means that this particular ship-builder is unable to install that feature, though 1/2 of the cost of the feature is nonetheless expended on wasted parts. Another shipwright must be consulted to complete the work, but the DC for his check is increased by 2 if any previous modifications were made by another shipwright (different builders have different techniques).

Ship Improvements

The following ship improvements can be added to a ship.

Additional Crew Quarters

The ship's sailors have more space to sleep and eat.

Benefit: The ship may support 10% more passengers, but its cargo capacity is decreased by 10%.

Requirements: Intelligence DC 12; **Cost**: 20% of base ship cost

Armor Plating

Your hull is reinforced so that attacks may bounce right off.

Benefit: By attaching metal plates to the ship, the hull's hit points are increased by +15% and its damage threshold is increased by +4. This modification reduces a ship's cargo capacity by 15%. The armor plating slows the ship, imposing a –1 penalty on all sailing checks. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 20%.

Requirements: Intelligence DC 18; **Cost**: 30% of base ship cost

Broad Rudder

Your wide rudder makes your ship more maneuverable.

Benefit: A wide rudder makes a ship nimbler, granting a +1 bonus on all sailing checks.

Requirements: Intelligence DC 8; **Cost**: 500 gp

Concealed Weapon Port

Your ship hides the danger it poses with cleverly disguised weapons.

Benefit: The ship's belowdecks area undergoes major reconstruction in order to house Large direct-fire siege engines, such as light ballistae or cannons, if they are in use in the campaign. A concealed weapon port can only be recognized on a successful DC 15 Perception check. Each concealed port reduces a ship's cargo capacity by 5 tons, in addition to the space required by the weapon itself.

Requirements: Intelligence DC 8; **Cost**: 100 gp per port (in addition to the cost of the weapons)

Extended Keel

The ship's keel is longer than usual for a vessel of its type.

Benefit: The ship's measurements from bow to stern are 10% longer than normal, though cargo capacity is not appreciably affected. The ship is more stable, and grants a +1 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Requirements: Intelligence DC 9; **Cost**: 10% of base ship cost

Figurehead

Some ships sport fanciful carvings on their bowsprits.

Benefit: This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Requirements: Intelligence DC 8; **Cost**: 100–1,000 gp, depending on the port and the craftsman

Glass Bottom

The bottom of the ship is inset with wide windows, permitting those inside to gaze into the ocean.

Benefit: This has no effect on ship performance, other than making the ship's bottom only as strong as thick glass

Requirements: Intelligence DC 12; **Cost**: 5% of base ship cost

Increased Cargo Capacity

An efficient remodeling of the ship's layout means more room for the ship's stores.

Benefit: The ship's cargo capacity is increased by 10%.

Requirements: Intelligence DC 13; **Cost**: 15% of base ship cost

Magically Treated Control Device

Your tiller or other control mechanism is resilient and hard to damage.

Benefit: The ship's steering wheel or tiller is magically treated, doubling its hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 15; **Cost**: 1,000 gp

Magically Treated Hull

Your hull is enchanted to be incredibly strong.

Benefit: The ship's hull is magically treated, doubling the ship's hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 18; **Cost**: 4,500 gp per square of ship

Magically Treated Oars

Your oars are enchanted to be nearly unbreakable.

Benefit: The ship's oars are magically treated, doubling their hit points and damage threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 8; **Cost**: 100 gp per oar

Magically Treated Sails

Your sails are enchanted to be especially durable.

Benefit: The ship's sails are magically treated, doubling their hit points and threshold. This improvement can only be added by a spellcaster capable of ritual casting.

Requirements: Ritual spellcaster, Intelligence DC 15; **Cost**: 500 gp per 5-foot-square of sails

Movable Deck

The features of the ship's decks are designed to be moved in order to disguise the ship as an altogether different vessel.

Benefit: After pulling up dozens of kingpins, the crew can slide the sterncastle forward on hidden rails, rearrange the position of the masts, extend the gunwales, lower the poop deck, transfer the ship's wheel, and make other cosmetic changes such as a new figurehead and different-colored sails. The secret pins, levers, and tracks can only be found with a DC 20 Perception check during a close examination of the ship.

Requirements: Intelligence DC 18; **Cost**: 40% of base ship cost

Narrow Hull

The ship has been intentionally designed with a slenderer hull, enabling it to slip through smaller spaces.

Benefit: The ship's beam (width) is decreased by 20%, and cargo capacity is reduced by 10%. However, the ship gains a +2 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Requirements: Intelligence DC 22; **Cost**: 15% of base ship cost

Ram

The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow.

Benefit: A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver, and ignores the damage for the first square it enters of a solid object, and all damage from ramming creatures or other objects (such as other ships).

Requirements: Intelligence DC 8; **Cost**: 50 gp (Large ship), 100 gp (Huge ship), 300 gp (Gargantuan ship), or 1,000 gp (Colossal ship)

Rapid-Deploy Sails

The ship's rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lowered much faster than normal.

Benefit: Any sail adjustments can be made in half the normal time, granting a +1 bonus on all sailing checks.

Requirements: Intelligence DC 15; **Cost**: 10% of base ship cost

Silk Sails

Few ship improvements are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Such sails are usually imported from faraway lands. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently.

Benefit: A ship with silk sails gains a +1 bonus on opposed sailing checks to gain the upper hand. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is increased by 10%.

Requirements: Intelligence DC 10; **Cost**: 15% of base ship cost

Smuggling Compartments

The ship's bulkheads are modified so that gaps between them can serve as hidden cargo storage areas.

Benefit: This does not change a ship's cargo capacity. A smuggling compartment can hold anything that fits within a 5-foot cubic space. If you are using the plunder rules, in general, two smuggling compartments are required to hold 1 point of plunder. A DC 20 Perception check is required to locate smuggling compartments in a search of the ship.

Requirements: Intelligence DC 11; **Cost**: 500 gp per 5-foot-square compartment

Sturdy Hull

The ship's body has had additional supports and layers of wood added to it, making it thicker and more resilient.

Benefit: The hull's damage threshold is increased by 2, but the ship's cargo capacity is reduced by 10%.

Requirements: Intelligence DC 8; **Cost**: 10% of base ship cost

Wooden Plating

For protection during naval combat, this ship has received additional wooden planks nailed to its hull.

Benefit: The hull's hit points are increased by 5% and its damage threshold is increased by 2. However, this reduces cargo capacity by 10% as extra room must be made inside for beams to support the reinforcements. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 10%.

Requirements: Intelligence DC 15; **Cost**: 20% of base ship cost

Sample Modified Sailing Ship

PIRATE BRIG (SAILING SHIP) **14,500 GP**

Colossal ship

Squares 3 (30 ft. by 100 ft.)

Initiative +8

Defense

AC 16; **Damage threshold** 5

hp 1,620 (sails 240)
Base Save +13

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.
Ranged 6 light ballistae +10 (3d8), 4 light catapults +15 (4d6)
Ramming Damage 10d8

Statistics

Propulsion wind or current
Sailing Check Intelligence using ship's helm
Control Device steering wheel
Means of Propulsion 60 squares of sails (two masts)
Decks 3
Cargo/Passengers 150 tons/120 passengers

Crew

Captain NE female human rogue 11
Other Crew CN female dwarf bard 5
First Mate CN male human sorcerer 8
CN male human rogue 2
NE female half-orc barbarian 6
N male human rogue 6
45 pirate cutthroats (CE human fighter 6)

Equipment

Armaments 6 light ballistae (port and starboard) with 200 light ballista bolts; 4 light catapults (fore and aft) with 50 light catapult stones and 10 alchemist's fire canisters
Modifications ram, rapid-deploy sails, silk sails, 2 smuggling compartments
Cargo 4 points of plunder

Fleet Battles

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy Rpg to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in an Rpg campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

For players and GMs who wish to integrate fleet battles and naval combat into a broader uniform system for building and managing kingdoms of their own, building up their militaries, and engaging in large-scale warfare, the rules presented in Kingdoms, Ultimate Rulership, Ultimate Battle, and (especially) Ultimate War for 5th Edition. Ultimate War deals specifically with naval combat above and below the waves, integrating it with mass combat on land and in the air and with siege warfare; however, the rules presented there depend on the use for the

other products in that line. While those rules are engaging and exciting in their own right, not all GMs and players want that level of detail. The fleet rules here occupy a middle space, between fully detailed military expeditions between rival nations using the Kingdoms rules and its expansions, but that are larger than a skirmish between just a few ships, which are best handled with the ship-to-ship combat rules in the previous section. If you want to be able to pull together a short series of fleet battles without a ton of prep time, these rules are for you.

Fleet Basics

A fleet consists of multiple ships organized under a single admiral. A fleet is made up of squadrons, each led by a commodore. Each individual ship in a fleet is crewed by a captain and her crew. For the sake of simplicity, all ships in a squadron should be of the same ship type, such as a longship, junk, sailing ship, or warship. Each squadron must have at least one ship, with a maximum number of ships equal to 3 + the commodore's Charisma modifier. Likewise, the fleet as a whole must have at least one squadron and can have a maximum number of squadrons equal to 3 + the admiral's Charisma modifier. A character with a Charisma modifier of -3 or worse cannot serve as a commodore or admiral. If using rules such as Fame or Infamy for PCs in a nautical campaign, as described in the *Pirate Campaign Compendium*, the PCs (or specific NPCs with a Fame or Infamy score) can use this score divided by 10 plus their chosen admiral's Charisma modifier.

Command Bonus: Many rolls in fleet combat use a simple statistic for admirals or commodores called their Command Bonus, which has a base equal to the commander's proficiency bonus (if any)

with water vehicles, or a base of 1 for every 5 Hit Dice or levels if the commander is not proficient with them. To this base the command bonus is increased by 1 for each of the following that apply: Intelligence modifier +2 or greater, Wisdom modifier +2 or greater, Charisma modifier +2 or higher, or each background, feat, class feature, or similar characteristic that is relevant to ships, sailing, or the ocean, at the GM's discretion.

Command Checks: A Command Check is determined by rolling 1d20 and adding the Command Bonus, plus any other relevant modifiers based on flagship boons or other factors determined by the GM.

Fleets

A fleet is represented in text as a stat block, as follows:

Name: This lists the fleet's name.

XP: This lists the number of experience points earned by the PCs for defeating the fleet. Experience point awards for defeating a fleet should be tailored to match a Challenge roughly equal to the party's average level at the time the battle took place. For particularly tough or easy battles, the GM can adjust this award upward or downward as she sees fit.

Admiral: This lists the name of the fleet's admiral, followed by the admiral's proficiency bonus for driving water vehicles and the fleet's initiative modifier.

Flagship: This lists the name of the fleet's flagship.

Significant Characters and Boons: This lists the fleet's significant characters, their location in the fleet, and the boons they provide to the fleet.

Squadrons

The second half of a fleet stat block lists the fleet's individual squadrons. The entries below are repeated for each of the fleet's squadrons. Some fleets may have all unique squadrons (this is likely to be the case for the PCs' fleet) while others might simply have multiple essentially identical squadrons (as far as game statistics go).

Configuration: This lists the number and type of ships in the squadron.

Commodore: This lists the name of that squadron's commodore, the commodore's Charisma modifier, and her proficiency bonus for driving water vehicles.

Hits: The amount of damage a squadron can take before all of its ships sink.

Morale: This lists the squadron's morale score.

Defense Value: This is the DC of any attack against the squadron in order to cause significant damage.

Attack Value: This lists the squadron's attack roll modifier.

Damage: This lists the damage the squadron deals on a successful hit.

Morale Check: This lists the squadron's morale check modifier.

Terminology

Listed below are key terms for describing fleet battles.

Admiral: Commander of a single fleet. An admiral influences a fleet's morale score and determines the fleet's maximum size.

Battle Phase: Period during which each squadron attacks the enemy fleet.

Captain: Commander of a single ship.

Commodore: Commander of a single squadron. A commodore primarily influences a squadron's Attack Value and Defense Value.

Disabled: A ship that has taken an amount of damage equal to its hits is disabled. A disabled ship does not count toward its squadron's damage rolls or the squadron's number of hits. A ship that takes further damage while it is disabled sinks.

Flagship: The ship in a fleet on which that fleet's admiral is located.

Fleet: A number of squadrons that are commanded by a single admiral.

Hits: Every ship in a squadron takes up a certain number of squares—this number represents the number of times the ship can be damaged during fleet combat before becoming disabled and is referred to as its hits.

As long as the amount of damage a ship has taken does not equal its number of hits, the damage is automatically repaired at the end of the fleet battle. A squadron has a number of hits equal to the sum of its ships' hits.

Morale: Every squadron has a morale score ranging from 1 to a maximum of 10. When a squadron's morale score drops to 0, that squadron mutinies and is lost.

Morale Check: This check is made during the rout phase of a fleet battle and requires rolling a d20 and adding the squadron's morale check modifier. This check determines whether a squadron mutinies and is removed from play.

Round: A round consists of a battle phase and a rout phase. A single round of mass naval conflict generally accounts for 10 minutes of open warfare in game time.

Rout Phase: Period after a battle phase when each squadron must make a morale check to avoid mutiny.

Ship: A single ship in a fleet, which is commanded by a single captain.

Significant Character: A Pc (in the case of a player fleet) or a named unique NPC (in the case of a GM-controlled fleet) whose presence in a fleet grants additional boons and bonuses.

Squadron: A number of similar ships commanded by a single commodore.

Sunken: When a ship sinks, it is removed entirely from a fleet. A new ship must be purchased or recruited to replace it. Survival of any characters on a sunken ship is subject to the GM's discretion and how quickly and successfully the PCs undertake rescue attempts (in the case of a player fleet).

Building a Fleet

The point of these rules is not to create multiple small fleets under PC control, but rather to create one single large fleet—as such, any one party might only ever control a single fleet at a time in a typical nautical or pirate campaign, though if desired you could create a number of squadrons which might operate independently if the campaign demanded it. In this way, the heroes might fight a rival pirate lord's fleet in one area of the campaign while their allies fought off an invading flotilla sent by a hostile nation or merchant consortium, with those squadrons recombining into a large fleet or trading squadrons between them for later actions. Generally speaking, though, much as a party of heroes tends to stick together during the course of an adventure rather than separating and pursuing their own subplots independently, so too should they stick together when running fleet battles. Regardless of how you organize fleets, use the following steps to get the fleet organized.

Step 1: Fleet Name, Home Port, and Flagship

The name the PCs choose for their fleet and the names of their home port and the fleet's flagship

Table 4–11: Ship Types

The number of hits it takes to sink a ship and how much damage a squadron of ships of each type does in fleet combat is listed below.

Ship Size	Dmg	Hits/ Ship	Ships
Boats	1d2	1	raft, rowboat, ship's boat
Small	1d3	2	keelboat
Medium	1d4	3	junk, longship, sailing ship
Large	1d6	4	galley, warship

have no effect on the fleet's statistics—these are purely flavor elements.

Step 2: Select an Admiral

A fleet can have only one admiral. Whether this is a PC or an NPC ally is in large part irrelevant, but you should explain to the PCs that a fleet admiral should have a strong mental ability scores (especially Charisma) and should possess skills, talents, or knowledge about ships and the sea. Note that nonadmiral PCs can still bolster a fleet by granting flagship boons (see Step 4). Record the admiral's name and his or her command bonus on the sheet.

Step 3: Determine Maximum Squadrons

A single fleet can consist of a maximum number of squadrons equal to the party's Infamy score divided by 10 (rounded down)—this initial value is increased or decreased by the admiral's Charisma modifier. For NPC fleets, this maximum is 3 + the admiral's Charisma modifier.

Step 4: Assign Significant Characters

Each fleet possesses a number of significant characters—either PCs (in the case of a player-controlled fleet) or unique, named NPCs (in the case of a GM-controlled fleet). Record the names of the significant characters here, as well as their location in the fleet (either on the fleet's flagship, or in a squadron). If a significant character is an admiral, he must be located on the flagship—if a significant character is a commodore, she must be located in the squadron she commands. Finally, each significant character grants the fleet a boon—record that significant character's boon here. See Flagship Boons on below for more details.

Step 5: Begin Recruiting Squadrons

Each squadron recruited has its own statistics to go along with it, but if the PCs wish to build up their own squadrons from scratch, they can do that as well (although this is fantastically expensive—it's generally faster and easier to recruit existing squadrons of allies or hired mercenaries).

Creating a Squadron

A squadron consists of a number of individual ships, each commanded by a captain. The squadron (and its captains) are in turn commanded by a single commodore. A squadron can have no more ships than its commodore's Charisma modifier + 3. Each squadron and its statistics is listed in its fleet's stat block under a separate subheading.

- **Name the Squadron:** Record the squadron's name at the top of the box—this name can be whatever you want.
- **Determine the Configuration:** Record the number of ships in the squadron, along with the type of ships in the squadron. Record how many hits each ship contributes to that squadron's total hits. Ship type determines how many hits each ship contributes. All ships in a squadron must be the same type of ship. The types of ships available for use in a fleet are listed in the sidebar, including the hits for each ship of that type.

- **Select Commodore:** List the name of the squadron's commodore, along with her Charisma modifier and Profession (sailor) skill modifier. An admiral can never serve as a commodore. If a commodore is also a significant character (either a PC or a significant named NPC), that squadron gains a +2 bonus on all attack rolls, damage rolls, and morale checks. (As a general rule, most NPC fleets should have 2–4 significant named NPCs serving as commodores.)
- Determine Hits: A squadron's hits equals the number of ships in the squadron multiplied by the number of hits each ship contributes. For example, a squadron of five rafts would have only 5 hits (since a raft is only a 1-hit ship), whereas a squadron of five warships would have 20 hits (since a warship is a 4-hit ship). This number is temporarily reduced by disabled ships and permanently reduced by sunken ships.
- Determine Morale: Morale for each squadron fluctuates during a battle. A newly created or recruited squadron has a starting morale score of 3. A typical NPC fleet's squadron has a starting morale score of 3 points. Inexperienced crews or sailors press-ganged or enslaved into service might have a lower starting morale of 2 or even 1, while veteran or elite crews might have a morale score of 4 or 5. If a squadron's morale score is ever reduced to 0, the squadron mutinies and is lost—it cannot be "repaired" in this case and can only be replaced by a new squadron. A single squadron's morale score can never be higher than 10.
  - *Special:* If using the Infamy rules in the Pirate Campaign Compendium, a newly consigned squadron's morale is equal to the party's Infamy score divided by 10 (round down), with a minimum morale score of 1 and a maximum score of 10.
- **Determine Defense Value:** A squadron's Defense Value (DV) is equal to 10 + the commodore's Command Bonus, further increased by some flagship boons.
- **Determine Attack Value:** A squadron's Attack Value is equal to its commodore's Command Bonus. This value can be increased by flagship boons or the presence of a significant commodore.
- **Determine Damage:** A squadron's base damage is determined by the size of the ships in the squadron, plus an additional point of damage per ship in the squadron. This damage can be further modified by flagship boons and the presence of significant commodores.
- **Determine Morale Check:** A squadron's base morale check is equal to its commodore's Charisma modifier, further modified by flagship boons and the presence of significant commodores. Each time that squadron has a ship become disabled, add +1 to its loss count. Each time a squadron has a ship sink, add +1 to its loss count. Each time an entire squadron is destroyed or mutinies, add +1 to each surviving squadron's loss count. A squadron's total morale check is equal to its base check minus its loss count.

Flagships and Significant Characters

A flagship is the ship on which the fleet's admiral is located. A flagship moves around during a fleet battle, issuing orders and providing support as needed, but does not itself belong to a specific squadron. A flagship cannot be damaged or sunk during a fleet battle and is generally regarded as a prize or trophy of any conflict. See the Victory section for more details on the fate of a flagship once a fleet battle is resolved.

A flagship's primary purpose in a fleet is to grant boons to the fleet. Boons are advantages granted by the fleet's significant characters. For a party-controlled fleet, each PC counts as a significant character. A Gm-controlled fleet's significant characters are unique NPCs—a GM-controlled fleet generally has four significant characters.

A fleet gains one boon for each significant character who travels with the fleet. If the significant character associated with a particular boon is not present in the fleet (either because that character was elsewhere at the time of the battle or because that character's squadron was destroyed), the fleet does not gain that boon.

Flagship Boons

Flagship boons must be chosen when the fleet is created, and once chosen, they cannot generally be changed. Adding a new significant character to the group allows a new boon to be selected, but otherwise, you must decommission the current flagship and place a new flagship in command of the fleet in order to be able to pick different boons. Decommissioning a flagship in this way deals 1d4 points of damage to each squadron's morale score—which can result in the need to replace squadrons if mutinies result from this morale damage. The available flagship boons are as follows. A boon cannot be taken more than once for a fleet unless otherwise noted.

Advanced Tactics

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Attack Value. Whenever that squadron deals damage during that battle phase, you can determine which enemy ships take the damage, rather than the damaged fleet doing so.

Requirement: Significant character with a proficiency bonus of at least +5 with water vehicles and at least 4 of the following: siege weapons, Intelligence (History), Intelligence (Nature), Wisdom (Insight), Wisdom (Perception), Wisdom (Survival), Charisma (Deception), or Charisma (Intimidation).

Defensive Tactics

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Defense Value for that battle phase.

Requirement: None.

Special: This boon may be taken multiple times. Each time it is taken, you may add a +2 bonus to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron.)

Divine Protection

At the start of a battle phase, select a squadron in the fleet. That squadron takes 1 fewer point of damage than it normally would when attacked by a squadron in the other fleet.

Requirement: Significant character with the channel divinity or lay on hands class feature.

Special: This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Loyalty

Whenever you recruit a new squadron, all squadrons gain a +2 bonus on morale checks (this bonus does not stack if multiple squadrons are recruited).

Requirement: Significant character with a Charisma score of 15 or higher.

Magical Artillery

All squadrons gain a +1 bonus on damage rolls and a +1 bonus on morale checks.

Requirement: Significant character capable of casting at least one 6th-level spell.

Overwhelming

The fleet's maximum number of squadrons increases by 1. If this boon is lost, the squadron with the lowest morale (determined randomly if multiple squadrons have equally low morale) immediately mutinies.

Requirement: Significant character with Charisma score of 15 or higher.

Special: This boon may be taken multiple times—its effects stack.

Reckless Maneuver

At the start of a battle phase, select a squadron in the fleet. That squadron gains a +4 to its Attack Value for that round, but these maneuvers leave it open to attacks. The selected squadron takes a –2 penalty to its Defense Value until it acts in the next battle phase.

Requirement: None.

Special: This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Remorseless Advance

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus on attack rolls and damage rolls for the duration of that battle phase. Its morale increases by +1 at the start of the battle phase.

Requirement: Significant character with a proficiency bonus of +4 or greater with all martial weapons.

Swift Repairs

At the end of a battle phase, roll 1d6. You may remove this amount of damage from any combination of non-sunken ships from any single squadron, including disabled ships.

Requirement: Significant character capable of casting at least one 4th-level spell.

Swift to Battle

The admiral gains a +4 bonus on Command Bonus checks made to determine initiative.

Requirement: None.

Special: This boon may be taken multiple times—its effects stack.

Vengeance

The first time one of the fleet's ships sinks in a battle phase, all allied squadrons become overwhelmed with a need for vengeance and gain a +2 bonus on attack rolls and morale checks for the rest of that battle phase.

Requirement: None.

Running Fleet Battles

A fleet battle begins as a result of two fleets encountering each other on the high seas. During a mass naval conflict, players do not draw upon their characters' abilities—instead, they use their fleet's squadrons to make attacks against the enemy, with their characters serving as commanders on the ships. A mass naval combat plays out over the course of multiple rounds, with each round consisting of a battle phase and a rout phase. At the start of a combat, place each fleet's ships on the table as representations for the attack, using any tokens, miniature ships, or other similar markers you wish. For each squadron, place a number of appropriately sized ship counters on the table so that they are adjacent to each other. For ease of reference, you can use a card (of any kind) to indicate each squadron, with a number of counters on that card equal to the number of ships in the squadron. Alternately, a square of graph paper with the name of the squadron at its top and a number of rows marked to indicate the ships in the squadron, so that squares of the graph paper or tally marks

can be used to indicate damage to the ships in battle (see below). Actual placement on the table is irrelevant as the placement of ships in the battle is purely abstract using these rules. The allocation of damage represents the ships maneuvering and shifting position during the battle.

Battle Phase

At the start of a battle phase, each fleet's admiral makes a Command check to determine initiative. The admiral whose result is higher gains the upper hand in that battle phase, which grants all of his squadrons a +1 bonus on attack rolls. This Command check is repeated at the start of each battle phase. Each fleet then takes turns making attacks with their squadrons. The winner of the initiative roll gets to make the first attack, using any one of his squadrons. The other fleet then makes its first attack, using any one of its squadrons. Attacks with squadrons go back and forth during the battle phase until all squadrons able to attack have done so—a single squadron can only attack once per battle phase. If one fleet has more squadrons than the other, the additional squadrons attack at the end of the battle phase after the other fleet has used up all of its attacks for that round.

Attacking

When you attack with a squadron, pick one of the enemy fleet's squadrons as your target. Roll 1d20 and add that squadron's attack value. If the result equals or exceeds the enemy squadron's Defense

Value, you deal damage as appropriate for your squadron. If you miss, you still deal damage to the target squadron, though your base damage die is reduced by one size and you subtract 1 point and apply no other increases from any boon or effect. Hence, a squadron of 4 warships deals 1d6+4 hits to the target on a successful attack, 1d6 for its Large ship size plus 4 for the number of ships. On failed attack, it deals 1d4-1 points of damage (1d4 for smaller ship size, with no bonus for the number of ships and applying an additional -1). Small ships and boats deal no damage on attacks that fail to overcome the target squadron's Defense Value. This damage is an abstract combination of siege weapons, ramming, spellcasting, missile fire, and even boarding actions against enemy crews.

Assigning Damage

The damaged fleet normally gets to assign its damage by marking (either by crossing out of by placing a marker such as a die, penny, or some other counter) the amount of damage on the targeted squadron. This damage doesn't all have to be on the same ship—you can spread it out in any way you wish among all of the non-sunken ships in your squadron.

Critical Hits and Fumbles

A natural 20 on an attack roll always hits and allows you to assign damage to the enemy as you wish, rather than allowing the defender to allocate it (you do not deal double damage with a critical hit, though). A natural 1 always misses entirely (and results in no damage at all to the enemy fleet). Every time a squadron scores a critical hit, its morale score increases by 1; each time it rolls a fumble, its morale score decreases by 1.

Effects of Damage

Each point of damage reduces a squadron's total hits. When a particular ship takes an amount of damage equal to its hits, it becomes disabled. A disabled ship does not count toward its squadron's damage rolls when it attacks, and it increases that squadron's loss count by +1. A ship that takes damage while it is disabled sinks and is removed entirely from the fleet, increasing that squadron's loss count by an additional +1.

Losing a Squadron

Each time you lose an entire squadron (as a result of either damage or mutiny), increase the loss count for each surviving squadron by +1.

Abandoning Ship

For simplicity's sake, you can assume that a commodore's ship is the last to sink in any squadron. Note that not all characters on a sinking ship automatically perish. Typically, a ship sinks slowly enough that officers and crew can abandon ship, and there's usually ship's boats and other pieces of wreckage to grab onto. Once a battle is over, you can assume that any significant characters who were on a sinking ship survive, either by escaping in a boat, by clinging to flotsam, or by fleeing via magical means. The ultimate fate of a significant character on a sunken ship depends more on the results of the actual battle itself. If the imperiled character's fleet wins, she can be rescued after the battle, but if her fleet loses, the best she may be able to look forward to is capture by the enemy—more often, such victims are merely left to perish via the countless methods the sea presents for death.

Rout Phase

A rout phase occurs after each battle phase. At this point, each surviving squadron must succeed at a DC 10 morale check by rolling 1d20 and adding its morale check modifier. Failure indicates that the squadron takes 1d4 points of damage to its morale score. A squadron whose morale score is reduced to 0 immediately mutinies and is removed from play.

Mutinied squadrons that have fled can be brought back into the fleet later if the admiral of the fleet survives and can persuade them to rejoin.

Fleeing a Battle

At the end of a rout phase, an admiral can attempt to flee the battle entirely. When he does so, the other fleet immediately gets one free attack using any one of its squadrons and can target any one of the fleeing fleet's squadrons. The fleeing admiral makes Command check with a –4 penalty, opposed by the other admiral's Command check. If the fleeing admiral's check result is higher, his fleet escapes; otherwise, every squadron in the fleeing admiral's fleet takes 1 point of morale damage and the battle continues into a new round.

Special Rules

These fleet battle rules are intentionally abstract, so a great many special cases and unusual situations are not addressed in the interest of simplicity and playability. However, if you wish to incorporate some additional rules, you can include the following.

Creatures as Ships

In most cases, you should use the ship-to-ship combat rules to deal with sea creatures attacking ships and vice versa. However, in an exotic scenario with large numbers of large aquatic creatures that were either intelligent enough to behave tactically or could be controlled by magic or other means, you could treat Huge or larger creatures as if they were ships, with each creature being able to take a number of hits equal to its hit points divided by 100 (rounding down; hence, creatures with fewer than 100 hit points should not be treated as ships. Squadrons made up of creatures with strong attack abilities, such as a dragon turtle's breath weapon, are treated as if you had the magical artillery boon. You can assign other boons that fit the theme and abilities of such creatures, such as granting a squadron of krakens the advanced tactics boon due to both their high Intelligence and their siege monster ability that makes their attacks especially devastating to ships and similar objects.

Shore Fortifications

Fleet combat assumes an engagement on the high seas, but if one fleet is defending a port, you could allow a portion of the fleet to remain sheltered within the harbor. Possession of the harbor could grant one squadron the benefits of the defensive tactics or swift repairs boon (or even both, for a dedicated naval base). A squadron in the harbor, however, may be either unable to attack or may have disadvantage on Command rolls made to attack.

In addition, for a battle near shore you could designate shore fortifications as a special type of squadron. Wooden forts can take 2 hits (with a +1 bonus to DV), while stone forts can take 6 hits (with a +3 bonus to DV). Forts may be purely defensive, offering shelter and forcing their destruction before the harbor or city they protect can be attacked directly. However, most shore forts are armed with siege weapons and soldiers. Still, their range is limited and they are unable to move, so a short fort squadron cannot attack a squadron of ships unless that squadron attacks the forts first, indicating that they have come close enough that the forts can return fire.

Time

The amount of time each turn of a fleet battle takes is abstract, but if tracking time is important due to other events occurring at the same time, including a fleet action going on in the background so to speak while PCs are adventuring nearby, each turn (including both rout and battle phase) can be treated as taking 1d4 hours.

Wind and Weather

The effects of high winds or severe weather generally are not addressed by these rules either, as they are assumed to affect both fleets equally. If that is not the case and such conditions offer an advantage to one side or the other, you may add a +2 bonus on Command checks to determine initiative during a battle phase, and an additional +1 bonus on Command checks made to attack.

In addition, in conditions of fog, darkness, or heavy weather that similarly obscures vision, attack rolls take a -2 penalty for dim light, light fog, or typical rain and heavy weather. In total darkness, heavy fog, or severe storms, all attack rolls have disadvantage, and any attack has a 50% chance to miss entirely, dealing no damage. The above penalties apply instead as a bonus on Command checks made to flee from battle.

In stormy conditions, you may require commodores to make proficiency checks using their water vehicle proficiency modifier for their squadrons at the end of each rout phase, with a DC set by the severity of conditions. A failed check results in 1d3 hits of damage to their squadron. This damage may be increased if there are reefs or shoals, and if land or a harbor is nearby ships retreating from battle may be able to take shelter or beach themselves to avoid damage or potential sinking.

Victory

A fleet wins a battle once all of the enemy's ships are removed from play, either by disabling or sinking all the ships in play or by causing squadrons to mutiny and flee. When victory is secured, the enemy fleet's flagship is rendered defenseless, allowing the victors to board the flagship at once.

PC Defeat

If the PCs are defeated, the repercussions of that defeat depend on the course of the adventure you wish to create. In general, the enemy captures the PCs' flagship and seeks to take them captive or execute them. Allies or NPCs on their crew are considered to have surrendered or been overcome by their enemies and defeated in combat. You could play out a boarding action on board the PCs' flagship, assuming that PCs have taken 1d6 x 10% of their hit points in damage throughout the course of the battle. If the PCs surrender or escape before their fleet is destroyed, every squadron in their fleet takes 1d8 points of damage to its morale score, in most cases causing their fleet to disband. Squadrons that do not mutiny may keep fighting even without the PCs in command or may flee and seek shelter with allies remaining loyal to the PCs (and perhaps even trying to recruit other mutinied crews to reform the fleet and seek to effect a ransom or rescue).

PC Victory

If the PCs win the battle, they capture the enemy flagship. In most cases, the fleet's commanders refuse to go down without a fight. At this point, the PCs resolve the conflict by engaging in shipboard combat against the enemy, but because of their recent triumph, all PCs and their allies gain a +2 bonus on attack rolls, skill checks, and saving throws made during this shipboard combat.

Each surviving squadron gains 1d4 points of morale with a fleet victory, minus 1 point for every ship in that squadron that was sunk during battle (minimum 0 morale gain). After a battle, any damage to non-disabled ships are repaired at the rate of 1 hit per hour as the crew works to recover from the battle. disabled ships must be towed back to a harbor for repairs (unless the fleet has the Swift Repairs boon). A disabled ship is reduced to 5% of its total hit points. Sunken ships and ships that fled a battle after their squadron was reduced to 0 morale cannot be repaired—they must be replaced.

Chapter 5: Pirates and Plunder

This chapter presents a treasure trove of optional rules to make nautical exploration, aquatic adventuring, and sailing the seven seas more interesting and exciting for you and your players. From seasickness and storms at sea to rum, raiding, and so much more, you'll find a ton of interesting options for your campaign here!

Aquatic Adventuring

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section, but if characters find themselves in the water because they were pushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, the only important distinction for dealing with aquatic terrain is generally whether it is flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

The basic rules for aquatic terrain and combat underwater are presented in the *5E System Reference Document* but are presented here in summary for ease of reference.

Swimming: Lakes and oceans simply require a swim speed or successful Strength (Athletics) checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction. Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Strength (Athletics) skill checks with a DC of 10. Characters proficient in Athletics can swim easily in calm water without needing to make checks.

A creature without a swimming speed must succeed on a DC 10 Constitution saving throw for each hour it spends swimming or gain one level of exhaustion. If a creature has a swimming speed, it uses the standard travel pace rules in the Srd.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear, and 1d8 × 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. Being invisible underwater gives a creature advantage on Dexterity (Stealth) checks, but on a failed check opponents can see the invisible creature's location and size (though not its appearance or specific features). Creatures attacking an invisible creature have disadvantage on their attack rolls.

Falling and Diving into Water: If the water is at least 10 feet deep, the first 20 feet of falling do no damage. A fall of up to 30 feet deals 1d3 bludgeoning damage, while a fall of 40 feet or more deals 1d6 bludgeoning damage, plus 1d6 for every additional 10 feet fallen.

Characters who deliberately dive into water at least 10 feet deep (20 feet deep for fall over 60 feet)

can reduce falling damage from a dive, treating the fall as 10 feet shorter with a successful DC 11 Strength (Athletics) or Dexterity (Acrobatics) check, plus an additional 10 feet shorter for every 1 point by which they exceed the DC.

Underwater Combat: When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Drowning

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Deep Water

Very deep water is generally pitch black, requiring darkvision or other exceptional senses to navigate unless a light source is provided. In addition, in deep water the pressure of the water can impact traveling. A creature traveling at a depth greater than 100 feet but less than 200 feet treats every two hours of travel as if suffering from a forced march as detailed in the *System Reference Document 5.1*. A creature traveling at a depth greater than 200 feet treats every hour of travel as if suffering from a forced march.

The Bends: If a creature is more than 100 feet below the surface and ascends more than 100 feet in 1 minute, gas bubbles develop in its bloodstream from the rapid depressurization. The creature must make a Constitution saving throw at the end of that minute. The DC is 10 + 1 for every 10 feet it moved past 100 feet in 1 minute. On a failure, a creature suffers one level of exhaustion. Creatures naturally adapted to living in the ocean depths automatically succeed on this saving throw.

Cold Water: A creature more than 100 feet below the surface of the water must succeed on a DC 10 Constitution saving throw each minute or take 2 (1d4) cold damage. Creatures with resistance or immunity to cold damage or creatures naturally adapted to living in cold or deep water automatically succeed on this saving throw.

Moving Water

When water is moving swiftly, including rivers and rapids but also fast-moving currents and crashing surf, the following additional rules apply.

Flowing Water

Large, placid rivers move at only a few miles per hour, but some move at a swifter pace and many contain areas of rapids. A creature without a swimming speed that wades in a river treats the area as difficult terrain and has disadvantage on Dexterity (Stealth) checks. A creature that is prone in flowing water must succeed on a DC 10 Dexterity saving throw each round or be pulled 5 feet away from shore and 10 feet downstream (20 feet for fast-moving water) by the current. Creatures with a swimming speed have advantage on this saving throw.

A creature trying to swim in rapids must succeed on a DC 15 Strength (Athletics) check each round to move where it wants. Each time a creature fails this check, it is pushed up to 30 feet further down the river than where it started. Each round a creature swims through rapids, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) bludgeoning damage. Creatures with a swimming speed have advantage on the Strength (Athletics) check and the Dexterity saving throw.

Coastal Terrain

Coastal areas range from rocky cliffs to muddy tide marshes. The following special rules apply in coastal areas.

Beaches

Beaches vary from sandy to rocky, and but while beautiful they offer dangers where the land meets the sea.

Pebbles

Some beaches are covered with broad swaths of small, loose rocks polished smooth by the action of wave and wind. Pebbles are treated as loose sand (see below), but the penalty on Dexterity checks is increased to -2.

Sand, Loose

Soft, dry sand makes it hard to keep your footing, as does extremely wet, mucky sand. Such areas are difficult terrain, and creatures in them take a -1 penalty on Dexterity checks; this penalty also applies on Dexterity saving throws to avoid being

knocked prone. You can dash or charge across loose sand, but it is very tiring; if the number of times you dash or charge within 1 minute exceeds your Constitution bonus, you must make a DC 10 Constitution saving throw to avoid becoming fatigued. You can end this fatigue with a new DC 10 Constitution saving throw at the end of any round in which you do not dash, attack, cast a spell, or move more than half speed.

Sand, Packed

Wet sand is typically well-packed and comparatively easy to traverse, similar to solid ground.

Sand Dunes

Along windy coastlines, mounded dunes of loose sand are a common sight, often surmounted by tough, stringy beach grass or low-lying scrub brush undergrowth. Typical dunes are 2d6 x 10 feet long, 1d4 x 5 feet high, and 1d6 x 10 feet wide. Dunes are usually treated as loose sand, though an area with substantial undergrowth might be considered packed sand. The sloping edges of a sand dune are very difficult to climb, requiring a DC 10 Strength (Athletics) check to climb up and a DC 10 Dexterity (Acrobatics) check to climb down without falling prone. In addition, when ascending a dune each foot of movement costing 4 feet of movement when moving uphill.

Reefs

Warm seas are legendary for their bountiful and beautiful reefs teeming with sea life. Many reefs are entirely submerged, while others lie just below the surface and emerge from the water at low tide or form islets and even permanent atolls. Reefs can be miles long in total, but each reef head 1d8 x 5 feet high, usually in water 1d8 x 10 feet deep (though rare deepwater coral can be found 200 or more feet below the surface), extending 1d12 x 5 feet long and wide. Coral heads may separated by wide passes 1d4 x 10 feet wide, or narrow crevasses 5 feet wide and dropping 1d4 x 5 feet.

If the coral is within 5 feet of the surface, creatures can walk across it, treating it as difficult terrain. Such coral spans can form natural bridges from eaches to rocky offshore outcrops and may hide entrances to stony rifts or caves below the water's surface. Medium or smaller swimming creatures can move through a reef, treating it as difficult terrain, but reefs are impassable to Large or larger swimmers.

Striking a Reef

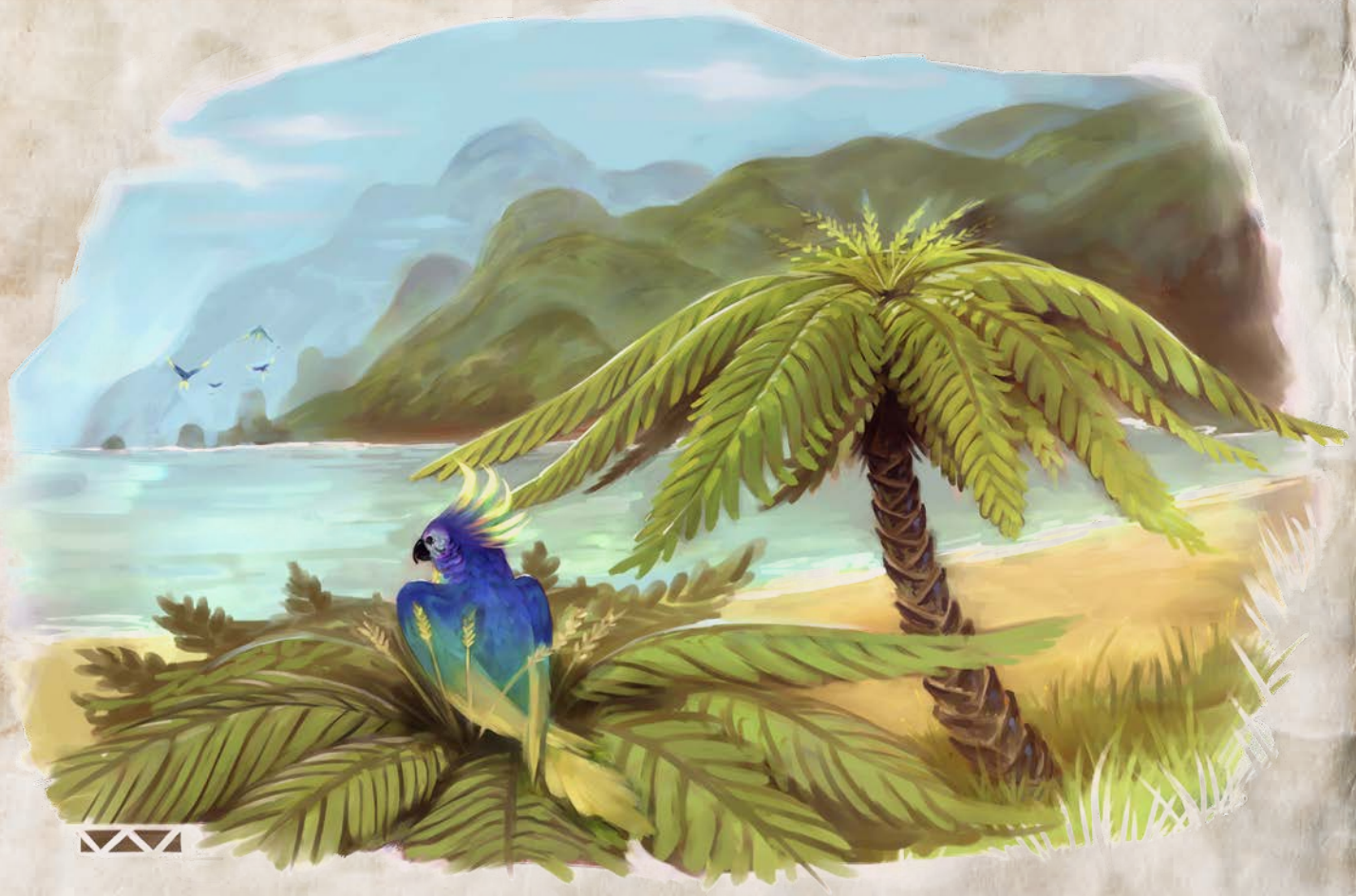
A ship takes 10 (3d6) piercing damage for every 10 feet it moves within an area covered in reefs. Each reef within 5 feet of the ship is destroyed after dealing its damage to the ship. A creature with proficiency in navigator's tools or water vehicles has advantage on saving throws and ability checks to see and avoid hitting a reef. Areas covered in submerged rocks work like areas covered in reefs, except the rocks aren't destroyed after the ship moves through the area.

Tide Pools

These collections of seawater keep transitional zone life alive when the tide recedes and are often infested with urchins, anemones, starfish, and a variety of mollusks and crustaceans. Such creatures often are venomous, and a creature knocked prone or taking piercing or slashing damage while in a tide pool, or spending 1 minute or more prone in a tide pool becomes poisoned unless they make a DC 12 Constitution save.

Shipwrecks

Wrecked ships are common in the oceans whether in the dark depths or crashed on a reef. Along with the danger of encountering unfriendly creatures inhabiting the wreckage, characters must also be wary of rotten wood. The timbers of a wrecked ship



swell with seawater, becoming rotten and unstable. A creature must succeed on a DC 15 Wisdom (Perception) check to notice that a particular section of wood is not structurally sound. If a creature steps on the rotten wood, the wood breaks and the creature falls onto rocks or a lower deck, taking 1d6 bludgeoning damage for every 10 feet it fell. The creature must then succeed on a DC 15 Dexterity saving throw or be knocked prone and buried by the timbers that come crashing down on top of it. The buried creature is restrained and unable to stand up. A creature, including the buried target, can take an action to make a DC 10 Strength check, ending the buried state on a success.

When the pilot of a ship is navigating water filled with partially-sunken wrecked ships, treat the spaces containing the wrecked ships as if they were reefs.

Waves

Water along the coast is difficult terrain, constantly shifting as the tides come in and out and as storms bring strong winds. A creature without a swimming speed that wades in coastal water treats the area as difficult terrain and has disadvantage on Dexterity (Stealth) checks. A creature that is prone in coastal water must succeed on a DC 10 Dexterity saving throw each round or be pulled 10 feet away from the shore by the current. Creatures with a swimming speed have advantage on this saving throw.

Strong wind, such as from a storm, causes waves to crash against the shore. Each creature in coastal water affected by a strong wind must make a DC 10 Dexterity saving throw at the end of each round. On a failed save, a creature is knocked prone and has disadvantage on the saving throw to avoid being pulled away from shore by the current.

Reputation and Influence

Over the course of their careers, the characters may want to boast of their triumphs, share the stories of their greatest treasures, or weave tales of powerful creatures they defeated. Recounting such deeds can gain the characters a reputation. As the group becomes more famous, they can leverage their fame to gain the upper hand in interactions with officials, hire more people to their cause, or garner support from other like-minded groups. The reputation system allows the characters to track how their legend is growing over the course of the campaign and provides tangible benefits for building their reputation. This system assumes the characters are leaders within an organization or group, which can be as large as a pirate ship, thieves guild, or mercenary company or as small as a group of heroes traveling the land.

Reputation and Influence Points

The characters have a reputation score they can increase by recounting their stories. A group's reputation score represents the sum of all the characters' tales and deeds over the course of the group's career and isn't reduced by anything other than time—even rival groups trying to defame the characters still draw attention to the characters and their deeds. Influence points are a resource the characters can spend to gain benefits from their reputation and are limited by their reputation score.

Good or Bad Reputation

A group should decide whether they want to pursue a positive or negative reputation. Generally speaking, a strong reputation has the same effect whether the PCs choose to embrace benevolence and altruism or tread a path of skulduggery and perfidy. At the GM's option, specific heinous acts may serve to increase bad reputation or reduce a group's good name, causing its reputation score to decrease if they had previously followed a righteous path. The opposite is true, of course, with acts of mercy and generosity leading other miscreants and ne'er-do-wells to believe the group has gone soft and lost its malicious edge, reducing its bad reputation. In either case, acts contrary to the group's established pattern of behaviour reduce its reputation back towards zero.

Gaining Reputation

A group wanting to gain reputation needs a deed to share and an audience to listen. To increase the reputation score of the group, a character needs to spend 1 day of downtime reveling and boasting of the group's deeds. This character must make a DC 15 Charisma (Intimidation, Performance, or Persuasion) check to tell the story of the group's deed. Multiple characters can combine their efforts in recounting the group's deed, reducing the DC by 1 for each character spending 1 day of downtime to help the storyteller. On a failure, the group can't increase their reputation in that location for 1 week. On a success, the group increases their reputation score by 1. If the storyteller succeeds by 5 or more, the group increases their reputation score by 2; if it succeeds by 10 or more, the score increases by 3. The group can't increase their reputation score by more than 3 on any one reputation check. A deed of exceptional note or a particularly significant event in a story might also increase the group's reputation score, at your discretion.

Even the most devoted (or intoxicated) fans don't want to hear the same stories over and over again. To represent this, the group can increase their reputation score by a maximum of 5 in any particular location. This limitation resets each time the group reaches a new reputation threshold.

Plunder and Reputation

Proof of a group's deeds in the form of plunder can help the group increase its reputation whether that be buying drinks for the listeners or using the plunder to aid locals in need. The characters can spend 1 plunder to gain advantage on the next Charisma check the characters make to increase their reputation. In addition, if the characters fail a Charisma check to increase their reputation, they can spend 1 plunder to reroll the check. They can only spend plunder to reroll the check once per day.

Recruits and Reputation

Your characters might at some point want to add more people to their organization or crew. To add a member to an organization, the captain, leader of the organization, or designated recruiter must make a DC 15 Charisma (Persuasion) check, to convince people to join the organization, or Charisma (Intimidate) check, to press-gang or otherwise force new members into joining. On a failure, the recruiter was unable to recruit new members and can't try again until the next day. On a success, the recruiter recruits 4 (1d8) new members and can't recruit more until the next week. If the characters are trying to recruit new members in one of their favored locations, they can add their threshold bonus to their reputation score as a bonus on this Charisma check (for example, a recruiter from a Well-Known organization gains a +4 bonus on the Charisma check to recruit new members). For nautical campaigns, use the statistics of a bandit to represent the new crew members. For campaigns that are not nautical, use the statistics of a bandit, guard, or noble, depending on what type of recruit is most applicable to the characters' group or organization.

Reputation Thresholds

The characters' reputation has thresholds and limits based on the group's level. Each threshold

provides the characters with bonuses and allows the group to spend influence points to gain special benefits. Characters can't move to the next threshold until they reach the reputation minimum and the character level minimum of that threshold. For example, a group of level 4 characters with 19 reputation can't gain more reputation or move to the Known reputation threshold until they reach level 5. Likewise, level 8 characters with 3 reputation can't move past the Local Celebrities threshold until they increase their reputation above 19. Characters gain influence points each day, based on their reputation threshold, and lose any unspent points at the end of each day. Each threshold is detailed below.

Noted/Disgraceful
10–19 Reputation Level 1+

Characters can spend influence points on the Table 1-1 below. The characters can choose one location

Table 5–01: Reputation and Influence Benefits

Cost	Benefit
Noted/Disgraceful Reputation	
2	**Loyal to the Cause.** For 1 minute, the characters and each member of the organization within 30 feet of them have advantage on saving throws and ability checks against being charmed, frightened, grappled, or restrained.
5	**Attention!** The characters can reroll their initiative checks during one combat encounter. This benefit can only be used once per week.
5	**Dead Men Tell No Tales.** For 1 minute, the characters and each member of the organization within 30 feet of them have advantage on death saving throws.
10	**Get Up!** The characters and each member of the organization within 30 feet of them regain 10 (3d6) hit points. This benefit can only be used once per week.
Honorable/Despised Reputation	
Cost	Benefit
5	**Wind at Our Backs.** The characters can travel at a fast pace without penalty for 1 day. If the characters are on a ship, its speed is doubled for 1 day.
5	**Eyes and Ears Everywhere.** The characters have advantage on Intelligence (Investigation) and Wisdom (Perception) checks in their favored locations for 1 hour.
10	**Better Together.** For 1 round, the characters and each member of the organization within 30 feet of them have advantage on attack rolls against a creature if at least one other member of the organization is within 5 feet of the creature and isn't incapacitated.
10	**You Might Have Heard of Us.** For 1 day, the organization's recruiter has advantage on its next Charisma check to recruit new members and, if successful, recruits 2 (1d4) additional members.
Famous/Infamous Reputation	
Cost	Benefit
5	**You'll Listen!** The characters have advantage on Charisma checks when interacting with local law enforcement in their favored locations for 1 hour.
5	**Honor the Code.** The characters have advantage on Charisma checks when interacting with members of other similar organizations for 1 hour. For example, a crew of pirate characters would have advantage when interacting with other pirates or sailors, but not when interacting with members of a city's thieves' guild.
10	**Together as One.** For 1 round, the characters and each member of the organization within 30 feet of them deal an extra 3 (1d6) damage when hitting a creature with any weapon if at least one other member of the organization is within 30 feet of the creature.
15	**Call to Arms!** The characters can call 2 (1d4) NPCs of challenge rating 1 or lower to aid them in combat. If the characters are at sea or in the wilderness, they instead call local wildlife of challenge rating 1 or lower such as sharks, hawks, or wolves. The creatures called are not under the control of the characters and disperse after the combat ends. This benefit can only be used once per week.
Glorious/Notorious Reputation	
Cost	Benefit
5	**Look Out!** One character can move up to its speed as a reaction without provoking opportunity attacks.
10	**You'll Listen and Like It!** The characters have advantage on Charisma checks when interacting with nobility or any political figures or officials in their favored locations for 1 hour.
10	**Get Up and Fight!** The characters and each member of the organization within 30 feet of them regain 21 (6d6) hit points and have advantage on attack rolls, saving throws, and ability checks for 1 round. This benefit can only be used once per week.
20	**Enemy of the Cause.** The characters choose one enemy to curse for 1 week. The characters and each member of the organization within 30 feet of them have advantage on one saving throw or ability check each round against the cursed enemy. The enemy is aware of the curse *and who cursed it and can end the effect with a remove curse spell. This benefit can only be used once per week.
Legendary Reputation	
Cost	Benefit
10	**Hell on Our Heels.** The characters can travel for 16 hours at a fast pace without penalty for 1 day. Each additional hour traveled after 16 hours is treated as a forced march as normal. If the characters are on a ship, its speed is quadrupled for 1 day.
15	**Zealot of the Cause.** For 1 minute, the characters and each member of the organization within 30 feet of them have advantage on saving throws and ability checks against being incapacitated, paralyzed, stunned, or knocked unconscious.
20	**No One Left Behind.** The characters and each member of the organization within 30 feet of them regain 42 (12d6) hit points and are cured of any diseases and curses affecting them. This benefit can only be used once per week.
25	**Even the Gods Have Heard of Us.** The characters can summon one celestial or fiend with a Challenge of 5 or lower, which appears in an unoccupied space within 30 feet of the characters. The creature disappears when it drops to 0 hit points or after 10 minutes. The creature is friendly to the characters and members of their organization, and it acts on initiative count 20 each round. It obeys any verbal commands the characters issue to it as long as those commands don't violate the creature's alignment or its connection to the deity who sent it to aid the characters. If not directed, it will defend itself and the characters from hostile creatures but otherwise takes no actions. This benefit can only be used once per week.

as their favored location, usually their home city or port, and gain a +2 bonus on Charisma checks to increase their reputation score made while in that location. Each character can maintain a poor lifestyle without having to pay 2 sp per day while in their favored location. At this threshold, the characters gain 7 (2d4 + 2) influence points each day.

Honorable/Despised
20–29 Reputation Levels 5+

Characters can spend influence points on the Table 1-2 and lower threshold tables. The characters have advantage on Charisma checks when interacting with people in their favored location. Each character can maintain a modest lifestyle without having to pay 1 gp per day while in their favored location. At this threshold, the characters gain 10 (2d6 + 3) influence points each day.

Famous/Infamous
30–39 Reputation Levels 8+

Characters can spend influence points on Table 1-3 and all lower threshold tables. Noted/Disgraceful Reputation benefits can be purchased for half price. The characters can choose a second favored location and gain a +4 bonus on Charisma checks to increase their reputation score made in either favored location. At this threshold, the characters gain 13 (2d8 + 4) influence points each day.

Glorious/Notorious
40–49 Reputation Levels 11+

Characters can spend influence points on Table 1-4 and lower threshold tables. Honorable/Despised benefits can be purchased for half price. Characters can sell plunder in their favored locations for 550 gp per plunder instead of the standard 500 gp. Each character can maintain a comfortable lifestyle without having to pay 2 gp per day while in either favored location. At this threshold, the characters gain 16 (2d10 + 5) influence points each day.

Legendary
50+ Reputation, Levels 14+

Characters can spend influence points on Table 1-5 and lower threshold tables. Famous/Infamous Reputation benefits can be purchased for half price and Noted/Disgraceful Reputation benefits are free. The characters can choose a third favored location and gain a +6 bonus on Charisma checks to increase their reputation score made in any of their favored locations. Each character can maintain a wealthy lifestyle without having to pay 4 gp per day while in any favored location. At this threshold, the characters gain 19 (2d12 + 6) influence points each day.

Table 5-01: Reputation and Influence Benefits lists sample benefits the characters can gain from spending influence points at each threshold.

Plunder

There's a difference between plunder and the gold pieces in a pirate's pocket. While gold doubloons and fabulous jewelry can be plunder, pirates are rarely lucky enough to encounter a ship with a hold full of such treasures. Typically, there are trade goods, foodstuffs, spices, and valuables of a more mundane sort. Such takes can fetch significant prices, but for scallywags more interested in looting than the specifics of what they loot, this system provides a way for parties to track their plunder without getting bogged down by lists of commonplace cargo and their values down to the copper piece. Aside from streamlining the collection of riches, this system also allows characters to increase their infamy, paying off crew members and spreading their wealth with more appealing dispensations of loot than whatever was aboard the last merchant ship or royal treasury they robbed.

Winning Plunder

It is largely up to you to decide what plunder your characters receive throughout their career. Typically, any time the characters claim a ship's cargo, conquer an enemy's hideout, or find a significant treasure, there's the potential for a portion of that wealth to translate into plunder. Plunder means more than five wicker baskets, a barrel of pickled herring, three short swords, and a noble's outfit; it's a generalization of a much larger assortment of valuable but generally trade-focused goods, helping to avoid bookkeeping on lists of random goods. A cargo ship carrying construction timber, dyed linens, crates of sugar, animal furs, and various other goods is a ship full of plunder. Plunder is not meant to serve as a replacement for more standard forms of treasure, such as potions or magical items. It is meant to serve as a useful shorthand for what varied mundane treasures are discovered and can be sold for values in gold.

Characters can also buy plunder if they wish, though those who do so risk becoming known as merchants rather than pirates.

Buying and Selling Plunder

Plunder's main values are in gold pieces and reputation. Reputation is described in further detail below. In general, 1 plunder is worth 500 gp, whether that be a crate of iron ore or half a cargo hold of foodstuffs. The characters must spend 1 day of downtime for each point of plunder they want to sell and convert into its gold piece value. It is up to you to decide the maximum plunder that can be bought or sold at any given settlement. A hamlet in the mountains might not have the resources to buy 5 plunder from the characters. Likewise, that same hamlet might not be able to sell the characters more than 1 or 2 plunder in the form of animal furs or lumber.

Crews and Plunder

Pirate crews are paid in shares of the ship's plunder, not in a daily wage. To simplify the bookkeeping of wages for an entire crew, characters should deduct 1 plunder from their total each time they sell plunder to represent the shares of plunder paid out to the crew. It is up to you to decide how a crew reacts if the characters decide not to pay them plunder on a regular basis. Plunder can also be used as a simplified way to pay members of an organization in campaigns that are not nautical, at your discretion.

Storms at Sea

More than terrible pirates and vicious sea monsters menace those who sail the deadly seas of the pirate isles. Hurricanes and monsoons lash the tropics with regular seasonal cycles, but even lesser storms can spell the destruction of a vessel and its unprepared crew. Deadly weather is a fact of life for most who regularly sail beyond the horizon, and daring mariners do all they can to gauge and predict these tempests but acknowledge that if the sea and sky desires a ship's doom, there's little even a skilled sailor can do about it.

Table 5–02: Types of Storms

Storm Severity	Navigation DC
Heavy fog or rain	5
Thunderstorm	10
Tropical depression	15
Tropical storm	20
Hurricane	25
Waterspout	30

The storm rules below presuppose a nautical campaign in temperate to tropical latitudes, but you can use these rules unchanged in cold oceans or arctic regions. While hurricane-level storms are much rarer near the poles, the net effect of such storms on ships is no different.

For the most part, weather at sea is no different than weather on land; however, when storms form, they can be particularly dangerous to ships at sea. Use the Types of Storms table to determine the severity of the storm your characters are facing. The more severe a storm is, the harder it is for the characters to navigate and the more dangerous its disasters.

The character piloting the ship must make a Wisdom (Survival) check to safely steer the ship in the storm. If the pilot is not proficient in navigator's tools or water vehicles, it has disadvantage on this check. If the pilot's check fails by 5 or more, use the Disaster table to determine the result of the pilot's failure. If the pilot's check fails by 10 or more, use the Major Disaster table. Some disasters affect every creature on board, while others only affect those on deck or those in the rigging. The pilot is considered to be on deck for the purposes of these disasters. It is up to you to decide how often a check will be needed from the ship's pilot.

Pirate Miscellany

The following optional rules cover a wide range of topics for nautical campaigns, some purely for flavor and maintaining the atmosphere of a pirate campaign and others to give specific mechanical advice for unusual situations aboard ship.

Flags

On the sea, the position of your flag can mean the difference between life and death. Even pirates prefer to obey flag etiquette unless they're deliberately attempting to deceive others. Three types of flags are commonly used on the water.

Ensign: An ensign is a ship's domestic flag, indicating its home country.

Courtesy: A courtesy flag is the flag of a foreign nation, which a ship flies when in the home waters of or islands claimed by another country. It signifies respect for that nation's sovereignty and marks the ship as a guest in foreign waters.

Private Signal: A private signal is the personal flag of a particular ship or captain. This flag is usually the captain's personal insignia or the emblem of an organization. A captain seeking work as a privateer must register her personal emblem with a nation before obtaining letters of marque from them; this emblem appears on her private signal, and helps the government track her ship.

Flag Positions: Ships use several common flag positions to signal their intentions. In domestic waters, a ship flies its ensign at the top of the mast. Beneath the ensign appears the ship's private signal.

A private signal flown alone means the ship considers itself unaffiliated with any government—in short, a pirate vessel. Pirate flags are generally flown alone. Some pirates have two versions of their flag, one with a black background and one the same emblem on red; a red flag signifies that no quarter or mercy will be given.

In foreign waters, a ship flies the courtesy flag at top mast. Beneath the courtesy flag, ships fly their ensign and then their private signal. Flying an ensign without a courtesy flag in foreign waters can be seen as a declaration of hostile intent.

On ships without a flagpole, the ensign is always hoisted aft, as close to the stern as possible. The courtesy flag, if any, is flown fore (close to the bow) and the private signal is flown amidships.

A flag flown upside-down is a signal of distress.

Hazards

Brutal storms are not the only hazards at sea, and wary captains know to keep on the alert for a number of strange dangers that may bedevil them in their voyages.

Table 5-03: Disasters

d6	Disaster
1	**Rudder Jam.** The rudder jams, making steering difficult. The pilot has disadvantage on its next Wisdom (Survival) check to navigate the storm.
2	**Water on Deck.** All movement on the deck of the ship is difficult terrain for 1 minute.
3	**Loose Rigging.** The wind tears ropes loose from the rigging. Each creature not below deck must succeed on a DC 10 + 1 per Storm Severity Dexterity saving throw or take 7 (2d6) bludgeoning damage.
4	**Shaky Sea Legs.** A giant wave crashes into the ship, rocking it. Each creature on the ship must succeed on a DC 10 +1 per Storm Severity Dexterity saving throw or be knocked prone.
5	**Ruined Provisions.** Saltwater sloshes into the dry food provisions, ruining 1 weeks' worth of food.
6	**No Prey, No Pay.** Cargo secured on the deck breaks free, spilling overboard. The ship's plunder is reduced by 1.

Table 5-04: Major Disasters

d6	Disaster
1	**Man Overboard!** The ship pitches violently. Each creature on the deck must make a DC 10 + 1 per Storm Severity Dexterity saving throw. If a creature fails by 5 or more, it is pushed to the railing and dangles off the side of the ship, holding onto the railing or a nearby loose rope. If a creature fails by 10 or more, it is pushed overboard into the sea.
2	**Shiver Me Timbers!** A massive wave sweeps over the deck of the ship. Each creature on the deck must make a DC 10 + 1 per Storm Severity Dexterity saving throw or be pushed 10 feet toward the stern of the ship and knocked prone. A pilot that fails this saving throw has disadvantage on its next Wisdom (Survival) check to navigate the storm.
3	**Fire in the Hole.** Lightning strikes the ship. Each creature not below deck must make a DC 10 + 1 per Storm Severity Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one. Creatures in the rigging have disadvantage on this saving throw.
4	**Spring a Leak.** The force of the storm cracks a hole in the ship. The ship takes 14 (4d6) damage each minute until the leak is repaired.
5	**Sprung on Her Cable.** The ship is suddenly turned perpendicular to the path it was going previously. Each creature on the ship must succeed on a DC 10 + 1 per Storm Severity Dexterity saving throw or be knocked prone.
6	**Snapped Mast.** One of the ship's masts snaps in the wind, halving the ship's speed until the mast is repaired. Each creature in the rigging on that mast must succeed on a DC 10 + 1 per Storm Severity Dexterity saving throw or fall from the rigging, taking 1d6 bludgeoning damage for every 10 feet it fell.

Barnacles

Barnacles are underwater creatures with hard external shells that attach themselves permanently to structures, such as docks and ships. Each week a ship is in the water, it gains barnacles. If the barnacles on a ship have not been removed within the past 4 weeks, the barnacles create drag on the ship, halving its speed.

Dead Calm

Some areas of calm water attract undead that take advantage of those trapped on immobile ships. These are known as "desecrated doldrums" or “dead calms” and can be discovered with a *detect evil and good* spell. Undead in desecrated doldrums have advantage on all saving throws. These areas are usually desecrated by the presence of a particularly powerful undead creature or unholy object. Putting the creature to rest, destroying the object, or bathing the object in holy water removes the desecration from the calm water. Alternatively, a *hallow* spell cast on the ship prevents the undead in the desecrated doldrums from climbing aboard and attacking those on the ship.

Doldrums

Areas of calm air and flat water are known as doldrums and are hazardous to ships powered by sails. A ship powered by sails is unable to move in an area of calm water for 2d10 days. A creature on a ship made immobile by calm water for more than 5 days must succeed on a Wisdom saving throw at the end of each day after the fifth or gain 1 long-term madness until the ship is able to move again. The DC is 5 for the sixth day and increases by 1 for each additional day. Creatures that have proficiency with navigator's tools or water vehicles have advantage on this saving throw. Characters driven mad by sunstroke and exposure in the doldrums often hurl themselves into the sea or give over to an irresistible compulsion to drink seawater, but while others might plot a murderous spree of cannibalism against other survivors.

Gasping Water

Some areas of water are depleted of oxygen content, whether due to natural conditions or supernatural effects that leach the live-giving elements from the water. A pocket of gasping water is visually indistinguishable from ordinary water, though its presence can be noted with a successful DC 20 Intelligence (Nature) check after swimming in it or observing another creature swimming in it. Within an area of gasping water, an amphibious or water-breathing creature (whether naturally able to breathe water or through using magic) can’t breathe and must hold their breath or begin suffocating.

Phantom Fog

Though fog is common at sea, phantom fog is hard to detect and, thankfully, rare. It appears as ordinary fog until a creature enters it. A creature inside of phantom fog must make a DC 10 Wisdom saving throw. On a failure, the creature becomes convinced the fog is filled with the ghosts of drowned sailors and is frightened for 1 minute as it sees visions of drowned, bloated, and decaying sailors floating in the mist. A creature that spends an hour in phantom fog must make a DC 15 Wisdom

saving throw. On a failure, the creature gains 1 long-term madness and another long-term madness for each additional hour it spends in the fog after that as the visions of drowned sailors get closer and make physical contact with the creature. Creatures that have proficiency with navigator's tools or water vehicles have advantage on these saving throws.

Sea Sickness

The following maladies are common in nautical settings.

Scurvy

A creature becomes infected with scurvy when it eats food of poor quality or that has been tainted by exposure to the elements, as often happens on ships on long-distance voyages. If a creature spends a week eating such food, it must make a Constitution saving throw at the end of the week. The DC is 10 for the first week and increases by 1 for each additional day the creature eats such food.

A creature with scurvy has disadvantage on Strength and Dexterity saving throws and ability checks as its limbs begin to feel weak and heavy. After the second failed saving throw, red and blue spots stain the creature's skin, its gums start to rot, and it can't regain hit points until the disease is cured. A creature can recover naturally from scurvy by eating purified food or food of good quality for two days. Scurvy can be prevented by purifying poor quality or tainted food with the *purify food and drink* spell.

Seasickness

Creatures unaccustomed to life on ships run the risk of getting seasick. At the start of each day on a ship, a creature unaccustomed to life on a ship must succeed on a DC 8 Constitution saving throw or become poisoned for the rest of the day. When a creature succeeds two days in a row, it has become accustomed to the pitch and roll of the ship and no longer has to make the saving throw for the remainder of that voyage. Creatures that have proficiency with navigator's tools or water vehicles are accustomed to life on ships and don't have to make this saving throw.

Typhus

Typhus is a general term for a category of diseases carried by lice and ticks that live on rodents. Ships are full of stowaway rodents and insects, exposing sailors in their confined spaces to typhus. Each day a creature is aboard a ship with stowaway rodents, it must succeed on a DC 11 Constitution saving throw or become infected. It takes 1d6 days for typhus' symptoms to manifest in an infected creature. Initial symptoms include fever and red spots over the arms, back, and chest. The infected creature suffers one level of exhaustion and has disadvantage on Intelligence and Wisdom saving throws and ability checks until the disease is cured as its mind becomes hazy with its thoughts and words being hard to follow.

At the end of each long rest, it must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) necrotic damage and its hit point maximum is reduced by the same amount as gangrenous sores, smelling of rotting flesh, break out across its skin. The typhus is cured with two successful saving throws.

Letters of Marque

An ordinary pirate pillages and plunders as it wishes, earning the enmity of all who cross its path. However, some sailors operate under the auspices of a government or similar major organization, not directly as part of their fleet but as independent privateers who are authorized to conduct what amounts to legalized piracy—as long as they attack the enemies of their patrons. This kind of illicit charter is called a letter of marque and grants its bearer license to attack and capture

ships of enemy nations as a privateer. It is not an uncommon practice for maritime nations to issue letters of marque and reprisal to ships that operate near their own home waters, where their writ is strongest, but they also may issue such letters authorizing actions of pillage and prize-taking in more distant seas, especially in areas where pirates reign supreme. Letters of marque may be granted to specific ships, regardless of who commands the ship, or may be granted to a specific captain and his or her officers. The bearer gains the legal authority to seize or destroy cargo, incarcerate or slay crew and passengers, and sink or capture ships from other nations, mercantile or otherwise.

Within pirate-dominated areas, a letter of marque serves as a sign of fealty to the ruling pirate council or pirate lords, and the manifold privileges it affords also apply against any ships or captains who haven't sworn loyalty to a known pirate lord or who doesn't carry their own letter of marque. Of course, bearing a letter of marque is no guarantee of safety from other pirates, who frequently strike first and ask questions later. Possession of a pirate letter of marque is a crime in most civilized nations and regularly carries a penalty of death by hanging.

Most pirate lords keep accounts of which ships and captains have letters of marque, making it extraordinarily difficult to forge these documents or steal them to perpetrate a deception.

Navigation

In a typical nautical campaign, the PCs will sail their ship to a variety of destinations. In order to do so, they must successfully plot a course and follow it to their destination. When at sea, a ship's pilot determines where and how to navigate the ship. Sometimes the captain is the pilot, but this is not always the case. The pilot makes a Wisdom (Survival) check to navigate the ship when you decide its appropriate. Use the Navigating the Sea table to determine the DC. Ships traveling at a fast pace take a -5 penalty on this check, while ships traveling at a slow pace grant a +5 bonus.

Maps

Maps can vary greatly in quality, with some providing a wealth of detail and others being little better than vague outlines with a few landmarks. Some may be outright misleading, whether deliberately or through lack of skill in creating them. A typical map of good quality may grant a +1 or +2 bonus on Wisdom (Survival) checks to navigate a ship, while one of exceptional accuracy instead may grant advantage on such checks. A poor-quality or inaccurate map may impose a penalty or disadvantage on such checks instead.

Good-quality maps generally cost 10 gp for those that grant a +1 bonus, 50 gp for those that grant a +2 bonus, and those granting advantage 100 gp. Poor-quality maps typically cost 10 gp as well but can only be detected as such with a successful DC 15 Intelligence check. You may add your proficiency bonus if you are proficient with ships, if you are familiar with the area shown in the map, or if you have expertise with maps and geography due to your background or other factors.

An intentionally created fraudulent map may be harder to detect, with a DC equal to the Intelligence check result of the creature that created the map.

This functions like trying to forge a document or spot a forgery.

Unwilling Passengers

Sometimes in a nautical campaign, PCs may be press ganged into joining a crew or otherwise kidnapped or taken on a voyage where they don't know where they are going. In such a case, trapped characters can attempt a Wisdom (Survival) check as above, though the DC may be increased if they are only allowed above decks at night. Success on the check enables them to identify the country or region their ship passes on its voyage, while a DC 20 check enables them to identify individual islands or settlements.

This assumes the PCs are in an area with which they have some familiarity. The DC increases by 1 for every 100 miles away they are from familiar territory (GM's discretion).

Table 5-05: Navigating the Sea

Location	Navigation DC
Familiar waters, land in sight	5
Familiar waters, no land in sight	10
Unfamiliar waters, land in sight	15
Unfamiliar waters, no land in sight	20

Peg Legs and Eye Patches

This optional system gives GMs a way to assign scars and major wounds to their PCs. Before implementing this system, consider these rules carefully. Major wounds can have major effects upon play, and some groups may not appreciate such debilitations, preferring the threat of death and an unscarred resurrection over a thematic crippling.

Life on the sea isn't always easy or safe, and, though they may have a medic on board, not all ships have magical healing on-hand. Pirates and sailors routinely sport peg legs, eye patches, and hook hands, evidence of rough life on the high seas. A major wound might happen when a creature suffers a critical hit, when it drops to 0 hit points, or when it takes over half its hit points in damage. To determine the wound, roll on the Major Wounds table. Most major wounds can be healed with powerful magical healing such as the *heal* spell, while lost limbs can only be healed by the *regenerate* spell.

A character that loses a limb might want to compensate for the loss by replacing it with a prosthetic. The Prosthetics table lists the types of prosthetics available.

Eye Patch: An eye patch is a patch of cloth or leather that covers a single eye or eye socket and ties behind the head. While wearing an eye patch you have disadvantage on ranged attack rolls, as if you had lost an eye. If you are already missing an eye and cover that eye socket with the patch, the eye patch doesn't cause any further hindrance. In addition, you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when interacting with anyone associated with or fearful of pirates.

Hook Hand: A hook hand is a metal hook with a socket built on the base of the hook to fit over a wrist. If you aren't missing a hand, you have disadvantage on Dexterity checks that require precise control and coordination and can't use items that require two hands while wearing the hook hand. Your unarmed strikes with the hook hand deal piercing damage instead of bludgeoning damage.

Peg Leg. A peg leg is a wooden stump with a socket built on one end to fit over your knee. If you aren't missing a leg, using a peg leg reduces your speed by

10 feet. You can carve a hidden compartment into your peg leg and hide items weighing up to 2 pounds in it. If you are missing a leg, your speed is only reduced by 10 feet instead of halved when using a peg leg. If you are missing all your legs and replace them with peg legs, your speed is halved instead of 0. Peg legs assume your knee is mostly intact. If it isn't, you must use a prosthetic leg instead.

Prosthetic: A prosthetic is a realistic simulation of your missing hand, arm, leg, or foot. It is usually carved of wood and painted to match your skin tone. Prosthetic legs allow you to walk with halved

Table 5-06: Prosthetics

Item	Cost	Weight
Eye patch	1 sp	—
Hook hand	1 gp	1 lb.
Peg leg	1 gp	5 lbs..
Prosthetic hand	5 sp	1 lb.
Prosthetic foot	5 sp	2 lbs.
Prosthetic arm	5 gp	3 lbs.
Prosthetic leg	10 gp	6 lbs.

Table 5-07: Major Wounds

d20	Wound
1-5	**Minor Scar**. You have a small scar from your encounter. It doesn't hinder you and might prove a good conversation piece.
6-10	**Impressive Wound**. You survive your ordeal and the wound it caused heals into an impressive display of your might. You have advantage on Charisma checks when interacting with pirates, sailors, soldiers, and other humanoids of battle and war.
11-14	**Major Scar**. You have a severe scar that is clearly visible and can only be hidden by magical means. You have disadvantage on all Charisma checks except when interacting with pirates, sailors, soldiers, and other humanoids of battle and war.
15-17	**Loss of a Finger**. You lose one of your fingers. If you lose 3 or more fingers, you gain no benefit from the finesse property on weapons and you have disadvantage on Dexterity ability checks that require precise control and coordination such as picking a lock, shuffling cards, disabling a trap, or playing an instrument.
18	**Loss of an Eye**. You have disadvantage on ranged attack rolls. If you lose all of your eyes, you're blinded.
19	**Loss of a Foot or Leg**. Your speed is halved and you have disadvantage on Strength and Dexterity checks that require you to move. If you lose all of your legs, your speed becomes 0 and you can't benefit from any bonus to your speed.
20	**Loss of an Arm or Hand**. You can't use items that require two hands and you can only hold one object at a time. In addition, you have disadvantage on Strength checks that require both arms. A spellcaster can still cast spells with somatic components as long as it has one free hand available.

speed and prosthetic hands and arms allow you to hold an item, such as a shield or holy symbol, in a fixed position. You can carve a hidden compartment in your prosthetic limb. A prosthetic hand or foot's compartment can hold one item weighing less than 1 pound. A prosthetic arm or leg's compartment can hold items weighing up to 2 pounds.

Pirate Fun

With time on their hands and precious few places to go, pirates have come up with an astonishing array of pastimes. One way pirates amuse themselves is through songs and stories. Pirates love a good sea chantey, and characters with skill in Charisma (Performance) quickly find themselves popular members of the crew (although pirates aren't generally fans of opera and other formal or classical performances). If a character succeeds at a DC 20 Charisma (Performance) check, he gains a +2 bonus on all Charisma checks made to interact with any listener among the crew for the next 24 hours. A result of 9 or lower, however, indicates that the next time he attempts to use Charisma (Performance) to entertain the crew, everyone ignores him unless he makes a successful DC 15 Charisma (Deception) or Charisma (Intimidation) check before doing so to draw their attention.

Aside from telling stories, singing songs, and other recreations (all of which might be simulated with the Perform skill), these pastimes have two things in common: they are dangerous, and they are played for money. When betting on any of the following games, the minimum bet is 1 gp, and the maximum ready cash any NPC in the lesser crew is likely to have is 20 gp. Some people are bad losers—the ramifications of this are left for the GM to decide if they seek revenge against crewmates that win too often.

Arm Wrestling

More dangerous than most land-based arm wrestling matches, ship-based arm wrestling often involves sharp objects covering the table or barrel top where the wrestling happens. These objects can include knives, broken glass, caltrops or any other small, sharp objects. The two participants must make up to three contested Strength (Athletics) checks with the winner being the participant who wins at least two of the contests. The loser takes 1d4 + the winner's Strength modifier piercing damage as its hand and arm are pushed into the sharp objects.

Cannonball Toss

In this game, the participants throw a heavy stone or a lead ingot (not an actual cannonball as captains generally frown upon using valuable ammunition for games) as far across the deck as possible. Each participant makes a Strength (Athletics) check. The result is the number of feet the "cannonball" goes down the deck. The participant with the farthest toss wins.

Heave

A popular game, especially among pirates, heave is a game where all the participants drink a ration of rum in one giant swig each round. Each participant must succeed on a DC 15 Constitution saving throw to resist the effects of rum rather than the standard saving throw due to the speed at which the participants must drink the ration. The participant left standing at the end wins.

Grog

Grog is a ration of rum that has been mixed with water and citrus juice. Captains create grog to make the rum last longer and to help their crew combat scurvy. A creature who drinks grog has advantage on its next scurvy saving throw.

Rum

As the least expensive drink in ports across the world, rum is the drink of choice for pirates and sailors. On longer voyages, many captains institute a half-pint ration of rum each evening for every member of the crew. This ration helps keep the crew more sated and focused on recreational activities rather than infighting. Many captains have punishments for crew members selling, spilling, or otherwise not drinking their rations once the captain has made the ration mandatory.

Rum (Ingested)

A creature that ingests rum must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If a creature fails the save by 5 or more while poisoned, it falls unconscious for 1 hour or until cured of the poisoned condition.

Pirate Justice

To maintain the obedience and effectiveness of their crews, most captains enforce strict schedules and shipboard laws upon their vessels, all maintained by the swift dispensation of brutal punishments. Many of the following rules are enforced on pirate, military, and merchant vessels, though individual captains and their crews may not follow all of them. Each captain or crew also may have specific additional rules that apply on board their ship.

- Any sailor caught below deck with open flame, magical or mundane, will suffer 10 lashes. All candles and lanterns are to be extinguished at sunset.
- No sailor is to play cards or dice for money while onboard, nor use such things to take advantage of her crewmates on shore.
- No sailor is to bring aboard a husband, wife, child, person of ill virtue, or any passenger unbeknownst to the captain. Both sailor and passenger face marooning.
- Every sailor must do her fair share of work, and neither shirk her duty nor pass off work to another, lest she face 20 lashes. A ship's primary entertainer may rest 1 day per week but must stand ready to entertain on all others.
- Every sailor receives an equal share of food and drink, and 1 ration of liquor every day.
- Any sailor found drunk on duty shall face 10 lashes. Any sailor too drunk to function effectively during battle shall be keelhauled.
- A sailor who suspects a hazard, be it storm cloud, sea monster, or enemy ship, must raise the alarm immediately. Any sailor who sees an unfamiliar sea creature must inform the captain immediately.
- A sailor shall not speak to any creature of the sea without the captain's permission.
- A sailor must not speak ill of the dead lest they summon restless spirits to the ship.

Pirate Punishments

The following presents (in order of severity) the game effects of a variety of typical nautical punishments, which the PCs have the potential to face or inflict during their piratical careers. Most of these sentences are meted out just before the evening meal, at an event typically referred to as the bloody hour. Victims are tied to the whipping post on the main deck and their backs stripped for punishment—with penalties doubled for those who resist.

The captain, or delegated punisher, then lashes the offender the number of lashes it has earned by breaking the rules, stopping early if the offender passes out before the lashes are completed. Particularly cruel captains might continue the punishment even after this. Typical punishments are listed below by severity. A roll of 1 on such an attack is treated as a non-damaging fumble that

still counts as a strike, much to the amusement of the crew.

Rope Bash

Primarily used more as a reprimand for bad behavior, a rope bash involves the punisher whipping the victim with the sealed end of a ship's rope. The victim takes 1 bludgeoning damage per two lashes.

The Lash

The main form of punishment aboard a ship, the lash is a wrapped whip that deals 1 slashing damage to the victim per lash.

Cat-o'-Nine-Tails

Captains use this barbed, multi-tailed whip when more severe punishment is required. The victim takes 2 (1d4) piercing damage per lash.

Confined to the Sweatbox

The sweatbox is a small, metal box left on the deck and exposed to the sun, creating a confined space with unbearably hot conditions. The victim is placed in the sweatbox for 1 hour per two lashes. Each hour a creature is in the box, it must make a DC 10 Constitution saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one.

Keelhauling

The mere threat of keelhauling can bring the most disobedient sailor in line. It is the most feared punishment among pirates as it often ends in death. When a victim is keelhauled, it is tied to a rope looped over the ship's keel and dragged down one side of the ship, underwater across the barnacle-encrusted hull, and up the other side. The victim is keelhauled for 1 round per lash. Each round, the victim must make a DC 10 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Marooning

A particularly difficult crew member who continues to disregard the rules and disobey the captain even after other punishments might be abandoned on a small island with little to no vegetation or animal life. The victim is given one bottle of water or rum and a sharp knife to face starvation or suicide. If no islands are available, a captain might opt to set the offender adrift on a lifeboat or raft with the bottle and knife.

Walking the Plank

A sailor condemned for severe offenses may be immediately thrown overboard, oftentimes with its hands bound together or weights tied to its feet to prevent swimming. In some cases, the captain may force the offender, at sword point, to walk off the boat as a demonstration to the rest of the crew of what happens when committing such offenses. Particularly cruel captains may chum the waters first to attract sharks that devour the offender as the crew watches.

Hanging

Captured pirates are regularly hanged by naval officers after being taken prisoner. Any captain, though, may use the punishment at sea by stringing the offender by the neck from the yardarm or bowsprit. This is a common punishment for treacherous or mutinous sailors.

Roles Aboard a Pirate Ship

A pirate crew is more than just a mob of cutthroats on a ship; all crew members have specific roles and responsibilities, with harsh punishments being meted out upon those who shirk their duties.

Listed here are some of the standard roles aboard a typical pirate ship. Not all of these roles might be represented on every vessel, but such details can help players understand their characters' daily duties.

Boatswain

The boatswain, or bosun (pronounced "bosun" either way), is responsible for the upper deck of the vessel and above. This makes the boatswain accountable for all rope, rigging, anchors, and sails. At the start of the day, the boatswain and those under her weigh anchor, raise the sails and report on the general condition of the ship's deck to the captain. As she oversees many of the ship's basic daily labors, the boatswain is often responsible for keeping discipline and dispensing punishment.

Cabin Boy/Girl

Servant to the captain and other officers, this low-ranking and typically young crew member assists other sailors in their duties and runs various errands across the ship, requiring him or her to gain a measure of understanding of almost all the ship's roles.

Captain

The ultimate authority on any ship, his word is law to all on board. The captain chooses where to sail, what to plunder, and who fills the other stations aboard the vessel, among many other command decisions. Leadership often proves perilous, however, as a captain is, above all, meant to secure success for his ship and crew. Failing to do so increases the threat of mutiny.

Carpenter/Surgeon

No matter what enchantments or alchemical unguents augment a pirate ship its heart and bones are still wood. This simple fact makes the carpenter one of the most important positions aboard any vessel. Carpenters are chiefly responsible for maintaining the ship below the deck, finding and plugging leaks, repairing damage, and replacing masts and yards. As the crew member most skilled with the saw, the carpenter typically serves as a ship's surgeon as well—bones cut just as easily as timbers.

Cook

While the quartermaster normally allocates the rations, the cook and his apprentices make and distribute meals to the crew. Although some better-outfitted vessels employ skilled cooks to attend to the captain and the officers, many cooks are drawn from crew members who have suffered crippling injuries, allowing them to still serve even after such trauma.

Helmsman/Coxswain/Pilot

An officer who steers the ship. The captain may take the helm when on deck or may shout commands to the helmsman to direct them.

Master-at-Arms

Concerned with the security of the ship, the fitness of the crew, and the dispensing of justice, the master-at-arms typically is one of the most feared and dreaded of a ship's officers.

Master Gunner

The master gunner is in charge of all shipboard artillery, ensuring moisture and rust don't ruin the weapons and that the crew knows how to use them. On board ships with firearms, the master gunner maintains the vessel's cannons, firearms, and powder supplies; on ships without such weapons, she maintains the ballistas, catapults, and so on. The gunner's assistant is called a powder monkey.

Quartermaster

The quartermaster oversees the supplies and items stored aboard the ship. She maintains the supplies of food and weaponry, oversees the disbursement of food to the cook and doles out the rum ration to the crew.

Rigger

Riggers work the rigging and unfurl the sails. In battle, next to that of a boarding party, the riggers' job is one of the most dangerous, as they pull enemy vessels near enough to board.

Swab

Any sailor who mops the decks. Also used as slang for any low-ranking or unskilled crew member.

5 Terminology

Pirates and sailors use many technical terms and also develop their own slang and verbal shorthand at sea. Many of the terms below have become common on ships and in port cities, particularly in dock districts.

A

Adrift: Floating loose at sea. Can also mean someone who has run away or gone missing.

Aft/Abaft: Towards the rear of a ship.

Ahoy: A greeting. Made more friendly by adding "matey."

Anchor: A person who wears heavy metal armor.

Astern: Trailing behind a ship.

Avast ye: "Pay attention."

B

Ballast: Rocks or other heavy objects place in a ship's hold to make it more stable.

Batten Down the Hatches: Prepare the ship for an upcoming storm.

Beam: The width of a ship.

Bilge: The filthy, musty lowest part of a ship's interior, usually the first place for leaks to show up and collect foul water. Also used to indicate nonsense or foolish conversations.

Bilge Rat: Rats living in the bilges of a ship, the lowliest vermin on board the ship (though sometimes eaten in times of emergency). Also used a serious insult.

Binnacle: A glass-topped box fixed to a stand on the deck. The binnacle houses a compass.

Black Jack: A large drinking cup made of leather.

Black Spot: A black mark on a piece of paper with a threatening message, usually a death threat.

Boom: A horizontal beam attached to a mast to hold the bottom of a sail.

Booty: Treasure.

Bow/Prow: The front end of a ship.

Bowsprit: An angled horizontal mast stretching out from the front of the ship.

Brig: Barred cells below decks for captives.

Bubbles: A person who can't swim.

Bulkhead: A dividing wall inside a ship's hull.

Bung Hole: A hole in a wooden barrel sealed with a cork, used to pour out drinks.

C

Capstan: A revolving upright cylinder used for winding rope, cable, or chain, with lever-handles for several sailors to work together to turn it.

Captain's Dance: When two ships meet in open water and wish to parlay, each ship sends out a boat. The two captains meet on one ship; the two first mates meet on the other.

Chase: A ship that is being pursued by pirates.

Coaming: A raised lip around a hatch to keep water from spilling belowdecks.

Crow's Nest: A raised lookout stand, usually atop the highest mast in larger ships or in the bow in smaller boats.

D

Dance the Hempen Jig/Dance with Jack Ketch: Death by hanging.

Draft: The depth below the waterline of a ship's keel.

Draught: The amount of liquid taken in a single act of drinking.

Duffle: A sailor's belongings.

F

Fancy Jacket: Someone who dresses and talks like a pirate but has no real sailing experience.

Fast Colors: A country's flag. Privateers sometimes fly pirate or merchant flags to lure pirate ships close, then raise their true flags when combat begins.

Fathom: A measurement of six feet, used primarily to measure water depth.

Fishslicer: A small blade, like a dagger.

Following Sea: Waves going in the same direction as a ship.

Freeboard: The height of a ship's deck above the waterline.

Frenzy: A fight, particularly a tavern brawl.

G

Gallows Jumper: Someone who has died and then come back to life, such as through a *raise dead* spell.

Gangplank: A removable ramp for boarding or disembarking a ship.

Gangway: An open walkway along the side of a ship's upper deck. Also used as an exclamation for people to clear a path.

Gunwale: The top edge on the side of a boat, often with a reinforced rail or band above the level of the gun deck. Warships might have openings in the gunwale for cannons.

H

Hands: The crew of a ship.

Head: Toilet on board a ship.

Hearties/Mateys: A familiar and friendly term of address between sailors.

Heave Ho: An admonition to push or pull harder, with all your strength.

Heel: A ship leaning to one side, especially when making a turn or in high winds.

Helm: The steering mechanism of a ship, either a tiller or wheel controlling a rudder.

Hold: A large open area inside a ship's hull for holding cargo.

Holystone: Bars of sandstone used to scrub the deck.

Hornswoggle: To cheat or trick someone.

Hulk: A ship that has been gutted but remains afloat. Too old or damaged for battle, hulked ships might be rebuilt for other purposes, including as floating prisons.

Hull: The body of a ship.

J

Jack Ketch: A hangman.

Jack Tar (or tar): A pirate or sailor.

Jolly Boat: A light boat carried at the stern of a larger sailing ship.

K

Keel: The wooden beams that form the spine running down the center of the ship's hull.

L

Lad/Lass: A younger male/female.

Ladder: Stairs on board a ship.

Lateen: A triangular sail.

League: A measure of linear distance equal to three miles.

Lights: Lungs. (The "lights" in famous exclamations like "I'll have your liver and lights!"

actually refers to lungs, rather than eyes, as landlubbers often imagine.)

List: A ship leaning to one side, especially when taking on water and starting to sink.

Lubber: A clumsy or stupid person, often a "landlubber."

N

Mast: A tall pole for mounting sails. On ships with multiple masts, the forward mast is the *foremast*, the central mast the *mainmast*, and the rear mast the *mizzenmast*.

O

Old Salt/Sea Dog: An old or experienced sailor or pirate.

Orlop: A low deck where ropes, cables, and chains are stored.

P

Palaver: A conversation to make a deal or trade information.

Paying Cargo: Passengers.

Poop Deck: The deck that is highest and farthest to the rear, where the wheel or tiller is usually located.

Port: The left side of a ship when facing its bow.

Press Gang: A group of sailors or pirates who kidnaps others to force them into service on a ship.

Prize: A captured ship. A skeleton crew might board the ship or it might be towed by its captors for later sale or ransom.

Q

Quarterdeck: A rear deck raised above the level of the main deck (though not as high as the poop deck).

R

Rigging: Ropes, chains, and tackle used to operate the masts, sails, booms, and yardarms of a ship.

Rudder: A flat piece of wood turned by the helm to help turn the ship.

Running Lunch: A rat or large insect. Sailors sometimes joke that a new crewman must "catch himself a running lunch."

S

Scallywag: Sometimes used as an insult, but sometimes to affirm that someone is a genuine and legitimate pirate worth his salt.

Scaly: A fish. Can also refer to a sea monster.

Scuppers: Openings along the gunwales bordering a ship's deck allowing water on deck to drain back off the deck into the sea rather than draining into the ship's hull.

Scurvy: A disease common to sailors caused by vitamin C deficiency. Also used as a derogatory adjective to amplify an insult.

Scuttle: To intentionally sink a ship you are on.

Sea Legs: The ability to maintain balance on a rolling deck.

Shark Bait: Someone who is going to die soon.

Shiver Me Timbers: An expression of shock, surprise, or fright.

Skeleton Crew: A small crew, barely enough to operate the ship.

Sounding: Taking the depth of the seafloor near land, typically with a rope and lead weight.

Spar: A general term for all rigging poles on a ship, including masts, booms, and yardarms.

Splice the Main Brace: Hoist a drink in celebration of a hard day's work or a hard-won battle.

Squiffy: Tipsy or mildly drunk.

Starboard: The right side of a ship when facing its bow.

Stern: The rear of a ship.

Strike the Colors: Lower a ship's flag, usually to signal surrender.

Sutler: A merchant in port who sells items needed for ships to make repairs and resupply.

T

Tack: To reposition a sail to change how the wind catches it, often used in a zig-zag movement to sail partially against the wind by sailing back and forth across it.

The Cat's out of the Bag: A punishment has been ordered and it is going to be administered without mercy. It also can mean a plan of action has begun and it is too late to turn back.

The Sweet Trade: Piracy.

Three Sheets to the Wind: Someone who is very drunk.

Transom: Horizontal beams across the stern of a ship.

W

Windbound: Unable to set sail because of wind conditions. Can mean any situation in which a person cannot act because of outside circumstances.

Windlass: A revolving horizontal cylinder used for winding rope, cable, or chain, with lever-handles for several sailors to work together to turn it.

Windspinner: A spellcaster, specifically one who possesses weather magic.

X

X-er: A treasure hunter—someone always looking for "the X that marks the spot."

Z

Yardarm: The main horizontal boom holding the top edge of a sail. Hanging is sometimes done from a yardarm.

Yo Ho/Yo Ho Ho: An exclamation of cheer or to draw attention to the speaker.

Chapter 6: Nautical Heroes

Aethan Calder

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

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.

Skill Proficiencies

Athletics, Perception.

Tool Proficiencies

Vehicles (water).

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.

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.

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 Iyuirean

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 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.

Skill Proficiencies

History, Investigation

Tool Proficiencies

Cartographer's tools

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-blonde 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.

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.

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*

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	*bless*, *bane*
3rd	*augury*, *warding bond*
5th	*beacon of hope*, *blink*
7th	*divination*, *freedom of movement*
9th	*confusion*, *dream*

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.

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.

Fairweather Prindle

"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

6

"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*, *hideous laughter*, *longstrider*

Gear Studded leather armor, short sword, dagger, sling w/ 10 bullets, backpack, bedroll, rations (5 days), waterskin, whetstone, 10 pp, 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.

Skill Proficiencies

Perception, Persuasion

Tool Proficiencies

Musical Instruments

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

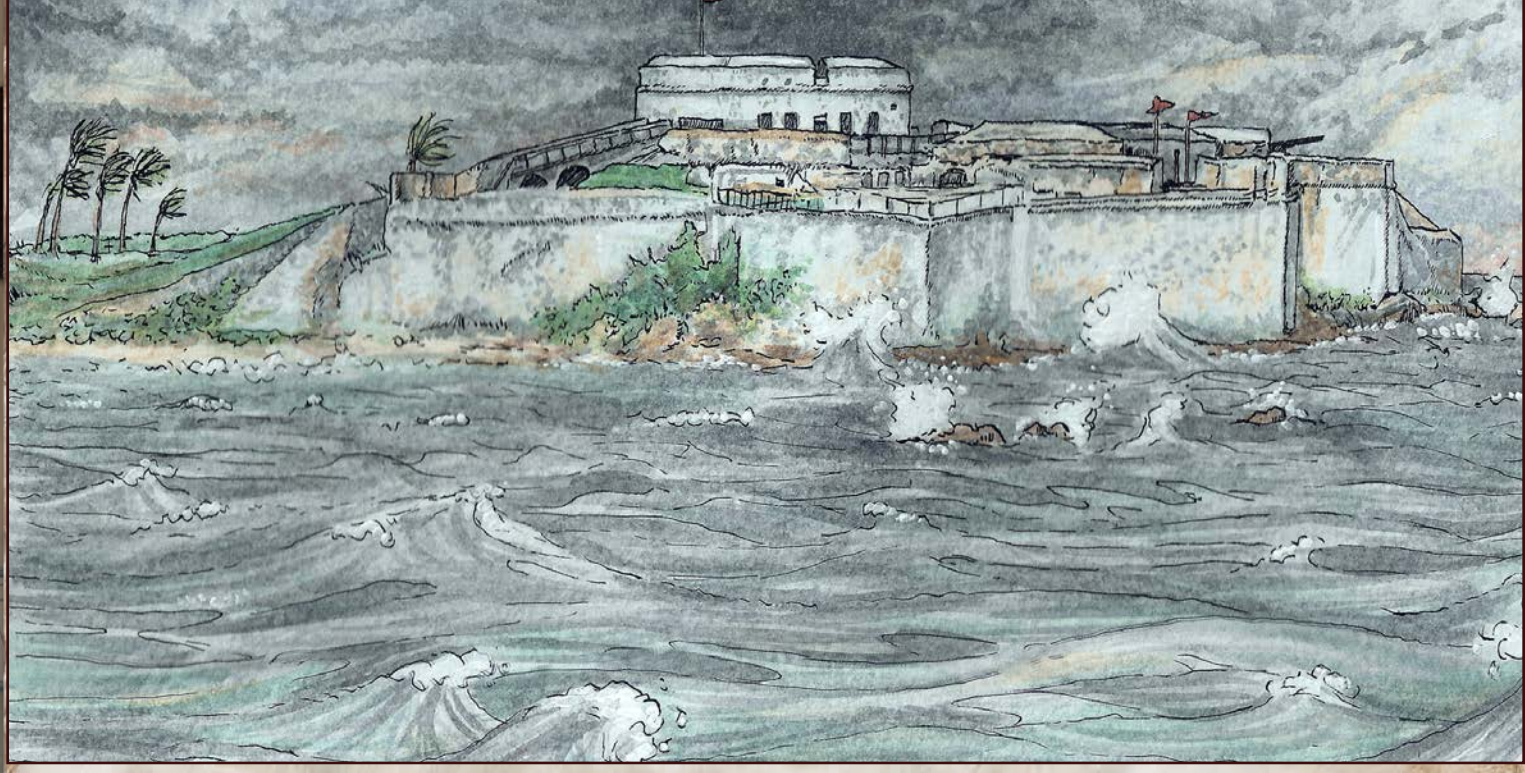
As a lightfoot halfling, Lumis Prindle takes exceptional pride that his height still eclipses the 3-foot average of his kin by a full inch—a fact he readily announces to any who would question it. Weighing just 35 lbs., his frame resembles that of a small child rather than the veteran, 25-year old talespinner 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 Athetics, 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.

Miri Kalantee

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

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MIRIEL "MIRI" KALANTEE

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.

Skill Proficiencies

Arcana, Persuasion

Tool Proficiencies

Herbalism kit

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.

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.

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, Caraminia 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.

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.

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.

Ondirra Shirahz

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 undine wanderer, Ondirra Shirahz

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.

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.

Skill Proficiencies

Insight, Survival

Tool Proficiencies

Poisoner's Kit

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.

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.

Additional Rules: Circle of the Sea

Druidic 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	*blur*, *misty step*
5th	*water breathing*, *water walk*
7th	*control water*, *hallucinatory terrain*
9th	*conjure elemental* (water only), *coral stride* (as *tree stride*, but works with underwater plants or coral reefs only)

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.

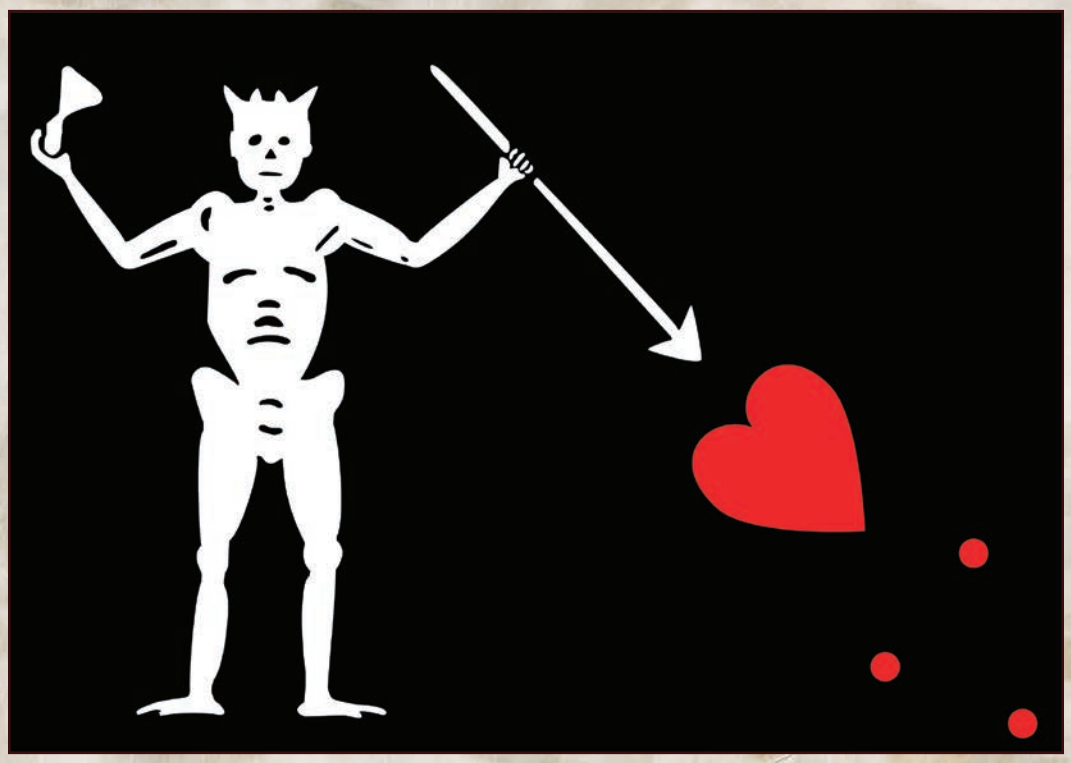
Scion of The Sea: At 14th level, aquatic creatures recognize you as a champion of the waves, above the natural food chain of predator and prey. You have advantage on any Charisma check to persuade aquatic creatures, and can use Persuasion even on non-intelligent creatures or plants. When an aquatic beast 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.

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 (see page 162). 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.



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

"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 BLOODBEAK

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 (+0)

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, 3sp, 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, 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

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.

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.

Skill Proficiencies

Intimidation, Perception

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 Devaulis

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

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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), tricorn 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.

Skill Proficiencies

Deception, Persuasion

Tool Proficiencies

Disguise Kit

Feature: Silver Tongued

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.

Feature: Peg Leg

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, tricorn 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 Theives' 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.

6

Jaren Torrenato

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

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.

Skill Proficiencies

Survival, Perception

Tool Proficiencies

Gunsmith's tools, vehicles (water)

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.

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.

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

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.

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 undine 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.

What Do You Do with a Pygmy Halfling?

To the tune of "What Do You Do with a Drunken Sailor"

What do you do with a pygmy halfling? (x3)
Early in the morning?

Way, hey, and up he rises (x3)
Early in the morning.

Take his pipe and his tiny bow sling (x3)
Early in the morning.

Way, hey, and up he rises (x3)
Early in the morning.

What do you do with a cocky half-elf?
Steal the tomes from his dusty bookshelf...

What do you do with a drunken half-orc?
Run him out with a rusty pitchfork...

What do you do with a greedy he-dwarf?
Sell his gold at the nearest big wharf...

What do you do with a lazy human?
Switch him out for a loyal crewman...

Chapter 7: Pirate Codex

The following stat blocks represent common archetypes for pirate-based campaigns, including pirates as well as naval officers and soldiers.

ARCANE NAVIGATOR

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 54 (9d8 + 18)

Speed 30 ft.

Str	Dex	Con	Int	Ws	Cha
10 (+0)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	8 (-1)

Saving Throws Int +6, Wis +3

Tools navigator's tools, water vehicles

Skills Arcana +6, Nature +6, Insight +3, Survival +3

Senses passive Perception 11

Languages Aquan, Common, any three other

Challenge 3 — 700 XP

Sculpt Spells. When the arcane navigator casts an evocation spell, he may choose a number of creatures equal to 1 + the spell's level. Those creatures automatically succeed on saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Sextant Savvy. The arcane navigator makes any ability or skill check with advantage to avoid getting lost.

Wind Ritual. While on the deck of a ship, the arcane navigator can attempt to create moderate strength winds for up to four hours. The arcane navigator performs a special 10 minute ritual, at the end of which it casts *gust of wind* without expending a slot.

Special Gear. Scroll of *spider climb*, scroll of *fly*.

Spellcasting. The arcane navigator is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +6 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *message*

1st level (5 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *gust of wind*, *mirror image*

3rd level (1 slot): *fireball*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 0) bludgeoning damage.

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

Reactions

Shield. The arcane navigator may use a 1st level spell slot to cast *shield*. Until the start of its next turn, the arcane navigator gains +5 to AC.

This canny arcanist combines nautical know-how with a readiness to bring its magical powers to bear against any threat to its ship, whether to attack or to defend.

ARTILLERIST

Medium humanoid (half-elf), neutral

Armor Class 16 (chain shirt)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	13 (+2)	14 (+2)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +4

Skills Acrobatics +5, Insight +4, Perception +4

Senses passive Perception 11

Languages Common, any two other

Challenge 3 — 700 XP

Brute. A melee weapon deals one extra die of its damage when the artillerist hits with it (included in the attack).

Duck & Cover. If the artillerist is adjacent to another artillerist and they are forced to roll a Dexterity saving throw, each artillerist may make the roll and treat the highest result as if each had rolled it.

Siege Master. The artillerist adds double its proficiency bonus (+4) to any attack rolls with ballistae or cannons.

Special Gear. alchemist's fire

Actions

Multiattack. The artillerist makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

Parry. The artillerist adds 3 to its AC against one melee attack that would hit it. To do so, the artillerist must see the attacker and be wielding a melee weapon.

These skilled warriors are expert technicians with the operation and repair of their ship's heavy weapons, but are also skilled fighters at need when called upon to repel boarders in close combat.

BLACK-BEARDED BUCCANEER

Medium humanoid (human), neutral

Armor Class 19 (+1 studded leather)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	22 (+6)	16 (+3)	8 (-1)	12 (+2)	18 (+4)

Saving Throws Str +4, Con +7

Tools water vehicles

Skills Acrobatics +10, Insight +6, Intimidation +8 Stealth +10

Condition Immunities frightened

Senses passive Perception 12

Languages Common

Challenge 10 5,900 XP

Bleeding Wound. A creature that takes damage from a pistol attack from the black-bearded buccaneer takes the same amount of damage again the next round.

Dead Eye. The buccaneer ignores half or three quarters cover.

Dead Shot. The buccaneer does an extra die of damage with pistols (included in its attack).

Evasive. The buccaneer takes half damage on a failed dexterity saving throw, or none on a successful one.

Quickload. The buccaneer loads both its pistols as a bonus action.

Special Gear. Potion of extra healing, potion of invisibility, spyglass, clear spindle Ioun stone of sustenance.

Actions

Multiattack. The Buccaneer makes four attacks, two with each pistol.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 6) slashing damage.

Pistol. *Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning and piercing damage.

This legendary buccaneer is a pirate other pirates fear, with a legendary name and an ensign that other vessels fear to see on the far horizon. He carries two pistols, and always attacks with both. its treasures are legendary, but so too are its wrath and its thirst for grog and plunder alike.

BLOODTHIRSTY BUCCANEERS

Large troop of Medium humanoids, neutral evil

Armor Class 17 (studded leather)

Hit Points 170 (20d8+80)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +8

Skills Acrobatics +9

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 11 **7,200 XP**

Sneaking Surround. Any creature ending its turn adjacent or within two or more squares the crew occupies, the crew deals them 21 (6d6) piercing damage.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

Actions

Good for What Ails You (3/day). The troop drinks rum spiked with healing potions, healing 3d8 hit points and removing one of the following conditions: blinded, deafened, exhaustion, poisoned.

Vicious Offense. *Melee weapon attack:* +9 to hit, 5 ft. reach, targets. *Hit:* 22 (4d8 + 4) slashing damage. All targets in reach take 1d4 attacks.

CANNONEER

Medium humanoid (human), neutral

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	13 (+1)	16 (+3)	12 (+1)	8 (-1)

Tools smith's tools

Skills Perception +3

Senses passive Perception 13

Languages Common , any two other

Challenge 1 **200 XP**

Seige Master. The cannoneer adds double its proficiency bonus (+4) to any attack rolls with ballistae or cannons.

Far Shot. The cannoneer effectively doubles the first range increment for the cannon he is using.

Actions

Multiattack. The cannoneer makes two attacks: one with its scimitar and one with its dagger, or two with its pistol.

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

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

Pistol. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning and piercing damage.

These rare specialists man shoreward batteries as well as shipboard broadsides, crewing cannons of every size but also skilled with sidearms when threatened in close combat.

COMMON PIRATE

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	17 (+3)	14 (+2)	10 (+0)	11 (+1)	10 (+0)

Saving Throws Dex +5

Tools Thieves' tools

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 700 XP

Sneak Attack. Once per turn, the pirate deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the boatswain that isn't incapacitated and the pirate doesn't have disadvantage on the attack roll.

Actions

Multiattack. The pirate makes two attacks with its shortsword, or two attacks with its heavy crossbow.

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

Heavy crossbow. *Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit*: 5 (1d10 + 2) piercing damage.

CRAFTSMEN[SRD]

Challenge 0 200 XP

hp 4

Craftsmen use commoner statistics, but they have proficiency with 2 tools.

DARING SWASHBUCKLER

Medium humanoid (human), chaotic neutral

Armor Class 19 (+1 studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +7

Skills Acrobatics +7, Sleight of Hand +7, Intimidate +5

Senses passive Perception 10

Languages Aquan, Common

Challenge 5 1,800 XP

Cunning Maneuver. As a bonus action, the daring swashbuckler may take the Dash, Disengage, Hide, or Use an Object action or make a Sleight of Hand check.

Dashing Defense. The daring swashbuckler adds its Charisma bonus to its AC.

Practiced Talent. Whenever making an ability or skill check that allows the daring swashbuckler to add its proficiency bonus, treat any d20 roll of 9 or lower as a 10.

Precise Attack. The daring swashbuckler adds twice its dexterity bonus to attacks (included below).

Weapon Theft. The swashbuckler has advantage on disarm attacks.

Special Gear. Bottle of cheap rum, feather token (anchor), reinforced glass bottle containing cryptic instructions to hidden treasure ("Where earth splits and ashes fall/smoke rises over the sea/falling on islands three/follow blood-signs on shark's tooth / and rich ye be"), 48 gp

Actions

Multiattack. The daring swashbuckler makes two attacks one with its cutlass and one with its dagger or two attacks with its crossbow.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) slashing damage.

Crossbow. *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage.

Reactions

Riposte. If a melee weapon attack against the daring swashbuckler fails to hit, it can make one attack against that creature.

This swashbuckling pirate captain has recently gained the acknowledgment of a powerful assembly in the Pirate Isles, and she is itching to prove herself. A devout follower of the Pirate Queen, she will loot first and ask questions later. Those who allow her to take their plunder without significant resistance may be sent on their way, but she is more than willing to sell those who take up arms against her as slaves. She prefers to capture her opponents alive rather than killing them, seeing their deaths as a waste of profit.

DRUNKARDS[SRD]

Challenge 1/2 **100 XP**

hp 32

Drunkards use thug statistics.

DRUNKEN RABBLE

Large troop of Medium humanoids, chaotic neutral

Armor Class 12

Hit Points 75 (10d8+30)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Str +4, Con +5

Skills Intimidation +6

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Challenge 3 **700 XP**

Drunk and Disorderly. The rabble always has disadvantage on its attack rolls. However, their rowdy and unpredictable actions cause all creatures within 5 ft. to have disadvantage on Dexterity checks. The rabble has a +4 bonus on Intimidation (already factored in).

Malicious Mischief. Any creature hit at least once by drunken rabble must make a DC 12 Dexterity saving throw. Unless they succeed, they must roll a d4 and apply the following:

- 1—pushed 5 ft. away from the rabble
- 2—blinded for 1 turn
- 3—drops their primary weapon if possible
- 4—fall prone

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

Actions

Brawl. *Melee weapon attack:* +4 to hit, 5 ft. reach. *Hit:* 7 (2d4 + 2) bludgeoning damage. Every target within reach takes 1d3 attacks.

ELITE CANNON ARTILLERIST BATTERY

Large troop of Medium humanoids, neutral evil

Armor Class 16 (leather armor)

Hit Points 170 (20d8+80)

Speed 10 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 14

Languages Common

Challenge 11 **7,200 XP**

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three quarters cover against attacks from outside.

Actions

Heavy Broadside. The battery fires a line 120 ft. long and 5 ft. wide. All creatures in that line take 56 (16d6) bludgeoning damage and may make a DC 15 Dexterity saving throw to take only half.

ELITE INDIRECT ARTILLERIST BATTERY

Large troop of Medium humanoids, neutral evil

Armor Class 20

Hit Points 170 (20d8+80)

Speed 10 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 14

Languages Common

Challenge 11 **7200 XP**

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three quarters cover against attacks from outside.

Actions

Heavy Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 300 ft. Each creature within 20 ft. of that point suffers 56 (16d6) fire damage, and may make a DC 17 Dexterity saving throw to take half damage.

ELITE PIRATE SNIPER

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 169 (26d8 + 52)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Tools Thieves' tools

Skills Perception +6, Stealth +9

Senses passive Perception 16

Languages Common

Challenge 11 **7,200 XP**

Dead Eye. The pirate sniper ignores half or three quarters cover.

Dead Shot. The pirate sniper does two extra die of damage with its rifled musket (included in its attack).

Quickload. The pirate sniper reloads its rifled musket as a bonus action.

Sneak Attack. Once per turn, the pirate sniper deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pirate sniper that isn't incapacitated and the pirate sniper doesn't have disadvantage on the attack roll.

Improved Steady Aim. Before the pirate sniper makes a ranged attack he may take a -5 penalty to hit to gain a +10 bonus to damage.

Actions

Multiattack. The pirate sniper makes two attacks with its rifled musket.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 2) slashing damage.

Rifled Musket. *Ranged Weapon Attack*: +9 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit*: 14 (3d8 + 5) bludgeoning and piercing damage.

EXILED TRITON CONJURER

Medium humanoid (triton), neutral

Armor Class 16 (scale mail)

Hit Points 149 (23d8 + 46)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	16 (+3)	20 (+5)	15 (+2)	11 (+0)

Saving Throws Dex +5, Cha +3

Skills Animal Handling +5, Athletics +5, Arcana +7, Perception +5

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common, Primordial, Sylvan

Challenge 6 **2,300 XP**

Amphibious. The triton can breathe air and water.

Life aquatic. The triton can communicate with beasts that breathe water as if they shared a language, and it adds twice its proficiency bonus (+6) to aquatic Animal Handling checks.

Special Gear. Potion of *invisibility*, potion of *greater healing*, waterproof whalebone scrimshaw scrolls: scroll of *alter self*, scroll of *identify*, scroll of *unseen servant*, scroll of *web*, 35gp

Summon Ally (1/Day). The triton can summon an aquatic beast of up to CR 1, such as a Giant Octopus ("Oliver"), and the creature will be an alpha, having maximum hit points.

Trident Master. A trident used by the triton deals one extra die of its damage on a hit (included in the attack).

Spellcasting. The triton is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). The triton has the following spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *minor illusion*, *shocking grasp*

1st level (4 slots): *grease*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *cloud of daggers*, *hold person*

3rd level (2 slots): *counterspell*, *sleet storm*, *stinking cloud*

Actions

Multiattack. The triton makes three attacks with its trident or two with its crossbow.

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d8 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

While many tritons are good aligned, this wizard is an outcast from triton society who grudgingly has had to learn to work together with land dwellers. This triton may serve as a seagoing scout, investigating wrecks or dark harbors with a summoned ally.

FREEBOOTING GAMBLER

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +6

Tools forgery kit

Skills Deception +6, Insight, +4, Sleight of hand +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 2 **450 XP**

Bad reputation. The freebooting gambler has disadvantage on any Charisma check involving interaction with reputable people aware of its kind.

Bluff. The freebooting gambler adds twice its proficiency bonus (+4) to all Charisma (deception) checks (included above)

Fey Ancestry. The freebooting gambler has advantage on saving throws against being charmed and can't be magically put to sleep.

Lucky (3/day). The freebooting gambler rolls a 1 on an attack, ability check or saving throw, it can reroll but must take the new result.

Sneak Attack. Once per turn, the freebooting gambler deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the freebooting gambler

that isn't incapacitated and the freebooting gambler doesn't have disadvantage on the attack roll.

Special Gear. Dice set (loaded and normal), playing card set, *potion of healing*, 54 gp.

Actions

Multiattack. The freebooting gambler makes two attacks: two with its longsword, or two with its crossbow.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+1) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

This vagabond sailor lives by its wits and its luck and rarely remains with any crew for the long haul, preferring to skip from vessel to vessel and port to port always in search of the next big score or run of luck (or perhaps fleeing a deal or a game gone bad).

GOBLIN GRENADIER

Small humanoid (goblin), neutral evil

Armor Class 16 (studded leather)

Hit Points 99 (18d6 + 36)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	6 (-2)

Saving Throws Strength +3, Constitution +5

Tools Alchemist's supplies, poisoner's kit

Skills Arcana +6, Perception +4, Stealth +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Aquan, Common, Ignan

Challenge 6 **2,900 XP**

Nimble Escape. The goblin grenadier can take the Disengage or Hide action as a bonus action on each of its turns.

Sharpshooter. Long range doesn't impose disadvantage on the goblin grenadier's ranged weapon attack rolls, and it ignores half cover and three-quarters cover.

Special Gear. *Potion of fly, potion of heroism, potion of greater healing, potion of fire breath.*

Actions

Multiattack. The goblin grenadier makes two attacks: one with its dagger and one with its bomb, or two with its dagger if a bomb is unavailable.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 7 (1d4 + 4) slashing damage and 10 (3d6) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the goblin's next turn.

Bomb (recharge 4-6). *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 21 (5d6+4) fire damage, and the target and all creatures within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or catch on fire. Unattended flammable objects automatically fail.

GOBLIN GRENADIER PRO

Small humanoid (goblin), neutral evil

Armor Class 17 (studded leather)

Hit Points 169 (26d6 + 78)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	20 (+5)	16 (+3)	16 (+3)	12 (+1)	6 (-2)

Saving Throws Strength +5, Constitution +7
Tools Alchemist's supplies, poisoner's kit
Skills Arcana +7, Perception +5, Stealth +8
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 15
Languages Goblin, Aquan, Common, Ignan

Challenge 9 **5,000 XP**

Nimble Escape. The goblin grenadier pro can take the Disengage or Hide action as a bonus action on each of its turns.

Sharpshooter. Long range doesn't impose disadvantage on the goblin grenadier pro's ranged weapon attack rolls, and it ignores half cover and three-quarters cover.

Special Gear. *Potion of fly, potion of heroism, potion of greater healing, potion of fire breath.*

Spellcasting. The goblin grenadier pro is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The goblin has the following spells prepared:

Cantrips (at will): *acid splash, poison spray, ray of frost*

1st level (2 slots): *burning hands, grease, magic missile, shield*

Actions

Multiattack. The goblin grenadier pro makes two attacks: one with its dagger and one with its bomb, or two with its blunderbuss.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 8 (1d4 + 5) slashing damage and 21 (6d6) poison damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the goblin's next turn.

Bomb. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 26 (6d6+5) fire damage, and the target and all creatures within 5 feet of the target must succeed on a DC 16 Dexterity saving throw or catch on fire. Unattended flammable objects automatically fail.

Blunderbuss. *Ranged Weapon Attack:* +7 to hit, range 15/30 ft., one target. *Hit:* 10 (1d10+5) bludgeoning and piercing damage.

These savage specialists are devastatingly destructive to their enemies and revered as veritable gods by their pyromaniac goblin kin, but they can be invaluable assault troops that leave enemy ships a flaming wreck. Few things strike fear into a ship's captain more than these little buggers hastily mixing their fiery mutagens while grinning menacingly.

HAG SPY

Medium fey, neutral evil
Armor Class 20 (natural armor)
Hit Points 153 (18d8+72)
Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +5, Deception +6, Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Sylvan

Challenge 9 **5,000 XP**

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, minor illusion, vicious mockery*

Shared Spellcasting (*Coven Only*). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify, ray of sickness*

2nd level (3 slots): *hold person, locate object*

3rd level (3 slots): *bestow curse, counterspell, lightning bolt*

4th level (3 slots): *phantasmal killer, polymorph*

5th level (2 slots): *contact other plane, scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

HALFLING STORMBRINGER

Medium humanoid (halfling), chaotic evil

Armor Class 14 (leather armor)

Hit Points 90 (20d6 + 20)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	18 (+4)

Saving Throws Int +3, Wis +1

Tools navigator's tools, water vehicles

Skills Arcana +3, Nature +1

Damage Resistances lightning

Senses passive Perception 9

Languages Common, Halfling, any one other

Challenge 4 **1,100 XP**

Special Gear. Potion of healing, scroll of fog cloud, scroll of invisibility, scroll of shield, vial of acid.

Spellcasting (Sorcerer). The halfling stormbringer is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 with spell attacks).

Cantrips (at will): *message*, *ray of frost*, *shocking grasp*

1st level (4 slots): *chromatic orb (lightning)*, *feather fall*, *mage armor*

2nd level (3 slots): *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

Actions

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

Pistol. *Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning and piercing damage.

This sorcerer's moods shift with the weather; the blacker the skies, the wider her smile. She sees herself as living artillery, and a mouthpiece for the storm's fury.

HEAVY ARTILLERIST BATTERY

Large troop of Medium humanoids (goblinoid), neutral evil

Armor Class 17 (studded leather)

Hit Points 119 (14d8+56)

Speed 0 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	20 (+5)	18 (+4)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +4

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 14

Languages Common

Challenge 7 **2,900 XP**

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If deployed within a fortification or below decks on a warship, the battery has three-quarters cover against attacks from outside.

Actions

Heavy Broadside. The battery fires a line 150 ft. long and 5 ft. wide. All creatures in that line take 42 (12d6) bludgeoning damage and may make a DC 16 Dexterity saving throw to take only half.

Heavy Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 300 ft. Each creature within 20 ft. of that point suffers 42 (12d6) fire damage, and may make a DC 17 Dexterity saving throw to take half damage.

IMPERIAL COMMANDER

Medium humanoid (human), alignment

Armor Class 16 (+1 studded leather)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Dex +6, Cha +8

Tools Any three musical instruments.

Skills Perception +5, Intimidation +8

Senses passive Perception 15

Languages Aquan, Common

Challenge 9 **5,000 XP**

Battle Cry (1/Day). Each creature of the imperial commander 's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the imperial commander 's next turn. The imperial commander can then make one attack as a bonus action.

Countercharm. As an action, the imperial commander may give allies advantage on saving throws against being frightened or charmed.

Inspire. As a bonus action the imperial commander can inspire allies. One ally may roll 1d12 and add the result to a single ability check, attack roll, damage roll, saving throw, or add to their armor class against a single attack. The bard may use this ability 5 times per day.

Special Gear. Imp familiar (Alakoffolys), *scimitar of speed, +1 studded leather, scroll of feather fall, scroll of shield*, 45 gp.

Tactics. At the start of any naval combat, the imperial commander rolls Intelligence (Investigation) opposed by an enemy commander's Wisdom (Insight). If the imperial commander wins the opposed check, all ships under its command gain advantage on their initiative rolls.

Spellcasting. The imperial commander is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The imperial commander has the following spells prepared:

Cantrips (at will): *dancing lights*, *true strike*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self*, *heroism*

2nd level (3 slots): *detect thoughts*, *suggestion*

3rd level (3 slots): *fear*, *stinking cloud*

4th level (3 slots): *compulsion*, *polymorph*

5th level (2 slots): *dominate person*, *geas*

6th level (1 slot): *guards and wards*, *mass suggestion*

7th level (1 slot): *forcecage*

8th level (1 slot): *dominate monster*

Actions

Multiattack. The imperial commander makes two attacks with its scimitar or two with its hand crossbow.

Scimitar of Speed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 +5) slashing damage.

Hand crossbow. *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make on a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

ALAKOFFOLYS — IMP FAMILIAR

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 17 (5d4 + 5)

Speed 20 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 — **200 XP**

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

These clever sailors may command naval vessels or even flotillas of small craft, but on major ships of the line they typically serve as executive officers, first mates, or political and morale officers. They are most commonly found in the fleets of tyrannical empires, especially those known to consort with fiends from the lower planes.

IMPERIAL MIDSHIPMAN

Medium humanoid (human), lawful evil

Armor Class 15 (chain shirt)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Con +4

Tools Carpenter's tools

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Common, Infernal

Challenge 4 1,100 XP

Lunging Skewer. Once per turn, the imperial midshipman may choose to make a single melee attack as a lunging strike. This increases the range of the attack an extra 5 feet and deals double damage, as well as scoring a critical hit on a 19 or 20.

Special Gear. Carpenter's tools, bell, block and tackle, bottle of rum, grappling hook, 50-foot rope, 5 gp.

Actions

Multiattack. The imperial midshipman makes two attacks with its rapier or longbow.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Parry. The imperial midshipman adds 2 to its AC against one melee attack that would hit it. To do so, the imperial midshipman must see the attacker and be wielding a melee weapon.

These hard-bitten soldier-sailors are elite guards and amphibious assault troops in the powerful navies of despotic empires and also serve as mates

or petty officers in command of teams of lower-ranking seamen.

LIGHT ARTILLERIST BATTERY

Large troop of Medium humanoids (goblinoid), neutral evil

Armor Class 15 (leather armor)

Hit Points 75 (10d8+30)

Speed 10 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	18 (+4)	16 (+3)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +4

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 14

Languages Common

Challenge 5 1,800 XP

Artillery Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. The troop can move at 30 ft. but in doing so leaves its artillery behind and generally only does so to flee.

Gunports. If deployed on a rooftop or above deck on a ship, the battery has half cover from attacks coming from the same elevation or lower. If

deployed within a fortification or below decks on a warship, the battery has three-quarters cover against attacks from outside.

Actions

Broadside. The battery fires a line 120 ft. long and 5 ft. wide. All creatures in that line take 24 (8d6) bludgeoning damage and may make a DC 15 Dexterity saving throw to take only half.

Barrage. The battery fires a barrage at a point farther than 50 ft. but less than 240 ft. Each creature within 20 ft. of that point suffers 24 (8d6) fire damage, and may make a DC 15 Dexterity saving throw to take half damage

MARINE

Medium humanoid (human), any alignment

Armor Class 13 (padded armor)

Hit Points 37 (6d8 + 6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/2 **100 XP**

Boarding Action. When boarding an enemy ship, on the first round of combat the marine can use Dash as a bonus action.

Loyal. Marines get advantage on all saving throws to resist enchantment spells.

Reckless Attack. When the marine makes its first attack on its turn, the marine can decide to attack recklessly. Doing so gives the marine advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against the marine have advantage until the marine's next turn.

Special Gear. Caltrops, grappling hook, 50 ft. of rope, signal whistle, snorkel, 2d6 gp.

Actions

Bayonet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 2) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Musket. *Ranged Weapon Attack:* +4 to hit, range 80/160 ft., one target. *Hit:* 8 (1d12 + 2) bludgeoning and piercing damage.

These marines are specialized in fighting in the sea or under the surface. They often form raiding parties that strike up from beneath the ocean, using the sea to conceal their approach until they are ready to launch their attack. While not able to breathe water naturally, marines can use specialized equipment and a small amount of magic to allow them to remain below the surface for considerable lengths of time. When battle is joined, the marines' fearsome nature comes to the fore, making them an excellent force to spearhead an amphibious assault. Marines also make competent and capable sailors, but they see this as only an ancillary responsibility.

MASTER ARTILLERIST

Medium humanoid (half-elf), neutral

Armor Class 16 (chain shirt)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	18 (+4)	13 (+2)	14 (+2)	13 (+1)	8 (-1)

Saving Throws Dex +6, Con +4

Skills Acrobatics +6, Insight +4, Perception +4

Senses passive Perception 11

Languages Common, any two other

Challenge 4 **700 XP**

Brute. A melee weapon deals one extra die of its damage when the master artillerist hits with it (included in the attack).

Duck & Cover. If the master artillerist is adjacent to another artillerist and they are forced to roll a Dexterity saving throw, each artillerist may make the roll and treat the highest result as if each had rolled it.

Siege Master. The master artillerist adds double its proficiency bonus (+4) to any attack rolls with ballistae or cannons.

Special Gear. alchemist's fire (x2), *wand of magic missile*, 18 gp.

Actions

Multiattack. The master artillerist makes two melee attacks with its morning star.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 4) piercing damage.

Reactions

Parry. The master artillerist adds 3 to its AC against one melee attack that would hit it. To do so, the artillerist must see the attacker and be wielding a melee weapon.

This highly trained expert combines the martial with the mathematical to find the proper range to launch devastating salvos against enemy vessels and fortifications. They supervise junior artillerists and rally sailors and soldiers alike in marine clashes.

PIRATE BOATSWAIN

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	17 (+3)	14 (+2)	10 (+0)	11 (+1)	10 (+0)

Saving Throws Dex +5

Tools Thieves' tools

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 **700 XP**

Sneak Attack. Once per turn, the boatswain deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the boatswain that isn't incapacitated and the boatswain doesn't have disadvantage on the attack roll.

Actions

Multiattack. The boatswain makes two attacks with its shortsword, or two attacks with its heavy crossbow.

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

Heavy crossbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 5 (1d10 + 2) piercing damage.

A few of these scurvy scalawags might command a small sloop or shoreward press gang of their own, but more often they serve as veteran hands before the mast, keeping the decks orderly and well

maintained and knocking any newly shanghaied swabbies into shape.

PIRATE BOSUN

Medium humanoid (human), neutral evil

Armor Class 16

Hit Points 212 (25d8 + 100)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	10 (+2)	10 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Con +8

Skills Athletics +9, Intimidation +8

Damage Resistances poison

Senses passive Perception 11

Languages Common

Challenge 9 5,000 XP

Brute. A melee weapon deals one extra die of its damage when the pirate bosun hits with and doubles its strength bonus it (included in the attack).

Bring the Pain. When the pirate bosun takes more than half damage from a melee attack, it can immediately attack the attacking creature as a bonus action.

Fortitude. The pirate bosun rolls with advantage against any effect that causes the following conditions: fear, paralyzed, petrified, poisoned or stunned.

Terrifying Visage. The pirate bosun doubles its proficiency bonus on intimidation checks. In addition it can make an intimidation check against a target's charisma roll. If it succeeds it can make a single melee attack with advantage.

Unarmored Defense. The pirate bosun adds its dexterity and constitution modifiers to its armor class.

Wrestler. The pirate bosun makes all grapple checks with advantage.

Actions

Multiattack. The pirate bosun makes two attacks with its greatsword or its longbow.

Greatsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 24 (4d6 + 10) slashing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Disarming Attack. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: the target must succeed on a DC 16 Strength saving throw or drop one item it's holding of the pirate bosun's choice. The item lands up to 10 feet from the target, in a spot selected by the pirate bosun.

PIRATE CREW

Large troop of Medium humanoids, neutral evil

Armor Class 16 (leather armor)

Hit Points 85 (10d8+40)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +7

Skills Acrobatics +7, Athletics +5, Intimidation +3

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 6 2,300 XP

In the Rigging. The crew has a 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel.

Sneaking Surround. Any creature ending its turn adjacent or within two or more squares the crew occupies, the crew deals them 10 (3d6) piercing damage.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

Actions

Skirmish. *Melee weapon attack:* +8 to hit, 5 ft. reach. *Hit:* 16 (4d6 + 2) piercing damage. Every target within reach takes 1d3 attacks.

Volley. *Ranged weapon attack:* +8 to hit, 100/400 ft. range, 1 target. *Hit:* 21 (3d10+5) piercing damage.

PIRATE ENFORCER

Medium humanoid (human), neutral evil

Armor Class 16 (plate)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	17 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +9, Dex +5

Skills Animal Handling +6, Athletics +9, Nature +4, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 9 **5,000 XP**

Brutal Skewer. The enforcer's spear attacks do extra damage and double its strength bonus (included in the attack) and scores a critical hit on a 19 or 20.

Challenge. The enforcer challenges a creature in combat. The creature must succeed on a DC 16 Charisma saving throw or must spend all its actions to move toward and attack the enforcer. At the end of each of its turns the creature can make another saving throw, ending the effect on a success.

Actions

Multiattack. The enforcer makes two attacks with its lance or its heavy crossbow.

Spear. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 23 (2d12 + 10) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit*: 5 (1d10 + 3) piercing damage.

PIRATE FIRST MATE

Medium humanoid (human), neutral evil

Armor Class 15 (chain shirt)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +5

Tools Navigator's tools, water vehicles

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 5 **1,800 XP**

Direct Crew. When a friendly creature is within hearing distance of the pirate first mate can see makes an attack roll or saving throw, the pirate first mate can utter a command or warning. The creature adds 1d6 to its roll provided it can understand the language.

Special Gear. Two vials of serpent venom, spyglass,

Sneak Attack. Once per turn, the first mate deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Name that isn't incapacitated and Name doesn't have disadvantage on the attack roll.

Actions

Multiattack. The first mate makes two attacks with its longsword or two with its heavy crossbow.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage and if the target is a creature it must succeed on a DC11 Constitution saving throw or take 10 (3d6) poison damage.

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

These tattooed terrors have carved a path to leadership on their pirate crews with their deadly blades and their seamanship alike.

PIRATE GRENADIER

Small humanoid (goblin), neutral evil

Armor Class 17 (studded leather)

Hit Points 169 (26d6 + 78)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	20 (+5)	16 (+3)	16 (+3)	12 (+1)	6 (-2)

Saving Throws Strength +5, Constitution +7

Tools Alchemist's supplies, poisoner's kit

Skills Arcana +7, Perception +5, Stealth +8

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Aquan, Common, Ignan

Challenge 9 **5,000 XP**

Nimble Escape. The grenadier can take the Disengage or Hide action as a bonus action on each of its turns.

Sharpshooter. Long range doesn't impose disadvantage on the grenadier ranged weapon attack rolls, and it ignores half cover and three-quarters cover.

Special Gear. *Potion of fly, potion of heroism, potion of greater healing, potion of fire breath.*

Spellcasting. The grenadier is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The goblin has the following spells prepared:

Cantrips (at will): *acid splash, poison spray, ray of frost*

1st level (2 slots): *burning hands, grease, magic missile, shield*

Actions

Multiattack. The grenadier makes two attacks: one with its dagger and one with its bomb, or two with its blunderbuss.

Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit*: 8 (1d4 + 5) slashing damage and 21 (6d6) poison damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the grenadier's next turn.

Bomb. *Ranged Weapon Attack*: +7 to hit, range 20/40 ft., one target. *Hit*: 26 (6d6+5) fire damage, and the target and all creatures within 5 feet of the target must succeed on a DC 16 Dexterity saving throw or catch on fire. Unattended flammable objects automatically fail.

Blunderbuss. *Ranged Weapon Attack*: +7 to hit, range 15/30 ft., one target. *Hit*: 10 (1d10+5) bludgeoning and piercing damage.

PIRATE GUARD

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Con +5

Skills Athletics +5, Insight +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 4 — 1,100 XP

Brute. A melee weapon deals one extra die of its damage when the pirate guard hits with it (included in the attack).

Special Gear. Extra net, two vials of poison, manacles, 50 ft. of rope, signal whistle.

Actions

Multiattack. The guard makes two attacks with its glaive or two attacks with its crossbow.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage and if it's a creature it must succeed on a DC10 Constitution saving throw or take 2 (1d4) poison damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and if it's a creature it must succeed on a DC10 Constitution saving throw or take 2 (1d4) poison damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one target. *Hit:* the target is restrained.

Sometime gladiators and pit fighters, these seafaring soldiers are equally adept at hauling captives off to sea as at setting up a defensive perimeter for their commanders.

PIRATE OFFICER

Medium humanoid (human), neutral evil

Armor Class 15 (chain shirt)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +5

Tools Navigator's tools, water vehicles

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 5 — 1,800 XP

Direct Crew. When a friendly creature is within hearing distance of the pirate officer can see makes an attack roll or saving throw, the pirate officer can utter a command or warning. The creature adds 1d6 to its roll provided it can understand the language.

Special Gear. Two vials of serpent venom, spyglass,

Sneak Attack. Once per turn, the officer deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and doesn't have disadvantage on the attack roll.

Actions

Multiattack. The officer makes two attacks with its longsword or two with its heavy crossbow.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 2) slashing damage and if the target is a creature it must succeed on a DC11 Constitution saving throw or take 10 (3d6) poison damage.

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

PIRATE PIPER

Medium humanoid (human), neutral evil

Armor Class 16 (+1 studded leather)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Dex +6, Cha +8

Tools Any three musical instruments.

Skills Perception +5, Intimidation +8

Senses passive Perception 15

Languages Aquan, Common

CHALLENGE 9 **5,000 XP**

Battle Cry (1/Day). Each creature of the piper 's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the piper 's next turn. The piper can then make one attack as a bonus action.

Countercharm. As an action, the piper may give allies advantage on saving throws against being frightened or charmed.

Inspire. As a bonus action the piper can inspire allies. One ally may roll 1d12 and add the result to a single ability check, attack roll, damage roll, saving throw, or add to their armor class against a single attack. The piper may use this ability 5 times per day.

Special Gear. Monkey familiar, *scimitar of speed*, *+1 studded leather*, *scroll of feather fall*, *scroll of shield*, 45 gp.

Spellcasting. The piper is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The piper has the following spells prepared:

Cantrips (at will): *dancing light*, *true strike*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self*, *heroism*

2nd level (3 slots): *detect thoughts*, *suggestion*

3rd level (3 slots): *fear*, *stinking cloud*

4th level (3 slots): *compulsion*, *polymorph*

5th level (2 slots): *dominate person*, *geas*

6th level (1 slot): *guards and wards*, *mass suggestion*

7th level (1 slot): *forcecage*

8th level (1 slot): *dominate monster*

ACTIONS

Multiattack. piper makes two attacks with its scimitar or two with its hand crossbow.

Scimitar. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 +5) slashing damage.

Hand crossbow. *Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage and the target must

make on a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

PIRATE PORT DEFENDERS

Large troop of Medium humanoids, neutral evil

Armor Class 18 (breastplate and shield)

Hit Points 119 (14d8+56)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 7 **2,900 XP**

Shield Wall. At the end of its turn, the defenders select a direction. They gain full cover from all spells and effects from that direction until their next turn.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

Actions

The Best Defense. *Melee weapon attack:* +6 to hit, 5 ft. reach, targets. *Hit:* 21 (4d8 + 3) bludgeoning damage. All targets in reach take 1d3 attacks. Any target hit at least once must make a DC 14 Dexterity saving throw or be restrained by a net.

PIRATE SHARPSHOOTER

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Tools Thieves' tools

Skills Perception +6, Stealth +9

Senses passive Perception 16

Languages Common

Challenge 9 **5,000 XP**

Dead Shot. The pirate sniper does an extra die of damage with its rifled musket (included in its attack).

Deadeye. The pirate sniper ignores half or three-quarters cover.

Quickload. The pirate sniper reloads its rifled musket as a bonus action.

Sneak Attack. Once per turn, the pirate sniper deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pirate sniper that isn't incapacitated and the pirate sniper doesn't have disadvantage on the attack roll.

Steady Aim. Before the pirate sniper makes a ranged attack he may take a -4 penalty to hit to gain a +8 bonus to damage.

Actions

Multiattack. The pirate sniper makes two attacks with its rifled musket.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 2) slashing damage.

Rifled Musket. *Ranged Weapon Attack*: +9 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning and piercing damage.

PIRATE SNIPER

Medium humanoid (human), neutral

Armor Class 17 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Tools Thieves' tools

Skills Perception +6, Stealth +9

Senses passive Perception 16

Languages Common

Challenge 9 **5,000 XP**

Dead Eye. The pirate sniper ignores half or three quarters cover.

Dead Shot. The pirate sniper does an extra die of damage with its rifled musket (included in its attack).

Quickload. The pirate sniper reloads its rifled musket as a bonus action.

Sneak Attack. Once per turn, the pirate sniper deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pirate sniper that isn't incapacitated and the pirate sniper doesn't have disadvantage on the attack roll.

Steady Aim. Before the pirate sniper makes a ranged attack he may take a -4 penalty to hit to gain a +8 bonus to damage.

Actions

Multiattack. The pirate sniper makes two attacks with its rifled musket.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 2) slashing damage.

Rifled Musket. *Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning and piercing damage.

These sharpshooters have uncommon and deadly skill with their devastating long-arms, complementing the heavy gunpowder weapons of their vessel with a lethal swivel gun of their own.

PISTOL PIRATE

Medium humanoid (human), neutral

Armor Class 15 (leather armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	18 (+4)	14 (+2)	8 (-1)	10 (+0)	13 (+1)

Tools you know

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 700 XP

Close-quarters shot. Being within 5 feet of a hostile creature when the pistol pirate makes a ranged attack doesn't impose disadvantage to hit.

Dead Eye. The pirate sniper ignores half or three quarters cover.

Dead Shot. The pirate sniper does an extra die of damage with its rifled musket (included in its attack).

Actions

Multiattack. The pistol pirate makes two attacks with its rifled musket.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Rifled musket. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning and piercing damage.

While most pirates are content to brandish their cutlasses, these pirates are equally likely to draw down on a foe with their barrel of their pistol as the edge of their blade.

RUM-RUNNER

Medium humanoid (human), chaotic evil

Armor Class 16 (unarmored defense)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Con +7

Tools brewer's supplies

Skills Athletics +9, Intimidation +4

Damage Resistances poison

Senses passive Perception 9

Languages Common

Challenge 7 2,900 XP

Dead Shot. The buccaneer does an extra die of damage with pistols (included in its attack).

Drunken master. The rum-runner is proficient with improvised weapons and unarmed strikes and it rolls a d6 in place of the normal damage of unarmed strikes. When the rum-runner uses the Attack action with an unarmed strike or improvised weapon, it can make one unarmed strike or a grapple as a bonus action.

Great Fortitude. If the rum-runner has 20 or less hit points remaining, it has advantage on all attack rolls.

Reckless. At the start of its turn, the rum-runner can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Sneak Attack. Once per turn, the rum-runner deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the rum-runner that isn't incapacitated and the rum-runner doesn't have disadvantage on the attack roll.

Special Gear. Pet monkey (named Mrs. Kiki), *potion of greater healing*, silver tankard (worth 20 gp), wineskin of grog, bottle of rum, hip flask of whiskey.

Sure Grip. The rum-runner wields its maul in one hand and its pistol in the other without disadvantage.

Unarmored Defense. When not wearing any armor

and not wielding a shield, the rum- runner's Armor Class equals 10 + its Dexterity Modifier + its Constitution Modifier.

Actions

Multiattack. Name makes three attacks: two with its maul and one with its pistol.

Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

A rum-runner is a free-booting smuggler and ruthless raider whose roaring rages send its enemies flying and its crew into a frenzy. Its drunken debauchery is legendary, as is the savagery of its wrath against anyone who gets in its way. He may put on a pleasant face when dealing with authorities and merchants, but its foul temper is never far behind.

SAILOR

Medium humanoid (human), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Tools choose one from gaming set, sail-mending tools, musical instrument, navigator's tools, or water vehicles

Skills Nature +2

Senses passive Perception 10

Languages Common

Challenge 1/4 **50 XP**

Sure Footed. The sailor has advantage on Dexterity saving throws when on board a ship.

Actions

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

Pistol. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Sailors make up the bulk of a ship's crew, carrying out the essential tasks necessary to see a vessel perform at its best. Whether serving as deckhand on a merchant ship or crewing a swift pirate frigate, sailors know that the open seas hold many dangers and most have had at least a small amount of experience in a battle situation. Sailors expect to be fairly paid their expertise and for the hazards they face, even if some sailors fritter away every single coin at the next port of call. Many sailors have superstitions and peculiar rituals that a wise captain tolerates the observance of, because an unhappy and unpaid crew of sailors is recalcitrant, unruly, and sometimes even ripe for mutiny.

SHAMAN OF THE WAVES

Medium humanoid (human), neutral

Armor Class 15 (chain shirt)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Con +5, Wis +8

Skills Animal Handling +8, Perception +8

Damage Resistances fire

Damage Immunities poison, disease

Condition Immunities charmed or frightened by elementals or fey

Senses passive Perception 18

Languages Aquan, Common, Infernal

CHALLENGE 6 **2,300 XP**

Wild Shape. Twice per day, as a bonus action, the shaman of the waves may magically assume the shape of a beast. Beast attacks count as magical attacks for purposes of overcoming resistances or immunities to nonmagical attacks or damage.

Combat Wild Shape. As a bonus action, the shaman of the waves may expend a spell slot and heal 1d8 hit points per level of the spell slot expended.

Elemental Wild Shape. The shaman of the waves may expend both uses of Wild Shape at once to transform into an air, earth, fire, or water elemental.

Special Gear. *Wand of light, wand of fog cloud*, 38 gp

Spellcasting. The shaman of the waves is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The shaman of the waves has the following spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *thorn whip*

1st level (4 slots): *cure wounds*, *create or destroy water*, *thunderwave*

2nd level (3 slots): *barkskin*, *heat metal*, *hold person*

3rd level (3 slots): *call lightning*, *conjure animals*, *water walk*

4th level (3 slots): *dominate beast*, *control water*, *icestorm*

5th level (2 slots): *conjure elemental*, *insect plague*

6th level (1 slot): *heal*, *sunbeam*

ACTIONS

Multiattack. The shaman of the waves makes two attacks with its pike or two with its heavy crossbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

PONTUS (TIDEPOOL DRAGON)

Small dragon, chaotic neutral

Armor Class 13

Hit Points 90 (20d4 + 40)

Speed 10 ft., fly 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	9 (-1)	15 (+2)	14 (+2)

Saving Throws Dex +4

Skills Perception +4

Condition Immunities paralyzed,

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

CHALLENGE 3 **700 XP**

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components.

At will: *acid splash*, *dancing lights*, *mage hand*, *prestidigitation*, *ray of frost*

3/day: *fog cloud*, *freedom of movement* (*self only*), *thunderwave*

2/day: *gust of wind*

Actions

Multiattack. Pontus makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) piercing damage. The target is also grappled (escape DC 13). If the target is Small or smaller, it is also restrained until this grapple ends.

While grappling the target, Pontus has advantage on attack rolls against it and can 't use this attack against other targets. When Pontus moves, any Small or smaller target it is grappling moves with it.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 5-foot line. Each creature in that area must make a DC13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

This shaman has an uneasy relationship with the spirits of the waves, who he frequently believes are playing jokes at its expense. He is always wary that its fortunes may turn at any time. The most important thing to him is the safety of its sister, whose adventuresome spirit and love of piracy far outstrips its common sense. Its animal companion, the tidepool dragon Pontus, is greedy and pretentious, and fond of using large words he doesn't understand. The little dragon demands tribute at every opportunity, lest the curse of the sea fall upon those who would deny him. While the shaman does not fall for its antics, others of a more superstitious nature sometimes toss a gold or two Pontus' way.

SLAVE PIT MASTER

Medium humanoid (human), lawful evil

Armor Class 18 (unarmored defense)

Hit Points 175 (27d8 + 54)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	18 (+4)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Con +5

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages Common

Challenge 8 3,900 XP

Mighty Blow. When the slave pit master scores a critical hit, it automatically deals maximum damage for the attack.

Reckless. At the start of its turn, the slave pit master can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the slave pit master is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The slave pit master makes three unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If the target is a creature, the slave pit master can choose one of the following additional effects:

- The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the adept's next turn. The next round the target must attempt another save, remaining stunned on a failure.

Reactions

Deflect Missile. If the slave pit master is hit by a ranged weapon attack, it deflects the missile. The damage it takes from the attack is reduced by 1d10+5. If the damage is reduced to 0, the slave pit master catches the missile if it's small enough to hold in one hand and it has a hand free.

Slavemaster, work gang overseer, bosun, taskmaster; any job that requires intimidation, brutality, and or a thorough beating to enforce discipline is where these unsavory soldiers can be found.

TATTOOED PIT CHAMPION

Medium humanoid (human), neutral evil

Armor Class 16

Hit Points 212 (25d8 + 100)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	10 (+2)	10 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Con +8

Skills Athletics +9, Intimidation +8

Damage Resistances poison

Senses passive Perception 11

Languages Common

Challenge 9 5,000 XP

Brute. A melee weapon deals one extra die of its damage when the tattooed pit champion hits with and doubles its strength bonus it (included in the attack).

Bring the Pain. When the tattooed pit champion takes more than half damage from a melee attack, it can immediately attack the attacking creature as a bonus action.

Fortitude. The tattooed pit champion rolls with advantage against any effect that causes the following conditions: fear, paralyzed, petrified, poisoned or stunned.

Terrifying Visage. The tattooed pit champion doubles its proficiency bonus on intimidation checks. In addition it can make an intimidation check against a target's charisma roll. If it succeeds it can make a single melee attack with advantage.

Unarmored Defense. The tattooed pit champion adds its dexterity and constitution modifiers to its armor class.

Wrestler. The tattooed pit champion makes all grapple checks with advantage.

Actions

Multiattack. The tattooed pit champion makes two attacks with its greatsword or its longbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Disarming Attack. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: the target must succeed

on a DC 16 Strength saving throw or drop one item it's holding of the tattooed pit champion's choice. The item lands up to 10 feet from the target, in a spot selected by the tattooed pit champion.

Whether marked with traditional tribal spirit-brands or wearing tattoos like trophies of each conquest in the ring, these champion battlers know a variety of exotic combat styles and ply each and every one to keep crew members in line or serve as a one-man security detail for their captain.

UNDERCOVER ASSASSIN

Medium humanoid (human), lawful evil

Armor Class 18 (breastplate, shield of faith)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Dex +7

Tools Disguise kit, forgery kit, poisoners kit

Skills Perception +5, Deception +5

Senses passive Perception 15

Special equipment antitoxin (x2), bag of caltrops, potion of *greater healing*, potion of *invisibility* (x2),

Languages Common, Infernal

CHALLENGE 7 **2,900 XP**

Assassinate. During its first turn, the undercover assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the undercover assassin scores against a surprised creature is a critical hit.

Double-Slice. A melee weapon deals one extra die of its damage when the undercover assassin hits with it (included in the attack). Additionally, the undercover assassin can roll melee weapon damage twice and use the higher of the two results.

Evasion. If the undercover assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the undercover assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the undercover assassin deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the undercover assassin that isn't incapacitated and the undercover assassin doesn't have disadvantage on the attack roll.

Spellcasting. The undercover assassin is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The undercover assassin has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *healing word*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *enhance ability*, *silence*, *spiritual weapon*

3rd level (2 slots): *bestow curse*, *dispel magic*

ACTIONS

Multiattack. The undercover assassin makes three attacks: two with its scimitar and one with its dagger.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and 10 (3d6) poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the undercover assassin's next turn.

Dagger. *Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

This wandering warpriest is a devout professional assassin. He dresses in voluminous robes and pretends to be a harmless and somewhat absentminded scholar of religion and shipboard. He can be hired to kill almost anyone for the right price. Once he has agreed to kill someone, he will not stop hunting that person until he or she is dead.

WANDERING WATERSINGER

Medium humanoid (sea elf), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 99 (18d8 + 18)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +4

Tools One musical instrument

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 4 **1,100 XP**

Combat Inspiration. The wandering watersinger grants one creature a 1d8 Inspiration die and it can roll that die and add the number rolled to a weapon damage roll it just made. Alliteratively. when an attack roll is made against the inspired creature, it can use its reaction to roll the Inspiration die and add the number rolled to its AC against that attack after seeing the roll but before knowing whether it hits or misses.

Dead Shot. The wandering watersinger does an extra die of damage with pistols (included in its attack).

Shanty of Rest. When the wandering watersinger plays music during a short rest, at the end all friendly creatures who regain hit points regain an extra 1d6 hit points.

Special Gear. Waterproof book full of bawdy pirate songs worth 50 gp, turtle shell hair clip worth 10 gp, 11 gp, feather token (fan).

Spellcasting. The wandering watersinger casts spells as a 7th level bard (save DC 14, spell attack +6). Its spellcasting ability is Charisma, and it has the following spells prepared:

Cantrips: *mending*, *prestidigitation*, *vicious mockery*

1st-level (4 slots): *charm person*, *disguise self*, *sleep*, *thunderwave*

2nd-level (3 slots): *cloud of daggers*, *enthrall*, *suggestion*

3rd-level (3 slots): *dispel magic*, *sending*

4th-level (1 slot): *greater invisibility*

Actions

Multiattack. The wandering watersinger makes two attacks one with its longsword and once with its pistol.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning and piercing damage.

Whenever possible, this bard fights as a part of a team, supporting her allies and using her power over water to harry her foes. If she is outmatched, she will run away into the ocean, trusting her swim speed to get her out of harm's way, and find a new set of allies.

WAVEMISTRESS

Medium humanoid (human), Neutral

Armor Class 21 (+1 plate mail with shield of faith)

Hit Points 101 (15d8 + 30)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	14 (+2)	11 (+0)	20 (+5)	15 (+2)

Saving Throws Wis +10, Cha +7

Skills Medicine +10, Religion +5

Senses passive Perception 15

Languages Aquan, Common

Challenge 6 **2,300 XP**

Divine Strike. The cleric causes an extra 2d8 damage on any weapon attack (already included).

Channel Divinity. Twice per day, the wavemistress may choose to use either of the following abilities:

Guided Strike. Add +10 to a single attack roll when making an attack, or War God's Blessing: When an ally within 30 feet makes an attack roll, use her reaction to grant +10 to that roll.

Special Gear. *Scroll of remove curse, scroll of*

protection from evil or good, *+1 plate mail*, healer's kit, 25 gp.

Water Sight. The wavemistress can see through a lightly or heavily obscured area providing the source is fog or mist. Additionally, once per day the wavemistress can cast the spell scrying and need only use any calm pool of water at least 1 foot in diameter as the focus.

Spellcasting. The wavemistress is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The wavemistress has the following spells prepared:

Cantrips (at will): *light*, *mending*, *resistance*, *sacred flame*, *spare the dying*

1st level (4 slots): *cure wounds*, *purify food and drink*, *shield of faith**

2nd level (3 slots): *calm emotions*, *hold person*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *mass healing word*

4th level (3 slots): *control water*, *locate creature*

5th level (2 slots): *commune*, *flame strike*, *greater restoration*

6th level (1 slot): *blade barrier*, *heal*

7th level (1 slot): *divine word*, *symbol*

8th level (1 slot): *control weather*, *holy aura*

Actions

Multiattack. The wavemistress makes two attacks with its greatsword or its longbow.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (2d6 + 2d8 + 2) slashing damage.

Dagger. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage.

A sensitive to the spirits of the seas, these spiritualists offer advice and omens from the heavens above and the fathoms below, all the while keeping their vessel save from submerged perils and the wild extremes of wind and wave.

WAVERIDER SCOUNDREL

Medium humanoid (half-elf), neutral evil

Armor Class 16 (plate)

Hit Points 195 (26d8 + 78)

Speed 30 ft., swim 25 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	17 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +9, Dex +5

Skills Animal Handling +6, Athletics +9, Nature +4, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Common, Elvish

Challenge 9 **5,000 XP**

Brutal Skewer. The waverider scoundrel's lance attacks do an extra die of damage and double its strength bonus (included in the attack) and scores a critical hit on a 19 or 20.

Challenge. The waverider scoundrel challenges a creature in combat. The creature must succeed on a DC 16 Charisma saving throw or must spend all its actions to move toward and attack the waverider scoundrel. At the end of each of its turns the creature can make another saving throw, ending the effect on a success.

Partially Webbed. The waverider scoundrel's half sea-elf ancestry grants it a swim speed.

Special Gear. *Necklace of adaptation*, shaving kit, small steel mirror, banner depicting a hippocampus wearing a crown, collection of labeled hull fragments from defeated ships, 20 gp.

Spirited charge. If the waverider scoundrel moves at least 20 feet toward a target with a lance attack while mounted it can continue to move without provoking opportunity attacks.

Actions

Multiattack. The waverider scoundrel makes two attacks with its lance or its heavy crossbow.

Lance. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (2d12 + 10) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 5 (1d10 + 3) piercing damage.

GLORY (HIPPOCAMPUS)

Medium beast, chaotic good

Armor Class 14 (natural)

Hit Points 75 (10d10 + 20)

Speed swim 45 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses darkvision 60 ft. Passive Perception 12

Languages Aquan

Challenge 200 XP

Charge. If the hippocampus moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. It the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Waterbreathing. The hippocampus can breathe either water or air.

Actions

Multiattack. Name makes two attacks: one with its bite and one with its claws, or two with its dagger.

Bite. Melee Attack: +3 to hit reach 5 ft., one target. Hit: 5 (1d8+1) piercing damage.

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

This selfish cavalier always likes to fight where he has the greatest advantage—underwater. its favorite strategy is to attack the hull of an enemy ship from underwater, while its shipmates fight on deck, forcing some of its opponents to eventually engage him. If he happens to sink the ship before its opponents surrender their plunder, he counts on its trusty hippocampus Glory to dive to the seafloor to recover the ship's most valuable treasures. Unable to comprehend the idea that he could be bested, he fights to the death.

Chapter 8:
Cutthroats
& Crow

The *Seagrave's Fang*

If you choose to use these NPCs as a friendly or rival crew, they can serve as the officers of the *Seagrave's Fang*, a two-masted brigantine with dark gray sails, the foremast fully square-rigged and mainmast rigged with both a fore-and-aft mainsail, square topsails, and topgallant sails. Just under 90 feet long and 25 feet wide, the *Fang's* armament consists of two pairs of side mounted ballista, one pair mounted on the foredeck and the other on the sterncastle. Jutting out below the *Fang's* bowsprit is a long jagged wooden carving of a sharktooth. When flying the ship's true colors, the *Fang* displays a golden symbol of crowned skull with crisscrossed curved blades on a black background.

In game terms, the *Seagrave's Fang* is a sailing ship, as described in the 5th edition Game Master's Guide of the world's most famous roleplaying game., with a smuggling compartment in the captain's cabin. Currently only the captain knows this smuggling compartment exists.

Plot Hooks

- One of the ship's crew stole a sacred shark idol while in port. The idol can grant lycanthropy to the bearer and the school of weresharks the idol belongs to want it back at any cost.
- While searching for buried treasure, the *Seagrave's Fang* discovered a desert island where a wereshark tribe lairs. The *Fang* fled from the island, but the weresharks are stalking the ship and have already picked off several of the crew.
- The leader of a wereshark pack has become enamored with the captain of the *Seagrave's Fang*. The leader intends to infect her with lycanthropy and transform her into a fitting wereshark consort, but only after the pack has killed and devoured all of her crew.

The Crew

CR	Name	Crew Role
6	Jenna Ironflame	Master gunner
6	Lachlan Chardet	First mate
4	Mayjen	Ship's mage
3	Redda Amestari	Lookout
4	Rukaia	Ship's surgeon
5	"Smiling" Seth Farharbor	Navigator
5	Tylara	Ship's mate
6	Valenya Thale	Captain
3	Wivierell	Carpenter
2	Zugok	Boatswain

The Crew

The following stat blocks represent the crew of the *Seagrave's Fang*,

Jenna Ironflame, Master Gunner

A heavily armed and buxom dwarf holds her axe poised for action. She has her auburn hair tied back in a long braid and a black patch covers her right eye.

Jenna comes from a small but elite dwarven clan who labor to manufacture siege engines for the empire's main naval shipyards. She spent much of her younger life learning the craft that everyone, including Jenna herself, assumed she would follow for the rest of her life. Jenna was always passionate about these mighty engines of war but a secret part of her longed for the excitement of triggering these gigantic weapons in a real battle rather than just the mundane job of test-firing them. Jenna grew into womanhood and she took up studying with the clan's weaponmasters, learning the way of the dwarven warrior. This was over the loud protests of her relatives, who questioned why she wanted to learn these fighting skills when she would never need them. The final straw came when her grandfather informed her that a marriage had been arranged for her and she was to wed a prominent dwarf from a neighboring clan to secure an alliance.

After a week of planning, Jenna made her escape and boarded a ship bound for a distant port. Jenna spent some time, and much of the marriage dowry she had taken with her, simply sailing from port to port as a passenger, but her specialized skills and upbringing made it difficult for her to find work or settle down in the places she visited. However, she finally found a 'privateer' captain who needed a skilled artillerist to maintain her ship's siege armament. Jenna quickly realized that the 'privateer' was really a pirate, but having found the joy of launching a bombardment against an enemy ship was truly her place in life, she didn't turn back. During one intense naval battle Jenna suffered a serious shrapnel wound to her right eye, she had the wound healed and while she can still see through the eye, it is very sensitive to bright light, so she routinely wears an eye patch during the day. Jenna spends much of her free time aboard keeping the ship's armament in pristine condition; she finds these routine tasks give her a sense of tranquility.

JENNA IRONFLAME

Medium humanoid (dwarf), lawful neutral

Armor Class 15 (chain shirt)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +5, Wis +3
Skills Athletics +5, Deception +5
Damage Resistance poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

CHALLENGE 6 **2,300 XP**

Bullrush. If Jenna moves at least 20 feet straight toward a creature and then hits it with her boarding axe on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, Jenna can make one dagger attack against it as a bonus action.

Corsair. Jenna has advantage on attack rolls, Wisdom (Survival), Strength (Athletics) and Dexterity (Acrobatics) checks while at sea. Jenna also does an extra +2 damage against any creature that has a swim speed.

Daredevil. Jenna does not provoke attacks of opportunity.

Dwarven Resilience. Jenna has advantage on saving throws against poison.

ACTIONS

Multiattack. Jenna makes three melee attacks: two with her boarding axe and one with her dagger. Or Jenna makes two ranged attacks with her daggers.

Boarding Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 2) slashing or piercing damage (Jenna's choice). While wielding this weapon Jenna has advantage on Strength checks when climbing.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 2) piercing damage.

Great Cleave (1/day). Jenna may make one melee attack against each creature within reach 5 feet of her.

REACTIONS

Daredevil Boots. Jenna adds 2 to her AC against one melee attack that would hit her. To do so, Jenna must see the attacker and be wielding a melee weapon.

NEW MAGIC ITEM

DAREDEVIL BOOTS **RARE**

Wondrous item Requires attunement)

This pair of magical softpaw boots allows the wearer to gain extra maneuverability while moving through hazardous areas. As a bonus action, you can click your heels together to gain advantage on Dexterity (Acrobatics) checks and can avoid attacks of opportunity by making a DC 15 Dexterity (Acrobatics) check for 1 minute. Furthermore, anytime you successfully move through the space of an enemy without provoking an attack of opportunity, you gain a +21 bonus on attack rolls against that enemy until the end of your turn.

TACTICS

Jenna enjoys the thrill of naval combat, whether it is firing siege engines at opposing vessels or leaping into the midst of an enemy boarding party while wildly lashing about herself. She uses her daredevil boots to tumble into groups of enemies and then uses Great Cleave to strike at multiple foes. If she gets a chance, Jenna enjoys pushing opponents over the side of the ship.

LACHLAN CHARDET, FIRST MATE

A swarthy unshaven man with a black bandana wrapped around his head looks cagily around himself. A bronze-headed flail rests in an ornate scabbard at his side.

Born and raised a pirate, Lachlan came to be a devoted follower of the goddess, the Pirate Queen, as a child. Lachlan learnt the 'trade' serving as a cabin boy on a ship captained by a treacherous scurvy knave whose duplicity and wily cunning kept him alive for years, even though most of his own crew wanted him dead. Eventually, however, this captain perished in a battle that saw his ship and crew captured by an imperial frigate. While the rest of the crew was tried and hanged, the commanding naval officer took pity on the seemingly innocent child and spared Lachlan.

Lachlan spent some years living in a strict imperial orphanage, being disciplined and schooled to become a marine serving the empire, and even though he acted the part and swore oaths of allegiance, deep in his heart, he never renounced the Pirate Queen. Lachlan's betrayal stunned the other cadets at the institution, Lachlan murdered two of his teachers in their sleep and stole the more portable valuables stored in the institute's vaults.

Many pirates viewed Lachlan's return to the Pirate Isles as suspicious, seeing him as a possible imperial spy. This scurrilous talk followed Lachlan for years, leading to him being forced to sign on for work on a succession of mediocre ships. Lachlan's reputation was also tarnished when a bloody mutiny broke out on the *Nye Gull*, a ship that Lachlan was serving on as a mate. The group of mutineers and those loyal to the ship's captain were closely matched, and the few who survived were forced to sail away in one of the boats after the ship was set ablaze in one final spiteful act. Rumors spread that Lachlan was the main instigator of the mutiny and as almost all the other survivors of the *Nye Gull* mutiny are now dead, there is little Lachlan can do these days to clear his name. Lachlan often plays up to the part of the wicked scoundrel that many think him, but he knows that the quickest way to make it rich is serving under a under a strong captain as part of a loyal crew.

LACHLAN

Medium humanoid (human), chaotic neutral

Armor Class 14 (chain shirt)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +6, Dex +4, Int +4

Skills Nature +4, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Aklo, Common

CHALLENGE 6 **2,300 XP**

Catch Off-Guard (1/Day). Lachlan catches an opponent off guard and uses his combat scabbard to attack with surprise. He may make a combat scabbard attack which does maximum damage if it hits. Any sneak attack damage is also maximized.

Evasion. Lachlan is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Keen Hearing and Sight. Lachlan has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pirate. Lachlan has advantage on attack rolls and saving throws against being frightened while aboard a ship he is familiar with (any ship he is assigned too or spent time familiarizing himself with).

Sneak Attack (1/Turn). Once per turn, Lachlan deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Lachlan doesn't have disadvantage on the attack roll.

Dirty Trick (1/Turn). Once per turn Lachlan uses a dirty trick as part of an attack – for example throwing sand a creature's eyes blinding them. The target must make a DC 11 Wisdom saving throw or be surprised by the trick. The GM. determines the exact nature of the trick and its effects All effects only last until the beginning of Lachlan's next turn.

Actions

Multiattack. Lachlan makes two melee attacks or two ranged attacks.

Masterwork Flail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage. If the target is wielding a weapon, it must succeed on a DC 13 Strength or Dexterity saving throw or drop a weapon it is wielding.

Combat Scabbard. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 3) piercing damage.

Composite Longbow. *Ranged Weapon Attack*: +5 to hit, ranged 150/600 ft., one target. *Hit*: 8 (1d8 + 3) piercing damage.

Reactions

Swinging Reposition. Lachlan adds 2 to his AC against one melee attack that would hit him. To do so, Lachlan must see the attacker, be wielding a melee weapon and be aboard a ship he is familiar with. If the attack misses he may then use the Disengage action.

Tactics

Always willing to do whatever it takes to win, Lachlan often starts a battle by swinging in on a line and using swinging reposition to charge an opponent, which allows him to deal sneak attack damage using scout's charge. Lachlan then attempts to disarm his opponent which enables him to use the Catch Off-Guard to make sneak attacks with his combat scabbard. In combat, he also makes good use of dirty trick to hinder his foes.

Mayjen, Ship's Mage

Clad in colorful silks, this bronzed skinned gnome with aquamarine hair and storm gray eyes stands poised to invoke her destructive powers against any threat.

Maygen has always had the sea in her blood. Born on the ocean during a terrible storm to parents who were traveling merchants, Maygen could swim before she could walk and had the sway of the ship rock her to sleep as a child. When Maygen's sorcerous talents manifested in her early adolescence, her parents enrolled Maygen in an arcane college so she could learn to control her magical abilities. Fortunately for Maygen, the college was situated in a busy port city and she spent much of her spare time sailing in the nearby bay and exploring the city. A year and a half before Maygen would have graduated, the news came that her parent's ship had been lost at sea. According to magical divinations, their ship struck a reef during bad weather and went down with all hands lost. After mourning her parents, Maygen found herself almost destitute; her parents had practically all their savings wrapped up in their ship and what little remained would only last for less than a year, assuming she eked out a very humble lifestyle.

Maygen started looking for employment, but found that few were willing to take on an untried gnome youngster with dubious magical talents. The next few seasons were very lean for Maygen, with her taking on shady work simply to afford food and a roof over her head. Eventually one of her disreputable contacts suggested she try looking for a job in one of the most city's seedy taverns. As luck would have it, a pirate captain was urgently looking for a new entire crew and was willing to pay for any warm body. Some of the other recruits tried to bully Maygen, but they quickly learnt their mistake when she electrocuted one of them. In spite of her stature, Maygen's nautical skills stood out in the otherwise green crew and she was quickly promoted to a ship's officer. During the next several years, Maygen served on several ships and gained significant maritime experience. She also found that being out in the middle of the ocean, especially during a powerful storm, seems to bring out and enhance her magical powers. Maygen has developed a reputation for her eagerness to unleash her destructive spells, with her blue-green hair said

to stand on end whenever she casts an electricity spell.

MAYJEN

Medium humanoid (gnome), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Cha +5, Wis +3

Skills Arcana +2, Persuasion +5

Damage Resistance lightning, thunder

Senses: darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Gnome, Sylvan

CHALLENGE 4 **1,100 XP**

Gnome Cunning. Mayjen has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Storm Sorcerer. As part of the Cast a Spell action Mayjen may convert the energy type of spells from the original to lightning. For example, the damage type of *fire bolt* becomes lightning instead of fire. This trait also grants resistance to lighting and thunder damage.

Innate Spellcasting. Mayjen's innate spellcasting ability is Intelligence (spell save DC 10). She can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

Spellcasting. Mayjen is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shock shield* (see page 44)

2nd level (3 slots): *misty step*, *suggestion*, *slipstream* (see page 45)

3rd level (2 slots): *fireball*

ACTIONS

Masterwork Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Dehydrating Touch (Recharge 5–6). Mayjen may touch a creature within 5 ft. of her and the target must make a DC 13 Constitution saving throw or suffer 10 (3d6) necrotic damage or half as much damage on a successful save. This damage cannot reduce the target creature below 1 hit point. Creatures with a swim speed take double damage.

Summon Elemental (1/Day). Mayjen magically summons a water elemental or air elemental. The summoned elemental appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTIONS

Vanish. Whenever an attack targeting Mayjen hits or misses she becomes invisible until the beginning of her next turn. Mayjen becomes visible if she attacks or casts a spell.

TACTICS

Before Combat. Maygen casts *mage armor* every day, renewing it as needed. She also casts *shock shield* if expecting a fight.

During Combat. Maygen blasts away at enemies with damaging spells. She prefers to remain at range and uses *vanish* if enemies target her in return. She summons air or water elementals to aid her in battle.

REDDA AMESTARI, LOOKOUT

Disfiguring pox scars cover this tall half-elven woman's face and skin. She shrewdly scans the area around her and keeps her longbow ready in hand.

Redda spent much of her childhood bedridden with an abnormal malady that riddled her skin with unsightly sores and blemishes. Over several years, Redda's impoverished human mother was able to scrimp and save up enough money to have priests cast divine magic to cure her daughter's ailment but the strange and chronic illness resisted these attempts. While in the throes of heavy bouts of the sickness, Redda would often have feverish visions of being cast adrift on an endless blue sea. When Redda reached adolescence, the bizarre disease faded, seemingly of its own accord, but left Redda with disfiguring pox scars all over her face and body.

As soon as she was able, Redda started working to support her aging mother. Unable to find other employment, due in part to her looks, Redda became a guard and then a mercenary. However, it was only when she first hired on as part of the bodyguard detail for an affluent merchant taking a long ocean voyage that her divine magical powers surfaced. While in touch with the ocean, Redda felt the pull of the ocean's waves and learned to call on her powers and develop her mystical talents.

Redda found herself in seedy and anarchic port town. Seeking more lucrative employment, she joined a crew of smugglers where her keen eyes where often put to good use. From there, Redda signed on as an able-bodied sailor for a band of pirates. Many of her crewmates shunned Redda, believing she was diseased, cursed, or just plain bad luck, but Redda was unconcerned by this, as long as she could feel the sway of the ocean beneath her, she found herself content. After proving herself an excellent lookout, Redda took to sleeping in the crow's nest, using a canvas for cover during wet weather and only going below decks during the worst storms.

Despite her peculiarities, any captain she serves finds her to be a diligent sailor, brave in battle, and reliable when taking a spell at the helm. Recently her elderly mother passed on, but Redda does not intend to struggle to make ends meet as her mother did. She aims to make her fortune committing daring acts of piracy upon the high seas.

REDDA AMESTARI

Medium humanoid (half-elf), neutral

Armor Class 15 (Leather Armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6, Medicine +4, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common, Draconic, Elven, Sylvan

CHALLENGE 3 **700 XP**

Deadly Aim. Once per turn, Redda deals an extra 7 (2d6) damage when she hits a target with a ranged attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Redda doesn't have disadvantage on the attack roll.

Fey Ancestry. Redda has advantage on saving throws against being charmed, and magic can't put her to sleep.

Lightfooted. Redda can take the Dash or Disengage action as a bonus action on each of her turns.

Water Sight Revelation. Redda can see through fog and mist without penalty as long as there is enough light to allow you to see normally.

Spellcasting. Redda is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has following ranger spells prepared:

1st level (2 slots): *hunter's mark, fog cloud*

ACTIONS

Multiattack. Redda makes three attacks: one with a dagger and two with her cutlass. Alternatively she may make 3 longbow attacks.

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft.,

one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, ranged 150/600 ft., one target *Hit*: 8 (1d8 + 4) piercing damage.

Tactics

Before Combat Redda uses her thunderstone to quickly raise the alarm or alert her shipmates to an ambush. She uses her smokesticks to signal a distant shore party; each of her smokesticks produces smoke of a different color. She always carries this mundane equipment with her.

During Combat Redda prefers to pick off enemies with her bow and always uses her Deadly Aim trait. She casts *fog cloud* in battle to make it difficult for enemies to target her, she can easily see through the mist with her water sight revelation.

Rukaia, Ship's Surgeon

Clothed in a short black dress over black feathers, this sharp-beaked tengu wields a basket-hilted rapier in one claw, holds a buckler in the other, and wears a tricorne hat. The tengu's facial feathers are painted bone white, depicting the skull and crossbones.

Growing up in a tengu rookery slum on a pirate isle, Rukaia felt the inexplicable urge to escape from the place's poverty and misery, even if it meant leaving her own kind behind. She saw that some tengu sought to become 'good luck' mascots on pirate ships but she knew that these tengu could be discarded just as easily if the ship's luck soured.

While out fishing alone on a small raft one day, Rukaia saw something glistening below her on the ocean bottom. Curious, Rukaia dived in and swam down. As Rukaia swam closer to the item glinting in the down in midst of a series of coral growths, she scratched herself on a thorny outcropping. What followed was a strange psychedelic series of dreamlike visions that changed Rukaia's outlook on life forever. Her memory remains hazy, but Rukaia is certain that she was visited by a vision of the goddess, the Pirate Queen, in the form of a tengu. She exhaustedly regained consciousness back on the raft, with her right claw wrapped tightly around a tiny shining pearl remarkably formed in the likeness of a skull.

Rukaia's devout prayers to the Pirate Queen were answered with divine powers that increased as Rukaia matured. Rukaia found it easy to secure a position as ship's priest on a succession of pirate vessels and she never returned to the rookery.

Like many tengu, Rukaia is not overly strong or tough so she prefers to support and heal her crewmates rather than wade into the heart of a dangerous naval battle herself. Rukaia has learnt much about the healing arts from the series of pirate officers she has worked with and her strong skills as a physician inevitably lead to her getting good pay on the pirate ships she joins. She also has the tengu knack with learning languages and often serves as a translator during negotiations. Other priests of the Pirate Queen sometimes feel there is something odd about Rukaia's cawing prayers and flapping supplications, but they do not doubt her devotion to the goddess and to piracy itself.

RUKAIA

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	12 (+1)	12 (+1)	17 (+3)	8 (-1)

Skills Acrobatics +5, Deception +3, Medicine +7, Perception +7, Persuasion +1, Religion +3, Stealth +5

Senses passive Perception 13

Languages understands Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Sylvan, Kenku/Tengu but speaks only through the use of its Mimicry trait

Challenge 4 1,100 XP

Ambusher. Rukaia has advantage on attack rolls against any creature she has surprised.

Expert Forger. Rukaia can duplicate another creatures' handwriting and craftwork. She has advantage on all checks made to produce forgeries or duplicates of existing objects.

Mimicry. Rukaia can mimic any sounds she has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check

Pirate Queen's Glory. As a bonus action, Rukaia can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant or necrotic damage -her choice- to a target on a hit. This benefit lasts until the end of her next turn. If Rukaia expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Rukaia is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Rukaia has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *divine favor*, *shield of faith*

2nd level (3 slots): l*esser restoration*, *invisibility*, *spiritual weapon*

3rd level (2 slots): *conjure animals*, *fly*, *spirit guardians*

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Reactions

Copycat (1/Day). When hit by an attack Rukaia may cast *mirror image* as a reaction. The attack automatically hits one of the duplicates.

Tactics

Before Combat. Rukaia casts *bless*, *fly*, or *shield of faith* depending on the nature of an expected battle. She also casts *bull's strength* on one of her tougher allies. Just before combat she casts *conjure animals* to summon a shark or several smaller sea creatures.

During Combat. Rukaia uses her spells to aid her crewmates and strike out at dangerous foes. She also uses her channels to keep her crew healthy. If threatened in melee, she uses her copycat domain ability or *invisibility* to maneuver away. Only if things seem desperate does she cast *divine favor* and attack with her rapier.

Morale. If Rukaia is reduced below 15 hit points and all seems lost, she turns invisible or casts *disguise self* to get away.

"Smiling" Seth Farharbor, Navigator

Finely dressed in a loose shirt and baggy pants, this cheerful sailor holds an 8-foot pike in one hand and a well-used hornpipe in the other. A multicolored parrot perches jauntily on his shoulder.

Seth says little of his past, but the truth is that his parents were indentured farmers who worked a patch of barren moorland and Seth's childhood was one of poverty and near starvation. Seth left his homeland and wound up working as a poorly paid seaman on a merchant ship captained by a stingy northerner. Pirates took the merchant ship, intending to sail it back to their pirate base as a prize ship. Seth and the rest of the captured sailors were given the choice to join the pirates or to be set adrift in a longboat. With a grin on his face, Seth was the first to sign on with the pirates.

Seth found the ordinary tasks on a pirate ship were much the same, but the pay and the conditions and were far better. The ship was refitted and Seth started as one of the crew. The ship was initially somewhat shorthanded so Seth learnt a wide variety of tasks, but the one that drew his attention was the art of navigation. He was taught map reading and course plotting by a garrulous old sea dog and Seth became enamored with idea of sailing to distant ports and exotic places. As his experience grew, Seth became an officer and a skilled navigator. While Seth had learnt to play traditional pipes as a child, he much prefers the merry notes can bring out of the worn hornpipe he found in an old junk store in a busy southern market. Seth's crewmates know that his piping can often whistle up a friendly breeze or ease rough waters.

In spite of his upbringing, Seth is an optimistic fellow whose affable nature means he gets on well with almost everyone he meets. Seth loves to travel, see new sights, and meet interesting people, especially those who might be interested in amorous liaisons. The wealth gained from plundering merchant ships allows Seth to enjoy himself to the full in these exciting places. Recently Seth acquired a rainbow colored parrot in a jungle port, the bird named Tukama is avaricious and happily calls out to friend and stranger alike for food and pretties. Seth and Tukama get along famously, although it sometimes seems that Tukama regards Seth as his possession.

SETH FARHARBOR

Medium humanoid (human), lawful neutral

Armor Class 15 (chain shirt)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	8 (-1)	13 (+1)

Saving Throws Dex +3, Wis +2

Skills Acrobatics +3, Perception +2, Performance +7

Senses passive Perception 12

Languages Abyssal, Common, Dwarven, Elven, Giant, Infernal, Orc

CHALLENGE 5 **1,800 XP**

Spellcasting. Seth is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *heroism*, *read weather* (see page 41), *sleep*

2nd level (3 slots): *invisibility*, *shatter*

Sea Shanty. Seth can perform a song while taking a short rest. Any ally who hears the song regains a level of exhaustion as if they had a long rest. Seth can confer this benefit on himself as well.

Whistle the Wind (2/Day). Seth can use a bonus action on his turn to invoke a *gust of wind* spell. Seth uses his performance skill instead of the standard Concentration check to maintain this effect. In addition, he can extend the duration of the spell by 1 minute on a DC 15 Charisma (Performance) check.

ACTIONS

Multiattack. Seth makes three melee attacks or two ranged attacks.

Boarding Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage

REACTIONS

Tukama. As a reaction, Seth's familiar, a parrot named Tukama, can cast a verbal component only spell from Seth's list of spells whenever an attack misses Seth.

TACTICS

Before Combat. If a battle is imminent, Seth casts *heroism*.

During Combat. Seth plays a lively tune on his hornpipe or sings a sea shanty to encourage his shipmates and then attacks. He uses his attack spells against enemies who threaten his allies.

TYLARA, SHIP'S MATE

This tall dark-haired woman wears bright mismatched clothing with a curved blade at her side. She has pale skin and a striking but unusual mien, her heterochromatic eyes,

one deep blue, one gray, somehow fitting her perfectly.

Tylara never felt that she fitted the clan of saltmarsh dwellers she was raised by. She somehow always knew that she was a foundling, abandoned there as baby in the middle of the night. The only person Tylara could relate to was Aeya, the community's ancient wisewoman, who saw potential in the unconventional child and enjoyed her company. Aeya passed on all she could to the eager young Tylara, teaching her of the old ways and ancient nature magic, but more importantly passing on her timeless wisdom and nurturing Tylara's resolute spirit. Old age caught up with Aeya when Tylara was eight, but they had both known this would happen eventually, and Tylara remained dry-eyed at her mentor's funeral, preferring to honor Aeya's life as the old woman would have wanted.

When she reached puberty, Tylara felt a strange calling drawing her into the depths of the swamp. The silent siren's song was hypnotic but Tylara's tenacious will prevailed and she repelled the eerie compulsion. However, Tylara's curiosity about the mystery of her own origins led her to make the choice to follow the beckoning call of her own volition. It is said that a changeling who follows this path is invariably lost to evil forever. However, a month later Tylara did return. She staggered out of the swamp, her body covered in deep claw wounds, but her mind her own. The only possession she brought back from this grueling trial was a green cat's eye gem clutched firmly in her hand.

Tylara left the marsh as soon as she recovered, following her intuition and instincts out of the mud of the swamp and to the clean water of the ocean. Tylara started out as a cook's apprentice on a shabby pirate cog, but determinedly worked her way up to better ships and better positions, eventually becoming a respected officer. Tylara prefers to remain on the ocean, rarely going ashore, even when given ample leave in a friendly port. Whether this is something to do with her past or that Tylara simply finds herself more comfortable on water, rather than dry land, only she knows.

TYLARA

Medium shapechanger (changeling), neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+2)	12 (+1)	12 (+1)	10 (+0)	15 (+2)	10 (+1)

Skills Deception +4, Medicine +5, Nature +3, Perception +5

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 5 **1,800 XP**

Seastrike. Tylara can attack underwater with no penalties.

Shapechanger. Tylara can use her action to polymorph into a Medium humanoid she has seen, or back into her true form. Her statistics, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Spellcasting. Tylara is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *hydraulic push* (see page 40), *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*, *slipstream* (see page 45)

Actions

Multiattack. Tylara makes two melee attacks.

Shillelagh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 5) bludgeoning damage.

Shifter Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Wild Shape (2/day). Tylara can transform into a beast she is familiar with of CR ½ or less for up to 1 hour. She gains all the physical statistics of the beast but otherwise retains her own traits. She losses her Spellcasting ability while in animal form.

Reactions

Tigress. As a reaction, after being hit in melee, Tylara can make a *shifter claw* attack against the attacker.

Tactics

Before Combat. If expecting trouble, Tylara casts *barkskin*, *longstrider*, and *shillelagh* to give all her natural attacks an enhancement bonus.

During Combat. Tylara wildshapes into an appropriate form, preferably one with claws, and attacks using a combination of spells and natural weapons. If possible, Tylara attempts to lure her foes below the surface, where the water may hinder her enemies, but she can attack freely using her seastrike ability.

Captain Valenya Thale

Attired in an elegant jacket, white silk shirt, black pants, and thigh length leather boots, this commanding piratical woman boldly wields a curved concave blade. Stylish jewelry tastefully accents her eye-catching appearance.

Whether the farfetched tales of Valenya being the lost heir to one of the empire's highest noble houses and the tragic circumstances that led to her becoming a pirate are true or not, Valenya Thale certainly displays the demeanor of an aristocrat. She remains impeccably attired even when boarding an enemy vessel, and deals fairly with those who surrender to her, often offering warm hospitality to upper class prisoners. Valenya is no fool however, she is extremely skilled the arts of subterfuge and trickery, and those who attempt to take advantage of her seemingly genteel nature usually find themselves falling into one of her well-laid traps. Valenya also runs a tight ship, and those who malinger or attempt to challenge her find that beneath Valenya's refined deportment is a ruthlessly fierce individual more than willing to make good on the dire threats she issues when roused to anger.

Valenya came into a substantial amount of gold early in her piratical career, which gave her the opportunity to obtain and refit a decent ship. She has changed ships several times since then, having a ship sunk underneath her in a fierce battle but also capturing several vessels and refitting them. Once Valenya even lost her ship in a high stakes dice game and then, after an incredible run of astonishingly good luck, won an even finer ship, all in the same night of gambling.

Valenya learnt the many of the subtle intricacies of art of fighting with the falcata from a noble duelist who she captured during a daring raid on an imperial galleon. She offered the noble the chance to ransom himself in return for teaching her how to fence with the curved blade. Valenya kept her word and once she could best the duelist, she released him in a neutral port with a tidy purse of gold to

see him return home. This courtesy, however, has done nothing to reduce the hefty reward offered in the empire for Valenya's capture.

There are rumors that Valenya is secreting away a trove of the treasures she has plundered. Although whether she stores this booty onboard ship or on one of the many islands she visits is anyone's guess. Some say that she intends to build up enough wealth and then attempt to buy an imperial pardon, but this is pure conjecture.

VALENYA

Medium humanoid (human), neutral

Armor Class 16 (leather lamellar, buckler)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +5, Dex +4, Cha +4

Skills Acrobatics +7, Athletics +5, Performance +7, Persuasion +7

Senses passive Perception 10

Languages Common

Challenge 6 2,300 XP

Brave. Valenya has advantage on saving throws against being frightened.

Lightfooted. Valenya can take the Dash or Disengage action as a bonus action on each of her turns.

Shatter Defenses. Valenya's skill with her falcata leaves opponents unable to defend themselves when she strikes them when their defences are already compromised. Valenya does an addition 7 (2d6) damage to targets frightened or stunned by her Dazzling Display or Hilt Bash actions.

Song of Surrender. Valenya can use a bonus action on her turn to encourage an enemy to surrender. The target creature must make a DC 15 Wisdom saving throw or drop its weapon and fall prone for 1 minute, or until Valenya or an ally attacks it. The creature may attempt another saving throw to break this effect at the beginning of its turn.

Weapon Master. Valenya's melee weapon attacks score a critical hit on a 19 or 20.

Spellcasting. Valenya is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*

Actions

Multiattack. Valenya uses her Dazzling Display (if available) and then can make three melee attacks or two ranged attacks.

Masterwork Falcata. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Hilt Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller

creature, it must succeed on a DC 13 Strength saving throw or be stunned until the start of Valenya's next turn. Even on a success the target is shaken and susceptible to Valenya's *shatter defenses* trait.

Dazzling Display (1/Day). Valenya's skill with the falcata frightens enemies. Each enemy that is within 30 feet of Valenya and aware of her must succeed on a DC 16 Wisdom saving throw or become frightened *for 1* minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Valenya's Dazzling Display for the next 24 hours.

Reactions

Riposte. Valenya adds 3 to her AC against one melee attack that would hit her. To do so, Valenya must see the attacker and be wielding a melee weapon. If the attack misses due to the AC increase Valenya may also make a *masterwork falcata* attack against the attacker

Tactics

Before Combat. If she has time, Valenya cast *heroism* on herself.

During Combat. Valenya uses her Dazzling Display at the start of a battle to cause her opponents to become shaken and takes advantage of this with her Shatter Defenses trait. She also uses her hilt bash to keep her opponents shaken, or possibly even give them the frightened condition.

Treasure

Gold earrings worth 80 gp, filigreed silver mirror worth 120 gp, platinum ring worth 150 gp, electrum necklace set with amethysts worth 250 gp

Wivierell, Carpenter

This wiry elf crouches in a fencing stance; he holds a fine blade in one hand while his other arm ends in wicked looking hook hand.

Born in the tropics into a primitive coastal elven tribe of anglers and pearl divers, Wivierell learnt the sacred art of crafting and maintaining the village's fleet of vessels from his parents. Wivierell's idyllic world changed forever when bloodthirsty slavers attacked his peaceful village, slaughtering many, including both his parents, and enslaving the rest. Wivierell was sold, and he languished, chained in the hold of a ship as a galley slave, for over a year. While Wivierell never speaks of the incident, it was during this time that he had his left hand hacked off by the ship's cruel slavemaster for some spirited act of defiance.

Pirates attacked the ship, plundering the cargo and freeing the slaves, giving Wivierell his long-awaited chance to take bloody vengeance on his oppressors. The pirate's elven first mate, seeing that captivity had not broken this young elf's spirit, took Wivierell under his wing and taught him the arts of dueling and agile swordplay. Wivierell was a quick study, he became a skilled swordsman and swiftly earned his place as part of the pirate crew. Wivierell's innate knack for sailing meant that he swiftly learnt the ropes of the pirate's brigantine, even though it was a much larger ship than the fishing vessels of his childhood. His inherent skill and passion for repairing and caring for the ship easily landed him the role of ship's carpenter.

While Wivierell is somewhat of a loner and sometimes prone to fits of brooding and dark melancholy, this slips away he fights or when tending his ship. He holds to his cultural beliefs that each ship has a spirit and is sometimes seen quietly murmuring to the ship as he works on it. As part of a pirate raid, Wivierell acquired a magical device that can replicate any simple tool; he often attaches this to the stump of his left hand to make use of it while repairing the ship. Wivierell has also fashioned a special prosthesis to allow him to wield a net in his off-hand.

Wivierell

Medium humanoid (elf), neutral

Armor Class 17 (masterwork hide shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+2)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills Acrobatics +8, Athletics +5, Deception +5, Perception +3, Persuasion +3

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elven

Challenge 3 **700 XP**

Lightfooted. Wivierell can take the Dash or Disengage action as a bonus action on each of its turns.

Fey Ancestry. Wivierell has advantage on saving throws against being charmed, and magic can't put Wivierell to sleep.

Tumbler. Once per turn, Wivierell can deals an extra 10 (3d6) damage when he hits a target with a weapon attack and succeeds on a DC 15 Acrobatics check so long as he does not have disadvantage on the attack roll.

Actions

Multiattack. Wivierell makes three attacks from the options listed below.

Hook Hand. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Feint. Wivierell is skilled at fooling opponents in combat. The target of this attack must make a Wisdom (Insight) skill check vs. Wivierell's Charisma (Deception) skill check as the DC. If the target fails the check then Wivierell has advantage on attack rolls for the rest of his turn.

Net (Recharge 4-6). Wivierell throws a net, the designated target must make a DC 13 Dexterity saving throw if it is a Large or smaller creature and is restrained on a fail until it is freed. This attack has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Reactions

Net and Stab. As a reaction, Wivierell may make a *trident* attack against a target that is restrained due to his net attack.

Tactics

Before Combat. Wivierell uses his oil of slipperiness if he anticipates he'll be fighting in difficult terrain. If he expects to be fighting in or under water, Wivierell switches from his rapier and hook hand to the traditional weapons of his tribe — trident and net.

During Combat. Wivierell nimbly tumbles into flanking positions to gain sneak attack opportunities. If fighting alone, Wivierell feints to throw his opponent off guard.

New Magic Item

TRAVELER'S ANY-TOOL **COMMON**

Wondrous item

This tool at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

Zugok, the Boatswain

A burly looking half-orc with olive skin barks out orders, a scowl darkening his scarred craggy face. He gestures strongly with his broad curved blade to emphasize his point.

Born the child of a prostitute in a large pirate base, Zugok grew up in and around piracy for all of his childhood. It was only natural that he would sign on as a cabin boy as soon as he was tall enough. He spent many of his teenage years at sea, where hard work made him stronger, and he became skilled and confident onboard any ship. The rough and tumble pirate life also taught him how to swiftly gauge others' intentions as well as the brazen art of making threats and showing menace to force others to back down, to do what he wanted, or to give over their valuables.

Zugok was promoted to boatswain when he was twenty and found that it suited his nature. He didn't have to do the more laborious tasks aboard ship and he got paid better simply for ordering the crew around. Being an actual officer seemed like too much hard work though, too many extra responsibilities and a horde of arduous new things to learn. Zugok likes to fight, but he enjoys spending money far more, and he is more than content to accept a foe's surrender. Zugok doesn't tolerate insolence or sloppy behavior from crew under his command, seeing this as insulting to himself, and he is happy to bang heads together to 'correct' the situation. However, Zugok doesn't hold a grudge and leaves it to the ship's officers to determine the punishment for a crewmember's transgressions.

ZUGOK

Medium humanoid (half-orc), neutral

Armor Class 14 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	10 (+0)	8 (-1)	12 (+1)	13 (+1)

Skills Acrobatics +4, Intimidation +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

CHALLENGE 2 **450 XP**

Archer's Eye (3/Day). As a bonus action, Zugok can roll 1d10 and add the result to his next attack or damage roll with his composite longbow.

Relentless Endurance (1/Day). When Zugok is reduced to 0 hit points, he instead drops to 1 hit point.

Savage Attacks. When Zugok scores a critical hit with a melee weapon attack, he rolls one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Zugok makes two attacks with his composite longbow.

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

Composite Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dazzling Display (1/Day). Zugok's skill with the falchion frightens enemies. Each enemy that is within 30 feet of Zugok and aware of him must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Zugok's Dazzling Display for the next 24 hours.

Freebooter's Bane (Recharges after a Short or Long Rest). For 1 minute, Zugok can indicate an enemy in combat and rally his allies to focus on that target. Zugok and his allies gain a +1 bonus on attack and damage rolls against the target. A creature can benefit from only one Freebooter's Bane at a time. This effect ends if Zugok is incapacitated.

TACTICS

During Combat. Zugok uses freebooter's bane to pick out a foe to tackle, directing any pirates under his command to gang up on this target. He also uses his Dazzling Display feat to intimidate a group of enemies, softening them up for his crewmates.

The Cutthroats

The following stat blocks represent an assortment of nefarious villains of ill repute that populate

the Pirate Isles. They can be used separately as challenging NPCs, or they can be used in concert as allies of Harkka Rustfang, the hobgoblin wereshark chieftain, as he follows the plot hooks you have chosen for involving the weresharks in the campaign. The weresharks may work in concert with non-lycanthropic pirates, or with hostile aquatic races like the sahuagin.

The Cutthroats

CR	Name	Campaign Role
7	Barassa Kraal	Witch doctor and diviner of the dead
11	Harkka Rustfang	Wereshark chieftain
9	Sedale "Landshark" Silvertooth	Saboteur and spy on shore
8	Wereshark bloodriders	Battle leaders and hunters
8	Wereshark shamans	Battle priests and spies

Barassa Kraal, the witch doctor

Barassa Kraal serves an ambiguous role, as he can be a source of information about Harkka Rustfang and his pack of weresharks, and about pirate history and lore in general. He can interpret treasure maps or perform divinations for them in exchange for a share of their treasure, though he is often less interested in gold than in interesting historical artifacts or funerary relics, whether from ancient island civilizations or from noteworthy pirates that have met their end. He has no particular allegiance to the party or to the weresharks, willing to sell any information he possesses to the highest bidder. He is equally happy to direct the party toward the known hideouts and hunting grounds of Harkka's crew, and could even sponsor a mission to negotiate with or destroy the weresharks in the hope of retrieving something stolen by them, but he has no loyalty to the party and, once having gained a bit of their trust, could just as well betray them to Harkka and his gang.

If PCs have played any of the *Islands of Plunder* series of adventures from Legendary Games, Barassa can serve as a linking element between those adventures or between them and the core narrative of the Pirate Adventure Path. He can alert the party to seekers of vengeance, or tip them off to potential pursuers seeking revenge or opportunities to make a name for themselves. Of course, he is only too happy to place those pursuers on their trail. As the PCs make a name for themselves in the Pirate Isles, they will attract all manner of attention, and an unsavory character like Barassa Kraal can provide valuable assistance with a hint of danger.

Barassa can also serve the role of an unambiguous enemy, someone holding a rare treasure the PCs might seek, and overcoming him and recovering this item may be the event that triggers the hunt of Harkka Rustfang, who had his own designs on Barassa's treasure. Barassa could be encountered in league with Sedale the "Landshark" plotting some mischief together, possibly bringing back undead versions of former enemies of the PCs left for dead in their wake but now brought back to horrific unlife.

BARASSA KRAAL, THE WITCH DOCTOR

Medium humanoid (human), neural evil

Armor Class 12 (15 with *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	14 (+2)	10 (+1)	11 (+0)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5
Senses passive Perception 11
Languages Abyssal, Common, Infernal

Challenge 7 **2,900 XP**

Reach Spell. All of Barassa's prepared spells with a range of Touch instead have a 30-foot range.

Charnel Manuscript. The soot-black covers of this large book are crinkled and creased like the face of a withered crone. The tome's pages are of stiff bone-white parchment but dark dried bloodstains splatter the edges of the pages. The first half of the manuscript is written in a neat flowing script with several clinical discourses on the processes of reanimating corpses. The style of handwriting as well as the nature of the spells changes abruptly in the middle of the manuscript and there are short notes in the margins in the newer handwriting on how to use certain spells as part of torture regime. The *Charnel Manuscript* has the following necromantic spells that Barassa can cast innately, requiring no material components:

1/day each: *blight*, *circle of death*, *false life*, *ray of sickness*, *ray of enfeeblement*, *animate dead*, *vampiric touch*

Spellcasting. Barassa is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +4 to hit with spell attacks). Barassa has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *guidance*, *message*, *true strike*

1st level (4 slots): *decompose corpse* (see page 37), *inflict wounds*, *mage armor*, *restore corpse*

2nd level (3 slots): *detect thoughts**, *locate object**, *scorching ray*

3rd level (3 slots): *clairvoyance**, *fly*, *bestow curse*

4th level (2 slots): *air walk* (see page 34), *black spot* (see page 35), *skeleton crew* (see page 45)

* Divination spell of 1st level or higher

Macabre Revival (1/Day). By drawing on the dark powers that created the *charnel manuscript* Barassa can instill an unholy potency into a spell that creates undead creatures. Undead created by a spell enhanced with this ability have maximum hit points.

Actions

Finely Crafted Heavy Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Reactions

Revelation (Recharges after Barassa casts a divination spell of 1st level or higher). When Barassa is targeted by an attack that uses a to-hit

roll he knows what the attack is and may either take advantage on the related saving throw or cast a spell as a reaction.

Tactics

Before Combat Barassa casts *air walk* and *mage armor* before battle.

During Combat Barassa uses his attack spells to disable his enemies. He also uses his Reach Spell trait in combination with *bestow curse* or his inflict spells.

Harkka Rustfang, Wereshark Chieftain

Scarred both long hours spent astride his titanic megalodon mount and by his vicious, bloodthirsty gnawing upon his own flesh as he fights with reckless abandon, the lycanthropic lord Harkka Rustfang is a devastating combatant on land but nigh-unstoppable in the water. The statistics for Harkka's shark mount, Naanee, include the modifiers granted by Harkka raging while using ferocious mount and greater ferocious mount rage powers.

HARKKA RUSTFANG, WERESHARK CHIEFTAIN

Large humanoid (hobgoblin, shapechanger), lawful evil

Armor Class 16 (natural armor, scarification)

Hit Points 230 (27d10 + 81)

Speed 30 ft., swim 40 ft. (in shark form only)

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	17 (+3)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Int +6, Wis +5, Cha +6

Skills Perception +5, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Resistance necrotic

Senses darkvision 60 ft., blindsense 30 ft. (shark or hybrid form only); passive Perception 15

Languages Common, Goblin, Tribal

Challenge 11 7,200 XP

Amphibious. Harkka, as a wereshark, can breathe air or water.

Blood Frenzy. Harkka, as a wereshark, has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Rage. Once per turn, Harkka can deal an extra 17 (5d6) damage to a creature he hits with a weapon attack.

Scarification. While Harkka is wearing no armor and wielding no shield, his AC includes his Constitution modifier (included).

Sea Frenzy. While mounted on a creature that has a swim speed all damage Harkka does with a melee weapon is increased by 1 die (for example, 1d8 becomes 2d8). He may use one of Naanee's melee attack options as part of His Multiattack action.

Shapechanger. Harkka, is a wereshark and can use its action to polymorph into a Large shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, and its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. Harkka makes three melee attacks. Alternatively, he can make two ranged attacks with his javelins. In hybrid form, he can substitute a bite for one melee weapon attack.

Bite (Shark or Hybrid Form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Reckless Abandon (Recharges after a Short or Long Rest). For 1 minute, Harkka gains advantage on attack rolls but grants advantage to attackers.

Reactions

Destroyer. As a reaction Harkka can make a melee attack against a creature he has dropped to 0 hit points or when he has scored a critical hit.

Mounted Warrior. As a reaction Harkka can halve the damage of an attack that hits his mount Naanee.

Tactics

Before Combat He drinks his potion of *magic fang* (this potion gives him an additional +1 to hit and damage in shark or hybrid form for 1 minute).

During Combat If alerted, Harkka repeatedly uses Sea Frenzy, charging against an enemy as often as he can, using Rage and Reckless Abandon. If prevented from charging, he and his mount will

move in for melee.

Morale Harkka never surrenders, fighting to the death.

NAANEE — MEGALODON MOUNT

Gargantuan beast, unaligned

Armor Class 16 (natural armor, studded leather barding)

Hit Points 232 (15d20+75)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	21 (+5)	1 (-5)	2 (+1)	10 (+0)

Saving Throws Wis +5

Skills Perception +5

Senses blindsight 60 ft.; passive Perception 15

Languages —

CHALLENGE 11 — **7,200 XP**

Blood Frenzy. Naanee has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Naanee can breathe only underwater.

Charge. If Naanee moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, Naanee can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by Naanee. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the megalodon, and it takes 21 (6d6) acid damage at the start of each of the Naanee's turns.

If Naanee takes 30 damage or more on a single turn from a creature inside it, he must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of him. If Naanee dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 20 feet of movement, exiting prone.

SEDALE "LANDSHARK" SILVERTOOTH

Sedale Silvertongue is a distant cousin to chief Harkka Rustfang, due to a rare intermarriage of goblin and hobgoblin, and while Sedale's family was outcast from the goblin clans of the Pirate Isles he has felt a certain kinship for the outcast Harkka, shunned by most of his kin for his accursed state. While not keen to accept the "gift of the blood moon" as Harkka's close bloodriders have, he has taken on a different role as the shorebound agent of Chief Harkka, keeping his ear to the ground for rumors and stowing away aboard ships, engaging in stealthy sabotage and poisoning to disable ships and their crews and leave them easy prey for Harkka's gang.

SEDALE "LANDSHARK" SILVERTOOTH

Small humanoid (goblin), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	18 (+4)	7 (-2)	8 (-1)

Skills Perception +2

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Goblin, Tribal

CHALLENGE 9 — **5,000 XP**

Alchemist Extract. As part of his *bomb* attack option, Sedale can convert a spell he has prepared into a bomb. The bomb's to hit and range do not change but the effect on a hit is as the original spell.

Nimble Escape. Sedale can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. Sedale is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Sedale has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *bomber's eye* (see page 36), *shield*, *touch of the sea* (see page 46), *witch bolt*

2nd level (3 slots): *alter self*, *web*, *vomit swarm* (see

page 48)

3rd level (3 slots): *fly*, *lightning bolt*, *thorn body* (see page 46)

4th level (3 slots): *black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

Actions

Multiattack. Sedale throws a bomb of his choice and then can use a cantrip. He may use the bombs listed below or use his *alchemist extract* trait.

Spiked Gauntlet. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bomb. *Ranged Weapon Attack:* +6 to hit, range 15/25 ft., one target. *Hit*: 17 (5d6) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Tanglefoot Bomb. *Ranged Weapon Attack:* +6 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) piercing damage and the target is restrained for 1 minute. A creature restrained by the tanglefoot bomb can use its action to make a DC 16 Strength check. On a success, it frees itself.

Force Bomb. *Ranged Weapon Attack:* +6 to hit, range 5/20 ft., one target and all targets within 10 ft. *Hit:* 12 (5d4) force damage, and the target must make a DC 15 Dexterity saving throw or be knocked prone.

Tactics

Before Combat. When encountered, Sedale has already cast *mage armor*. If he expects combat is likely to occur, he also uses *greater invisibility*.

During Combat. Sedale uses *thorn body* (which he calls "*sharkteeth skin*" and can cast as a 3rd-level spell) before entering combat and begins hurling bombs, starting with force bombs and tanglefoot bombs to immobilize enemies. He uses *vomit swarm* against groups of enemies, especially those unable to move, and uses *fly* to get around obstacles.

Morale. If brought below 20 hit points, Sedale flees using nimble escape combined with either, *fly*, *greater invisibility*, or *touch of the sea* as appropriate.

Wereshark Bloodrider

These vicious sea hunters are a menace both above and below the waves, astride their great hammerhead sharks (treat as a giant shark but with AC 15 due to leather barding) and bringing doom to those trying to stand against them. The statistics for their shark mounts include the modifiers granted by their rider raging while using ferocious mount and greater ferocious mount rage powers.

WERESHARK BLOODRIDER

Medium humanoid (hobgoblin, shapechanger), lawful evil

Armor Class 15 (natural armor, scarification)

Hit Points 142 (19d8 + 57)

Speed 30 ft., swim 40 ft. (in shark form only)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	6 (-3)

Skills Perception +5, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Resistance necrotic

Senses darkvision 60 ft., blindsense 30 ft. (shark or hybrid form only); passive Perception 15

Languages Common, Goblin

Challenge 11 7,200 XP

Amphibious. Wereshark bloodriders can breathe air or water.

Blood Frenzy. Wereshark bloodriders have advantage on melee attack rolls against any creature that doesn't have all its hit points.

Rage. Once per turn, a wereshark bloodrider can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack.

Scarification. While a wereshark bloodrider is wearing no armor and wielding no shield, his AC includes his Constitution modifier.

Sea Frenzy. While mounted on a creature that has a swim speed all damage the wereshark bloodrider does with a melee weapon is increased by 1 die (for example, 1d8 becomes 2d8). The wereshark bloodrider's mount cannot be targeted separately while mounted and may use a melee attack as part of the wereshark bloodrider's Multiattack action.

Shapechanger. A wereshark bloodrider and can

use its action to polymorph into a shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, and its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. A wereshark bloodrider makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins. In hybrid form, it can substitute a bite for one melee weapon attack.

Bite (Shark or Hybrid Form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Javelin (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Reckless Abandon (Recharges after a Short or Long Rest). For 1 minute, a wereshark bloodrider gains advantage on attack rolls but grants advantage to attackers.

Wereshark shaman

While all lycanthropes have a certain affinity for their animalistic side, these shark shamans take that communion to an incredible depth. The blood of the shark flows in their veins, the selfsame sharks they worship as a thing divine.

Wereshark shaman

Medium humanoid (hobgoblin, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 14 (natural armor) in shark or hybrid form (16 With barkskin in all forms)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 40 ft. (in shark form only)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	8 (-2)	16 (+3)	8 (-2)

Skills Medicine +6, Nature +1, Perception +6, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsense 30 ft. (shark or hybrid form only); passive Perception 16

Languages Aquan, Common, Druidic, Goblin

Challenge 8 3,900 XP

Amphibious. The wereshark shaman can breathe air or water.

Blood Frenzy. The wereshark shaman has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark shaman can use its action to polymorph into a shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than

its AC, and its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The wereshark shaman is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray* (2d12 damage), *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *hydraulic push* (see page 40), *thunderwave*

2nd level (3 slots): *barkskin*, *pernicious poison* (see page 40), slipstream (see page 45)

3rd level (3 slots): *call lightning*, *conjure animals*, *tidal wave*

4th level (2 slots): *freedom of movement*, *watery sphere*

Actions

Multiattack (Hybrid form only). In humanoid form, the wereshark shaman makes two *shillelagh* attacks. In hybrid form, he can substitute a bite for one melee weapon attack.

Bite (Shark or Hybrid Form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Shillelagh (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 10 (3d6) poison damage.

Summon Elemental (1/Day). The wereshark shaman magically summons a water elemental. The summoned elemental appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Tactics

Before Combat Wereshark shamans often patrol wild shaped into the form of 6-inch-long Diminutive cat sharks (treat as a quipper).

During Combat Wereshark shamans remain wild shaped, using *tidal wave* to capsize boats or submerge flying enemies, then using *conjure animals* to summon 4 reef sharks to flank with their allies and block enemy movement. They use *pernicious poison* early in a fight, followed by *poison spray* (and summoning giant lizards rather than sharks if fighting on or near land). If combat is imminent, they cast *barkskin* before resuming hybrid form, using their poisoned *shillelagh*.

Chapter 9: Pieces of Eight

This is the domain of the greatest of Pirate Captains, and the Pirate Kings and Queens! Here lie their personal ships, their treasure maps, and their hidden treasures, ready for you to drop into your campaign whenever you need an extra splash of nautical flavor!

Captain Beryl

A privateer rather than a true pirate, this blue-skinned and water-souled undine assumed the role of captain after her mother died. She was trained as the ship medic to ensure her survival if she ever was captured, and she has mastered the fine points of commerce from accounting and finance to contract lawyering, ensuring she had all the tools she would need to make sure she doesn't get cheated of ay payments owed to her and her crew. Of course, she wields her words and writs like weapons, making sure that any contracts she signs with others always lead to her advantage, just as her mother taught her. After all, piracy need not be at the point of a sword. Beryl is easily irritated, as she carries a great deal of stress from handling so many different jobs and also dealing with the often-uneducated louts in her crew, yet she truly cares about each one of them. While never a slave herself, most of her crew were enslaved in the past, and she despises those who would steal the freedom of their fellow sentient beings. She carries her medical bag with her at all times, along with her charts, maps, and ledgers, just in case.

Captain Falthren Pullusilva

Falthren Pullusilva is the "black sheep" of the Pullusilva Royal House of the hidden kingdom known as the Shrouded Vale. Falthren is a very gifted wizard of modest height and slight build, standing 5'6" tall with violet eyes and raven-black hair that shines silvery in bright light. He always keeps himself well-dressed, to an almost foppish extent, favoring blues and blacks accented by silver embroidery and jewelry, especially a silver ring bearing sapphire carved into a minotaur skull on his right index finger. This ring grants Falthren the ability to change into a hulking minotaur, the form he most often uses in public view.

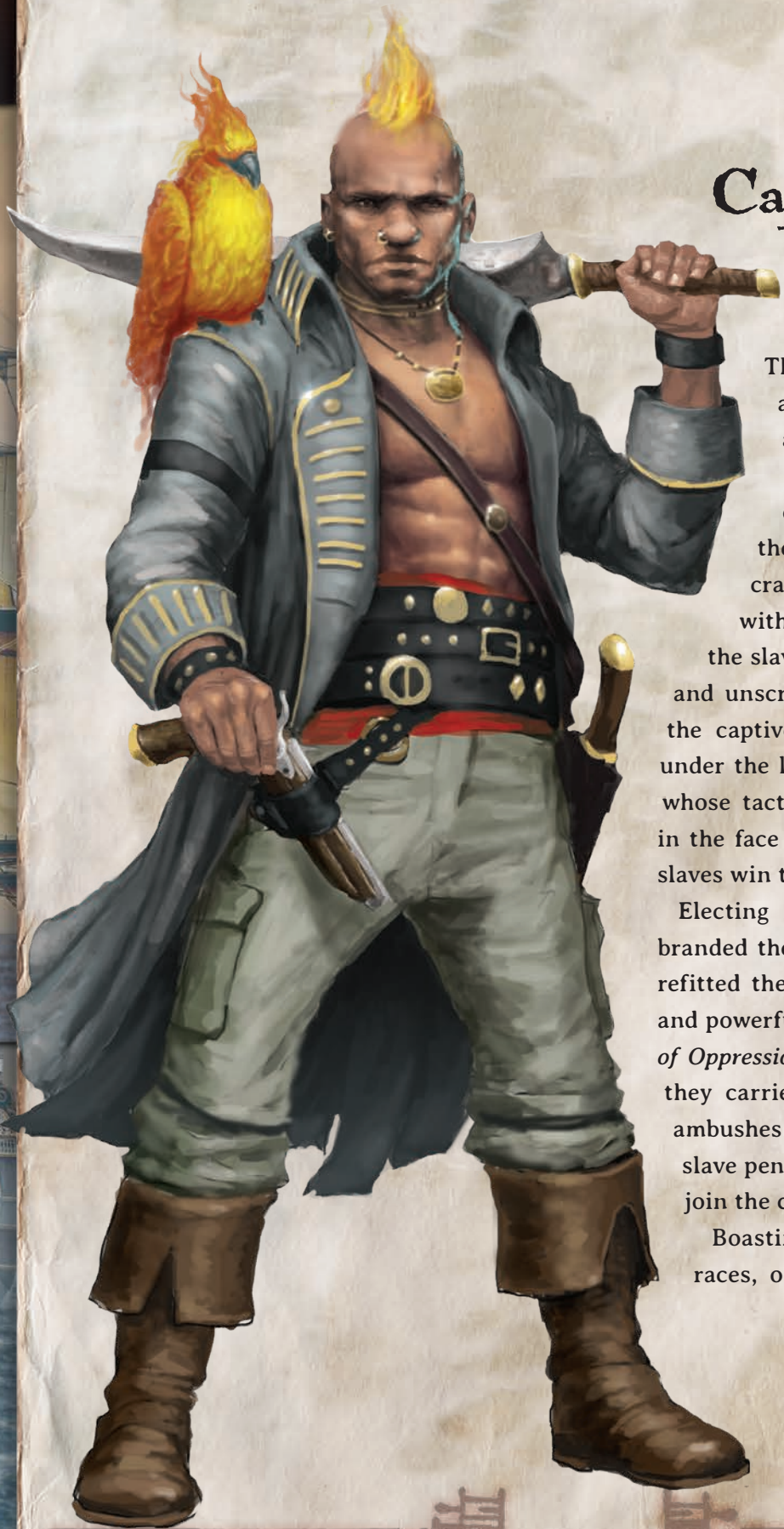
As Falthren is a wanted "man," he has taken to the seas as the Pirate Lord "the Ole Sea Bull." As the Bull, Falthren is a huge grey minotaur with piercing red eyes and multiple scars. He wears thick black boots, loose-fitting pants striped in red and white, a thick belt with a sapphire buckle, and a black vest and coat. He has many rings on his fingers and has his elven longsword at his waist as well as a two-handed axe on his back that most profess they have never seen the Ole Bull use.

The Ole Sea Bull's ship is a massive 4-decked, 5-masted galleon named the *Raging Bull*. While impressive in its own right as a heavily armed ship of the line, Falthren also has enchanted his otherwise spartan captain's chamber in the transom. Opening his armoire and speaking the command word activates a door to a small demiplane large enough to hold Falthren's most prized loot and his true private quarters. When he enters this plane, Falthren creates an illusory image of the Ole Sea Bull sleeping or looking at map muttering to himself so that the ruse is never dropped. His enchantments also extend to the ship's propulsion system, as there are two compartments on the lowest deck that house two water elementals that can drive the ship through the water when becalmed and keep it afloat even in the harshest conditions.

Each level of the ship is well appointed for the crew, as he believes treating them fairly and well ensures that they never feel the need to mutiny or leave the service of the Sea Bull. He is strict but fair, quick to mete out punishment for crimes

against the crew and their cause but just as quick to divvy out treasure to his crew – sometimes even more treasure than his share! The crew is told that we do not murder and only kill as a last resort.

The crew is mix of all races and cultures, but, Falthren tries his hardest to only recruit sailors and officers that have some sense of nobility and are trying to right a wrong or are trying to atone for past sins – as far as pirates and sea rogues go. However, he always keeps at least one halfling chef aboard to prepare the best meals for him and the crew and as a reminder of the happier moments of his misspent youth in the Shrouded Vale.



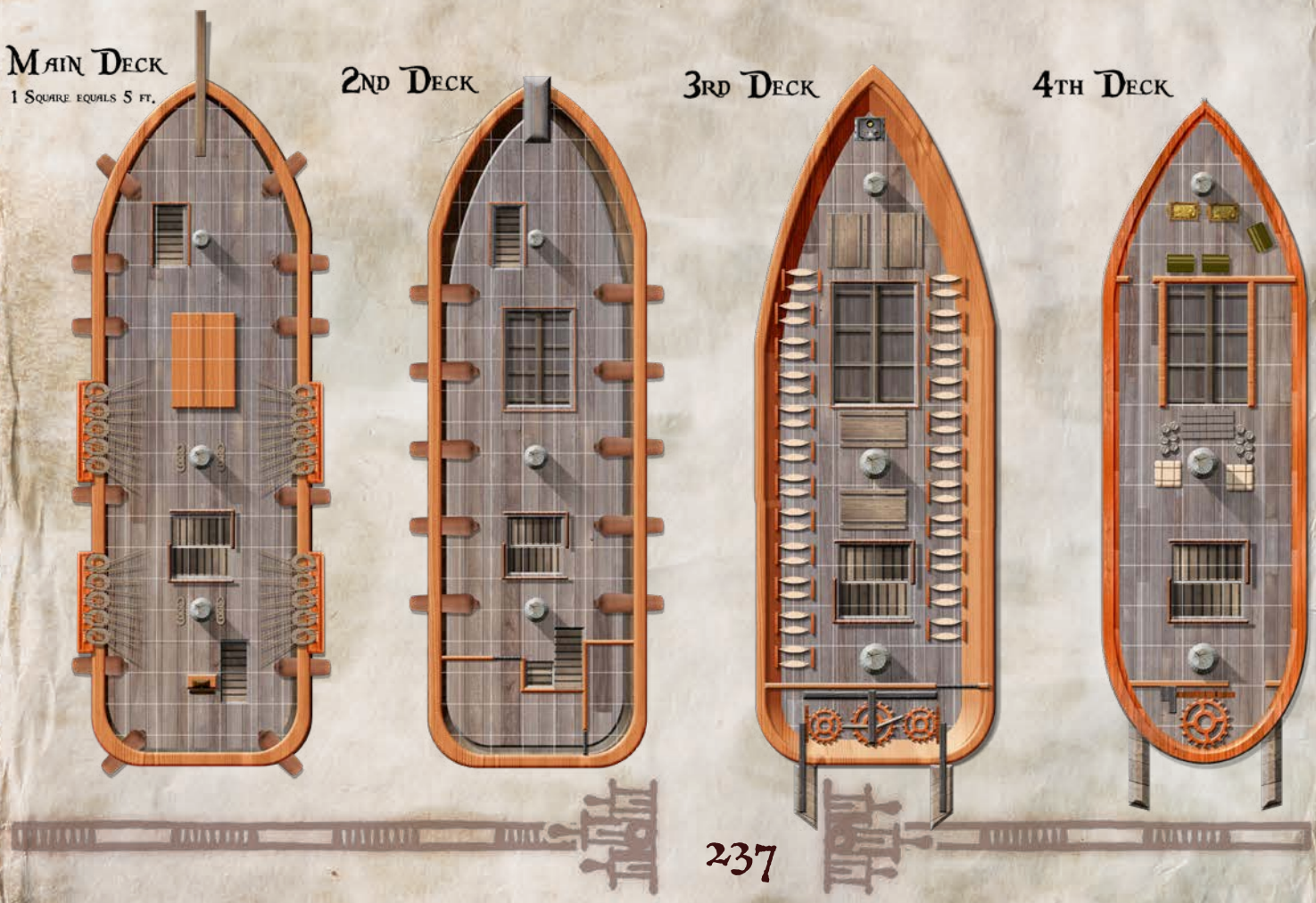
Captain "Firehawk" Dante

The Firehawk pirates were born in blood and fire, in a slave uprising aboard an exotic merchant ship, *The Glorious Phoenix*. Its grandiose name and its outwardly luxurious appointments gave the appearance of a decadent pleasure craft, but its holds were filled to bursting with illicit humanoid cargo being carried to the slave markets and flesh pits of the wealthy and unscrupulous. On its final voyage, however, the captives turned the tables on their captors under the leadership of Dante, a fire-blooded ifrit whose tactical brilliance and unmatched courage in the face of desperate odds was able to help the slaves win the day and their freedom.

Electing Dante as their captain, the survivors branded themselves the Firehawk Pirates and they refitted the merchant ship into a more functional and powerful vessel of war, rechristened as *Phoenix of Oppression*. Using clever tactics and subterfuge, they carried out a series of lightning raids and ambushes to seize other slave ships and liberate slave pens, offering freed prisoners the chance to join the crews of their growing flotilla.

Boasting crew members from all different races, occupations and skillsets, the Firehawk

Pirates can make for a powerful ally or a can make an extremely deadly adversary. Their primary target currently is the vicious city-state of Port Piriean, the so-called "City of Chains," a large forge town that has been the chief arms manufacturer for most of the pirate isles. Port Piriean is has proved very difficult to assault, its approaches guarded by vast and trackless mangrove swamps and the shifting sandbars of a river delta, along a swift-flowing river tumbling down from mountains towering over the town. Ruled by a tyrannical upper class driven by greed and the belief that they're superior to the working class, which they treat like slaves, the Firehawk Pirates see reducing Port Piriean as a key linchpin in their campaign to unleash freedom in the pirate archipelagos.



Captain Grillana Skitterdown

This wererat gnome pirate commands the ship *Black Swarm*. She leads a crew of ratfolk pirates, dire rats, rat swarms, and a rat-king on raiding everything from large merchant vessels to small fishing boats, "just to keep things interesting!" Her flag is red with a fierce black rat in the center.

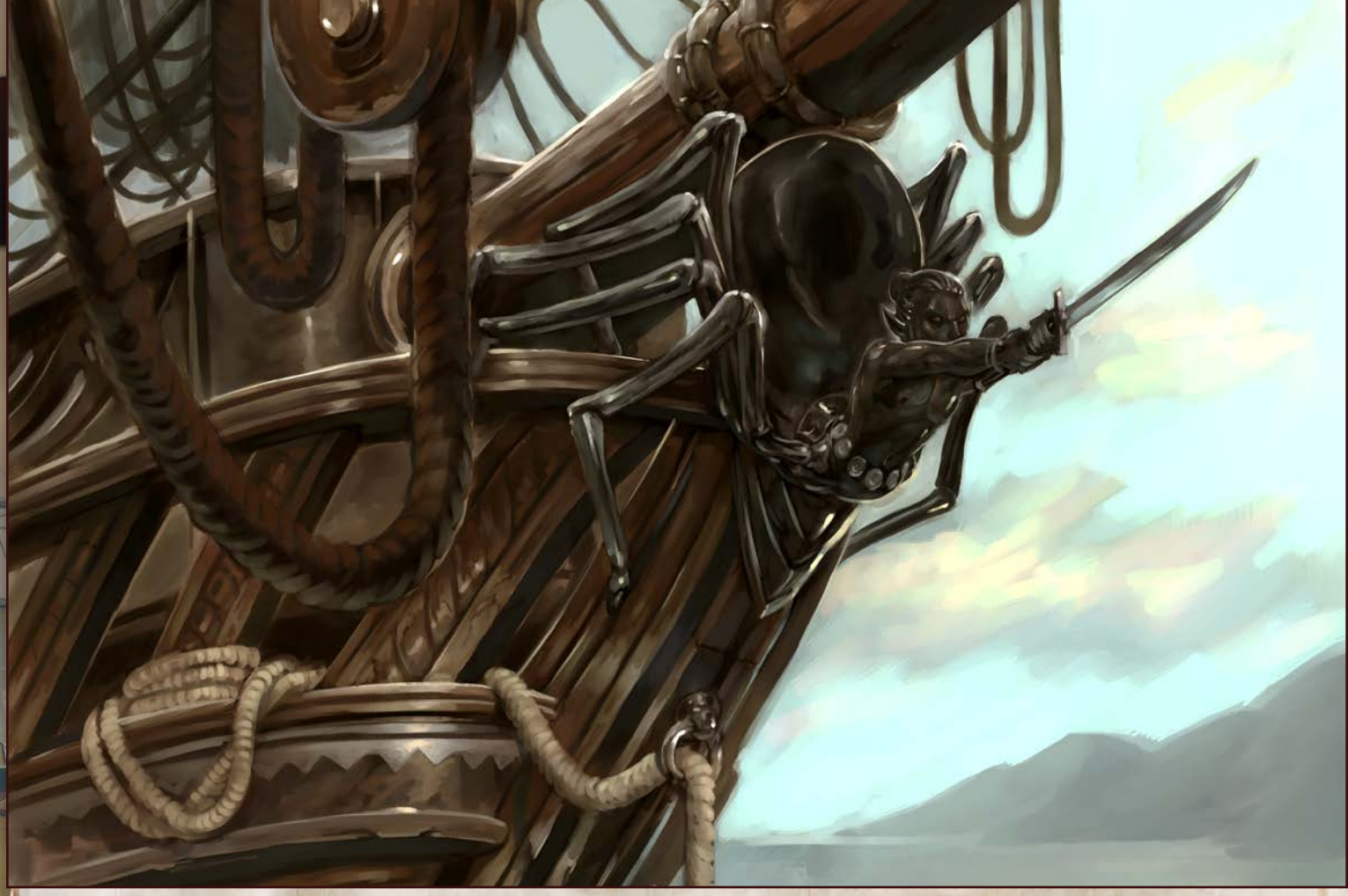
Captain Jonathon Wilder

Jonathon Wilder was once just another traveling dilettante, the scion of a minor noble line who loved to travel wherever his wanderlust took him. A tall male half-elf, he is always well dressed in black and purple attire, stylish yet seaworthy, his unruly brown hair often needs to be brushed aside from his green eyes to reveal his winning smile. Despite the roughness of the seagoing life he often adopted, he always maintained himself as friendly, charming, and trustworthy.

Things changed on a fateful voyage as a passenger aboard the *Evening Dream,* when the ship ran afoul of pirates of a most unsavory reputation. The captain of the ship was a drunk and dissolute sailor whose shoddy tactics led to near disaster and whose cowardice even when luck momentarily saved their ship seemed about to doom them all over again. Jonathon leapt into action, reordering the crew and pulling them together with several excellent maneuvers that pulled them out of danger and ended up saving the lives of everyone aboard the *Evening Dream* while sending the ship attacking them fleeing. The

surviving crew called for a mutiny and marooned the old captain at their next landfall, while inviting Jonathan to take the tiller and lead them.

He at first tried to dissuade them from appointing him as captain, still thinking of himself as not a true man of the sea. Yet, the second in command and first mate, William, voiced his support for Jonathan on the condition that the young man be willing to keep him and the other experienced sailors on board to show him the ropes. Captain Wilder agreed, reluctantly at first, though he soon found his partnership with William an ideal pairing of his youthful charisma and wit, his intuitive grasp of tactics, and the boundless depth of experience of his second in command when it came to the sea and all its manifold mysteries.



Captain Josiah Mercurio

Captain Josiah Mercurio's success as a pirate is a testament to the power of obsession wedded to a fortunate find. A man of average height, with hawkish features and dark hair, moustache, and beard always kept neatly trimmed, he had enjoyed an unremarkable career as a privateer, taking a few prize ships but almost losing his own to an uncharted reef. His daring endeared him to his crew, as he sought always to close with his opponents and led from the front in all boarding actions. However, his ship always came out worse for wear, battered by so many repeated close encounters.

His luck changed dramatically when he surprised and sacked a black-painted vessel with a most unusual cargo, a coterie of enterprising drow merchants carrying a cargo of adamantine weapons, armor, and raw ingots. Enchanted by the dark luster of this cache of starmetal, he hit upon the solution to his difficulties, resolving not only to arm himself with purloined adamantine weapons, but also to clad his very ship and its ram in the potent metal. He immediately set about scouring the seas for additional adamantine, buying it, stealing it, trading for it whenever possible, and building his vessel into an unstoppable dreadnought!

Josiah's ship is a sleek 3-masted sloop of war, the Stygian Spear. This swift vessel is sheathed in deep black metal. In a mocking memorial to the drow who began his obsessive quest, he adopted a spidered sigil on his pirate flag and mounted a piercing bowsprit and ram of adamantine shaped like a drider. He had once thought to make the whole ship from adamantine, but his shipwrights reassured him that it would be slow and unwieldy

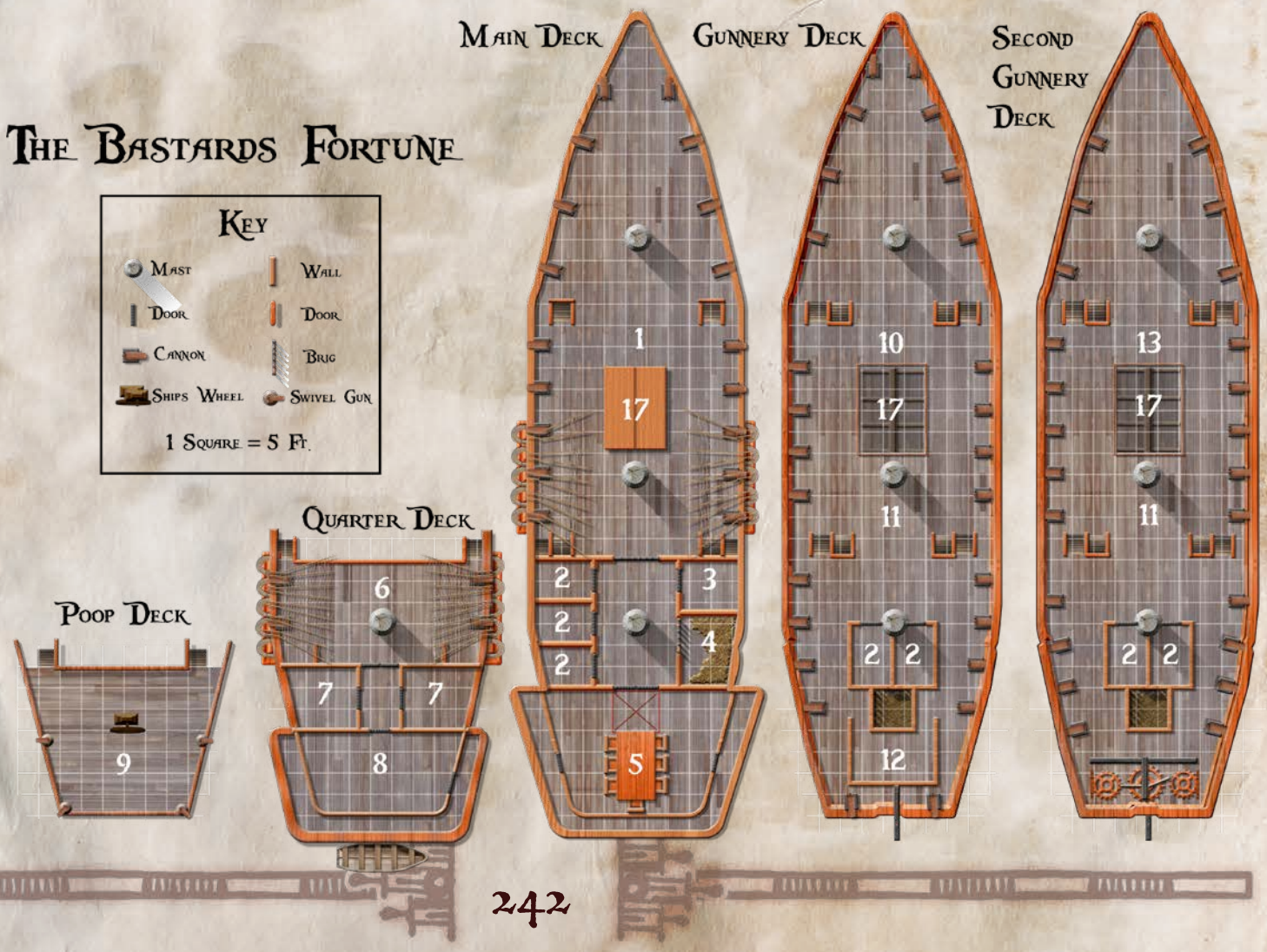
and prone to foundering. Instead, they strategically replaced metal fittings and joints with adamantine alloys for strength and installed cladding along the prow, the keel, the hull, and the rudder to help the ship deflect hostile fire and survive collisions. In fact, its strength proved so formidable that Josiah now bears down on his foes to ram with abandon, letting loose broadsides from his 20 guns aboard as his ship passes by or even through any vessel in its path.

Captain Lorros Zyldan

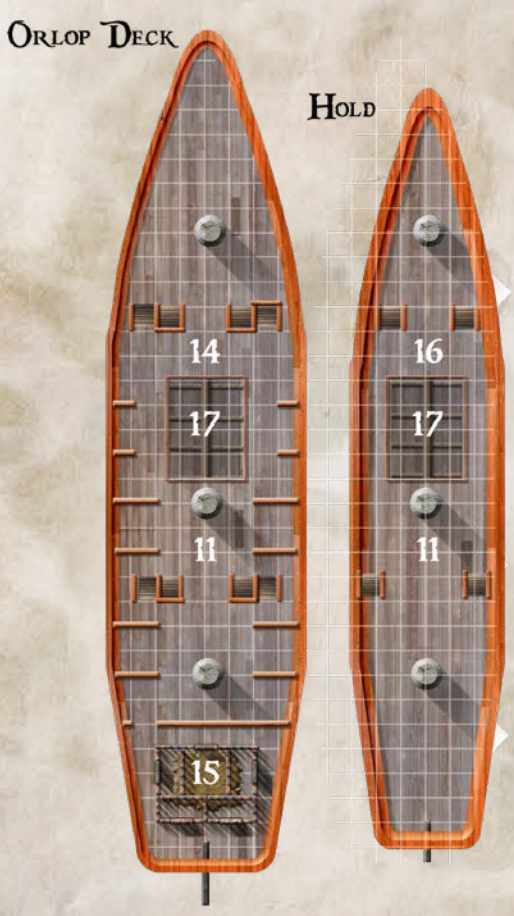
Captain Lorros Zyldan came into his legacy as a pirate the hard way, shanghaied by a press gang and nearly keelhauled twice in his first week aboard ship. He learned the bitter lessons of the lash but always kept his eyes up and aware. If he was trapped into this life of piracy, he would outwork, outfight, and most importantly out-think every scurvy knave aboard from the lowest swab to the captain himself. He systematically began undermining his rivals, taking down personal nemeses by setting them up for failure and framing them for misdeeds until they were cast out of the captain or shanked by another member of the crew. Meanwhile, Lorros just kept competently rising up the ranks, displacing in turn a corrupt cook, a brutal bosun, and a nefarious navigator on his way to the captain's side, feigning loyal service for a time to allay suspicion before finally slaughtering his captor and taking the ship for his own.

The officers and crew had mocked Lorros when he had been dragged aboard, calling him a "bastard pirate," someone who would never truly earn a name of repute, but he took that name as a badge of honor and a form of quiet resistance. He was never pirate born, but they would see his true bastard colors in time as he survived when other press-ganged swabs fell away. When he took the captain's ship *Fortune,* he renamed *The Bastard's Fortune*, proud to claim the name they thought would break him.

A human male with well-tanned skin, dark brown hair, and a light beard, Captain Lorros has now adopted many pirate fashions and affectations,



including wearing his brocade jacket, a collection of tricornes (mostly taken from rival pirates whose ships he has taken), and a blue and gold macaw he named Milo, after the one friend among his press-ganged companions who was keelhauled for bringing Lorros food and water when he was in the hot box for disobedience. He also collects jewelry and trinkets with nautical themes, from grotesque Lovecraftian idols from sunken cities to whimsical mermaid necklaces and octopus rings, but these quirks are merely his way of poking fun at the trappings of the pirate life. As a captain, he is coolly deadly with cutlass and flintlocks leading his crew into battle, and few have bested him at sea once he has the weather gage.



Captain Mergar the Deathless

Mergar, the second son of once King Harpen II of the Kingdom of Marland, was born over 200 years ago. Bitter over his father's favoritism towards his elder brother, Mergar threw himself at the world with a vengeance in search of conquest, bastardizing his family's sigil of the mailed fist and broken sword into a symbol of menace. He began to seek out legendary treasures from the farthest reaches of the world in a quest for immortality. This was at first just a figurative quest to become immortal, in the sense of a fame that would eclipse his father and brother's and would live on after him, but after recovering a marvelous pearl sacred to the Queen of the Eastern Ocean, he was filled with a surging torrent of power that seemed to mark him for a destiny of greatness. Much to his surprise, his aging slowed to a stop and his vigor increased, as did his craving for both ordinary plunder and for magnificent treasures the likes of which the world has rarely seen.

Captain Mergar is legendary among his awed crew for his skill with a blade and for his incredible nose for treasure. He can fast-talk his way through most situations with an offhand charm, though his crew knows that his casual smile hides a heart that still burns with hate. He has never forgiven his father or his father's other descendants for what he views as their disloyalty and disdain, and that bitterness impels him to ever more daring raids and quests to achieve ever-greater fame and legendary treasures. He is a hard man as a captain, relentless in his demands of his crew, and though he doesn't kill wantonly neither does he hesitate in order to gain any advantage.

Unlike many famous captains, Mergar does not have a single ship that carries his flag. Because of his seeming immortality, he has survived shipwrecks that have killed everyone else aboard, yet ever he returns to seek his path. He has used many ships over the years, and often strikes bargains with other captains to commandeer their vessels for a short period on a particular mission, moving on to a new ship after his latest prize is gained. His current obsession is in the far northern seas, where he has been seeking signs for the legendary icerigger called the *Ice Cat*, a magical skate-skimmer designed to speed across the endless ice sheets of the polar reaches. Crewed by a family of catfolk with an intelligent ice golem helmsman, this magical ice vessel streaks with uncanny speed across not only smooth ice fields but even up and down icy slopes and vast snowy landscapes. Their crew is generally more interested in food and fellowship than pillage and plunder, willing to bargain with their targets and rarely leaving anyone entirely destitute in their wake, but Mergar has plans of his own if he can seize this eldritch vessel and take it for his own.

Captain Sayar the Short

All great captains of the seas crave a kind of immortality, whether through fame or infamy. Some are great explorers, some notorious blackguards, and some are famous for the treasures or mysteries they leave behind. So it is with the strange case of Sayar the Short, a bombastic and eccentric maritime man in miniature who always claimed he was "half-halfling" and "a quarter copper," claiming his marvelous mother and glorious gran had the blood of copper dragons running in their veins. Quirky in the extreme, Sayar became a source of jokes and tall tales, many spread by Sayar himself. Any oddball story about a crazy captain might be attributed to him, but rather than being the butt of jokes more often than not through luck, pluck, cleverness, and impeccable timing he always came out ahead, both in tales and in reality. By the time of his mysterious disappearance, he had amassed a considerable fortune that he hid away in the Leviathan Hills after supposedly making a deal with his dragon sires, though for decades no

one could ever figure out what he meant or where it was.

A few years ago, a drunken sailor staggered into a wharfside tavern buying drinks for everyone and boasting of having found a great treasure, the Loot of the Leviathan. He mysteriously died that very night sitting at the bar (some say poisoned), and in his bag was found a corroded copper tube marked with the sigil of Sayar the Short, and within a map of a semicircular island resembling a sleeping dragon. Here at last was a clue to the lost trove of gold and jewels. A massive brawl erupted for possession of the map, with a number of people present that night claiming to have escaped with it and now with several copies existing, though which is the real map and which are counterfeits drawn from memory after a quick glance are hard to say.

The island itself is very much real, though the sea nearby is shrouded in strange mirages of phantom shoals and wandering whirlpools. Compasses and sextants become unreliable near the island, and it is said that only by trusting to luck can a captain get through to make landfall. The reefs and lagoons around the island are thick with rare golden sea turtles, each gleaming like polished metal. The streams and marshes of the island are likewise thick with immense tortoises and savage snapping turtles. These massive reptiles are tended by a circle of wyrmtouched druids who have dwelt here for ages tending this island as a sanctuary. They are aware of Sayar's treasure scattered around the island and can give clues to its locations if made friendly, but they tend to observe intruders in animal form rather than engaging them directly. If their reptilian charges are assaulted or the island is despoiled by intruders, they strike back with savage fury.

Sayar left six separate caches of treasure around the island, with riddles and clues to their locations etched onto the backs of some of the ancient tortoises that crawl around the island. Some of these tortoises are sentient and possessed of great wisdom and can be persuaded to share their knowledge, while others are simply secrets to be found. The treasures themselves are warded with magical and mechanical traps of devious design, but the greater trap is that all of the treasure is keyed to the rest of it. As long as it remains scattered across the island, it poses no danger; however, as the treasures are brought together (even if placed into an extradimensional space), the sympathetic enchantment laid upon it grows in intensity and begins calling to a clockwork leviathan (or more than one, if the party is high level) that lies dormant under the island, awakening it and drawing it to the collectors of Sayar's treasure to destroy them and return to its lair.

If the leviathan is activated, a venerable copper dragon (one of Sayar's ancestors) may return within a few days to the island to replace the treasure in its hiding places, or one of the druids may take it back. Some wonder whether one of the druids may even be the elderly Sayar himself in disguise, enjoying retirement on a beautiful tropic isle, with the occasional grand jest at the expense of those who pursue greed and gold more highly than a good time.

Captain Trett

This mysterious four-armed servant of the sea gods is an extraterrestrial alien from a far-distant planet brought here through an interplanetary gateway when just a child by parents in search of safety from a war-torn homeworld. Turned away as monsters from so-called civilized refuges, with his mother nearly slain, the family found sanctuary with a coastal community of aquatic half-elves, who understood better than most their sense of isolation and dislocation with nowhere truly being home. Trett came to venerate the gentle yet strong gods of sea and storm worshiped by their elven hosts, and after seeking fame and fortune as an adventurer he

rose up to become a sailor and eventually a captain in the royal navy, returning in uniform with some satisfaction to several towns that had turned him away as a refugee two decades before. After many years sailing in service to his adopted country and proving his worth time and again, Trett has retired from active naval service, though remains active in the ministry and as a daring protector of his adopted home with trident and maul and his trademark dolphin shield.

Captain Vivienne Stormheart

Vivienne Stormheart was born into the wealthy but staid Locke family but never shared a taste for the family business. Accounting bored her to tears, and warehousing and caravanning bulk commodities on short-haul and long-haul trips with metronomic monotomy drove her to distraction. She was thankful for the opportunities and education her family's resources afforded her, but as she grew into adulthood she could endure the tedium and slowness no longer.

Stowing away with a routine expedition, Vivienne made her way across the border and adopted a new identity, cutting and coloring her long blonde hair as she took up the mantle of Stormheart. She worked a variety of jobs before apprenticing herself to a traveling dueling master. After accompanying him on his adventures for a time and learning all she could, she set out to make her own fortune. In doing this, she found great value in the lessons learned from her family, balancing her freewheeling impulses with a practiced eye that always counted the cost and planned ahead, taking down enemies who underestimated her skill and determination.

She took command of her first vessel on a mission to liberate a slaver's colony, putting their cages and fighting pits to the torch and returning dozens of prisoners to their homes. She earned the respect of

her crew for her courage and good heart, but also their loyalty with the way she always was able to balance altruism and pragmatism. A good deed may be its own reward, but a bit of honest smuggling or decently earned plunder is never to be disdained.

She and her crew aboard the cutter *Deliverance* prize speed, stealth, and careful sailing to outrun anything they can't outgun, with a knack to get in and out before they are detected. Establishing her command and reputation, she returned and reconciled with her family, offering occasional assistance as a scout, escort, or courier for their trade ships. She is now and forever her own woman, though, a high-spirited freebooter whose seagoing spirit is echoed in the singing and sword-swinging siren figurehead that adorns her prow.

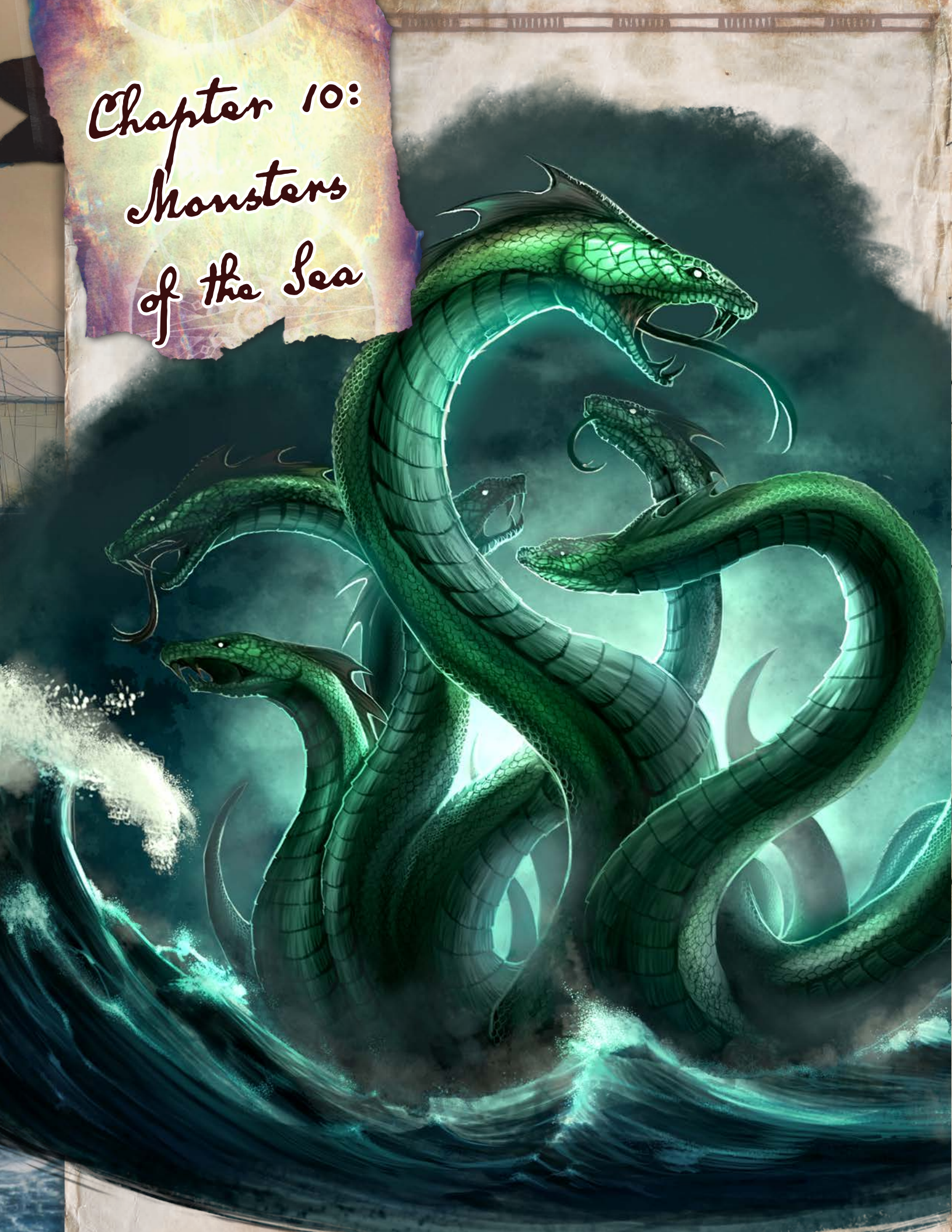
Don Miguel Felipe Santiago

Don Miguel was raised on the streets, learning to feed himself and master the dangerous alleys and dark corners even as he protected and cared for his sickly mother. On her deathbed, she revealed the name of the father he had never known, being outcast and abandoned for his bastard birth. With a mixture of curiosity and anger, he sought his lost heritage, burning to throw his hate in his father's teeth, and his search rapidly bore fruit when he encountered agents of the trading company that bore his father's name: Velderve's Travel & Trade. Seizing his chance, he apprenticed with VT&T, learning the ropes first as a sailor and soon rising to quartermaster, earning the respect of his employers while quietly worming his way toward the trading company's leadership.

Six long years of work finally earned him the opportunity to receive a commendation and award directly from the hand of Master Guilder Velderve himself, but on meeting his father and half-brothers and half-sisters, he faltered. Should he reveal his origins or maintain the charade? He played for time, parlaying his favor with the company for the opportunity to learn the family's prized fencing styles. His mixed feelings gave way to pure revulsion, however, when he discovered secret manifests and eventually lower holds full of slaves being carried by his "honorable" father's trade ships. He had nearly believed their perfect façade, but on seeing the cruel truth he stole back his inheritance, smuggling out incriminating documents along with enough riches to set himself up as a freebooter in his own right, using the training that VT&T had provided to target their ships and bring ruin to the family he never had.

Don Miguel has light brown hair, olive skin, dark eyes, and an athletic build and stoic demeanor, with a vertical scar over his right eyebrow. He dresses comfortably but with an ostentatious belt buckle embedded with his father's purloined signet ring. His father's stolen rapier likewise hangs at his side, its jeweled hilt never far from his hand.

Chapter 10: Monsters of the Sea



The 5th Edition Srd has no shortage of aquatic creatures that are perfect for populating a nautical or pirate campaign. These include a variety of modern and prehistoric animals and beasts, which show off the fascinating biodiversity of the real world, but also draw from the myths and legends of cultures all over the globe and the rich legacy of fantasy invention, from merfolk and sahuagin to sea hags, merrow, tritons, and massive apex predators like the dragon turtle and kraken. The monsters in this chapter provide even more versatility, bringing in creatures like the Norse fjord linnorm, the nereids of Greece, the adaro of the Solomon Islands, and the selkie of Scotland. Creatures of cosmic horror abound in the sunken cities of the sea, and you can populate them with deep ones and the star-spawn of Cthulhu, alongside creatures of classic fantasy like dragons, genies, hags, and elementals.

Creatures by Type

Listed below are all monsters in this book, organized alphabetically by type and subtype.

- **Aberration**: charybdis, scylla, star-spawn of Cthulhu, veiled master aboleth
- **Beast**: bladefish, colossal ape, deep tiger anemone, dinichthys, dire seastar, electric eel, giant mantis shrimp, giant moray eel, giant squid, great white whale, hippocampus, megalodon, mindclaw, sea serpent
- **Construct**: clockwork leviathan, coral golem
- **Dragon**: fjord linnorm
- **Fey**: nereid, selkie
- **Giant**: ocean giant
- **Humanoid**: deep one hybrid cultist, merfolk guardian, wereshark
- **Monstrosity**: adaro, asquenti, benthonir, deep one, seaweed siren, siren
- **Plant**: conch tree, seaweed leshy
- **Undead**: bone ship, draugr, draugr crew

Creatures by Challenge

The following section lists all monsters included in this book, alphabetically by their Challenge.

- **1/8**: deep one hybrid cultist
- **1/4**: deep one, draugr, electric eel, hippocampus, seaweed leshy
- **1/2**: adaro, merfolk guardian
- **2**: asquenti, benthonir, deep one bishop, draugr captain, giant moray eel, namonti benthonir
- **3**: siren
- **4**: adaro vortex-rider
- **5**: bladefish, giant squid
- **6**: dire seastar, selkie, wereshark
- **7**: conch tree, nereid
- **9**: coral golem
- **10**: mindclaw
- **11**: megalodon
- **12**: clockwork leviathan, dinichthys, sea serpent
- **13**: ocean giant
- **14**: deep tiger anemone
- **15**: colossal ape
- **16**: veiled master aboleth
- **17**: elder deep one, great white whale, seaweed siren
- **18**: bone ship, giant mantis shrimp
- **19**: charybdis
- **20**: star-spawn of Cthulhu
- **21**: fjord linnorm
- **23**: scylla

Aboleth, Veiled Master

During an ancient era, when aboleths manipulated humanity like puppets, some of their kind disguised themselves to walk among their pets, veiling themselves with magic to appear as humanoids. These were the veiled masters—if one were to foolishly attempt to impose human hierarchies upon this alien race, veiled masters would be considered the nobility among their aboleth kin. In truth, while aboleths do treat veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race. Stranger and still more dangerous entities rule over veiled masters from the deepest trenches below the sea. Today, veiled masters live on. They walk among the humanoid races again, watching and waiting. The time to teach a new lesson draws ever closer.

Ancient Arcanist. Aboleths are undoubtedly skilled at domination and illusion, but veiled masters are the true experts of the arcane. Veiled masters engineered the deceptions and manipulations of ancient humanity's culture. Their hidden gifts and subtle coaxings did much to encourage humanity's first rise to glory in that age, and in many of those first empires, veiled masters walking among the populace, whispering into their leaders' ears. The people knew the veiled masters as powerful wizards, and there were murmurs that the mysterious cabal was more than human, but few suspected the truth for very long. The veiled masters quelled such suspicions by doing violence to the bodies and minds of those who proved too curious. When the veiled masters first learned of humanity's growing hubris—of their belief that they were greater than their patrons—these manipulators punished humanity. At first, the punishments were minor, yet to the veiled masters' surprise and frustration, they only strengthened humanity's resolve. In the end, destruction was deemed the answer, and as human culture fell into ruins, the veiled masters retreated to the depths of the sea, content for now that the devastation above would serve as a lesson that would never be forgotten.

The average veiled master measures 14 feet in length and weighs 1,500 pounds.

ABOLETH, VEILED MASTER

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 300 (24d10+168)

Speed 10 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	25 (+7)	21 (+5)	18 (+4)	22 (+6)

Saving Throws Con +12, Int +10, Wis +9

Damage Resistance cold

Damage Immunities lightning

Skills History +15, Perception +14

Senses darkvision 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

CHALLENGE 16 **15,000 XP**

Amphibious. The veiled master can breathe air and water.

Mucous Cloud. While underwater, the veiled master is surrounded by transformative mucus. A creature that touches the veiled master or that hits it with a melee attack while within 5 feet of it must make a DC 20 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the veiled master, the veiled master learns the creature's greatest desires and darkest fears if the veiled master can see the creature. Additionally, for each minute of continued telepathic communication, the veiled master can experience one of that creature's memories.

Innate Spellcasting. A veiled master's spell casting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *glyph of warding*, *suggestion*

3/day: *major image*, *symbol*

1/day each: *polymorph* (self only), *programmed illusion*, *teleport*

Actions

Multiattack. The veiled master makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, 20 ft. reach, one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 21 (6d6) lightning damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Bite. *Melee Weapon Attack:* +9 to hit, 10 ft. reach, one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 17 Wisdom saving throw or suffer an additional 27 (6d6 + 6) psychic damage as the veiled master consumes its memories. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the veiled master regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. If the target's hit point maximum is reduced to 0, it remains alive and conscious and is treated as though it had 1 hit point, but it becomes a mindless slave of the veiled master, as though affected by the veiled master's enslave ability.

Enslave (3/day). The veiled master targets one creature it can see within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the veiled master until the veiled master dies or until it is on a different plane of existence from the target. The charmed target is under the veiled master's control and can't take reactions, and the veiled master and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the veiled master.

Legendary Actions

The veiled master can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The veiled master regains spent legendary actions at the start of its turn.

- **Detect**. The veiled master makes a Wisdom (Perception) check.
- **Mental Assault**. The veiled master bombards the mind of a single creature within 60 feet with psychic static. That creature has disadvantage on all d20 rolls it makes until the beginning of its next turn.
- **Psychic Drain** (Costs 2 Actions). One creature charmed by the veiled master takes 21 (6d6) psychic damage, and the veiled master regains hit points equal to the damage the creature takes.

Adaro

Malevolent denizens of the waters, adaros are among the fiercest sentient hunters of the tropical seas. They are known and feared by sailors on many exotic shores, as well as by common folk who just happen to live near the ocean. Many have witnessed a fellow sailor or fisher suddenly go rigid, a poisoned spear jutting from his guts, only to fall into the water and be taken by the vicious adaro responsible for the assault.

Ripjaw. Strictly carnivorous, adaros feed upon their victims almost immediately after slaying them. Their brutally sharp teeth cut through bone almost as easily as through flesh, and their powerful digestive systems are capable of handling most organic matter. Adaros usually eat once every couple of days, gorging on meals half their weight.

Stormchasers. Adaros' strange relationship with storms has intrigued scholars for centuries. These sea-dwellers have a special connection to the deadly creatures of the water and the wildness of foul weather, and it is no coincidence that they attack humanoids more often during rough seas. Adaros are seminomadic by nature; a tribe travels until it finds a suitable hunting ground, and leaves either when its presence becomes too well known or when its game runs low.

An adaro is 7-1/2 feet long and weighs 250 pounds.

ADARO

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 30 (4d10+8)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +4

Senses blindsense 30 ft., darkvision 60 ft.; passive Perception 13

Languages Aquan, Common

CHALLENGE 1/2 **100 XP**

Poison Use. Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Rain Frenzy. Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros have advantage on Strength saving throws and saving throws against being frightened. In such conditions, at the start of its turn, the adaro can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. An adaro gains this benefit even if it is underwater, but only as long as it remains within one turn away from the water's surface (50 feet for most adaros).

Speak with Sharks. An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as "come," "defend," or "attack."

Actions

Multiattack. The adaro makes two spear attacks. It may substitute a bite for one spear attack.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ADARO VORTEX-RIDER

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 120 (16d10+32)

Speed 10 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

Skills Perception +3, Stealth +4

Senses blindsense 30 ft., darkvision 60 ft.; passive Perception 13

Languages Aquan, Common

Challenge 4 1,100 XP

Legendary Resistance (1/Day). If the adaro fails a saving throw, it can choose to succeed instead.

Poison Use. Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Rain Frenzy. Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros have advantage on Strength saving throws and saving throws against being frightened. In such conditions, at the start of its turn, the adaro can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. An adaro gains this benefit even if it is underwater, but only as long as it remains within one turn away from the water's surface (50 feet for most adaros).

Speak with Sharks. An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as "come," "defend," or "attack."

Actions

Multiattack. The adaro makes two spear attacks. It may substitute a bite for one spear attack.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Create Waterspout (1/Day). The adaro causes a swirling vortex of water to rise up out of any body of water it is currently in. The water rises beneath the adaro, lifting it up and providing it with a semi-stable platform of water. This waterspout allows the adaro to move above the surface of the water as thought it has a fly speed of 20 ft., and it can hover. As an action, the adaro can move through the spaces of hostile creatures during its turn, ending in an empty space. Any creature whose space the waterspout passes through, or that enters the area of the waterspout, must make a DC 13 Strength saving throw. On a failed saving throw, the target takes 7 (2d6) bludgeoning damage and is hurled 1d4 x 5 feet in a random direction into an empty space. The waterspout does not extend beneath the surface of the water. Once created, the waterspout lasts for 1 minute.

Legendary Actions

An adaro vortex-rider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The adaro regains spent legendary actions at the start of its turn.

- **Detect.** The adaro makes a Wisdom (Perception) check.
- **Spear Attack.** The adaro attacks once with its spear.
- **Move (Costs 2 Actions).** The adaro moves up to its speed without provoking opportunity attacks.

Ape

Sharp teeth fill this enormous ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws. These immense apes are vastly more dangerous than their smaller kin. They are highly territorial, attacking anything that intrudes on its territory. It does not break off its attack until the trespassers flee, though it retains a special enmity for kaiju and other colossal creatures. Such oversized enemies constitute a threat and a challenge to the ape's dominance and must be driven out. Colossal apes sometimes bellow, roar, and rage before attacking if trying to drive enemies away, but if they sense real danger they leap to attack without warning or provocation. If a colossal ape is stymied by a heavily armored foe, it attempts to grapple its foe.

COLOSSAL APE

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 297 (18d20+108)
Speed 30 ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
30 (+10)	14 (+2)	22 (+6)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Str +15, Con +11, Wis +6, Cha +3
Skills Acrobatics +7, Perception +6, Survival +6
Senses passive Perception 16
Languages —

Challenge 15 13,000 XP

Kaiju Killer. Against creatures of Huge or larger size, the ape gains advantage on Wisdom (Survival) checks. Creatures with the kaiju or titan tag can never gain advantage against the ape while it is not incapacitated, and the ape gains advantage on all saving throws against such creatures.

Maim. If the ape hits with two fist attacks agaisnt the same target on its turn, the target must make a DC 23 Constitution saving throw. On a failed save, the target gains one level of exhaustion.

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target, *Hit:* 32 (4d10 + 10) bludgeoning damage, and a target of Large or smaller size is grappled (escape DC 25). The ape has two fists, each of which can grapple one target.

Rock. *Ranged Weapon Attack:* +15 to hit, range 100/200 ft., one target. *Hit:* 38 (8d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or creature grappled by the ape is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Hurl. The ape throws a rock at a 15-foot square within 100 feet that it can see. Any creatures in the target squares must make a DC 23 Dexterity saving throw. A creature takes 21 (6d6) bludgeoning damage, and if Huge are smaller are also knocked prone. A successful save halves damage and avoids being knocked prone. If the attack misses, the rock lands 1d6 squares away in a random direction. Wherever the rock lands, the area of effect becomes difficult terrain.

Asquenti

Asquenti live in the shallow and upper reaches of the world's oceans, using their innate sense of the waters around them to hunt for prey with their sonic lance. Once a foe is stunned, asquenti swarm them and finish them off with pincers, hoping to keep them stunned and non-resistant. As apex predators, they have undisputed dominance of their territories.

Asquenti colonies can have several thousand residents, and create wondrous coral cities, coaxing the living coral into useful structures. Scholars and technologists use a combination of subsonic frequencies and their knowledge of the marine world to rapidly increase coral growth and grow buildings in a matter of weeks. Asquenti colonies regularly patrol their territories, ensuring their food isn't poached by others, as well as looking out for kraken agents lurking in the depths.

Toxin Intolerance. Their sense of the natural world around them is particularly sensitive to foreign technological or magical pollutants. Not only do these threaten their habitat and their food sources, but an excess of pollutants in their waters catalyzes biochemical reactions in asquenti. These changes affect their psychology to be more militant, and inflame their passions, causing them to attack the cause of the disruption. While this doesn't turn asquenti into mindless killing machines, it does strengthen their martial instincts, causing most asquenti to become aggressive to all outsiders. Most asquenti assume land dwellers pollute their waters, and even when their home waters are pristine, asquenti have an innate distrust of land dwellers. Persistent peaceful overtures can overcome this distrust, especially in the asquenti who fail to succumb to their biochemical drives.

A typical asquenti stands 7 feet tall and weighs 500 pounds.

ASQUENTI

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Nature +2, Survival +3

Damage Resistances thunder

Senses darkvision 60 ft., incredible sight, passive Perception 11

Languages Asquenti, Aquan

Challenge 2 **450 XP**

Incredible Sight. The asquenti's eyes pick up colors well beyond human range, and it can see perfectly in all light conditions. As long as it is not blinded, it is treated as if it has blindsight out to 60 feet.

Water Breathing. The asquenti can breathe only underwater.

Actions

Multiattack. The asquenti makes two attacks with its claws.

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

Sonic Lance. *Ranged Weapon Attack*. +4 to hit, range 100 ft., one target. *Hit*: 5 (1d6 + 2) thunder damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned for 1 round.

Sonic Pincer. *Melee Weapon Attack*. +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6+2) bludgeoning damage plus 5 (1d6 + 2) thunder damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned for 1 round.

Benthonir

Endemic to deepest parts of the ocean, benthonir are transparent humanoids with an undifferentiated biology. Each drop of the condensed slime that makes up a benthonir's body is interchangeable with the rest so long as enough of the body remains viable to maintain life. This extends to the beginning of their lives, with vast fields of benthonir buds growing on the walls of ocean trenches.

Kraken Cultists. Vast schools of benthonir gather in the trenches. There they worship the krakens they believe created them from the lesser creatures of the trenches and, at the krakens' behest, wage war on the asquenti realms above. In their pantheon, the krakens only bend knee to the even greater Vulnatatoa.

Mutations. With their great numbers and ever-shifting form, it comes as no surprise that the benthonir are susceptible to a wide variety of mutations. Few surface dwellers have seen a normal benthonir and fewer still recognize them as kin to the mutants who can be found on the surface. Thankfully for surface dwellers, the benthonir can only bud in the trenches, leaving the surface as yet uninvaded.

Fire Shark benthonirs have red coloration that gathers in scales over their transparent flesh. This appearance grants them advantage on Dexterity (Stealth) checks while in the vast kelp jungles below he waves. They are also immune to fire rather than cold and often have multiple arms.

Human Born benthonirs look completely human but lose fast healing and their swim speed, instead gaining a normal 30-foot land speed. They can suppress their bite, claw, and morphic form as a bonus action. Using these abilities can reveal their true nature, but otherwise detecting their benthoniri biology requires close examination requiring at least 1 hour and a successful DC 20 Intelligence (Nature) check.

Human Mimic benthonirs look like incomplete human beings, wrinkled as their flesh constantly melts and reforms, but could be mistaken for elderly humans in poor light. They have a land speed of 30 feet and a swim speed of 20 feet.

Namonti benthonirs look like asquenti and can only be distinguished with a cursory medical examination (Wisdom (Medicine) DC 10) or scoring a critical hit on them in combat. They also possess the base asquenti pincer, sonic lance, and sonic pincer attacks rather than their claw and bite.

BENTHONIR

Medium monstrosity, neutral

Armor Class 13

Hit Points 71 (11d8 + 22)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +5, Stealth +5

Damage Immunities cold

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Aquan, Benthoniri

CHALLENGE 2 **450 XP**

Regeneration. The benthonir regains 5 hit points at the start of its turn if it has at least 1 hit point.

Water Breathing. The benthonir can breathe air and water. Additionally, a benthonir can freely cast spells and use other abilities while submerged.

ACTIONS

Multiattack. The benthonir makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack*. +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

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

NAMONTI BENTHONIR

Medium monstrosity, neutral

Armor Class 12

Hit Points 71 (11d8 + 22)

Speed 20 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +4, Stealth +4

Damage Immunities cold

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Aquan, Benthoniri

Challenge 2 **450 XP**

Regeneration. The benthonir regains 5 hit points at the start of its turn if it has at least 1 hit point.

Water Breathing. The benthonir can breathe air and water. Additionally, a benthonir can freely cast spells and use other abilities while submerged.

Asquenti Mimic. The namonti benthonir looks like an asquenti and can only be distinguished with a cursory medical examination (Wisdom (Medicine) DC 10) or by scoring a critical hit against it.

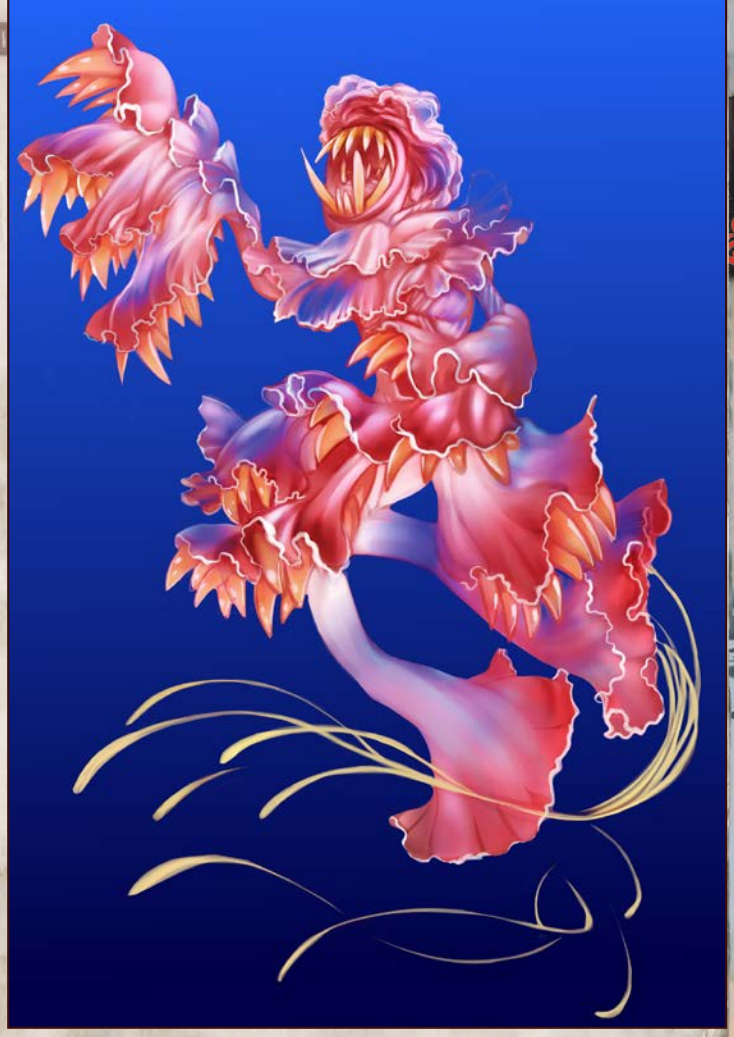
Actions

Multiattack. The namonti benthonir makes two attacks: one with its bite and one with its claw.

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

Sonic Lance. *Ranged Weapon Attack*. +5 to hit, range 60/180 ft., one target. *Hit*: 5 (1d6 + 2) thunder damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned for 1 round.

Sonic Pincer. *Melee Weapon Attack*. +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage plus 5 (2d4) thunder damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned for 1 round.



Bone Ship

Predators of the oceans, the hulking undead monstrosities known as bone ships leave devastation in their bloody wakes. Formed from the collective consciousnesses of dead sailors bound within the bleached bones of giant aquatic creatures, bone ships hunt the seas without mercy, destroying ships and slaying the living wherever they are encountered. Bone ships stalk their prey with tenacious intelligence and single-minded purpose. They often trail their quarry for days, relishing the terror their sudden appearance on the horizon causes, and have even been known to continue the chase on land, the many bones of their hulls pulling them over the ground. Bone ships do not care for plunder, seeking only to add more victims to their unholy crews.

The creation of a bone ship can occur in many different ways. Some bone ships arise as servants of evil gods, pawns to their vile wills. Certain powerful necromantic rituals can also create bone ships. Such

rituals typically require those performing them to sacrifice dozens of humanoid creatures and trap the victims' souls. Other bone ships result from ships being destroyed in horrific and catastrophic events. The souls of the sailors who died in such a disaster, unable to find peace, slowly form a bone ship on the ocean's bottom before rising to the surface to take vengeance on the living. No matter how they're created, bone ships retain jumbled memories of the previous lives of the souls bound to them—though all bone ships attack any creatures they encounter, each ship's unique origin and collection of souls burns a particular objective into its very nature. A bone ship created by an evil god might target ships bearing the flags of an opposing faith or enemy of that god, while a bone ship created in a ritual is ingrained with a specific purpose that forces it to enact its creator's will. Certain bone ships viciously target ships from one or more nations, either those from the dead sailors' former nation if they seek revenge, or those from a rival nation the sailors hated in life.

Over time, legends and stories about a bone ship's capacity for destruction arise. A bone ship never takes a name for itself but living sailors may ascribe it an epithet based on its origin, purpose, unique characteristics, or notable attacks. Though all bone ships possess the same abilities, a particular bone ship can be identified by its hunting area and appearance. Bone ships eventually display certain unique features such as glowing barnacles that cover its hull, a masthead featuring the skull of a particular sea creature, the bones of a unique and rare sea monster, or an unusual configuration of the musculature holding together its hull. Many of these changes are the result of a bone ship scavenging remains off the ocean floor to repair itself.

Lone Ships. No living crew—or even other undead creatures—have ever been seen sailing in a bone ship. These undead ships operate independently, and don't form alliances even with others of their kind. Merely attempting to communicate with a bone ship is dangerous, as even such means as telepathy produce only the howling voices of the suffering, ghostly crew, spreading their insanity to those foolish enough to contact them.

Modular Shape. Though a bone ship is a single creature, the numerous souls it contains create a hive mind. A bone ship can reshape certain aspects of its hull by using its knotted muscle to move the bones within it. This transformative ability allows a bone ship to quickly sprout cannons from its hull that can attack in any direction, and each ship keeps a collection of bones and debris within its own body to use as ammunition. It can also tap into the unholy energy giving it unlife to fire a devastating beam of negative energy at its enemies, and those who close with a bone ship find that even its hull has the ability to drain away life force.

BONE SHIP

Gargantuan undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 297 (17d20+119)

Speed swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
28 (+9)	16 (+3)	24 (+7)	11 (+0)	17 (+3)	19 (+4)

Saving Throws Str +15, Con +13, Wis +9

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 100 ft.; passive Perception 13

Languages Common (can't speak)

Challenge 18 20,000 XP

Blood Wake. The frothing, churning waters around a bone ship are stained crimson with blood. Creatures that begin theit turn within 40 feet of the bone ship must make DC 18 Constitution saves. Those that fail become frightened. Targets that are frightened cannot use reactions and can use either an action on their turn or a bonus action, not both. Creatures can attempt a new save at the start of each of their turns to resist this effect. Those that

succeed at their saving throws are immune to the bone ship's aura for 24 hours. This works only when the bone ship is in the water.

Bound Souls. The souls of numerous sailors and sea creatures form the bone ship's collective consciousness and hull. A bone ship is immune to spells and effects affecting a specific number of creatures. Any creature attempting to communicate with a bone ship, such as through telepathy, hears only the anguished cries of the imprisoned souls and must succeed at a DC 18 Wisdom save or contract long-term madness.

Turn Resistance. The bone ship has advantage on saving throws against any effect that turns undead.

Unholy Repair. By spending 1 full day inactive, the bone ship can heal itself to full hit points by scavenging the bones of dead sea creatures within a 10-mile radius, pulling the bones up from the bottom of the ocean to join its hull.

Actions

Multiattack. The bone ship attacks four times with bone cannons.

Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target, *Hit:* 45 (8d8+9) bludgeoning damage, and the target must succeed at a DC 18 Constitution saving throw or take 10 (3d6) necrotic damage.

Bone Cannon. *Ranged Weapon Attack:* +15 to hit, range 100/400 ft., one target, *Hit:* 30 (6d6+9) bludgeoning damage. The cannons are considered to be part of the bone ship and not separate objects.

Ghostly Boarders (*Recharge 6*). The bone ship disgorges the souls of the sailors bound within it. The ghostly boarders appear as spectral entities and slaughter all living creatures in a 60-foot sphere around the bone ship. Each creature in that area must make a DC 18 Constitution saving throw. A target takes 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. Creatures reduced to 0 hit points in this manner are killed, their souls dragged into the bone ship, and can be restored to life only by a *wish* spell, or if the bone ship is destroyed.

Spectral Energy Cannon (*Recharge 4–6*).The bone ship can combine all four of its bone cannons into a spectral energy cannon, blasting a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw. A creature takes 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one.

Charybdis

Sailors tell many tales of the creatures of the deep, from the terrible kraken to the beautiful mermaid. Yet few are stranger or more feared than the dread charybdis, for it exists to capture ships, crack them open like nuts, and feast on the doomed sailors within. So legendary are these violent attacks that many sailors have come to view the charybdis not as a species of aberrant life, but as the vengeful personification of an angry sea god. A charybdis is 60 feet long and weighs 26,000 pounds.

Living Maelstrom. In truth, the charybdis is not the sending of an angry deity, but in fact little more than a monstrous predator capable of churning even the calmest of seas into a whirling maelstrom. The charybdis uses this vortex ability not only to capture prey like sharks or small whales, but also to entrap ships on the ocean surface above.

Shipwrecker. A charybdis' claws are particularly well suited to puncturing the hulls of ships, and most charybdises have learned that a single large merchant vessel contains enough sailors to make a perfectly sized meal. Often, a charybdis settles in along a well-known shipping route near the shoreline or amid an archipelago of islands where ships are forced along relatively narrow lanes between rocky isles—such locations allow the charybdis to lie in wait and increases the chance of its prey being unable to circumvent its vortex.

CHARYBDIS

Gargantuan aberration, unaligned

Armor Class 20 (natural armor)

Hit Points 351 (18d20+162)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	28 (+9)	4 (-3)	15 (+2)	6 (-2)

Saving Throws Str +16, Dex +5, Cha +4

Skills Athletics +16, Perception +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities frightened, prone

Senses blindsight 60 ft., darkvision 200 ft., passive Perception 16

Languages Aquan

CHALLENGE 19 **22,000 XP**

Amphibious. The charybdis can breathe water and air.

Innate Spellcasting. The charybdis's spell casting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *control water*, *fog cloud*

1/day each: *control weather*, *hallucinatory terrain*

Regeneration. The charybdis regains 10 hit points at the start of its turn if it has at least 1 hit point.

Ship Eater. The charybdis deals double damage to objects and structures.

ACTIONS

Multiattack. The charybdis makes two attacks: one with its bite, and one with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 21 (3d8 + 8) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 19 Strength saving throw or be swallowed by the charybdis. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the charybdis, and it takes 24 (7d6) acid damage at the start of each of the charybdis's turns. If the charybdis takes 40 damage or more on a single turn from a creature inside it, the charybdis must succeed on a DC 26 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the charybdis. If charybdis dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Claws. *Melee Weapon Attack*: +16 to hit, reach 30 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Vortex (*Recharge 4–6*). The charybdis draws creatures and ships within 100 feet of it in the water towards it by creating a massive whirlpool. Ships attempting to avoid this require someone at the helm of the ship must make a relevant check (usually a water vehicle proficiency) with a DC of 20, or be drawn 50 feet closer to the charybdis. Creatures in the water must make a similar Strength (Athletics) check to avoid being drawn close 25 feet. Any creature or ship that is drawn to within 10 feet or closer of the charybdis is subject to a claw attack as part of the Vortex action.

Legendary Actions

The charybdis can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The charybdis regains spent legendary actions at the start of its turn.

- **Claws.** The charybdis makes one attack with its claws.
- **Control Water.** The charybdis casts control water or chooses one the effects of control water.

Clockwork Leviathan

Clockwork leviathans are equally capable of functioning on land and in water. Sailors who are haunted by the memories of these treacherous machines need not exaggerate their yarns, for the reality of an aquatic construct such as this holds enough terror in its story for even the hardiest of seafarers. A clockwork leviathan's numerous metal plates and links are made of such resilient material that they never rust, even after long exposure to the briny sea waters that leviathans often patrol like massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

Clockwork. As a constructed being, a clockwork leviathan doesn't eat, breathe, drink, or sleep. If it is not wound, it eventually becomes inert until it is wound again.

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A clockwork leviathan's numerous metal plates and links are made of such resilient material that they never rust, even after long exposure to the briny sea waters that leviathans often patrol. Clockwork leviathans are 25 feet long and weigh just over 3 tons.

CLOCKWORK LEVIATHAN

Huge construct, unaligned

Armor Class 21 (natural armor)

Hit Points 171 (18d12+54)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Vulnerabilities lightning

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft.; passive Perception 10

Languages understands the languages of its creator but can't speak

CHALLENGE 12 **8,400 XP**

Winding. A clockwork leviathan can function for two weeks every time it is wound. A creature of at least Medium size can use an action to wind the clockwork soldier, restoring to it 1 hour of operating time; a creature of Small size can wind it at half this speed, and Tiny or smaller creatures are generally unable to wind the leviathan.

ACTIONS

Multiattack. The clockwork leviathan makes two attacks: one with its bite and one constrict.

Bite. *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

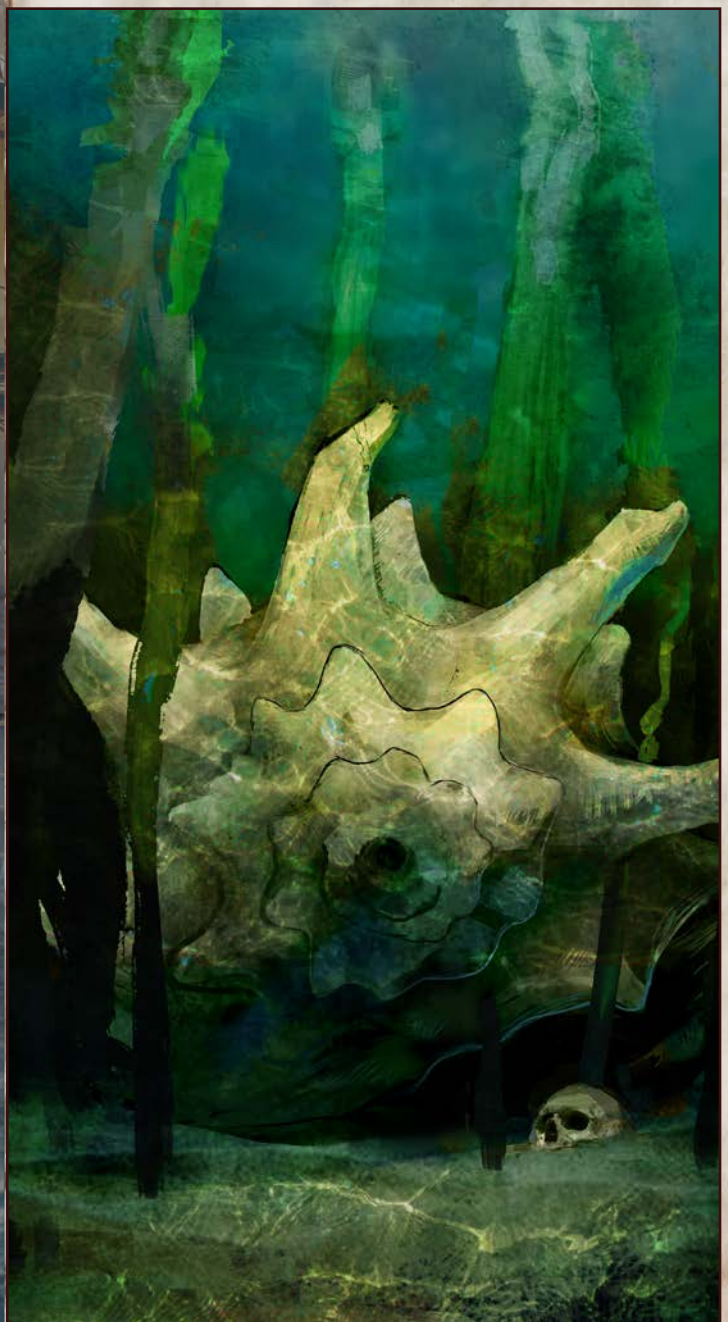
Constrict. *Melee weapon attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 22 (4d10) slashing damage, and the target is grappled (escape DC 20). Until this grapple ends, the creature is restrained, and the clockwork leviathan can't constrict another target.

Steam Breath (*Recharge 5–6*). The clockwork leviathan exhales scorching steam in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. A clockwork leviathan's breath weapon functions equally well above and under water.

Conch Tree

Conch trees are frequently cultivated as living barriers, unsporting hedges against unwanted incursions. After centuries of breeding and experimentation, they developed an instinct for discerning regular travellers among their groves from visiting prey. In the wild, entire schools of fish can vanish instantly over a conch grove.

Cadaverous Reproduction. Conch trees reproduce by implanting a single seed in a partially digested corpse. The corpse is then expelled so the seed can absorb nutrients before sprouting and taking root. Conch trees never stop growing, but an average adult specimen is 20 feet tall.



CONCH TREE

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 0 ft.

Str	Dex	Con	Int	Wis	Cha
23 (+6)	8 (-1)	21 (+5)	1 (-5)	16 (+3)	1 (-5)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 7 **2,900 XP**

False Appearance. While the conch tree remains motionless, it is indistinguishable from a normal seaweed bed.

Water Breathing. The conch tree can breathe only underwater.

Actions

Multiattack. The conch tree makes two harpoon tentacle attacks.

Harpoon Tentacle. *Melee or Ranged Weapon Attack*: +10 to hit, range 60 ft., one target. *Hit*: 28 (4d10 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be reeled into the seaweed mass that makes up the conch tree and are swallowed whole. This triggers the collapse ability of the conch tree. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 7 (2d6) bludgeoning and 3 (1d6) acid damage at the start of each of the conch tree's turns. If the conch tree takes 10 damage or more on a single turn from a creature inside it, the conch tree must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tree. If the tree dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Reaction

Collapse. Once a conch tree swallows a creature whole, it can collapse into a smaller hard shell to protect itself while it digests its prey. The tree curls around its prey, reinforcing its own outer flesh and changing colors to represent mud or stone. It gains a damage threshold of 10 and a +20 bonus on Dexterity (Stealth) checks while on the ocean floor.

Deep One

Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own. These offspring typically live near others of their kind, assuming positions of leadership in their small towns. A deep one's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

Deep Devotees. Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them. Deep one settlements that contain a deep one elder instead typically venerate that powerful deep one, who in turn serves one of the eldritch gods.

Underwater wielders. Deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

Immortal. A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Deep Dweller. Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Deep One Bishop. Deep one bishops incite religious fervor in their kinfolk and promote their chosen deities as the greatest among the Outer Gods.

Hybrid Horrors. Deep one hybrids are the spawn of humans and deep ones. They are most comfortable with others of their kind, and typically cluster in small, insular settlements where they can assume positions of authority. They keep any humans within their towns subservient and cowed, making sure those other residents know better than to act against local laws. Though deep ones are devoutly religious, they usually cloak their true beliefs under a facade of more conventional worship, believing that by doing so they can avoid suspicion from visitors and nearby societies.

DEEP ONE

Medium monstrosity (mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8+8)

Speed 20 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	9 (-1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Skills Religion +3, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 2 50 XP

Amphibious. The deep one can breathe air and water.

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

Actions

Claws. *Melee Weapon Attack.* +4 to hit, 5 ft. reach. *Hit:* 7 (2d4 + 2) slashing damage.

DEEP ONE BISHOP

Medium monstrosity (mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	9 (-1)	15 (+2)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +5, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 2 **450 XP**

Amphibious. The deep one can breathe air and water.

Dark Devotion. The deep one bishop has advantage on saving throws against being charmed or frightened.

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

Spellcasting. A deep one bishop is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). A bishop typically has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *aid*, *blindness/deafness*, *hold person*

Actions

Multiattack. The deep one makes two melee attacks.

Claws. *Melee Weapon Attack*. +4 to hit, 5 ft. reach. *Hit*: 7 (2d4 + 2) slashing damage.

ELDER DEEP ONE

Gargantuan monstrosity (mythos), chaotic evil

Armor Class 19 (natural armor)

Hit Points 232 (15d20+70)

Speed 30 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
25 (+7)	12 (+1)	21 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Con +11, Wis +10, Cha +9

Skills Religion +8

Damage Resistance acid, cold, lightning; bludgeoning and slashing from nonmagical attacks

Senses passive Perception 14

Languages Common, Deep Speech

Challenge 17 **18,000 XP**

Amphibious. The deep one can breathe air and water.

Deep Dweller. Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Innate Spellcasting. An elder deep one's spellcasting ability is Wisdom (spell save DC 18). The elder deep one can innately cast the following spells, requiring no material components:

3/day each: *confusion* (as an 8th-level spell), *dream*, *freedom of movement*, *hold monster*

1/day each: *black tentacles*, *dominate monster*, *symbol*

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

Legendary Resistance (3/Day). If the elder deep one fails a saving throw, it can choose to succeed instead.

Reflective Mind. Any time an elder deep one succeeds at a saving throw against a spell or magical ability that cannot affect creatures that are immune to being charmed or frightened or that inflicts psychic damage, the effect is reflected back on the source, affecting the original caster as if the elder deep one cast the spell or used that magical ability.

Actions

Multiattack. The elder deep one can use its Awful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*. +13 to hit, 5 ft. reach. *Hit*: 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack*. +13 to hit, 20 ft. reach. *Hit*: 14 (2d6 + 7) slashing damage. If the elder deep one scores a critical hit, it rolls damage dice three times, instead of twice, and the target must succeed on a DC 21 Constitution saving throw. On a failed saving throw, the target is stunned until the end of their next turn.

Awful Presence. Each creature of the elder deep one's choice that is within 120 feet of the elder deep one and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature is incapacitated as long as it is frightened in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elder deep one's Awful Presence for the next 24 hours.

Legendary Actions

An elder deep one can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elder deep one regains spent legendary actions at the start of its turn.

- **Claw Attack**. The elder deep one makes a claw attack.
- **Madness** (*Costs 2 Actions*). All creatures other than deep ones within a 30-foot radius must makes a DC 18 Wisdom saving throw. On a failed saving throw, a creature is affected as the spell confusion until the end of its next turn. Creatures with total cover are not affected.
- **Move**. The elder deep one moves or swims up to half its speed without provoking opportunity attacks.

DEEP ONE HYBRID CULTIST

Medium humanoid (human, mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 13 (2d8+4)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Deception +2, Religion +2

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Common

CHALLENGE 1/8 **25 XP**

Dark Devotion. A deep one hybrid cultist has advantage on saving throws against being charmed or frightened.

Final Change. A deep one hybrid ages faster than a human. A mere 1d12 months after a deep one hybrid reaches venerable age at 60 years old, it dies a painful, agonizing death, only to have its body transform into that of a mature deep one. This transformation functions as the reincarnate spell.

Hold Breath. The deep one hybrid can hold its breath for 15 minutes.

Sea Longing. Every 24 hours a deep one hybrid spends more than 10 miles from the sea, it must succeed on a DC 15 Wisdom saving throw. On a failure, the deep one hybrid has disadvantage on ability checks, attack rolls, and saving throw. If the deep one hybrid is already suffering this penalty, it takes 1d6 psychic damage on a failure. The deep one hybrid no longer suffers this disadvantage once it has spent 24 hours within 10 miles of the sea.

ACTIONS

Scimitar. *Melee Weapon Attack*. +3 to hit, 5 ft. reach. *Hit*: 4 (1d6 + 1) slashing damage.

Draugr

Draugr smell of decay and the sea, and drip water wherever they go. These barnacle-encrusted walking corpses look like zombies, but with a fell light in their eyes and dripping with rank water that gives off a nauseating stench. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them. Their attacks smear rancid flesh, rotting seaweed, and swaths of vermin on whatever they hit.

Grim Crew. In the case of draugr who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugr may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.

Lifeless. As animated corpses, draugr do not eat, sleep, or breathe.

DRAUGR

Medium undead, chaotic evil

Armor Class 12 (leather armor)
Hit Points 19 (3d8+6)
Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	13 (+1)

Skills Athletics +4, Perception +2, Stealth +2
Damage Immunities poison
Damage Resistances fire
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft.; passive Perception 10
Languages understands the languages it knew in life but can't speak

Challenge 1/4 50 XP

Actions

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 8 (1d12 + 2) slashing damage, and once per round on the draugr's turn the target must make a DC 11 Constitution saving throw. On a failure, the target is incapacitated until the beginning off the draugr's next turn. Creatures that are immune to being poisoned are not incapacitated.

DRAUGR CAPTAIN

Medium undead, chaotic evil

Armor Class 13 (leather armor)

Hit Points 90 (12d8+36)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	15 (+2)

Skills Athletics +4, Perception +2, Stealth +2

Damage Immunities poison

Damage Resistances fire

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft.; passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 2 450 XP

Actions

Multiattack. The draugr captain makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 8 (1d12 + 2) slashing damage, and once per round on the draugr captain's turn, the target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by 5. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a draugr under the draugr captain's control, unless the humanoid is restored to life or its body is destroyed. The draugr captain can have no more than twelve draugr under its control at one time.

Mist (3/Day). The daugr captain creates a 20-foot-radius sphere of fog centered on its space. The sphere spreads around corners, and its area is lightly obscured. Anything more than 5 feet away through the fog is heavily obscured. It lasts for 5 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Creating a Draugr NPC

To turn an existing NPC into a draugr, apply the following changes:

- +2 Str, -2 Int
- Darkvision 60 ft.
- Swim 30 ft.
- Resistance to fire damage
- Immune to poison damage
- Immune to being poisoned and exhaustion
- Understands the languages it knew in life but can't speak
- Once per round on its turn, when it hits with a melee attack, it may incapacitate a target (see above) with a DC of 8 + proficiency bonus + Charisma modifier.

This alters the NPC's Challenge.

Eel, Electric

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body. The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity.

ELECTRIC EEL

Small beast, unaligned

Armor Class 12

Hit Points 13 (2d6+6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	4 (-3)

Damage Resistances lightning

Skills Perception +2, Stealth +4

Senses blindsight 60 ft.; passive Perception 12

Languages —

CHALLENGE 1/4 50 XP

Hold Breath. The electric eel can hold its breath for 10 minutes.

ACTIONS

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 5 (1d6+2) lightning damage. On a critical hit, the target must succeed on a DC 13 Constitution saving throw or be stunned. At the end of each of its turns, the target can make a new saving throw; on a success, it is no longer stunned.

Eel, Giant Moray

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws. Giant moray eels are warm-water animals that lie in wait to ambush prey. Once they get hold of prey, or an intruder, they are tenacious biters, gnawing and tearing flesh.

GIANT MORAY EEL

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	1 (-5)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +4

Senses blindsight 60 ft.; passive Perception 13

Languages —

CHALLENGE 2 450 XP

Water Breathing. The giant moray eel can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the giant moray eel can't grapple another target.

Fish, Bladefish

A school of human-sized grey fish moves as one. Their long flat bills and rigid fins are bordered in razor-thin silver scales.

Scintillating Wave. Fast and strong, bladefish swim through the warm currents of deep ocean waters in instinctive circuits that cover thousands of miles. These cycles take them through their entire life cycle, including live birth, adolescence, hunting, and mating, though beautiful to behold, bladefish are deadly carnivores and deliver brutal blows very rapidly as they charge in, swim past, and charge in again. Their skulls narrow to a flat, horizontal blade and their tail fins sport a similar vertical protrusion. Both bear shining scales along these sharp edges as decoration. A long, sharp mouth blade is ideal for hunting and defense, while the brightest sheen along its blades attracts the most desirable mates.

Storm of Blades. The greatest weapon bladefish have is in their numbers. Vast storms of them swim their lifelong circuits near the water's surface and as deep as 200 feet. When one senses an intruder, it determines whether the threat is manageable or overwhelming and reacts by charging or fleeing, respectively. The entire community of bladefish joins in that reaction, swimming away as one or attacking in a rapid frenzy of sharp bills. Weaker bladefish are left behind or join the fight late and risk losing their meal to more aggressive members.

An adult bladefish is 7 feet long and weighs 600 pounds. Larger, rarer species can reach 40 feet in length and live for over a hundred years.

BLADEFISH

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 104 (11d8 + 55)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	1 (-5)	12 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 10 ft., passive Perception 14

Languages —

CHALLENGE 5 **1,800 XP**

Pack Tactics. The bladefish has advantage on attack rolls against a creature if at least one of the bladefish's allies is within 5 feet of the creature and the ally isn't incapacitated.

Razor Fin. A bladefish has quick reflexes and powerful muscles along its length. If it strikes the same target with its blade and tail slap attacks it does an additonal 10 necrotic damage as the target bleeds from the gashes made by the bladefish.

Swim-By Attack. A bladefish is perfectly suited for attacking on the move. It does not provoke attacks of opportunity so long as it has attacked in the same turn it has provoked.

Water Breathing. The bladefish can breathe only underwater.

ACTIONS

Multiattack. The bladefish makes one blade and one tail slap attack so long as it has moved at least 5-feet before making the first attack roll.

Blade. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage. This attack scores a critical hit on a natural 19 or 20.

Tail Slap. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (1d10 + 6) slashing damage. This attack scores a critical hit on a natural 19 or 20.

Fish, Dinichthys

This horrific fish has a powerful grey body, with a head of hard white plates. Its wide mouth more resembles curved blades of bloodstained bone.

Primordial Punisher. Among the deadlier animals of the sea, the mighty dinichthys holds its own against dragons and magical beasts. Its punishing bite allows it to both defend itself and feed from the sea's hardiest animals. Dinichthyses hunt at any depth greater than 20 feet, chasing prey for miles in any direction before resuming a natural migration toward decennial mating waters.

Neverfull. Dinichthyses are voracious, often biting a chunk of flesh out of a sizable creature so it can follow the bleeding quarry to any social unit it might flee to for protection.

Dinichthyses live for approximately 100 years. An adult is 30 feet long and weighs 22,000 pounds.

FISH, DINICHTHYS

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 253 (22d10+132)

Speed 0 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	12 (+1)	23 (+6)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 12 **8,400 XP**

Swim-By Attack. A dinichthys is perfectly suited for attacking on the move. A dinichthys that uses its action to attack does not provoke opportunity attacks for the rest of its turn.

Vicious Bite. The dinichthys scores critical hits on natural rolls of 15 to 20. In addition, its critical hit damage is always maximised doing 35 piercing damage and inflicting an additional 7 (2d6) necrotic damage from bleeding. This bleeding can only be stopped with a DC 15 Wisdom (Medicine) check or through any magical healing. This damage is cumulative. For example, a creature who has been hit by two critical hits from a dinichthys vicious bite suffers 14 (4d6) necrotic damage per round.

Water Breathing. The dinichthys can breathe only underwater.

Actions

Multiattack. The dinichthys makes two bite attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 22 (5d6 + 5) piercing damage.

Giant, Ocean

Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.

Musical conches. Each ocean giant carries a hand-crafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Ocean rulers. Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

OCEAN GIANT

Huge giant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 262 (21d12+126)

Speed 50 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
29 (+9)	11 (+0)	22 (+6)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +14, Con +11, Wis +7, Cha +9

Skills Nature +6, Perception +7, Performance +14

Damage Resistances cold, lightning

Senses darkvision 60 ft., passive Perception 17

Languages Aquan, Common, Giant

Challenge 13 10,000 XP

Amphibious. An ocean giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

3/day each: *control water*, *gust of wind*, *water breathing*

1/day: *control weather*

Powerful Trident. Ocean giants are masters of the trident, a weapon well-suited for underwater combat. A trident deals one extra die of its damage when the ocean giant hits with it (included in the attack).

Actions

Multiattack. The giant makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage, or 27 (4d8 + 9) piercing damage if used with two hands to make a melee attack. If the ocean giant scores a critical hit, it rolls damage dice three times, instead of twice.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage.

Conch (*Recharge 5–6*). The giant blasts its conch. All creatures in a 60-foot cone must make a DC 17 Constitution saving throw. A creature takes 58 (13d8) thunder damage on a failed save, or half as much damage on a successful one. A target that fails its saving throw is stunned for 1 round and deafened for 1 minute. At the end of each of its turns, a target can attempt a new saving throw; on a success, the target is no longer deafened.

Golem, Coral

Coral golems are constructs made entirely of colonies of living coral drawn from the ocean. While their sharpened appendages are capable of performing tasks that require meticulous precision, they are equally useful in martial combat. Wizards and sorcerers employ coral golems to collect delicate specimens of plant life from local beaches, spear and retrieve fish from the ocean for meals, and protect valuable locations such as their masters' homes or veins of minerals and other potent resources. A coral golem is 9 feet tall and weighs 1,000 pounds.

CORAL GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d10+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft.; passive Perception 10

Languages understands the languages of its creator but can't speak

CHALLENGE 9 **5,000 XP**

Aquatic Reconstruction. The golem regains 10 hit points at the start of its turn if it has at least 1 hit point and it is touching a body of saltwater of a size equal to or greater than its own body.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target, *Hit:* 15 (3d6 + 5) slashing damage. If the golem scores a critical hit, it rolls damage dice three times, instead of twice.

Hippocampus

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves. A hippocampus's scales vary in color from ivory to deep green to cerulean blue with shades of silver. Aquatic races such as merfolk and locathahs often train hippocampi as steeds or as draft animals used to pull cunningly designed underwater carriages. In the wild, hippocampi prefer to dwell in relatively shallow waters where their favorite food (seaweed and kelp) is more plentiful and larger predators are less common. These creatures often travel in large schools, analogous to free-roaming herds of wild horses on the surface world.

Trainable. The hippocampus is relatively easily trained—the amount of work and cost it requires is equivalent to what it takes to train a horse. Mounted combat on a hippocampus is similar to fighting while riding a horse, although the hippocampus is a clumsy creature on land and cannot move at all out of the water if it has a rider weighing it down.

HIPPOCAMPUS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 15 (2d10+4)

Speed 5 ft., swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	9 (-1)	14 (+2)	2 (-4)	12 (+1)	11 (+0)

Skills Perception +3

Senses darkvision 60 ft.; passive Perception 13

Languages —

Challenge 1/4 **50 XP**

Hold Breath. A hippocampus can hold its breath up to 15 minutes before it begins suffocation.

Water Breathing. The hippocampus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 6 (1d4 + 4) piercing damage.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 6 (1d4 + 4) bludgeoning damage.

Invertebrate, Deep Tiger Anemone

Colorful tentacles writhe across this marine creature like long petals on an immense flower.

Vermin of the Deep. The largest anemones in the ocean are capable predators despite their plodding movement. They lie in fields of other, usually smaller, anemones and among brightly colored coral societies. Deep tiger anemones feed local scavengers by attacking large prey or schools of fish, scattering uneaten remains to their neighbors.

DEEP TIGER ANEMONE

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (15d20 + 90)

Speed 5 ft.

Str	Dex	Con	Int	Wis	Cha
27 (+8)	9 (-1)	22 (+6)	2 (-4)	11 (+0)	10 (+0)

Skills Perception +5, Stealth +4 (+9 in reefs)

Damage Resistances acid

Damage Immunities poison

Condition Immunities blinded, charmed, petrified, poisoned, prone

Senses blindsight 60 ft., passive Perception 15

Languages —

Challenge 14 **11,500 XP**

Acid Cloud. Varinian anemones use concentrated acid to incapacitate and digest their prey. Whenever an anemone suffers a critical hit, or when a creature cuts its way out of the anemone's stomach, the space within the 25-feet is polluted with acid. Creatures who end their turn within this range must succeed on a DC 18 Constitution save or take 3 (1d6) points of acid damage.

Water Breathing. The deep tiger anemone can breathe only underwater.

Actions

Multiattack. The anemone makes three tentacle attacks.

Tentacles. *Melee Weapon Attack*: 15 ft., one target. *Hit*: 34 (4d12 + 8) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage and gained the poisoned condition on a failed save, or half as much damage on a successful one. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained.

Acidic Shards (*Recharges 3–6*). A varinian deep tiger anemone can fire a barb of crystallized bile at a single target within 60 feet. This crystal begins to dissolve immediately upon exposure to water. The shard deals piercing damage and coats the target's wound with potent acid. The target takes 21 (6d6) points of acid on a failed DC 18 Dexterity saving throw or half as much on a success. The damage continues on the following round regardless if the save was successful or not, with the target taking a further 10 (3d6) points of acid damage, and 3 (1d6) more the round after that.

Reaction

Digest. If at the end of its turn the anemone has a creature grappled it may swallow the creature whole if it is Large or smaller. It may swallow any number of grappled creatures with this reaction. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the anemone, and it takes 28 (8d6) bludgeoning damage at the start of each of the anemone's turns. If the anemone takes 29 damage or more on a single turn from a creature inside it, the anemone must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the anemone. This also triggers its acid cloud ability. If the anemone dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Invertebrate, Mindclaw

A red-brown crab the size of a wagon scuttles forward with an unusual amount of aggression.

Echoes of a Sunken Empire. Mindclaws retain the psychic impressions of countless dead, unknown centuries after the cataclysmic demise of ancient antediluvian civilizations. They behave like mindless crabs most of the time, but their simple nervous systems process powerful emotions and are easily influenced by magic. An adult mindclaw is 15 feet tall and weighs 4,000 pounds.

MINDCLAW

Huge beast, unaligned

Armor Class 21 (natural armor)

Hit Points 204 (24d12 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+2)	1 (-5)	9 (-1)	3 (-4)

Skills Perception +3, Stealth +4

Condition Immunities charmed, frightened, stunned (if it is from a psychic-based attack)

Senses blindsight 30 ft., passive Perception 9

Languages —

CHALLENGE 10 **5,900 XP**

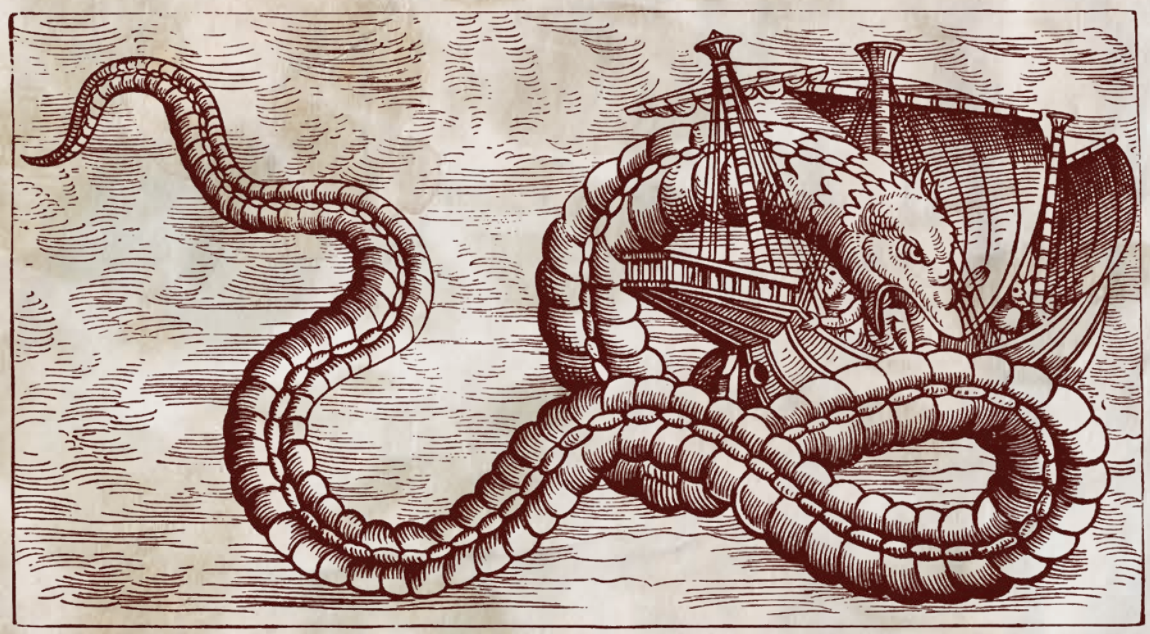
Amphibious. The mindclaw can breathe air and water.

Shared Empathy. Mindclaws gain any bonuses or penalties from emotion effects affecting creatures within 30 feet. The specifics are at the GM's discretion, however, by way of example a mindclaw would gain the benefits of barbarian rage if a raging barbarian was within range. A mind crab can only benefit from the same spell or effect once regardless of bonus type or number of creatures affected by a single effect, but mindclaws do gain bonuses and penalties from other mindclaws within 30 feet. Mindclaws cannot be the target of an emotion effect (for example the calm emotions spell), but do not gain saving throws against emotion effects affecting other creatures.

ACTIONS

Multiattack. The mindclaw makes 2 claw attacks.

Claw. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage and 35 (10d6) psychic damage, and the target is grappled (escape DC 17). The mindclaw has two claws, each of which can grapple only one target.



Invertebrate, Dire Seastar

Muscular tentacles explode from the sand and fold inward toward a toothless central maw.

Creeping Doom. Some starfish contend with a greater number of more dangerous marine threats than their lesser king, driving evolution to produce faster and stronger specimens (or the survival of deadly primordial species) that attack aggressively and recover from injury very quickly. Most unique among the seastars of the deep ocean and deadly coasts are those with no agenda or reproductive mechanism other than to split and regenerate after attacked by predators. Ironically, the number of natural enemies that find them delicious ensures their survival.

One too Many Mouths. Varinaian seastars have mouths on both sides of their bodies, allowing them to crawl towards stationary food, or to lies half-buried in sand to ambush prey crawling across the seabed above them. The average dire seastar is 7 feet in diameter and weighs 600 pounds.

DIRE SEASTAR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 10 ft., climb 10 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Condition Immunities prone

Damage Resistance bludgeoning

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 6 2,300 XP

Tube Feet. Dire seastars move and grapple using thousands of shorter appendages filled with fluid and ending in tiny suctions cups. They treat any solid surface as clear terrain.

Regeneration. The seastar regains 5 hit points at the start of its turn. If the seastar takes acid or fire damage, this trait doesn't function at the start of the seastar's next turn. The seastar dies only if it starts its turn with 0 hit points and doesn't regenerate.

Water Breathing. The seastar can breathe only underwater.

Actions

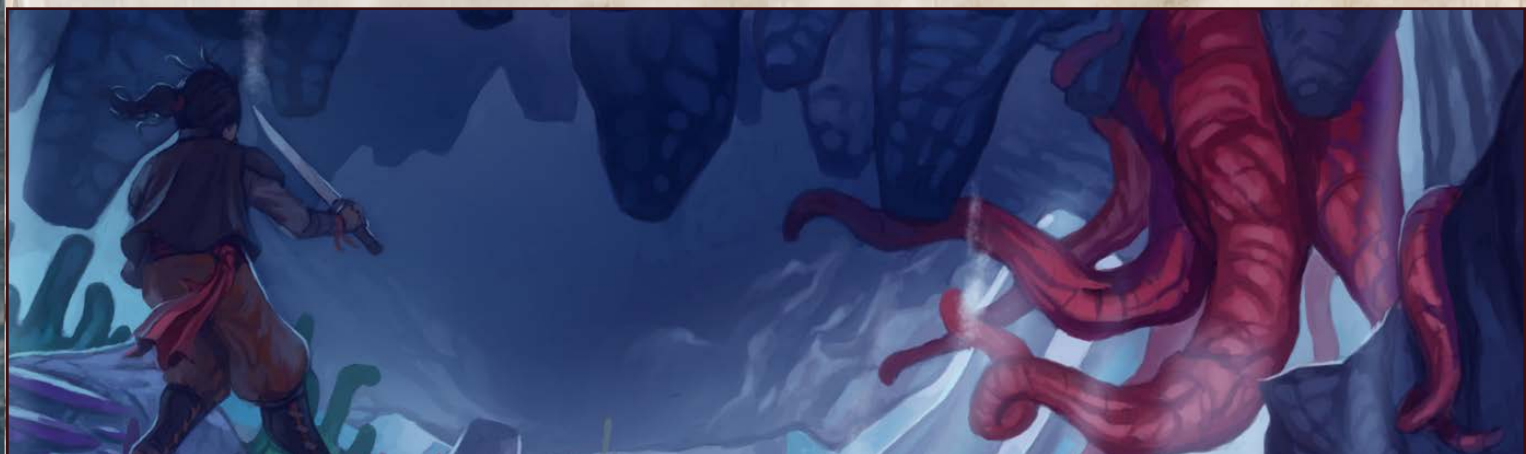
Multiattack. The seastar makes two slam attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit*: 14 (2d10 + 3) bludgeoning damage, and if the target is a Medium or smaller creature and the seastar isn't already grappling a creature, it is grappled (escape DC 12).

External Stomach. A dire seastar ejects its stomach in order to begin digestion of a captured meal. If the target is a Medium or smaller creature grappled by the seastar, that creature is digested, and the grapple ends. While being digested, the creature is blinded and restrained, it has total cover against attacks and other effects outside the seastar's external stomach, and it takes 14 (4d6) acid damage at the start of each of the seastar's turns. If the seastar's external stomach takes 20 damage or more on a single turn from a creature inside it, the seastar must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the seastar. Damage done to a seastar's stomach does not harm the seastar. If the seastar dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Reactions

Split. When a dire seastar is subjected to a critical hit from a slashing attack, it splits into two new seastars if it has at least 10 hit points. Each new seastar has hit points equal to half the original seastar's, rounded down. New seastar are one size smaller than the original seastar.



Leshy, Seaweed

Seaweed leshies usually dwell along coastlines, happily splashing and playing in tide pools, but they are equally at home at sea, floating among large kelp beds. Although perfectly capable of existing out of water indefinitely, seaweed leshies prefer to limit their time away from the sea almost out of a sense of pride. Most seaweed leshies take a dim view of freshwater plant life, to the point of mocking such plants in the same way an urbanite might talk down to folk who live in more rural areas. Rumors of freshwater leshies are a sure way to bring peals of mocking laughter from a seaweed leshy.

Seaweed leshies resemble miniature, waterlogged green humans grown from leafy green seaweed, with skinny arms and legs, webbed hands and feet, and long strands of brown, green, or red seaweed for hair. They wear armor made from a pair of large clam shells or from several smaller shells tied together. This armor functions for a seaweed leshy, but not for any other creature.

Patient and thoughtful by inclination (save for matters associated with those silly freshwater leshies), seaweed leshies believe that in time nature brings what is needed by the ebb and flow of the tide or the steady flow of the river. They counsel against hasty decisions and rash actions, always preferring to wait and see what another day might bring.

Guardians of Plant Life. Originally grown as servants for more powerful fey and intelligent plant life such as elder treants, leshies are sentient plants who look after their unintelligent brethren and serve as nature's verdant watchers. Several breeds of leshy exist, each being kindred to a broad group of plants or fungi. Leshies begin their existence as sentient though bodiless spirits of nature of the sort contacted by spells such as commune with nature. These spirits normally have no way to directly manipulate the physical world, but a skilled spellcaster (typically a druid) can grow a special plant body for one of these spirits, giving the spirit a home to animate.

Embodied Spirits. Once accepted into a body, a leshy's spirit remains within unless the body is destroyed. Leshies do not fear death as many other

creatures do, knowing that should they fall, their spirits merely return to the natural world and can be called to inhabit a new leshy body at some point in the future. As a leshy's body dies, the magic animating it unravels in a burst of life energy that infuses its surrounding and quickens the growth of any plants in the vicinity. Some leshies even voluntarily discorporate to save the lives of ailing plants, knowing that their sacrifice may mean the continuation of countless otherwise helpless flora. Regardless of how a leshy dies, leaving the body traumatizes the spirit, and the leshy retains only faint memories of past corporeal existences. Leshy spirits need not return to the same form if bound again to a body. Throughout its existence, a single spirit can inhabit any number of different types of leshies. A leshy without a body has no power to affect or contact the material world.

Unique. The rites and special materials required to create a leshy's physical form vary between individual leshies. Once the creator assembles the necessary materials, a leshy must typically be grown in an area of natural power, such as a treant's grove, a druidic circle, or a site of pristine natural wonder. A newly born leshy is a free-willed, neutral being, under no obligation to serve its creator.

SEAWEED LESHY

Small plant, neutral

Armor Class 12 (armor)

Hit Points 26 (4d6+12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

Damage Resistances lightning, thunder

Skills Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft.; passive Perception 14

Languages Druidic, Sylvan

CHALLENGE 1/4 **50 XP**

Air Cyst. Seaweed leshys constantly grow small bulbs filled with air. As an action, they can detach a bulb and give it to another creature. If consumed as an action, this air cyst grants the ability to breathe both air and water for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

Amphibious. A seaweed leshy breathes air and water.

Pass Without Trace. In areas of natural vegetation, a leshy can't be tracked except by magical means. The leshy leaves behind no tracks or other traces of its passage.

Seaweed Speech. Seaweed leshys can communicate with seaweed, asking it about events within the past day, gaining information about creatures that have passed, weather, and other circumstances, within a radius of 30 feet.

Verdant Burst. When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of the slain leshy regain 6 (1d8+2) hit points, and seaweed quickly infests the area. If the terrain can support the growth of seaweed, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 4 (1d6+1) bludgeoning damage.

Water Jet. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target, *Hit:* 1 bludgeoning damage, and the target must make a DC 15 Constitution saving throw. On a failure, the target is blinded until the beginning of the leshy's next turn.

Change Shape. The seaweed leshy can take the shape of seaweed or return to its normal form. In seaweed form it is not capable of any other actions but is aware of its surroundings. It is otherwise indistinguishable from ordinary seaweed. Any items it carries fall to the ground when it becomes seaweed, but when it returns to its normal form it easily dons its armor at the same time.

Seaweed. Grasping seaweed sprouts from the ground in a 20-foot square starting from a point within 90 feet that is in saltwater. For 1 minute, the seaweed turns the ground and water in the area into difficult terrain. A creature in the area when the leshy uses seaweed must succeed on a DC 12 Strength saving throw or be restrained by the entangling seaweed until the spell ends. A creature restrained by the seaweed can use its action to make a Strength check against the same DC. On a success, it frees itself. After 1 minute, the conjured seaweed wilts away.

Linnorm, Fjord

Fjord linnorms are massive eel-like dragons with two webbed talons and a tail ending in large and powerful flukes. They dwell among the deep waters that grace northern coastlines where fingers of land create complex rivulets, venturing out to sea to feed on sharks and whales when they cannot find settlements or traveling caravans to savage. As their favored haunts often overlap with coastal trade routes, regions known to be within the territory of a fjord linnorm are often avoided by ships. Fjord linnorms are not particularly adept at capsizing ships, as are some other large aquatic monsters, but one might argue that such tactics are unnecessary for a creature the size and power of a fjord linnorm in the first place.

Accursed Wyrm. Both the curse and poison of a fjord linnorm are extremely dangerous for those who frequent the waterways of the north. The fjord linnorm's curse is particularly devastating to aquatic creatures, and such beings are careful to avoid any possible conflict with such linnorms.

FJORD LINNORM

Gargantuan dragon (linnorm), chaotic evil

Armor Class 21 (natural armor)

Hit Points 246 (16d20+80)

Speed 30 ft., fly 70 ft., swim 70 ft.

Str	Dex	Con	Int	Wis	Cha
25 (+7)	18 (+4)	21 (+5)	5 (-3)	17 (+3)	20 (+5)

Saving Throws Str +14, Con +12, Int +4, Wis +10, Cha +12

Damage Immunities cold

Damage Resistances bludgeoning, piercing, and slashing from nommagical attacks

Skills Perception +17

Senses darkvision 60 ft., blindsight 60 ft., truesight 60 ft.; passive Perception 27

Languages Draconic, Sylvan

Challenge 21 **33,000 XP**

Amphibious. The fjord linnorm can breathe air and water.

Death Curse: Drowning. If a creature reduces a fjord linnorm to 0 hit points or kills it outright, the creature must make a DC 20 Wisdom saving throw. On a failed save, the creature suffers from the curse of drowning. The cursed creature loses the ability to breathe water and cannot gain that ability; in addition, a creature that can hold its breath can hold its breath only half as long.

Immunity to Curses. The linnorm automatically succeeds on saving throws against curses.

Legendary Resistance (3/Day). If the linnorm fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The linnorm makes three attacks: one with its bite and two with its claws. It can use constrict in place of one claw attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) piercing damage, plus 10 (3d6) cold and 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target, *Hit:* 13 (2d6+7) slashing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target, *Hit:* 13 (2d6+7) bludgeoning damage and the target is grappled (escape DC 24). Until this grapple ends, the creature is restrained, and the linnorm can't use constrict on another target.

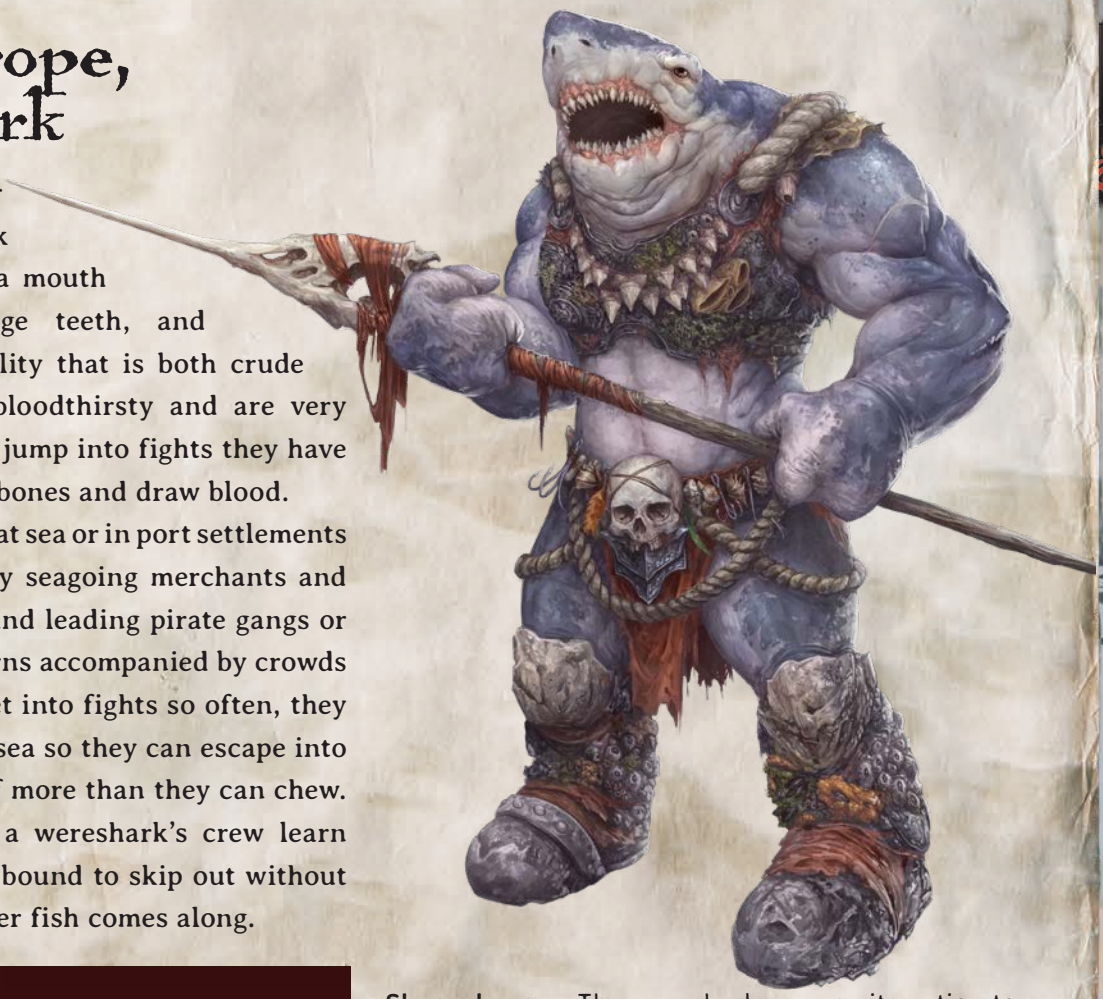
Icy Breath (*Recharge 5–6*): The linnorm expels poisonous icy fluid in a 120-foot line that is a 5-feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 72 (16d8) poison damage on a failed save, or half damage on a successful one. On a failed saving throw, the freezing liquid hardens to sheets of ice, causing the creature to be restrained for 1 minute. On its turn, a restrained creature can use its action to make a DC 20 Strength check, freeing itself on a success.

Legendary Actions

The linnorm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The linnorm regains spent legendary actions at the start of its turn.

- **Detect.** The linnorm makes a Wisdom (Perception) check.
- **Claw Attack.** The linnorm makes a claw attack.
- **Drag** (*Costs 2 Actions*). The linnorm uses Constrict. The linnorm can then swim up to half its swimming speed.

Lycanthrope, Wereshark



In either humanoid or hybrid form, a wereshark is generally burly, has a mouth full of unusually large teeth, and typically has a personality that is both crude and bullying. They're bloodthirsty and are very easy to anger. They will jump into fights they have no stake in just to snap bones and draw blood.

Weresharks prefer life at sea or in port settlements commonly frequented by seagoing merchants and pirates. They can be found leading pirate gangs or loitering at seaside taverns accompanied by crowds of toadies. Since they get into fights so often, they try to stick close to the sea so they can escape into the water if they bite off more than they can chew. The other members of a wereshark's crew learn quickly that the boss is bound to skip out without much notice once a bigger fish comes along.

WERESHARK

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 13 (natural armor) in shark or hybrid form

Hit Points 90 (12d8+36)

Speed 30 ft., swim 40 ft. (in shark form only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +7, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsense 30 ft. (shark or hybrid form only); passive Perception 17

Languages Common (can't speak in shark form)

Challenge 6 **2,300 XP**

Amphibious. The wereshark can breathe air or water.

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, and its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (*hybrid form only*). In humanoid form, the wereshark makes two trident attacks. In hybrid form, it can substitute a bite for one melee weapon attack.

Bite (*Shark or Hybrid Form only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (*Humanoid or Hyrbid Form Only*). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Merfolk

Merfolk guardians are the chosen of nature and its divine protectors. They are more mystical than other merfolk, and also more savage, mysterious, and close to nature. Sometimes, they live among other merfolk as special protectors, but there are entire tribes of merfolk guardians as well. Tribes of these merfolk seem forbidding even to other merfolk.

MERFOLK GUARDIAN

Medium humanoid (merfolk), neutral

Armor Class 11

Hit Points 44 (8d8+8)

Speed 10 ft., swim 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Aquan, Common

CHALLENGE 1/2 **100 XP**

Amphibious. The merfolk can breathe air and water.

Aquatic Telepathy. The merfolk can communite with aquatic beasts within 100 feet using telepathy. The merfolk can comprehend and verbally communicate with aquatic beasts. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.

Eel Strike. When the merfolk takes the Disengage action, it may make a single weapon attack as a bonus action at any time during its turn.

Innate Spellcasting. The merfolk's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components.

1/day: *animal friendship*, *dominate beast* (aquatic beasts only), *hold monster* (aquatic beasts only), *message*, *sending* (only through water)

ACTIONS

Multiattack. The merfolk makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Share Breath. The merfolk touches one creature, and that creatures magically gains the Amphibious feature for 10 minutes.

Nereid

Nereids are capricious and often dangerous aquatic fey that appear as strikingly beautiful women, often seen bathing unclothed in the water. Many sailors have met their doom following a nereid, for though a nereid's beauty is otherworldly, her watery kiss is death. Others seek out nereids, for if one can secure control over the creature's shawl, the cloth can be used to force the nereid's compliance. A nereid forced to obey in this manner immediately attempts to slay her master as soon as she can secure her shawl's safety.

Sea Friends. Nereids are sometimes accompanied by a friendly aquatic creature, often a large predator such as an orca (killer whale), giant squid, giant octopus, or giant moray eel.

NEREID

Medium fey, chaotic neutral

Armor Class 19

Hit Points 120 (12d8+48)

Speed 30 ft., swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	21 (+5)	19 (+4)	14 (+2)	18 (+4)	18 (+4)

Skills Nature+5, Perception +7, Perform +10

Senses darkvision 60 ft.; passive Perception 17

Languages Aquan, Common, Sylvan

Challenge 7 **2,900 XP**

Innate Spellcasting. The nereid's innate spellcasting ability is Wisdom (spell save DC 15). The nereid can innately cast the following spells, requiring no material components:

At will: *control water*

Magic Resistance. The nereid has advantage on saving throws against spells and other magical effects.

Shawl. A nereid's shawl (6 hit points) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 necrotic damage per hour until she dies. A nereid can craft a new shawl from water by making a DC 10 Wisdom check, but each attempt takes 1d4 hours to complete.

Transparency. When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent on her turn without using an action.

Unarmored Defense. If she wears no armor, a nereid's Armor Class equals 10 + her Dexterity modifier + her Charisma modifier.

Actions

Multiattack. The nereid uses Beguile, then Suggestion.

Blind. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target, *Hit:* the target must make a DC 15 Constitution saving throw. On a failure, the target is poisoned for 1 minute. A target is blinded while poisoned. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

Beguile. The nereid causes any creatures within 30 feet that can see her to make a DC 15 Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if the nereid or her companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the nereid for 1 minute or until the target can no longer see her. The effect ends if the nereid is incapacitated or cannot be seen.

Drowning Kiss. A nereid can flood the lungs of one target within 5 feet that is willing, incapacitated, or affected by her Beguile. She touches the target, traditionally by kissing the creature on the lips. The target must make a DC 15 Constititution saving throw or immediately begin drowning. Drowning creatures begin choking. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer drowning.

Suggestion. The nereid suggests a course of activity (limited to a sentence or two) and magically influence a creature she can see within 30 feet that can hear and understand her. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. The target must make a DC 15 Wisdom saving throw. On a failed save, it pursues the course of action the nereid described to the best of its ability. The suggested course of action can continue for up to 8 hours. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. If the nereid or any of her companions damage the target, the effect ends.

Scylla

The scylla is one of the more nightmarish aberrations to blight the mortal world, horrifying creatures with the upper body of a beautiful woman but a lower body of snapping wolf or serpent heads and writhing tentcles. Conflicting tales of her origins abound, from demonic flesh-crafting and arcane experiments to a divine curse handed down by a vengeful deity. The most popular stories cast the first scylla as the monstrous spawn of a union between a mortal and a god. Whatever the case, scyllas are fortunately quite rare, enough so that many consider them nothing more than tall tales told by sailors deep in their cups.

Ship-Hunter. Scyllas dwell along major shipping lanes, often near coastlines, where they use their spells to lure entire ships to their doom. The hideous monsters are intelligent creatures, though half-mad with hunger and self-loathing. They normally do not use weapons, but when they do, they prefer to fight with light weapons wielded by their human-sized upper arms. However, they much prefer to keep their hands free to utilize magic items like wands, staves, and other powerful devices.

SCYLLA

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 507 (35d12+280)

Speed 30 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	29 (+9)	27 (+8)	16 (+3)	23 (+6)	22 (+6)

Saving Throws Dex +16, Con +15, Cha +13

Skills Acrobatics +16, Deception +20, Insight +13, Intimidation +13, Perception +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, prone

Senses truesight 60 ft., blindsight 200 ft., passive Perception 28

Languages Abyssal, Aquan, Common

Challenge 24 **62,000 XP**

Amphibious. The scylla can breathe water and air.

Innate Spellcasting. The scylla's spell casting ability is Wisdom (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *acid arrow*, *control water*, *fog cloud*

3/day each: *dispel magic*, *major image*

Legendary Resistance (3/day). If the Scylla fails a saving throw, it can choose to succeed instead.

Magic Resistance. The scylla has advantage on saving throws against spells and other magical effects.

Multi-Headed. While the scylla can see in all directions, and has advantage on Wisdom (Perception) checks, which applies to its passive Perception score. It also has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Actions

Multiattack. The scylla can use its frightful presence. It then makes three slam or tentacle attacks. It may substitute a bite for one of those attacks. In humanoid form, it may instead make three weapon attacks.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one grappled target. *Hit*: 27 (4d8 + 9) piercing damage, and 18 (4d8) necrotic damage, and the target can't regain hit points until the end of its next turn.

Tentacle. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit*: 31 (4d10 + 9) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained. The scylla has eight tentacles, each of which can grapple one target.

Poisoned Dagger (*humanoid form only*). Melee or *Ranged Weapon Attack*: +16 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*: 11 (1d4+9) piercing damage, and 18 (4d8) poison damage.

Frightful Presence. Each creature of the scylla's choice that is within 100 feet of the Scylla and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the scylla's Frightful Presence for the next 24 hours.

Change Shape. The scylla magically polymorphs into a Small or Medium female humanoid, or back into her true form. The scylla loses its bite and tentacle attacks but can wield weapons or make slam attacks as appropriate for its form. Its statistics are otherwise the same in each form. Any equipment it is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Legendary Actions

The scylla can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The scylla regains spent legendary actions at the start of its turn.

- **Tentacle**. The scylle makes one attack with its tentacle.
- **Bite** (*Costs 2 actions*). The scylla makes one attack with its bite.
- **Spell** (*Costs 2 actions*). The scylla uses one of its spells.

Sea Serpent

Tales of immense sea serpents have colored the accounts of seagoing folk since the first ship sailed beyond sight of land. Yet proof of these immense and elusive creatures is remarkably difficult to come by, for not only is the ocean vast and the true sea serpent rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Due to the sea serpent's hermitic nature, many sailors take to ascribing the sighting of such a beast to an omen, although whether the sighting portends peril or providence depends as much upon the ship's morale as it does anything else—the sea serpent itself has little interest in prophecy, and only its hunger determines how dangerous its proximity to a curious ship can be. Deadly danger surely awaits, however, when its spine-frilled neck arches up from the water like a snake ready to strike.

SEA SERPENT

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 217 (15d20 + 60)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Str +11, Con +8

Skills Perception +4, Stealth +6

Damage Resistances fire

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages —

CHALLENGE 12 **8,400 XP**

Elusive. When not in combat, a sea serpent cannot be detected by divination magic or seen through scrying.

Legendary Resistance (1/Day). If the sea serpent fails a saving throw, it can choose to succeed instead.

Siege Monster. The sea serpent deals double damage to objects and structures.

Water Breathing. The sea serpent can breathe only underwater.

ACTIONS

Multiattack. The sea serpent makes two attacks: once with its bite and once with its constrict.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target, *Hit:* 25 (4d8 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target, *Hit:* 21 (4d6 + 7) bludgeoning damage, and the target is grappled (escape DC 21). Until this grapple ends, the creature is restrained, and the sea serpent can't constrict another target.

Elusive Dive. The sea serpent takes the Dash action, and until the beginning of its next turn, it gains a +10 bonus on Dexterity (Stealth) checks and cannot be tracked by nonmagical means.

Legendary Actions

A sea serpent can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A sea serpent regains spent legendary actions at the start of its turn.

- **Detect** (*Costs 1 Action*). The sea serpent makes a Wisdom (Perception) check.
- **Surge** (*Costs 1 Action*). The sea serpent swims its base movement rate, without provoking opportunity attacks.
- **Tail Slap** (*Costs 2 Actions*). The sea serpent makes a melee attack: +11 to hit, reach 20 ft., one target. *Hit*: 21 (4d6 + 7) bludgeoning damage, and the target must make a DC 19 Strength saving throw. On a failed save, the target is knocked prone.

Seaweed Siren

Seaweed sirens hunt near the shore, where they wait for clam diggers strolling the beaches, lone fisherfolk, or even passing ships. The creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth. Pungent strands of seaweed cover the creature like slimy hair. Once a seaweed siren spots its prey, the creature lurks just under the water and allows its three strange heads to protrude above the surface. These heads are nothing more than appendages, and while it can breathe through them it doesn't use them to eat. Seaweed sirens' heads grow differently depending on where the creature developed in order to match the skin tone and apparent ethnicity of the surrounding humanoid population. In addition, the heads are eyeless—the siren sees using the many eyes on its main body mass. A seaweed siren stands over 8 feet tall from the tip of its stubby legs to the top of its heads and is nearly 7 feet in diameter. The creature weighs upward of 3,500 pounds.

Horrific Hybrid. At first glance, this creature appears to blur the line between plant and animal. Three eyeless heads sway above the central body mass, constantly singing, chanting, and speaking in nonsense languages and simple babble. Seaweed covers the creature's three false heads and its main central body—a form of camouflage to help the beast remain hidden while hunting. Six stout, crablike legs carry this creature along the coast and through the rocky tide pools it inhabits.

Entrancing Cacophony. The seaweed siren's heads sing songs and babble in strange nonsense languages to fuel the seaweed siren's many special abilities. Even when not in use against a potential meal, the heads seemingly converse with each other, holding lengthy conversations full of random syllables and made-up words. Once it draws its prey near, the seaweed siren attempts to charm or bewilder its foe to gain the advantage. After this, the creature moves closer and begins to devour its still-living victim. While the seaweed siren prefers to dine on living humanoids, it uses its strident squall attacks to incapacitate or kill prey that flees or resists its charm attempts.

Seaweed sirens sometimes ally themselves with other aquatic creatures to share in hunts or for mutual protection. Sahuagin typically don't trust them but may ally with them long enough to capture new slaves and restock their humanoid food supply. Locathah sometimes use these strange beasts as protectors, keeping them well fed in return for the creatures serving as lookouts and sentinels. Merfolk and aquatic elves avoid seaweed sirens, and even go so far as to sometimes warn other humanoid communities when one is discovered to be hunting nearby.

Seaweed sirens use a form of aggressive mimicry, appearing to have humanoid features in order to lure in their preferred meals. They can converse in Aklo, and constantly babbles in glossolalia, but if it manages to talk with another sentient being that has a language long enough, it begins mimicking the other's language and speech patterns, eventually sounding exactly like it. Though a seaweed siren can use its *tongues* spell to understand and speak any language, it prefers to talk with and mimic its conversational partners without resorting to using this ability. Some speculate the creature catalogs every conversation in order to add to the collection of sounds and words that power its cacophony special ability.

SEAWEED SIREN

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 294 (28d10+140)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
29 (+9)	16 (+3)	20 (+5)	11 (+0)	16 (+3)	21 (+5)

Saving Throws Str +14, Con +15, Wis +13, Cha +13

Skills Athletics +14, Deception +15, Perception +13, Stealth +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 23

Languages Aklo

Challenge 17 **18,000 XP**

Cacophony. The seaweed siren projects a constant noise that disrupts spellcasting. Any creature casting a spell within 100 feet of the seaweed siren requires a DC 19 Constitution saving throw. Failure means the spell fails to be cast. The action is used, but any spell slots or uses per day are not. In addition, any hearing-based perception checks made within 100 feet of the seaweed siren have disadvantage. The seaweed siren can use its bonus action to stop using this ability, or to reactivate it.

Innate Spellcasting. The seaweed siren's spell casting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *suggestion*, *tongues*, *minor illusion*

1/day each: *bestow curse*, *dominate*, *irresistible dance*

Multi-Headed. While the seaweed siren can see in all directions, and has advantage on Wisdom (Perception) checks, which applies to its passive Perception score. It also has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious. Whenever the seaweed siren takes 40 or more damage in a single turn, one of its heads dies. If all three heads die, the seaweed siren can no longer use its Cacophony ability, or its innate spellcasting. Heads regrow at a rate of one per day.

Water Breathing. The seaweed siren cannot breathe air. It can move on land but must hold its breath.

Actions

Multiattack. The seaweed siren makes three bite attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 20 (2d10 + 9) piercing damage and 11 (2d10) poison damage.

Sonic Beam (*Recharge 4–6*). The seaweed siren uses its heads to create a wail that affects everything in a 60-foot line. Each creature in that line must make a DC 18 Constitution saving throw, taking 56 (12d8) thundering damage and becoming deafened on a failed save, or half as much damage and not becoming deafened on a successful one.

Selkie

Selkies are clever and brutal seal-like beings that often inhabit the colder oceans of the world. Although capable predators, selkies are best known for their mysterious shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their victims beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies' coats range from chestnut brown to slate, dappled with darker spots of gray. Male selkies grow to a length of 6-1/2 feet but can weigh up to 300 pounds because of the extra fat the creatures need to survive in colder climes. Females are slightly shorter and slimmer. Selkies typically live up to 75 years.

SELKIE

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 143 (22d8 + 44)

Speed 20 ft., 50 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +6, Cha +7

Skills Athletics +7, Deception +7, Insight +5, Perception +5, Stealth +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common

CHALLENGE 6 **2,300 XP**

Hold Breath. The selkie can hold its breath for 1 hour.

Echo of Reason. The selkie has advantage on its Charisma checks made when talking or singing.

Magic Resistance. The selkie has advantage on saving throws against spells and other magical effects.

Selkie Cloth. Those who hold the cloth can control the selkie, as if it were charmed by the bearer of the cloth. Selkies can regenerate a destroyed cloth at the next full moon, or after 21 days in the absence of a lunar cycle.

Scent. The selkie has advantage on Perception checks made involving scent. When underwater, it can also track specific scents from up to a mile away.

ACTIONS

Multiattack. The selkie makes two melee attacks, one of which can be its bite if it is in its true form. In seal form, it can make two bite attacks.

Bite (*True Form or Seal Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 9 (1d10+4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit*: 6 (1d4+4) piercing damage.

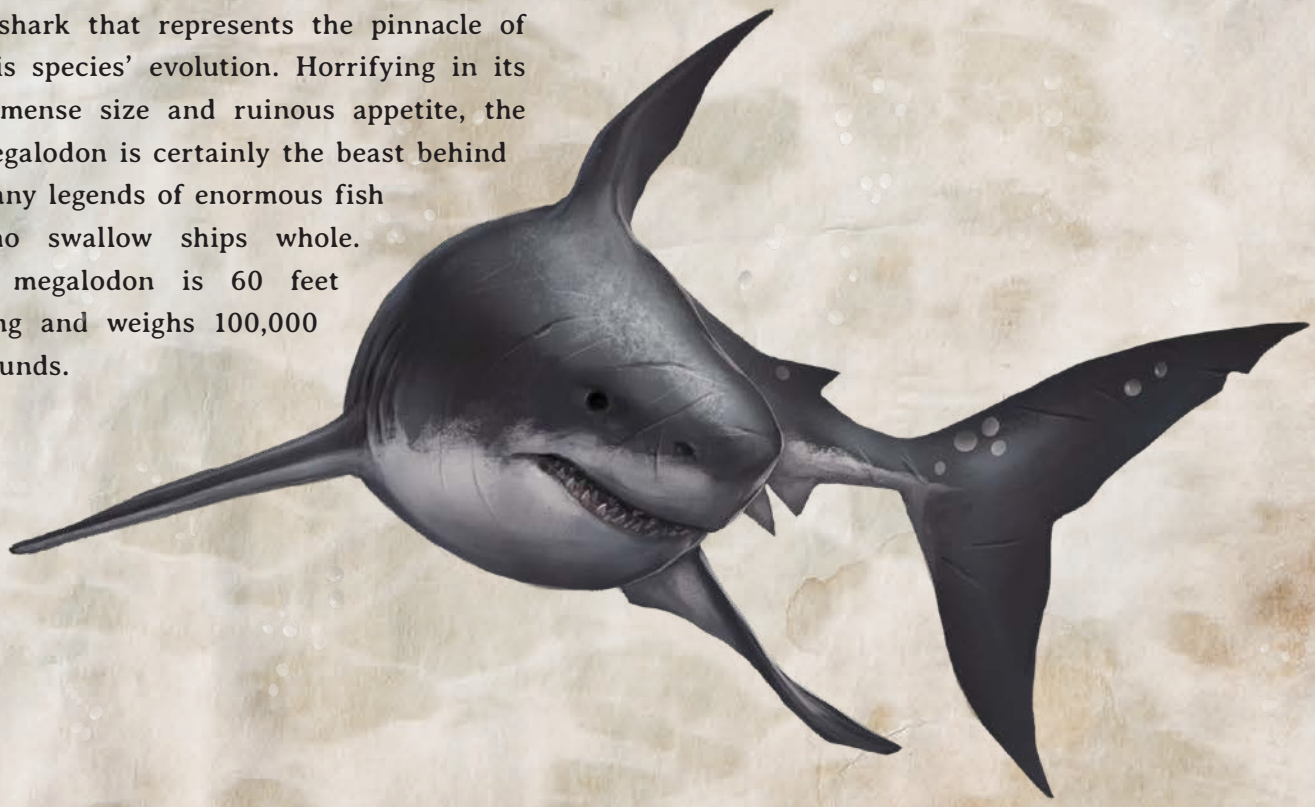
Claws (*True Form or Seal Form Only*). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target, *Hit*: 8 (1d8+4) slashing damage.

Charming Song. The selkie sings a charming song. When it does, it can target one creature, who must make a DC 15 Charisma saving throw. On a failure, the creature is charmed for 1 minute. As a bonus action, the selkie can instruct a charmed creature to use its movement to enter or swim to the center of the nearest body of water, regardless of any danger. Charmed creatures can attempt a new saving throw at the end of each of their turns. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the selkie's Charming Song for the next 24 hours.

Change Shape. The selkie magically polymorphs into a Small or Medium female humanoid, the shape of a seal, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Shark

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.



MEGALODON SHARK

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 232 (15d20+75)

Speed 0 ft., swim 50 ft.

Str	Dex	Con	Int	Wis	Cha
27 (+8)	14 (+2)	21 (+5)	1 (-5)	12 (+1)	10 (+0)

Saving Throws Wis +5

Skills Perception +5

Senses blindsight 60 ft.; passive Perception 15

Languages —

Challenge 11 **7,200 XP**

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target, *Hit:* 30 (4d10 + 8) piercing damage, and a Large or smaller target must succeed on a DC 18 Strength saving throw or be swallowed whole. If its bite attack is a critical hit, it can swallow a Huge creature in the same way. A swallowed creature is blinded and restrained and has total cover against attacks and other effects outside the megalodon. It takes 11 (2d10) bludgeoning damage and 11 (2d10) piercing damage at the start of each of the megalodon's turns. A megalodon can have one Huge creature, up to three Large creatures, or up to 10 Medium creatures swallowed at a time. If the megalodon takes 45 damage or more on a single turn from the swallowed creature, the nightgarm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone within 5 feet of the shark. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Shrimp, Giant Mantis

Though the colorful shells of giant mantis shrimp are beautiful to behold, the sight of one often means death. These apex predators prowl tide pools and coastal shallows, competing for territory with karkinoi and shark eater crabs. A typical giant mantis shrimp grows to 4 feet high and 6 feet long and weighs around 200 pounds.

GIANT MANTIS SHRIMP

Huge beast, unaligned

Armor Class 19 (natural armor)

Hit Points 276 (24d12+120)

Speed 30 ft., swim 40 ft. ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	18 (+4)	20 (+5)	4 (-3)	13 (+1)	16 (+3)

Damage Resistance thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 18 20,000 XP

Shattering Strike. A reefhammer deals double damage to objects, and gains advantage on attacks rolls against armored targets.

Actions

Multiattack. A reefhammer makes 3 pincer attacks.

Pincer. *Melee Weapon Attack*: +13 to hit, 15 ft. reach. *Hit*: 25 (4d8 + 7) bludgeoning damage. All creatures within 20 ft. of a pincer attack take 10 (3d6) thunder damage and must make a DC 18 Constitution saving throw or be stunned for one round. They must then make another DC 18 Constitution saving throw or be blinded for 1 round. A successful save renders a creature immune to the corresponding condition from this attack until the beginning of Reefhammer's next turn.

Legendary Actions

The greatest of giant mantis shrimps are called "Reefhammers" and are considered legendary creatures. A reefhammer can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A reefhammer regains spent legendary actions at the start of its turn.

Reflexive Snap (*Costs 1 Action*). Reefhammer makes a pincer attack against one foe within reach.

Siren

These bizarre beings have the bodies of hawks, owls, or eagles, but the heads of beautiful human women. Their faces typically reflect the human ethnicity dominant in the area in which they lair, and they almost always bear a vibrant and youthful countenance. A typical siren has a wing span of 8 feet and weighs 120 pounds.

Heartbreaker. All sirens are female and long-lived. The oldest known sirens haunt their territories for nearly a millennium, although most only live for a few hundred years. Sirens require male humanoids to mate, and several times per decade either capture or rescue bold or comely sailors who enter their territories. Stories abound of sirens dying—either through heartache or suicide—when sailors they attempted to lure overcame their compelling powers and escaped their grasps. Sirens always live near the sea, where their powerful voices can carry over the waves and attract the attention of unwary sailors who trespass near their isles.

SIREN

Medium monstrosity, chaotic neutral

Armor Class 14

Hit Points 82 (15d8 + 15)

Speed 30 ft., 60 ft. fly

Str	Dex	Con	Int	Wis	Cha
10 (+0)	19 (+4)	12 (+1)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +6

Skills Acrobatics +7, History +5, Insight +6, Perception +6, Performance +10, Stealth +7

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Auran, Common

Challenge 3 **700 XP**

Actions

Multiattack. The siren makes two attacks with its talons.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 8 (1d10+3) slashing damage.

Alluring Voice. When the siren sings, it can cause all creatures within 200 feet of it to make a DC 15 Charisma saving throw. Those that fail are charmed and are compelled to do anything the siren asks. As a bonus action, the siren can either instruct the creatures that it has charmed to take an action, or to stay incapacitated. The siren cannot tell victims to attack their allies. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the siren moves further than 250 feet from its charmed victim. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to this siren's Song of Charming for the next 24 hours.

Screech (*Recharge 5-6*). The siren lets loose a shrill shout in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 17 (5d6) thunder damage on a failed save, or half as much on a successful one.

Squid, Giant

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields. The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey.

GIANT SQUID

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (14d12+42)

Speed swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	2 (-4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft.; passive Perception 14

Languages —

Challenge 5 **1,800 XP**

Underwater Camouflage. The giant squid has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The giant squid can breathe only underwater.

Actions

Multiattack. The giant squid makes two attacks: one with its bite and one with its arms. It may substitute a tentacle attack in place of a bite or arms, or both.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 11 (2d6+4) piercing damage.

Arms. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target, *Hit:* 21 (4d6+7) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target, *Hit:* 13 (2d6+7) bludgeoning damage and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained. The giant squid has two tentacles, each of which can grapple one target.

Ink Cloud (*Recharges after a Short or Long Rest*). A 20- foot-radius cloud of ink extends all around the giant squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the giant squid can use the Jet action as a bonus action.

Jet. Until the end of its turn, the giant squid's swim speed is 240 feet if it moves in a relatively straight path.

Star-spawn of Cthulhu

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu. The star-spawn of Cthulhu have a strange, mutable anatomy—their form is not fixed. They can absorb parts of their bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh. Although they typically appear as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know.

Agents of Destruction. Servants of the alien gods of the void, they work upon the worlds they invade to wipe them clean of indigenous life in preparation for the eventual time when the deep void expands to replace all that exists with its strange realities. The star-spawn of Cthulhu hold little malice toward indigenous life—they simply can't proceed with their plans for a world while such life exists. Just as a human might move into a house thinking it to be abandoned, only to discover colonies of ants dwelling within the building's walls, the star-spawn work to eradicate indigenous infestations. Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares they besiege as the victims sleep, seeding the growth of destructive cults and societies. These groups in turn further the star-spawn's agenda, preparing the world and bringing it to the brink of destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, or genocide, the star-spawn mobilize their cults to end all things. The only reward such cults may receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the star-spawn have no interest in and feel no responsibility toward their pawns.

When the Stars are Right. The fact that the star-spawn's plans to bring about the eradication of life span centuries or even millennia should not be mistaken for sloth or lassitude—the star-spawn are inhumanly patient, and the preparation of the universe's worlds must precisely follow an unknowable schedule, for only when the exact cosmic convergences are in place and the stars are right can they make their final moves to end all things. This time frame does give some worlds a chance to discover the star-spawn's influence and to delay or even defeat their world's star-spawned doom, but such tales of triumph are rare in the face of the void's relentless tides.

The star-spawn of Cthulhu war with many other strange races out of time and space, including elder things and the servitors of other Great Old Ones. They have also been known to use these creatures—and other races such as the mi-go—as pawns, slaves, or minions to promote their immortal agenda.

Though the star-spawn themselves hail from a distant world deep in the void and can be found on countless other realms as gods and monsters, their lord Cthulhu dwells upon a distant planet far removed from any commonly visited world. Yet while Cthulhu lies imprisoned in the corpse-city of R'lyeh deep under a great ocean, his dreams resonate still in the minds of his star-spawn, and from there touch upon the dreams of many slumbering poets and philosophers on countless worlds. Guided by their knowledge of their master's great plan, and updated by his far-reaching dreams, the star-spawn of Cthulhu proceed inevitably toward their goals.

Immortality. A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

STAR-SPAWN OF CTHULHU

Huge aberration, chaotic evil

Armor Class 21 (natural armor)

Hit Points 312 (25d12+150)

Speed 40 ft., fly 60 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
28 (+9)	13 (+1)	22 (+6)	18 (+4)	21 (+5)	19 (+4)

Saving Throws Str +15, Con +12, Int +10, Wis +11, Cha +10

Damage Immunities cold, poison, psychic

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Deep Speech, telepathy 300 ft.

Challenge 20 **25,000 XP**

Innate Spellcasting. A star-spawn's spell casting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *suggestion*

3/day each: *dream*, *confusion*, *sending*

1/day: *gate*

Limited Starflight. A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite

the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses *gate* to make the journey quickly.

Magic Resistance. The star-spawn has advantage on saving throws against spells and other magical effects.

Overwhelming Mind. A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. It is immune to any effect that would sense its emotions or read its thoughts and divination spells. This foils even *wish* spells and spells or effects of similar power used to affect its mind or gain information. The first time a creature other than a fiend or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 18 Wisdom saving throw or be stunned for 1 round. On a successful save, the creature cannot take reactions and can make either an action or a bonus action (not both) for 1 round; creatures that are immune to being stunned are unaffected. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *dream*, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours.

Actions

Multiattack. The star-spawn can use its frightful presence. It then makes eight attacks: two with its claws and six with its tentacles. It can shove a creature in place of a claw attack.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If the star-spawn scores a critical hit, it rolls damage dice three times, instead of twice.

Tentacle. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage. If the target is a creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and the star-spawn can't use that tentacle on another target.

Frightful Presence. Each creature of the star-spawn's choice that is within 120 feet of the star-spawn and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the star-spawn's Frightful Presence for the next 24 hours.

Whale

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars. Legendary in size and temper, great white whales are far more aggressive than their smaller kin, over 80 feet long and weighing over 60 tons.

GREAT WHITE WHALE

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 279 (18d20+90)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +16, Dex +4, Con +11, Wis +7, Cha +5

Skills Insight +7, Perception +7, Stealth +4

Senses blindsight 120 ft.; passive Perception 17

Languages Aquan

CHALLENGE 17 **18,000 XP**

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Legendary Resistance (1/Day). If the whale fails a saving throw, it can choose to succeed instead.

Siege Monster. The whale deals double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 31 (6d6 + 10) piercing damage. If the whale scores a critical hit, it rolls damage dice three times, instead of twice.

Tail Slap. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target, *Hit:* 20 (3d6 + 10) bludgeoning damage.

Smashing Breach. A great white whale can make a special attack against creatures on the surface of the water. At the end of its movement it can occupy one or more creature's spaces. Any Huge or smaller creatures in the whale's space must succeed at a DC 24 Dexterity saving throw or take 28 (4d8+10) bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. If the whale fails to displace everything in its space, it is forced back to its previous unoccupied location, or if that is not possible, the nearest space it can fit.

Legendary Actions

The great white whale can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The whale regains spent legendary actions at the start of his turn.

Detect. The whale makes a Wisdom (Perception) check.

Tail Attack. The whale makes a tail slap.

Underwater Surge (*Costs 2 Actions*). The whale moves up to its swim speed without provoking opportunity attacks and uses Smashing Breach.

Our Sprightly Ship

To the tune of "The Coast of High Barbary"

Twas sailing in the western coves when what did my eyes see?

Blow high! Blow low! And so sailed we.

A dragon to the north of us, down south of us flew three!

I've sailed all the coasts there are, the ocean, and the sea!

I told the captain, "Turn around, or we'll become a feast!"

Blow high! Blow low! And so sailed we.

The captain heard my wisdom and our sprightly ship turned east.

I've sailed all the coasts there are, the ocean, and the sea!

Was sailing by the eastern cliffs, when what did my nose smell?...

A pit lord with a sulfur cloud, ascended straight from Hell!...

I asked the captain, "Turn around, you see his flaming mouth?"

The captain heard my wisdom, and our sprightly ship turned south...

Was sailing in the southern seas, when what did my eyes hear?...

An orcish horde upon the shore, raising a bloody cheer...

I warned the captain, "Turn around, we must not sail forth!"...

The captain heard my wisdom, and our sprightly ship turned north...

Was sailing through the northern ice, when what did my skin feel?...

A thunderstorm from some foul god, with bolts that ring and peal...

I begged the captain, "Turn around, or we'll be laid to rest!"...

The captain heard my wisdom, and our sprightly ship sailed west...

I've sailed all the seas there are, and still I've yet to find...

A village with a smoking hearth where folks are good and kind...

I beg my fellows, "Go ashore, let's work the fields like men!"...

But captain turns the ship around, and 'round we go again!...

Spices and Flesh: A 4th-level adventure

Adventure Background

Recently the seas surrounding the port city of Makemba have been plagued by a pirate ship trying to pass themselves off as merchant vessels in distress and then attacking those who try to render assistance. Ships sailing into and out of the port city have taken to hiring more guards than usual and some have even taken the controversial choice of not rendering aid to vessels they come across.

The Makemban authorities have reacted by offering a 2,000 gp bounty for any pirate or slaver ships found in the region. Those in good standing or those who lodge a 500 gp bond with the Makemban authorities (to be returned in one year's time so long as no complaints of wrongdoing are lodged against the party) have been obtaining a writ from the Makemban authorities. This writ authorizes the bearers to board any vessel flying the flag of Makemba in order to search for evidence of slavery or piracy.

This adventure assumes that the PCs have such a writ and have secured a vessel for the express purpose of finding the pirates. If the PCs are pirates themselves then this adventure can easily be changed to cater to a of pirates who do not care about the plight of the ships sailing into and out of Makemba.

Where is Makemba?

Makemba can be anywhere that you need it to be. Changing the name from Makemba is a nice easy change that allows you to use this adventure wherever your PCs happen to be so long as they are in a coastal region.

Part 1: Easy Pickings

Another vessel appears in the distance. A cargo ship which, from the look of her, has seen much better days. She moves sluggishly along, sitting low in the water, her hull scarred with old scuffs and scratches, her paint worn and faded, and her sails covered in patches. A tarnished nameplate labels her the "Tamarind".

At first glance, the Tamarind appears to be a cargo ship with a small crew, carrying a load of low to mediocre quality spices. The Tamarind looks like the vague description of the pirate ship. However it is not flying the flag of Makemba and so the PCs have no legal authority to board the vessel. If they do not try to follow or board the Tamarind then they should find it in the same region within the next day or two. After a couple such sightings the Tamarind should definitely raise the suspicion of the PCs. If it becomes clear the PCs are not going to engage the Tamarind then the next time they see the ship the crew can be pretending to be in distress so they can then attack any vessel that tries to render assistance. In this case Captain Craw leads the first wave of five pirates with his first mate, Sito, leading five more pirates in the second wave in the following round. 5 crew remain behind on the Tamarind. Otherwise the Tamarind will try to flee.

Should the PCs approach the Tamarind under the guise of friendship, truce, or legitimate circumstances, the Tamarin's captain gives the order to heave to without delay, and invites the party aboard.

Her captain, a man named Bartholomew Craw, seems an amiable fellow more interested in parley than battling on the high seas. When the PCs board, they find him to be a cordial and gracious host who hopes to negotiate a peaceful solution over drinks and perhaps a fine meal.

The truth, however, is much different. Captain Craw is actually a vicious slaver and the Tamarind has a secret hold, hidden beneath the first, filled with shackled prisoners. While all of Craw's crew

New Magic Item

POTION OF DISGUISE SELF
UNCOMMON

You gain the benefit of the *disguise self* spell for 1 hour.

are slavers, it is Sito Ripplepott, the ship's gnomish cook, who serves as the captain's main accomplice. Sito is a poisons expert who uses his nefarious craft to keep the sentient cargo docile during the journey.

Ship Chase

If the PCs look threatening in any way or do not declare why they are moving closer to the Tamarind, she immediately attempts to flee upon the crew spotting the PCs' ship. If the PCs bring their ship directly behind the Tamarind, Captain Craw orders the crew to use the light ballista on board but only for a few shots to hopefully disable some of the PCs' ship's rigging before making escape the primary focus again (+6 attack; 3d10 damage). The PCs' ship can sustain a number of these attacks but if it takes too much damage, the captain will start objecting and talk about pulling back from the chase.

You can handle the ship chase as a series of ability checks. PCs who are proficient in vehicles (water) can add their proficiency bonus to these checks (the Tamarind's bonus is equal to +4). The Tamarind should begin with a head start (up to 3 successful checks ahead of the PCs) and then make a series of opposed checks. Once the PCs have had a number of successes equal or greater than the Tamarind, they have successfully caught up to the Tamarind and the crew of the Tamarind surrenders. If the chase is dragging on and it becomes apparent to Captain Craw of the Tamarind that the PCs aren't going to fall behind then they also surrender and stop trying to get away.

If the PCs communicate to the Tamarind that they simply want to board to have a discussion or search for signs of piracy or slavery, then the crew also ceases trying to get away. In this case, skip ahead to the parley section.

Surrender

Upon boarding the Tamarind, the PCs find Captain Craw waiting for them on deck. He immediately offers his scimitar to the PCs as an official surrender. Likewise, his crew place their various weapons on the deck. Captain Bartholomew Craw introduces himself, then apologizes for any attempt to flee, and any shots from the Tamarind's ballista; he explains that this was because of the rumors of piracy in the region.

The Truth: The surrendered weapons are a distraction. Each crew member of the Tamarind has a light melee weapon concealed somewhere on their person, ready to be drawn if they receive the signal to attack. Captain Craw cast protection from poison and also drank a potion of disguise self just before the PCs boarded, not to change his appearance, but to allow him to conceal his magical scimitar. If the PCs cast detect magic and notice an aura of magic around Craw, he smiles ingratiatingly and says that he knows a few minor magic tricks, including one that protects him from attacks in the event that he is boarded. After identifying the auras of abjuration and illusion on Craw, suspicious PCs who attempt to figure out exactly what spell it is can make a DC 10 Intelligence (Arcana) check to realize that while abjuration makes sense, there should be a visible effect if Craw had a defensive illusion spell.

Parley

Craw is most hospitable and once the PCs are below decks in the galley, Sito serves everyone a stiff drink of heavily spiced grog before returning to his kitchen duties. Craw begins by toasting the PCs before leading them to the hold and expressing his

regrets for the low-quality of his cargo. If the PCs are here to inspect Craw's ship, despite not having a Makemban flag, Craw is happy for the PCs to look around. If Craw is under the impression that the PCs are here to take his cargo, he tries to persuade them that while they could take his cargo, it's barely worth the effort of transferring it to the PCs' ship, and will only take up space in their hold that they could fill with much more valuable plunder. Craw attempts to convince the PCs to release his ship instead. To help sway them, Craw offers to help the PCs by putting the PCs in touch with some of his contacts in the black market that could either sell some goods, particularly magic items, with no questions asked or to allow them to potentially purchase some magic items from a limited amount.

If the PCs boarded the Tamarind under false pretenses, Captain Craw still invites them below—only the conversation is one of friendly small talk, the swapping of the latest news and information, and perhaps an offer to sell some of the Tamarind's spices.

The Truth: If the PCs came aboard under false pretenses then Sito's grog is poisoned and each PC who drinks is exposed to a dose of elfbane (Ingested. One minute after a creature has become subjected to this poison they must succeed on a DC 15 Constitution saving throw or become poisoned and unconscious for 1d3 hours). Before the PCs boarded the Tamarind, Craw cast protection from poison, so he can imbibe the poisoned brew and gain advantage on his saving throw against being poisoned. The rest of the conversation is simply Craw's way of stalling for time to let the poison do its work.

If the PCs boarded and captured the Tamarind then Craw expects that the wary PCs are unlikely to fall for the poisoned grog ruse. He still has Sito offer grog (that isn't poisoned) and watches to see if the PCs cast spells on their drinks before imbibing them. When in the cargo hold, Craw pretends to act slightly nervous and his eyes seem to repeatedly wander to a section of the hull on the port side next to the ladder, 10 feet round from the ship's bow. PCs who make a successful DC 10 Wisdom (Insight) check notice Captain Craw doing this, but PCs whose check result also beats Craw's opposed Charisma (Deception) check realize that Craw is purposefully acting in this way, deliberately trying to draw their attention to that area rather than unintentionally revealing it. A successful DC 10 Wisdom (Perception) check while searching that area reveals a small hidden compartment set against the hull. Resting in a nest of straw inside the compartment is a set of three oily clay vials. The vials contain a potion of hill giant strength, a potion of healing, a potion of acid resistance, and a small amount of saffron oil (worth 60 gp). Normally these potions are in Sito's possession and the valuable saffron oil secured away in Craw's sea chest. All the vials are covered in a contact poison version of elfbane; anyone who touches these vials is exposed to the poison. The lid of the vial of saffron oil is loose, making it appear as if it has leaked over the other vials. Craw feigns disappointed when the PCs discover this cache, but secretly hopes the PCs pass these treasures around as they try to identify them. A successful DC 15 Intelligence (Nature) check (characters proficient in alchemist's supplies may add their proficiency bonus to this check) reveals the toxic nature of the oily coating on the vials. Avoid having the PCs rolls saving throws as soon as they touch a poisoned vial. Secretly track which PCs have touched the vials, keeping note of how often each PC is in contact with a vial, as there may be multiple exposures. Have the PCs make saving throws retroactively when they become aware of the poison, or at the end of the 1 minute onset period when some of them may start succumbing to the poison. This curtails any metagaming, and increases the chances of the vials being passed to different party members.

Clues

The following suggestions are some ways that the PCs can start to learn that not all onboard the Tamarind is as it seems:

- A DC 15 Intelligence (Investigation) check, after seeing the cargo in the hold: the ship is sitting too low in the water for the amount of cargo in the hold. If the PCs mention this, Craw says that he has a large load of ballast to keep the Tamarind from capsizing in the frequent storms that strike this area of ocean and that the ship's hull has a multitude of small leaks, meaning the ship usually carries a lot of bilgewater.
- A DC 10 Intelligence (Investigation) check, after seeing the size of the cargo hold: the cargo hold is small for a ship this size. If questioned about this, Craw simply points out that while the Tamarind isn't the most efficiently or elegantly built ship on the ocean, she is very sturdy. Craw says that the ship's extra structural supports means he can't carry quite as much cargo but it does mean the Tamarind is a lot more likely to arrive in port in one piece.
- A DC 10 Wisdom (Perception) or Intelligence (Investigation) check after watching Sito preparing food in the galley: Ripplepott is making two separate meals. One is a regular ship's dinner while the other is a large pot of simple gruel. If the PCs draw attention to this, Craw mentions that he's a fair but firm captain and one of the more common punishments he metes out for disciplinary infractions is putting crewmembers on gruel rations for at least a week.
- A DC 10 Wisdom (Perception) or Intelligence (Investigation) check while examining the spices in the hold: many of the containers of spice in the far corners of the cargo hold are old and dusty. Only those in the easiest to reach places show signs of being new or recently moved. If the PCs call Craw on this, he sighs and goes into a long discourse on his recent string of misfortunes in the spice trade. He confides that he's hoping to sell his cargo as a job lot and get rid of the older spices by mixing them in with his fresher stock.
- A DC 10 Intelligence (Investigation) check by a character with ranks in the skill after seeing the galley: many of Ripplepott's bottles and equipment in the galley are for crafting alchemical items rather than food. If the check result beats the DC by 10 or more, then the PC recognizes tools and materials for poison-making.
- A DC 15 Wisdom (Insight) check against crew members other than Captain Craw or Sito Ripplepott: gives the sense that they are very uncomfortable about the PCs being onboard.
- A DC 15 Wisdom (Perception) check while in the hold: beneath the strong scent of spices in the cargo hold is the distinct smell of feces and sweat. Any PC within 5 feet of the trap door leading to the secret hold gets advantage on this check.
- A successful opposed Wisdom (Perception) check by a PC contested against a crewmember's Dexterity (Sleight of Hand) check while closely observing or searching a crew member: notices the presence of a hidden weapon on that crewmember.

Attack!

Captain Craw's plan of attack depends on how well the poison works against the party. If none of the PCs succumb and they remain unaware of the attempt, Craw keeps up the ruse, perhaps offering the PCs a fine meal if they look weak or divided and he believes a second attempt at poisoning might work. Otherwise, Craw simply lets the PCs take the spices and leave. He also chooses this option if

the PCs and their crew obviously outnumber and outmatch his. Depending on their negotiations, the PCs may encounter Craw again and make use of his services before learning his true nature (if they ever do).

If some of the PCs succumb, or if none do but the PCs become aware of the poisoning attempt, then Craw initiates combat. The Captain signals his crew to draw their hidden weapons and attack the PCs' crew. Sito Ripplepott appears and harasses the party at range while Craw himself wades into battle. If the PCs find the hidden trap door to the secret hold before Craw has a chance to spring his trap, he lets one or two PCs go down before attempting to separate the PCs by slamming the hatch shut and signaling the attack. If the party won't split, he signals the attack immediately.

If all the PCs fall unconscious from the poison, they later wake to find themselves stripped of gear and chained in the secret hold with the rest of the slaves. They learn the truth of the Tamarind from a visit by Sito, who brings gruel and water, and from Craw himself, who reveals his true colors. They can also learn the fate of their ship and crew. Perhaps a less trustworthy member of the PCs' crew saw the opportunity to become captain, or maybe Craw forced the PCs' crew to withdraw by threatening to kill the PCs, and their ship is still sailing nearby. Ultimately, how the party escapes from this predicament is up to the players' ingenuity and your discretion as GM.

The *Tamarind*

Above Deck

1. Upper Main Deck: This area rises just over 4 feet above the main deck. It holds the ship's steering wheel and its only armament—a light ballista mounted off the stern. Two ladders, one on either side, connect the platform with the main deck. On the main deck next to the port-side ladder is a small door that leads to a storage space under the platform that holds oars, spare planks, sails, tools, and other supplies.

2. Main Deck: The main deck of the Tamarind has a simple layout. The mast is at the center of the ship and forward of it are large loading doors that lead into the cargo hold below. A ladder near the mast and another near the cargo hold both lead below deck.

3. Crow's Nest: At the top of the mast is a simple, 5-foot square platform that serves as a lookout point for the ship.

Below Deck

4. Captain's Quarters: The private bunk of Captain Craw also serves as his chart room and office. A comfortable cot and nightstand are in one corner and maps, charts, and other navigational tools cover the walls. There is also a small writing desk containing numerous logs and record books detailing the captain's dealings—in both spices and slaves. A thorough search of the cabin finds a weathered piece of parchment that potentially leads to further adventure (see Part 2 below). Beside the bed is a sea chest that contains his personal belongings. The door to this room is always locked and Captain Craw carries the key with him at all times.

5. Cabin/Galley: This main cabin is both the eating and sleeping area for the rest of the crew. A large stained and dirty table with matching benches takes up the center of the space while old hammocks and personal effects are strung all around in a haphazard manner. On the starboard side, a narrow section holds a small galley. Foodstuffs and kitchen utensils mix seamlessly with Ripplepott's alchemical tools and belongings in a bizarre-looking mess.

6. Cargo Hold: Crates, barrels, and sacks of various spices partially fill the ship's hold. The dusty air is thick with the heavy odor of spices. One

of the large crates in the southeast section rests on top of a secret trap door leading down into the secret hold below. Finding this trap door requires the searching character to make a successful DC 15 Wisdom (Perception) check.

7. Secret Hold: This space is only tall enough for a Medium-sized creature to stand hunched over. Dozens of people lie chained to the floor and walls with thick, iron manacles. Most are unconscious and the few who are awake are torpid. They are all in poor health and show all the signs of being malnourished. The stench of sweat and human waste is overpowering, made all the worse by the stale air.

Captain of the Tamarind

Bartholomew Craw is a paunchy, heavy-set man wearing the dirty and threadbare outfit of a merchant sea captain. His shaved head is ruddily-sunburned and his squinting, deep-set eyes are dark brown. A scraggly, dull-red beard only serves to make his wide smile, full of yellowed teeth, all the more noticeable.

BARTHOLOMEW CRAW

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 98 (13d8+39)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	20 (+5)	17 (+3)	8 (-1)	19 (+4)	13 (+1)

Saving Throws Strength +2, Dexterity +7

Skills Deception +3

Senses passive Perception 16

Languages Common, Gnoll, Infernal

Challenge 4 **1,100 XP**

Colossus Slayer. Craw deals an extra 1d8 damage against a target that has already taken damage. Craw cannot deal this extra damage more than once per turn.

Magic Scimitar. Craw and his fellow pirates cannot be surprised while Craw is wearing his magic scimitar.

Dueling Fighting Style. Craw has a +2 bonus to damage rolls when wielding a melee weapon with one hand and no other weapons. This is already factored into the scimitar damage.

Actions

Multiattack. As an action Bartholomew can make two magic scimitar attacks.

Magic Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 1d6+7 (10) slashing damage.

Spellcasting. Craw is a 5th level caster. His spellcasting ability score is Wisdom (DC 14, +6 to hit with spell attacks).

1st level (4 slots): *cure wounds*, *detect magic*, *hunter's mark*

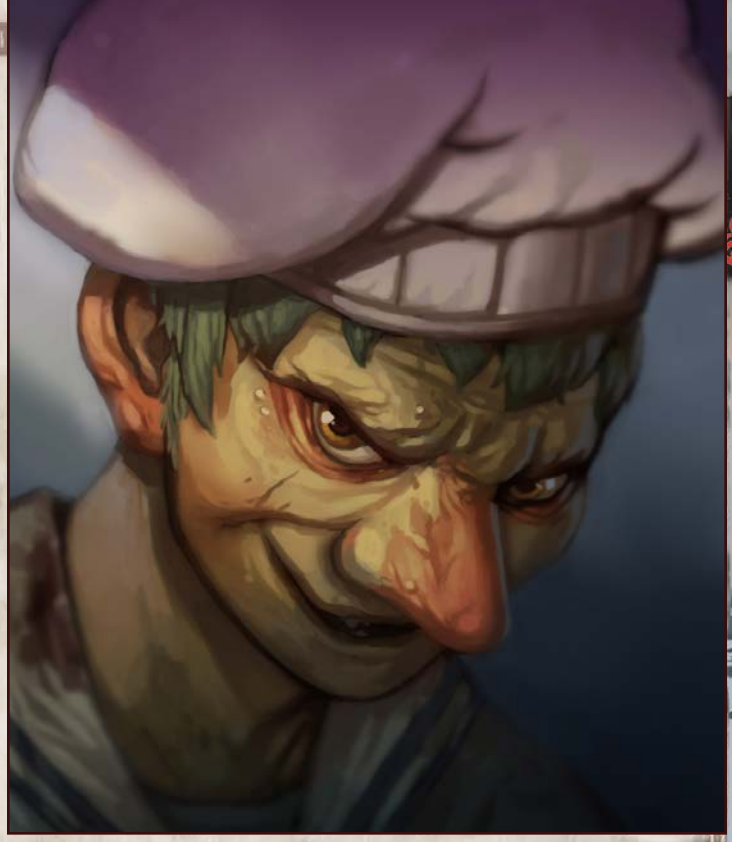
2nd level (2 slots): *protection from poison*

Development: Bartholomew Craw surrenders if reduced to 10 hit points or less. However, if he believes he will be hanged as a slaver he fights to the death.

Treasure. Craw has a scimitar of warning.

Ship's Cook

With a hunch that makes him seem shorter than he already is, this gnome dresses in simple clothes and a leather apron covered in grease and other stains. His slick hair is the color of moss and his beady eyes are a quiet gray. Slung around his waist is a bandoleer of flasks and cooking utensils.



SITO RIDDLEPOT

Medium humanoid (gnome), chaotic evil

Armor Class 15 (leather)

Hit Points 90 (12d8+36)

Speed 25 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	18 (+4)	16 (+3)	16 (+3)	11 (+0)	10 (+0)

Skills Poisoner's Kit +6, Disguise Kit +2, Perception +4

Senses passive Perception 10

Languages Common, Gnome

Challenge 3 **700 XP**

Cunning Action. As a bonus action Sito can dash, disengage or hide.

Sneak Attack. Sito deals an extra 2d6 damage when he makes an attack with a dagger, light crossbow or has advantage on the attack roll.

Actions

Multiattack. As an action Bartholomew can make two magic dagger attacks.

Dagger Attack. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 1d4+4 (6) piercing damage.

Light Crossbow Attack. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit*: 1d8+4 (8) piercing damage.

Tamarind Crew

SAILORS (15)

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 39 (6d8+2)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/4 50 XP

Actions

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

Pirates should present little trouble, but can be limited to 5 pirates at a time with 2 to 3 rounds between waves.

Part 2: Delivering the Cargo

Among the papers in Captain Craw's cabin, the PCs find a piece of weathered parchment containing a curious message and rough map. The message contains an order for a consignment of slaves and instructions for delivery of this shipment. The map marks the delivery location as a point in the open ocean, with the nearest island over 20 miles away. Scrawled on the parchment in Craw's handwriting is the following: "This be an odd trade run if ever there were one. I guess there'll be a ship waiting out there, but why not make the trade at an island instead? Would have been much easier. Still if the pay is as good as that down payment of pearls it'll make the trip well worthwhile, even if it means the risk of sailing through pirate-infested waters." The only other clue is in Craw's ledgers from over

2 months ago. A note next to an entry paying off a large debt reads, "Those pearls did the trick, that'll keep the legbreakers off me. It was good of old Jarkus the drunkard to put me onto this deal. I don't know why the ancient poxy lubber kept muttering about it being "Shayonna's debt". I don't give a damn about the name of whoever he gets any of these jobs from. Getting more of those lustrous pearls is what I care about."

While there is enough food and water to feed the rescued slaves for the trip to the Islet and back, the rescued slaves would rather return to port. If the PCs also sail back to port they risk missing the rendezvous time. They could try to put the pirates to work (although face potential mutiny) or sail themselves (in which case you can simply hand wave it or run the PCs through a series of ability checks varying from DC 5 to DC 15).

The Legend of Shayonna

A successful DC 15 Intelligence (History) check reveals the name 'Shayonna' is part of a tragic ghost story told by sailors in many ports. The tale tells of an amoral charlatan called Bren Taylee who owned a local tavern. A charismatic and bald-faced liar, Taylee became rich swindling wealthy investors by selling off unseen parcels of land on a nearby island. He also fell madly in love with his barmaid and married her, an innocent redheaded beauty named Shayonna. When one of the more intrepid investors discovered the 'rich farmland' was, in fact, a swamp (or a waterway, depending on the version of the story), Taylee was forced to flee.

He left his wife Shayonna behind, abandoning her to face the furious investors and a large debt from the tavern. The tales say that Shayonna stowed away on the same ship Taylee fled on to escape the angry mob and that a drunken sailor on deck one night claimed to have seen Taylee with his hands locked around a young woman's throat (or possibly even throwing her limp body overboard). Whatever the truth, neither Taylee or Shayonna were ever seen or heard from again. However, infrequent sightings of Shayonna's drowned ghostly spirit are reported to this day, in or around the harbors of a number of port cities.

Whatever the truth of this legend, Shayonna does exist. Whether it was as the tales describe, and Shayonna's outrage at her husband's betrayal kept her from succumbing to death and drove her to become what she is today or whether there was always the blackest evil in her heart and it was she who seduced Taylee, foully murdered him, and stole his fortune, no-one knows. But Shayonna lives and has become the powerful and villainous hag known as "the Gaunt". At present, the wicked sea hag seeks a shipment of slaves to work her foul witchcraft upon, and transmogrify into a horde of monstrous and slavishly obedient servitors.

Making Deadly Dramatic!

Normally, a writer using up valuable word count on an NPC's background that the PCs may never learn isn't a good idea. However, the Gaunt is a deadly sea hag. Even in a short adventure like this one, the PCs should be aware that they face something ominous and terrifying. If the PCs defeat her and live to tell the tale, they automatically gain renown with the other sailors in the area when they next make port and speak of this deed. If you are using inspiration in your campaign you should award one inspiration to all of the PCs that actively participated in the defeat of Shayonna. If some of the PCs were particularly heroic but already have inspiration (the usual maximum), you might want to consider a one off temporary suspension of this limit and award them an inspiration to temporarily give them a total of two inspiration. Once one of these two inspirations is used the maximum reverts to the usual one inspiration.

The Desolate Islet

1 square = 5 ft.

1

2

3

4

The Islet

Assuming the account of the valuable pearls strikes the PCs' interest, it takes less than a week of travel to reach the location marked on the map. It is a tiny islet, sandy and barren, surrounded by a large coral reef. The shallow waters and jagged reefs around this speck of land mean that the PCs' ship needs to moor at least 300 feet away to avoid damage to the hull. There is, however, no one on the isle and no other ships in sight.

Reception

Creatures: Shortly after the PCs land on the islet, a pair of hulking, brutish things put their heads above the surface of the sea nearby and warily wade toward the PCs. These are a pair of merrow (as described in the official manual of monsters for 5th Edition), the unholy offspring of the legendary sea hag, Shayonna the Gaunt. They approach the islet from the east, using the shallow water for cover and, providing the PCs don't attack, slowly emerging from the water. Both creatures have the waterlogged remnants of sailor's outfits still clinging to their gross forms. One of them speaks in gurgling, barely understandable Common asking why the PCs have come. If the PCs provide a believable reason to be here, such as to sell slaves, the merrows nod and one dives into the water to convey this information to Shayonna. Shayonna is already aware of the presence of the PCs' ship and has sent her minions to ascertain their intentions if a party comes ashore.

The remaining merrow has a deep scar across the right side of its face that cuts off the lower half of its right ear. The curious thing is a piece of silver jewelry crafted to resemble the missing piece of flesh dangles from two earrings in the upper half of this ear. PCs can recognize this unusual jewelry and its owner with a DC 15 Intelligence (Investigation) check. It belongs to a knavish scallywag named Gamin 'half-ear' Crystos, a womanizing half-elven pirate, popular in many local ports for his willingness to spread his plunder around. Gamin lost his ear from a close call with an imperial ballista bolt. If any of the PCs have ever actually seen Gamin, the merrow bears a warped, monstrous resemblance to the man. If addressed by name, the merrow stares blankly at the PCs before a flicker of recognition crosses the creature's face and it burbles three words in Giant, "please kill me". The grotesque thing that was once a man then stiffens and comprehension fades from its eyes, leaving only brutish hostility.

Treasure: Gamin's earring is only worth 50 gp, but it grants the PC advantage if they use it as part of a Charisma (Persuasion) check on a nautical NPC. The ring can only be used in this way once until it is old news and no longer impresses sailors.

Parley

If the PCs wait, after several minutes Shayonna the Gaunt (see area 4) rises up out of the ocean. She has used a disguise to conceal her horrific form, appearing as a youthful aquatic humanoid, similar to a merfolk, but with legs instead of a tail. Even in this unassuming form, there is something palpably sinister in her manner. The ocean itself seems to recoil from her and as she steps onto the sand; her blood-red hair is dry. Flanked by her two merrows, Shayonna approaches the PCs and asks what they have brought her. Shayonna cagily negotiates for the consignment of slaves and shrewdly asks why the PCs are making this delivery rather than the Captain Craw. Shayonna demands the PCs bring a sample selection of slaves ashore for her to examine. She haggles over the price and the quality of the merchandise but is prepared to pay up to 2,800 gp in pearls for all the Tamarind's slaves, regardless of their condition, which is an exceptionally good price.

If the PCs sell the slaves, these poor wretches are brought ashore where they huddle together

on the tiny islet. Each day at dawn, shells full of brackish water and raw fish are left on the shore to sustain them, and each night one of the doomed slaves vanishes, as the unfortunate is dragged below the waves to a ghastly fate. After completing such a despicable bargain, the PCs had best be gone quickly and never return, for when Shayonna has at least six merrows in total under her control, she avariciously boards any nearby vessel to gain additional minions.

1. Underwater Passage

Just to the south of the islet is an underwater tunnel into the coral reef that leads through to Shayonna's lair. The tunnel is marked with a darker outline on the map; the other lighter areas are simply gaps between the colonies of coral surrounding the islet. The thick coral over the tunnel makes it impossible to spot from above and a steep overhang above the tunnel entrance conceals it from the view of anyone on the island. The passage slopes down from a depth of 5 feet at the northern end to 25 feet at the southern end where it opens out into area 3. Scattered sunlight filters in during the day, providing dim illumination; at night, the tunnel is in darkness. The Large-sized merrows need to squeeze through this tunnel which slows them significantly.

2. Coralline Tunnel

Coral Flensing Trap. At the entrance of the Coralline tunnel is a magical trap that triggers the second anyone that is of Small size or larger, other than Shayonna or a merrow, passes through this area.

A successful DC 20 Intelligence (Arcana) check to spot the Coralline Flensing trap and another DC 20 Intelligence (Arcana) check to disable it. When the trap triggers a torrent of water attempts to slam the creature into the razor sharp corals that line the passage, dealing 1d8 piercing damage. This trap automatically resets and can trigger once per round.

3. Urchin Cluster

The coralline tunnel opens out into an underwater clearing. Multicolored corals grow in profusion all around this open area, but there are gaps in coral branches overhead, allowing more light through from above (giving this area the same illumination level as above the waves) and providing Medium or smaller creatures with a way up to the surface. The area is 10 feet high and the seafloor is 25 feet below the surface.

The passage to the south narrows to a small shaft that leads up to the outside of the reef. It requires a DC 15 Dexterity (Acrobatics) check for Small- or Medium-sized creatures to squeeze along this shaft, larger creatures can't fit at all, and smaller creatures can move through without restriction.

Creatures: While there are tiny fish swimming among the coral and aquatic plant life, the main danger here is a large number of predatory ravenous sea urchins. These spiny marine creatures are under Shayonna's sway and don't attack her or her merrows, but hungrily surge over intruders.

RAVENOUS URCHIN SWARM (3)

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 72 (16d8)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (+0)	4 (-3)	13 (+1)	9 (-1)

Senses passive Perception 11

CHALLENGE 1 **200 XP**

Jet. While underwater, a ravenous urchin swarm can dash as a bonus action and does not provoke opportunity attacks while jetting.

Swarm. The swarm can occupy someone else's space and vice versa. The swarm can fit into any space large enough for a tiny urchin to squeeze through and can use a reaction to attack any creature that leaves its square with an attack of opportunity.

Actions

Spines. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target. *Hit*: 1d4+1 (3) piercing damage and the creature becomes poisoned (DC 13 Constitution save on the creature's turn ends this) and while poisoned have their speed reduced to 10 ft.

4. Sea Hag's Grotto (CR 6)

A carpet of pale bones litters the seabed in this grotto of dead skeletal coral. Sharp spikes of lifeless coral jut from the walls and opposite the entrance, glistening pearls rest in several large seashells. Curtains of lifeless blackened seaweed hang from the walls.

The thick coral blocks any light from the surface leaving the area in darkness.

Creature: This dark grotto is the lair of Shayonna the Gaunt. Her merrow minions have likely already alerted her to the approach of the PCs' ship. Shayonna lurks here, patiently waiting for the PCs to bring her the slaves she needs to complete her foul ministrations.

If she retreats here to her grotto after a fight on shore, she animates her claw of the briny depths and waits for the PCs to arrive.

SHAYONNA THE GAUNT

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 145 (17d10+68)

Speed 30 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., fog sense, passive Perception 11

Languages Aquan, Common, Sylvan

Challenge 5 2,900 XP

Horrific Appearance. The sight of a sea hag is so revolting that anyone within 30 feet (other than another hag) and can see what the hag truly looks like must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature may make a new saving throw at the end of each turn, ending the effect on a success. If the saving throw succeeds the creature becomes immune to this effect for 24 hours. A creature may avert their eyes from the Sea Hag unless they are surprised by the form. A creature gains disadvantage on attack rolls against the hag until the start of their next turn if they avert their eyes

Actions

Multiattack. Shayonna can make two claw attacks as an action.

Claws. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 2d6+5 (12) slashing damage. If the creature is medium or smaller than they are grappled (DC 15 to escape) and restrained until the grapple ends. Jorunea has two claws and can grapple a single creature in each claw.

Salt Wife's Glare. As an action against Shayonna can target a single creature that is within 30 feet and frightened of her. They must pass a DC 15 Wisdom saving throw against this magical effect or be reduced to 0 HP. A creature affected by this ability becomes doesn't make death saving throws and gains the ability to breathe underwater. While underwater the creature cannot regain HP. After spending a day submersed in water the creature must succeed at a DC 10 Constitution save or be transformed into a merrow and regain their HP. If transformed into a merrow they regard Shayonna as their beloved mistress. She gains advantage on Charisma (Deception) checks when interacting with the merrow she transforms, and they in turn become immune to her horrific appearance. This transformation cannot be dispelled but can be reversed with remove curse. This effect becomes permanent after seven days have passed.

New Magic Item

CLAW OF THE BRINY DEPTHS — **UNCOMMON**

The thick webbed membranes between the withered digits of this severed claw hint at the subaquatic origins of the thalassic thing it was once a part of. On command, the claw animates as a clawing claw (as described in the official manual of monsters for 5th Edition) with a swim speed of 20 foot instead of a climb speed. This crawling claw is under the control of the creature who animated it and lasts for 3 minutes before decomposing into a foul nonmagical slurry of festering tissue and bones.

Illusory Appearance. Shayonna can make herself appear as a medium female humanoid. Creatures that touch Shayonna or make a successful DC 16 Intelligence (Investigation) check can successfully see through the disguise.

RAVENOUS URCHIN (3)

Medium beast, unaligned

Armor Class 13

Hit Points 52 (8d8+16)

Speed 0 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (-5)	3 (-4)	14 (+2)	4 (-3)	11 (+0)	2 (-4)

Senses passive Perception 10

Challenge 1/2 **100 XP**

Actions

Tongue. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 1d6+3 (6) bludgeoning damage and the creature is pulled closer by 5 feet.

Spikes. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 1d4 (2) piercing damage and the target is poisoned. The creature may make a DC 13 Constitution saving throw each round at the end of its turn to end the poisoned effect.

Treasure: The piles of silvery pearls are worth 3,200 gp in total.

Conclusion

Once the PCs have dealt with the Tamarind and Shayonna the Gaunt in one way or another, and likely gained a rich prize of pearls, they are free to continue on with their adventures. If Shayonna the Gaunt survives, PCs may encounter her again, perhaps as the captain of a ship of her own crewed by a horde of monstrous merrows.

We Lost One Mate

To the tune of "Leave Her, Johnny"

Oh, we lost one mate, in a fight with a stranger

Leave him, Johnny, leave him

Seems the fish that he ate had bonded with a ranger.

And it's time for us to leave him.

Leave him, Johnny, leave him
Oh, leave her, Johnny, leave him
For the voyage is done and the winds do blow
And it's time for us to leave him

Oh, my good old friend had an extra flagon...
Wandered up on deck, got burnt up by a dragon...

Oh, the cabin boy was a right fine snitch...
He's a zombie now, transformed by a lich...

Oh, a slave from the isles had the head of a snake...
Hissed up at a cloud, it turned out to be a drake...

Oh, the first mate loved a good meal with bacon...
But he ate too much, smelled great to a kraken...

Oh, I once had a mate, he was rude and defiant...
Insulted a man whose best friend was a giant...

Oh, we once had a mate who thought that women were a jinx...
He said so to their face but one turned out to be a sphinx...

Oh my good friend Bill couldn't wait to be aboard...
But he got on the wrong ship and sailed to an orcish horde...

Oh, the good ship's cook thought he'd die of old age...
Made a terrible stew for a powerful mage...

Jarin's Crown: A 6th-level adventure

Adventure Background

The island now called Tarin's Crown was originally known as Crown Island. Named for its three low peaks resembling a three pointed tiara from a distance, local pirates often simply refer to it as "the Crown". With its lush jungle and beautiful lagoon harbor on the northern side of the island, it seemed to be an inviting and picturesque spot for a pirate lord's lair. The island attracted many a pirate crew looking to carve out a base of operations. Yet each attempt met with failure as the aggressive carnivorous plant life and sentient vegetation native to the island destroyed anyone foolish enough to try. Survivors of unsuccessful attempts spread word of these dangers, and aside from the occasional crew desperate for fresh water, the island remained unoccupied; most considered the Crown a good navigational landmark and little else, until recent times.

For Captain Jared "Red Skewer" Tarin of the *Silver Narwhal*, however, this deadly isle was merely another challenge to overcome. The vicious pirate had decided that he needed an island fortress which would be all but impenetrable, and an island as dangerous as Crown Island was exactly what he was looking for. Three years ago, Tarin landed on the Crown and began clearing a path from the lagoon to the highest peak using a large number of slaves as a workforce. The sentient plant creatures that flourish on the isle usually fed on wild boars and seals, but didn't overlook such a bountiful offering. Casualties among the labor force were high, but by sacrificing a large number of slaves and livestock to satisfy the vegetation's appetite, Tarin kept his own crew from being eaten. Whenever Tarin experienced significant losses due to predation, the *Silver Narwhal* would leave port and return with more animals and slaves.

Soon a dock was built and a solid path led to the bare peak above the jungle. Here Tarin built what he intended to be the first tower of a significant fortress, overlooking a sheer hundred foot cliff to the south, using stone quarried from the eastern peak of the island. As the tower was being constructed, Tarin looked out over the lagoon with his ship docked there and was struck by an inspiration. Using more rock from the quarry, he had slaves build rough seawalls across the entrance of the lagoon. This created a single winding passage that any ship entering the harbor would have to follow. Ships of significant size (including the *Silver Narwhal*) would have to slow and make hard turns to successfully navigate it. He then had two mangonels laboriously transported up next to the tower and carefully calibrated so they fired into this narrow passage. Now Tarin could easily disable any ship attempting to enter the lagoon.

His 'impenetrable' base complete to the first tower, Tarin returned to raiding and pillaging. Red Skewer Tarin added much to his reputation by taming the island, and people began referring to it as Tarin's Crown. Whenever the jungle became too aggressive, Tarin would sacrifice sheep, or some of the slaves he now kept as domestic servants; he knew he could always get more on the next raid.

Tarin's renown grew, and so did the envious greed of his fellow pirates. A number of them then did exactly what Tarin expected and tried to loot his base, and one by one, they fell into his trap. These pirates tried to cut through the jungle and were destroyed by the plant creatures, or sought to scale the sheer cliff only to be picked off by crossbow bolts from laughing pirates, or even actually attempted to sail into the lagoon. This last was the best of all for Tarin and his crew. Once the ship was in range, his mangonels would rain hell upon the ship, disabling it in the tight waterway. The *Narwhal*'s crew then moved along the rough seawalls and took

the ship, along with whatever gold and plunder it had aboard.

Recent Events

Not long ago, Tarin stole a valuable treasure called the *Pirate's Queen's pearl* from a pirate lord during a treacherous raid. This magical statue of pearl is a blessed object, sacred to the Goddess of Piracy. Many pirate crews, including the pirate lord Tarin stole it from, dearly want this prize.

An alliance of several pirate captains has decided to retrieve the *Pirates Queen's pearl*. Rather than assault the island directly, their strategy has been to anchor just in sight of Tarin's Crown and embargo the island, waiting for the *Silver Narwhal* to run or be forced to leave to obtain supplies. Although the crew of the *Narwhal* are experienced, they are heavily outnumbered by these latest foes. This blockade has now been going on for months and the *Narwhal*'s crew are getting desperate.

Tarin has become paranoid and now refuses to leave his tower for any reason. Food storage is low, the supply of slaves is gone, and a few of the crew have already been taken by the jungle. Alsindra Devrol, Tarin's first mate, has tried to persuade the captain to give up some of his treasure to pay off the besiegers or to buy allies to help. Gren Trevak, the ship's navigator, secretly desires the captaincy and has spread malicious lies throughout the crew, manipulating Tarin against Alsindra. In his paranoia, Tarin now sees Devrol as a conspirator with his enemies and has banned her from his tower. She now remains on the ship with those of the crew that believe as she does.

Introduction

There are a number of ways the PCs could become involved in the events surrounding Crown Island. The *Pirate Queen's pearl* could be known by another name and could be the sacred relic of a nearby kingdom or religion. Word of the battle between the pirates may have filtered out to the nearby lands and so the PCs are now on a quest to retrieve this long lost heirloom.

The PCs may have been hired by the relative of someone who was press-ganged into working on the Silver Narwhal. The PCs could be hired to sneak onto the Silver Narwhal and rescue the poor soul but now an embargo is in place, the PCs find themselves needing to navigate the treacherous waters of pirate society and a tense military stand-off.

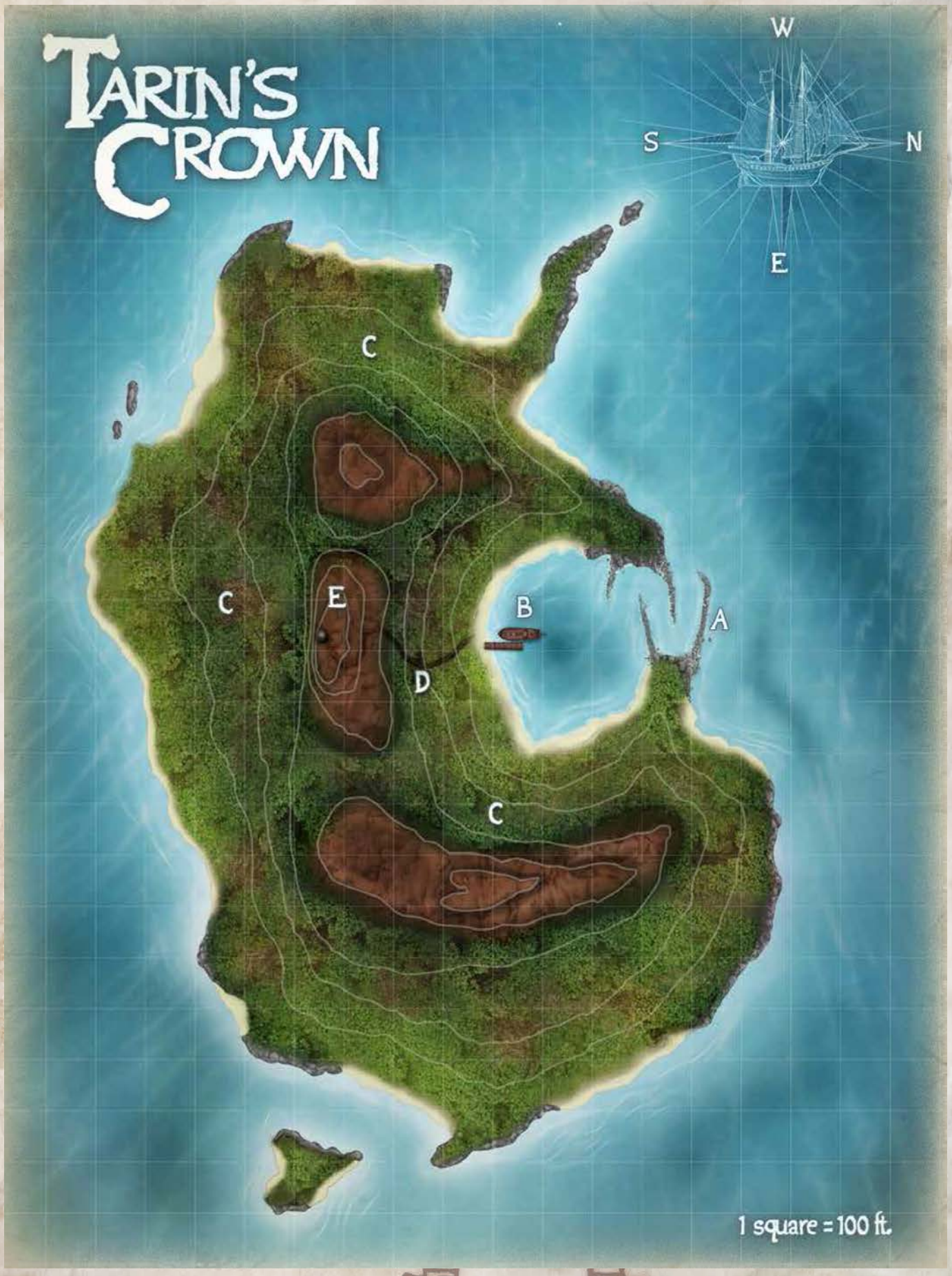
The PCs could be pirates themselves, or at least adventurers of questionable ethics, and have decided to steal the *Pirate Queen's pearl* for themselves. It may be an important component in creating a powerful magic item that will help thwart a great danger or the PCs could simply want it because it's valuable.

The PCs could be hired by the pirate lord that Tarin stole the pearl from to get it back. The PCs could choose to cooperate with the pirate crews currently embargoing the island, or they could decide to brazenly raid Tarin's Crown and claim the sacred pearl for themselves.

Regardless of the reasons the PCs are going on this adventure, if they choose to act independently, the pirate crews besieging the island choose not to interfere as the PCs' ship approaches the Crown. They would rather wait and see if the PCs' ship can break the stalemate before confronting the PCs' ship as it tries to leave and then demand the PCs hand over the *Pirate Queen's pearl*.

Crown Island

Crown Island is a dangerous place to assault or explore. The threats of the island form an obstacle that should prevent the PCs from resting or becoming complacent. If the PCs attempt to rest while on the island then assassin vines, vegepygmies, or pirates are almost certain to attack them. Barring magic, there are only a few alternatives to reach the island's


TARIN'S CROWN
W
S
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E
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A
D
C
1 square = 100 ft.

interior. The PCs can land on the island' shore and hack their way through the unforgiving jungle, or attempt to get through the guarded channel into the lagoon.

Mangonel Defenses

There are two mangonels positioned next to the tower on the summit, both aimed to fire northward toward the lagoon. The *Silver Narwhal*'s mangonel crews have trained hard and have had much practice hurling rocks into the channel between the sea walls. Aided by this practice and a detailed series of ranging markings on both mangonel, the mangonel crews can fire with great accuracy at any point in the channel. Both crews gain advantage when aiming at targets anywhere in the channel. All mangonel crews make attacks with the mangonels at +5 to hit and deal 5d10 (27) bludgeoning damage on a hit. The mangonels can reach as far as the entrance to the lagoon, but everything off the island is at the mangonel's second range increment, which incurs disadvantage on the attack rolls (cancelling out the crew's advantage).

Each mangonel fires in turn, but all must be aimed and loaded for each shot.. Once a ship is disabled, the mangonel crews change ammunition to a form of shrapnel ammunition that deals 4d6 bludgeoning and piercing damage in a 20-foot radius burst centered on its target (DC 15 Dexterity save for half). The mangonels can also fire at targets on the beach of the lagoon or at the *Silver Narwhal*, but only target the *Narwhal* if the ship is under attack and the crew onboard signals them to do so.

Parley

The PCs may choose to not go ashore immediately. If they drop anchor off the island and study the situation for at least half an hour, or attempt to communicate with the pirates on the island, Alsindra and five of her crew row out under a flag of truce to parley. She is willing to negotiate and seeks to have the PCs to form an alliance or partnership with her and those on the *Silver Narwhal*. Alsindra relates the information in the Recent Events section above and asks for their aid. She hopes that by offering a substantial reward she can convince the PCs to do one or more of the following: bring much needed provisions to the island, aid the *Narwhal* in making a run from the island, help the *Narwhal* fight the besieging pirates, and finally, discover the current location of the enemy pirate lord that Tarin stole the pearl from and deal with him. Depending on how much the PCs agree to help, Alsindra offers up to 4,000 gp worth of silver and gems. Alsindra is even willing to offer the PCs the *Pirate Queen's pearl* if the PCs agree to defeat the pirate lord.

Alsindra fully intends to honor the deal but her current standing with Tarin makes payment somewhat of a problem. Indeed, the PCs may return to Tarin's Crow to find Gren in charge of the *Narwhal* and Alsindra's crushed corpse on display beside the trail up to the tower.

Alsindra isn't willing to directly betray her crewmates in the tower, but she could be persuaded to let the PCs ascend the trail to the tower, if they can sway her with a scenario that removes Gren (and possibly even Tarin) from the picture without too much bloodshed and she remains in control of the *Narwhal*.

A. The Seawall Trap (Hard—7,200 XP)

Any ship trying to navigate the passage through the seawall is in for a tough battle. The mangonels on the summit fire down on the invaders, while the PCs' ship needs to slow and make several sharp turns to navigate through the channel. This can be handled through a series of ability checks. PCs who have backgrounds that would give them proficiency in such checks can add their proficiency bonus to the rolls. Alternatively this can simply be narrated by the GM.

Creatures: Alsindra and the crew assigned to the *Narwhal* attempt to board the PCs' ship after the mangonels disable it, or as it nears the end of the channel. They use the rocky outcroppings of the sea walls as cover as they approach the ship. Alsindra and her band have trained to deal with the shrapnel ammunition from the mangonels and can use a reaction to gain advantage on the Dexterity saving throw from the mangonels. This enables them to board a vessel and fight in areas targeted by the mangonels with little concern.

The boarding party concentrates on officers, counting on the shrapnel shots to handle the regular crew. Each round after boarding, Alsindra demands surrender. If this happens, she signals the mangonels with a bright orange flag swung in a particular pattern to stop the bombardment.

One of the crew, Erling Pennington, was recently held prisoner by Shayonna the Gaunt. If the PCs experienced the events of *Islands of Plunder: Spices and Flesh* and rescued Erling, he may be willing to speak up in favor of them depending on how the PCs dealt with him. If they left him to rot in Shayonna the Gaunt's grotto, on the other hand, then Erling will not be present and will have since been replaced on the *Silver Narwhal*.

ALSINDRA DEVROL

hp 143 (see page 333)

Challenge 5 1,800 XP

SILVER NARWHAL CREW (4)

hp 99 each (see page 335)

Challenge 2 450 XP each

Development: If the PCs surrender, Alsindra offers them a simple deal, they go and defeat the pirate lord (as described in the Parley section above) while she keeps the PCs' ship and crew as hostages. If the PCs succeed, Alsindra promises to return both their ship and crew to them. She lets the PCs take a longboat (if the PCs' ship has one), or use a small cutter stored on the Silver Narwhal (if they don't).

Alsindra Devrol

B. The *Silver Narwhal*

The *Silver Narwhal*, a two-masted sailing ship with her infamous silver-inlaid horn figurehead, sits docked here as she has been now for some three months. There is no cargo or treasure on the *Narwhal* herself; the pirates have taken that to the tower or distributed it to the crew. The ship itself is worth 10,000 gp.

Creatures: Alsindra and her band reside on board the *Narwhal*, maintaining the ship and keeping it seaworthy. If the PCs manage to circumvent the seawall passage and approach the ship or the trail to the tower then this group of pirates shoots volleys of crossbow bolts at them, while using the ship's

gunwales for cover. If the PCs try to fight their way onboard, the crew attempts to bottleneck them at the single gangplank and signal the mangonels on the summit to fire shrapnel ammunition at the attackers. Alsindra uses her Swinging Reposition ability to great advantage on the ship's familiar terrain.

One of the crew, Erling Pennington, was recently held prisoner by Shayonna the Gaunt. If the PCs ran through *Islands of Plunder: Spices and Flesh* and rescued Erling he may be willing to speak up in favor of them depending on how the PCs dealt with him. Otherwise if they left him to rot in Shayonna the Gaunt's grotto then Erling will not be present and will have since been replaced on the *Silver Narwhal*.

ALSINDRA DEVROL

hp 143 (see page 333)

Challenge 5 **1,800 XP**

SILVER NARWHAL CREW (4)

hp 99 each (see page 335)

Challenge 2 **450 XP each**

C. The Voracious Jungle

If the PCs attempt to approach the pirates' lair through the jungle or leave the trail leading up to the summit, they find the thick tropical forest stiflingly humid with a dense canopy of leaves overhead that filters out light from above. The tangled undergrowth slows travel speed to one quarter and thick foliage overhead reduces lighting conditions to normal illumination during the day and complete darkness at night.

Creatures: Two species of vegetal predators flourish on this island, a large but scattered tribe of vegepygmies and numerous patches of assassin vines. These two species coexist on the island, both consuming wild boars and seals, with the vegepygmies maintaining a respectful distance from the assassin vines.

The vegepygmy tribes have many well-camouflaged solitary scouts hunting in the jungle for food, so unless the PCs are extremely stealthy, the vegepygmies are very likely to quickly become aware of the PCs moving through their territory. The PCs hear the strange unsettling sounds of the vegepygmies communicating using clicking, tapping, and drumming all around them as they move through the jungle. A tribal gang of vegepygmies led by a **warrior chieftain** with **5 vegemygy warriors** ambushes the PCs as they pass through a dank thicket full of leafy plants and winding creepers. These ambushers lie in wait right next to a large patch of russet mold.

VEGEPYGMY CHIEFTAIN

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (17d6+51)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	12 (+1)

Damage Immunities electrcity.

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon, Vegepygmy (non-verbal).

Challenge 4 1,100 XP

Actions

Multiattack. The vegepygmy can make two claw attacks as an action.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 1d4+3 (5) slashing damage and 2d10 (11) poison damage and on a failed Constitution Save (DC 14) becomes infested with russet mold.

VEGEPYGMY

Small plant, unaligned

Armor Class 11 (natural armor)

Hit Points 66 (11d6+16)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	12 (+1)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages Undercommon, Vegepygmy (non-verbal).

Challenge 2 100 XP

Actions

Multiattack. The vegepygmy can make two claw attacks as an action.

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

Russet Mold (contact): This patch of orange-brown fungus is 9 foot in diameter. When a creature approaches to within 5 feet, the patch of russet mold releases a cloud of spores in 10-foot radius burst. Everyone in the area must make a DC 15 Constitution save or the spores quickly take root in their victims, inflicting 2d10 (11) damage and becomes poisoned. While poisoned, the victim suffers 1d10 (5) poison damage on their turn, but they can also repeat the Constitution saving throw and end the effect with a successful save. Plants are immune to russet mold spores. Exposure to direct sunlight halts the spores' growth and temporarily stops the poison damage. A patch of russet mold is immune to all damage except for acid and alcohol which instantly kills a single patch of russet mold on contact. Direct sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists. If someone dies from russet mold their body begins transforming. After 1 week the corpse turns into a vegepygmy.

D. The Jungle Path

This winding trail is barely four feet wide at most, cutting through the jungle and climbing steadily upward, switching back and forth to reach the summit of the middle peak of Tarin's Crown. Along the path, humanoid skeletons can be seen here and there, often with many of their bones broken and crushed. These are the remains of slaves, left behind by the carnivorous jungle vegetation.

Creatures: Midway along the track, the PCs encounter a patch of **four assassin vines** looking for a meal. The vines use the heavy foliage undergrowth to hide, and attack as soon as the party comes close enough.

ASSASSIN VINE

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (7d10+14)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	10 (+0)	14 (+2)	2 (-4)	13 (+1)	9 (-1)

Resistances cold and fire.

Senses darkvision 60 ft., passive Perception 11

Languages None.

Challenge 2 450 XP

Camouflage. Assassin vines have advantage when hiding amongst foliage.

Actions

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 2d10+3 (14) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends.

E. Tarin's Tower

This small two story square tower sits atop the summit of the central peak. To the south, the tower overlooks a sheer 100 foot cliff that drops down into the jungle below. From the exterior, it is readily apparent that the tower was originally designed to be part of a much larger fortress. A small empty enclosure nearby once held sheep and goats, but these had be slaughtered by the pirates for food.

During the day, two pirate crewmembers stand watch outside the tower (these sentries are in included in the number of crew in **E3**), scanning the surrounding ocean for ships and keeping an eye on the trail leading back down to the dock. At night, the pirates stay inside the tower and bar the entry door shut.

E1. Cliff

The cliff face has few footholds and the surface is fairly smooth, requiring DC 20 Strength (Athletics) checks to scale. There are three *magic mouth* spells set to shout a warning to alert the pirates in the tower if a Tiny or larger humanoid climbs within 40 feet of the top of the cliff. Each *magic mouth* spell is positioned 30 feet below the cliff top and they are 80 feet apart horizontally. They can each detect creatures up to 45 feet away, so together the three spells cover an area 250 feet across the cliff face.

E2. Mangonels

The *Narwhal*'s crew keeps these mangonels covered with oiled canvas during inclement weather. Each has 25 stone projectiles and 10 pieces of shrapnel ammunition stacked nearby.

E3. Common Room

A large wooden bench is the central feature of this well-used living area. Plates and utensils are stacked on a small stand in one corner and sailor's clothes hang from lines tied to the ceiling. Wooden stools and tankards are scattered about the place.

The set of stairs in the southeast corner leads down to a cellar that stores food and other supplies as well as a series of empty cages that, in the past, held slaves.

Creatures: The portion of the crew not assigned to the *Narwhal* spend most of their time here. If alerted by the *magic mouth* spells or by the two sentries outside, Gren (area **E5**) and these pirates assemble then move to deal with the intrusion. If the tower comes under direct attack, two pirates flank the entry door to ambush invaders while

First Floor
E5
E4
E3
E4
E2
E2
Second Floor
E7
Arrow Holes
E6
Arrow Slits
TARIN'S TOWER
1 square = 5 ft.
S
E
W
N

the remaining pirates push over the bench to provide cover and get ready to fire their crossbows at anything coming through the door. If the PCs manage to make it up to the tower undetected, the pirates are gambling and drinking the common room, or resting in the bunk rooms.

GREN TREVAK

hp 126 (see page 334)

Challenge 5 1,800 XP

SILVER NARWHAL CREW (3)

hp 99 each (see page 335)

Challenge 2 450 XP EACH

E4. Bunk Room

These rooms are crowded with double bunks and the crew's belongings. The untrusting pirate crewmembers carry anything of value on their person so there is little of real value here.

E5. Armory

This small area extends under the stairs to the east and holds 800 spare crossbow bolts and around 250 gp worth of pirate weapons such as boarding axes (1d6 slashing damage), boarding pikes (1d8 piercing damage), and cutlasses (1d6 slashing damage with the finesse and light properties).

E6. Officers' Quarters

This bedroom has two beds, each with a sea chest at its foot. If the alarm hasn't been raised, Gren (area **E3**) is here, studying his spellbook. The southern chest holds several bottles of cheap cologne and a selection of gaudy clothing, mismatched combinations of pieces from couriers' and nobles outfits. These belong to Gren and are worth 350 gp in total. The other chest belongs to Alsindra and is empty.

E7. Upper Hallway

In addition to arrow slits in the walls, this long wide hall has a series of narrow holes in the floor allowing defenders in the hallway to shoot down at creatures in squares adjacent to the holes in the common room below (area **E3**). A ladder leads up to battlements atop the tower. Normally two crewmembers (see area **E8**) stand outside the door to Tarin's quarters as personal guards. They warn Tarin of invaders, fire down at enemies in the common room, and then withdraw into their captain's quarters to make a stand there.

E8. Captain's Chamber

This large chamber holds an opulent four-poster bed and several other once-fine furnishings that look to have been looted from captured merchant ships, but the place is a filthy squalid mess.

Creatures: This is Captain Tarin's personal quarters, where he spends much of his time obsessively brooding and smoking dried narcotic jungle leaves in a wooden pipe. If Tarin becomes aware of an assault on the tower, he orders Gren and his crew to repel the attack. If alerted to intruders inside the tower, Tarin calls his personal guards into his room and positions them on either side of the door while he lurks behind the cabinet.

CAPTAIN JARED TARIN

hp 172 (see page 333)

Challenge 6 2,300 XP

SILVER NARWHAL CREW (2)

hp 99 each (see page 335)

Challenge 2 450 XP EACH

Treasure: The cabinet contains Tarin's clothes and personal possessions. A large locked sea chest (Thieves Tools DC 25) contains the undistributed portion of the *Silver Narwhal*'s plunder. All told, the gold coins, silver, gems, jewelry, and art objects in

the room add up to 12,000 gp worth of loot. There are also 3 *potions of greater healing* and 8 *potions of healing* in the sea chest.

Conclusion

Once the PCs defeat Tarin and obtain the Pirate Queen's pearl, they should decide what to do with this holy treasure. They may do the right thing and give it to their employer if they were hired to do so, or they might sell it to the many other pirates who covet the pearl. However, finding a buyer willing and able to pay a good price for it, and then ensuring they aren't double crossed during the deal should be a significant challenge for the PCs. If the PCs decide to keep the pearl, then the continued attempts of other pirates and even other adventurers to relieve them of it will become adventures in themselves.

The PCs might consider taking over Crown Island and using it as a base of their own. The isle may serve them in the short term but its dangerous nature, small size, and considerable distance from other settlements means that the PCs are likely to tire of it as their adventures take them further and further away.

The Crew of the *Silver Narwhal*

Captain Jared 'Red Skewer' Tarin

At 34 years of age, Tarin is tall, lean, and athletic. Gray hairs pepper his black hair and beard and his skin is coarse and tanned. He dresses in finery, but without care and in a haphazardly manner.

In his youth, Jared Tarin was apprenticed to a locksmith in a port town, but he gave in to temptation and began using his abilities to steal from his master's clientele. Arrested and scheduled to hang for his crimes, Tarin escaped and fled town by signing on to a sailing vessel departing the port. Gifted at persuading people with his bluster and bravado, he managed to induce the crew to mutiny and turn pirate within a month of their departure. Tarin gained the nickname "Red Skewer" from his practice of impaling his victims on the narwhal horn of his ship's figurehead.

Tarin's bluster and swagger were impressively showy, and backed up by his experienced crew, Tarin's fame grew, as did his arrogance. His flag—a black field with a red cutlass piercing three white skulls—became a dreaded sight on the high seas. His success at sea soon convinced him that he was the greatest of pirate captains. When he 'tamed' Crown Island as his base and stole the *Pirate Queen's pearl* by raiding a rival pirate lord's ship, many of his crew were convinced that he had the Goddess of Piracy's blessing.

Red Skewer Tarin's recent reversals of fortune have left him somewhat shocked. He had everything planned out so carefully; this shouldn't be happening. Now he refuses to leave

his rooms in his tower, where he plots outlandish schemes to escape and mulls over his paranoid suspicions. His first mate, Alsindra Devrol has tried to confront Tarin about the situation, but he has begun to believe the lies that the ship's navigator, Gren Trevak has been spreading and recently banned Alsindra from the tower completely. Thanks to Gren's manipulations, Tarin now believes his plans backfired due to internal betrayal. Should he obtain 'proof' of this, he would gladly sacrifice Alsindra as well as any other conspirators to the jungle without mercy.

CAPTAIN JARED TARIN

Medium humanoid, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 172 (23d8+69)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	20 (+5)	16 (+3)	14 (+2)	8 (-1)	10 (+0)

Senses passive Perception 9

Languages Common

Challenge 6 2,300 XP

Evasion. On a successful Dexterity saving throw Tarin takes no damage or half damage on a failed Dexterity saving throw.

Sneak Attack. Once per turn when either Tarin has advantage on an attack or when an ally is adjacent to the enemy that Tarin is attacking, Tarin can deal an additional +3d6 (10) damage on a hit.

Two-Weapon Fighting. When Tarin attacks with his rapier he can also make an attack with his dagger as a bonus action.

Actions

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 1d8+5 (9) piercing damage.

Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 1d4+5 (7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit*: 1d6+5 (8) piercing damage.

First Mate Alsindra Devrol

Alsindra is a plain-looking woman in her late twenties, with light brown skin, dark hair, and brown eyes, who serves as first mate of the *Silver Narwhal*. While Alsindra is among the least cruel of Tarin's crew, she is nonetheless amorally indifferent to the plight of those who aren't her friends. She has enjoyed the good times with the *Narwhal* as much as anyone and is sad to see them end. She wants to have Tarin spend some plunder to gain allies against these blockading pirates or simply give up the *Pirate Queen's pearl* to them so that things can return to the old ways, but Tarin's paranoia has resulted her being banished to the ship and she has no influence over him. She knows that Gren Trevak has been spreading rumors and lies, but is almost powerless to do anything about it. She is looking to negotiate a way out of the current troubles and stop Trevak before he goes too far.

ALSINDRA DEVROL

Medium humanoid, chaotic neutral

Armor Class 14 (hide)

Hit Points 143 (23d8+46)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	8 (-1)

Senses passive Perception 13

Languages Common

Challenge 5 1,800 XP

Action Surge. Once per short rest Devrol can make a second action on her turn.

Dueling. Devrol gains a +2 bonus to damage with her cutlass when she isn't wielding a weapon in her off-hand.

Evasion. On a successful Dexterity saving throw Devrol takes no damage or half damage on a failed Dexterity saving throw.

Actions

Multiattack. As an action Devrol can make two cutlass attacks.

Cutlass. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 1d6+7 (10) slashing damage.

Hand Crossbow. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit*: 1d6+5 (8) piercing

damage.

Ship's Navigator Gren Trevak

Gren Trevak is a lanky, white haired half-elf with a hazel eyes and a sardonic grin. He purposefully dresses like a foppish aristocratic popinjay, fully aware that this often causes people he meets to underestimate him.

Gren serves as the *Silver Narwhal*'s quartermaster, but he secretly desires captaincy of the ship and is carrying out a treacherous scheme to accomplish this goal. As the situation recently deteriorated, Gren started telling Tarin that his first mate, Alsindra Devrol, was secretly in league with the besieging pirates. Tarin refused to believe it at first but Gren told him that she was after Tarin's rightful property, the *Pirate Queen's pearl*, and that sooner or later she would ask him to give it up.

When that day finally came, Gren's plan worked perfectly. The split between Alsindra and the Captain places Gren right where he wants to be, with most of the crew of questionable loyalty down on the ship with Alsindra. Morale is slipping as the situation grows worse and more pirates join the debate and argue over what should be done. When Gren feels that the numbers are in his favor, he intends to lead the mutiny and take command. He plans to sacrifice Alsindra, Tarin, and any pirates still loyal to Tarin to the jungle. This should temporarily appease its appetite, making it safe to travel from tower to ship. Then he intends to give up the *Pirate Queen's pearl*—just like Alsindra suggested—and rule over the *Silver Narwhal* and Crown Island unchallenged.

GREN TREVAK

Medium humanoid, chaotic evil

Armor Class 15 (leather)

Hit Points 126 (23d8+23)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+4)	12 (+1)	15 (+2)	8 (-1)	13 (+1)

Senses passive Perception 9

Languages Common

CHALLENGE 5 **1,800 XP**

Evasion. On a successful Dexterity saving throw Trevak takes no damage or half damage on a failed Dexterity saving throw.

Sneak Attack. Once per turn when either Trevak has advantage on an attack or when an ally is adjacent to the enemy that Trevak is attacking, Trevak can deal an additional +3d6 (10) damage on a successful attack with a weapon.

Two-Weapon Fighting. When Trevak attacks with his rapier he can also make an attack with his dagger as a bonus action.

Spellcasting. Trevak can cast spells using Intelligence (save DC 15 for spells and +7 to hit with spells). He can cast the following spells:

At will: *mage hand*, *shocking grasp*, *true strike*.

3/Day: *color spray*, *hideous laughter*, *shield*.

ACTIONS

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 1d8+4 (8) piercing damage.

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 1d4 (2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +7 to hit,

range 30/120 ft., one target. *Hit*: 1d6+4 (7) piercing damage.

Crewmembers

The crew of the *Silver Narwhal* have been well equipped by their captain with high quality weaponry and gear. This combined with the security of Tarin's Crown and the plunder they've received in the past have kept the crew content... up until recently. At present, the crew haven't had a chance gaining plunder (or spending it) for months, the ravenous island vegetation is getting out of hand, and several crewmates have been lost to the jungle. The grumbling has more than begun; many are beginning to think that Gren Trevak's intimations that they have a new captain are not such a bad idea.

SILVER NARWHAL CREW

Medium humanoid, chaotic evil

Armor Class 14 (studded leather)

Hit Points 99 (18d8+18)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Senses passive Perception 13

Languages Common

Challenge 2 **450 XP**

Evasion. On a successful Dexterity saving throw the crew member takes no damage or half damage on a failed Dexterity saving throw.

Actions

Multiattack. As an action crew members can make two cutlass attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 1d6+2 (5) piercing damage.

Raid on the
Emperor's Hand
An 8th-level
adventure

As your ship rounds the coast line of the latest islet, a remarkable scene comes into view. Ahead, sits an enormous five-masted merchant vessel run aground and caught on a partially submerged sandbar. She flies an Imperial flag and there are a large amount of figures milling about agitatedly on her main deck. One of your ship's lookouts gives a cry, alerting you to three other ships visible in the distance, also flying the same colors. These appear to be naval escort ships heading for the beached merchant ship, but which are still some way off. The stiff breeze is directly against these escorts, forcing them to tack sharply to make progress.

The situation presents the PCs with a lucrative opportunity to attack and raid the *Emperor's Hand* while its escort ships are still out of range. Once the PCs defeat the Hand's leading officers, they have limited time to search and plunder the ship of its most expensive cargo before the PCs' ship and crew come under heavy fire from the escorts. The timing of the raid is critical, as is the PCs' ability to quickly identify the most valuable loot and then get it swiftly aboard their own vessel.

Background

The *Emperor's Hand* recently completed a trading run to the southern coast and is now returning home. While the ship is not fully laden, she still carries an impressive amount of cargo, although much of this is in bulky goods. Just before dawn this morning, the ship's captain, Alban Thekros, took over from the pilot at the helm. Alban had been drinking heavily the night before and he continued to ease his hangover with brandy from his hipflask while at the wheel. In spite of his rank, Captain Thekros only has a basic proficiency in steering a ship this size; he normally leaves tasks like this to his friend and first mate Marten Furey. In the dim predawn light Alban misjudged how close a small island was and ran the *Emperor's Hand* aground on a shallow sandbar. Fortunately, the ship wasn't moving at any great speed so the structural damage was minimal. Unfortunately in the confusion, neither Alban nor any of those on deck thought to immediately signal the navy warships that always accompany the *Emperor's Hand*. These heavily armed escorts have only just come about and are hastening to assist the ship and crew.

Setup

The sandbar's shallows extend for some distance around the stranded ship. However, the Hand is a deep-drafted ship and the water level nearby sufficient for the PCs' vessel to approach to within 50 feet, assuming their vessel is a typical sailing ship or smaller craft. The PCs can attempt a DC 16 Wisdom (Perception or Nature) check to identify this safe distance, or use an aquatic scout with a swim speed of at least 30 ft. to reconnoiter. The PCs can also take depth soundings as they approach, but the additional time needed to do this slows the attack. The Hand sits in about 8 feet of water, allowing the PCs and their crew to use their ship's longboats to row up to the Hand. Of course, high level PCs are likely to also have magical means to board the *Emperor's Hand*. The Hand tilts at a slight angle, but not enough to hamper movement on her decks. The tide is rising and the high tide will allow the Hand to float off the sand bar.

[[StartSidebar]]
[[EndSidebar]]

Ship Combat

When the *Emperor's Hand* becomes aware of the PCs' ship, the Hand's officers order gunners to their stations on the battle deck. However, unless the PCs choose to expose their ship to broadsides from the Hand's impressive ballista arsenal by sailing to the Hand's port side, they only face the two forward facing ballistae and the catapult mounted on the forecastle as the PCs' ship closes in on its prey. As

Designer's Note: Lots of Plunder!

The idea behind this encounter is to allow pirate PCs to take on a target that would normally be out of their league, but not have them acquire so much treasure that they would want to retire! The threat of the three escort ships should discourage the PCs from trying to pick the *Emperor's Hand* clean. If the PCs insist on trying to take on the escorts, give the PCs fair warning and have these ships start by seriously damaging the PCs' ship with catapult rocks and killing several of their crew with barrages of ballista bolts. Even if the PCs do somehow win this overwhelming encounter, chances are they are likely to lose both their ship and much of their crew in the process.

the Hand is immobile, it makes an easy target: the ship has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

Boarding Stations! XP: 14,600

Depending on the PCs' tactics, the captain, first mate, and a contingent of ship's gunners make a stand against the PCs' boarding party on the main deck. If the Hand comes under significant ranged fire or damaging area effect spells, Captain Alban Thekros orders all hands below decks, planning to fight the enemy at close quarters between the decks before they can get to the valuables in the ship's hold.

ALBAN THEKROS

hp 135 (see page 347)

Challenge 9 5,000 XP

MARTEN FUREY

hp 152 (see page 348)

Challenge 8 4,800 XP

GUNNERY VANGUARD

hp 130 (see page 348)

Challenge 8 4,800 XP

Development: When Captain Thekros is defeated, the Hand's crew nearby loses heart and surrenders. However, knowing that their compatriots are coming to rescue them, other small pockets of resistance still fight on in the lower decks, hampering the PCs' efforts to quickly plunder the ship. The PCs may think to take some of the Hand's officers captive for ransom, but both Alban and Marten have most of their personal wealth tied up in the Hand and her cargo. Only after much negotiation do the PCs receive a ransom of 500 gp each for Alban and Marten. Having Alban or Marten onboard the PCs' ship and making their presence known to the escorts does mean that while the escort furiously chase them, they hold off on attacks with their siege weapons. Throwing these hostages overboard while being pursued is a sure way to delay the escorts as the imperial ships are compelled to slow and pick their officers up.

Ransacking the *Hand*

Rather than force the PCs to explore and search every nook and cranny of the Hand while counting out every combat round and every 5 foot square, have the PCs move through various areas of the vessel while you describe smashing open doors, grabbing handfuls of loot, and fighting the disorganized defenders.

Use the table below as a guide to determine how many areas the PCs can search before the escort ships get too close. It's likely the PCs' crew are also plundering the *Emperor's Hand* at the same time but their crew might miss some of the less obvious but still portable treasures aboard.

Condition	Number of Areas
PCs defeat the captain and first mate in 3 rounds or less	8
PCs defeat the captain and first mate in 5 rounds or less	7
PCs defeat the captain and first mate in 8 rounds or less	6
PCs defeat the captain and first mate in 10 rounds or more	5
PC slow their attack to take depth soundings	–1
For every 8 *Emperor's Hand* crewmembers the PCs defeat or capture before starting to ransack the ship (the gunnery vanguard troop counts as 16 crewmembers for this purpose)	+1

Allow for creative ideas and clever tactics the players come up with. Anything that allows the PCs to quickly rout the defenders or unusual ways to swiftly inspect an area could give the PCs the extra time needed to search an additional area or two. The PCs can retry a failed skill check in an area but this counts as searching the area again. Only some areas of the Hand have a Ransack section and a DC 20 Wisdom (Perception) check in an area with no Ransack section reveals that there is no hidden plunder to be had there.

Note: Even with their entire crew helping, the PCs cannot steal everything on the Hand in the time they have. It's already assumed that during the PCs' search of ship's areas that they, or their crew, are taking the obvious valuables. The checks the PCs can make in certain areas of the Hand represent the potential of finding hidden, yet easily transportable plunder that might otherwise be missed. Even if the PCs say, "we take everything" in an area, the time wasted taking low quality goods and furnishings simply counteracts any bonus they might gain by inadvertently taking an area's Ransacking bonus items as part of a blanket attempt to 'grab everything'.

The Ransacking Check

A ransacking check determines how much booty the PCs are able to plunder in total and how valuable it is. Have the PCs search through the calculated number of areas (referring to the *Emperor's Hand* section, page 342), where they can take a variety of actions and make skill checks to gain bonuses to the ransacking check. Then only when the PCs are safe and their ship is clear of the escort ships have them roll the ransacking check to see how much they got away with. This ransacking check also has the following modifiers:

Amount of crew*	Modifier
The PCs have all or nearly all their crew searching and plundering (leaving at most only a couple of lookouts on their own ship)	+6
The PCs have around two-thirds of their crew searching and plundering (leaving a skeleton crew on their ship)	+4
The PCs have a boarding party of around a third of their crew searching and plundering	+0
The PCs are searching and plundering by themselves	–8

*Use your discretion as GM with this. For example, if the PCs initially attack with only a small boarding party, but then order the rest of their crew to lower longboats and row over (which takes some time and most likely requires several trips) you could treat this as the PCs having two-thirds of their crew plundering.

Extradimensional Storage

If the PCs have a magic item with extradimensional space to store and transport plunder, see the chart below for handling some options. This assumes that the storage item is initially empty and the PCs fill the item with booty and transfer it to their ship multiple times during the plundering. For example:

Item	Modifier*
bag of holding	+2
handy haversack	+1
portable hole	+5

* A generous GM might allow the PCs to total all their extradimensional space items together before calculating the total bonus.

Magic

If the PCs make use of spells that shrink their plunder or make it easier to transport, add a bonus to the ransacking check equal to half the spell's level. When calculating this bonus, round up or round down depending on precisely how useful the spell is. For example:

Spell	Modifier
floating disk	+1
enlarge/reduce	+2

Note: The *floating disk* spell is great for carrying items of plunder while moving through the decks of the Hand, but the spell's range limitation may make transporting the treasure on the disk over to the PCs' ship problematic.

Moving the Loot

After gathering plunder, the PCs and their crew need to quickly transport it across the gap between the Hand and their own ship. Using boats is slow and limits the amount of plunder that can be taken in each trip. However, as long as the PCs are using at least three boats (a combination of their own and those from the Hand) then the process is still relatively effective. For each boat less than three that is used, apply a –4 penalty to the PCs' ransacking check.

Setting up a rope line between the two ships and winching plunder across is possible, a DC 14 Wisdom (Survival) check can achieve this quickly enough to be useful. Add a +2 bonus to the ransacking check if the PCs implement this idea, providing the two ships remain a consistent distance apart throughout the process.

Flying or other magical forms of movement can help. A flying creature ferrying piles of plunder over to the PCs' ship gives a bonus equal to half the creature's Strength modifier to the ransacking check. Additionally, add a +1 bonus if the creature is a quadruped or otherwise suited to carrying heavy loads, and advantage if the creature is Large or larger.

Swimming creatures can also be of some use, but the problem of getting the plunder down to a swimming creature and then back up on deck at the PCs' ship means that unless the swimming creature can also quickly climb up and down from the upper deck level as well, their contribution is limited compared to that of a flying creature. Calculate a swimming creature bonus as a flying creature but then halve the result.

The PCs can use magic to fly or improve their carrying capacity and as long as these effects last 5 minutes or more they are effective, adding the increased bonuses and effects into the calculations above.

Teleportation magic is another way to quickly move from the Hand to the PCs' ship. Add a bonus equal to half the spell's level for effects that move the caster and at least 2 other Medium-sized creatures to the PCs' ship (such as a dimension door or a teleport). Give a smaller bonus (most likely only +1) for teleportation effects that only move a single creature.

Finally have one character, usually the captain of the PCs' ship, make the Ransacking check. This is an Intillegence check with up to three additional characters able to use the Help action on this check, each success granting the character making the check the normal +2 bonus. Use the following table to determine the value of the PCs' plunder from the *Emperor's Hand*:

Total ransacking check result	Plunder acquired
16 or less	1,000 gp
17-20	1,500 gp
21-24	2,000 gp
25-28	2,500 gp
29-32	3,000 gp
33-36	3,500 gp
37-40	4,000 gp
41-44	4,500 gp
45-48	6,000 gp
50 or more	7,000 gp *

* This assumes that the PCs' ship is filled to capacity with plunder from the *Emperor's Hand*.

Story Award: If the PCs are able to gain a +15 bonus to their Ransacking check from their actions while searching areas of the Hand award them 3,200 XP.

Development: Once the PCs run out of time searching the *Emperor's Hand*, they hear shouts from their crew as a catapult stone from one of the escorts splashes into the water close to their ship. The PCs can choose to search one more area, but start rolling attack rolls for the catapults and ballistae onboard the escorts against the PCs' ship and crew. Any further delay after this is suicidal as the PCs' ship won't have time to get underway with enough speed to outrun the imperial escorts.

Conclusion

Whether you choose to play out the ship-to-ship combat between the PCs' ship and the escorts using ship combat rules or resolve the PCs' escape with a series of opposed Wisdom (Survival) checks is up to you as GM. The PCs now certainly have something to brag about when they sell their plunder in their next port of call, being the only pirates ever who have successfully raided the *Emperor's Hand*!

The *Emperor's Hand*

The construction of the massive ship named the *Emperor's Hand* was a measured risk by the crown of the decadent failing Empire, the cost considerably eroding the already low royal coffers. However, the ship quickly paid for itself, as it became a status symbol for those within the Empire who wish to quickly move large amounts of goods or transport extremely bulky objects. With the potential for so much cargo, the Hand has come under attack by pirates several times, but currently none have survived the encounter.

One of the largest ships afloat on the charted ocean, the *Emperor's Hand* has five masts allowing its square rigged sails to propel the Hand at great speed when running before the wind. From bow to stern, these masts are called: the fore mast, the main mast, the mizzen mast, the bonaventure mizzen, and the jigger mast. It counts as a sailing ship.

Upper Deck

1. Main Deck: The long main deck of this mighty ship easily has room for a 30-foot cutter secured upside down to protect it from the elements, in addition to six ship's boats. There is a massive cargo hatch between the main mast and mizzen mast, and another smaller hatch between the mizzen mast and the bonaventure mizzen. Both have crane-like contrivances next to them to aid in getting heavy cargo into and out of the ship's hold.

Ransack: The Hand's fire-resistant, magically-treated silk sails are valuable to any ship and easily saleable once any imperial emblems are removed. A DC 15 Intelligence (Arcana) check or detect magic spell reveals their value. It requires a DC 20 Wisdom (Survival) check utilizing at least one third of the PCs' crew to remove sufficient sail cloth from the Hand's masts to gain a +4 bonus to the Ransacking check. A successful DC 13 Intelligence check enables the PCs to figure out how to use the cranes to get piles of plunder up on deck quickly. This grants a +3 bonus to the Ransacking check. The PCs can also make use of the Hand's boats to transport their loot to their own ship if they lack sufficient boats of their own.

2. Bow: This open area at the front of the ship allows access to the bowsprit and ship's figurehead, a carving of the Emperor wearing his full regalia with one arm dramatically outstretched. To either side of the ladders down from the forecastle are areas for storage of the ship's two anchors and anchor chains.

3. Forecastle Deck: This raised deck has a platform-mounted light catapult in the center of the deck that can be rotated and fired in any direction. (Although the Hand's masts and rigging are in the way of sternward shots.) There are capstans to either side of the catapult which raise the Hand's two anchors.

4. Sterncastle Deck: The ship's wheel is at the fore of this deck in front of the jigger mast. Similar to the forecastle, this deck has a platform-mounted light catapult similar to the one on the forecastle deck.

Forecastle and Sterncastle Interior

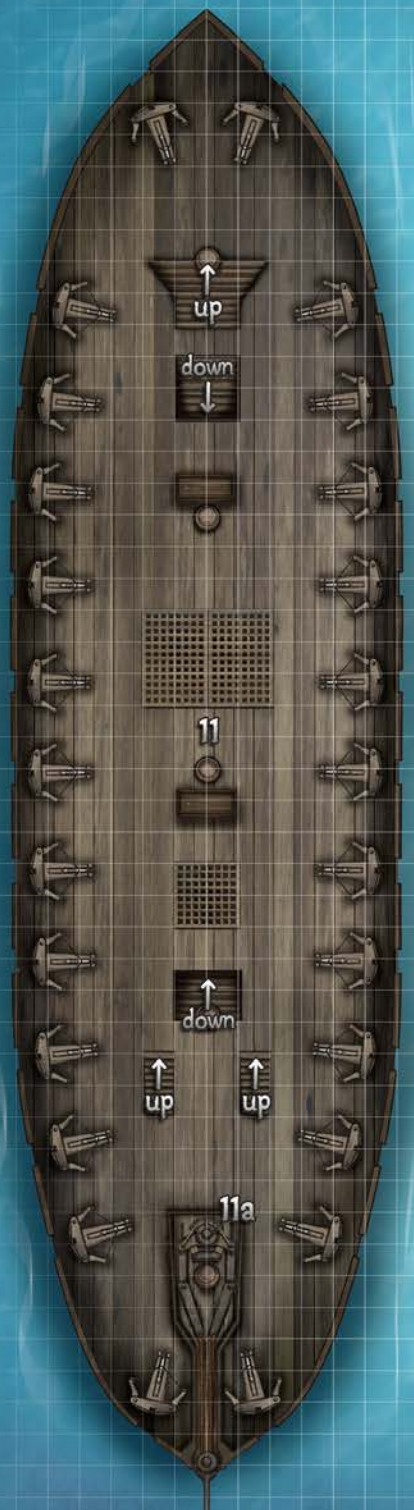
These two sections have large cabins for guests and the higher ranking ship's officers.

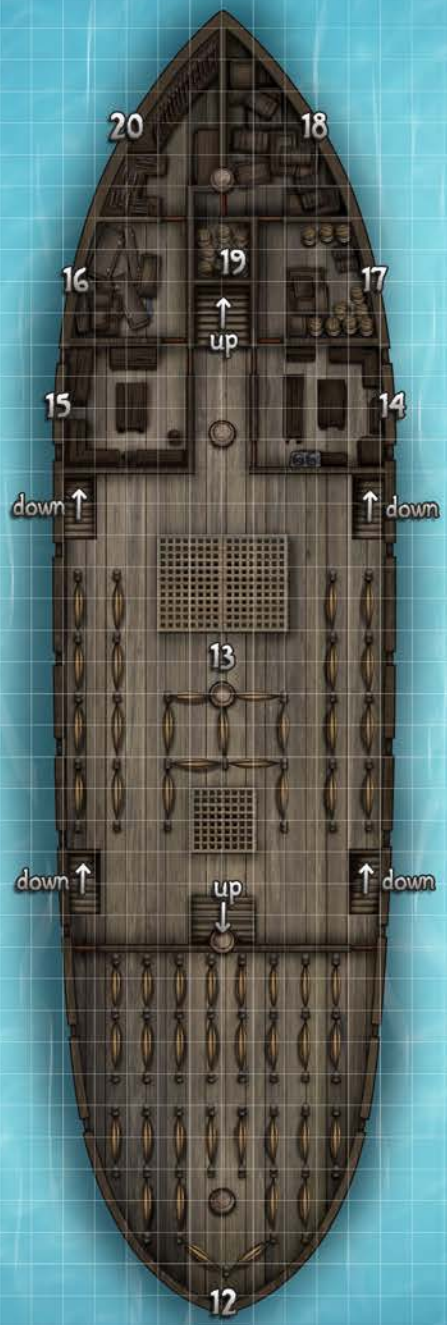
5. Forward Cabin: This well-furnished room functions as a guest chamber for paying passengers or as servants' quarters when the forward stateroom is occupied by a powerful aristocrat.

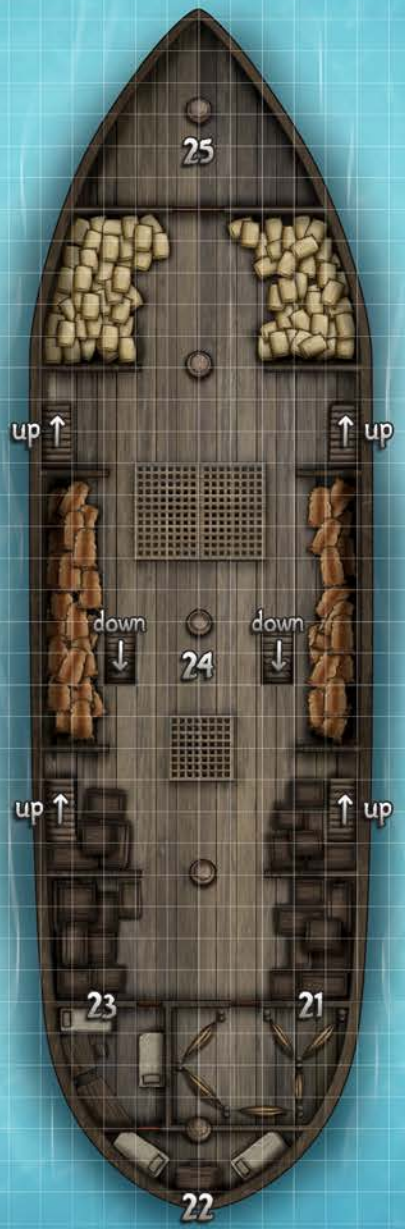
6. Forward Stateroom: This opulent chamber serves as guest quarters for any high-ranking noble who wishes to travel aboard the Hand. Paintings of seascapes and noble imperial explorers decorate the walls and a long mahogany table takes up the center of the room. A large teak cabinet sits in one

The Emperor's Hand

- Lower Decks -







N

1 square = 5 ft.

corner, and a lavish four-poster bed rests near a glass-framed window.

Ransack: Many of the smaller furnishings are valuable, but a DC 16 Intelligence (History) check or a character proficient with painter's supplies picks out one of the smaller, less extravagant paintings as being the work of an obscure imperial master; it is worth more than all the larger works combined. Taking this painting gives a +3 bonus to the Ransacking check.

7. First Mate's Cabin: This cabin belongs to Marten Furey, first mate of the *Emperor's Hand*. The place is militarily tidy and the desk has a few papers including a journal of Marten's journeys onboard the Hand. This journal provides details from the adventure background as well as Marten's and Alban's personal backgrounds. At the GM's discretion, the journal could also contain valuable secrets such as details of Empirical shipping schedules that can be exploited by the PCs.

8. Senior Officers' Quarters: Each of these private quarters can be locked with a simple lock (AC 14, 10 hp, immune to poison & psychic damage) and has a bunk and a desk for storing personal effects. A character using thieves' tools can try to pick a lock, which requires 2 turns and a successful DC 18 Dexterity check.

Ransack: Searching all three officer's quarters only counts as searching one area. In the quartermaster's cabin (8a) there is a hidden cache of pearls worth a +3 bonus to the Ransacking check, which can be found with a DC 24 Wisdom (Perception) check.

8a. Quartermaster's Cabin: This cabin has the small luxury of a large porthole to let fresh air in. The quartermaster bunks here.

8b. Masters' Quarters: This cabin has two beds and the master gunner and sailing master bunk here.

8c. Boatswain's Quarters: These quarters have a little extra room in the form of a large closet. The Hand's current cabin boy (secretly the boatswain's cousin) has set up a sleep pallet in the closet.

9. Captain's Lounge: This sumptuous room is where the captain has dinner parties with guests, holds meetings with his senior officers, and performs much of the paperwork that comes with being an imperial ship's captain. A polished hardwood table dominates the center of the room and a cupboard holds fine porcelain dishes and silverware. A long closet stores a cluttered collection of trade ledgers, maps, paperwork, and a number of bottles of imperial brandy.

Ransack: Among the clutter in the closet there are many nautical charts, but a DC 20 Wisdom (Perception) check followed by a DC 16 Wisdom (Survival) check recognizes part of a detailed but unlabeled old and worn map as part of the coastline of the southern continent. Marked on it are several small islands and even a city unknown to modern sailors. Notes on the map claim it is a copy of a copy but even still, it can be sold for a substantial price giving the PCs a +3 bonus on the Ransacking check.

10. Captain's Cabin: This large luxuriously appointed cabin has a large double bed in the corner and four large glass windows offer views astern of the ship. A polished marble table sits in the middle of the room and a small door to one side reveals a sizable wardrobe of clothing.

Ransack: While most of the wealth here is openly on display, a DC 15 Intelligence (History) check notices a small bronze plaque with the imperial seal. Only the hand of the Emperor himself can give this mark of distinction and even a stolen one is worth a significant amount: add a +1 bonus to the Ransacking check.

Battle Deck

This deck holds much of the ship's armament.

11. Battle Deck: There are 26 ballistae here, 11 each side running the length of the ship for its powerful broadsides and pairs of ballistae facing

both forward and aft as chasers. In between the masts are large trunks that hold reserves of ballista bolts and other ship's munitions.

11a. Whipstaff Steerage Assembly: Behind paneled partitions is a series of chains, fulcrums, and other apparatus designed to transfer the force from turn of the ship's wheel to the Hand's massive tiller.

Berth Deck

This deck contains the crew's quarters, ship's supplies, and quartermaster's store. It continues the series of hatches for getting heavy cargo to the reinforced hold below.

12. Gunners' Quarters: Lines of hammocks hang between support poles crowding this large crew quarters. The ship's gunners rest and sleep here.

13. Main Crew Quarters: The two cargo hatches take up the center of this area leaving only limited room for hammocks around the edges. Piles of sleeping pallets are stacked to either side of the stairs at the aft of the room.

14. Galley: A long bench between the two doorways on the port side of this cooking area allows for fast service of food to the large crew.

15. Quartermaster's Workroom: This workshop contains benches and shelves holding wood and metalworking tools used to repair the ship.

16. Ships Stores: This room contains spare seafaring equipment and raw materials to repair or manufacture replacements for lost or broken ship's gear.

17: Larder: Fruit, fresh food, water, and other perishables are stored here.

18: Food Stores: Barrels and sealed containers hold salted meat and other preserved foodstuffs here.

Ransack: A DC 25 Intelligence (Investigation) check finds a stash of narcotics hidden in the bottom of a small cask of dried peppers. This adds a +4 bonus to the Ransacking check.

19. Grog Storage: This small space in the innards of the ship holds supplies of wine, rum, and other drink. The door is locked (AC 16 14 hp, immune to poison & psychic damage) but several of the ship's officers have the key. A character using thieves' tools can try to pick a lock, which requires 3 turns and a successful DC 20 Dexterity check.

Ransack: Anyone proficient with the brewer's supplies or a DC 15 Intelligence check reveals bottles of potent and valuable liquor in one corner worth +2 to the Ransacking check.

20. Armory: Rows of well-oiled weapons and trunks of armament for the crew fill this curved room.

Ransack: A DC 16 Wisdom (Perception) check or a character proficient with smith's tools turns up a stockpile of excellent weapons at the back of a weapon's locker. This adds +2 to the PCs' ransacking check.

Orlop Deck

This deck is half under the water line when the ship is unladen and beneath the water line when fully laden.

21. Petty Officers' Quarters: These quarters offer some privacy and slightly more room for the ship's junior officers. The hammocks are more comfortable and have more room between them.

22. Surgeon and Carpenter's Quarters: This cramped area holds bunks and sleeping pallets for the Hand's surgeon, healers, and master carpenter. The two ship's healers are non-combatant clerics (stats as a Commoner but with a Wisdom of 15) but can use their spells and channeling to heal some of the captain's or crew's wounds if they retreat here.

Spellcasting. The clerics are 3rd-level spellcasters. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The clerics have the following spells prepared:

- Cantrips (at will): *light*, *mending*, *resistance*

- 1st level (4 slots): *cure wounds*, *healing word*, *inflict wounds*
- 2nd level (2 slots): *hold person*, *silence*

23. Infirmary: Two cots and a table for treating patients furnish this room as well as a large cabinet of medical supplies.

Ransack: A successful DC 20 Wisdom (Medicine) check identifies valuable healing herbs and medicines as well as sets of excellently made medical tools. This adds a +1 bonus to the Ransacking check. Also, a DC 25 Wisdom (Perception) check or detecting magic in this area reveals a hidden reserve of healing potions and alchemical antidotes worth a +2 bonus to the Ransacking check.

24. Cargo Storage: Bulkheads partition this large area giving the ship extra structural support and providing additional means of securing cargo to prevent slippage in rough seas. The area currently holds hides and furs from the tropical south, a huge shipment of fibrous jute, and a large quantity of grain. Buried in among these bulk goods are more valuable commodities, including several crates of ivory, reams of fine cloth, well-sealed containers of salt, and cases of tobacco.

Ransack: PCs can make four DC 18 Wisdom (Perception) checks to find the valuable commodities, with each successful check adding a +1 bonus to the Ransacking check (maximum of a +4 bonus). A DC 20 Wisdom (Survival) check also finds a selection of high-quality furs in the midst of some unexceptional hides giving a +3 bonus to the Ransacking check.

25. Private Storeroom: The cargo doors to this area are locked (AC 15, 20 hp, immune to poison & psychic damage). A character using thieves' tools can try to pick a lock, which requires 4 turns and a successful DC 25 Dexterity check. The only key is in the captain's cabin. This storeroom is used to transport important merchandise directly for the crown or for highly confidential cargoes, but is currently empty.

Ransack: If the PCs spend more than 1–1/2 minutes breaking into this area, then this counts toward the number of areas they can search. Otherwise, they search this area for free, but find nothing that helps with the Ransacking check.

Hold

This hold is under the water line, even when the ship is completely unladen.

26. Brig/Secure Compartments: These two small compartments in the bowels of the ship have reinforced doors set with heavy bars and solid locks leading into each of them. A small metal grille set in each door allows observation from the outside. Both doors are currently unlocked. Designed to hold prisoners or punish sailors, the compartments can also serve as secure storage areas. Both compartments have piles of rough bedding and the starboard one holds an impressive amount of broken furnishings, discarded empty boxes, and other junk.

Ransack: A DC 20 Wisdom (Perception) check turns up a heavy chest buried under the junk in the starboard compartment. This is the Hand's pay chest concealed here by one of the senior officers while the PCs' ship approached. It is worth a +6 bonus to the Ransacking check.

27. Main Hold: This area is reserved for ballast and the heaviest cargo which helps keep the ship stable in even the worst storms. Even when not carrying cargo, the sheer size of the ship makes it very difficult to capsize. The forward storage area holds spare ship's supplies and basic materials used to maintain the Hand. The cargo here consists of iron and copper ingots, lumber, stone bricks, and barrels of tar and pitch.

Ransack: A DC 16 Intelligence (Nature) check can identify the rarer woods adding a +2 bonus to the Ransacking check and a character proficient with alchemist's supplies reveals high quality oils worth a +3 bonus to the Ransacking check.

Bilges

Since the King's Hand is still a new ship, the bilges are not yet as unpleasant as other ships. Having been properly built and sealed, there is very little leakage and the size of the ship means there is usually only a couple of inches of water. In the center of the bilges is a large pump next to stairs leading up to the cargo hold.

Crew of the *Emperor's Hand*

Captain

Born the illegitimate son of the head of a major noble house, Alban Thekros was raised at a cloister devoted to the goddess of valor. He found out his heritage while still a small child and dreamed while growing up of one day being acknowledged as a dignified and powerful aristocrat. He has ambitiously spent much of his youthful life seeking a way to obtain his own noble title to receive what he considers his birthright. Incredibly gifted at swordplay and with a passing fancy for sailing, Alban leapt at the opportunity when it was announced that the Emperor sought a talented sea captain for a new government-sponsored merchant vessel. He considers this position a significant step on the way to achieving his lifelong ambition as well as the lands and riches that go with it. A flamboyant fellow, Alban dresses in loose silk shirts accented with stylish jewelry while onboard ship.

ALBAN THEKROS, SHIP'S CAPTAIN

Medium humanoid (human), lawful neutral

Armor Class 17 (+1 studded leather jacket)

Hit Points 135 (18d8 +54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Dexterity +8, Wisdom +4

Tools navigator's tools and water vehicles

Skills Acrobatics +8, Deception +5, Perception +4

Damage Resistances poison

Senses passive Perception 14

Languages Common, Aquan

CHALLENGE 9 **5,000 XP**

All in the Wrist. Alban doubles his damage dice and Dexterity bonus to damage with his rapier or dagger (included in his attacks).

Evasion. If Alban is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Riposte. When a creature makes a melee attack against Alban, he can use his reaction to make his AC against the attack equal to 1d20+8. If this causes the attack to miss, Alban can immediately make a Scimitar of Speed attack against the creature.

Sneak Attack. Once per turn, Alban deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or

when the target is within 5 feet of an ally of Alban that isn't incapacitated and Alban doesn't have disadvantage on the attack roll.

Walk the Plank. As a bonus action Alban can Shove a creature.

Actions

Multiattack. Alban makes three attacks with his *Scimitar of Speed*, or twice with his dagger.

Scimitar of Speed. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 19 (2d8 + 10) slashing damage.

Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 13 (2d4 + 8) piercing damage.

Gear. *Potion of greater healing*, masterful sextant (worth 250 gp), gold plated spyglass (worth 1,000 gp), family signet ring (worth 150 gp), personal jewelry worth 200 gp.

First Mate

A waif who never knew his parents, Marten Furey grew up in a cloister orphanage with Alban Thekros as his childhood playmate. When Marten and Alban reached adulthood, they each sought different paths, Marten joining the Imperial Army and then the Navy, learning the trades of guardian, marine, scout, and seafarer, but both young men remained very close friends. Now having rejoined forces to take command of the prestigious *Emperor's Hand*, Marten happily serves as Alban's first mate and bodyguard. An accomplished warrior in his own right, Marten tends to wear heavier armor and take blows aimed at his captain.

MARTEN FUREY, FIRST MATE

Medium humanoid (human), lawful neutral

Armor Class 18 (breastplate + shield)

Hit Points 152 (16d8 +80)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Tools navigator's tools and water vehicles

Skills Athletics +7, Nature +4, Survival +5

Senses passive Perception 11

Languages Common

Challenge 8 3,900 XP

Bodyguard. When a creature Marten can see attacks a target other than him that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll. Marten must be wielding a shield.

Loyal and Brave. Marten has advantage on saving throws against being charmed or frightened.

Leg Sweep. Matren does an extra die of damage on any weapon attack (included in the attacks). Marten can also force one creature he attacks make a DC 15 Dexterity saving throw or be knocked prone (whether or not the attack hits).

Mobile. Marten's speed increases by 10 feet (included in his speed), and when he makes a melee attack against a creature, he doesn't provoke attacks of opportunity from that creature for the rest of the turn.

Tough. Marten gains 2 extra hit points per hit die.

Actions

Multiattack. Marten makes three attacks, two with his greatsword and one with his shield.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

Shield. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

GUNNERY "SWARM"

Gargantuan swarm of Medium humanoids (human), lawful neutral

Armor Class 16 (breastplate)

Hit Points 130 (20d8 +40)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Dexterity +4

Skills Athletics +6, Survival +4

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Challenge 8 3,900 XP

Disciplined Rage. The Gunnery Vanguard group launches a formidable offense. For one minute they are resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons (included in its stats) and deal double their Strength bonus in damage (also included in attacks).

Swarm (Group). The group can occupy another creature's space and vice versa, and can move through any opening large enough for a Medium creature. The group can't regain hit points or gain temporary hit points.

Actions

Multiattack. The group makes two attacks with its saber flurry or one attack with saber flurry and one with its heavy crossbow volley.

Saber Flurry. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 19 (2d12 + 6) slashing damage.

Heavy Crossbow Volley. *Melee Weapon Attack*: +5 to hit, range 100/400, one target. *Hit*: 13 (2d0 + 2) piercing damage.

SHIP'S GUNNERS (60)

Medium humanoid (human), lawful neutral

Armor Class 15 (studded leather)

Hit Points 15 (2d10 +4)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Tools choose two from gaming set, carpenter tools, musical instrument, navigator's tools, water vehicles or weaver's tools

Skills Athletics +4

Senses passive Perception 10

Languages Common

Challenge 1 200 XP

Blademaster. When a ship's gunner engages in two-weapon fighting, it can add its ability modifier to the damage of the second attack.

Military Defense. While wearing armor a ship's gunner has a +1 to AC.

Sworldlord Training. A ship's gunner has a +1 to hit with longswords.

Actions

Multiattack. A ship's gunner makes two attacks, one with its longsword and one with its dagger.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

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

Light Crossbow. *Melee Weapon Attack*: +7 to hit, range 80/320, one target. *Hit*: 6 (1d8 + 2) piercing damage.

Swarm Of Soldiers?!

Having the group of soldiers that fight with Captain Alban and Marten Furey statted up as a swarm alleviates some of the issues of having a large amount of low level NPCs in a higher level encounter. It speeds up combat because the GM doesn't have to make dozens of attack rolls every round and makes the gunnery vanguard group a more appropriately challenging opposition for high level PCs. Note that is using miniatures, the swarm can exist in any contiguous configuration, not just 4x4. The attacks represent a disciplined crew's many attacks during a round as swords slash and crossbow bolts fly overhead, not just one sword attack. However, as a GM you should be wary of having this group attack or interact with the PCs' crew of lower level NPCs. This is because the group is essentially the equivalent of a CR 8 swarm and can easily kill multiple lower level characters, which is unfair to the PCs' crew, unless you convert them into a swarm as well. Use the individual ship's gunner and sailors stat blocks (below) if you need to play out a fight between members of the two crews.

SAILORS (90)

Medium humanoid (human), lawful neutral

Armor Class 12 (padded armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Tools choose one from gaming set, carpenter tools, musical instrument, navigator's tools, water vehicles or weaver's tools

Skills Athletics +2

Senses passive Perception 10

Languages Common

Challenge 1 200 XP

Sure Footed. The sailor has advantage on Dexterity saving throws against attacks originating on other ships, and to Dexterity skill checks made while on deck.

Actions

Cutlass. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Melee Weapon Attack*: +3 to hit, range 80/320, one target. *Hit*: 5 (1d8 + 2) piercing damage.

Scaling

While Raid on the *Emperor's Hand* is designed for 8th level characters, it can easily be scaled if the GM feels that the PCs will find the adventure too hard or too easy. Also, some groups of PCs are likely to want to have to fight their way down each deck in an extended series of battles to secure the *Emperor's Hand*, rather than simply forcing a surrender by defeating the ship's captain.

Scale down: Have Marten arrive on the top deck two rounds after the PCs start fighting the captain.

Scale up: Use the following NPCs to provide support for Alban and Marten during the initial battle on deck and have Alban and Marten retreat below deck when they are reduced below half hit points. Also, have a second gunnery troop assemble on the berth deck to defend the ship. If the troop has time, they make their way to the battle deck and reposition many of the ballistae to fire at the entranceways down from the top deck.

Ship's Priests

The two ship's priests, named Malthin and Cersia, both worship the god of cities and wealth, and they have received ample remuneration for their term of service onboard the Hand. Replace the two healers in area 22 with these two clerics.

IMPERIAL PRIESTS (2)

Medium humanoid (human), lawful neutral

Armor Class 19 (half plate and shield with shield of faith)

Hit Points 50 (9d8 + 10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Skills Medicine +6, Religion +3

Senses passive Perception 14

Languages Common

Challenge 4 1,100 XP

War Priest (3/day). When using the Attack action, the priest can make one weapon attack as a bonus action.

Channel Divinity. Once per day, the priest may choose to use the following ability: Guided Strike: add +10 to a single attack roll when making an attack.

Spellcasting. The priest is a 5rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *healing word*, *inflict wounds*, *shield of faith**

2nd level (3 slots): *hold person*, *lesser restoration*, *silence*

3rd level (2 slots): *dispel magic*, *mass healing word*

*The priest casts this spell on itself before combat.

Actions

Morningstar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Light Crossbow. *Melee Weapon Attack*: +2 to hit, range 80/320, one target. *Hit*: 4 (1d8) piercing damage.

Gear. One each: *potion of invisibility*, *scroll of protection from poison*, *scroll of see invisibility*.

Ship's Sorcerer

Galtus Ossian serves as a Master on the *Emperor's Hand*. With the sea in his blood, Galtus expects to spend the rest of his career on the *Emperor's Hand*. He bunks in area 21.

GALTUS OSSIAN

Medium humanoid (human), neutral

Armor Class 16 (coral armor)

Hit Points 108 (16d8 + 36)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Skills Arcana +5, Nature +5, Perception +3

Senses passive Perception 13

Languages Common, draconic

Challenge 5 1,100 XP

Wind Lash (3/day). As a reaction Galtus can whip up a gust of wind causing all attacks against him to have disadvantage. This remains in effect until the end of his next turn.

Wind Ritual. While on deck, Galtus can cast gust of wind as a ritual, and can sustain it for up to 10 minutes.

Spellcasting. Galtus casts spells as a 8th level sorcerer (save DC 15, spell attack +7). His spellcasting ability is Charisma, and he has the following spells prepared:

Cantrips: *fire bolt*, *mage hand*, *message*, *prestidigitation*

1st-level (4 slots): *detect magic*, *fog cloud*, *grease*, *shield*

2nd-level (3 slots): *flaming sphere*, *gust of wind*, *misty step*

3rd-level (3 slots): *lightning bolt*, *sleet storm*, *water breathing*

4th-level (2 slots): *blight*, *stoneskin* *

*Galtus casts this spell on himself before combat.

Actions

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

Fire Bolt. *Ranged Spell Attack*: +5 to hit, range 120 ft., one target. *Hit*: 11 (2d10) fire damage, and a flammable object ignites if it isn't worn or carried.

Ransacking Summary

Amount of crew	Modifier
nearly all the crew plundering	+6
two-thirds of the crew plundering	+4
a third of the crew plundering	+0
PCs plundering by themselves	–8
Extradimensional Storage	**Modifier**
bag of holding	+1
portable hole	+5
Magical Carrying Capacity	**Modifier**
floating disk	+1
Enlarge/reduce	+2
Moving the Loot	**Modifier**
For each ship's boat less than three used	–4
Using a rope line	+2
Flying creature	+½ Str bonus
is a quadruped	+1
Large size or larger	+2
Swimming creature	Half that of a flying creature
Teleport or *dimension door*	+2
Searching	**Modifier**
Searching areas of the Hand	Total bonus from all areas searched

Final Result

Total ransacking check result	Plunder acquired
16 or less	1,000 gp
17–20	1,500 gp
21–24	2,000 gp
25–28	2,500 gp
29–32	3,000 gp
33–36	3,500 gp
37–40	4,000 gp
41–44	4,500 gp
45–48	6,000 gp
50 or more	7,000 gp *

* This assumes that the PCs' ship is filled to capacity with plunder from the *Emperor's Hand*.

Scourge of the Steaming Isle: A 9th-level adventure

All pirates acquire enemies at some point in their career, and pirate PCs are no exception. Whether it's because the PCs stole a holy pirate artifact (such as in *Islands of Plunder: Tarin's Crown* from Legendary Games) or because an old nemesis wants them dead, it makes little difference. A rival pirate lord calls in a large amount of favors and sets a fearsome band of raiders led by the vicious pirate captain Sculberd Craggs against the PCs.

Perhaps these marauding raiders attack one of the PCs' holdings while the PCs are elsewhere. In whatever way the feud escalates, soon there is an inexorable enmity between the PCs and these raiders. The PCs discover the location of the raiders' base on the volcanic isle known as The Steaming Isle and set out to reap a bloody vengeance against these despised adversaries.

Adventure Background

The Steaming Isle has a far longer history than most suspect. Tens of thousands of years ago it was a mountainous part of the empire of the Ancients, the first human civilization. The area was volcanically active even in those prehistoric times and the Ancients used the volcano's supernatural energy combined with the rich gem deposits the volcano brought to the surface to manufacture and power a device that could create the crystalline magical items called ioun stones.

A few of the Ancients escaped the cataclysm that dragged their continent below the waves and were transformed into an amphibious race called gillmen. The descendants of these survivors still dwell in the ocean depths around The Steaming Isle. These gillmen have little knowledge of their lost heritage and are a simple tribe of underwater hunters. They venerate the sunken crumbling remains of the Ancient's empire and avoid disturbing these sacred sites.

Recently a group of rapacious pirates came to The Steaming Isle looking to establish a base. They deviously manipulated the unsophisticated gillman chieftain by offering gifts of weapons and proposing a treaty of mutual defense in return for permission to build a small outpost on The Steaming Isle.

Over time, the pirate's base has grown far larger than was ever agreed to and recently gillmen lookouts have spotted the pirates unearthing ruins of the Ancients on the island. The gillmen are sick of these piratical interlopers and chafe at the way they are abusing the treaty. Akoria, the shaman of the gillman tribe and sister of the current chieftain seeks to end the pact and rid the island of these pirates but she doesn't want to start a war that would cost the lives of many of her people. At present, Akoria's brother, Erust, is away on a lengthy migratory hunt, making her the current leader of the tribe.

Not long ago, the pirate raiders excavated and explored the Ancient structure housing the ioun device. The knowledgeable ship's wizard was able to reactivate the device and start it generating ioun stones. However, in the long ages that the device has sat dormant, the volcano's mystic energy signature has altered, causing the device's matrix array to become misaligned. This is causing defects in many of the created ioun stones but the pirate wizard may soon correct this problem, and then the PCs will have to face foes who are armed with powerful Ancient magic.

Approaching the Steaming Isle

When the PCs draw near to The Steaming Isle, they see how it got its name; clouds of steam and smoke rise from both the rocky crags that make up the shattered caldera wall and from the shallows of the natural harbor formed by the volcano crater. Low scraggly vegetation grows on much of the island

and the largest animals are pods of seals on the rocky coastline and a scattering of wild boars.

The Inlets

All three inlets leading into The Steaming Isle's bay have gillman scouts watching them, and unless the PCs' ship is concealed by magic or extremely inclement weather, these scouts automatically spot the approaching ship. Mounted on giant sea horses (Srd) these gillman scouts swim under the PCs' ship and observe that it isn't an ally of the The Steaming Isle pirates as it lacks the symbol engraved into its keel that identifies the Steaming Isle raiders and their allies' ships. The scouts quickly report this to Akoria the shaman who orders the tribe's hunters to assemble and comes to investigate.

Creatures: If the PCs sail straight in through the wide northern inlet then Akoria admires their audacity and attempts to parley with them (see below). However, if the PCs attempt to pass through the south or west inlet, Akoria honors the letter of her tribes' agreement with the Steaming Isle pirates to attempt to repel intruders and summons a Huge water elemental using one of the tribe's most sacred relics, an oceanic bowl of commanding water elementals. Formed from silvery nacre, this magical bowl is similar to a standard bowl of commanding water elementals, but when filled with salt water, it summons a Huge water elemental (as though conjure elemental were cast with a 7th level slot). Akoria commands the water elemental to try to dash the PCs' ship onto the rocky shallows of the inlet using its control over water.

The Whirlpool and the Rocks

The elemental tries to drag the PCs' ship onto jagged rocks. A successful DC 15 Wisdom (Perception) check notices the odd currents the elemental makes in the water just before the attack begins, giving those PCs a round to act. The elemental uses its action to create a whirlpool like the spell control water, with a saving throw DC of 15. The elemental can maintain the whirlpool for up to 5 rounds, using its action. Have the ship's pilot make a Wisdom check each round, adding the pilot's proficiency bonus if they are proficient with water vehicles. If the pilot fails 3 checks out of 5, then the PCs' ship crashes onto rocks dealing 22 (4d10) bludgeoning damage to the ship, and all aboard must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and falling prone on a failure, and on a success, taking half the damage and not falling prone.

HUGE WATER ELEMENTAL

Huge elemental, neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft., swim 90 ft,

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 7 2,900 XP

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 18 (3d8 + 5) bludgeoning damage.

Whelm (*Recharge 4–6*). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable

Steam Island

to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Huge creature, up to two Large creatures, or up to four Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 18 (3d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

Development: If the PCs' ship runs aground then Akoria sends a gillman scout to report this to the pirate raiders who immediately set sail to attack the PCs while their ship is still caught on the rocks. Proceed to the 'Ship to Ship!' section below. If the PCs avoid being dragged onto the rocks (or manage to defeat the water elemental) and make it through the inlet, then this impresses Akoria and she seeks to parley with the PCs.

Parley

Shortly after the PCs' ship enters the The Steaming Isle bay, Akoria seeks out the PCs and appears before them using a levitate spell to rise up out of the water. Read or paraphrase the following:

> Rising majestically out of the water to the starboard side of your ship is a female of striking and unusual beauty. Her pale skin and dark hair glows with a clean white light and water streams from her as she ascends into the air. She wears a form-fitting outfit made from sharkskin and carries a slim bone spear in one hand and a buckler crafted from seashell on the other. Three gills mark either side of her neck as she stares at your ship with bright purple eyes.

After making this dramatic entrance, Akoria introduces herself in exotically-accented Common and asks what the PCs intentions are in coming to her tribe's island. Akoria may initially pretend to act a little naïvely but she quickly demonstrates that she is an astute negotiator with shrewd discernment. Akoria is initially hostile but if the PCs can impress her, she might become less fearful, becoming indifferent. If the PCs engage in diplomacy, a reasonable entreaty could succeed on a DC 15 Charisma (Persuasion) attempt. Ideally, Akoria wants the raider pirates gone from The Steaming Isle, and her tribe to regain control of the area. However, she doesn't want to exchange one group of pirate interlopers for another and tries to ascertain whether the PCs intend to occupy the raider's base after defeating them. A successful DC 15 Wisdom (Insight check) allows the PCs to learn this, which can help considerably with improving Akoria's attitude. Apply disadvantage to a Charisma (Persuasion) check if the PCs state that they do want to take permanent possession of the base.

Akoria would also like the sacred Ancient ruins left alone, but if the PCs have impressed her so far, either as friends or useful pawns, she mentions that the raiders have recently desecrated one of these ruins by excavating it. Akoria states that she will understand if the PCs need to enter the ruins to deal with any raiders there. If she is convinced the PCs are both friendly and trustworthy, Akoria points out the exact location of the raider's base and explains that stealthily approaching the base by land, rather than by sea, might give the PCs the element of surprise.

If Akoria remains indifferent at the end of the negotiations, she sinks back into the ocean and leaves the PCs and the raiders to fight it out. If Akoria becomes offended or suspicious, she orders the PCs to immediately leave the area before diving underwater, or else face the enmity of the gillmen. She doesn't follow up on this threat but does send a gillman scout to report the PCs' presence to the pirate raiders. If the PCs attack her or threaten her community or the sanctity of the ruins, she dives underwater and orders her warriors to attack the hull of the PCs' ship to sink it. The gillmen will use weapons and hand tools against the ship. If the PCs attack directly, the gillmen will respond

aggressively, forming groups of four or so, with the war chief and heroes attacking the front line and Akoria providing support and attempting to neutralize casters.

Creatures: Gathered out of sight underwater is a large company of gillman warriors, ready to defend Akoria and sink the PCs' ship if negotiations go badly. The company consists of a gillman war chief, three gillman tribal heroes, and twelve gillman tribal warriors.

Milestone: If the party successfully parlays with Akoria, avoiding bloodshed, and getting the information they need, that is worthy of a major milestone. Distribute 6,400 XP among the PCs.

AKORIA, GILLMAN SHAMAN

Medium humanoid (aquatic), neutral

Armor Class 15 (leather armor, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Dex +5, Wis +7, Cha +3

Skills Insight +7, Nature +6, Persuasion +6, Survival +7

Senses passive Perception 14

Languages Ancient, Common

CHALLENGE 5 **1,800 XP**

Special Equipment. Akoria is carrying a holy symbol, an oceanic bowl of commanding water elementals (described above), 300 gp of diamonds (for revivify), and 100 gp of diamond dust (for greater restoration)

Aberrant Ancestry. Akoria has advantage on saving throws against being charmed.

Amphibious. Akoria can breathe air and water.

Empowered Healing (2/day). When Akoria casts a spell that restores hit points, she can reroll a number of dice equal to her Wisdom modifier. She must use the new rolls.

Spellcasting. Akoria is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mage hand*, *mending*, *minor illusion*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *detect evil and good*, *detect magic*, *detect poison and disease*, *fog cloud*, *sanctuary*, *shield of faith*, *silent image*

2nd level (3 slots): *hold person*, *lesser restoration*, *levitate*, *prayer of healing*, *protection from poison*

3rd level (3 slots): *revivify*

4th level (3 slots): *death ward*, *guardian of faith*

5th level (2 slots): *greater restoration*, *mass cure wounds*, *telekinesis*

Water Dependent. Akoria's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

ACTIONS

Spear. *Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 2 (1d6 - 1) piercing damage, or 3 (1d8 - 1) piercing damage if used with two hands to make a melee attack.

Channel Divinity (2/day). Akoria can use either one of two functions:

Turn Undead: Akoria turns undead like a cleric. Undead of CR 1 or less are destroyed instead of turned.

Preserve Life: Akoria presents her holy symbol and evokes healing energy that can restore 50 hit points. She can choose any creatures within 30 feet of her, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. She can't use this feature on an undead or a construct.

Reactions

Combat Healing (2/day). When she takes damage, Akoria can use a spell slot to cast cure wounds, prayer of healing, or mass cure wounds.

GILLMAN WAR CHIEF

Medium humanoid (aquatic), neutral

Armor Class 14 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	16 (+3)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +2

Skills Nature +4, Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Ancient, Common

Challenge 3 **700 XP**

Aberrant Ancestry. The war chief has advantage on saving throws against being charmed.

Amphibious. The war chief can breathe air and water.

Brave. The war chief has advantage on saving throws against being frightened.

Defense. While wearing armor, the war chief gains a +1 bonus to AC, already included in his stats.

Keen Hearing and Sight. The war chief has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Powerful. Once per round, when the war chief hits with a melee attack, he can roll damage twice and take the better result.

Water Dependent. The war chief's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

Actions

Multiattack. The war chief makes two melee attacks.

Trident. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack*: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Leadership (*Recharges after a Short or Long Rest*). For 1 minute, the war chief can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the war chief. A creature can benefit from only one Leadership die at a time. This effect ends if the war chief is incapacitated.

Reactions

Parry. The war chief adds 2 to its AC against one melee attack that would hit it. To do so, the war chief must see the attacker and be wielding a melee weapon.

GILLMAN TRIBAL HERO

Medium humanoid (aquatic), neutral

Armor Class 14 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	11 (+0)

Skills Nature +2, Perception +2, Stealth +4, Survival +2

Senses passive Perception 12

Languages Ancient, Common

Challenge 2 **450 XP**

Aberrant Ancestry. A gillman has advantage on saving throws against being charmed.

Amphibious. A gillman can breathe air and water.

Defense. While wearing armor, the hero gains a +1 bonus to AC, already included in his stats.

Water Dependent. A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

Actions

Multiattack. The hero attacks twice with its trident.

Trident. *Melee or Ranged Weapon Attack*: +5 to hit,

reach 5 ft. and range 20/60 ft., one target. *Hit*: 5 (1d6 + 3) piercing damage, or 6 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage.

GILLMAN TRIBAL WARRIOR

Medium humanoid (aquatic), neutral

Armor Class 11 (leather armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	11 (+0)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Ancient, Common

Challenge 1/8 25 XP

Amphibious. A gillman can breathe air and water.

Aberrant Ancestry. A gillman has advantage on saving throws against being charmed.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Dependent. A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

Actions

Trident. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Boring Details

Each gillman is carrying hand tools that allow them to do 1d6 + Strength modifier piercing damage, using the same modifier to hit as their melee weapon attack. This damage ignores the damage threshold of wooden vehicles or structures.

That's a Lot of Gillmen

It is possible the PCs could end up in a pitched battle against the gillmen in the water. Probably the easiest way to use the tribal warriors is to group them into pods of four. This will simplify combat order, while at the same time helping you to bring their pack tactics trait into play.

Ship to Ship!

The pirate raiders have several lookouts watching the bay so unless the PCs are somehow able to disguise or conceal their ship, the raiders spot it as it approaches their base. They quickly launch their own ship to take the battle to the PCs.

Ship Combat: The The Steaming Isle raiders' ship, the Storm Wolf, is a three-masted schooner which is swift, agile, and heavily armed. The raiders try to keep their distance during any ship-to-ship battle with the PCs. They would prefer to sink the PCs' ship and then coerce their gillman allies into recovering any valuables from the ocean floor rather than attempt a risky boarding action.

Each round, the pilot can use their action to maneuver the ship. On a failure, or if no one pilots the ship, it drifts forward at half its usual acceleration, with a 50% chance of turning 45 degrees to the left or right (equal chance of either). A sailing ship can easily turn 45 degrees as it moves, in good conditions, but a DC 15 Wisdom check is required to make it turn 90 degrees; on a failure, it momentarily stalls and drifts with the wind. PCs, NPCs, and the various crew act on their own initiative. The crew members can fire siege engines at the enemy ship.

Boarding requires keeping pace with the ship, then making a DC 15 check to get the ships less than 30 feet away. Boarders can then use grappling hooks and similar devices to cross over with a DC 15 Strength (Athletics) check; failure results in either falling into the water or being dangled

over the side of the ship (equal chance for either). Jumping across is very difficult, requiring a Strength (Athletics) check with a DC of 20, and the character lands prone unless they can make a DC 15 Dexterity saving throw. Failing to jump across usually means ending up in the water.

STORM WOLF

Colossal ship

AC 15; **Damage Threshold** 15

Hit points 300

Speed 2 mph (sailing)

Crew 20, plus 70 pirate marines

Cargo 100 tons

Weapons 6 ballistae port, 6 ballista starboard, 1 catapult fore, 1 catapult aft

Ballista. *Ranged Weapon Attack*: +6 to hit, range 120/480 ft., one target. *Hit*: 16 (3d10) piercing damage. It requires one action to load, one to aim, and one to fire.

Catapult. *Ranged Weapon Attack*: +5 to hit, range 200/800 ft. (minimum 60 ft.), one target. *Hit*: 27 (5d10) bludgeoning damage. It requires two actions to load, two to aim, and one to fire.

Creatures: If the PCs manage to board the Storm Wolf then Captain Craggs and his boatswain take on the PCs, while the Storm Wolf raiders fight the PCs' crew. If, for some reason, statistics are needed for the pirates, assume the pirate sailors are mostly bandits led by a handful of veterans.

Captain Sculberd Craggs

A lean man with olive skin, Sculberd Craggs displays a menacing visage with four glittering gemstones implanted in his slab-like face, each surrounded by swirling black tattoos.

As mean and ruthless as they come, Sculberd rose from being a simple deckhand to his position as an up-and-coming pirate lord by challenging and killing those who stood in his way. Just smart enough to know when to fight, when to talk, and when to run, Craggs has collected a crew of murderous cutthroats who see him as their ticket to power and riches. Craggs is unsophisticated and brutal but his crew appreciates this harsh simplicity. Sculberd knows just enough about magic to realize its strength and has employed an amoral wizard named Yohannas Quay as his first mate. Craggs is aware that Yohannas has his own agenda in the Ancient ruins, but as long as he continues to supply the floating magic gems, Craggs won't kill him...yet.

Sculberd peppers his foes with arrows, focusing on any officers present to disrupt his enemies' chain of command. Sculberd activates the shield spell stored in his cracked reserve ioun stone if he comes under heavy fire or if enemies engage him in melee. Sculberd didn't get to where he is now by backing down, he only surrenders if the PCs cripple his ship; he fights to the death in personal combat.

SCULBERD CRAGGS

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5, Con +5, Wis +4, Cha +2

Skills Athletics +6, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 7 2,900 XP

Special Equipment. Craggs has several ioun stones (cracked protection, cracked sustenance, cracked ability—currently granting +2 Intimidation, cracked reserve—currently storing shield) attuned to him.

Action Surge *(Recharges After a Short or Long Rest)*. On his turn, he can take one additional action on top of his regular action and a possible bonus action.

Brave. Craggs has advantage on saving throws against being frightened.

Close Combat Archery. Craggs does not suffer disadvantage when attacking with his longbow in close combat.

Deadly Aim. A longbow deals one extra die of its damage when Craggs hits with it (included in the attack).

Indomitable (1/day). Craggs can reroll a saving throw that he fails. He must use the new roll.

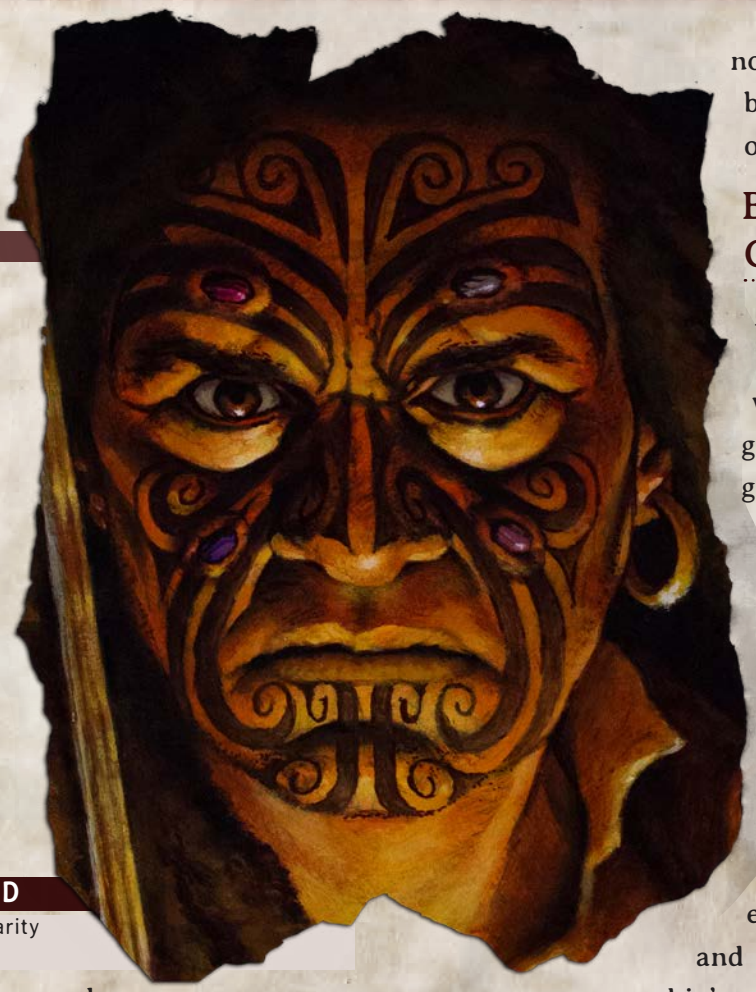
Second Wind (*Recharges After a Short or Long Rest*). As a bonus action, Craggs regains 15 (1d10 + 10) hit points.

Actions

Multiattack. Craggs makes three longbow attacks or two weapon attacks.

Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage. This attack is magical. He carries 80 arrows.



IOUN STONE, CRACKED

Wondrous item, rarity varies

These stones follow the usual rules for ioun stones, but may have a reduced power because they are cracked and damaged.

- **Ioun Stone, Cracked Protection** (*uncommon*). This cracked dusty rose prism stone grants a +1 bonus to initiative checks.
- **Ioun Stone, Cracked Sustenance** (*uncommon*). This cracked iridescent spindle stone is partially effective, halving the need to eat and drink.
- **Ioun Stone, Cracked Ability** (*uncommon*). This cracked magenta prism confers a +2 bonus to one skill of your choice, which you my change as an action. You must finish a long rest before you change the skill that receives the bonus.
- **Ioun Stone, Cracked Reserve** (*rare*). This cracked vibrant purple prism works like a normal reserve stone, but only stores 1 level of spells.

Boatswain Emilia Corantine

An attractive auburn-haired woman, Emilia wears a combination of gypsy silks and sailor's garb onboard ship. Emilia is a distant cousin of Sculberd's and, like most in her family, took to a life of piracy at a young age. She currently serves as boatswain and master gunner on the Storm Wolf, enjoying the authority and extra pay that being a ship's officer brings. A born manipulator, Emilia was the one who duped the gillman chieftain into accepting the ambiguous agreement for the raiders to establish a base on the island. She avoids trying to influence Sculberd, as he has already freely given her a favored position in his crew and she knows that he'd execute her without a second thought if caught her trying any of her usual machinations on him.

Emilia starts combat by casting haste on Sculberd. She mostly uses her magic and cutting words to avoid being injured, supporting Sculberd. Emilia surrenders when her captain does or if she is badly wounded (less than 17 hit points).

Treasure: Corantine carries a musical instrument (shawm) and diamond earrings (500 gp).

EMILIA CORANTINE, HUMAN BARD

Medium humanoid (human), lawful evil

Armor Class 14 (mithral chain shirt)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Con +4, Dex +3, Wis +1, Cha +5

Skills Deception +8, Insight +2, Investigation +2, Perception +1, Persuasion +8, Perform +5

Senses passive Perception 11

Languages Common

Challenge 3 **700 XP**

Special Equipment. Corantine carries a scroll of see invisibility and a cracked friendship ioun stone (included in skill bonuses).

Action Surge (*Recharges After a Short or Long Rest*). On her turn, she can take one additional action on top of her regular action and a possible bonus action.

Bardic Inspiration (*Recharges After a Short of Long Rest*). Corantine can inspire others through stirring words or music. As a bonus action on her turn, she chooses one creature other than herself within 60 feet of you who can hear her. That creature gains one Bardic Inspiration die, a d8. 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. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Dueling. When Corantine is wielding a melee weapon in one hand and no other weapons, she gains a +2 bonus to damage rolls, included in her attack.

Magic Weapons. Corantine's weapon attacks are magical.

Spellcasting. Corantine is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13). She has the following bard spells prepared:

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

1st level (4 slots): *cure wounds*, *detect magic*, *disguise self*, *faerie fire*, *feather fall*, *heroism*

2nd level (3 slots): *invisibility*, *mirror image*, *suggestion*

3rd level (3 slots): *dispel magic*, *haste*

Actions

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

Countercharm. Corantine has the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, she can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30 feet of her have advantage on saving throws against being frightened or charmed. A creature must be able to hear her to gain this benefit. The performance ends early if she is incapacitated or silenced or if she voluntarily ends it (no action required).

Reactions

Cutting Words (2/day). When a creature that she can see within 60 feet of her makes an attack roll, an ability check, or a damage roll, she can roll a 1d8 and subtract the number rolled from the creature's roll. The creature is immune if it can't hear her or if it's immune to being charmed.

Ioun Stone, Cracked Friendship (*uncommon*). This cracked mulberry pentacle stone grants a +1 bonus to Deception and Persuasion checks.

Treasure: A number of the pirate crew have ioun stones floating round their heads and many have ugly puckered scars on their arms and faces where they have unsuccessfully tried to implant ioun stones in their own skin. So far, only Captain Craggs, aided by his wizard first mate, has managed to successfully complete the lengthy ritual to embed these stones in his flesh. Emilia has considered attempting this process, but doesn't trust the wizard Yohannas enough to ask for his help. The crew's ioun stones are inferior stones, usually a cracked stone that gives a +1 competence bonus to a skill (a common item) or a dull gray stone with no magical benefits that simply floats in the air (worth 25 gp as a curiosity). There are even a few cursed stones that give a penalty rather than a bonus. You can roll 3d6 for the number of cracked, inferior stones and 3d6 for dull gray ones, plus 1d4 cursed stones.

Development: Sculberd keeps few secrets from his crew so interrogating any prisoners reveals the reasons behind the raiders' attacks on the PCs. The PCs also find out that Captain Cragg's first mate, Yohannas Quay, is the one supplying the 'magic floating gems'. He has sequestered himself

RAIDER'S BASE
1 square = 20 ft.
A
B
C1
C2
C3
D
E
F
G
H
N

in the Ancient ruins near the raiders' base and is using something in the ruins to create these magic crystals.

Milestone: Getting this far and learning the location of the base is an accomplishment, worthy of a minor milestone. Distribute 2,200 XP to the party.

Raider Base

Situated on the eastern edge of the bay, the raider's base consists of several single-story wooden buildings clustered around a pier and dry dock. Behind the buildings are several cultivated fields and an orchard. Off to the south stands a circle of ghostly white stones. Nearby is a partly exposed dome of the same pale stone. The partially buried dome shows signs of recent excavation, with mounds of fresh turned dirt and rock piled nearby.

The PCs and the raiders are likely to battle each other on the open ocean, but if the PCs manage to get close without being detected, they can catch the raiders by surprise in their own base. In this case, use the statistics from the section above combined with the base descriptions below to play out this encounter.

A. Pier: This rough wooden jetty is where the raiders normally dock their ship while in port. A small cutter is pulled up beneath the jetty for short journeys around the bay.

B. Dry Dock: A wedge-like ramp rises out of the ocean into a series of huge scaffolds. This primitive dry-docking facility allows workers to haul a ship out of the water and then repair or refit it.

C. Plantations: The sheltered bay and fertile volcanic soil here makes this a good area for growing crops. The raiders use a small slave labor force to tend and harvest these fields. The larger northern field (C1) is sugar cane, the middle field (C2) is tobacco, and the southern field (C3) is a lime orchard.

D. Warehouse: This large structure has room for the raiders' provisions, plundered goods, and nautical supplies. It serves as quarters for the slaves (15 in total) who work on the raiders' plantations along with short-term storage of produce from the plantations. Finally, it also has an area reserved for the ever-important task of distilling rum from sugar cane. There is 4 points of plunder in total here.

E. Barracks: The barracks house all the pirate sailors. If the Storm Wolf isn't here, the barracks are mostly empty with only five pirates staying behind to supervise the slaves.

F. Officers' Quarters: This building houses the captain and his senior officers' quarters. The captain's room contains a set of detailed nautical charts that count as masterwork tools for Profession (sailor) checks to plan a route in the surrounding ocean. These charts may also reveal other sites for adventure that you as GM want the PCs to explore. There is a total of 5 points of plunder here.

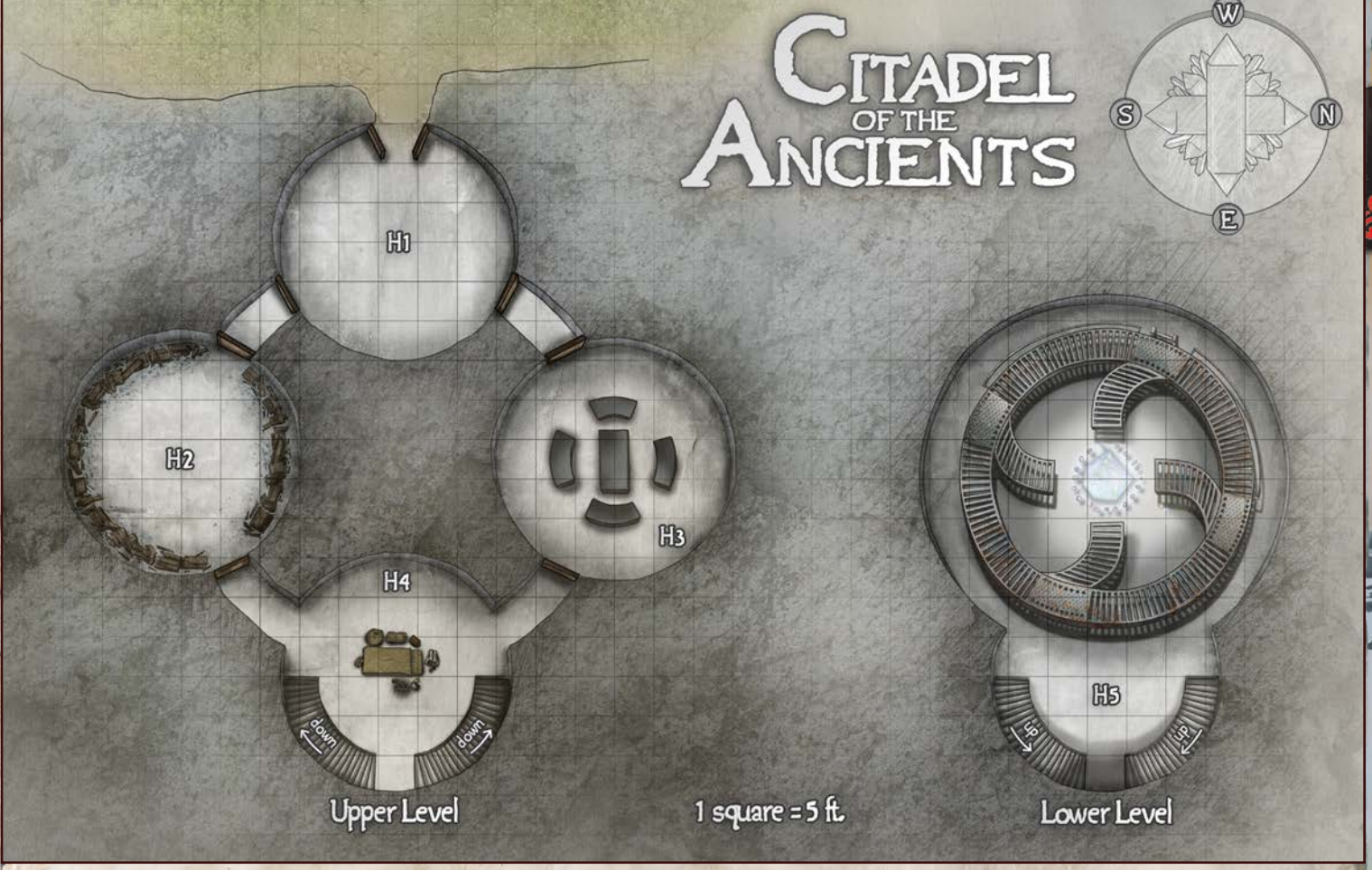
G. Standing Stones: Made of smooth, ghostly-white stone, this ancient circle of pillars once served the Ancients as the terminus of a teleportation circle. It still radiates a lingering aura of conjuration magic even after all this time.

H. Citadel of the Ancients: This area is detailed below.

Citadel of the Ancients

The Ancients built this curved white stone structure for an intriguing purpose. The entire edifice focuses the supernatural thermal energy of the volcano below The Steaming Isle into its crystalline matrix array which can infuse this power into specially prepared crystal gemstones, transfiguring them into ioun stones.

Unless otherwise noted, each room has a 20-foot tall domed ceiling, the corridors are circular in shape, and the doors are iris mechanisms (AC 17; damage threshold 10, hp 60, Strength DC 28 to force open) that open at a touch and close a minute



later provided there is nothing in the way. Beyond area H1, the floors are clean, a subdued white light comes from both the walls and ceilings providing dim illumination, and the place feels as if it has been tightly sealed away until very recently.

H1. Entrance

A set of double doors stand half open allowing dirt and other rocky rubble from the outside to litter the entrance of this round chamber. Strange tessellating designs cover the curved pale walls and the thick layer of dust on the floor shows signs of recent disturbance. Two circular iris-like portals formed from dull coppery metal seal off exits to the southeast and northeast.

The tracks in the dust show signs of passage between the entrance and the two portals. A DC 15 Wisdom (Survival) check to follow tracks reveals that while several sets of footprints lead up to the southeast door, none of those who made these tracks actually went through the door. The footprints to the northeast door, on the other hand, show that several individuals have come and gone through that portal multiple times.

Both portals radiate a moderate magical aura of an indeterminate school. Each portal has a small spiraling indentation in its center. If a PC touches an indentation, that PC hears a voice in their mind speaking in the Ancient tongue.

The voice from the northeast portal says, "Custodian, recite the penultimate manifestation from the twenty seven measures of the ineffable to enter." A DC 20 Intelligence (Arcana) or Intelligence (History) check reveals that the answer to this age-old metaphysical conundrum is "forever is nothingness, eternity is null." Speaking this answer aloud in Ancient, or thinking it in any language while touching the indentation causes the iris to dilate, revealing the circular passage beyond.

Table 11–01: Portal Side Effects

Gems	
d100 Roll	Result
01-25	The gem starts glowing. The stone has the equivalent of a continual flame spell placed on it.
26-50	The gem starts floating as if under a levitate spell but it doesn't orbit like an ioun stone. This effect either lasts for 24 hours (50% chance) or is permanent (50% chance).
51-75	The gem suffers damage that halves its gp value.
75-100	The gem disintegrates.

Ioun Stones	
d100 Roll	Result
01-20	The stone starts glowing. A dull gray ioun stone shines with continual flame; other stones shine like a torch for 24 hours.
21-50	Augments the stone's power for 24 hours. A cracked stone increases its bonus by +1, or otherwise has a modest increase in power. A scorched stone performs as an undamaged ioun stone of its type with no chance of failure. Flawed stones halve or significantly reduce their penalty.
51-65	The stone stops orbiting for 24 hours: it must be carried in hand to gain its benefits.
66-80	Nullifies the stone's powers for 24 hours; the stone can still orbit its user.
81-90	The stone burns out, turning it into a dull gray ioun stone.
91-100	The stone shatters, destroying it.

The voice from the southeast portal states, "Diligent servitor, proffer a crystal specimen for pellucidity confirmation." Inserting a gem, crystal, or ioun stone into the indentation causes a brilliant light to fill the indentation as the portal tests the stone to determine its suitability. An undamaged ioun stone or a gem worth 500 gp or more automatically passes this test; the stone floats back out of the indentation and the aperture spirals open. A cracked, flawed, or scorched ioun stone or a gem worth between 100 gp and 500 gp has a 50% chance to pass the portal's testing. If the stone fails, the portal's testing process has a 50% chance of causing an unexpected side effect in the stone (see the Side Effect tables below). A gem worth less than 100 gp, a cursed ioun stone, or a dull gray ioun stone automatically fails the test and suffers a side effect.

The PCs can also apply brute force to open either portal (AC 21, hp 27, damage threshold 15; DC 30 Strength check to shove it open), but see the Development section below for the consequences.

Roll on Table -01: Portal Side Effects if a stone suffers a side effect; white sparks coruscate around the stone as this malfunction occurs.

Development: If the PCs fail the southeast portal's test three times or if they deal damage to a portal, the ioun device in H5 displays alert notification symbols, warning Yohannas of trespassers.

H2. Crystal Storage

Decayed remnants of corroded metal and other crumbling debris line the circumference of this circular room. Smashed shards of colored crystal lie scattered in the dilapidated wreckage.

This room once stored shelves and cases of delicate crystals for use with the ioun device, but over the centuries, the shelving decayed and collapsed,

shattering most of these crystals. Yohannas and other pirates took any crystals that remained intact when they ransacked this room.

H3. Surgery and Meditation Room

Abstract pastel frescos seemingly formed from coral decorate the walls of this chamber. A series of low stone slabs of bleached white stone form a circle in the middle of this room. A wooden bench in the center of the room looks to be a recent addition, as do the medical supplies and polished surgical equipment neatly arranged on the slabs nearby.

Long ago, this room might have served as a meeting area for Ancient scholars, but currently Yohannas has set it up as an operating theater where he can surgically implant ioun stones into a patient's flesh. Yohannas has also found it a useful place to have other pirates meditate and fast while they attempt to attune an ioun stone as the first stage of embedding it into their skin. So far, only Captain Craggs has successfully completed the meditation ritual and survived the invasive medical procedure. There are the equivalent of 3 healer's kits, a set of surgeon's tools, and a glass bottle containing 4 doses of restorative ointment.

H4. Campsite

This circular chamber has a pair of smooth curving staircases that flow downward along the eastern wall. A cluttered pile of bedding and other camping equipment is set up in the middle of the room.

The original purpose of this hall has been lost to time. Yohannas uses it as a sleeping area but leaves nothing of great value here. A silent alarm cast by Yohannas covers the room alerting him to intruders. The two sets of stairs circle downward for around 60 feet, looping back on themselves before winding back toward each other at the bottom.

H5. The Ioun Device

At the center of this high-ceilinged chamber stands a tall device formed from delicately interwoven luminous crystals. Dozens of sparkling stones, each imprinted with glowing runes and glyphs orbit the towering structure in enigmatic patterns. High above the chamber's floor, a heavily tarnished metal gantry encircles the upper portion of the crystalline edifice. Several corroded metallic ladders ascend to the gantry.

The ceiling of the main chamber rises 50 feet above the floor and the gantry is 35 feet up. The antechamber has a 25-foot high roof. While the ladder and gantry look greatly corroded, they still retain the vestiges of Ancient preservation spells which have prevented them from oxidizing to dust. The gantry and the ladder are still as strong as steel and safe to ascend. The crystalline ioun device, however, is quite fragile; if it takes over 20 points of damage it is irrevocably broken.

Creatures: Yohannas Quay, the raiders' first mate and ship's wizard, is up on the gantry studying the ioun device. Standing near the entrance is an Ancient crystalline golem built to protect the ioun device. Yohannas has already found the crystal guardian's control amulet (a series of crystal glyphs that orbits around his neck) and the Ancient construct obeys his commands.

First Mate Yohannas Quay

Yohannas is a thin man with a sharp nose and a bald pate. He wears a long leather jacket along with knee high boots. A wizard, scholar, and historian, Yohannas Quay has studied magic and the prehistoric past for most of his life. An expert on the written history of the civilization of the

Ancients and the Runic Empire, Yohannas realized that some of the immense power wielded by these nations from antiquity must still exist today and could become his to wield, if only he could discover its location. Fragmentary notes and incomplete clues led Yohannas to the Pirate Isles where, untroubled by notions of morality, he saw that the best way to continue his search was to become a pirate himself.

Looking back, Yohannas sees the day he signed on as part of Sculberd Craggs' crew as a glorious stroke of good fortune. Having heard rumors about the gillmen of The Steaming Isle, Yohannas convinced Craggs that the island might make a good location for a base. Yohannas had to bide his time while Craggs and his raiders built and established their base, but he was finally able to persuade the captain to excavate the ruin, giving Yohannas access to this incredible find. Yohannas currently works feverishly to understand the device and manipulate it to create more powerful ioun stones.

Yohannas casts alarm every day on area H4. During combat, Yohannas casts disintegrate and flesh to stone on enemy spellcasters while using flight and invisibility to keep away from melee. Determined not to give up the find of a lifetime, Yohannas only retreats by teleporting away if reduced to less than 20 hit points or if the ioun device is destroyed.

YOHANNAS QUAY, HUMAN TRANSMUTER

Medium humanoid (human), neutral evil

Armor Class 14 (17 with mage armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	14 (+2)	16 (+3)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Str +0, Dex +6, Con +7, Int +9, Wis +5, Cha +4

Skills Arcana +8, History +8, Investigation +8

Senses passive Perception 11

Languages Ancient, Abyssal, Common, Draconic, Infernal, Runic Imperial

Challenge 8 **3,900 XP**

Special Equipment. Yohannas carries a *potion of healing*, *ring of protection* (bonuses already added in), *protection ioun stone*, and a *sustenance ioun stone*.

Rituals. Quay has alarm in his spellbook and uses it as a ritual.

Spellcasting. Quay is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *feather fall*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *darkvision*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fireball*, *fly*

4th level (3 slot): *dimension door*, *greater invisibility*, *phantasmal killer*

5th level (2 slots): *telekinesis*, *wall of force*

6th level (2 slots): *disintegrate*, *flesh to stone*

Actions

Quarterstaff. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 3 (1d8 - 1) bludgeoning damage.

Enhancement (5/day). Quay casts enhance ability without expending a spell slot.

The Crystalline Guardian

The crystal guardian is a towering construct made of brilliant, refractive crystal, engraved with runes of the Ancients. It protects the wearer of the amulet (Yohannas). The guardian has a complex series of standing orders encoded into it by the Ancients and Yohannas has been unable to override any of these commands. One of these built-in orders prevents the golem from leaving the chamber, even to chase enemies. Another Ancient directive that Yohannas isn't even aware of is that the guardian is programmed to fight to the death to defend the ioun device. It continues attacking as long as there are hostile foes in the chamber, even if Yohannas flees or tries to order it to stand down. It considers any creature that has attacked it to be hostile except for the creature wearing its control amulet. The

Ancients added a final fail-safe rune to the crystal guardian to prevent the valuable ioun device from falling into enemy hands. When destroyed, the crystal guardian explodes in a powerful sonic blast that strikes the delicate ioun device, utterly wrecking it.

It can be assumed that Yohannas has already been exposed to the crystalline guardian's dazzling brilliance earlier in the day, doing his work.

CRYSTALLINE GUARDIAN

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 122 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

CHALLENGE 10 **5,900 XP**

Bound. The crystalline guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Dazzling Illumination. If the crystalline golem is within an area of bright light, it scatters the light and shines bright light in a 30 feet radius. When a creature that can see starts its turn within 30 feet of the crystalline guardian, the creature must make a DC 16 Constitution saving throw; on a failed saving throw, the creature is blinded until the beginning of its next turn. Once a creature has made a saving throw against this trait, it is immune to the dazzling illumination for 24 hours.

Immutable Form. The crystalline guardian is immune to any spell or effect that would alter its form.

Magic Resistance. The crystalline guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crystalline guardian's weapon attacks are magical.

Radiant Absorption. Whenever the crystalline guardian is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Rune of Retributive Reverberation. When the crystalline guardian dies, a rune is triggered, causing a sonic explosion in a 30 feet radius. Each creature in the area must make a DC 17 Dexterity saving throw, taking 35 (10d6) thunder damage and becoming deafened for 1 minute on a failed save, and taking half as much damage and not being deafened on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Reactive. The crystalline guardian can take one reaction on every turn of combat.

Regeneration. The crystalline guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the crystalline guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost. The guardian is currently storing *wall of fire*.

Spell Turning. When the crystalline guardian is targeted by a spell (not in an area of effect), if it rolls a 20 for the save and the spell is 7th level of lower, the spell has no effect on it and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. Spells cast by its master cannot be turned.

ACTIONS

Multiattack. The crystalline guardian makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 22 (4d8 + 4) bludgeoning damage.

REACTIONS

Rune of Fire (1/day). When hit by a melee attack, the crystalline guardian activates a rune, scorching a 10 feet radius with fire. Each creature in the area

must make a DC 17 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, and half damage on a success.

Rune of Shielding (1/day). When hit by an attack or targeted by *magic missile*, the guardian activates rune that grants the benefits of a *shield* spell.

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Development: The ioun device is very likely to be destroyed by the battle, but even if it somehow survives, the misalignment of the focus of the device's matrix array causes more and more serious imperfections in any new ioun stones the device creates, until all it can produce are dull gray stones. All of this assumes that the PCs have the arcane skills and detailed knowledge of the Ancient civilization to successfully manipulate the ioun device in the first place. Whether the PCs can activate or possibly even realign the ioun device is up to you as GM. If Yohannas survives, he becomes a bitter enemy who seeks to ally with the PCs' enemies and bring about their downfall.

Milestone: Capturing or destroying the ioun device is a minor milestone. Award the PCs 2,200 XP to distribute.

Conclusion

The PCs have now vehemently delivered an object lesson demonstrating the fate that befalls any bilge-swilling swine who would have the temerity to oppose them on the high seas. The PCs have also come away with a significant amount of plunder, including valuable artifacts from a long-lost empire. Tales of the PCs' cold-blooded ruthlessness and fiery wrath spread through the port-side taverns of the Pirate Isles. They are well on their way to becoming notorious pirate lords and may soon look to seize the mantle of Pirate King for themselves.

Scaling

While the adventure is designed for 9th level characters, it can be scaled for 8th or 10th level characters (or if the PCs are finding the adventure too hard or too easy), by doing the following:

Parley with Akoria

Scale down: Remove the war chief from the encounter.

Scale up: The war chief and heroes are mounted on giant sea horses who begin the combat by charging the ship.

Ship to Ship!

Scale down: Discard Emilia's stat block and give her the stat block of a bandit captain.

Scale up: Give Skulberd 10 arrows of slaying of various humanoids common to the Pirate Isles, with around half of these being dedicated to slaying humans.

The Ioun Device

Scale down: Remove the runes of fire and shielding from the crystal guardian, and the reactive trait.

Scale up: Increase the crystal guardian's Challenge to 11 by doing the following: increase its Strength to 21 (increasing both its damage and to hit) and its hit points to 170 (16d12 + 64). Its dazzling brilliance causes blindness 1 minute.

Fort Scurvy:
A 14th-level
adventure

Introduction

The adventure takes place in the Pirate Isles, wherever that fits best in the campaign world, and assumes that the heroes have worked their way to fame (or infamy) and fortune on the high seas. Whether they are island-hopping explorers or the admirals of a potent fleet of their own, they have won victory or victory on their own and/or while leading their armada and the squadrons of their allies to victory over an enemy power on the high seas. This could be set against the backdrop of an invasion by a hostile navy intent on stamping out the PCs and their nautical allies in the pirate isles. In this case, the PCs likely found themselves having to hastily assemble a patchwork alliance independently of a Pirate King who kept his own forces back, allowing his rivals like the PCs to absorb the brunt of the invading assault.

Alternatively, the heroes could be simply rally their own forces and allies against those loyal to the Pirate King in a bid for power. Whatever their grievance against the current Pirate King, from complacency and inaction in the face of great danger or to simply deposing him and installing themselves as new and more vibrant rulers, simply sacking the *de facto* pirate capital of Hazard Harbor will not suffice. Instead, they must attempt a daring assault on Fort Scurvy, the nigh-impregnable citadel of the Pirate King, to seize control of the jewel of all pirate harbors and to crown themselves the new high captains of the seven seas. This adventure is designed for 14th-level characters, though you could adjust the adventure up or down in difficulty based on how you play the villains and their response to invasion by the heroes.

This adventure can be played against the backdrop of a full-scale naval assault, using rules from *Kingdoms*, *Ultimate Rulership*, *Ultimate Battle*, and especially in *Ultimate War* (featuring naval combat and siege warfare) from Legendary Games. Of course, it also can be played as a standard infiltration adventure with the PCs and their characters, either with their forces performing a broader assault in the background or with the characters acting on their own.

The Human Element

Fort Scurvy is not a typical high-level dungeon, populated with monsters great and small, from demons to dragons and all points in between. It is a fortress ruled and populated with humanoids in large numbers, who despite their scurvy and sometimes backstabbing ways are also trained and battle-hardened soldiers and sailors capable of mounting an organized defense if the heroes reveal themselves. These enemies use the same kinds of skills, tactics, feats, and spells that the heroes do, so as a GM you need to familiarize yourself with what each kind of NPC can do and how their listed tactics play out at the table. Your heroes are going to be facing far more humans, goblins, hobgoblins, and so forth, appearing both as NPCs and as troops of various types, than they will traditional monsters. The heroes won't easily be able to tell one kind of pirate foes from another, so they'll have to think on their feet and react as they go. Don't worry about maximizing every possibility; if the first villain of a given type doesn't get to use your favorite dirty trick, they'll pop up again later in the adventure and you'll get another shot. Individual NPC stat blocks and enemy troops are found in Chapter 7: Pirate Codex starting on page 178. Unique named NPCs have their stat blocks in the text of the module in the locations where they appear.

Battles in this adventure are never going to be a party of characters challenging a single ultra-powerful enemy in their lair; instead, the heroes will almost always be outnumbered though rarely outgunned by any individual encounter or enemy. This requires a different approach to running the adventure for both the GM and the players, as

high-level tactics focused on gang-tackling single enemies won't work. Similarly, a simple room-to-room scorched-earth "clear the dungeon" strategy for the adventure is not the best path to success.

The heroes are not waging a war of annihilation in *Fort Scurvy*, as the inhabitants of the fortress might become their subjects if they succeed in toppling the Pirate King and perhaps taking his place. The heroes must combine guile, infiltration, and stealth with a judicious application of brute force to crack the defenses of the stronghold and eliminate the Pirate King and his lieutenants who keep the rank and file pirates in line. They remain loyal as long as the Pirate King shows his strength, but if he falls their morale may falter.

As a GM, encounters are far less discrete than in a typical dungeon, where monsters mostly stay in their own lairs. If the alarm is raised, encounters necessarily become more dynamic, with some defenders (especially artillerists and their siege weapons) sticking to their posts and others ready and willing to flow and react as necessary to meet intruders. Some encounter areas are open and adjacent to others, and the PCs may incite a reaction from several directions at once. Some of this dynamic encounter setup is described under Reactions and Reinforcements on page 377, but this also requires active management by the GM. You must strike a balance between military readiness and response on one hand, and the chaos of a running battle involving pirates who aren't necessarily the best team players. A fortress where every soldier in the castle responds instantly, suicidal loyalty, and perfect tactical precision to dogpile on the heroes is just as unsatisfying as one where the enemy sits in its lair waiting to be wiped out by the heroes. Keep the pressure on but keep the action moving, and most of all have fun!

Hazard Harbor

Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently to the south. A long beach stretches east along the island's north shore. The following stat block represents the city of Hazard Harbor, from its teeming slums to its obscenely opulent mansions looking down from the highland heights. The city is not further detailed here, as the action of the adventure is focused on Fort Scurvy itself, though of course PCs may choose to sneak into the city to buy or sell magic items or make contact with allies even in the midst of a pitched battle with the Pirate King's forces. The settlement stat block below is designed for use with the settlement rules in *Kingdoms*; if you are not using those rules, they can serve simply as a narrative guide to what the city is like.

HAZARD HARBOR

CN metropolis

Corruption +9; **Crime** +11; **Economy** +8; **Law** +0; **Lore** +6 (wealthy districts)/+2 (poor districts); **Society** +6 (poor districts)/+2 (wealthy districts)

Qualities defensible, free city, gambling, no questions asked, notorious, wealth disparity

Danger +25

Demographics

Government autocracy

Population 43,300 (27,000 humans; 4,000 half-

elves, 3,500 half-orcs, 2,200 halflings, 1,800 elves, 1,500 dwarves, 1,100 gnomes, 1,000 goblins, 800 hobgoblins, 400 other)

Notable NPCs

Pirate King Ismail Queeg (NE male human swashbuckling warrior)

Garrison Commander "Doc" Silvertusk (CE male half-orc barbarian warlord)

Harbor Master Somin Crescencio (N female human aristocrat)

Sealord Thusus Herud (NE wereshark hobgoblin barbarian chief)

Marketplace

Spellcasting 8th

Common Items unlimited; **Uncommon Items** 4d4; **Rare Items** 3d4

Plunder Isle

Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently to the south. A long beach stretches east along the island's north shore, backed by a low ridge. Citrus, fig, and olive groves grow around several outbuildings on the island's south side, but grassy bogs cover most of the island's interior. The waters around the fort are forbidding, with reefs sheltering lagoons too deep to wade but too congested for boats. The sugar-white beaches impose disadvantage on Acrobatics skill checks performed on them, while the jagged rocks surrounding most of the isle (called the Wench's Teeth) are difficult terrain. Falling prone on these rocks deals 1d4 points of bludgeoning and slashing damage (a successful DC 15 Dexterity save negates this damage). Being shoved or otherwise forcefully moved deals this damage for each square of forced movement. Terrain effects are described in the *5E Srd*.

Several warehouses lie at the island's southwestern corner, with presses for olive oil and a small stable of draft animals, linked to the fort by a road of packed earth and palm logs. Small dormitories are nearby for laborers working by day at Fort Scurvy and sleeping here by night. A long pier allows oceangoing ships to dock, with smaller piers for passenger boats going to and from Hazard Harbor.

Tidal Effects: The coastal surf around Hazard Isle is difficult terrain and also grants disadvantage to Acrobatics skill checks. In addition, wave surges occur every 1d4 rounds, acting as a shove attack (equal chance of being moved directly towards the beach, directly away from the beach, or being knocked prone). The attack bonus for this attack is equal to +2d8, reduced by 1 for every square a creature is away from the normal shoreline.

Frigate Isle

Frigate Isle lies just east of Fort Scurvy. Sheer-sided with cliffs 80 to 100 feet high, Frigate Isle covered in scrub, seagrass, and a narrow tangle of palms and evergreens atop its scarp. Thousands of seabirds roost on its cliffs, while lizards and monkeys clamber among rocks and trees. The tides, currents, and reefs between Frigate Isle and Hazard Isle and in the southerly passage into Hazard Harbor give rise to frequent whirlpools. Called Maelstrom Cove, few dare these waters, choosing instead to pass north of Fort Scurvy into the main northerly entry to Hazard Harbor's lagoon.

Atop Frigate Isle is a stone lighthouse to warn ships away. After battling for control of the lighthouse for decades, wrecking it twice, Frigate Isle was declared neutral ground and the pirate lords pooled their funds to finance a magical lighthouse construct. PCs investigating the island find mostly cliff terrain, with clumps of light and heavy undergrowth, inhabited by giant lizards[SRD], baboons[SRD] and monkeys, and giant frigate birds, identical to giant eagles[SRD] but with black feathers and a bright red gular pouch, NE in alignment and able to understand Aquan. The lighthouse is 20 feet in diameter and 50 feet tall and standing atop it is a construct of shining metal containing a brilliant lamp, which fights only if attacked.

LIGHTHOUSE LAMP CUPOLA

Gargantuan Animated Object

hp 203

Challenge 10 5,900 XP

Treat the construct as a clay golem that is gargantuan. This construct's body radiates permanent daylight, and any creature within 10 feet must make a DC 14 Constitution saving throw or be blinded for 1 round. A creature can only be affected by this blinding attack once per day.

The Eyes

The small islet just north of Fort Scurvy and the islet across the north passage into Hazard Harbor's lagoon are barren rocky outcrops, each with a 30-foot lighthouse tower containing an animated lighthouse cupola identical to the one atop Frigate Isle.

Rumrunner's Race

Hidden amidst the rocks and sea stacks of Maelstrom Cove lies a hidden cleft scarcely 50 feet wide that gives way into the Hidden Harbor inside Frigate Isle (see Part 3, page 407). The cleft would scarcely be visible from the sea in any event, but an ancient *permanent image* covers it with the image of a rugged cliff overhanging low over the water, the surf appearing to surge underneath the illusory overhang (Wisdom saving throw DC 15 disbelief if interacted with). The cliff appears mostly inaccessible, its slick and jagged surface appearing to have a DC of 20 Strength (Athletics) or Dexterity (Acrobatics) to traverse its apparently unstable rocks. Seabirds have long since learned the cliffside is treacherous and avoid landing on it (Intelligence (Nature) DC 20 or Wisdom (Perception) DC 25 to notice this behavior if the area is studied for at least 1 hour. A creature stepping onto the illusory rocks falls 70 feet onto the rocky cliff-shore below (Damage 7d6 x 150% for the jagged rocks at the bottom, a DC 19 Dexterity saving throw negates falling if there is an adjacent solid surface and the creature succeeds on a DC 15 Strength (Athletics) check).

The tidal action in this channel is violent and unpredictable, requiring a DC 20 Wisdom check each round (water vehicle proficiency applies) to pilot a canoe, longboat, or similar small craft through Rumrunner's Race (DC 30 for warships, galleys, and sailing ships. A failed check deals 3d6 points of damage to the vessel, prevents movement that round, and increases the DC on the following round by 1d6.

Creatures swimming in Rumrunner's Race must make a DC 16 Strength (Athletics) check each round to avoid being dragged underwater and facing drowning as well as being dashed against the rocks (2d6 bludgeoning damage and stunned for 1 round; A successful DC 16 Dexterity save negates the stunned condition. Creatures with a swim speed gain advantage on these checks.

Part 1: Fort Scurvy

Fort Scurvy sits immediately at sea level, though at low tide much of the rocky shoals surrounding the fort are exposed. Its lowest sections (the lower bunker at O and the west bastion at P) are immense splayed blockhouses of brick and stone rising 30 feet above the high-water mark. The lower bailey is 40 feet high, with cobbled ramps leading up to the upper bailey at 60 feet and the citadel rising 120 feet.

Fort Scurvy is a sprawling edifice; however, many chambers hold little of interest aside from minor plunder or places to hide. Most rooms thus have only short descriptions of relevant features and inhabitants. It is left to the GM to fill in any incidental details of such rooms, be they bedchambers, storage rooms, lavatories, or gardens.

Table 11–02: Fort Scurvy Reinforcements

d100	CR	Reinforcements
01–20	8	Pirate Crew and 1 Pirate Officer
21–40	10	Pirate Port Defenders and 1 Pirate Enforcer
41–50	9	Pirate Crew, Pirate Officer, Pirate Piper
51-60	11	Pirate Port Defenders, Pirate Enforcer, Pirate Piper
61–70	11	2 Pirate Sharpshooters
71-80	11	Pirate Crew, 2 Pirate Officer, 1 Pirate Bosun
81-90	11	1 Hag Spy and 1 Pirate Enforcer
91-95	12	coven of 3 Hag Spyies
96-00	13	Bloodthirsty Buccaneers, 1 Pirate Bosun, 1 Pirate Grenadier

Table 11–03: Drawing Fire

d100	Targeting
01–40	Not targeted by a ranged attack
41–60	Pirate Crew
51–60	Pirate Crew and a Pirate Piper (using inspire courage or dirge of doom plus a ranged spell)
61–70	Light Artillerist Battery
71–75	Heavy Artillerist Battery
76–85	1 Pirate Sharpshooter
86–90	1 Elite Pirate Sniper
91–95	1 Pirate Grenadier
96–00	coven of 3 Hag Spyies (using coven spells)

Reactions and Reinforcements: Fort Scurvy is a "living" fortress, full of ordinary NPCs who are primarily interested in avoiding getting killed, not much of a threat to PCs. As with playing out a fleet action at high levels, if PCs mount a major attack on Fort Scurvy with their allies, most lower-level NPCs and siege weapons can be assumed to be occupied responding to their equivalents on the PCs' side, with this battle taking place mostly in the background. However, organized units of defenders can be found throughout the fort, forming up into trained battle-ready troops, often led by individual commanders or small numbers of elite officers.

If PCs attempt a small-group infiltration, they may well attract more direct attention if combat erupts and the PCs are discovered. Fort Scurvy has many defenders, often well protected behind fortified cover. PCs revealing themselves openly, especially flying PCs, are targeted with dozens of missiles every round from defenders across the fort. Battlefield control and obscuring spells, including fogs and illusions, can be of great aid in diverting or defeating such attacks, as can spells that create physical barriers and summoning creatures to provide additional targets.

Occupied locations in Fort Scurvy contain a standard entry for Creatures, and most have an Alert entry indicating the creatures present once an alarm has been raised (increasing Challenge to the number after the slash). The CR for encounters reflects this alternate number of defenders that generally maintain their positions rather than leaving their station to respond to enemy attacks (though they may use ranged attacks to harass known targets), instead relying on internal reinforcements. Every time PCs engage in combat, there is a 10% cumulative chance at the end of each round after the first that reinforcements arrive, of a type determined using the table below. Encounter distance is 2d4 x 10 feet outdoors, half that indoors. If the PCs exit combat unobserved, this chance resets to zero. If PCs break off combat

Fort Scurvy
Lagoon
Deep Water
Shallow Water
Sand
Light Undergrowth
Reefs
Mast / Flagpole
Trebuchet
Ditch
Well
Ballista
Heavy Ballista
Rooftop Netting
G
P1
P
P2
D
E
F
G
F
1 Square = 5 feet
N
W
E
S
Axel's Beach

Lagoon
M6
M
F
K
O
F
L
J
N
H
F
D
I
E
G
F
F
B
A
G
Catarin's
Beach
assy Hillside
Road

while observed, the chance of an encounter each round is reduced by 5% per round.

Each time the PCs defeat a group of reinforcements, the chance of further reinforcements is reduced by 2% per round; i.e., 8% cumulative per round after one group has been defeated, 6% after two groups, etc. After 5 groups of reinforcements have been defeated, no more arrive.

In addition to potential reinforcements, any defenders with line of sight to PCs may make ranged attacks. For ease of reference, assume that any visible PC (unless well-disguised, whether with mundane disguise or magical illusion or polymorph effects) has a chance every round spent in the open to be targeted:

Attitudes: If no alarm is raised, craftsmen within Fort Scurvy have an initial attitude of indifferent, while defenders are unfriendly. During an alert, attitudes shift to unfriendly and hostile, respectively.

Poisoned Weapons: The goblin alchemists in the Pirate King's employ spend much of their free time manufacturing alchemist's fire to feed his firedrakes and other siege engines, but they also spend a great deal of time crafting serpent venom [Srd] for the defenders' weapons. This sticky poison is effective for up to 4 hits; wielders are exposed to this poison on a natural 1 on attack rolls.

The goblins sneak through the castle by night applying their poison, but most defenders are unaware their weapons are poisoned. While the goblins are mistrusted by many, they are known to have the Pirate King's favor for their demented genius with explosives, so few defenders do more than grumble. However, if a defender discovers his weapon is poisoned and a goblin is present, he immediately turns on the goblin and attacks.

A. Gateway Ramp

This steep cobblestoned ramp leads between a high curtain wall on the right and a brickwork retaining wall on the left, rising steeply from the packed soil atop the beach to the forbidding gates of Fort Scurvy. The gates themselves are stoutly bound with iron and cruelly spiked. Above the gates, four sharp-fanged shark mouths have been sculpted into the stone, each surrounded by sooty smudges.

The cobbled ramp is a steep slope, and a mechanism inside the citadel can collapse parts of the ramp, turning it into dense rubble. In addition, two cannons within the citadel threaten brutal death on those ascending the ramp.

B. Citadel

This rounded bastion dominates the upper portion of Fort Scurvy, its battlements looming cruelly over the surround. A high mast bearing the Pirate King's banner rises from the citadel's roof, flanked by a pair of massive ballistae, with heavy netting shrouding the battlements. Shuttered arrow slits riddle the walls like unfriendly eyes.

This massive fortification bears steel-bound gates of hewn teak logs (threshold 8, hp 120 per 5-foot section), studded with cruel spikes. Creatures attacking the gates with natural weapons or unarmed strikes are attacked by a spike (+10 melee, 1d6+5 damage each) with each attack. These spikes are considered a trap, though they are not hidden and cannot be disarmed.

B1. Gatehouse Entry (Challenge 8/10)

This dusty, vaulted chamber, its 15-foot ceiling supported by arched buttresses, is used to inspect visitors and vehicles before they are admitted into the baileys of Fort Scurvy. The chamber contains a permanent *alarm* spell which triggers an audible alarm when an invisible creature enters the room.

Creatures

PIRATE PORT DEFENDERS

hp 119 (see page 346)

Challenge 7 2,900 XP

These hard-bitten guards stay adjacent to their officer, using Saving Shield to protect them.

PIRATE OFFICER

hp 130 (see page 347)

Challenge 6 1,800 XP

Alert

2 pirate port defenders, 2 pirate officers

B2. Shooting Gallery (Challenge 6/10)

This enclosed gallery with iron-shuttered arrow slits (threshold 10, hp 30, total cover when closed, improved cover when open) facing outward is reached by locked wooden doors (threshold 5, hp 20, DC 20 Dexterity skill check with thieves' tools to pick). Small peepholes (Wisdom (Perception) DC 20 if searching) allow vision into the citadel's interior, and defenders here may move to **B6** to fire down upon invaders through the murder holes. At each end of the gallery is a narrow shaft with a rope (Strength (Athletics) DC 5 to climb; DC 15 if rope is removed) for moving between the upper and lower levels. Those in the upper gallery must use Dexterity (Acrobatics) or Strength (Athletics) to move past the shaft without falling.

Creatures

PIRATE CREW

hp 85 (see page 377)

Challenge 6 2,300 XP

Alert

Pirate crew, 1 pirate sharpshooter

PIRATE SHARPSHOOTER

Challenge 9 5,000 XP

hp 143 (see page 198)

B3. Guardhouse (Challenge 11)

This thick-walled blockhouse is a guard post that also serves as the office of the gate inspector, but it also the ready room for a pirate bosun and pirate enforcer whose job it is to subdue any recalcitrant visitors who object to being searched.

Creatures

PIRATE BOSUN (2)

Challenge 9 5,000 XP

hp 212 (see page 194)

PIRATE ENFORCER

Challenge 9 5,000 XP

Hp 195 (see page 194)

B4. Stairs

These spiral stairs ascend through the three levels of the citadel and give access to the roof.

B5. Portcullis

These heavy iron grilles are controlled by capstans at B6 and can be dropped as a move action by pirates above. Creatures adjacent to a portcullis may be stuck under it as it falls, taking 6d6 points of piercing and bludgeoning damage and being pinned (DC 13 Dexterity save negates; DC 17 if Large or larger and directly underneath the portcullis rather than adjacent to it); pinned creatures take 1d6 points of damage at the beginning of each turn. Each 10-foot portcullis is considered a trap (Wisdom (Perception) 15, DC 25 Dexterity skill check with thieves' tools) for game effects related to traps. Escaping the pin requires a DC 20 Dexterity (Acrobatics) check or Strength check or destroying the portcullis (threshold 10, hp 120).

A portcullis blocks movement, though Small or smaller creatures can get through (Dexterity

(Acrobatics) DC 25, reduced by 10 for each size smaller than Small). A portcullis does not block line of sight or effect but does provide cover against piercing weapons, targeted spells, and burst effects and total cover against bludgeoning or slashing weapons. Polearms can be wielded through a portcullis, but natural reach beyond 5 feet is blocked.

B6. Shooting Gallery (Challenge 6/9)

This low-slung chamber is pierced with shuttered murder holes in almost every square, allowing archers to waylay those in area **B2** below. The pirates here operate the portcullises with capstan winches. It requires two DC 10 Strength checks to raise a portcullis up 5 feet but only one move to release it to fall.

Creatures

PIRATE CREW

hp 85 (see page 194)

Challenge 6 2,300 XP

Alert

2 pirate crews, 1 pirate piper

PIRATE PIPER

hp 182 (see page 197)

Challenge 7 5,000 XP

B7. Ready Room (Challenge variable)

Hammocks hang from the beams, posts, and rafters of this chamber, enabling guards to rest while remaining near their posts. There is a 50% chance to encounter 1d4 common pirates here, and a 25% chance for a single pirate sharpshooter; each creature has a 50% chance of being asleep. Footlockers of soiled clothing, whetstones, dishes, half-empty bottles of grog, and similar personal effects are scattered haphazardly.

Alert

This room will be empty.

B8. Weapons Locker

The locked wooden door (threshold 5, hp 30, DC 20 to lockpick) secures a cache of ammunition for personal and siege weapons (master artillerists have keys).

B9. Firing Chamber (Challenge 9/12)

This chamber contains two cannons mounted over the main gates and two light ballistae, one each facing west and south and mounted on paired gimbals, allowing easier rotation, elevation, and declination, granting a +2 bonus on attack rolls against moving targets. The artillerist battery crews the weapons while a master artillerist supervises the loading, aiming, and firing of all weapons.

Creatures

HEAVY ARTILLERIST BATTERY

hp 119 (see page 188)

Challenge 7 2,900 XP

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 4 700 XP

Alert

2 heavy artillerist batteries, 2 master artillerists, 1 pirate bosun

PIRATE BOSUN

hp 212 (see page 194)

Challenge 9 5,000 XP

B10. Roof (Challenge 10/13)

The citadel's roof has a battlement of merlons and shuttered embrasures. Against attacks from below or the same level, these defenses provide improved cover when open, total cover when closed. In addition, the citadel supports a 50-foot-high

mast flying the flag of the Pirate King (the lower towers of Fort Scurvy have similar masts, but only 20 feet high and surmounted by Ismail Queeg's personal battle flag), as well as signal flags which can transmit messages to ships. A pirate officer is stationed here as flag officer.

The mast supports a network of netting secured to cleats atop the tower's battlement (AC 3, hp 10 per 5-foot section), providing cover against attacks from above. Those within can attack without impediment using ranged attacks and piercing weapons, but other attacks are subject to cover. Fine or Diminutive creatures ignore the netting, but larger creatures require a Dexterity (Acrobatics) check (DC 10 for Tiny creatures, increasing by 5 for each size category larger). Gases, area effects that fill a spread, and attacks requiring no attack roll bypass the netting, but the netting provides a cover bonus to saving throws against bursts, lines, and cones, even if the netting is destroyed by the effect. The netting is regularly soaked in seawater and takes only 1/4 damage from fire. A *fireball* impacts the netting and bursts outside it unless the caster succeeds at a ranged attack against AC 13 to hit a target inside the net.

The tower's interior accessed through a locked iron trap door (threshold 10, hp 60, DC 25 Dexterity skill check with thieves' tools to pick). A permanent *alarm* is affixed to the underside of the trap door, triggering if the door is opened without speaking the password. Two heavy ballistae are mounted on gimbal platforms like those in B9.

Creatures

HEAVY ARTILLERIST BATTERY

hp 119 (see page 188)

Challenge 7 2,900 XP

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 4 700 XP

PIRATE OFFICER

hp 130 (see page 196)

Challenge 6 1,800 XP

Alert

As above, 3 pirate sharpshooters

PIRATE SHARPSHOOTER (3)

hp 143 (page 198)

Challenge 9 5,000 XP

C. Stables

Slitted vents under the ceiling eaves illuminate this stable and its neat bales of fodder. Tack, harness, and farrier's tools hang everywhere from pegs and hooks. A low-pitched loft lies above, reached by an open staircase, with a winched hoist affixed to the main beam.

Fort Scurvy's defenders have no need for mounts, and the stable is mostly for draft animals and the convenience of guests.

C1. Main Stables

The stables typically hold 1d4 horses and 1 warhorse scattered in the stalls, tended by two craftsmen (grooms), who hide in the loft during an alert.

C2. Loft

Extra fodder and gear are stored here.

D. Upper Bailey (Challenge 8)

This wide cobblestoned triangle is abuzz with activity, with craftsmen mending and making at tables or lading carts, though a few boisterous louts are loafing in the shade.

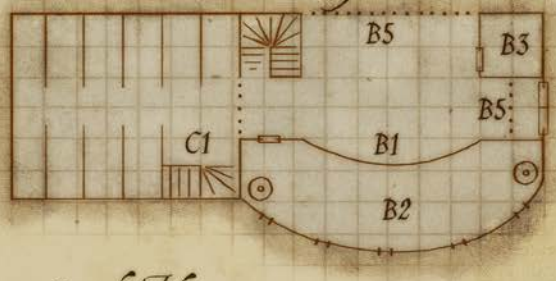
Fort Scurvy

1 Square = 5 feet

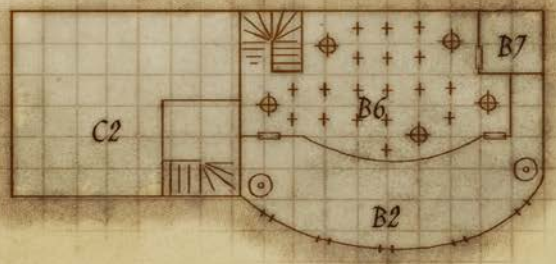
- Ballista
- Heavy Ballista
- Trap
- Fire Drake
- Mast / Flagpole
- Murder Hole
- Capstan Winch
- Arrow Slit
- Climbing Hole with Rope
- ..... Portcullis

C. Stable

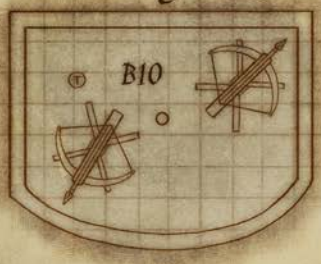
B. Gatehouse



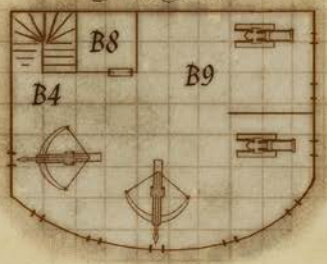
Second Floor



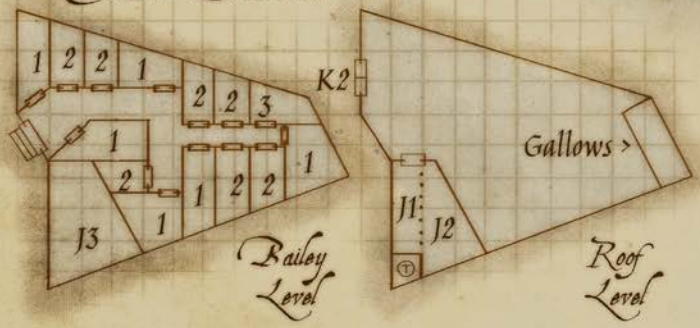
Roof



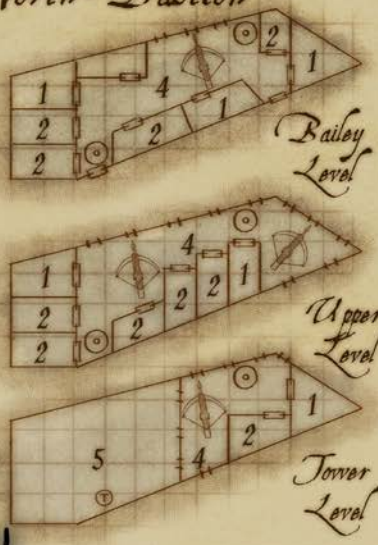
Third Floor

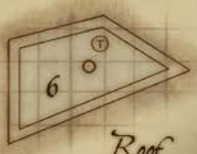


L. East Bastion



North Bastion





During normal days, 4d6 craftsmen and 1d6 drunkards (see page 183) are at work here, supervised by a few pirates. If a battle breaks out during daytime, these workers form up into a drunken rabble and attack intruders. By night, or during alerts, the bailey is empty save the guards.

Creatures

PIRATE GUARD (2)
hp 112 (see page 196)
Challenge 4 — 1,100 XP

PIRATE OFFICER
hp 130 (see page 196)
Challenge 6 — 1,800 XP

DRUNKEN RABBLE
hp 75 (see page 183)
Challenge 3 — 700 XP

E. Gardens

These hedged lawns are shaded with citrus trees and tilled rows of vegetables.

These gardens produce a bounty of produce for the castle. Each garden has a 50% chance at any time to contain 1d4 craftsmen (farmers). A circular well lies in each garden, with a crank-operated bucket conveyor bringing water from the cisterns below.

F. Battlement (Challenge 5/10)

These imposing shuttered crenels overlook the surround, with oblique slitted machicolations leaning out over the walls.

These battlements provide cover against attacks from outside the wall but not against flying creatures or creatures inside the wall, with one pirate atop the wall and another in the battlement's stone and brick understructure (which grants improved cover against attacks from outside the wall and cover against ranged attacks from flying creatures or creatures inside the wall). Battlements rise 10 feet above ground level inside the fort, accessed by fixed ropes (Strength (Acrobatics) DC 5 to climb; DC 15 if rope removed).

Creatures

COMMON PIRATES (2)
hp 104 (see page 182)
Challenge 3 — 700 XP

Alert

4 common pirates (2 atop battlement, 2 inside machicolation), plus 1 pirate sharpshooter

PIRATE SHARPSHOOTER
hp 143 (see page 198)
Challenge 9 — 5,000 XP

G. Beach Towers

These octagonal towers dominate the approaches to Fort Scurvy. At the tower's midpoint, an angular bulge flares outward, with stonework shark maws worked into its face, and tower retains its wider girth to its parapet. Signal flags whip from a tall netted mast.

The lower half of these 60-foot-high towers is 15 feet wide, the upper section 20 feet across, entered by a barred iron door (threshold 10, hp 60, Dexterity skill check with thieves' tools DC 20 to disable).

G0. Cellar

A spiral stair circles down into this storage area for supplies and ammunition. Each cellar also contains the nest of a pirate grenadier, the goblins preferring the cramped environs of the cellar. An alchemist's lab is set up amongst the stored supplies, as well as 3d6 x 100 gp worth of alchemical raw materials,

which can be substituted for cash when crafting potions or alchemical items.

Creatures

PIRATE GRENADIER

hp 169 (see page 195)

Challenge 9 — 5,000 XP

G1. Entry (Challenge 4)

A pirate guard is posted within the door at all times and will open it only to creatures providing the proper passwords, which are changed frequently. Stairs to the left ascend 20 feet to G3 while those to the right descend 10 feet to G0. The ascending stairs circle around the front facing of the tower, passing shuttered arrow slits (three quarter cover when open, total cover when closed)

G2. Officer's Quarters

This chamber has two bunk beds for officers commanding the tower, as well as a table, chairs, and a shuttered, barred window. A 1-minute search (Wisdom (Perception) DC 15) reveals 2d6 x 100 gp worth of coins, jewelry, and small valuables (halved if the check failed).

G3. Firing Level (Challenge 8)

This level at the tower's midpoint contains a cannon built on a rotating mechanism to be able to fire out any of the tower's outward-facing arrow slits or the down-angled shark-carved firing ports where the tower widens outwards.

Creatures

LIGHT ARTILLERIST BATTERY

hp 75 (see page 191)

Challenge 5 — 1,600 XP

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 4 — 700 XP

G4. Rooftop (Challenge 7/12)

The battlements, mast, netting, and trap doors here are similar to those at B10 (see page 382).

Creatures

PIRATE GUARD

hp 52 (see page 196)

Challenge 4 — 1,200 XP

PIRATE OFFICER

hp 130 (see page 196)

Challenge 6 — 1,800 XP

Alert

2 pirate guards and pirate officers (as above), plus 2 pirate sharpshooters

PIRATE SHARPSHOOTER (2)

hp 143 (see page 198)

Challenge 9 — 5,000 XP

H. Lower Bailey (Challenge 10/12)

This open cobblestone courtyard is dominated by three massive trebuchets and racks of ammunition, though sounds and smells of smithing and cookery permeate the plaza amidst the sweating knots of soldiers practicing their bladework.

This area is similar to D, but with a constant pirate presence keeping order and guarding the trebuchets. The craftsmen take shelter in the workshop (see page 388) during alerts.

Creatures

PIRATE PORT DEFENDERS

hp 119 (see page 198)

Challenge 7 — 2,900 XP

PIRATE OFFICERS (3)

CHALLENGE 6 1,800 XP

hp 130 (see page 196)

ALERT

as above, 2 heavy artillerist batteries, 1 master artillerists (1 per trebuchet)

HEAVY ARTILLERIST BATTERY (2)

hp 119 (see page 188)

CHALLENGE 7 2,900 XP

MASTER ARTILLERIST (3)

hp 104 (see page 192)

CHALLENGE 4 700 XP

I. Mess Hall (Challenge variable)

This tile-roofed building has numerous chimneys. The scent of simmering fish stew wafts from within and smoke drifts from several chimneys. The walls facing the lower bailey are comprised of louver-shuttered doors, able to be opened entirely to allow the sea breezes to cool the kitchens.

This building is for food preparation and serving and is a gathering place for off-duty pirates. Typically, 1d4 common pirates and 1d4 pirate guards are here eating, gambling, or carousing, served by 2d4 craftsmen (cooks). There is a 25% chance for 1d3 higher-level pirates of any type (e.g., master artillerist, pirate sharpshooter) to be present.

A narrow passage at the west end of the mess hall accesses the eastern garden well (N11), and a locked secret drawer (Wisdom (Perception) DC 25, DC 25 Dexterity check with thieves' tools to pick; pirate bosuns have keys)) allows food and drink to be passed through into the council chamber (N8). Only Tiny or smaller creatures can fit into this drawer.

CREATURES

PIRATE GUARD (1D4)

hp 112 (see page 196)

CHALLENGE 4 1,200 XP

COMMON PIRATES (1D4)

hp 104 (see page 182)

CHALLENGE 3 700 XP

DRUNKEN RABBLE

hp 75 (see page 183)

CHALLENGE 3 700 XP

ALERT

The mess hall doors are closed and locked (typical wooden doors, Disable Device DC 20) and the cooks hide within while pirates report for duty.

J. Brig (Challenge 6)

This grim spire has only narrow barred slits for windows, but faint moans can be heard from within. A locked iron door grants egress to the upper east bastion.

While hanging and flogging are common punishments, the Pirate King also has need for keeping prisoners for extended periods. Wealthy hostages are usually confined to suitable quarters until ransomed, but 1d4 prisoners of modest means and 1d4 drunkards are typically confined here, watched over by a single turnkey and a torturer.

There is no entrance to the jail from the lower bailey. The single door gives entry to the upper level (J1), where the turnkey and torturer are stationed. Dangerous prisoners can be isolated and manacled in a single barred cell (J2) on the upper level, but most prisoners are simply dropped through a trap door into a holding cell below (J3). A rope is lowered to retrieve prisoners, and food and water are lowered in a bucket for prisoners to fight over.

Creatures

TORTURER

USE GLADIATOR[SRD] STATS

hp 112

Challenge 5 1,800 XP

TURNKEY

USE VETERAN[SRD] STATS

hp 58

Challenge 3 700 XP

Prisoner (1d4)

USE THUG[SRD] STATS

hp 32

Challenge 2 100 XP

DRUNKARD (USE BANDIT STATS) (1D4)

USE BANDIT[SRD] STATS

hp 11

Challenge 1 25 XP

Development: If the prisoners are released, they function as a troop of drunken rabble (see page 183) that attacks any pirates they encounter, ignoring the PCs who freed them. They can be persuaded to move to a designated location to create a distraction with a successful DC 15 Charisma (Intimidation) or DC 20 Charisma (Persuasion or Deception) check.

K. Workshop (Challenge variable)

The sound of hammers, saws, and shouts of workers echo from within this blocky building.

Kilns for firing brick and tile and belt driven saws dominate the space within this workshop, but all manner of soft and durable goods are crafted and repaired here by 2d6 craftsmen. The upper level is a loft for storage (K2) reached by ladder from inside the workshop.

Alert

The doors are barred from within, but the craftsmen continue their work.

L. East Bastion (Challenge 10/12)

This long triangular bastion serves as parade ground and drill space. A gallows stands at the eastern end of the bastion, with desiccated reminders of the cruelty of the Pirate King swaying in the breeze from its ropes.

This large open area is openly patrolled by a pirate crew overseen by a watch guard, while their sharpshooter commander lurks near the gallows using Stealth.

Creatures

PIRATE CREW

hp 85 (see page 194)

Challenge 6 2,300 XP

PIRATE GUARD

hp 112 (see page 196)

Challenge 4 1,100 XP

PIRATE SHARPSHOOTER

hp 143 (see page 198)

Challenge 9 5,000 XP

Alert

As above, plus two artillerist batteries and a second pirate sharpshooter.

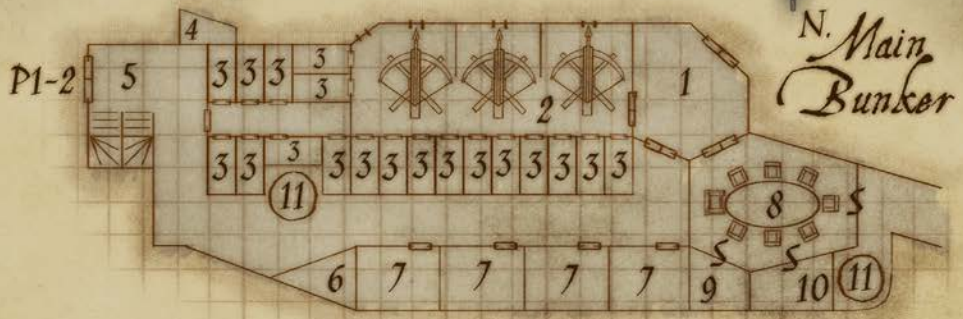
LIGHT ARTILLERIST BATTERY (2)

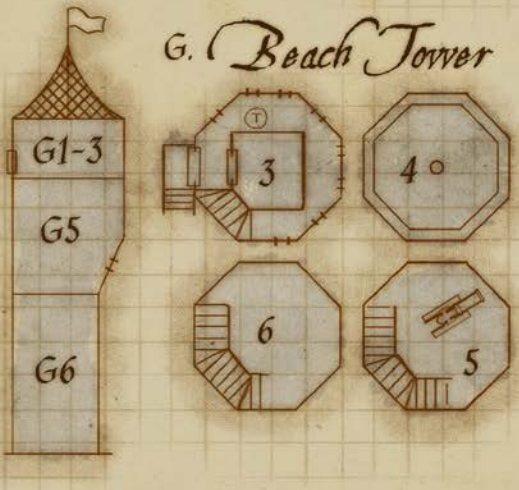
Challenge 5 1,800 XP

hp 75 (see page 191)

Fort Scurvy

1 Square
= 5 feet





L1. Officer's Quarters (Challenge variable)

As G1. These quarters house bosuns, officers, pipers, and sharpshooters, with a 25% chance to find one such officer asleep. If awakened, they will shout for aid and try to fight their way to help unless hopelessly outnumbered.

Alert

This room is unoccupied.

L2. Regular Quarters (Challenge variable)

As L1, but these messy quarters feature hammocks rather than carved bunks, with 1d3-2 common pirates and 1d3-2 pirate guards sleeping here at any time.

A 1-minute search of the room (Wisdom (Perception) DC 10) uncovers 4d6 x 10 gp worth of coins, small pieces of jewelry, tools, or other personal effects. If the skill check is failed, only half the value of items is found.

Alert

This room is unoccupied.

L3. Lavatory

This slit-windowed chamber contains washtubs with coarse brushes, soap, and water barrels, as well as latrines with seawater buckets for rinsing.

M. North Bastion

This trapezoidal bastion protects the northern face of Fort Scurvy, shielding the lower bailey from enemy fire. One side rises in a watchtower while the lower roof features giant wooden perches.

M1. Officer's Quarters (Challenge variable)

As L1 (see page 390).

M2. Regular Quarters (Challenge variable)

As L2 (see page 390).

M3. Lavatory

As L3 (see page 390).

M4. Gallery (Challenge 6/7)

These long halls have shuttered arrow slits every 5 feet, plus light ballistae where indicated. The bailey level and tower have one gallery each, while the upper level two galleries. Knotted climbing ropes (DC 5) pass through shafts at each ends of the gallery; the eastern shaft ascends into the tower gallery and up to an iron trap door to the roof (DC 15 to pick, threshold 10, hp 60).

Creatures

PIRATE CREW

hp 85 (see page 194)

Challenge 6 2,300 XP

Alert

1 pirate crew, 1 light artillerist battery

LIGHT ARTILLERIST BATTERY

hp 75 (see page 191)

Challenge 5 1,800 XP

M5. Lower Rooftop (Challenge 5/10)

This rooftop is used as a nesting area and rookery for a mated pair of trained giant frigate birds used as aerial mounts and messengers. Usually 1d4-2 frigate birds are present.

Creatures

GIANT FRIGATE BIRDS

USE GIANT EAGLE STATS[SRD]

hp 26

Challenge 3 700 XP

Alert

2 giant frigate birds, 2 pirate officers, 1 pirate piper

PIRATE OFFICER (2)

hp 130 (see page 196)

Challenge 6 1,800 XP

PIRATE PIPER

hp 182 (see page 197)

Challenge 9 5,000 XP

M6. Tower Rooftop (Challenge 7/12)

As G4 (see page 386).

N. Central Bunker

This massive bunker delved into the hillside beneath the upper bailey connects the northern and western flanks of Fort Scurvy. Massive banded portals emblazoned with the Pirate King's ensign mark this as the seat of his power and are cruelly spiked to dissuade any from battering them down.

The spiked outer doors here are identical to those at B. Doors within this bunker are have overlapping bulkheads and are watertight.

N1. Grand Entry (Challenge 15)

This vaulted chamber displays banners, uniforms, coats of arms, figureheads, ship's nameplates in a dozen languages. Three iron-bound portals stand opposite the main gates.

This chamber is warded with an audible *alarm* that triggers if an invisible creature enters the room. Two pirate bosuns guard this chamber, with a pirate piper chamberlain that deals with guests. Each officer has a pirate guard. If the alert has been raised, this is also where the garrison commander, "Doc" Silvertusk, is found leading the defense.

Creatures

PIRATE BOSUN (2)

hp 212 (see page 194)

Challenge 9 5,000 XP

PIRATE PIPER

hp 182 (see page 197)

Challenge 9 5,000 XP

PIRATE GUARDS (3)

hp 112 (see page 196)

Challenge 4 1,100 XP

"DOC" SILVERTUSK

Medium humanoid (orc), chaotic evil

Armor Class 22

Hit Points 252 (24d8+144)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	18 (+4)	22 (+6)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +12, Con +11

Skills Acrobatics +9, Athletics +12, Intimidation +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 14 11,500 XP

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Indomitable. "Doc" has advantage on all Wisdom saving throws.

Actions

Multiattack. "Doc" makes 3 estoc cleave attacks or 3 carbine attacks.

Estoc Cleave. *Melee weapon attack:* +12 to hit, 5 ft. reach, 2 targets. *Hit:* 20 (2d12 + 7) slashing damage. creatures hit by this attack are subject to serpent poison.

Carbine. *Ranged weapon attack:* +12 to hit, range 20/60, 1 target. *Hit:* 17 (2d12 + 4) piercing damage.

N2. Ballista Barbettes (Challenge 7 or 10)

This long chamber contains three separate barbettes, each containing a heavy ballista. When not on alert, the ballistae are only partially crewed.

Creatures

HEAVY ARTILLERIST BATTERY

hp 119 (see page 188)

Challenge 7 2,900 XP

Alert

2 heavy artillerist batteries, 1 master artillerist

MASTER ARTILLERIST (3)

hp 71 (see page 192)

Challenge 4 700 XP

N3. Artillerist's Quarters (Challenge variable)

As L1 (see page 390), but with either four hammocks for artillerists (75% chance) or two bunk beds for two master artillerists (25% chance), with 1d3-2 of either here asleep amongst their tools, reference books, and personal effects.

Alert

These rooms are unoccupied.

N4. Lavatory

As L3 (see page 390); while most of the bunker is built under or within the footprint of the fort's walls, this lavatory is built within the north wall of the fort, with shuttered slits indistinguishable from arrow slits.

N5. West Entrance (Challenge 15)

IRON GOLEM

hp 210

Challenge 15 15,000 XP

N6. Aquarium (Challenge –/10)

This glass-walled chamber, lit from above by sealed *continual flame* lanterns, contains an artificial reef and a collection of colorful sea life. A hatch atop the aquarium allows access into the aquarium.

Alert

Two wereshark shamans lurk here. They target PCs in the corridor with ranged spells, but if the aquarium is breached they use *control water* to flood the corridor and attack in hybrid form.

WERESHARK SHAMANS (2)

hp 171 (see page 230)

Challenge 8 3.900 XP

N7. Guest Quarters

These elegantly appointed chambers contain velvet-draped four-poster beds, with a smaller daybed near the door for a servant or bodyguard.

A 1-minute search of the room (Wisdom (Perception) DC 15) uncovers 3d6 x 100 gp worth of dishes, paintings, furnishings, and objects d'art (halved if the check is failed).

N8. Council Chamber (Challenge 16)

A large oval table of polished teak dominates this council chamber. A painted map of the known world covers the walls. The banners of a dozen pirate lords hang from the ceiling, with the battle flag of Ismail Queeg largest against the west wall, behind the high seat of the Pirate King.

PCs visited this chamber during the pirate council in Part 1. Their banner is conspicuously absent from those hanging from the ceiling, as are those of any pirate lords openly supporting their *coup d'etat*.

Locked secret doors (Wisdom (Perception) DC 15, DC 20 to pick) lead to the map room and library, and a small pass-through secret door leads to the mess hall (Area I, page 387), large enough for dishes and trays or a Tiny creature. In addition, the Pirate King's throne contains a secret trap door (Wisdom (Perception) DC 15, DC 20 to pick) that deposits the creature sitting on the throne into the secret hallway below (N19, page 395). However, the throne is also trapped (Wisdom (Perception) DC 20, DC 15 to pick), triggered by sitting on the throne or by activating the trapdoor (the trap is deactivated with a simple switch).

CRUSHING SLIME TRAP

Mechanical trap

All creatures in a 10-foot square are attack by a falling stone with a +10 attack bonus for 16d6 bludgeoning damage. Any creature hit is pinned but may free themselves using an action to successfully make a DC 20 Strength or Dexterity check. A creature can assist this roll by using their action, granting the pinned creature advantage on their roll. In addition to the falling stone, a cavity above the stone contains a colony of green slime that oozes out onto all squares adjacent to the trap and seeps underneath the stone to affect pinned creatures. The block has threshold 8, 1800 hp, and weighs 20 tons. Unless moved or destroyed, it blocks the chute to N19 (page 395).

N9. Map Room

This chamber contains thousands of maps inscribed or stolen by generations of pirates, including coastal surveys, tidal charts, and maps of currents, prevailing winds, and constellations across latitudes and seasons. Some maps reveal features of the seafloor or the coastlines of far-

off lands across the oceans in every direction. Whether copied from ancient scrolls or relics of long-forgotten expeditions, this collection of maps is the equal of any in archives of the greatest nautical kingdoms. Consulting these maps for 1d6 hours grants a +6 bonus to skill checks about the geography of any location in the world within 100 miles of the seacoast.

Spending a week cataloguing these maps (Wisdom (Perception) DC 30) uncovers 6d6 x 1000 gp worth of rare maps.

N10. Library

This chamber contains centuries of piratical histories gathered from around the world, many deeply embellished but others astonishingly detailed naturalistic accounts, records of wrecked ships and sunken or buried treasure, and many intimate diaries and personal correspondence. Studying within this library for 2d6 hours grants a +6 bonus on Intelligence skill checks about pirates past and present, and a +5 bonus on all Intelligence skill checks regarding the people and places of the pirate islands, as well as any coastal regions the GM selects as being of particular interest to the pirate king. At the GM's discretion, these references may also shed light on extraplanar oceans and naturally occurring portals known to exist among the seas and islands of the world, some of which could be large enough to allow passage of a ship from one plane to another. These portals may be continuously active, or may require specialized checks or rituals to activate, and studying the appropriate reference books grants a +4 bonus on any ability, skill, or caster level checks made to perform such actions.

Spending a week cataloguing the library (Wisdom (Perception) DC 25) reveals 3d6 x 1000 gp worth of rare volumes and documents.

N11. Cistern Wells

These open shafts connect the wells in the gardens above to the cisterns below. A grillwork blocks access vertically, but a crank-operated bucket conveyor carries water from below.

N12. Storage

These chambers contain crated foodstuffs and dry goods behind locked wooden doors (threshold 5, hp 20, DC 20 to pick; pirate bosuns have keys).

N13. Dungeon Stairs

The stairs to the lower dungeons are dusty and little used, save by the weresharks of the seacaves (Wisdom (Survival) DC 20 to notice their tracks). The door here is locked as N12 (page 394), but only weresharks have keys. The stairs descend 20 feet to the dungeon.

N14. Alchemist's Manufactory (Challenge 11)

> This locked chamber is packed to the rafters with crates of glasswork, wax-sealed packets and casks, save for a scattering of tables and benches piled high with kettles, alembics, beakers, and flasks.

These locked rooms (as N12 [page 394], but pirate grenadiers have keys) are a cluttered jumble of alchemical equipment and supplies, including a great deal of raw material for making gunpowder, as well as distilling and fermentation equipment for both poisons and liquors. The goblin alchemists in each room are each assisted by 1d4 craftsmen; these assistants are not present during an alert. These chambers contain 2d4 x 1000 gp worth of alchemical raw materials, which can be substituted for cash when crafting potions or alchemical items.

Creatures

PIRATE GRENADIER (2)

hp 169 (see page 195)

Challenge 9 5,000 XP

N15. Grog Cellar

This locked chamber (as N12 [page 394]) contains barrels and racked bottles of ale, wine, and liquor of all sorts, worth 6d6 x 100 gp; in addition, a DC 20 Wisdom (Perception) check discovers 2d6 choice vintages worth 100 gp each.

N16. The Seraglio

This locked chamber (iron door, threshold 10, hp 60; Ismail Queeg and "Doc" Silvertusk have keys) is lavishly appointed, with cushioned divans of velvet and silk and a collection of fine artworks tastefully displayed, with a polished mahogany bar and wine cases. This chamber offers entertainments of all sorts to guests of the Pirate King, but it sits dark and empty during alerts. The furnishings here are worth 5d6 x 100 gp and weigh 100 pounds.

N17. First Mate's Quarters (Challenge 11)

> The walls of this chamber are bedecked with trophies of animals, beasts, and humanoids, stuffed heads and other body parts preserved in their grisly glory. Bloodstained weapons of every description hang from walls and ceiling and are stacked around a bed covered in animal hides.

Opening this locked bedchamber (as N16 [page 395]) without the key triggers a deadly trap 1 round after the door is opened, simultaneously closing and locking the door.

CHAMBER OF POISONED BLADES

Mechanical trap

When the chamber of poisoned blades trap is triggered by opening the door without the key, hidden blades are sprung all over the room, attacking any creature inside for 3d8+3 slashing damage with a +12 attack bonus. These attacks persist for 1d4 rounds. Any creature hit by the blades is also affected by serpent venom.

While Doc keeps most of his wealth with him, a 10-minute search (Wisdom (Perception) DC 20) uncovers 205 pp, 549 gp, 2320 sp, 8500 cp, a black pearl (230 gp), 2 violet garnets (350 gp), a white jade bracelet (260 gp), 5 lapis lazuli (3 gp), a darkwood buckler, darkwood light wooden shield, and a *potion of remove curse,* all stuffed haphazardly in wooden boxes.

N18. Pirate King's Quarters

> This secret chamber is draped with hangings of blue, suggesting the deep sea, and the walls hung with hundreds of figureheads and ships' nameplates, some pristine but most weathered, burnt, or hacked in pieces, each with a framed parchment hung beside it. An oversized gilded bed is covered in purple and gold silks, while fine wooden furnishings, shelves of books, and woven carpets from Qadira and Vudra.

This chamber is reached only through locked secret doors (Wisdom (Perception) DC 20, Dexterity DC 25 to pick the lock using thieves' tools) into areas N15–19. The ship relics represent the many ships Ismail Queeg has sunk in his long career. The furnishings here, including a collection of books of art and history of modest value, are worth 1d6 x 1,000 gp, but most of his wealth is kept on board the *Greedy Ghost*.

N19. Secret Hall (Challenge 10)

This secret hall connects the Pirate King's quarters with a one-way secret door into the dungeon stairwell (N13 [page 394]). In addition, a trapdoor from the Pirate King's throne in the council chamber (N8 [page 393]) deposits the creature activating it here through a chute. Entering this

chamber activates a hail of poisoned arrows trap affecting the entire 30-foot corridor unless the trap is disarmed (Doc and Ismail Queeg both know a hidden stone to push to disarm it).

HAIL OF ARROWS

Mechanical trap

When triggered, the hail of arrows trap attacks all targets in the hallway with a +12 bonus, dealing 21 (6d6) piercing damage. Any targets hits are affected by serpent venom.

N20. Dungeon (Challenge 11)

The rusty iron door opens into a dark chamber littered with chains, manacles, and cages, with iron cell doors lining the walls. The chamber contains an impressive array of instruments of torment, and though dusty from disuse an oppressive sense of suffering lingers in the gloom.

This chamber holds a permanent *antipathy* (DC 16 wisdom save) targeting humans. The cells, hanging cages (a), and 10-foot deep open pit (b) are empty save for a few bones, and most of the torture equipment lies untouched, including a rack, wheel, flensing table, and braziers in the southeast corner. However, a DC 25 Wisdom (Survival) check discerns humanoid tracks heading towards an iron maiden against the east wall (C [page 383]). The iron maiden contains a secret door (Wisdom (Perception) DC 20) that requires a medium creature to step within and close the iron maiden while pulling an inside lever, causing the interior wall of the iron maiden to rotate 180 degrees, depositing the creature into the tunnel beyond (AREA Q [page 400]).

However, if a second lever (Wisdom (Perception) DC 25) is not activated at the same time the secret door would be triggered, the secret door remains shut and the iron maiden becomes a deadly trap.

HAUNTED MAIDEN

Mechanical trap

The iron maiden seals itself and pierces the victim for 3d8+3 piercing damage every round until the maiden is destroyed or the creature is freed. A creature can free themselves with a DC 25 Strength check or a DC 25 Dexterity check. The maiden has threshold 10 and 200 hit points.

The iron maiden is invested with the psychic and spiritual energy of those tortured in this dungeon, and 1 round after the iron maiden trap activates (or immediately if the iron maiden is destroyed), these energies manifest as a pair of wraiths that focuses its attacks on the trapped creature, though if that creature escapes it pursues and attacks any other creatures it encounters. These wraiths dissipates one minute after manifesting and cannot manifest again for 24 hours. Any harm they inflict remains.

Creature

WRAITH[SRD] (2)

hp 67

Challenge 5 1,800 XP

O. Garbage Dump (Challenge 11)

This long rhomboidal building sits under Fort Scurvy's northern battlements, and with the sand and stone gardens scattered across its roof with a collection of hardy flowering coastal brush, with tumbled rockeries, tide pools, and clumps of tufted sawgrass below, it seems almost part of the landscape.

The gardens atop this building are a *permanent image* (DC 15 Wisdom saving throw to disbelieve) hiding spring-loaded covered pit openings that cover the entire roof of the building. A creature stepping onto the roof falls through, with the pit cover snapping shut behind (threshold 8, hp 30), dropping 30 feet down into a sunken tide pool that is 10 feet deep. Narrow channels allow seawater to flow in and out, but movement is blocked by stone sieves. The water is typically calm, but wave surges churn the waters within every 1d4 rounds (see Tidal Effects, page 375).

A foul reek is briefly smelled whenever a pit opens, produced by the globsters teeming within the garbage dump, which attack any creature entering the dump.

Creatures

GLOBSTER (6)

Large ooze, unaligned

Armor Class 15

Hit Points 95 (10d10+40)

Speed 20 ft., 40 ft. swim ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	1 (-5)	18 (+4)	1 (-5)	1 (-5)	1 (-5)

Damage Resistance thunder, bludgeoning

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 6

Languages —

Challenge 5 1,800 XP

Create Spawn (1/day). The globster takes 3 (1d6) damage and creates a new globster which attacks the nearest non-globster creature. This ability can only be used if the globster is well-fed (eating at least 4 medium creatures since it last spawned, or the equivalent)

Actions

Pseudopod. *Melee weapon attack:* +8 to hit, 5 ft. reach, 1 target. *Hit:* 12 (2d6 + 5) bludgeoning damage. Any creature struck by this attack must make a DC 15 Constitution saving throw or be poisoned for 1d4 rounds.

P. West Bastion (Challenge 8 or 10)

Unlike the raised bastions on Fort Scurvy's east and north, the west bastion is set low, with a large winch-mounted drawbridge set at its edge to allow boarding of close-by ships.

The winched bridge at P1 is a corvus crewed by a pirate officer. The corvus can be rotated up to 90 degrees and used as a traditional gangplank, or the artillerist can use it to grapple a nearby ship and allow port defenders from the fort egress onto the ship, or to simply hold it in place for the benefit of the artillerists below at P2. The duty officer and piper serve as inspectors for any visitors alighting on the west bastion.

Alert

A unit of pirate port defenders reinforces the inspectors here.

Creatures

PIRATE PORT DEFENDERS

hp 119 (see page 198)

Challenge 7 2,900 XP

PIRATE PIPER

hp 182 (see page 197)

Challenge 9 5,000 XP

PIRATE OFFICER

hp 130 (see page 196)

Challenge 5 1,800 XP

P2. Cargo Ramp

This steep ramp allows access by carts or wagons from the upper bailey to the west bastion.

P3. Ballista Emplacement (Challenge 12)

A wide firing port just below the bunker's roof allows a cannon to cover a 60-degree arc westward, threatening the entry to Hazard Harbor's lagoon.

Creatures

ELITE ARTILLERIST BATTERY, CANNON

hp 170 (see page 398)

Challenge 11 7,200 XP

PIRATE PORT DEFENDERS

hp 119 (see page 198)

Challenge 7 2,900 XP

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 4 700 XP

P4. Officer's Quarters

As L1 (see page 390).

P5. Artillerist's Quarters

As N3 (see page 392).

Part 2: The Seacaves

Before Fort Scurvy was built, the seacaves below Frigate Isle became a haven smugglers and rum-runners, the fierce tidal surges entering the caves impossible for all but the most skilled and daring pilots to traverse. In time, however, Hazard Harbor became so profligate and licentious that smugglers became superfluous, since any vice could be satisfied openly. With the construction of Fort Scurvy on adjacent Hazard Isle, the risk of discovery exceeded the potential for profit and the dangerous seacave fell into disuse, forgotten within a generation.

The paranoid Pirate King Trazel Irons rediscovered the caves and converted them into a secret anchorage connected with Fort Scurvy by a long tunnel and then murdering everyone who worked on the project. Captain Irons later perished from a fever, fearing that healers would try to poison him. Only his first mate Zim Bourdaine kept the secret, and succeeding as Pirate King he used the anchorage and an alliance with a coven of sea witches to reinforce their secrecy and win numerous victories, including slaying a great bronze dragon that sought to guard the sea lanes. When he betrayed the witches, however, the last survivor called back the shade of Trazel Irons to seek revenge upon his treacherous lieutenant. Zim's flagship, the *Silver Lance,* inherited from Captain Irons was wrecked inside the caves and its crew slaughtered, and again the seacaves passed out of knowledge.

A dozen years ago, Ismail Queeg's hobgoblin friend Captain Lutark discovered the secret entrance to the seacaves, and in gratitude Ismail Queeg granted the caves to the weresharks as theirs, though keeping the anchorage for his own flagship, its crew bound to secrecy by *marks of justice*. Those few renegades that have whispered

The Seacaves
1 square = 30 feet
Q. The Tunnel
R. Rumrunner's Rest
Q1
R1
R2
R3
R4
R5
N
W
E
S
S. Tragel's Tunnel
a
b
c
Invisibility Beacon
Trap Area
T. Seagrave's Abyss
The Hidden Harbor
Forbiddance Area
Rumrunner's Race

rumor of the anchorage have been silenced, and competing rumors spread by the Pirate King have led seekers far astray. The two also discovered the deathless guardian Zim Bourdaine and his witches left behind, still bound to its command to slaughter intruders save those bearing the mark of the Pirate King.

Q. The Tunnel

This long, narrow passage is hewn from the very living rock, pale limestone striated with dark granitic veins. The floor is rough and dusted with sand, showing the dim imprint of large footprints.

This narrow tunnel, 5 feet wide and 5 feet high, follows a gently curving path bending south and east for a quarter-mile beneath the ridge abutting Catarin's Beach. The tunnel then gradually descends and passes beneath the sea channel separating Hazard Isle from Frigate Isle, ascending more steeply under Frigate Isle to reach Rumrunner's Rest at Area 2. Large creatures may squeeze through the corridor with a DC 15 Dexterity check (DC 5 for vermin, snakes, and other long-bodied creatures at the GM's discretion).

Q1. Leaky Cyst (Challenge 10)

Around the midpoint of the passage (unmarked on the map), it passes through a semi-natural cyst that drips brine and is filled with a noxious stench of decomposition, as several globsters recently have arrived through cracks in the bedrock and become trapped in the tunnel. They fight until destroyed, though a globster reduced beneath 10 hit points will try to create spawn before dying.

Creatures

GLOBSTER (6)

hp 95 (see page 397)

Challenge 5 1,800 XP

Q2. Slashing Corridor (Challenge 13)

The end of the tunnel ends in a bare wall hiding a locked stone secret door (Wisdom (Perception) DC 15, DC 20 to pick, threshold 8, hp 60). What is not apparent from inside the tunnel, however, is that the final 30 feet of the corridor are no longer underground, but actually extend into a guardhouse building. That section of the corridor contains several traps that trigger in sequence; the proximity trigger senses flying and invisible but not gaseous or incorporeal creatures, and it activates as soon as a creature reaches the last 5 feet of the passage.

SNATCHING SCYTHES

Mechanical trap

Everyone in the area of the trap is attacked by scythes with a +10 attack bonus that deal 11 (2d4+6) slashing damage. Targets who are hit must make a DC 15 Dexterity save to avoid being pinned by the scythes. Pinned creature may take an action to try to escape (a DC 15 Strength or Dexterity check). If another creature assists them, they gain advantage on this roll. Each attempt to escape inflicts 1d8 slashing damage.

SWINGING AXE

Mechanical trap

All targets in the affected 10-ft. line are attacked by a giant axe, which attacks at +8, and deals 1d8+1 damage. Creatures who are hit are also affected by serpent venom.

ELECTRICITY ARC

Mechanical trap

All creatures in the 10-ft. line take 4d6 electricity damage, or half on a successful DC 14 Dexterity saving throw.

The trap activation also opens small murder holes in the walls of the corridor (Perception DC 20), allowing the four guards stationed outside to use polearms or ranged attacks at creatures in the corridor while granting them three quarter cover.

Creatures

WERESHARK PIRATE

Medium humanoid (goblinoid, shapechanger), lawful evil

Armor Class 10 in humanoid form, 18 (natural armor) in shark and hybrid form

Hit Points 120 (16d8 + 90)

Speed 30 ft. (swim 40 ft. in shark or hybrid form)

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (+0)	15 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common, Orc (can't speak in shark form)

Challenge 6 **2,300 XP**

Shapechanger: The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell: The wereshark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. In shark form, the wereshark makes two bite attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it makes two attacks of its choice.

Bite (*Shark or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Glaive (*Humanoid or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, 150/600 range, one target. *Hit:* 4 (1d8) damage.

R. Rumrunner's Rest

The long, dank, claustrophobic tunnel opens into a wider cave, with echoes of dripping water and far-off surf low in the distance. Your lights reveal a dilapidated shantytown of ramshackle buildings, connected by frayed rope ladders and scaffolding. Most seem long abandoned, though some show signs of recent repair.

This old smuggler's haven beneath Frigate Isle is reinforced with a labyrinth of ropes, struts, nets, and hawsers, which are easy to climb (DC 10 Strength (Athletics)) or balance upon (Dexterity (Acrobatics) DC 10 adjacent to buildings, DC 15 between buildings). Area effects dealing 20+ points of damage destabilize these connections, increasing DCs by 5, and effects dealing 40+ points of damage destroy them, making climbing or balancing between buildings impossible. Such effects have a 10% chance (25% chance if 40+ damage) to collapse a random building in the area, affecting the building interior and any adjacent squares as a cave-in.

The weresharks are ruled by clan chief Thusus Herud, sworn to Captain Lutark, and are here are on leave while their kin are at sea aboard the *Ocean's Lash*. Wereshark pirates fall back towards Hidden Harbor when below 20 hp. Wereshark chargers meet their mounts in the water and wait for PCs to near the water's edge. The ceiling averages 20 feet high near the walls and 30 feet in the center of the cavern.

R1. Collapsed Building

Dry rot has claimed this building, with a few skeletal timbers still standing, lashed together with frayed bits of rope, and broken, rusted nails.

These ruined buildings hold nothing of interest.

R2. Intact Building (Challenge 6–10)

This clapboard structure, once derelict, has been repaired and reinforced. Ropes and elaborate scaffolding support the building's exterior and connect it with nearby structures.

Each intact building is the dwelling of 1d4 wereshark pirates. They are aggressive and prefer melee, using swinging reposition to get into flanking position, but also use bows at need. At rest, they remain in hobgoblin form, but on alert they assume hybrid form. Each round of combat, there is a 10% cumulative chance that 1d4 additional wereshark pirates will converge on the site of combat from other buildings. Once 5 wereshark pirates are defeated, all others flee for towards the water.

Creatures

WERESHARK PIRATE (1D4)

hp 120 (see page 400)

Challenge 6 2,300 XP

Treasure: A 1-minute search (Wisdom (Perception) DC 15) uncovers 1d6 x 1000 cp, 4d6 x 100 sp, 1d6 x 100 gp, and 6d6 pp, gemstones, jewelry, and artworks worth 2d6 x 100 gp, and 1d4 x 50 lbs. of various trade goods, tools, and weapons; values are halved the check fails.

R3. The Jolly Mermaid (Challenge 12)

This large building at the water's edge is built of rough-mortared stone, with a few imperfect archways and lintels of dressed stone. Light escapes through shuttered windows below a gilt-edged sign showing a mermaid with glittering blue scales and fiery red hair, spilling a glass of purple wine. A veranda illuminated by pale lanterns overlooks the docks below.

This substantial building was once both town hall and festhall for Rumrunner's Rest. The interior is largely open, its upper floor collapsed and cleared, with a large kitchen and heavy trestle tables where weresharks gather for common meals. The veranda is lit by four *continual flame* torches.

Ariadne, a rough-voiced pirate matron, presides over the place, with a staff of a half-dozen craftsmen (cooks) and prostitutes provided by the Pirate King. These dispirited servants are continually shaken and become frightened during combat. Ariadne is assisted by her smitten brewmaster, the lovesick goblin Gurian. At any time, 1d4 wereshark pirates and 1 wereshark charger can be found here as well.

Creatures

ARIADNE, PIRATE PIPER

hp 182 (see page 197)

Challenge 9 5,000 XP

GURIAN, PIRATE GRENADIER

hp 169 (plus 16 temporary hit points) (see page 195)

Challenge 9 5,000 XP

WERESHARK PIRATE (HYBRID) (1D4)

hp 120 (see page 400)

Challenge 6 2,300 XP

WERESHARK CHARGER

Medium humanoid (goblinoid, shapechanger), lawful evil

Armor Class 10 in humanoid form, 20 (natural armor) in shark and hybrid form

Hit Points 171 (18d8 + 90)

Speed 30 ft. (swim 40 ft. in shark or hybrid form)

Str	Dex	Con	Int	Wis	Cha
22 (+6)	10 (+0)	22 (+6)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common, Orc (can't speak in shark form)

Challenge 8 3,900 XP

Shapechanger: The wereshark charger can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wereshark charger has advantage on Wisdom (Perception) checks that rely on smell.

Powerful Charge. If the charger moves at 30 ft. before attacking, it deals an extra 6 (1d12) damage.

Actions

Multiattack. In shark form, the wereshark charger makes two bite attacks. In humanoid form, it makes two lance attacks. In hybrid form, it makes three attacks of its choice.

Bite (*Shark or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Lance (*Humanoid or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

R4. The Docks (Challenge 4)

The lapping tide along this benighted beach shows a narrow band of shallows followed by a steep drop-off. A pinnace is tied up to one dock, its sail furled and oars shipped, while the cleats of the other dock are empty.

The pinnace is similar to a double-sized rowboat but is 10 feet wide and 30 feet long, with a single mast and space for 10 rowers and a sailor at the tiller.

Creatures in or adjacent to the water have a 25% chance per round to attract 1d3 giant sharks, which attack any non-weresharks present. These creatures are the trained mounts of the wereshark chargers.

Creatures

GIANT SHARK MOUNT

hp 126

Challenge 5 **1,800 XP**

R5. The Deeps (Challenge 11 or 15)

The dark waters lead off through a natural passage toward the distant sound of the surf. There is just enough room to row a good-sized pinnace or several small rowboats through the center of the channel.

The shallows near the Rumrunner's Rest are 5 to 10 feet deep, increasing to 30 feet beyond the docks. The cave ceiling arches from 10 feet high at the walls to 20 feet in the center. Two wereshark shamans swim here at all times in shark form, accompanied by six giant sharks. If battle erupts in Rumrunner's Rest, one shaman stays near the docks to observe while the other fetches Chief Thusus Herud and his retinue, who arrive 2d6 rounds after combat is observed (make Perception checks for the shamans each round). If PCs avoid combat within Rumrunner's Rest, both shamans and the sharks will be here and there is a 10% chance per minute that the chief and his chargers return (10% per round if combat occurs in Area 5).

These weresharks remain fully or partially submerged during combat, using the water's surface to provide cover. The chargers can reach most foes with lances and spears, but the shamans can also use *control water* once each to raise the water level all the way to the ceiling of the cave or *hydraulic push* to force flying creatures or creatures on boats into the water. Invisible or illusion-shrouded creatures located by scent are targeted with *faerie fire*. If the shamans see weresharks hard-pressed by the waterside, they use *control water* to partially flood the village (avoiding the Jolly Mermaid if possible) and send their sharks swimming to attack, but chargers and chieftan keep to open areas allowing them space to charge.

Creatures

WERESHARK SHAMAN

Medium humanoid (goblinoid, shapechanger), lawful evil

Armor Class 10 in humanoid form, 18 (natural armor) in shark and hybrid form

Hit Points 171 (18d8 + 90)

Speed 30 ft. (swim 40 ft. in shark or hybrid form)

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (+0)	20 (+5)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common, Orc (can't speak in shark form)

Challenge 8 3,900 XP

Shapechanger: The wereshark shaman can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The shaman is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*, *moonbeam*

3rd level (3 slots): *call lightning*, *speak with plants*

4th level (2 slots): *conjure woodland beings*, *control water*

Keen Smell. The wereshark shaman has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack: In shark form, the wereshark shaman makes two bite attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it makes three attacks of its choice.

Bite (*Shark or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Greataxe (*Humanoid or Hybrid Form Only*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

GIANT SHARKS[SRD] (6 PLUS 4 SERVING AS MOUNTS FOR THE 4 WERESHARK CHARGERS)

hp 126

Challenge 5 1,800 XP

WERESHARK CHARGER (HYBRID) (4)

hp 171 (see page 402)

Challenge 8 3,900 XP

THUSUS HERUD, WERESHARK CHIEFTAIN

Medium humanoid (goblinoid, shapechanger), neutral evil

Armor Class 12 in humanoid form, 22 (natural armor) in shark and hybrid form

Hit Points 171 (18d8 + 90)

Speed 30 ft. (swim 40 ft. in shark or hybrid form)

Str	Dex	Con	Int	Wis	Cha
24 (+7)	14 (+2)	22 (+6)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common, Orc (can't speak in shark form)

Challenge 11 7,200 XP

Shapechanger: Thusus can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. Thusus has advantage on Wisdom (Perception) checks that rely on smell.

Powerful Charge. If Thusus moves at 30 ft. before attacking, it deals an extra 13 (2d12) damage.

Actions

Multiattack. In shark form, Thusus makes two bite attacks. In humanoid form, he makes two lance attacks. In hybrid form, he makes three attacks of his choice.

Bite (*Shark or Hybrid Form Only*): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with wereshark lycanthropy.

Lance (*Humanoid or Hybrid Form Only*): *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage.

MEGALODON

Gargantuan beast, unaligned

Armor Class 18

Hit Points 231 (14d20+84)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	12 (+1)	22 (+6)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 9 5000 XP

Blood Frenzy. The megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The megalodon can breathe only underwater.

Actions

Multiattack. The megalodon makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 4d10+7 (29) piercing damage.

Development: Wereshark pirates that flee from Rumrunner's Rest retreat here, hiding and sneak attacking PCs that pursue. If over half the weresharks are killed, surviving sharks screen their retreat while they remainder flee toward Seagrave's Abyss, trying to lure PCs near enough to awaken Seagrave, the living idol.

Treasure: The wereshark clan keeps its booty scattered amidst the shattered lumber and logs and the sodden detritus of a score of wrecked boats on the seafloor of the Hidden Harbor. This treasure includes 117 pp, 1,755 gp, 7,800 sp, 19,500 cp, a coral bracelet (150 gp), golden brooch shaped like three crossed arrows (490 gp), electrum scepter carved like a narwhal horn and an electrum crown with spiral narwhal-horn points (worth 1,400 gp separately, 3,500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), red spinel (80 gp), 3 blue quartz (4 gp), and one *potion of heroism*. Searching the wreckage takes 1 hour to make a DC 20 Wisdom (Perception) check. Success at the check uncovers 1d4x10% of one of the above types of coins.

S. Trazel's Tunnel

A long natural cave bends away from the smuggler's den behind, toward the distant sound of waves. As the curve approaches, misty images flickering with dim light fade into view in a series of deep grottoes along the tunnel, carrying with them the echoing roil of storm, wave, far-off battle, and the cheers of the victorious.

The long, winding crack running beneath the island's rock curves southeast past several split clefts in the cave's eastern face. Each cave contains a recurring illusion left behind by the long-dead Pirate King Trazel Irons to memorialize his deeds. The first (a) depicts Captain Trazel, a tall mustachioed and dreadlocked brown-skinned man with a large-plumed bicorn, blood-red jerkin, and tall silver-tipped lance topped with a pirate flag, exhorting his sailors from atop a mountain of plunder. The second (b) depicts him sailing through a hurricane, a tentacled leviathan rising from the deep and then retreating after the captain hurls a harpoon through its eye. The third (c) depicts the captain and his ship raining fire upon a hapless shore fort as boats laden with plunder row out of the smoky haze toward the ship. Prominent in each vignette is a sallow-faced man with a thin moustache and paired cutlasses on his gilded belt, clearly the captain's first mate, Zim Bourdaine. A DC 15 Intelligence (History) check identifies either man.

These illusions activate for 1 minute whenever creatures pass within 60 feet, then deactivating for 1 hour. Beyond, the passage bends south and then east. The ceiling is 20 feet high but the bottom drops away into a rift 100 feet deep as the passage widens to 100 feet across. A magical warning trap activates if invisible creatures pass within 60 feet of the center of the passage directly above Seagrave's Abyss. This trap activation alerts sentries aboard

the *Greedy Ghost,* who target now-visible creatures and begin firing the ship's cannon, alerting the Pirate King that his enemies are almost upon him.

INVISIBILITY BEACON

Magical trap

This trap triggers whenever an invisible creature enters its area. As long as there is a creature within its area, it will cast *faerie fire* (DC 14) every round.

T. Seagrave's Abyss (Challenge 16)

The dark passage widens and the sound of churning surf echoes louder, and the faint breath of a sea-breeze touches your cheeks. The cavern floor below plunges downward into a dark rift.

The terrifying guardian discovered by the long-dead Captain Zim and his sea-witch cohorts is an ancient and monstrous stone idol created by a long-forgotten aquatic race, or perhaps their first generations of land-walking descendants that turned their faces still towards the sea. Whatever its origin, the idol broods in the lightless and desecrated depths beneath Plunder Isle, an unliving engine of destruction half buried in the silty wreckage of shattered ships at the bottom of a 100-foot-deep rift. The hags that follow the Pirate King now do so more out of a desire to serve the dark powers that left behind his relic of ruin. Its creators long dead, Seagrave still follows its final commands to destroy all intruders who do not bear the insignia of the Pirate King, a secret whispered in the ears of pirates who gain the hags' favor. When alerted by creatures moving overhead, including if the invisibility beacon is triggered, Seagrave unleashes his vortex as he swims upwards to devour all creatures in his path, rending and swallowing with abandon, including potentially crushing allies or servants of the Pirate King if they stray too near.

SEAGRAVE

Gargantuan construct, chaotic evil

Armor Class 22

Hit Points 315 (18d20+126)

Speed 20 ft., 50 ft. swim

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	6 (-2)	16 (+3)	4 (-3)

Saving Throws Str +13

Damage Vulnerabilities thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Aquan

CHALLENGE 16 15,000 XP

ACTIONS

Multiattack. Seagrave makes 1 bite attack and 2 claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 3d10+ 8 (24) piercing damage. If the target is a Large or smaller creature by Seagrave, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Seagrave, and it takes 28 (8d6) bludgeoning damage at the start of each of Seagrave's turns. If Seagrave takes 30 damage or more on a single turn from a creature inside it, Seagrave must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Seagrave. If Seagrave dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 3d8+8 (21) slashing damage.

LEGENDARY ACTIONS

Seagrave can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Seagrave regains spent legendary actions at the start of its turn.

Claw Attack (Costs 1 Action). Seagrave makes a claw attack.

Charming Gaze (Costs 1 Action). A creature within 60 ft. must make a DC 12 Wisdom saving throw or become charmed.

Lair Actions

On initiative count 20 (losing initiative ties), Seagrave takes a lair action to cause one the following effect:

Vortex. A vortex forms in the water in Seagrave's lair. It occupies space as a gargantuan creature, but can share that space with any creatures. It cannot exist outside of water. Any creature in the vortex's space when it appears must make a DC 18 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be caught in the vortex. Creatures caught in the vortex may not move on their own, and if the vortex moves, they are moved with it. Seagrave can move the vortex up to 50 ft. as a bonus action.

Treasure: A 1-hour search of the wrecked *Silver Lance* reveals 125 pp, 1767 gp, 7800 sp, 19500 cp, a coral bracelet (150 gp), a golden brooch shaped like three crossed arrows (500 gp), an electrum scepter carved like a narwhal horn and matching electrum crown with narwhal-horn points (3,500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), *potion of heroism, potion of invulnerability, elixir of health* and Captain Trazel Irons' *silversworn lance*, a silver-hued *vicious lance* with a mithral head. Of ancient elven manufacture, this lance can also allow you to make an attack against an attacker who hits you, as a reaction..

Part 3: The *Greedy Ghost*

Beyond Seagrave's Abyss, the underground waterway opens up to the southeast, with a faint, dim light shining in the distance; reflected light from **Maelstrom Cove** through **Rumrunner's Race.** At the far end of the Hidden Harbor lies the Pirate King's flagship, the golden-sailed galleon known as the *Greedy Ghost*. If the beacon trap is triggered, or if lookouts on board the ship notice Seagrave in combat, the ship's cannon on one side will be aimed and fired. The ship has a low forecastle and a long quarterdeck with a flying bridge at the rear. This four-masted vessel has two lateen-rigged mizzenmasts aft of its square-rigged foremast and mainmast. Combined with sweep oars that can be run out at need, it is fast and maneuverable in any conditions, even if becalmed. The *Greedy Ghost* has a beam of 40 feet on its lower decks and a draft of 15 feet, and its main deck stands 25 feet above the waterline.

A Storm of Cannonballs

Typhoon Tess and her coven use *control weather* to keep a moderate wind and blowing rain in the cavern, with occasional rumbles of thunder, as they love the simple atmospherics of fighting amidst the storm. This counts as stormy weather for the purpose of *call lightning* and similar spells.

In addition, if an alert is raised Typhoon Tess increases the wind to windstorm strength, with the "eye" centered on the mainmast and encompassing the entire ship save the bowsprit (Area 7), and a semicircle up to 60 feet from the ship's starboard side. Within this windstorm, normal ranged weapon attacks are impossible, though siege weapons

attacks can be made with a -4 penalty on attack rolls. Flying creatures fly at half speed. Small creatures swimming at the surface are blown back 1d4 x 10 feet (also taking 2d6 points of bludgeoning damage) each round if they fail on a DC 12 Strength check.

Cannonade: If the invisibility beacon trap is triggered, 1d3 rounds later the cannons on board *The Greedy Ghost* begin firing at any visible target other than Seagrave or the weresharks. Due to the time required to reload, the following weapons are fired every round:

- 3 fiend's mouth cannon +19, 28 (8d6) bludgeoning (Area 19, starboard firing arc only)
- 4 Cannon +11 21 (6d6) bludgeoning (Area 11, starboard firing arc only)
- 2 *+1 fiend's mouth cannon* +13, 29 (8d6+1) bludgeoning (Area 5—bow firing arc only)
- 2 fiend's mouth cannon +12 (8d6) bludgeoning (Area 3 – stern firing arc only)
- *Bore cannon* +13 (8d6) bludgeoning, range 300 ft. (Area 2)

The Bore Cannon: This magical weapon is mounted in a turret on the quarterdeck of *The Greedy Ghost*. It is loaded with magical *stormshaft* ammunition (see page 56).

Firing Arcs: Whether using broadsides or cannonades, the fore and after guns can shoot only against targets within a 90-degree arc of the ship's bow and stern. Meanwhile, the gunports running along the ship's sides in areas 11 and 19 can fire only against foes within a 90-degree angle along the ship's starboard quarter. The port-side guns currently face the south wall of the cavern and come into play only if the PCs or their allies venture to that side of the ship, in which case they can shoot any targets in that area in a manner identical to the guns on the starboard side.

If the PCs move onto the deck of the ship, the bore cannon can still rotate and target them, but no other siege weapons can. Artillerists in areas 11 and 19 generally stay there during battles above decks, though stragglers may emerge as part of the **Reinforcements** described below.

Boarding Action

All deck spaces aboard the *Greedy Ghost* are considered "difficult terrain", to represent both ordinary noncombatant sailors as well as capstans, winches, crates, and miscellaneous clutter. This applies in Areas 1, 2, 3, 4, 11, and 19.

Decks can be cleared with DC 20 Charisma (Persuasion or Intimidation) checks or with area effects, treating every 5-foot square of crowded decks as having 40 hit points or 5 HD. Inflicting this damage or causing death or incapacity effectively clears that space, but effects that inflict penalties have no effect on clearing away the crowds and clutter. Effects that target a limited number of creatures treat each crowd square as two creatures. If saving throws apply, each square has a +8 bonus on saving throws vs. all effects. A cleared square remains clear for 2d6 rounds.

If PCs board the *Greedy Ghost* with their own allies, fighters from both sides become inextricably commingled and area effects hit creatures on both sides.

Masts and Rigging: The *Greedy Ghost* is heavily rigged with ropes, nets, sails, and hoisting lines, allowing creatures to move up, down, or sideways above the ship's decks and up to 10 feet beyond the side of the ship (though not past its bow or stern) with a DC 10 Strength (Athletics) check. A character can move sideways or down by leaping or balancing along the masts, beams, and lines while keeping both hands free with a DC 20 Dexterity (Acrobatics) check; this DC is reduced by 5 if a character uses one hand to hold a rope and swing on it, or by 10 if the character uses both hands to hold a rope. Failing a check by 5 or more results in a fall.

Table 11–04: Reinforcements on the Greedy Ghost

d100	Type of Reinforcements
01–25	1d6 common pirates (see page 182)
26–50	1d6 pirate guards (see page 196)
51–70	a pirate crew (see page 194)
71–75	a pirate grenadier (see page 195)
76–80	a pirate bosun (see page 194)
81–85	a pirate enforcer (see page 194)
86–90	a pirate sharpshooter (see page 198)
91–95	1d4 wereshark pirates (see page 400)
96–00	a hag spy (see page 187)

Table 11–05: Drawing Fire on the Greedy Ghost

D100	Targeting
01–50	Not targeted by a ranged attack
41–65	1d4 common pirates (see page 182)
76–80	1d6 common pirates (see page 182) and a pirate piper (see page 197)
81–90	1 pirate sharpshooter (see page 198)
91—00	1 pirate grenadier (see page 195)

Creatures can fight while in the rigging, using one hand if climbing or swinging on a rope or both hands. The rigging is not considered difficult terrain when climbing, but it is if flying. Creatures may use Stealth in the rigging as if they had concealment.

Mainmasts and foremasts rise 60 feet above the main deck and are 2-1/2 feet thick (threshold 7, hp 450, climb DC 12), supporting vast tracts of rope and sail on a dizzying array of yards and arms. A creature adjacent to a mast can spend a move to use the mast as cover against melee attacks or cover against melee attacks; this does not stack with cover from rigging or crowds.

Flying creatures above mast level or more than 10 feet beyond the ship's rail can move freely. A crow's nest surmounts each mast, providing cover against ranged attacks from flying creatures (three quarters cover against attacks from below). A similar platform sits just above the lower mainsail, 20 feet above the deck.

Queeg's Banner: Flying from the mainmast is Ismail Queeg's battle flag. His allies able to see the banner gain a advantage on attack rolls, saving throws, and skill checks.

Creatures: Each location ends with an entry describing what crew is typically found here; statistics are found in the appendices unless otherwise noted. If there is no entry, the room is uninhabited.

Crew Cabins: The foredeck and gun deck contain many unmarked 5 by 10-foot rooms. These are cabins for crew officers, artillerists, and the like, featuring sleeping bunks, built-in lock-boxes for valuables, and fold-down seats and tables. A thorough search of each cabin turns up 1d6 x 10 gp of miscellaneous gear and small valuables.

Crow's Nests (Challenge 11): Atop the foremast and mainmast are fortified observation posts, providing cover against ranged attacks and melee attacks by flying creatures; improved cover against attacks from below. They are 60 feet above the main deck and each holds an elite pirate sharpshooter as lookout.

Creatures

ELITE PIRATE SNIPER

hp 169 (see page 184)

Challenge 11 7,200 XP

Deck Height: The foredeck, main deck, and gun deck have 10-foot ceilings. The lower deck has 15-foot ceilings, as does the quarterdeck aft of

Enemy Buffs

Players are used to keeping track of beneficial spells used on each other, but up against a veteran crew of adversaries, you must prepare to deal with multiple beneficial effects being used by the villains as well. Common buffs used by the enemies on the *Greedy Ghost* include:

Forbiddance: The area within 60 feet of the ship in all directions is protected with a modified *forbiddance* spell, completely blocking teleportation, planar travel, summoning, and the like. In addition, creatures whose alignment is not neutral evil take 5d10 necrotic damage when entering the area unless they speak the password ("Trazel"). creatures take 5d10 necrotic damage. Creatures with magic resistance take no damage.

Pipers: Pirate pipers can use Battlecry, Inspiration, or various spells.

Haste: Pirates *hasted* by Typhoon Tess gain a +2 bonus on AC, their speed is doubled, and they gain an additional action only useable to make one weapon attack, Dash, Disengage, Hide, or Use an Object. They also gain advantage on Dexterity checks.

Inspire courage: Pirates able to see or hear a pirate piper gain a +2 competence bonus on attack and damage rolls and a +2 morale bonus on saves vs. charm and fear.

Queeg's Banner: Pirates above decks (1–4, 7, and in the water or rigging) gain advantage on attack rolls, saving throws, skill checks.

the mizzenmast. The (unmapped) holds below the lower deck have 5-foot ceilings and are so cramped with ballast that Medium creatures are squeezing whenever moving through them.

Lamps: *Continual flame* lanterns are hung from each mast and both port and starboard rails every 30 feet along the ship's length, and every 30 feet down the centerline of AREAS 11, 19, and 20.

Lifeboats: The *Greedy Ghost* has 10 rowboats racked and attached to pulleys for raising and lowering, two on the foredeck, four on the main deck, and four on the quarterdeck.

Reinforcements: Artillerists and master artillerists stay at their posts, but other pirates with stated **Crew** locations will move to engage PCs, often climbing, using stealth, or swinging on ropes. Every 1d4 rounds, reinforcements arrive from areas not keyed on the map, which may arrive from belowdecks, climbing over the side of the ship, or down from the rigging (GM's option). The type of reinforcements is determined on TABLE 11-04: REINFORCEMENTS ON THE *GREEDY GHOST*.

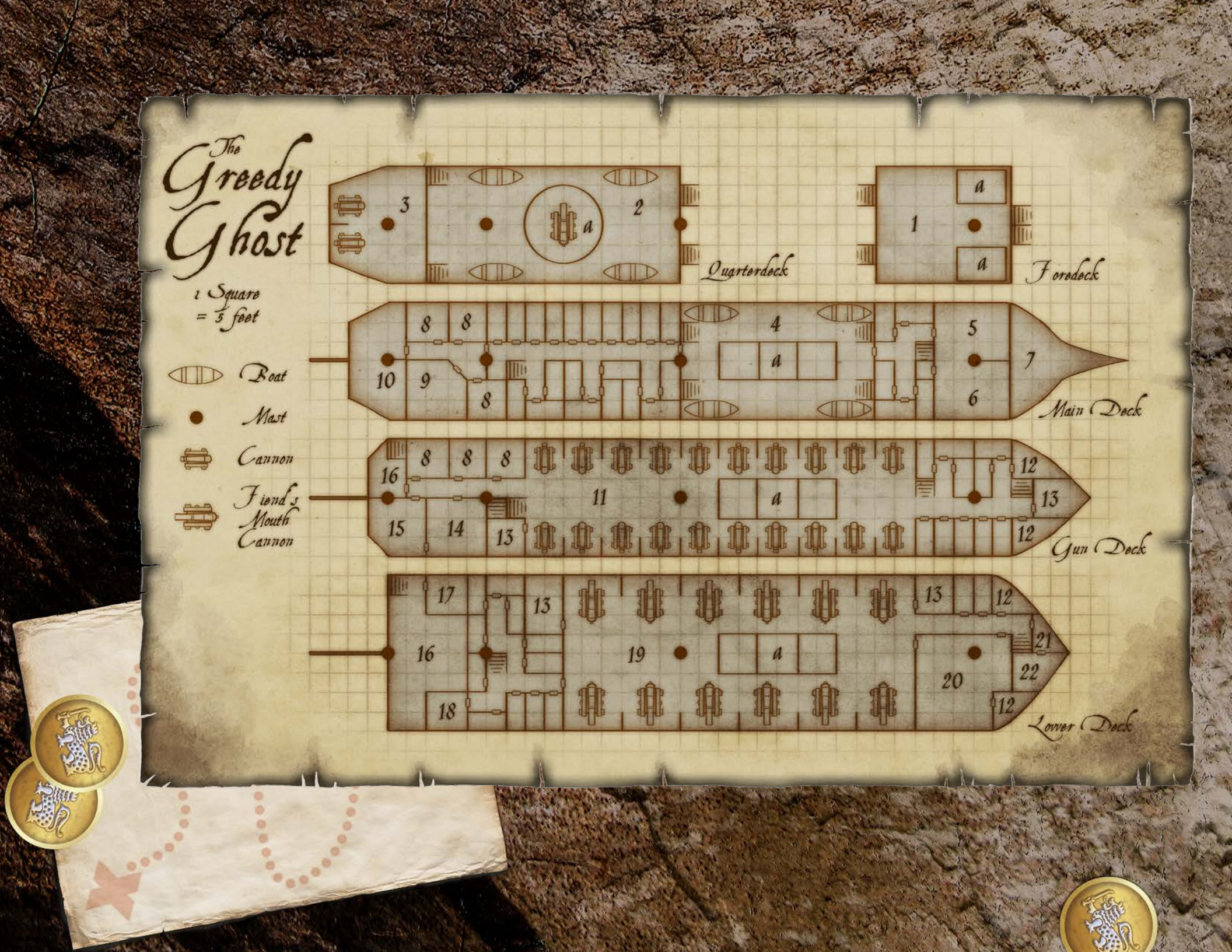
Reinforcements arrive 5 times, then no more. If the Pirate King is defeated, all common pirates, pirate guards, pirate crews, and pirate port defenders surrender immediately. Higher-level pirates have a 50% chance per round of surrendering at the end of their turn; however, this chance of surrender does not occur if one of the PCs has been incapacitated or killed since the end of that pirate's previous turn.

Swimming Sentries (Challenge 8): One wereshark shaman (see page 230) is always on sentry duty, swimming in the Hidden Harbor and watching for intruders from Rumrunner's Race or from the inner caverns, especially those underwater. This shaman prepares *faerie fire* in all 1st-level slots and targets any intruders, especially invisible creatures revealed by the invisibility beacon trap (AREA S).

Volley Fire: Like at Fort Scurvy, PCs may be targeted every round pirates have line of sight to them; check each round for each PC.

The Pirate King's Flagship

The numbered areas of the *Greedy Ghost* are detailed below.


The Greedy Ghost
1 Square = 5 feet
Boat
Mast
Cannon
Fiend's Mouth Cannon
Quarterdeck
Foredeck
Main Deck
Gun Deck
Lower Deck

1. Foredeck (Challenge 8)

Reached by narrow, ladder-like steps fore and aft, the foredeck is 10 feet above the main deck and is dominated by the foremast and its rigging attached to the bowsprit. **Crew:** 3 common pirates, 1 pirate officer.

Creatures

PIRATE CREW

hp 85 (see page 194)

Challenge 6 2,300 XP

PIRATE OFFICER

hp 130 (see page 196)

Challenge 6 2,300 XP

1a. Corvus

A corvus boarding bridge is mounted on each side of the foredeck.

2. Quarterdeck (Challenge 11)

This long upper deck, its rails ornately gilded, begins 10 feet above the main deck where it abuts the mainmast but slopes gradually upwards to 15 feet astern of the mizzenmast, at the foot of the flying bridge.

Creatures

BLOODTHIRSTY BUCCANEERS

Challenge 11 7,200 XP

hp 170 (see page 180)

2a. Turret (Challenge 9)

A *fiend's mouth bore cannon* is mounted here on a rotating wooden capstan surrounded by a 5-foot-high overhanging wooden parapet that provides three quarters covers against creatures standing on the deck or below and cover against attacks by climbing or flying creatures. The turret can be rotated to aim within 90-degree firing arcs to port or starboard.

Creatures

HEAVY ARTILLERIST BATTERY

hp 119 (see page 188)

Challenge 7 — **2,900 XP**

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 7 — **2,900 XP**

3. Flying Bridge (Challenge 13)

A partial deck rises 10 feet above the quarterdeck, atop which the helm sits just before the rear mizzenmast. Laddered steps to either side flanking a set of gilded and mullioned doors backed by purple and gold curtains. Sounds of feasting and revelry drift faintly from within.

The curtained doors and feasting sounds are an illusion (DC 16 Wisdom saving throw to disbelieve) created by Typhoon Tess, Ismail Queeg's consort, and her coven of hags. They remain hidden here using coven abilities to assist the sailors defending the ship; if the illusion is penetrated or if they are attacked directly, they attack with spells and melee.

Creatures

TYPHOON TESS

Medium fey, unaligned

Armor Class 19

Hit Points 231 (22d8+132)

Speed 30 ft., 60 ft. fly

Str	Dex	Con	Int	Wis	Cha
18 (+4)	20 (+5)	22 (+6)	17 (+3)	19 (+4)	22 (+6)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 12 — **8400 XP**

Whipping Winds. As a bonus action, Tess chooses one creature within 30 ft. to make a DC 14 Strength saving throw or be knocked prone.

Inspire. As a bonus action Tess can inspire allies. One ally may roll 1d12 and add the result to a single ability check, attack roll, damage roll, saving throw, or add to their armor class against a single attack. Tess may use this ability 8 times per day.

Actions

Multiattack. Tess makes 2 claw attacks and 1 bite attack.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 14 (3d6 + 4) slashing damage. Any creature struck by this and wearing predominantly metal armor or weaponry takes an additional 3 (1d6) lightning damage

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 17 (3d8 + 4) piercing damage.

STORM HAG COVENS

A storm hag is haughty and views her way of doing things as the only proper approach, forcing coven members to ride a fine line between flattery and submission. A coven with a storm hag as a member has access to the following additional spells: *call lightning*, *control weather*, *water breathing*, and *wind walk*.

GREEN HAGS[SRD] (2)

hp 82

Challenge 3 — **700 XP**

With *call lightning* precast as a coven, each hag uses an action each round to call down a bolt. They each have 3 *potions of healing* they use to assist injured allies while remaining invisible.

3a. Helm (Challenge 10)

The ship is steered from the platform just in front of the bonaventure mizzen, where a whipstaff controls the rudder. The Pirate King himself guides the ship through Rumrunner's Race and in naval combat, but he delegates routine steering to others.

Creatures

PIRATE BOSUN

hp 212 (see page 194)

Challenge 9 — **5,000 XP**

PIRATE PIPER

hp 182 (see page 197)

Challenge 7 2,900 XP

3b. Aft Guns (Challenge 9)

Two aft-facing cannon are mounted on the rear of the flying bridge.

Creatures

HEAVY ARTILLERIST BATTERY

hp 119 (see page 188)

Challenge 7 2,900 XP

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 7 2,900 XP

4. Main Deck (Challenge 11)

The main deck is 25 feet above the waterline. The ship's defenders gather on deck and in the rigging above the main deck.

Creatures

BLOODTHIRSTY BUCCANEERS

hp 152 (see page 180)

Challenge 11 12,800 XP

4a. Cargo Hatches

These hatches allow access to the hold and lower levels and can be removed in 3 10-foot square sections.

5. Forward Battery (Challenge 10)

This chamber contains two *+1 fiend's mouth cannons*, separated by a low bulkhead and trained to fire forward. The cannons are separated by 5-foot partial bulkheads (treat as low walls), with sliding covers on their firing ports. These covers provide total cover when closed, three quarters cover when open. Cases of cannonballs and chain shot are secured to the walls.

Creatures

HEAVY ARTILLERIST BATTERY

Challenge 7 2,900 XP

hp 119 (see page 188)

MASTER ARTILLERIST

hp 104 (see page 192)

Challenge 7 2,900 XP

PIRATE PIPER

hp 182 (see page 197)

Challenge 7 2,900 XP

6. Small Magazine

This room is locked with an iron door (DC 20 Dexterity check with thieves' tools to pick, master artillerists have keys) and contains 20 kegs of black powder and 20 powder horns. A winch is mounted adjacent to the door with a sliding window overlooking the stairs just outside the entrance to 5 to haul ammunition up from the forward magazine.

7. Bowsprit

This tapering deck and long spar sits forward of the forecastle and allows rigging of additional sail for greater speed.

8. Guest Cabins

These opulent suites are used by the Pirate King's guests or noble hostages. They can be locked (DC 20 Dexterity check with thieves' tools to pick) from the inside or outside with separate keys. Searching them as crew cabins uncovers 1d6 x 100 gp in valuables, mostly artwork and fine furnishings.

9. First Mate's Cabin

"Doc" Silvertusk's cabin is attached to the captain's cabin by a secret door (Wisdom (Perception) DC 20, DC 20 Dexterity check with thieves' tools to pick). His room is decorated with flayed skins of men and beasts, including sufficient bronze dragon hide to craft banded armor. Scattered haphazardly in bowls

and boxes are 63 pp, 324 gp, 2 silver armbands (120 gp each), a silver ring set with pearls (210 gp), 4 corals (70 gp), 1 star rose quartz (40 gp).

10. Captain's Cabin (Challenge 8)

This sumptuous windowed chamber contains a large table with plush seats bolted to the floor and polished gilded lamps above shelves. Around a narrow bulkhead is a lavish bedchamber with a large bed. Several stylized metal statues stand in the corners of the room. Maps and nautical paintings adorn the walls.

The statues in this room are a pair of golems and Hector, a homunculus. These mechanical men were imported by Ismail Queeg from Gunrunner's Guild as a test to see how they functioned aboard ship. Hector greets creatures entering with a drink and asks their names. If none offer the password "sparrow," he drops the drink on the floor, shattering a reagent container within and releasing a cloud of stationary vapors equivalent to *cloudkill* (Fort DC 17 partial). These vapors are purely alchemical, not magical, so spell resistance and similar protections do not apply.

Creatures

HECTOR[SRD]

Homunculus

hp 20

Challenge 0 10 XP

CLAY GOLEM[SRD] (2)

hp 133

Challenge 9 5,000 XP

Treasure: The gilded furnishings in this cabin are worth 3d6 x 1,000 gp but most are built into the ship and must be dismantled to be sold. In addition, Hector has a secret compartment built into his body (Wisdom (Perception) DC 20,) containing a gem worth 5000 gp.

11. Gun Deck (Challenge 10)

This long deck contains 20 cannon, 10 per side. A series of catwalks runs 5 feet above the deck here, used by master artillerists to move rapidly around the deck directing fire.

Creatures

LIGHT ARTILLERIST BATTERY (2)

hp 104 (see page 191)

Challenge 5 1,800 XP

MASTER ARTILLERIST (2)

hp 104 (see page 192)

Challenge 7 2,900 XP

11a. Cargo Hatches

As 4a (see page 414).

12. Armory

These chambers contain ordinary armor, weapons, and ammunition. They are locked wooden doors (DC 20 to pick, pirate bosuns have keys).

13. Magazine

These chambers, one forward and one aft, are closed with locked iron doors (DC 20 to pick, master artillerists have keys) and contain extra shot, as well as 40 kegs of black powder and 40 powder horns.

14. Mess

The crew takes their meals here. The mess is empty during combat. Crew: 1d4 common pirates, 1 pirate officer (non-combat only).

15. Galley

Food is prepared here for the crew.

16. Larder

Food is stored here.

17. Servant Cabins

The ship's cook and his assistants live in this group cabin. It can be looted as a crew cabin.

18. Aft Brig

This room has a locked iron door (DC 20 to pick). Prisoners deemed less dangerous or with whom officers may wish frequent conversations are kept here for easy access.

19. Lower Gun Deck (Challenge 14)

This long deck contains 12 fiend's mouth cannon, 6 per side, with catwalks as at area 11. In addition, long sweep oars are racked along the walls above the cannon, which can be run out through down-angled ports to give the ship an oared speed of 10 feet.

Crew: 36 artillerists (3 per cannon), 6 master artillerists.

Creatures

ELITE ARTILLERIST BATTERY, CANNON

hp 170 (see page 183)

Challenge 11 7,200 XP

MASTER ARTILLERIST

hp 105 (see page 192)

Challenge 7 2,900 XP

PIRATE PIPER

hp 182 (see page 197)

Challenge 7 2,900 XP

19a. Cargo Hatches

As 4a (see page 414).

20. Steerage Cabin

This massive bunkroom strung with hammocks provides sleeping quarters for the common pirates that sail the ship, plus one pirate bosun to keep order and unlock the armory.

21. Guardroom (Challenge 9)

The door to this room is locked (Disable Device DC 20) and guarded by a pirate bosun when the brig is occupied.

Creatures

PIRATE BOSUN

hp 212 (see page 194)

Challenge 9 5,000 XP

22. Forward Brig

This room has a locked iron door (DC 20 to pick). More dangerous prisoners are kept here under close guard. Any of the PCs' allies who may have been captured can be discovered here by the PCs.

Last Stand of the Pirate King

Ismail Queeg awaits the PCs. When alerted to their approach, he climbs onto the deck and directs cannon fire at the PCs while preparing himself for their inevitable assault. He visits Typhoon Tess under the flying bridge (area 3) to gain the benefits of buff spells. Before entering combat, the Pirate King uses *dust of disappearance* scampers through the rigging. He tries to get close to spellcasting PCs to allow him to make attacks against them at the least opportune moments. He taunts the heroes for their foolishness in challenging him, stealthily moving after speaking to keep them uncertain of his location. He generally keeps his distance from allies, to avoid being caught in area effects. He knows that the PCs cannot afford to take him alive, and that his only chance to rally the Pirate Isles once more under his banner is to destroy them, so he makes his last stand here; while he may make a tactical retreat, he will not flee the ship. He flees if reduced to 30 hp or less and seeks healing from his crew or cover from which to make ranged attacks.

Exactly when the Pirate King makes his appearance during the battle is up to your discretion. He might begin observing the battle invisibly from the rigging, firing shots as the battle opens before retreating to regroup with allies and then return. Alternatively, he might come up from below decks after the battle is underway. Ideally, you'd like the battle at his flagship to take some time, to set up the feeling of a running battle against desperate odds, but how that plays out depends on your players and their characters. For some groups, you might want to bring out all the big guns from the outset. For others, the best approach would be to have him enter the fray after the heroes have made their initial assault, coming in to help turn the tide for his beleaguered forces. Make the climax of their insurrection against the Pirate King memorable for your players and bring all your guns to bear for an explosive finale!

ISMAIL QUEEG, THE PIRATE KING

Medium humanoid (human), neutral evil

Armor Class 24

Hit Points 285 (30d8+150)

Speed 30, climb 20 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	22 (+6)	20 (+5)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +12, Cha +7

Skills Acrobatics +12, Athletics +5, Stealth +12

Senses passive Perception 13

Languages Common, Aquan, Goblin

Challenge 18 20,000 XP

Legendary Resistance (3/Day). If Queeg fails a saving throw, he can choose to succeed instead.

Mind Blank. Typhoon Tess' hag coven performs a ritual to grant Captain Queeg a *mind blank* spell each day.

Sneak Attack. Once per turn, Queeg can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll.

Actions

Multiattack. Queeg can make 4 *golden gun* or pistol whip attacks.

Golden Gun. *Ranged Weapon Attack:* +12 to hit, range 30/180 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage. A creature struck by this attack cannot make opportunity attacks against Queeg until their next turn.

Reactions

Swashbuckling. When Queeg is attacked, he can move up to 30 ft. by swinging from a rope or climbing the rigging.

Legendary Actions

Ismail Queeg can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ismail Queeg regains spent legendary actions at the start of its turn.

- **Snap Shot (Costs 1 Action).** Queeg makes one attack with his *golden gun*
- **Just a Nip (Costs 2 Actions).** Queeg drinks from a hip flask full of a healing potion and heals 4d8 hit points.

Lair Actions

On initiative count 20 (losing initiative ties), Seagrave takes a lair action to cause one the following effect; Captain Queeg can't use the same effect two rounds in a row:

- **Blow the Man Down!**: Queeg selects one ally on board his ship. That ally may take one extra action on any initiative count.
- **All Hands On Deck!**: Roll twice on the reinforcements table. Those forces appear on the battlefield on initiative count 20 of the next round.
- **Bring a Spring Upon 'Er!**: The ship makes a sudden turn, forcing anyone on board to make a DC 15 Dexterity (Acrobatics) check or be knocked prone.

Concluding the Adventure

Once the Pirate King is defeated, the PCs and their candidate for the crown gain a sufficient boost in fame that they will have no trouble winning acclamation as new ruler of the Pirate Isles. If the *Greedy Ghost* has not been destroyed or sunk, it can be commandeered into the PCs' fleet or its cannons

salvaged and redistributed to the PCs' own ships, though they must make their own contacts with agents from Gunrunner's Guild if they wish to purchase more firearms or gunpowder cannon, or if the GM wishes to make them learn the alchemical secrets of manufacturing their own. Whether continued brigandage or voyages of exploration or conquest, the fate of the Pirate Isles now lies in the PCs' hands.

If for whatever reason the Pirate King is defeated but escapes, the heroes can nevertheless rally the other high captains of the Pirate Isles with a vote of no-confidence in Ismail Queeg's leadership, putting themselves (or an ally, if they wish) forward as a candidate to replace him. Other pirate lords might see this as an opportunity to swoop in and seize leadership, though most are not sure enough of their power base or political support to risk stepping forward. Each surviving pirate lord has a 10% chance to stand for selection, though allies with a strong relationship to the PCs are likely to throw their support behind a candidate chosen from among the PCs instead. A pirate lord standing for selection automatically votes for themselves and cannot be swayed to vote for the PCs.

Once the candidates are selected, each must speak their piece to the other pirate lords present, making Charisma (Intimidation) or any appropriate ability check to which they can add their proficiency bonus if they are proficient in water vehicles, for each lord present at the council meeting and combining the results. Candidates may offer a bribe to each pirate lord they seek to win to their cause. The bribe must be in excess of 1,000 gp in value, and it must be greater than the bribe offered by any other candidate; the highest bribe grants a +4 bonus. PCs gain a +2 bonus on all checks related to running for election as new Pirate King due to the political support of their allies among the pirate lords, plus an additional +2 bonus for overthrowing Ismail Queeg, and of course any player may earn an additional bonus for excellent roleplaying. Whichever candidate has the highest score wins the support of that lord, and a candidate able to win the support of a majority of the lords present is acclaimed the new Pirate King!

Chapter 12:
Distant
Shores

Arabia

The legendary voyages of Sinbad the Sailor are the first thing that come to mind when thinking about nautical adventures and Arabia and the Middle East. Epic journeys and quests are certainly just as much of the nautical tradition as acts of piracy, and Sinbad and his crew are excellent examples of characters whose motivations depend somewhat on the telling of the tale. In some cases they are pure swashbuckling heroes, while in others they might be lovable but larcenous rogues who find themselves caught up in the call to adventure when disaster strikes or the need is great, or a fair prince or princess is to be rescued. The storytelling traditions of Arabia are vivid and colorful, with abundant magic, marvelous wonders, gilded palaces, and of course the magnificent powers (and devious trickery) of the genie races. Arabian seas are marvelous places for a pirate character's background, or as a target for plunder for pirates daring to become sultan of the seas and caliph of the coasts!

Spells

COOL STRENGTH

1st-level abjuration

Casting Time: 1 minute

Range: touch

Components V, S, M (a vial of water)

Duration: 24 hours

You touch a creature and it becomes cool and well-hydrated, with moistened skin and lips even in blasting desert heat or parching out on the salty ocean. The target treats hot environments as one step less severe and gains a +2 bonus on Constitution saving throws and Fortitude saves to resist the effects of extreme heat, except against fire-based effects. The target also requires only one-half the normal amount of water to remain healthy, and has advantage on saving throws to avoid becoming exhausted from extreme dehydration.

If the target has a water dependency wherein it begins to suffer harm if it spends more than a limited time out of the water, that duration is doubled while affected by *cool strength*.

MARID'S BLESSING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass bottle of water wrapped in silk)

Duration: Concentration, up to 1 minute

You call upon the genie masters of the sea to strengthen a sea creature. This includes beasts, monstrosities, plants, and other creatures native to aquatic terrain. The target gains advantage on Strength and Constiutiton checks, gains 2d6 temporary hit points, and its attacks with natural weapons (such as claws) become magical, gaining a +1 bonus to attack rolls and damage rolls. In addition, the targets are coated in a thin bluish sheen that allows them to survive out of water with no ill effects as long as the spell persists.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MARID'S CURSE

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass bottle of water wrapped in silk)

Duration: Concentration, up to 1 minute

You call upon the genie masters of the sea to weaken and punish a sea creature. This includes beasts, monstrosities, plants, and other creatures native to aquatic terrain. The creature must succeed on a Wisdom saving throw or gain one level of

exhaustion that cannot be removed for the duration of the spell.

The target must attempt a saving throw each round it is out of the water or suffer one additional level of exhaustion. This cannot cause a creature's exhaustion to reach level 6 (death). Once the creature returns to the water, it can attempt a new save each round to reduce this exhaustion by one level. When the spell ends, all of the exhaustion it caused also ends.

At Higher Levels

If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

PHANTOM RIGGING

4th-level illusion

Casting Time: 1 minute

Range: 150 feet

Components: V, S, M (a bit of canvas and string)

Duration: 8 hours

You create ghostly, translucent, faintly glowing sails, rigging, and even masts that match the needs of the target vessel. A small raft or ship's boat might get only a single sail, while a great galleon damaged in a storm or in battle would get three masts each with billowing sheets of phantom canvas. The *phantom rigging* allows the vessel to catch the wind and move at its normal sailed speed, and it requires only half the normal amount of crew to sail a ship using these ghostly sails. The ghostly rigging is only quasi-real and can be damaged in combat; *phantom rigging* has half as many hit points as a ship's normal rigging would have, though it gains advantage on saving throws against damaging effects. *Dispel magic* or a similar effect can destroy it immediately, if the check succeeds.

The caster can designate the appearance of the *phantom rigging,* incorporating a personal symbol or religious icon, and can command the sails to

glow with enough radiance to provide dim light everywhere on the ship's decks. The effect is somewhat eerie, granting members of the ship's crew a +2 bonus on Charisma (Intimidation) checks.

SHIP OF FOOLS

6th-level enchantment

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a relic such as a finger bone or piece of jewelry from someone who died happy)

Duration: Concentration, up to 1 hour

You fog the minds of sailors and crew aboard a single vessel, creating confusion and delay in every task needed to keep the ship going. Shouted orders become gibberish, sailors trip, slip, and fall, riggers pulls the wrong lines or tug back and forth rather than working together, the navigator cannot read the charts, rowers pull out of sync, and so on. All ability checks made to perform sailing-related tasks, such as Strength (Athletics) checks to climb rigging, Dexterity (Acrobatics) checks to maintain balance aboard the ship, or Intelligence checks to recall lore about sailing, have disadvantage. Crew members cannot benefit from working together to gain advantage or from the Help action in combat. The ship and surrounding waters are considered lightly obscured for members of the crew. Finally, the ship's speed is halved and there is a 25% chance every round that the ship takes an unexpected turn 45 degrees in either direction.

The captain of the target ship (or the helmsman or pilot, if no captain is aboard) makes a Wisdom saving throw for the crew of the vessel they command. If the save fails, the entire crew is affected as above. Passengers who are not members of the crew can attempt their own saving throws, as can player characters. A successful save results in a -2 penalty on sailing-related ability checks instead of the penalties above.

If a captain has failed the save but is knocked unconscious or otherwise rendered helpless, a character that previously saved against the spell

can take command of the ship and attempt a Wisdom saving throw to reduce the spell's effect (if the original captain failed their save), or to end it entirely (if the original captain saved successfully). If the new captain fails this save, the *ship of fools* remains in effect as before.

STONE HULL

4th-level transmutation

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a piece of pumice or sandstone)

Duration: 8 hours

You reinforce the timbers of a ship's hull against all attacks and natural hazards. The ship gains immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, and its hull gains 40 temporary hit points. The ship gains a +2 bonus to AC, saving throws, and ability checks to avoid aquatic hazards. Checks made to capsize the ship, burst through the hull, or otherwise move or impede the ship suffer disadvantage. A *stone hull* reduces a ship's speed by 10 feet, and ability checks made to turn the ship take a -4 penalty.

At Higher Levels

When you cast this spell using a spell slot of 5th level or higher, the ship's hull gains 10 additional temporary hit points for each slot level above 4th. If you cast this spell using a spell slot of 7th level or higher, the bonus to AC, saving throws, and ability checks to avoid hazards increases to +4, the ship's speed is not reduced, and ability checks to turn the ship do not suffer a penalty.

WATER OF LIFE

9th-level transmutation

Casting Time: 1 minute

Range: touch

Components: V, S, M (a vial of holy water and diamond dust worth 1,000 gp, which the spell consumes)

Duration: 24 hours (see text)

You infuse one gallon of liquid of any kind with incredible healing power. The target liquid can be anything, be it clear spring water, sweet wine or juice, or even deadly acid, poison, or volatile oils, but for the duration of the spell the liquid's normal properties (including magical properties, if any) are suppressed and the liquid becomes a sweet-smelling serum that is proof against nearly any malady. The spell creates eight doses of *water of life*, and each dose can be drunk or applied to duplicate any one of the following spells: *greater restoration*, *heal* (to treat conditions but not to recover hit points), *lesser restoration*, *protection from poison*, or *remove curse*. Two doses can cause a lost body part to *regenerate* or restore a dead body to wholeness (this does not restore the creature to life, but allows it to be brought back from the dead more easily).

Four doses of *water of life* can bring a creature back from the dead as *raise dead*, and eight doses can duplicate *resurrection*. In addition, when returning a creature to life with *water of life*, you remove the penalty to attack rolls, saving throws, and ability checks typically imposed by the ordeal of resurrection.

The *waters of life* can be applied by anyone. The caster need not be present for the magic to work. Any of the serum remaining when the spell expires returns to its previous state.

WIND COMPASS

1st-level divination

Casting Time: 1 action

Range: self

Components: V, S

Duration: 8 hours

You create a tiny moaning wind that is tied to a specific compass direction. As long as you continue moving in that direction, the *wind compass* sighs contentedly in your ear to tell you so. If you diverge from that direction, the *wind compass* begins to moan with rising and falling pitch in proportion to how far you have veered from your intended course. As long as it persists, you can maintain an accurate heading. A *wind compass* does not necessarily help

you find a specific destination, but it does grant you advantage on Wisdom (Survival) checks to avoid getting lost along the way. This spell does not function underwater or in areas that otherwise lack air, and you cannot benefit from it if you are deafened.

Magic Items

ABA OF FAIR WINDS — RARE

Wondrous item — Requires attunement

This light, flowing silken robe has a lining of parchment-hued silks dyed with maps and charts covering an area 1,000 miles across, marking major islands and currents throughout that area. What at first glance might appear like simple wrinkles and blemishes in the silk shift and change position in response to weather conditions (such as clouds, rain, and wind) in the region. While you wear the *aba of fair winds*, you gain the following benefits:

- You gain a +2 bonus to Wisdom (surival) and other ability checks to navigate within the area depicted on its lining and to avoid natural hazards in that area.
- You gain a +4 bonus to Wisdom (Survival) checks made to predict future weather conditions in the region.
- You can make a DC 15 Wisdom check (with a +2 bonus from the above benefit) to plot the best possible course for a wind-propelled ship you are piloting within the region. Until the next time the ship makes port or landfall, the ship's waterborne speed increases by 10% (decreasing the number of days required for the journey for the purpose of long-term travel by 10%).

DESERT EVENING ARMOR — UNCOMMON

Armor (light or medium)

Desert evening armor keeps the wearer cool in hot weather. While wearing the armor, you suffer no harm in temperatures as high as 150 degrees Fahrenheit. You also gain a +2 bonus to saving throws against effects that cause blindness or exhaustion.

FARGLASS — UNCOMMON

Wondrous item

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon up to 3 miles away at sea level. From atop a typical crow's nest or a tall coastal watchtower, this vision extends to over 10 miles. Once per day, you can cast *clairvoyance* at a range limited only by what you can see through the *farglass's* lens. As long as the location is kept in sight through the lens, the *clairvoyance* sensor can move with the location.

GENIE'S BANE — RARE

Weapon (any)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a genie with this weapon, the genie takes an extra 3d6 damage of the weapon's type. You gain a +2 bonus to Wisdom (Insight) and Wisdom (Perception) checks made against genies, to saving throws against illusions created by genies, and to Intelligence (Arcana) checks to identify genies and their abilities. You have disadvantage on all Charisma checks against genies except Intimidation checks. For the purpose of this weapon, "genie" includes djinni, efreeti, and any other creature with the elemental type that the GM determines is a genie.

IMPOSSIBLE BOTTLE — UNCOMMON

Wondrous item — Requires attunement by a sailing vessel

An intricately detailed miniature sailing ship sits inside this clear glass bottle. When taken aboard an undamaged sailing vessel at sea, the model automatically reconfigures to become a perfect replica of the new ship. It takes 24 hours for the model to attune to the ship.

A ship attuned to an *impossible bottle* has resistance to all damage. The model ship in the *impossible bottle* absorbs the remaining damage, registering holes in its hull, rips in its sails, and scorch marks from fire. Once the attuned ship has taken damage in excess of half its total hit points, however, the *impossible bottle* ceases its protection, and any further attacks on the attuned ship deal full damage. If the attuned ship starts sinking or is destroyed, the *impossible bottle* shatters and is permanently destroyed. If an *impossible bottle* was attuned to a damaged ship, once that ship has been fully repaired, the *impossible bottle* re-attunes itself over 24 hours and thereafter resumes its protection. An *impossible bottle* removed from its attuned ship ceases its protection, and must be re-attuned over 24 hours if brought back on board. If the bottle is shattered while it is attuned to a ship, the *impossible bottle* is destroyed and the attuned ship immediately takes 150 points of damage.

Lastly, an *impossible bottle* can be used to repair an unattuned ship. As long as the bottle still functions, its owner can christen a vessel by smashing the *impossible bottle* against the ship's prow, releasing a wave of restorative magic that immediately repairs up to 150 points of damage to the vessel.

NAVIGATOR'S EYE — RARE

Wondrous item

Unlike the heavy cast-brass mariner's astrolabes normally used at sea, this astrolabe is made of flat brass discs inlaid with lapis lazuli. When using the *navigator's eye*, you gain a +4 bonus to any ability checks made to navigate, both at sea and on land. Once per day, as an action, you can attempt a DC 15 Wisdom (Perception) check while using a *navigator's eye* to catch a glimpse of how things really are for 1 round, as if with a *true seeing* spell. While using the astrolabe's *true seeing* ability, the user can also see through concealment caused by smoke or fog and gains advantage on Wisdom (Perception) checks to spot hidden or disguised creatures or objects.

OASIS MIRROR — UNCOMMON

Wondrous item

This golden hand mirror is encircled in a frame of blue faience. When moved, the surface of the mirror seems to ripple like a glassy pool, though it becomes still once more when the mirror is stationary. While holding this mirror, you can speak its command word as an action to cause it to pour forth one gallon of water. It can create up to 12 gallons per day. You can speak a different command word to cause the mirror to create 2d4 plump figs or dates. The wielder can reach into the mirror and take these fruits, which gain the properties of berries create by a *goodberry* spell.

In addition, once per day the you can speak a third command word and present the *oasis mirror* toward a Large or smaller creature within 10 feet. The target must succeed at a DC 12 Wisdom saving throw or be drawn into an extradimensional pool of water within the mirror. A creature trapped within the mirror is considered completely submerged in water and must hold its breath as normal. A creature within the mirror can repeat the saving throw at the end of each of its turns to escape from the mirror. A creature is ejected from the mirror after a successful save or after 6 rounds, whichever comes first.

RUBBAN'S TURBAN — UNCOMMON

Wondrous item

This silken turban is always crusted with salt and weathered by wind and sun, like that of an experienced *rubban* (ship's captain). While wearing the turban, you gain a +2 bonus to Strength (Athletics) and Dexterity (Acrobatics) checks to swim, climb rigging, and balance on a ship, as well as Wisdom (Survival) checks made to notice or avoid

natural hazards in aquatic terrain, and Intelligence checks to recall lore about ships and seafaring.

In addition, if you worship a deity that grants the Nature or Tempest domain, once per day you can speak a command word as a bonus action while unraveling your turban to transform it into a small ship's boat (see page 97). This boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to hat form, dumping out any occupants.

WHEEL OF THE GOLDEN VOYAGE **RARE**

Wondrous item

This beautifully carved ship's wheel is polished to a golden shine and inlaid with symbols of luck and prosperity. When fitted to the helm of a ship, a *wheel of the golden voyage* grants advantage on sailing checks made to turn the ship with the hard to port or hard to starboard actions (see page 74). The wheel also halves the penalty on sailing checks made when turning the ship while traveling at three or more times the ship's acceleration. In addition, the ship's pilot can combine a hard to port or hard to starboard action with a full ahead or heave to action as a single action up to three times per day.

Arctic

Not all nautical adventures take place in the warm tropic seas. Sometimes daring pirates and explorers seek for legendary treasures in the far-flung polar seas at the uttermost ends of the world, or may be driven far off course by storms or caught in the grip of powerful magic.

Creatures in extremely cold areas may encounter the following hazards:

Frostbite

When a creature takes lethal damage from exposure to severely cold weather, icy water, or the like, it must succeed on a DC 12 Constitution saving throw

or contract frostbite. It takes 2d6 minutes for the frosbite's symptoms to manifest. Symptoms can include prickling skin, numbness, discoloration of the skin, clumsiness, and pain. After this time, the afflicted creature takes 3d6 cold damage and suffers one level of exhaustion. It must make a DC 12 Constitution saving throw every 2d6 minutes that it remains exposed to severe cold, suffering the same effects with each failed save.

Rigging and Rime

All exterior surfaces in a ship, including rigging, decks, and hull, are constantly rimed with frost and patches of frozen spray, making them slippery surfaces and imposing a -2 penalty to Strength (Athletics) and Dexterity (Acrobatics) checks to climb, balance, or otherwise move about the ship. In addition, ropes and sails become stiff and somewhat brittle and hard to negotiate, imposing the same penalties on ability checks made to guide

a ship powered by sail. This penalty does not apply when using oars or magical means of propulsion.

Severe Weather

Each hour a creature spends traveling at a normal pace in severe cold is treated as a forced march with the DC increasing by 1 for each hour past the first. Creatures naturally adapted to severe cold or with immunity to cold damage automatically succeed on this saving throw. Creatures with the appropriate gear for traveling in severe cold, such as thicker clothing and gloves, also automatically succeed on this saving throw.

Ice

Whether encountered as a result of magic or simply as drifting ice from polar regions caught in a cold current and carried into the shipping lanes, pack ice is a significant navigational hazard.

Crevasses

A crevasse functions like a pit trap 1d4 x 10 feet deep. A successful DC 15 Wisdom (Perception or Survival) check allows a creature to detect the signs of a crevasse before stumbling into it, and a creature can attempt a DC 15 Dexterity saving throw to jump back before falling into it. Running creatures do not get a saving throw or a skill check to notice the crevasse.

Creatures falling into a crevasse take damage from falling if the crevasse is shallower than the pack ice. If it is deeper, the damage from the fall is reduced by 2d6 (20 feet) but the creature falls into freezing water and must make a DC 15 Strength (Athletics) check to tread water or move. Climbing the icy walls of a crevasse is extremely difficult, requiring a successful DC 25 Strength (Athletics) check.

Icebergs

A chunk of ice of at least Huge size can severely damage a ship. Much of an iceberg's mass is below the water, and noticing a Gargantuan iceberg requires a DC 5 Wisdom (Perception or Survival) check, with the DC increased by 5 for every size category below Gargantuan.

Striking a Huge iceberg deals 6d6 points of bludgeoning damage to the ship, plus 2d6 per size category above Huge (DC 15 Dexterity saving throw for half). In addition, a ship striking an iceberg must succeed on a DC 10 Constitution saving throw or spring a leak, with the save DC increasing by 1 for every 5 points of damage the ship takes. If the save is failed, the ship takes 3d6 points of additional damage per minute until the leak is repaired. The leak is not immediately obvious but can be detected with a successful DC 20 Wisdom (Perception) check by the ship's pilot or by any creature investigating belowdecks to check the hull.

Ice Floes

Loose patches of ice that are Large or smaller are considered ice floes rather than icebergs. They cannot damage Huge or larger ships, though Large ships treat them as miniature icebergs (dealing half damage). However, ice floes are dangerous for swimmers, causing swimmers to treat the water as difficult terrain at the surface and within 10 feet below it. Each round they remain within this depth in the water, there is a 50% chance a creature is struck by a floe. Treat this as a slam attack with a +4 attack bonus that deals 2d10 bludgeoning damage (for a Medium or smaller floe), or with a +8 attack bonus that deals 4d10 bludgeoning damage for a Large floe.

Creatures can climb onto ice floes and even use them as improvised rafts; however, they are unstable and slippery, requiring a DC 15 Strength (Athletics) check to climb onto from the water, followed by a DC 15 Dexterity (Acrobatics) check or a second DC

15 Strength (Athletics) check to stay atop the floe without slipping back into the water. Creatures native to arctic environments have advantage on such checks. As long as a creature on an ice floe remains stationary, they need not make additional checks to stay on it unless the creature engages in combat or is confronted with rough water (which may increase the DC to stay on the floe to 20 or even 25).

A creature may cling to an ice floe with one hand while casting a spell or taking some other action that requires only one hand, including attacking with a one-handed weapon or using a shield. While clinging, a creature can't move to avoid a blow, so creatures have advantage on attack rolls against the creature. Any time a creature takes damage while clinging to an ice floe, it must succeed at another Dexterity (Acrobatics) or Strength (Athletics) check to avoid being knocked off the floe.

Ice floes otherwise function like pack ice.

Ice Ridges

Wind and wave action cause ice sheets to crumple into jagged ridges, piling up to 1d12 x 5 feet above the surface of the ice (and twice that depth below the surface). Climbing creatures treat these areas as difficult terrain, though these tumbled heaps can be traversed without the need for Strength (Athletics) checks to climb by spending 4 squares of movement to enter each square. The DC of Dexterity (Acrobatics) checks is increased by 5 on these ice ridges, or by 2 for creatures with a burrow or climb speed.

Pack Ice

Pack ice varies a great deal in thickness, usually 1d6 x 5 feet thick. It is generally impassable to ships but perfectly safe to walk on, if rather slippery. Pack ice is difficult terrain. A creature that takes the Dash action when moving across treacherous ice must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that fails the save by 5 or more falls hard enough on the ice that the ice breaks, dumping the creature into the cold water

Table 12–01: Seasonal Lighting Patterns

Earth Month	Subpolar	Midpolar	True Polar
January	Polar Twilight	Polar Dusk	Polar Night
February	Normal	Polar Twilight	Polar Dusk
March	Normal	Normal	Polar Twilight
April	Normal	Normal	Normal
May	Normal	Normal	Midnight Sun
June	Midnight Sun	Midnight Sun	Midnight Noon
July	Normal	Midnight Sun	Midnight Sun
August	Normal	Normal	Normal
September	Normal	Normal	Polar Twilight
October	Normal	Normal	Polar Dusk
November	Polar Twilight	Polar Twilight	Polar Night
December	Polar Dusk	Polar Dusk	Polar Night

below, unless the GM determines that the ice is too thick. Rules for falling into cold water can be found in Chapter 5: Pirates and Plunder on page 114.

Breaching Pack Ice

Creatures can attempt to breach pack ice from below with a DC 10 Strength check for thin ice, with the DC increasing by 5 for every 5 feet of thickness. A creature breaching the ice creates an area of open water as large as its own space, plus 5 feet around it on all sides. Creatures within its own space on the ice above fall into the water, while those within 5 feet around its space on the ice above can attempt a DC 15 Dexterity saving throw to jump back from the edge and remain on the ice above.

The ice all around the breach becomes unstable and slippery, increasing the DC of ability checks to climb or balance on the ice by 5.

Polar Night and the Midnight Sun

The extreme latitude of polar regions causes a distortion in the normal pattern of sunrise and sunset experienced in more temperate climes. Near the pole itself, a single day may seem to last all year, with a slow and gradual ascent of the sun for months at a time, though never rising very high in the sky, slowly sinking against as the paltry polar summer fades into a lingering twilight and long-stretched winter's night that spans.

Near to the pole, daylight ceases to have meaning, as many turns of the stars may pass without the sun ever making an appearance. The lighting conditions described below are those that prevail in each polar region for a given portion of the year. The darkest time of year, including the sole day of full daytime darkness in subpolar region, is at the winter solstice. Likewise, the brightest time of year, including the sole night of subpolar full midnight sunshine, is at the summer solstice.

Midnight Noon: At the heart of the midnight sun season, the sun remains fully risen and sheds its light all night long, appearing to move in a circular pattern in the sky rather than rising and setting. This is treated as bright light throughout day and night.

Midnight Sun: During this time, the sun sinks only to or just below the horizon even in the middle of the night. This is treated as dim light at night and bright light during the day.

Normal: This is the normal pattern of day and night, though days may stretch over 20 hours in the midst of summer, with bright light during the day.

Polar Twilight: The daytime sun sits just at or below the horizon during the day, never truly rising, but its refracted light illuminates the sky similarly to a heavily overcast day or an evening just after sunset. This is treated as dim light.

Polar Dusk: The sun sits well below the horizon during the day. While the non-polar horizon is noticeably lighter than in other directions, it provides only faint illumination and brighter stars are visible. This is treated as dim light, or darkness during moonless or overcast nights.

Polar Night: The sun is far below the horizon during the day and sheds little or no light, even at the non-polar horizon. Even faint stars are clearly visible. This is treated as darkness.

Spells

ICE SHIP

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass model of a ship worth 100 gp)

Duration: 8 hours

You create a small ship made of ice, which can take the form of a sailing ship to travel on water or a skate-runner made to run across vast stretches of ice.

Ice Cruiser: This broad-hulled single-masted roundship is low and stable in the water. It can propel itself magically through the water, even against the wind, with a speed of 30 feet (about 3 miles per hour). If moving with the wind, its sail increases its speed to 60 feet. An ice cruiser has 10 hit points per level of the caster. An ice cruiser can comfortably carry up to three Medium creatures per level of the caster. A single Large creature takes up the space of three Medium creatures, and a Huge creature the space of three Large creatures.

Ice Skimmer: This narrow-hulled ship glides across the ice on sharp runners, driven by its sail with maximum speed of 180 ft. when running with the wind. It cannot move against the wind, but can move perpendicular to wind direction at up to 90 ft. per round. An ice skimmer has 5 hit points per level of the caster. An ice skimmer can carry one Medium or smaller creature per level of the caster, but Large and larger creatures cannot fit into its narrow hull.

An *ice ship* is resistant to all types of damage, except fire, which it is vulnerable to. An *ice ship* of either type begins to melt slowly in temperatures above freezing, taking 1d12 points of damage each hour. This damage cannot be reduced. If reduced to 0 hit points or dispelled, an *ice ship* slows to half speed as it cracks and splinters to pieces over the course of 1d4 rounds and then collapses completely.

Scrimshaw Items

Scrimshaw, the art of carving images into bone and ivory, is an art form that was born in North America. Modern scrimshaw dates back some 200 years to sailors, especially whalers, operating out of New England, but the Native American Inuit practiced a similar art form which dates back to at least 100 or 200 AD. In addition to being an exotic form of art, scrimshaw in your campaign world can serve as a powerful and simple way of creating magic items, although because of their delicate and fragile nature, scrimshaw magic items come with a certain amount of risk.

Creating Scrimshaw Items

Scrimshaw items can be created through the normal means of magic item crafting used by your Game

Master, or using the rules below with your GM's permission.

Scrimshaw Crafting Resources. You must provide the appopriate tools (such as tools for making calligraphy, jewelry, pottery, or sculptures) along with raw materials worth half the item's selling cost, which is determined by the GM. A scrimshaw item takes 1 week to craft for each 100 gp of the item's value. Multiple character can combine their efforts to reduce this time. Every character participating in creating a scrimshaw item must be proficient in the tools used in the crafting process.

Scrimshaw Fragility. Magic items made of scrimshaw are incredibly fragile. While the bone that they are carved from serves as a powerful conduit and focus for arcane energies, it is also very brittle, and prone to exploding under the strain of the magic contained within. As a result, each scrimshaw magic item has conditions under which there is a chance it may shatter in this way. These conditions vary from item to item, but typically the chance happens whenever the item's special properties are used. Each time this occurs, there is a chance (typically between 10% and 30%, but higher or lower values are possible) that the scrimshaw item shatters. This permanently destroys the item, such that it cannot be restored even by magic, and typically also deals damage to the item's wearer or user. Each scrimshaw item has details on what triggers this chance, the likelihood of the item shattering, and any damage or other effects should this occur.

New Scrimshaw Magic Items

BONE KNIFE OF SERVITUDE **RARE**

Weapon (dagger) Requires attunement

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has a bone blade engraved with detailed and intricate patterns that glow with a pale red light when the weapon is held by someone with murderous intent. Whenever a humanoid creature is slain by a *bone knife of servitude*, there is a 20% chance that the

weapon bursts into a thousand pieces, dealing 4d10 points of piercing damage to you and rendering it permanently destroyed, unable to be fixed even by magic.

Otherwise, the slain creature must make a DC 15 Constitution saving throw or rise as a zombie after 1d4 rounds, as though animated with the spell *animate dead*. You can control up to four zombies at a time with the *bone knife of servitude*; any zombies the knife creates while you are at this maximum are not under your control. If the *bone knife of servitude* is ever destroyed, or you become unattuned to it, you also lose control over zombies created in this way.

PENDANT OF LIFE SENSE — UNCOMMON

Wondrous item

These pendants consist of a small bone disc attached to a plain leather thong or metal chain, worn around the neck. On one side of the disc is a careful engraving in the likeness of a specific individual. The likeness must be fairly exact in order for the magic to work, and while it is conceivably possible to create one from a description or a picture of the person, most scrimshanders lack the skill to create these items without having the subject on hand as a reference.

As long as you wear the *pendant of life sense*, it is reassuringly warm to the touch, and you feel a faint pulse emanating from it, which is in perfect time with the heartbeat of the person whose image it bears. The pulse speeds up or slows down along with their heartbeat, and stops completely should the person die. As an action you can concenrate on the *pendant of life sense* to learn the direction and distance to the person depicted on the pendant, any conditions affecting her, and a relative sense of her current health (injured, gravely wounded, etc.). Finally, once per day, you can whisper a message of up to 25 words to the pendant, which the creature depicted on it hears as though they were whispered directly in her ear. The pendant's magic functions regardless of distance, and even across planar boundaries, but the wearer is unable to gain information about the subject's location if she is on another plane.

Each time the creature depicted on the *pendant of life sense* suffers extra damage as a result of a critical hit, or loses one quarter of her hit points or more from a single attack, there is a 10% chance that the *pendant of life sense* bursts into a thousand pieces, dealing 2d10 points of piercing damage to you and rendering it permanently destroyed, unable to be fixed even by magic.

WHALEBONE HELM — VERY RARE

Wondrous item

This helmet is made from the skull of a walrus, and is covered in symbolic patterns of ritual significance. While wearing the helm, you can use an action to unleash a sonic cry in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Additionally, as an action, you can unleash a high-pitched cry, similar to those that whales and

similar creatures use to communicate. This cry can be heard up to 1 mile away with a DC 5 Wisdom (Perception) check.

Finally, you can speak with aquatic mammals (such as dolphins, seals, and whales) as though using *speak with animals*.

Each time a *whalebone helm's* sonic cry or high-pitched cry is used, there is a 10% chance that it shatters into a thousand pieces, dealing 8d10 points of piercing damage to you and rendering it permanently destroyed, unable to be fixed even by magic.

Creating Your Own Scrimshaw Magic Items

With your GM's permission, you can create scrimshaw versions of existing magic items. By default, all such items have a 10% chance of shattering each time they are used, dealing 1d10 points of piercing damage to their wearer or user if the item is common, 2d10 if uncommon, 4d10 if rare, 8d10 if very rare, and 12d10 if legendary. The items typically command half the price that a non-scrimshaw version of the item would, but these factors can potentially be adjusted. GMs and players are encouraged to collaborate to determine appropriate triggers for when such items might be destroyed, and adjust the likelihood that the item shatters, the damage inflicted if it does, and the price of the item as necessary.

Far East

The maritime traditions of the Far East are blended with magic and mysticism, including a magic system that prizes a fivefold interpretation of the elements as wind, water, fire, metal, and wood. This harmonious blending of magic is reflected in both the spells and magic items of fantasy Asia.

Spells

BO OF THE RIVER

2nd-level conjuration

Casting Time: 1 bonus action
Range: self
Components: V, S, M (a few drops of water)
Duration: Concentration, up to 10 minutes

You conjure long quarterstaff of churning water in your free hand. The quarterstaff lasts for the duration of the spell. It disappears if you let go, but you can conjure the staff again as a bonus action.

You can use your action to make a melee spell attack with the quarterstaff. On a hit, the target takes 3d6 bludgeoning damage. Creatures that are immune or resistant to fire damage are vulnerable to this damage, even if they are normally resistant to bludgeoning damage (but not if they are immune).

At Higher Levels

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

CLOUD BARGE

8th-level conjuration

Casting Time: 1 action
Range: touch
Components: V, S, M (a small ball of cotton)
Duration: Concentration, up to 10 minutes

You create an elaborate vessel sculpted of ivory and alabaster, floating upon a cloud, which lifts you and up to five willing targets into the air and whisks you away at incredible speed. The *cloud barge* moves at a speed of 10 miles per minute and moves

its passengers smoothly and without disturbance through any kind of weather; its passengers are unaffected by natural or magical precipitation or wind. Any creatures other than the ones you designate cannot ride the *cloud barge*, falling through it as if it were made of insubstantial mist. While riding in the *cloud barge*, you and the other passengers are in *gaseous form,* but you can cast spells that affect yourselves and each other and can otherwise interact with each other normally. The *cloud barge* and its passengers are lightly obscured from creatures outside of it, or heavily obscured if they are in an area of mist or cloud. When the spell ends, whether from the expiration of its duration or being dispelled, the *cloud barge* and its passengers float gently to the ground (as *feather fall*) for 1 minute.

DIVINE WIND

8th-level transmutation

Casting Time: 10 minutes

Range: 5 miles

Components: V, S, M (a drum and flag, painted with the symbol for the wind)

Duration: Concentration, up to 8 hours

Saving Throw none, see text; Spell Resistance no

You create a mighty storm of driving rain and gale-force winds blowing in any direction you choose. This gale of your *divine wind* creates waves 10-30 feet high, automatically capsizing and sinking Large or smaller watercraft; Huge or larger ships must succeed on a sailing check (see page 70) with a DC equal to the spell's save DC or be capsized as well. Large or smaller land vehicles and siege weapons are likewise destroyed, while Huge or larger vehicles and siege weapons have a 50% chance of destruction.

Large or smaller wooden buildings (and tents and pavilions of any size) are automatically destroyed, while Huge or larger wooden buildings and tree trunks have a 25% chance of suffering massive damage. Stone buildings are safe from destruction (though falling trees may damage such buildings). Buildings consecrated by a *hallow* spell dedicated to your deity are never damaged by your *divine wind*, nor are trees or other vegetation within their grounds. Otherwise, exposed crops and gardens are 75% likely to be ruined.

If sand, dust, or snow is present in the area of your *divine wind,* it is carried aloft on the wind and blocks vision as if the entire area were lightly obscured, and it piles up in drifts 1d3-1 feet deep every 10 minutes, potentially burying creatures sheltering in sturdy buildings. The *divine wind* extinguishes Large or smaller fires immediately, while Huge or larger fires blow out after 10 minutes.

Creatures unable to find shelter take 1d10 points of bludgeoning damage every 10 minutes they are exposed to the pelting rain and howling wind. In addition, they must succeed on a DC 15 Constitution saving throw every 10 minutes or gain one level of exhaustion.

PAPER VESSEL

6th-level conjuration

Casting Time: 10 minutes

Range: touch

Components: V, S, M (a sheet of origami paper)

Duration: Concentration, up to 8 hours

You create a seaworthy vessel out of a single sheet of paper, folding the component into the shape of an oared boat or a small junk. The *paper vessel* is similar in all respects to a *folding boat*. In addition, you may propel the *paper vessel* forward under its own power with a speed of 40 feet, with no need for a crew. Every 10 minutes or fraction thereof spent with the *paper vessel* moving under its own power expends 1 hour of the spell's remaining duration. When moving under its own power, the *paper vessel* gains a bonus to sailing checks (see page 70) equal to one-third your level.

At Higher Levels

When you cast this spell using a spell slot of 8th level or higher, the spell does not require

concentration.

STEAMING BREATH

4th-level conjuration

Casting Time: 1 action
Range: self (30 foot cone)
Components: V, S
Duration: 1 round

You exhale a roiling cloud of scalding steam that persists until the beginning of your next turn, causing the area to be heavily obscured. Any creature within the cloud at the time of casting must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. Creatures entering the cloud afterwards take half damage, or one-quarter damage on a successful save. For purposes of this spell, creatures that are normally resistant to fire are not resistant to the damage, and creatures that are immune to fire damage are resistant instead.

At Higher Levels

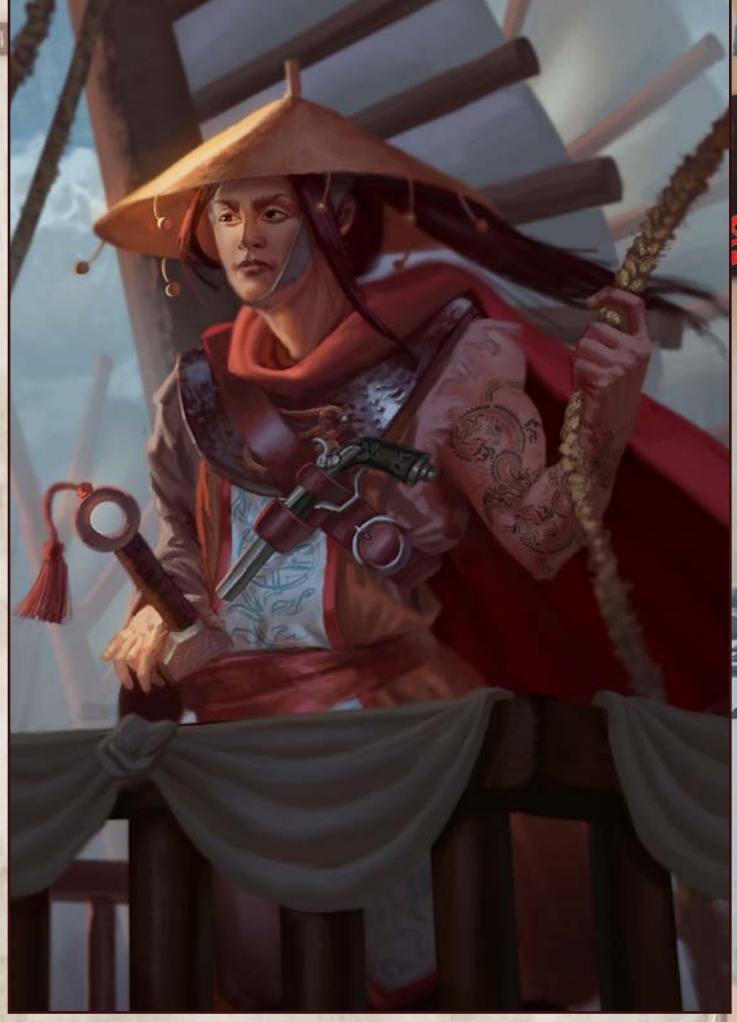
When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Magic Items

KI CAPSTAN — RARE

Wondrous item — Requires attunement to a sailing ship

This octagonal capstan must be mounted on and attuned to a ship to function. Once installed, it allows the sailors aboard to channel their inner strength to power the vessel. Up to 8 creatures can push the capstan at once, and for each hour they turn it they can imbue 1 point from their personal ki points into the *ki capstan*. If the *ki capstan* holds at least 10 ki points, any creature with ki points can touch it and command the ship to move at up to one-half its normal oared or sailed speed, whichever is less. If the capstan contains at least 20 ki points, it can cause the ship to move at full speed. Each hour of ki movement drains 1 point from the *ki capstan* if moving at half speed or 2 points if moving at full speed.



In addition to causing the ship to move, any creature touching a *ki capstan* can expend its own ki to help the ship evade harm, granting the ship a +2 bonus to AC or a +2 bonus to a saving throw as a reaction. A creature can also use the *ki capstan* to help the ship maneuver by expending one point of ki to grant a +4 bonus on any sailing check (see page 70) to the character steering the ship. A *ki capstan* can store up to 80 points of ki at a time. If the *ki capstan* is removed from the ship, all stored ki is lost.

SUGEGASA OF RISING WATERS — RARE

Wondrous item — Requires attunement

The woven reeds of this intricate conical reed hat (called a *douli, do'un*, or *caping of rising waters* in some cultures) smell faintly of saltwater and the

brim's edges are painted with a continuous pattern of a rolling great wave. While wearing the *sugegasa of rising waters*, you can tread across the surface of water as if it were solid ground.

By removing the *sugegasa* and speaking a command word as an action, you can transform it into a wide, circular raft capable of holding up to four Medium creatures. The raft has a movement speed of 30 feet on the water and you can repeat the command word as an action to transform it back into a sugegasa.

TYPHOON FAN **RARE**

Weapon (fan; see text) Requires attunement

Each of the half-dozen banana palm leaves that are woven together to create this fan are as strong and sturdy as steel. This fan is a weapon that deals 1d4 slashing damage, has negligible weight, and counts as a monk weapon for purposes of a monk's martial arts. You gain a +1 bonus to attack and damage rolls made with this magic weapon. A *typhoon fan* has three charges. When wielding the fan, you can create a massive torrent of wind as a bonus action immediately after using your action to attack. This creates a 5-foot diameter line of wind that starts in the attacked creature's square and moves away from you. Any creature caught within this line (including the target of your attack) must make a DC 15 Constitution saving throw or take 4d6 points of bludgeoning damage and be knocked prone. A successful saving throw halves the damage and prevents a creature from being knocked prone. Creatures under the effect of *freedom of movement* (or similar magic) and elemental creatures made of air (at the GM's discretion) are unaffected by this attack.

The *typhoon fan* regains 1d3 expended charges daily at dawn.

Gifts of Dragons, Gifts of Nirvana

Whether it is the imperial dragons or the powers of Nirvana, mortals are often the recipient of protection and guidance by greater powers. Those of mythic power have the ability to grant lasting gifts on those mortals who earn their favor. Should a mortal provide great and memorable service to a dragon or an agent of Nirvana, then they are rewarded either with either an item of power listed below, or perhaps even a shred of the being's power, which manifests as one of the feats in this section.

BLESSING OF THE JIAOLUNG

Prerequisite Non-evil alignment, you must have performed a service for a mythic sea dragon.

A grateful sea dragon has rewarded you with a shred of its power, granting the following benefits:

- Increase your Strength of Constitution score by 1, to a maximum of 20.
- You have advantage on Strength (Athletics) checks to swim.
- In calm waters, you always succeed at Strength (Athletics) checks to swim if the DC is 10 or lower.
- For purposes of determining how long you can hold your breath underwater, treat your Constitution score as 30.

SACRED SCROLL OF LANGUAGE **ARTIFACT**

Wondrous item requires attunement

The *sacred scroll of language* is as large as a backpack and made of ancient papyrus. Rolled and capped with lustrous white jade, it is bound by fine leather. A mythic wyrm sea dragon (or older) may bestow the *sacred scroll of language* upon one that has proven themselves to be especially full of wisdom and courtesy. There can only one sacred scroll of language in existence at a time, and every sea dragon is aware of its location and owner. Should a sea dragon deem that its current owner has shown excessive arrogance, it may come to reclaim its prize.

Blessings of the Scroll. While attuned to the scroll, you may consult it as an action to gain the benefits of *tongues* and a +8 bonus to Charisma (Persuasion) checks for 8 hours. You cannot use this ability again until you finish a long rest. Also, once per week, you can meditate over the scroll for 1 minute to gain insight into a future social meeting as if you had cast *divination*.

Random Properties. The scroll has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Destroying the Scroll. This scroll can only be destroyed by tricking the dragon that gifted it to devour it. The scroll is not destroyed if the dragon willingly chooses to devour it.

South Pacific

The scattered, far-flung archipelagos spread across thousands of miles of warm seas provide a great diversity of cultures and traditions, though with a common sense of spiritual brotherhood among peoples even when separated by the vast ocean gulfs. In such regions, metalworking and leatherworking may be limited by the available resources of their island homes, making weapons crafted of wood, rope, obsidian, or bone popular. Of course, while some islands and cultures are isolated, many others are active oceanic traders and can acquire metal weapons and armor in trade.

Sharkskin. As tough as leather, sharkskin armor is treated to allow the sawtooth scales covering it to remain jagged and sharp, while also studding the armor with embedded teeth along the arms and legs. If the wearer is proficient with light armor, they can deal 1d4 damage as a reaction to any creature that grapples or swallows them, and can deal the same damage as a bonus action on their turn if grappled or swallowed. In addition, the wearer gains a +2 bonus on Dexterity checks to escape a grapple or to free themselves from bindings that might be cut or damaged by the armor's jagged edges.

Shell Plate. This armor is crafted from the discarded shells of monstrous crustaceans, mollusks, and turtles, formed into breastplates and protective plates for shins, shoulders, and forearms.

Woven. This armor is woven from magically toughened seaweed, hemp fibers, or similar knotted and woven mats. It is common in areas where leather and metalworking are rare or unknown.

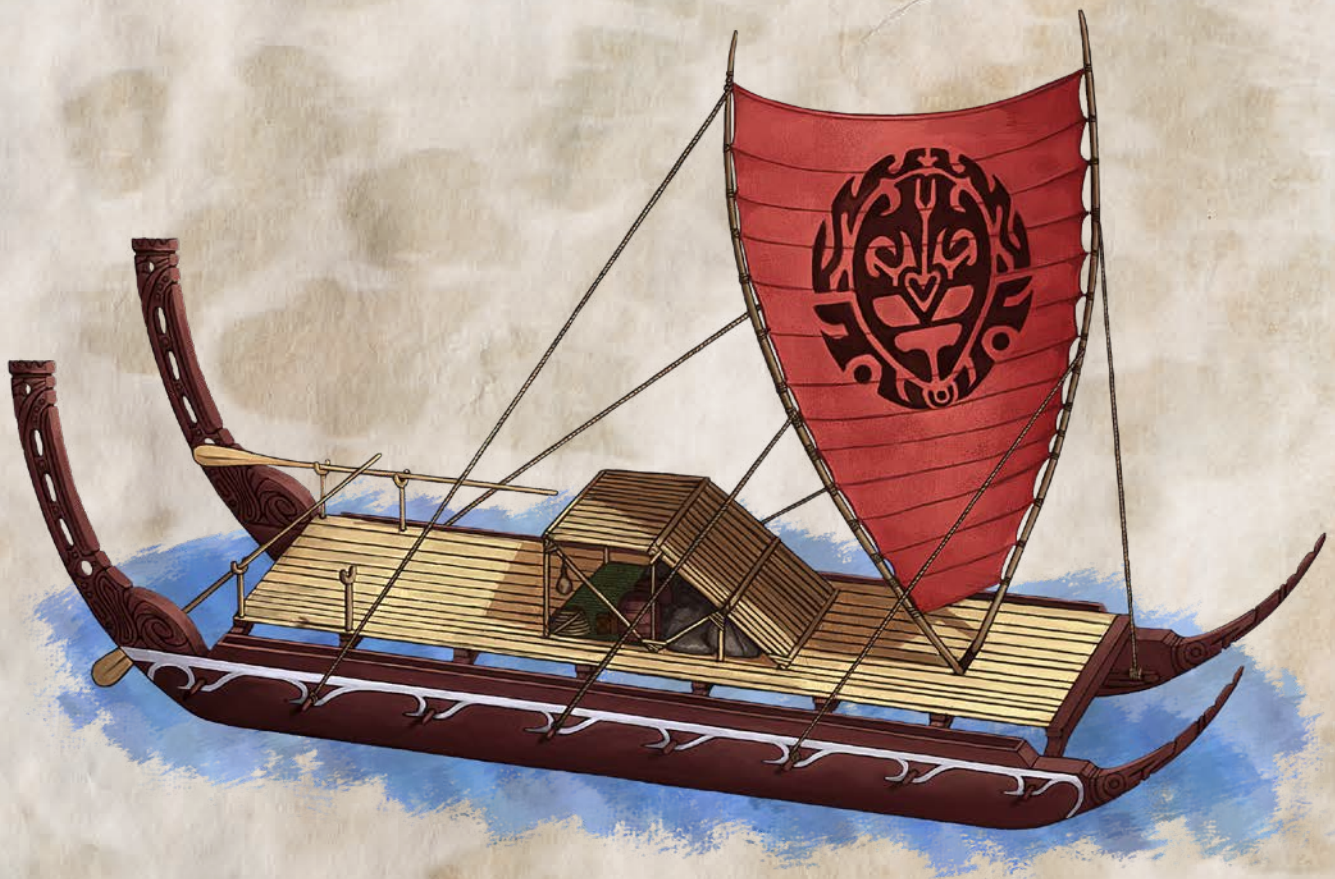
Shields. Island cultures craft shields that are functionally identical to light and heavy wooden shields but are crafted from the thick shells of monstrous sea creatures, or sometimes from carved and treated bones of whales or other creatures of the deep rather than wood.

Table 12–02: South Pacific Weapons

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapon				
Boomerang	1 gp	1d6 bludgeoning	2 lbs.	Light, thrown (range 50/200)
Martial Ranged Weapon				
Woomera	1 gp	1d8 piercing	1 lb.	Ammunition, loading (range 60/300), special

Table 12–03: South Pacific Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Woven	15 gp	11 + Dex modifier	—	—	8 lbs.
Sharkskin	85 gp	12 + Dex modifier	—	—	10 lbs.
Medium Armor					
Shell plate	75 gp	14 + Dex modifier (max 2)	—	–	20 lbs.



Boomerang. This curved, flat wooden weapon can be wielded like a club or thrown. Crafters often carve or paint designs and images on a boomerang to individualize it. A boomerang's aerodynamic design provides a greater range than most thrown weapons. Contrary to popular belief, these weapons do not return when thrown without the aid of magic. Returning boomerangs are used for entertainment or to hunt birds by driving them into waiting nets.

Woomera. This multipurpose tool is a broad piece of wood between 2 and 3 feet long, hollowed like a dugout canoe, with a grip at one end and a hook at the other. The butt of a javelin is fitted into the hooked end and launched toward an enemy with greater force than when simply thrown, providing greater range and velocity, doubling the javelin's range and increasing the damage die. A woomera can be used as a club in melee combat. Most woomera are multipurpose tools, often fitted with a small stone blade for use in cutting wood or meat, or skinning hides, but of no use in combat. The shallow bowl of the woomera can be used to fetch water or to carry foodstuffs or lit tinder for fires.

Taonga

Treasures and heirlooms are of great importance in the lands of the South Pacific, as a way of carrying down tribal history and collective memory, of honoring ancestors long departed while providing the promise of hope and meaning for generations to come. Many are religious in nature, honoring local nature spirits or deities of sun and wind, ocean and sand. They also represent traditional folkways and tools often unknown in the wider world beyond that may seem unique and strange to foreigners but are no less effective for their exotic nature. These taonga are treasures that typically remain within families, and while some are buried with the honored dead they may also be retrieved at need by descendants who have need of them.

BLOODY BOOMERANG — RARE

Weapon (boomerang) — Requires attunement

You gain a +1 bonus to attack and damage rolls made with this weapon and its sharpened edges deal slashing rather than bludgeoning damage. When you make a ranged attack with this weapon, whether or not the attack hits, the weapon flies back to your hand immediately after the attack.

Once per turn, when you hit a creature with the *bloody boomerang*, the target's wound bleeds, and it takes 1d4 necrotic damage at the start of its turn. The bleeding creature can then make a DC 15 Constitution saving throw, with a success ending the bleeding. Otherwise, it continues to take the damage at the start of its turn. The saving throw may be repeated each round until it succeeds, ending any further bleeding effect. Alternately, the creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the bleeding effect on a success.

Once per day, you can hurl the *bloody boomerang* and strike all targets in a 30-foot line. You make a single attack roll and apply the result to the Armor Class of each target. All creatures struck by the bloody boomerang on this attack take damage as normal and suffer the bleeding wound effect.

CLEVER BOOMERANG — RARE

Weapon (boomerang) — Requires attunement

You gain a +1 bonus to attack and damage rolls made with this weapon. When you make a ranged attack with this weapon, whether or not the attack hits, the weapon flies back to your hand immediately after the attack. Once per turn, when you hit a creature with the *clever boomerang*—as a melee or thrown weapon, you may trip the opponent. If the attack hits, roll damage as normal, then treat the attack as Shoving a Creature, using your attack roll in place of the Strength (Athletics) check. If you win the contest, the creature is knocked prone.

Once per day, when using the *clever boomerang* to make a ranged attack, you can attempt to steal an object out of a target's hand. Use your attack roll in place of a Dexterity (Sleight of Hand) check, opposed by the opponent's Dexterity check. If you win the contest, the item is taken from the target's hand and returns to you with the boomerang.

RICOCHET BOOMERANG **RARE**
Weapon (boomerang) Requires attunement

You gain a +1 bonus to attack and damage rolls made with this weapon. When you make a ranged attack with this weapon, whether or not the attack hits, the weapon flies back to your hand immediately after the attack. If you hit an opponent with the ricochet boomerang as a ranged attack, you can make a bonus attack with a –2 penalty against another target within 10 feet of that creature. As an action, the wielder can use the attack action, taking a -2 penalty on his attack roll. If the attack hits, the wielder can select a second target within 10 feet of the original target and make a second attack roll using the same attack bonus (including the -2 penalty) against that target. Alternately, you can bounce the ricochet boomerang off an object—such as a large rock, statue, or wall—within 10 feet of a target. You take a –2 penalty to the attack roll, but any cover bonus to the target's AC must be determined as if the attack came from the direction of that object rather than in a direct line between you and the target.

Once per day, you can use the ricochet boomerang to attack multiple opponents, bouncing the weapon off one target to strike another, and then another, up to four targets within the maximum range of the weapon. Resolve each attack separately, applying appropriate range penalties for the total distance the weapon travels to attack a target. After each attack is resolved, the weapon must move on to a new target, but it can bounce back from one target to a previous target if desired. Once all attacks are resolved, the ricochet boomerang returns to your hand as normal.

CORAL CORSET **VERY RARE**
Armor (medium) Requires attunement

When you wear this armor, crafted of living, magically sustained coral, your armor class is 14 + Dex modifier (max 2). You are considered proficient with this armor even if you lack proficiency in medium armor. The armor weighs 12 pounds. You can hold your breath for twice as long as normal while wearing a *coral corset* (2 + your Constitution modifier in minutes, minimum 2 minutes).

Once per day, you can command the *coral corset* to grow and envelop its entire body in a living, mobile reef as an action. In this form, a *coral corset* is heavy armor and its weight doubles. Your AC increases to 18 and you gain disadvantage on Stealth checks (this disadvantage does not apply underwater). You are considered proficient with the armor in this form even if you lack proficiency in heavy armor. The reef armor lasts for a total of ten minutes before withering and crumbling, returning the *coral corset* to its normal form. You can also use an action to return the *coral corset* to its normal form at any time.

With the *coral corset* in either form, you never taking damage or contract coral scratch from brushing against or falling prone on a coral reef. You also gain advantage on Dexterity (Stealth) and Dexterity (Acrobatics) checks when moving in and around coral reefs.

Once per day as a reaction, you can release a stinging venom into a creature that grapples you. The creature must succeed at a DC 13 Constitution saving throw or become paralyzed for 1d4 rounds.

HEI MATAU AMULET **VERY RARE**
Wondrous item Requires attunement

This whalebone amulet is carved in the form of a stylized fishhook twisted back on itself. You gain a

+1 bonus to saving throws while wearing the *hei matau*. In addition, you gain advantage on Strength (Athletics) checks made to swim and Wisdom (Survival) checks made while at sea. You can also *water walk* for up to 7 rounds per day; these rounds need not be continuous.

As an action, you can drop the *hei matau amulet* into salt water, transforming it into a *manaia*, a magical giant seahorse with the head of a seabird (use the statistics for a riding horse, with Int 10 and replacing the hooves with: Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 [2d4 + 3] slashing damage). The *manaia* shares a single language in common with you, and grants you *water breathing* while riding it. The *manaia* serves you faithfully for up to 7 hours per week, divided up in 1-hour increments; these hours need not be continuous. The *manaia* returns to amulet form if killed, the duration expires, or you take an action to command it to do so.

HEI TIKI AMULET — VERY RARE

Wondrous item — Requires attunement

This pounamu (greenstone) amulet is a stylized rendition of the first man, Tiki, typically crafted with a large head and eyes, with hands on thighs. While worn, you gain advantage on saving throws against enchantment and illusion spells. You also gain advantage on Wisdom (Perception) checks made to avoid being surprised.

You can invoke two other powers from the hei tiki amulet, and can spend an action to use each once per day. The first summons an invisible spirit that acts as if you had cast *faithful hound*, though it warns of intruders with the sound of disembodied drums rather than barking. With the second, you summon a solid protector that acts as if you had cast *interposing hand*, but appears as Large tiki mask or idol rather than a large hand. While the protector is interposed between you and a creature, you gain advantage on one attack against that creature each round.

OUTBACK WOOMERA — RARE

Weapon (woomera) — Requires attunement

This dug-out javelin-thrower is a deadly aid in hunting. You can be wield it in melee as a club and gain a +1 to attack and damage rolls, and you gain the same bonus to javelins launched from it. When you load and launch a javelin from the *outback woomera*, you may choose to increase its power or accuracy. The former increases the damage of the javelin to 1d10. The latter means you do not have disadvantage on the attack roll when the target is outside of normal range.

The *outback woomera* is always magically stocked with provisions. Once a day you can retrieve 2d4 handfuls of seeds, berries, and similar foodstuffs; each handful acts as a *goodberry*. You can also decant up to a gallon of clean, fresh water from the *outback woomera* once per day.

POSSUM-SKIN CLOAK — RARE

Wondrous item — Requires attunement

When you wear this cloak, you suffer no effects from extreme cold or heat, remaining comfortable despite the temperature. You also gain advantage

on any skill checks or saving throws made to navigate or avoid the effects of natural hazards. While wearing the cloak, you gain a climb speed of 15 feet.

Quilted together from dozens of opossum skins sewn with kangaroo sinew and inscribed with tribal insignia, religious symbology, and stained with ochre and mud dyes, the cloak displays tribal heritage and lineage, and allows you to tap into ancestral wisdom and tribal memory, gaining advantage on Intelligence (History) checks as well as on Charisma (Persuasion) checks with aboriginal peoples who recognize the cloak's significance.

Once per day, if you are in a tree or on a rock outcropping, wall, or other object and at least 10 feet above the ground, you can use an action to command the cloak to wrap around you, forming a warm shelter. A DC 20 Wisdom (Perception) check must be made to notice the shelter, even by creatures that have blindsight, blindsense, or scent. The shelter remains anchored in place for 8 hours or until you take an action to command the cloak to return to its normal form. You can enter or leave the shelter as a move.

Once per week, you can command the cloak to create a larger, hanging shelter. In addition to the properties of the personal shelter, this one acts as a tiny hut. The shelter will remain in place for 8 hours, or until you command it to return to cloak form.

Spell Lists

Bard Spells

- **1st Level:** *cool strength*, *wind compass*
- **4th Level:** *phantom rigging*
- **6th Level:** *ship of fools*

Cleric Spells

- **1st Level:** *cool strength*
- **2nd Level:** *marid's blessing*, *marid's curse*
- **4th Level:** *stone hull*
- **8th Level:** *divine wind*
- **9th Level:** *water of life*

Druid Spells

- **1st Level:** *cool strength*, *wind compass*
- **2nd Level:** *bo of the river*, *marid's blessing*, *marid's curse*
- **8th Level:** *cloud barge*, *divine wind*

Paladin Spells

- **1st Level:** *cool strength*

Ranger Spells

- **1st Level:** *cool strength*, *wind compass*
- **4th Level:** *ice ship*, *stone hull*

Sorcerer Spells

- **1st Level:** *cool strength*
- **2nd Level:** *marid's blessing*, *marid's curse*
- **4th Level:** *ice ship*, *phantom rigging*, *steaming breath*, *stone hull*
- **6th Level:** *paper vessel*, *ship of fools*
- **8th Level:** *cloud barge*

Warlock Spells

- **1st Level:** *cool strength*
- **2nd Level:** *marid's blessing*, *marid's curse*
- **4th Level:** *phantom rigging*. *steaming breath*
- **6th Level:** *ship of fools*

Wizard Spells

- **1st Level:** *cool strength*
- **2nd Level:** *marid's blessing*, *marid's curse*
- **4th Level:** *ice ship*, *phantom rigging*, *steaming breath*, *stone hull*
- **6th Level:** *paper vessel*, *ship of fools*
- **8th Level:** *cloud barge*

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