High Seas Update

Table of Contents

Foreword

Think of it: the salt air filling your lungs, the captain's wheel cradled in your palms, and endless horizon in your sights. It's hard not to feel some deep, abiding thrill in a pirate adventure, from the swashbuckling combat, to the tropical sights, to the promise of buried treasure and treacherous sea monsters. Therefore, in this book, the *High Seas Update*, we aim to capture some of that adventure and distill it (much like a fine spiced rum) for use into your own game.

The *High Seas Update* takes place at a time when there are still holes in the map to be filled. Some folks feel driven by wanderlust and the thrill of exploration to fill in those gaps. Others seek refuge in them, hiding from justice, vengeance, or cruelty in the unexplored reaches of the ocean. Others still seek to expand empires and uncover new wealth for the crown. These blank spaces are a canvas of adventure, realms of pure swashbuckling exploits, where buccaneers can raid unsuspecting merchants, explorers can struggle against epic sea monsters, and pirates can bury treasure far away from polite civilization.

And as loathsome as pirates are wont to be, it's not surprising they capture our imaginations: they're an idyllic expression of radical freedom; in many ways, the perfect avatars for a roleplaying game. A pirate plunders, raids, and indulges at a whim, for they are beholden to no man, no crown, no laws other than those they make for themselves. With little more than a cutlass, a flintlock, and a ship, a pirate can make a fortune in an evening, and squander it away by morning. We gravitate to these characters for the same reason we gravitate to those of the Cowboy, the Knight Errant, and the Renegade Cop; the rules don't apply to them, and that can make them the centerpiece of truly extraordinary stories.

So, put on a pirate hat, draw a cutlass, and set sail; there's a whole ocean of adventure to explore!

Yo-ho, yo-ho,
A pirate's life for me,

Mage Hand Press

Chapter 1: Races

Ships crisscrossing the Seven Seas encounter numerous and varied races, from savage tropical bugbears, to the strange, forgotten island peoples that have, in absence of all outside contact, followed their own evolutionary paths. Of course, the most prominent of these races are those which have adapted to life above or below the sea, and can be found near every dock and port the world-over: the merfolk who establish great undersea civilizations, and are never far from the coast; the tortugans, which have set foot on every continent and isle in the world on their endless march; and the mysterious nautilids, which, though scarce, can persistently be found far and wide.

Merfolk

Sailors were running
about, jumpin' overboard, and screamin' about folks underwater —not just folks: women. I thought it had to be scurvy, or maybe just the heat; we hadn't made landfall in weeks, and it was sure getting' to the men. But then I looked over the bow and saw them for a split second: a trio, a lad and two lasses.

Their gorgeous, serene shapes glided underwater, a long fish's tail propellin' them forward. Beautiful, incandescent hues danced on their skin as they neared the surface.

Then, just as suddenly as they arrived, they plunged back down into the depths, and out of sight. We had good tides and saw many other wondrous things on our voyage, but we never did see their like again.

— Zide, human sailor, on spotting merfolk

Merfolk are aquatic humanoids who can be found throughout the seas and oceans of the world. Possessing the upper body of a human (albeit with webbed fingers and fins instead of hair) and the lower body of a fish, they are at home in the water, able to swim faster than most humanoids can run and dive deep in search of food and treasure.

Scattered Tribes

The sea is a dangerous place, filled with predators and hostile peoples, such as merrow and sahuagin. Moreover, the technological developments that have helped humans to conquer the lands are not available underwater. This means that merfolk society has remained tribal and undeveloped, in small, scattered communities.

Although there are some merfolk cities built into easily-defended mazes of rock and coral, there are relatively few locations in the world that are suitable for such development, and little incentive for merfolk to settle in one place. Generally, the tribes are at the mercy of the tides, forced to follow the schools of fish they hunt—or flee the monsters that prey on them.

Merfolk eat fish, both by hunting them in the wild and by herding domesticated ones. Merfolk have selectively bred large, docile fish to use as sources of meat and leather, and the sharks, seals, octopi, and seahorses they keep as pets are trained as well as any human's hunting dogs.

Divergent Evolution

One of the great strengths of the merfolk people is their adaptability. Their bodies quickly change in response to changes in their environment, and isolated pockets of merfolk can end up looking completely different from others of their race after just a few generations.

Generally, merfolk adaptations resemble those of fish that live in their regions, ranging from the bright colors and toxins of tropical fish to the bioluminescence and pressure resistance of deep-sea creatures.

Merfolk Names

Merfolk names sound like waves, rolling off the tongue. Their tribe names, which are usually spoken before given names, generally refer to a great deed done by a historical figure, or else a location that is important or sacred to the tribe.

Tribe Names: Darkfathom, Deepreach, Lightbringer, Stormbinder, Waveseeker

Merman Names: Allaton, Aniel, Genaho, Hodaton, Kyron, Luniho, Nitono, Tiliel

Mermaid Names: Anu, Asahi, Callani, Jimani, Kosurai, Oru, Thinahi, Uluyu

Merfolk Traits

Merfolk have the following racial traits:

Ability Score Increase. Your Dexterity score increases by 2.

Age. Merfolk reach maturity at 16 and can expect to live for 80 or 90 years in optimal conditions.

Alignment. Merfolk subscribe to a variety of alignments and worldviews, and there is no universal merfolk culture. A good number tend towards neutrality, focusing only on the survival of themselves and their tribe.

Size. A merfolk's body length is deceptive because of its tail. On land, they are the same size as humans. Your size is Medium.

Speed. Your base walking speed is 25 feet and your base swimming speed is 40 feet. Your tail transforms into a pair of legs while you are on dry land.

Darkvision. Your large eyes are well-adapted to dark and murky waters. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Amphibious. You can breathe normally in air and water.

Watery Sanctuary. While you are swimming, you have advantage on saving throws against spells and magical effects.

Languages. You can speak, read, and write Aquan and Common.

Subrace. Many different subraces of merfolk exist. Choose either littoral, tropical, or pelagic.

Littoral

Littoral, or coastal, merfolk live and hunt in the shallow waters near the shores of oceans and seas. Though they rarely stay on dry land for long, these merfolk are the most likely to fraternize with surface-dwellers, bartering for useful tools with rare undersea treasures, like pearls and seashells.

Ability Score Increase. Your Wisdom score increases by 1.

Net Escapist. Due to the perils of fishing nets, you have advantage on ability checks you make to escape grapple, slip bindings, and escape nets.

Shipwreck Scavenger. You are adept at making do with whatever flotsam and jetsam the tides deliver to you. As an action, you can assemble any simple weapon or piece of adventuring gear whose value is no more than 5 gp out of whatever random junk is lying around. The item falls apart after 1 minute.

Pelagic

Often called deep merfolk, the pelagic live in the depths of the ocean, rarely approaching the surface. Their dim scales and large eyes have adapted to the scarce sunlight, making them excellent hunters in the dark.

Ability Score Increase. Your Constitution score increases by 1.

Bioluminescence. You are able to produce a small amount of light using photophores in your skin. As a bonus action, you can activate this ability in order to shed dim light in a 10-foot radius. You can deactivate this ability with a further bonus action.

Superior Darkvision. Your darkvision has a range of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Tropical

Making their homes in the warm water around the equator, tropical merfolk are more lighthearted and colorful (often literally) than their fellow merfolk. Their brightly hued scales serve as a defense mechanism, warning predators that their bodies are poisonous.

Ability Score Increase. Your Charisma score increases by 1.

Venomous Secretions. Your body produces exotic chemicals that help you survive amongst the vicious predators found in tropical waters. When a creature hits you with a melee attack, you can use your reaction to deal 1d8 poison damage to that creature. If you are swimming, this ability does not cost a reaction. Once you use this trait, you can't use it again until you finish a short or long rest.

The damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

Nautilid

As we lingered by the shore, waiting for the translator to arrive, we gathered some driftwood and lit a small fire; there was no sense waiting around there after nightfall without one. We doffed our armor and weapons, as twilight came and passed, and we recounted tales of the strange sixth island to which we were headed.

But just as soon as we lit our fire, the dull booms of massive footfalls sounded from somewhere out in the darkness. We doused the flames and drew our swords, standing back-to-back awaiting the inevitable approach of a perturbed ogre or ettin. But as the stomping grew louder, we heard the sloshing of something arising from the waves behind us: a great armored suit, slick with pond scum and seaweed, adorned with circular windows about the head, from whence it could see.

— Andromalius, human marshal, meets a nautiid translator

The nautilids, a race of great, hulking creatures, clamber around at all times in curious metal suits, and rarely show their true faces to others. In these suits (which most closely resemble deep-sea diving gear, but adorned with buttons and flashing lights) they can breathe underwater and apparently speak any language. But if their helmets are removed, they are revealed to be fishlike creatures, struggling to breathe in air unassisted.

From Distant Seas

None can say for sure where the nautilids originate, and for their part, nautilids seem distant and vague when describing their homeland. They speak of a vast ocean, greater by far than any of the Seven Seas, and an immense city that rested at the bottom of its tides. But a great disaster visited their ocean and burned it away, leaving nothing but a salt plain from coast to coast. They cannot, or perhaps will not, articulate which ocean they hail from, but seem to mournfully describe that an impenetrable gulf lies between them and their old home, which no sailing ship can bridge. Indeed, if probed about their origins at night, nautilids invariably cast their gaze heavenward, searching for a particular glimmer among the stars that reminds them of home.

The nautilid aqua suits are clearly a marvel unequaled by any nation today. Evidently, these wonders are commonplace to the nautilids; their home was replete with such innovations, and their suits were the least among them. Some speculate their city of ancient treasures was the lost city of Atlantis or some other legend known to man, but nautilids chortle at such a prospect: their home was named Poseidon, the jewel of a thousand oceans. The people of this world have never seen such splendor and can't remotely comprehend it.

Ocean Wanderers

With most regularity, nautilids can be found lingering around shores, for it seems they value being able to choose between the surface or the ocean at their fancy. In fact, whatever nautilid settlements might hide in the ocean depths, they keep none inland, and never venture too far from shore. To them, the surface is a place to trade, barter, and travel, and little else.

It's easy to forget, however, that underneath their lumbering exteriors, nautilids are actually quite thoughtful, with a fondness for poetry and a knack for the arcane. Many nautilids have taken the task of mapping the ocean's surface, as well as its immeasurable depths, categorizing all the oddities found therein. It might seem, even, that they are collectively searching for something lost to the ocean long ago, but such speculation leads nowhere; the nautilids are a mysterious race, whose motivations for traveling the oceans aboard sailing vessels is theirs alone.

Nautilid Names

By ancient tradition, nautilids are named in the old languages of Poseidon, and the second half of a nautilid's name is composed of a surname, passed down the maternal line. The meaning of most of these names have been lost to history, much like Poseidon itself.

Nautilid Names: Agrias, Charax, Democedes, Gorgias, Helenos, Idomeneus, Isokrates, Lysandros, Monomachus, Panthous, Theomestros, Xenagoras
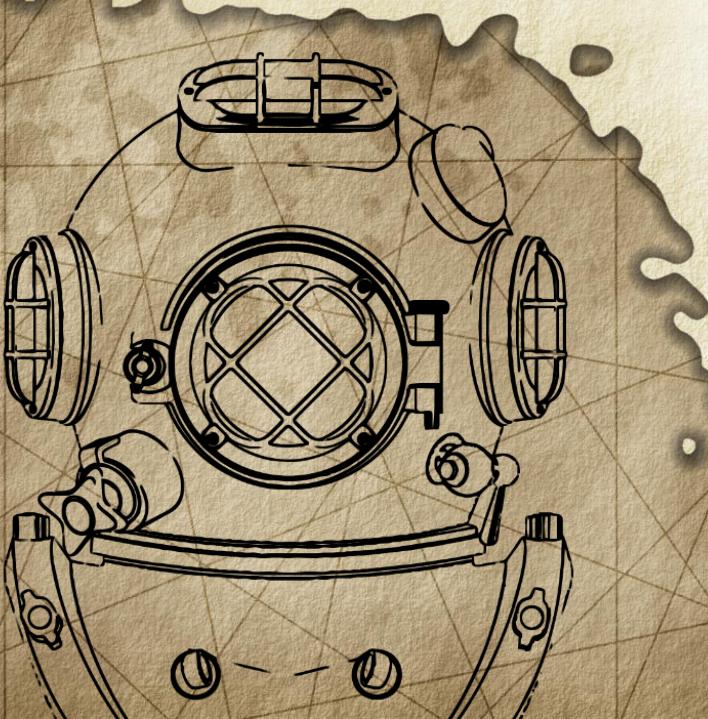
Nautilid Traits

Your great, amphibious body, and your constantly-worn aqua suit, give you the following racial traits:

Ability Score Increase. Your Strength score increases by 1, your Constitution score increases by 1, and your Intelligence score increases by 1.

Age. Nautilids reach maturity by 20 years of age, and individuals have been recorded to live as long as 150 years.

Alignment. Stoic and contemplative, nautilids tend to be lawful.

Size. Lumbering and stout, nautilids stand between 6 and 8 feet tall, seeming even larger in their cumbersome aqua suits. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Amphibious. You can breathe water as well as air, though breathing air is uncomfortable for you without assistance. Additionally, you have a swim speed of 30 feet.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Deductive. You have proficiency in the Investigation skill.

Aqua Suit. At all times, you wear a bulky aqua suit, which is filled with Poseidon Solution, in order to breathe comfortably. The suit covers your whole body, including a large domed helmet with circular windows that allow you to see without hindrance. Without the suit, you can breathe air or water, but doing so delivers air inefficiently to your lungs, and you feel much the same as a human does in very thin air. You can don or remove the helmet on your turn as part of your action, and you can don or remove the entire suit in 1 minute.

If damaged directly but not completely destroyed, the suit rapidly mends itself, leaking only a very small amount of water.

While wearing the suit, your AC equals 13 + your Dexterity modifier. Other armor can be fitted to attach around the aqua suit at no cost. While no other armor is fitted to it, you count as being unarmored for the purposes of features such as Unarmored Defense. Additionally, while wearing the suit, you have resistance to fire damage.

Embedded Translator. Your suit has a built-in universal translator. While you wear it, you can understand any spoken language you hear. Moreover, any creature that knows at least one language and can hear you can understand what you say.

Languages. You can speak, read, and write Common and Aquan.

Tortugan

The earth shook in rhythm beneath our *feet, long before their marching force came into our view. Ten thousand strong, marching in unison, their shells rising and falling in synchronicity, right up to our very gates. The turtle sentinels stopped at once, and a solitary horn rang out from among their number—a signal for us to throw open the gates and allow their passage. A long and terrible silence followed as we furtively exchanged glances upon the wall.*

— Sir Tava, on Tortugans marching to Marblewolf

Always on the march, tortugans are a small but fearsome band, preferring to win conflicts through persistence and attrition, rather than wit or brute strength. As their name implies, they are distantly related to turtles, and are similarly squat, with tough skin and prominent shells upon their backs. Never underestimate a tortugan, for the proud "turtle sentinels", as they are called, are equal parts pragmatic and tireless, making for formidable foes and staunch allies.

Persistent Nomads

Tortugans are a nomadic race, known for moving slowly, but constantly, marching for days at a time without ceasing. To eat, they grow some food on the run, using long-held magic to sprout vegetables like onions, turnips, or cabbage on their staves (onions being a particular favorite), and hunt through persistence, pursuing prey on long chases until it simply dies of exhaustion. In this way, no matter how large a marching band of turtle sentinels, it is always self-

sustaining, never needing to stop to farm or raid villages for supplies.

Tortugans have stepped foot on almost every continent, crossed every landbridge, and seen every shore. Their endless march takes them far and wide in pursuit of prey, bringing them into conflict with great armies and small outlaw bands alike; all equally have been repelled.

Enduring Traditions

Tortugan elders will often boast that they keep one thousand and one secrets never told to outsiders. Doubtless, such secrets include much of the complex Tortugan language, the means by which they grow vegetables on their staves, and the principles of turtle sentinel combat, but many more are proverbs and maxims that express the tortugan view on the world. When in need, a tortugan always has a nugget of wisdom on hand to lift their spirits and those of their allies.

Tortugan Names

Tortugan names are rooted in the Tortugan language, and are bestowed by a tortugan elder within a week of birth. Speakers of Common sometimes have trouble approximating tortugan names, which might call for complicated pronunciations.

Male Names. Aito, Ghido, Hideo, Iori, Kame, Kato, Okuma, Onaga, Ryoko, Tatsuya

Female Names. Chihomi, Haruko, Kazuko, Mizuko, Nayoko, Omori, Rio, Sadako, Shioko, Tao

Tortugan Traits

As a strong and proud tortugan, you have the following racial traits:

Ability Score Increases. Your Constitution score increases by 2 and your Wisdom score increases by 1.

Age. Among nonmagical races, tortugans are exceptionally long-lived, generally living in excess of 150 years, but sometimes reaching up to 300 years old.

Alignment. Steadfast and certain in their actions, tortugans tend to be lawful. However, there are always those who rebel against tradition and leave their marching tribes; these individuals tend to be chaotic.

Size. Tortugans stand between 3 and 4 feet tall and weigh an average of 120 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Armored Shell. Your Armor Class increases by 1.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Entrench. At the end of a turn on which you did not move, you can use your bonus action to dig in your heels and fortify your armor, gaining half-cover from all sources until the beginning of your next turn. You must be wearing medium or heavy armor to use this trait.

Persistent. You have advantage on Constitution saving throws that you make to avoid exhaustion from a forced march.

Turtle Sentinel Training. You have proficiency with the mace, morningstar, pike, quarterstaff, and sling. Additionally, despite your size, you can wield heavy weapons with which you are proficient without penalty.

Languages. You can speak Common and Tortugan. The Tortugan writing system uses several thousand characters, each of which has an intrinsic meaning. Many characters have more than one pronunciation, which varies with context.

Chapter 2: Archetypes

Sometimes a bard is just a bard. But other times, that bard is a notorious pirate, feared on all the Seven Seas, or can call the fury of a storm with the power of ancient song. This chapter contains archetypes to spice up your characters for a swashbuckling, high seas campaign.

Primal Path

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

Path of the Fin

Tribal communities exist all across the realms, in all manner of locales and climes. While their customs often change, one steadfast certainty, seen time and time again, is the reverence for particular animals local to that tribe. These are often wildly varied; northern tribes may revere the Wolf or the Bear, those of the deserts follow the Hawk or the Jackal, and those of the jungle may aspire to the Ape, or the Tiger. It is in this tradition that the Path of the Fin, island warriors capturing the bloodthirsty essence of the great Shark, arose.

Feeding Frenzy

Fin barbarians, as opposed to their land-locked brothers, undergo much in the way of physical transformation when they enter a rage. Starting at 3rd level, while raging, you sprout rows of razor-sharp shark teeth and gain a melee bite attack which deals 1d8 slashing damage on a hit. When you attack a living creature with this bite, you heal a number of hit points equal to half the damage dealt.

Blood Sense

A fully-grown shark can smell a single drop of blood in the water almost a mile away. At 6th level, you gain an amazing sense of smell. You gain advantage on all Investigation and Perception checks dealing with smell, you can automatically track a single living creature whose scent you know so long as the trail is no older than a week old. By spending a minute concentrating, you can detect the scents of all living creatures in a 100-yard radius, or up to a mile in the water.

Mako

Starting at 10th level, your bite attack damage increases to 1d10, and a creature you bite must make a Dexterity save (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Shark Force

At 14th level, you become a total amalgamation of shark and man. You gain gills, a small dorsal fin, and your skin becomes rough, like that of a shark. You gain a 40-foot swim speed, you can breathe underwater, and your armor class increases by 2. Additionally, your bite damage increases to 1d12.

Bardic Colleges

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

College of the Dread Pirate

Less a college and more a way of life, dread pirates learn to use their command of language and forceful personalities to make some coin—chiefly by taking it from others. Bardic pirates know that piracy is as much a performance as anything else: you must play an intimidating role for those who you rob of valuables, an inspirational role for your crew, and an elusive role for the authorities. Play these roles right, and your name will be on the lips of folks at every seaport and dock; fame, in this case, follows fortune.

Leadership

Starting when you choose this college at 3rd level, your crew will follow you to the ends of the earth. While you are in the captain's role, you can spend a bardic inspiration die to take two actions provided to you by that role, instead of one, on your turn.

Rake

By 3rd level, you know how to exploit a foe's weakness in combat. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don'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 you don't have disadvantage on the attack roll.

You can also add this extra damage once per turn when you make an attack using a ship weapon.

The amount of the extra damage increases as you gain levels in this class. At 6th level, the damage becomes 2d6 and at 14th level, the damage becomes 3d6.

Captain's Swagger

By 6th level, you seem almost invulnerable while at the helm. You can reroll an attack roll, ability check with a skill, or saving throw you make that you are proficient in. You can choose to use this ability after you roll the die, but must decide before the GM says whether the roll succeeds or fails. Once you use this ability, you can't so do again until you finish a short or long rest.

Terror of the Seas

At 14th level, your infamy precedes you. Whenever you use your Rake feature to deal additional damage to a humanoid creature, you can cause the target to make a Wisdom saving throw against your spell save DC. On a failed save, that creature is frightened of you until the beginning of your next turn. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours.

Additionally, you can cast the spell *fear* without using a spell slot or spell components, and can target an entire ship with the spell, regardless of the ship's size. Once your use this ability, you can't use it again until you finish a long rest.

College of the Stormsinger

Many bards believe that the first song came from the sea: the endless tides formed a rhythm, the howling winds whistled a melody, and thunder boomed forth with percussion. The crashing waves and beating rain joined in the refrain, and thus the first song was born. The College of the Stormsingers seeks to capture this primal song with voice, echoing haunting melodies to the sea and watching it react to the performance.

Sea Singer

When you join this college at 3rd level, you can breathe water as well as air, and your voice can be heard clearly underwater out to a distance of 90 feet.

Wrath of the Sea

At 3rd level, your allies fight with the fury of a storm. A creature that has a Bardic Inspiration die from you can use a bonus action and roll that die to gain the following benefits for a number of rounds equal to the number rolled on the die:

- The creature has advantage on Strength checks and Strength saving throws.
- Whenever the creature hits with a melee weapon attack, it can roll an additional 1d4 damage.

Siren's Song

At 6th level, you can project the alluring pull of the ocean. As an action on your turn, choose a creature within 30 feet of you that can hear you. That creature must make a Wisdom saving throw or be charmed by you for one minute or until it takes damage. While charmed by you, the creature is compelled to move towards you. On its turn, it uses all its movement to approach you by the safest route, and takes no other actions.

Once you use this ability, you must take a short or long rest before you can use it again.

Call Storm

At 14th level, the wind and sea shape themselves to your desire. You learn the spell *control weather*, which you can cast once without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest.

Divine Domains

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Rum Domain

Where rum flows easily, the gods of merriment abound. Clerics of the Rum Domain feel the fuzzy warmth of strong drink not as sinful excess, but as praise to the gods of good times, which they worship often and with abandon. They look to spread their merry religion and the good times with it, bringing all to peace and happiness, a few nights of drunken revelry at a time.

Rum Domain Spells

Cleric Level	Spells
1st	*charm person, sleep*
3rd	*calm emotions, hangover*
5th	*hypnotic pattern, slow*
7th	*confusion, death ward*
9th	*greater restoration, modify memory*

Drunken Sway

Starting when you choose this domain at 1st level, you always seem off-balance, making you surprisingly difficult to hit. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Additionally, you gain proficiency in martial weapons.

Cup Floweth Over

At 1st level, you can use your action to fill your mug with beer or rum, a gift of good tidings from the gods. Only you can drink this liquor, but you suffer no ill-effect from drinking any amount of alcohol; though rosy-

cheeked and slurred of speech, you are always steadfast on your feet and clear of thought.

Additionally, you learn the *legendary libation* cantrip, which counts as a cleric spell for you and doesn't count against the number of cantrips you know.

Channel Divinity: Intoxicate

At 2nd level, you can call upon the gods of merrymaking to inebriate an aggressor. When a creature you can see makes an attack, you can use your reaction to cause that creature to make a Constitution saving throw against your spell save DC. On a failed save, the creature is poisoned and has disadvantage on saving throws for up to 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Rumrunner

By 6th level, you've learned the finer art of moving when nobody's paying attention. Whenever a hostile creature moves, you can use your reaction to move up to half your movement speed. This movement does not provoke opportunity attacks from the moving creature.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Next Round's on Me

At 17th level, you can call upon the gods of good times to bring your allies a round of shots. As an action, choose up to 6 friendly creatures you can see within 60 feet of you to gain a pleasant buzz. For the next minute, you and each of these creatures have advantage on Intelligence, Wisdom, and Charisma saving throws, and can subtract your Wisdom modifier from bludgeoning, piercing, or slashing damage they take.

Travel Domain

The realm of vagabonds, merchants, and adventurers, the gods of the travel domain—including Parcel and Risk in the Manifest—are popular among any who frequent the roads or sail the seas. Evangelicals and the traveling priests of inhospitable regions also tend to represent the gods of travel.

Travel Domain Spells

Cleric Level	Spells
1st	*feather fall, longstrider*
3rd	*find steed, misty step*
5th	*fly, haste*
7th	*dimension door, private sanctum*
9th	*passwall, teleportation circle*

Bonus Cantrip

When you choose this domain at 1st level, you gain proficiency with four finesse or ranged weapons of your choice. Additionally, you learn the *message* cantrip.

Trailblazer

At 1st level, your movement speed increases by 5 feet. This movement bonus increases by 5 feet at 8th level (10 feet), and again at 14th level (15 feet).

Additionally, moving through nonmagical difficult terrain costs you no extra movement, and you have advantage on saving throws against spells that restrict movement, such as *entangle* or *hold person*.

Channel Divinity: Tail Wind

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to grant up to 5 creatures that you can see within 60 feet you choose a temporary boost of speed. For the next hour, the base movement speed of each creature affected increases by 10 feet.

Freedom of the Road

At 6th level, as a bonus action, you can speak a prayer to the winds to clear your path of adversaries. Each creature that you choose within 20 feet of you must make a Strength saving throw or be pushed 15 feet away from you and be knocked prone. Creatures that are Huge or larger have advantage on this saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of 1). You regain all uses of this feature when you finish a short or long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with extra kinetic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Nomad

At 17th level, you are more at home on the road than anywhere else. Opportunity attacks made against you automatically miss.

Druid Circle

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

Circle of the Deep

The druids that maintain and protect the land are deluded to think that they keep dominion over the natural world, for they stand guard over only a small fraction of it; far greater, and far wilder, is the deep. Druids of the Deep are fewer in number, but greater in task, vowing to stand guard over the world's oceans, seas, lakes, and rivers, and safeguard their inhabitants from the fools that walk the surface.

The crushing depths have hardened these druids, and taught them to battle with every weapon underneath the waves. After all, the ocean is an unforgiving place; you can't survive by just talking to fish.

Bonus Proficiencies

To join the Circle of the Deep, you must learn the weapons of underwater combat. When you choose this circle at 2nd level, you gain proficiency in the use of fishhooks, harpoons, nets, spears, and tridents.

In addition, though druids of the deep will not use weapons made of metal, they will use coral weapons, just as merfolk do. Coral weapons function as regular weapons, but cost twice as much if purchased on land.

Aquatic

By 2nd level, you are permanently adapted to life underwater. You can breathe water as well as air and have a swim speed equal to your base movement speed. These benefits also apply while you're transformed using Wild Shape: if you transform into a creature that does not have a swim speed, your form gains a swim speed equal to the form's base movement speed.

Vortex Attack

At 6th level, you've mastered the all-around fighting style of deep sea creatures. Whenever you are in water or have fewer than half your maximum hit points, can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Ocean's Ally

Beginning at 10th level, the beasts of the deep mark you as one of their own. You can speak to fish and other aquatic creatures at will, as per the *speak with animals* spell.

Additionally, if you are underwater, you can use your action to call an aquatic beast of CR 3 or lower from the environment to your aid, which arrives at the beginning of your next turn. The beast rolls its own initiative and acts on its own turn, but is friendly to you and your companions and follows your commands. After 1 hour passes, or if you or one of your companions harms the target, the effect ends and the beast returns to the wild.

Once you use this ability, you can't use it again until you finish a short or long rest.

Davy Jones' Locker

At 14th level, you consign your enemies to a watery grave. Once per turn, when you hit with a melee weapon attack, you can deal an additional 1d8 damage to the target. Additionally, your attacks ignore resistance to nonmagical bludgeoning, piercing, and slashing damage, ignore the damage threshold of ships, and deal double damage to ships.

Martial Archetype

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Corsair

The wide-open ocean, the salty breeze, and the freedom of a ship—these are the things a corsair values more than anything else. Though an archetypal corsair is no less trained than their military counterparts, they prefer a more swashbuckling, charismatic approach to life, and take well to privateering, smuggling, exploring, and other self-directed work.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in the Sailing and Sleight of Hand skills, if you did not already have proficiency.

Surprise Attack

At 3rd level, you've learned to strike foe when they least expect it. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don'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 you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class. At 7th level, this damage increases to 2d6, at 11th level, this damage increases to 3d6, and at 15th level, this damage increases to 4d6.

Commandeer

At 3rd level, you can replace one of your attacks with an attempt to steal an item being carried by another creature. You can't attempt to steal an object that is being worn as clothing or armor, nor can you steal an object that is being held in one of the target's hands. Make a Dexterity (Sleight of Hand) check, opposed by the target's AC. On a success, you successfully steal that object. You must have a free hand to use this ability.

Three Sheets

Starting at 7th level, whenever you use your Second Wind ability, you can also take the Dash or Disengage action as part of the same bonus action.

Charmed Life

By 10th level, you can saunter into trouble and make it out unscathed, thanks to your considerable luck. You can gain advantage on one ability check, attack roll, or saving throw that uses Dexterity or Charisma. Once you use this ability, you can't use it again until you finish a short or long rest.

Slippery Positioning

Starting at 15th level, whenever a hostile creature that you can see within 60 feet moves, you can move 5 feet without provoking Opportunity Attacks. On each round, you can use this ability a number of times equal to your Dexterity modifier without using your reaction.

Untouchable Swordsman

By 18th level, you are legendary with a cutlass. Whenever you hit a creature with your Surprise Attack, the target has disadvantage on attack rolls against you until the beginning of your next turn.

Gunslinger's Creed

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

Musketeer

You believe that camaraderie and glory go hand-in-hand, that you and your allies are undefeatable as long as you stand together. As such, you have trained with blades and halberds, so that you battle up-close. Your place is not supporting them from afar, but launching a single volley of shot before charging in, bayonet or cutlass in hand, that you might all succeed or fail as one.

Bonus Proficiencies

Starting when you choose this creed at 3rd level, you gain proficiency in the bayonet, cutlass, rapier, shortsword, and halberd.

Heavy Shot

At 3rd level, you can load and fire especially dense bullets. Whenever you deal damage with a blunderbuss, flintlock, or musket, you deal an additional point of damage for each damage die that you roll.

Lock, Stock, and Barrel

At 7th level, you ignore the Loading and Misfire properties of the blunderbuss, flintlock, and musket.

Bayonet Charge

Starting at 10th level, when you move more than 15 feet in a straight line on your turn, you can use a bonus action to make one attack with a bayonet or a melee weapon.

All for One

Starting at 14th level, whenever a friendly creature within 5 feet of you is attacked, you use your reaction to make a firearm attack targeting the attacker.

> ### Gunslinger Class
> This subclass makes use of the Mage Hand Press Gunslinger class and its accompanying rules. This class can be found for free on magehandpress.com
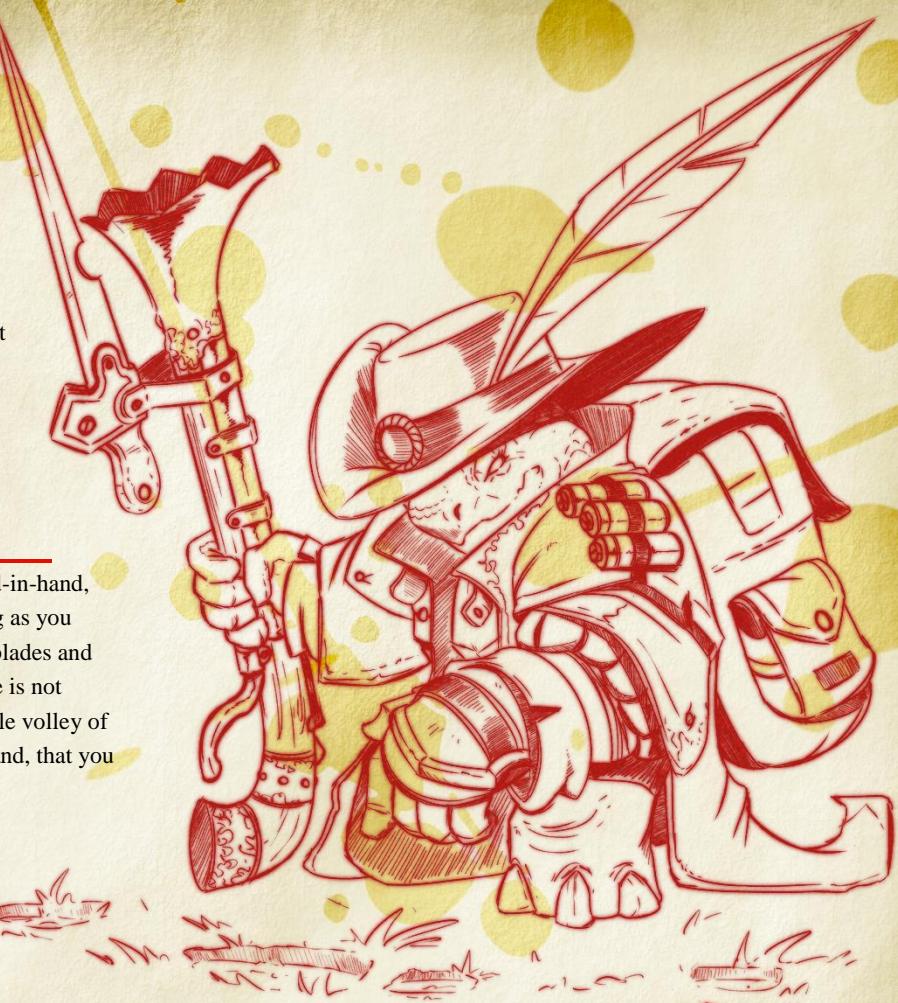
Monastic Traditions

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Drunken Fist

Monks who follow the Way of the Drunken Fist swear off any notion of sobriety when beginning on their path. By wobbling, tripping, and blundering about with expert intention, as if completely inebriated, you can surprise even the most trained enemy and strike them when it's least expected. Moreover, when you do imbibe alcohol, you can perform astounding feats of strength and bravery.

Drink Like a Demon

Starting when you choose this tradition at 3rd level, you have learned to catch your enemies off-guard with a drunken, staggering school of martial arts. You are proficient with improvised weapons, and improvised

weapons are now considered as monk weapons for you. In addition, creatures have disadvantage on opportunity attacks against you.

For Medicinal Purposes

Beginning at 6th level, you can metabolize alcohol differently. You can take a drink of alcohol and spend 1 ki as a bonus action to regain hit points equal to 1d4 + your monk level. Once you use this ability, you must complete a short or long rest before using this feature again.

Staggering Strike

By 11th level, you have learned how to better take advantage of openings in your opponent's defenses and strike when they least suspect it. When an attack with advantage or disadvantage made by a creature within 5 feet of you misses, you can use your reaction to make an attack on that creature with a monk weapon or improvised weapon.

Belch of Flame

At 17th level, you can ignite the alcohol in your mouth and release it in a spray of flame. As an action, you can take a drink of alcohol and spend 3 ki points to ignite it. You can hold this in your mouth for a number of rounds equal to your Constitution modifier, after which the effect is lost. As a bonus action while the alcohol is held in your mouth, you can spray it in a 20-foot cone. Each creature in this area must make a Dexterity saving throw. A creature takes 6d10 fire damage on a failed save, or half as much on a successful one.

Way of the Tide

Monks who follow the Way of the Tide learn to fight like the ocean: fluid and swift, yet unrelenting and powerful. Like a crushing wave, these monks can bring even the strongest of opponents to their knees.

Ocean Current Technique

Starting when you choose this tradition at 3rd level, you move like the tide, rushing effortlessly around your enemies. You can move through the space of any hostile creature as if it were difficult terrain.

Additionally, you gain a swimming speed equal to your movement speed, you are proficient with tridents, and they count as monk weapons for you.

Undercurrent

Starting at 6th level, your graceful movements carry combatants like a strong current. You gain the following benefits:

- When you grapple or shove a creature, you can make a Dexterity (Acrobatics) check instead of a Strength (Athletics) check.
- You can replace an attack from your Flurry of Blows with a grapple or shove attack.
- You can spend 1 ki point when you make a grapple check on your turn to make that roll with advantage.
- You do not have a movement penalty when grappling creatures the same size as you or smaller.

Tsunami Strike

At 11th level, you learn a technique to become more like a crashing wave, summoning water-like jets of ki from your hands. As a bonus action on your turn, you can spend 2 ki points to give your unarmed strikes, grapple attempts, and shove attacks an additional 5 feet of reach for 1 minute.

Whirlpool

Starting at 17th level, you can summon the power of elemental water to wash away all opposition and rearrange the battlefield. As an action on your turn, you can spend 4 ki points to emit a swirling, water-like aura of ki. All huge or smaller creatures of your choice that you can see within 30 feet of you must succeed on a Strength saving throw or be pushed up to 15 feet in a direction of your choice within this radius and knocked prone.

Ranger Archetype

The ideal of the ranger can have many expressions.

Leviathan Hunter

Many rangers steal out into the wilds to slay dire beasts that encroach upon civilization, safeguarding cities and towns from their animalistic fury. But some rangers take this further, obsessing over a single kill at a time, and hunting their quarry to the ends of the earth. Rangers that join the loose Leviathan Hunters might track any creature, provided that it is as threatening as it is colossal, but are so named for the brave fools that once fancied to kill the mighty leviathan, a quest that ultimately spelled their demise.

Trophy

Beginning at 3rd level, you can draw strength from your defeated enemies. Whenever you slay a Large or larger beast, humanoid, monstrosity, or undead, you can take a body part as a trophy. You do not need to have dealt the killing blow, but you must have dealt damage to the creature during the combat that killed it. Harvesting a body part in this way is a process that takes 1 minute. Over the

course of a long rest, you can apply a mixture of herbs and preservatives worth 50 gp to the body part, after which it becomes a trophy. You can wear one trophy at a time, and when you take a short or long rest, you can change which trophy you are wearing. While wearing a trophy, you gain the following benefits:

- Creatures of the same type as the trophy are treated as your favored enemy
- You gain a +2 bonus to AC and saving throws against all creatures of the trophy's type.
- You cannot be charmed or frightened by creatures of the trophy's type.

Starting at 6th level, you can make a trophy from an aberration, celestial, construct, dragon, elemental, fiend, or giant you have slain.

Clever Wrestler

Beginning at 7th level, your experience escaping from gnashing teeth, writhing tentacles, and slashing claws has made you hard to pin down. Whenever you are grappled, you can use a bonus action to end the grapple.

Fell the Leviathan

At 11th level, you are a master of capitalizing on the weaknesses of larger foes. When you take the Attack action on your turn targeting a Large or larger creature, you can make an additional attack.

Masterful Sidestep

At 15th level, you are a blur across the field of battle, avoiding attacks that would fell others. When you are hit by an attack, you can use a reaction to immediately move half your movement without provoking opportunity attacks. Additionally, you gain a +2 bonus to AC until the start of your next turn.

Roguish Archetype

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Blackfeather

The navies of the world always have a pressing need for lookouts and scouts, since spotting enemy ships on the horizon before they spot you often proves a decisive advantage. In order to service this demand, an enterprising band of rogues set up a guild focused more on observation and sharpshooting than thievery and knifework. Calling themselves the 'blackfeathers' in reference to their usual stations in crows' nests, they rapidly cornered the market in naval spotting, to the extent that few ships now sail without at least one blackfeather on the crew.

Lookout Aloft

At 3rd level, you feel equally at home in the rigging as you do on deck. You gain a climb speed equal to your base movement speed, can climb ropes, rigging or netting one-handed without penalty and have advantage on any ability check or saving throw made to keep your grip while hanging aloft.

Sharpshooter Training

Also at 3rd level, you gain proficiency with flintlocks and muskets. The normal and long ranges of any musket you wield are tripled.

Crow's Eye View

By 9th level, you have trained your eyesight to superhuman levels. You ignore light obscurement and treat heavy obscurement as if it were light. When looking out over open terrain such as flat fields or calm seas, you can make

out details such as individual creatures and flags out to a range of 5 miles.

Nimble Ropework

When you reach 13th level, you begin to develop an impressive repertoire of acrobatic moves. You are considered to benefit from half cover while climbing ropes or netting.

Aerial Sniper

At 17th level, your marksmanship is honed enough to pick off officers from the decks of enemy ships. You have advantage on any ranged weapon attack where your target is at least 15 vertical feet below you.

Sorcerous Origin

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

Plague Stricken

Perhaps you were born on a plague-wrought ship, or you were infected by a pestilence unheard of by man. No matter what strain of what infection brought you to death's door, your recovery left you irrevocably changed. You were not cured, not completely; your body still carries some of the pangs and symptoms brought on by your disease, but your immunity has adapted to fighting the affliction with magic, granting you a latent arcane power. A terror to some, you are a carrier unravaged by disease, wielding magic of germs and pestilence to slowly kill those who stand in your path.

Carrier

Starting at 1st level, you are immune to disease and being poisoned. Additionally, choose one or randomly determine a lingering symptom that afflicts you:

d8	Symptom
1	A loud, sickening cough constantly accompanies you.
2	One of your limbs is black and withered, but completely functional.
3	The white and iris of one or both of your eyes are entirely blood red.
4	Intense shivers come at you in waves, alternating between mild trembles and great shudders.
5	A number of growths and tumors lump your body and hunch your back.
6	Your skin is riddled with boils and sores.
7	Your body is horrifically gaunt
8	Constantly fevered, your skin is hot and covered in sweat.

Pathogen

Starting at 1st level, you can spread disease with your touch. Choose a creature within your reach to make a Constitution saving throw against your spell save DC. On a failed save, the creature suffers from one of the following diseases of your choice: deadleg, ration rot, or wetlung. Symptoms of the disease set in immediately, and it can't be cured for 24 hours.

Once you use this ability, you can't use it again until you finish a short or long rest.
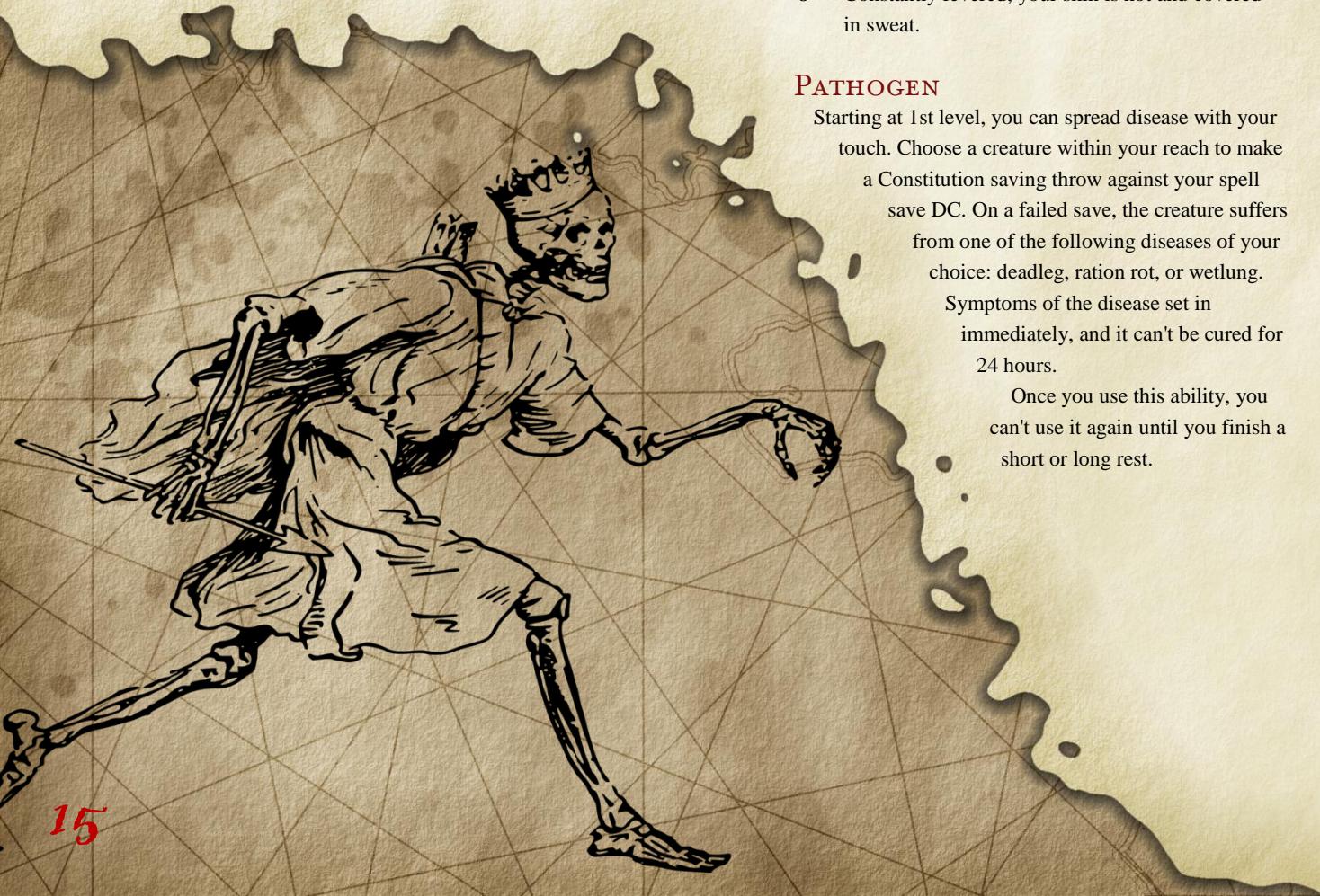
Imbalance the Humors

Beginning at 6th level, when you take a short rest, you can draw from a reserve of magical power that drives your immune system. You can recover any number of expended sorcery points, taking an irreducible and unavoidable 1d8 poison damage for each sorcery point gained.

Toxic Cough

By 14th level, even your breath is a vile harbor for bacteria. When you take damage from a creature within 5 feet of you, you can spend 1 sorcery point as a reaction to cough at the attacker, which must make a Constitution saving throw or be poisoned until the end of its next turn.

Epidemic

At 18th level, almost nothing escapes your disease. Creatures have disadvantage on Constitution saving throws against your spells and class features. Additionally, your spells and class features ignore immunity to disease and being poisoned.

Otherworldly Patron

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

The Deep One

Sailors tell many a far-fetched tale, and most of their stories are just that, but a few tortured souls have the misfortune of truly encountering an entity from the crushing depths of the sea. These murky imperators often offer pacts to drowning sailors: their life in exchange for a period of servitude. Slowly consumed by the sea, sailors who take such a deal risk losing their immortal soul to the depths. The brave or foolish will seek out obscure ways to attempt to unseal the deal, but most resign themselves to their fate to avoid being dragged to the depths. Patrons of this type include Akr'vosh the Kraken Lord; Elemiara, the Immortal Current; Belyrsí, the Sunken Star; Davy Jones, the Keeper of the Damned;

Leviathan, the Serpent King of the Sea; and Megalodon, the Ravager.

Expanded Spell List

The Deep One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Deep One Expanded Spells

Spell Level	Spells
1st	create or destroy water, fog cloud
2nd	gust of wind, spiritual weapon
3rd	call lightning, water breathing
4th	black tentacles, control water
5th	conjure elemental, seeming

Servant of the Depths

Upon forging a pact with a Deep One you undergo physical transformations, taking on features of sea creatures. At 1st level, you pick three traits from the following list:

Amphibious. Gills open on your neck and torso when you are submerged in water, allowing you to breathe both air and water. These gills seal up and resemble scars while you are on land.

Armor of the Sea. Your body is covered with barnacles, chitin, coral, sharkskin, or other durable materials from the sea. You gain a +1 bonus to your AC.

Blood Frenzy. When you make a melee attack against a creature with less than its hit point maximum, you deal an additional 1d4 damage on a successful hit.

Fins. You can cause webbing to grow between your fingers and toes as a bonus action. You have a swim speed equal to your walking speed while your hands and feet are webbed. This transformation lasts until you dismiss it (no action required).

Maw of the Ravager. Your mouth becomes lined with sharp, shark-like teeth. You gain a bite attack that is an unarmed strike, which deals 1d8 damage.

Tentacles. You have advantage on Strength (Athletics) checks made to grapple a creature. Your tentacles add 5 feet to your reach when you use them to make a grapple attempt.

Visions of the Deep

Starting at 6th level, as a reaction when a hostile creature within 60 feet deals damage to you, you can attempt to drown out its thoughts with visions of the inky depths. That creature must make a Wisdom saving throw against your warlock spell save DC, or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Once you use this ability, you can't use it again until you finish a short or long rest.

Voidsight

At 10th level, your eyes darken until they become like black voids. You can't be blinded, and you can see normally out to 60 feet, regardless of conditions.

Dead Men Tell No Tales

Starting at 14th level, you can allow your undersea master to reach out to the surface world, drowning your foes, even on land. As an action, choose any number of hostile creatures that you can see with 60 feet of you: water magically fills these creatures' lungs, and forces its way out their mouths. If a target is capable of drowning, it begins to suffocate. A suffocating creature can survive for a number of rounds equal to its Constitution modifier. 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. If a suffocating creature uses its action to gasp for air, that round does not count against the total number of rounds it can survive.

You concentrate on this ability as if you were concentrating on a spell. Its effect on a target ends if you lose your concentration, or if a target moves more than 60 feet away from you.

Once you use this ability, you can't use it again until you finish a long rest.

Witch's Craft

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic, and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops.

Salt Magic

While red witches focus on channeling their curses into raw destructive energy, adherents of the salt craft—known as water witches—use their command of elemental water in more subtle, flexible ways. Many seek peaceful roles in

> ### Witch Class
> This subclass makes use of the Mage Hand Press Witch class and its accompanying rules. This class can be found for free on magehandpress.com

society as irrigators of farmland, defenders against flooding and rescuers of sailors, but those that take to adventuring can be formidable warriors, controlling the ebb and flow of battle as if it were water.

Salt Magic Bonus Spells

Spell Level	Spells
1st	create or destroy water, thunderwave
2nd	gust of wind, hold person
3rd	lightning bolt, water walk
4th	control water, freedom of movement
5th	frolicking fountain, scrying

Hex: Water Wings

When you enter this craft at 3rd level, you learn to use your magic to manifest wings made from water, or to propel yourself on aquatic jets. As an action, you can cast this hex and activate your watery powers. As long as this hex is active, your long and high jump distances are doubled and, if you would fall, you instead glide gently downward at a rate of 60 feet per round. While gliding, you can move up to 30 feet laterally without using any of your movement.

Casting this hex requires a half-gallon of water.

Fluid Movement

By 6th level, your body moves like flowing water. Whenever you take damage, you can use your reaction to move 5 feet without provoking opportunity attacks.

Oceanic Tomb

At 10th level, you can summon chains of water to bind your opponents. As an action, choose a creature you can see within 60 feet. This creature is paralyzed until the start of your next turn.

Once you use this ability, you can't use it again until you finish a long rest.

Tidal Stride

When you reach 14th level, you gain the ability to enter a body of water and move within it or from it into another body of water. Any bodies of water you enter must be at least the same size as you. You must use 5 feet of movement to enter a body of water. You instantly know the location of all other bodies of water within 300 feet and, as part of the move used to enter the water, can either pass into one of those bodies or step out of the water you're in at any point within 300 feet of your entry point. You appear in a spot of your choice within 5 feet of the destination, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the water you entered.

You can use this transportation ability once per round.

Chapter 3: Equipment

Careening in on a rope, a pirate crashes on the main deck, and lands amidst the chaos of sailors working frantically to put out fires while steering the ship. Two more swiftly follow from the other vessel; the vanguard for a sure-to-be violent boarding. In a flash, the trio draws their weapons of choice, cutlasses and daggers, sharpened to a razor's edge, perhaps the only well-kempt things on their persons.

Suddenly, a whoosh and a thud across the main deck: a harpoon has come to rest clear through the centermost pirate's neck, while Ghido, the tortugan quartermaster beams triumphantly from afar. Just as soon as the pirate's body collapses in a bloody heap, a bevy of sailors fall upon the other two, marlinspikes and machetes in hand.

"To arms!" Ghido cries, as the other men on deck rush to the magazine for muskets and flintlocks. All pretense of maneuvering has been abandoned as the pirate vessel closes in, gangplank ready for boarding.

If they're going to take this ship, Ghido thought, We're going to make it bloody expensive.

WEAPONS

The weapons, magic items, and firearms common on the high seas are completely dissimilar to those used on land, to say nothing of the vessels and naval guns they employ. While on land, heavy armor might deter a blow and allow one to lay low a pikeman with ease, but on a ship, such armor is wildly impractical, threatening to tumble its wearer off the ship's rocking deck and into the watery depths below. Ship combat instead favors nimble, finesse weapons, and an evasive fighting style.

This chapter contains a number of weapons that might be common on a ship, followed by magic items that might be found when exploring the seven seas.

Weapons

Weapon	Cost	Damage	Weight	Properties
Firearms				
Blunderbuss	200 gp	2d8 piercing	8 lb.	Ammunition (range 20/60), dry, loading, misfire, scatter (2d10), two-handed
Flintlock	75 gp	2d6 piercing	6 lb.	Ammunition (range 40/120), dry, loading, misfire
Harpoon Gun	200 gp	2d8 piercing	10 lb.	Ammunition (range 40/120), dry, loading, misfire, special, two-handed
Musket	175 gp	2d8 piercing	10 lb.	Ammunition (range 80/240), dry, loading, misfire, two-handed
Simple Melee Weapons				
Fishhook	1 gp	1d6 piercing	3 lb.	Versatile (1d8)
Hook Hand	25 gp	1d4 piercing	1 lb.	Finesse, light, special
Machete	5 sp	1d6 slashing	4 lb.	Special
Marlinspike	5 cp	1d6 piercing	1 lb.	Finesse
Martial Melee Weapons				
Bayonet	2 gp	1d4 piercing	1 lb.	Finesse, light, special
Cutlass	30 gp	1d8 slashing	2 lb.	Finesse
Harpoon	5 gp	1d8 piercing	4 lb.	Special, thrown (range 20/60)
Trident	15 gp	1d8 piercing	4 lb.	Thrown (range 20/60), versatile (1d10)
Exotic Melee Weapon				
Chained Anchor	50 gp	3d6 bludgeoning	15 lb.	Reach, superheavy, two-handed

Early Firearms

Early experiments utilizing black powder were crude and often explosive, but nonetheless demonstrated its immense capacity for devastation. Its refinement led inescapably to the development of cannons (marking the beginning of the end for traditional castles) and smaller, muzzle-loaded firearms, which were carried, fired, and reloaded by individual soldiers. Soon, land battle adopted formations of riflemen and ships carried cannons for defense; battle everywhere suddenly sounded like a chorus of booms.

The power of these new weapons was tempered only by their unreliability; each shot needed to be loaded with hand-packed powder, which would fail to light if substantially wet. Even with dry powder, inconsistent ammunition could jam a gun, crippling its operator.

Damage Rolls with Firearms

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

Two-Weapon Fighting with Firearms

Unlike other ranged weapons, you can engage in two-weapon fighting with two light firearms. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

Firearm Ammunition

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles. For example, harpoon guns fire entire harpoons.

The ammunition of a firearm is destroyed upon use. All ammunition is assumed to include a sufficient quantity of gunpowder to fire it.

Ammunition	Cost
Bullet	2 sp

Firearm Proficiencies

Characters in most campaign worlds will not have proficiency with firearms, but in settings with widespread firearms, characters gain the following proficiencies:

Class	Proficiencies
Alchemist	Flintlock
Barbarian	Blunderbuss, flintlock
Bard	Flintlock
Channeler	Blunderbuss, flintlock, harpoon gun, musket
Cleric	Blunderbuss, flintlock
Craftsman	Blunderbuss, flintlock, harpoon gun, musket
Druid	Flintlock
Fighter	Blunderbuss, flintlock, harpoon gun, musket
Gunslinger	Blunderbuss, flintlock, harpoon gun, musket
Monk	Flintlock
Paladin	Blunderbuss, flintlock, harpoon gun, musket
Ranger	Blunderbuss, flintlock, harpoon gun, musket
Rogue	Flintlock
Shugenja	Flintlock
Warden	Blunderbuss, flintlock
Warlock	Flintlock
Warmage	Flintlock
Witch	Flintlock
Wizard	Flintlock

Weapon Descriptions

Cutlasses and blunderbusses are far from the only weapons favored by those traveling the high seas. The following new weapons have statistics:

Bayonet. A conventional dagger, designed to also be mounted below the barrel of a blunderbuss or musket to thrust at enemies. This weapon is indispensable when the enemy is close and reloading simply isn't an option.

Blunderbuss. A short-range firearm with a dramatically flared muzzle. This rifle, a precursor to the modern shotgun, fires large-heavy caliber shot in a wide spray, making it most efficient a close range.

Chained Anchor. Crafted from a small anchor attached to a 10-foot length of chain, this weapon is most effective when wielded like a giant flail.

Cutlass. The cutlass has a shorter, curved blade that allows for it to be wielded effectively on the deck of a crowded ship. The favored weapon of many pirates, this weapon is often confused with the rapier, but whereas rapiers swiftly jab, cutlasses rapidly cut and slice. Sabers use the cutlass statistics, despite their longer blade.

Fishhook. Carved from bone, or forged from iron, the oversized fishhook can be an effective tool for fishing very large sea creatures. Its heft and barbed spike make it an effective weapon in combat as well.

Flintlock. A long one-handed firearm, reloaded after every shot. The flintlock pistol is favored both for its easy concealment and deadly blast, but because of its short range and long reload time, it's largely used as an adjunct to a sword or other weapon.

Harpoon. A long steel or wooden shaft with a barbed spear-like point. When used for whaling, this weapon usually has a length of rope attached to it, to reel the kill in.

Harpoon Gun. An unusual prototype firearm, designed to fire entire harpoons instead of bullets. Harpoon guns are intended to extend the range of a thrown harpoon (to make whaling more profitable), but are just as deadly if pointed anywhere else.

Hook Hand. A hook attached to the arm through a leather cuff and a series of straps, this tool is designed to allow sailors with amputated hands to effectively to lift and carry objects. However, in a scuffle, a large hook attached at the end of an arm can also prove quite deadly.

Machete. A broad blade designed to be wielded one-handed. Its intended use is for hacking through tropical underbrush but, as many have discovered, there's not much difference between the underbrush and a victim's body.

Marlinspike. A wooden or metal baton between 6 and 18 inches in length that has been filed down to a sharp point on one end. This tool is designed to help sailors with ropework, but can also seriously injure if swung as a hammer or jabbed as a dagger.

Musket. A long-barreled firearm, often with an affixed bayonet. This rifle is the most accurate firearm of its day, commonly carried by military men and civilians alike.

Trident. This weapon consists of a long wooden or metal shaft and bears a head with three sharpened points. This weapon has strong ties to the sea due to its use in fishing, and association with gods of the sea and aquatic races.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. The ammunition of a firearm is destroyed upon use.

Trident

The trident statistics presented here are intended to replace those in the SRD. Mechanically, this creates a neat symmetry by providing a versatile weapon for each physical damage type, and it lends thematic weight to the idea that using a three-pronged harpoon requires skill, but is deadly in the right hands. The GM can optionally disallow this version of the weapon in favor of the SRD statistics.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

Dry. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Misfire. When you roll a critical failure on an attack roll with this weapon, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers: the first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Superheavy. This weapon is unusually large for its type. You must have a Strength score of at least 17 to proficiently wield a superheavy weapon. Creatures smaller than Meduim size cannot wield a superheavy weapon, regardless of their Strength score. This property also counts as the Heavy property.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Special Weapons

Weapons with special properties are described here.

Bayonet. This weapon can be mounted to any two-handed firearm or removed from it as an action. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.

Harpoon. You can use an action to tie a rope to the end of a harpoon before it is thrown. If a rope-tied harpoon hits a target, you can hold fast to the rope, and use your action to make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. You can also use your reaction when the target moves to make an opposed Strength (Athletics) check against it, preventing its movement on a success. If you use your action to do anything else, you lose your grip on the rope. If the target has hands, it can remove the harpoon as an action.

Harpoon Gun. This weapon uses harpoons for ammunition. See the description for Harpoons above.

Hook Hand. This is a one-handed weapon, usable only if you are missing a hand, or have a special cuff designed to fit over your hand. Any humanoid that is missing a hand and wears a hook regularly has proficiency with this weapon.

Machete. This weapon deals double damage to plants, and creatures of the plant type.

Magic Items

No pirate story is complete without a touch of the fantastic: a legendary cutlass that can slay any foe, a hidden cache of treasure, and a dozen cursed doubloons. These magic items should make for tantalizing rewards, interesting story moments, and powerful boons in any maritime adventure.

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Accursed Gold

Wondrous item, rare (requires attunement)

While attuned to these 12 gold pieces, you do not need to eat, drink, sleep, or breathe.

Curse. These gold coins are cursed. Touching one of them while no other living creature is cursed by them attunes them to you and extends the curse to you. The curse's effects onset gradually, revealing themselves only when the coins are separated. When cursed, you enter a undeath-like state: you cannot regain hit points by expending hit dice, nor do you regain them when you finish a long rest. You can break the curse in the usual ways, but only when all 12 coins are collected together.

Bottle of Instant Intoxication

Wondrous item, rare

This bottle, visually unremarkable except for a smiling face stamped into the underside of its cork, is always half-filled with liquid enchanted to intoxicate any who drink it. Any willing humanoid that takes a drink from this bottle becomes intoxicated one minute later and remains intoxicated for 1 hour. An unwilling creature that drinks from this bottle can make a DC 16 Constitution check to resist intoxication. An intoxicated creature is poisoned and has disadvantage on saving throws.

Cannonball Pistol

Weapon (flintlock), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls with this ordinary-looking flintlock pistol. This weapon has 6 charges and regains 1d4 + 2 expended charges daily at dawn. When you make an attack with this weapon, you can speak a command word and expend a charge to gain the following benefits on that attack:

- The fired projectile expands to the size of a cannonball upon leaving the barrel, and its weight becomes 10 lb.
- The weapon deals 4d8 bludgeoning damage on a hit instead of 2d8 piercing damage.
- The weapon deals double damage to objects and structures.
- On a hit, Large or smaller targets are knocked prone and pushed 10 feet directly away from you.

Compass of Unerring Direction

Wondrous item, rarity by compass (requires attunement)

Rather than pointing north, a compass of unerring direction magically seeks out something of great importance and directs its holder accordingly. Unless identified as magic items, these compasses might be discarded as faulty; in the right hands, however, one of these compasses can make even a lowly seaman extraordinarily wealthy.

Blood Compass (legendary). This tin compass is unremarkable at a glance; however, closer inspection reveals that its needle is missing. While attuned to it, your hit point maximum is decreased by 5, and a wavering needle of blood appears on its face. Rather than pointing north, its needle points in the direction of the one thing you want most, as long as you and it are on the same plane of existence. If it is directly above or below its current target, the needle spins rapidly. If the target is on a different plane of existence, the needle does not materialize.

Diamond Compass (rare). This tin compass is encrusted with precious gemstones set into its face, and its needle seems to be cut from solid diamond. Rather than pointing north, the needle points in the direction of the largest concentration of gemstones within 100 miles of its position. If it is directly above or below its current target, the needle spins rapidly.

Gold Compass (rare). This heavy, ornate compass appears to be comprised of solid gold. Rather than pointing north, its needle points in the direction of the largest concentration of gold within 100 miles of its position. If it is directly above or below its current target, the needle spins rapidly.

Rusted Iron Compass (uncommon). This iron compass is coated with a thick layer of rust, as if it had spent years submerged underwater. Rather than pointing north, its needle points in the direction of the nearest shipwreck. If it is directly above or below its current target, the needle spins rapidly.

Cutlass of the Renegade

Weapon (cutlass), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you hit a hostile creature with an attack using this weapon while no ally is within 5 feet of you and you are not holding a shield, you deal an additional 1d8 damage and gain a +2 bonus to your armor class until the beginning of your next turn.

Driftwood Cudgel

Weapon (greatclub), rare (requires attunement)

This imposing greatclub is fashioned from a driftwood log. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding it, you automatically know the direction and distance to the nearest shore. Additionally, you can use a bonus action to speak a command word, causing you to become extremely buoyant and float to the surface of any liquid at a rate of 60 feet per round. You can end this effect as a bonus action by speaking the command word again.

Eyepatch of The Lookout

Wondrous item, rare (requires attunement)

This leather eyepatch has a stylized eye pattern stitched into its front. While wearing it, you gain the following benefits:

- You can see normally as if the eyepatch wasn't there.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.
- You have darkvision with a range of 60 feet. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 60 feet.
- You are immune to the blinded condition. If worn over a missing or injured eye, you can see normally through the eyepatch as if the eye was present and uninjured.

Flag of Safe Harbor

Wondrous item, uncommon

This white flag is sewn with silver thread and offers disabled ships a second chance for safety. When this flag is flown on a ship as an action, the ship becomes impossible to sink for 24 hours. For this duration, none of the ship's weapons can be used to make attacks, the ship suffers no penalty for its sections being wrecked, and the ship's leaks do not increase its water level. The ship can sail at full speed, even if its masts have been wrecked. If the flag is removed or its duration ends, these effects end and the flag becomes a nonmagical white flag.

Gambler's Coin

Wondrous item, rare (requires attunement)

This ordinary looking gold piece has deep scratches on one side. It has 3 charges. While holding it, you can expend 1 charge when you make an ability check, attack roll, or saving throw, to instead replace the d20 roll with a coin flip. On heads, the roll is treated as a 20 (though you do not score a critical hit with the attack roll), and on tails, the roll is treated as a 1. The coin regains all expended charges at dawn.

Immovable Anchor

Wondrous item, rare

This small iron anchor has arcane sigils carved into it and weighs 20 pounds. When attached to a vessel with a length of rope or chain and thrown overboard, the vessel is magically stabilized. It cannot be capsized or moved horizontally by nonmagical means, and creatures onboard the vessel have advantage on ability checks and saving throws to avoid falling due to rough weather or impacts of any kind to the vessel. This effect lasts until the anchor is reeled back in.

Iron Boots

Wondrous item, uncommon (requires attunement)

These leather boots are covered in thick iron plates, but never hinder their wearer's movement. While wearing them, you can use a bonus action to speak a command word and activate the boots, causing them to drastically increase in weight. While the boots are active, you can't swim or fly, and you are pulled to the ground at a rate of 60 feet per round. You have advantage on any ability checks and saving throws to avoid being moved against your will. You can end this effect as a bonus action by speaking the command word again.

Mainsail, +1, +2, or +3

Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

This white sail is imbued with the power of elemental air and is extremely lightweight. When attached to a sailing vessel's mast, the ship's speed increases by a number of squares determined by the sail's rarity.

Marauder Cuffs

Wondrous item, uncommon (requires attunement)

These silver bands have a reputation for being worn by reckless folk who do unsavory work. When attuned to them, your hit point maximum increases by 10, but you make death saving throws with disadvantage. You can only remove these cuffs when you have all your hit points.

Moonraker of Salvation

Wondrous item, rare

This small sail, embroidered with stars and moons, functions like any other sail when attached to a sailing vessel's mast. However, when there is no wind, this sail magically fills itself, propelling the ship at half its normal speed.

Parchment of Sending

Wondrous item, uncommon

Though this appears to be ordinary parchment, and can be written on as such, it is actually closely connected with the Elemental Plane of Air. Once this parchment is folded into the shape of a glider, it flutters on the wind to seek out any recipient you choose. The recipient can return the parchment to you by refolding it. The glider can make 3 such trips, and then becomes mundane parchment.

Portable Cannonballs

Ammunition (cannonballs), uncommon

This bag contains twenty iron balls, each one inch in diameter and weighing 1/4 lb. As a bonus action, the command word can be spoken, which causes any number of the balls to expand into full-size cannonballs weighing 10 lb. each, suitable for firing from a cannon.

The bag can be poured out on the ground as an action, in which case it functions exactly as a bag of ball bearings. If the command word is spoken after the bag is poured out, all the balls expand at once. If a bag full of expanded balls is set to rolling, such as by being poured down a hill, any creature in the path of the balls must make a DC 13
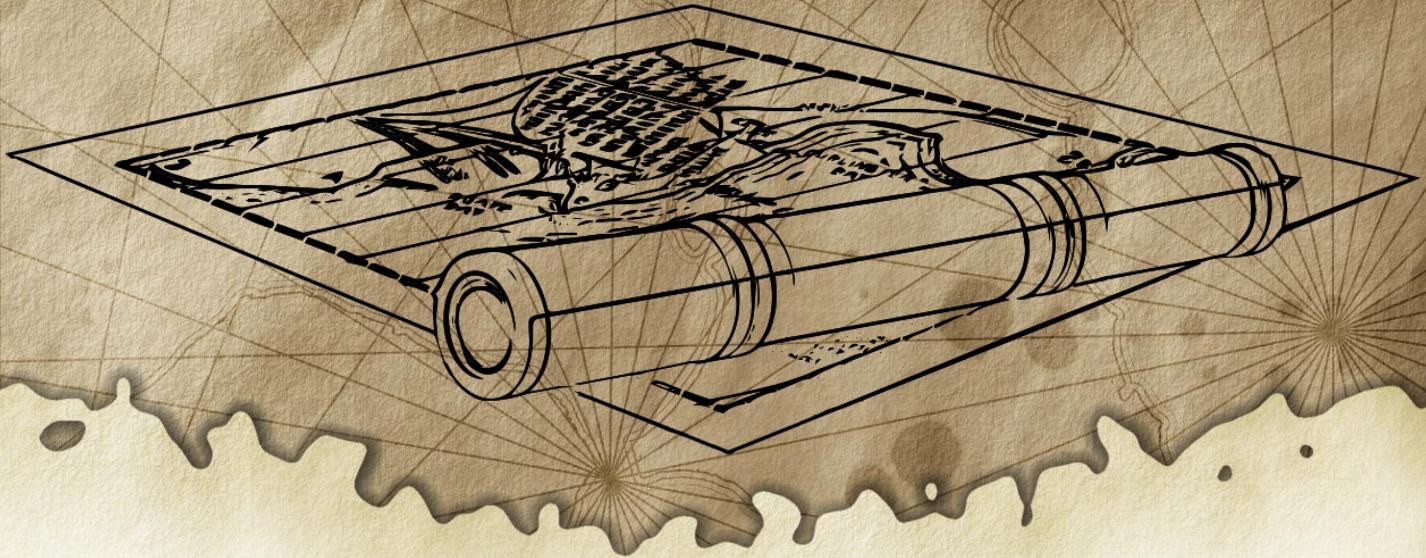
Dexterity saving throw, or take 11 (2d10) bludgeoning damage.

Individual iron balls can be fired from a sling and expanded in midair, dealing 2d10 bludgeoning damage on a hit, though any attacks made in this fashion have disadvantage.

Ring of Barrels

Ring, uncommon (requires attunement)

This ring has 6 charges. While wearing the ring, you can use an action and expend 1 to 3 of its charges to summon a number of empty barrels in spaces adjacent to you equal to the number of charges expended. The barrels are sizeable, fully 6-feet high and 4-feet in diameter, occupying the same space as a Medium creature and providing three-quarters cover from ranged attacks. Barrels weigh 150 pounds and can be moved with an action. You can summon the barrel around incapacitated Medium size creatures, restraining them, or around Small or smaller creatures, trapping them inside. A creature can break free of a barrel by making a DC 22 Strength check. This ring regains 1d6 expended charges daily at dawn.

Seashell of Breezes

Wondrous item, uncommon

A cool breeze of fresh air flows from the underside of this seashell, providing a comforting reminder of the sea when on land, and critical supply of air underwater. By holding this shell to your mouth, you can breathe normally underwater.

Spyglass of the Deep

Wondrous item, rare

Objects viewed through this spyglass are magnified to four times their size. Moreover, water does not appear in this spyglass's image, allowing its user to peer into the murky depths with only light obscurement.

Treasure Trove

Wondrous item, uncommon

This sturdy wooden chest is joined to a magic map. Wherever the chest is moved to and hidden, the map updates its location with a large black X, along with a dotted line from the map holder's location to the chest's location. No other means, short of a *wish* spell, can locate the chest without using the map.

Trident of Storms

Weapon (trident), legendary (requires attunement)

This golden trident crackles with electrical energy. You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon deals an additional 2d6 lightning damage on a hit, and its target can't take reactions until the end of its next turn.

Additionally, the trident has 7 charges, and regains 1d4 + 3 expended charges daily at dawn. While you are holding the trident, you can use an action and spend one or more charges to cast one of the following spells (save DC 16) from it: *call lighting* (3 charges), *gust of wind* (2 charges), *ice storm* (4 charges), *lightning bolt* (3 charges), or *thunderwave* (1 charge).

Chapter 4: Ships

There are a vast number of different sailing ships, from the smallest of schooners to the monstrous constructions that are dwarven ironsides, but all have a few basic things in common. Every sailing ship has a hull, rigging, and a mast to hold up sails that power the ship. Some ships carry a backup means of propelling the ship when the wind fails, such as sails or a propeller (though the latter is quite rare). For any long-distance travel, however, there's no substitute for full sails.

Most ships carry cannons for self-defense, though strictly mercantile vessels settle for being faster and more maneuverable without the extra dead weight.

A ship's crew are called sailors or *hands*, though everyone traveling on a ship can more generally be called passengers. Generally, a crew follows the orders of a captain, or the first mate, who issues orders and organizes the crew on the captain's behalf. The rest of the crew rarely has specialized roles, with the possible exception of a chef and/or priest which might accompany the crew on a long voyage.

New Skill: Sailing

Able seamen can do more than simply pull rope and keep their balance on a rocking deck. All the skills needed for an ocean voyage, such as splicing ropes, reefing sails, and shifting tides, are covered by the Intelligence (Sailing) skill. Most actions on a ship won't require Sailing checks, but in particularly challenging situations, the GM might call for a check to determine your success.

Ship Traits

There's no one perfect way to build a ship. Every type of ship layout, rigging scheme, complement, and armament has tradeoffs, pros and cons. Design trends may shift, favoring lighter more agile ships one decade, and slower, more heavily-armed ships the next, but at any time, ships of a hundred different makes can be found on the ocean.

In practical terms, different types of sailing ships are distinguished by their types of rigging, hull, and number and configuration of sails. For the purposes of this book, ships are described by statistics which include the following information: Hit points, armor class, speed, maneuverability, sections, crew roles, passengers, cargo, cost, and weapons, all of which are detailed below.

More details for how these statistics are used can be found in the Naval Combat section.

Hit Points

Hit Points (HP) are a general measure of a ship's hull damage; a ship with all its hit points is sturdy and seaworthy, whereas one with few nears a watery grave. Hit points are not a measure of the specific damage dealt to a ship, but rather are an indicator of a ship's general integrity and state of repair.
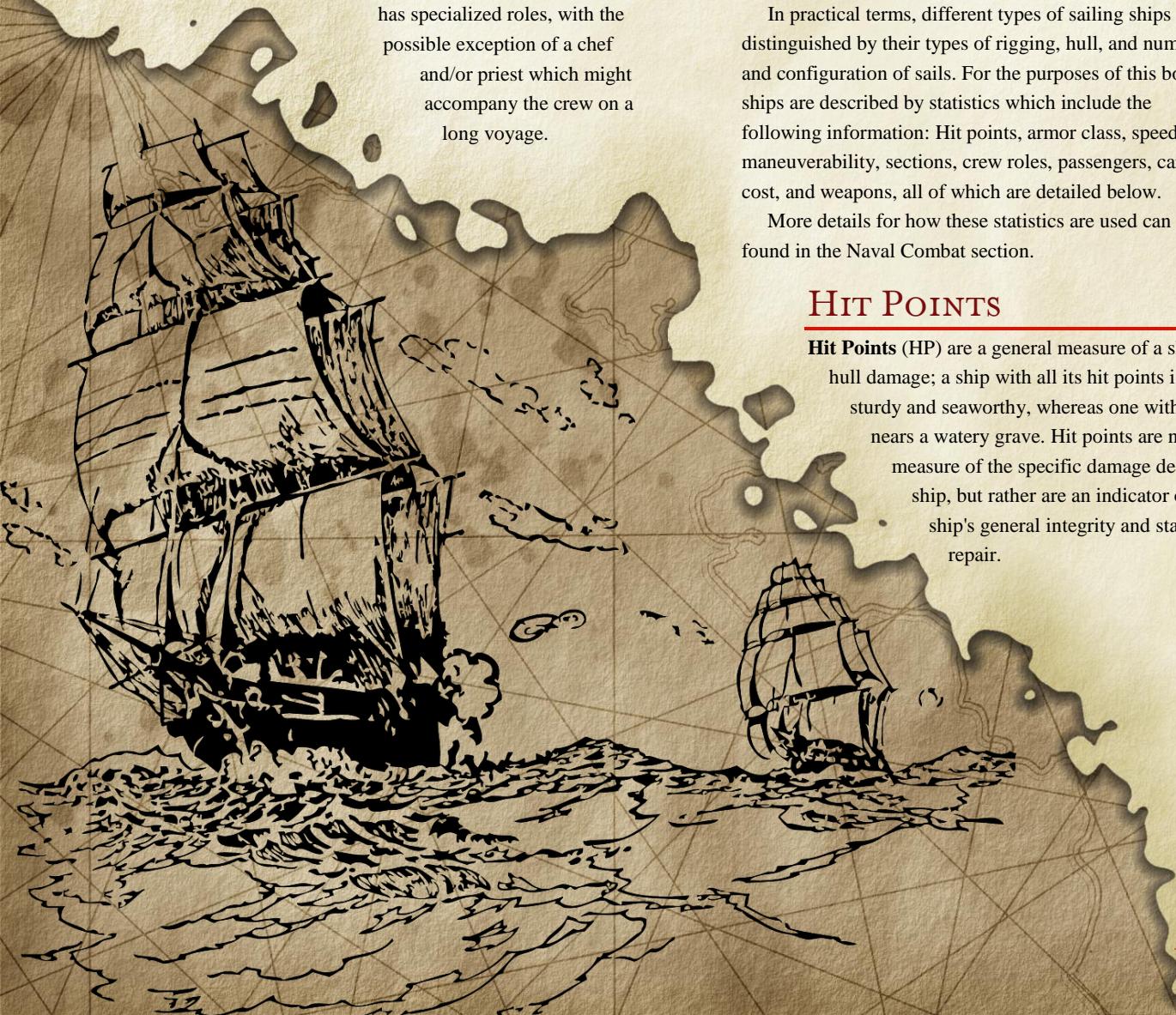
Armor Class

Like creatures and structures, ships have an **Armor Class** (AC.) Unlike creatures, however, a ship's armor class is perfectly literal; it represents how heavily armored a ship is, and determines how successful an attack is likely to be.

Speed

Each ship has a **Speed** listed in miles per hour (mph), which is useful for determining long-distance travel times, and also listed using the optional Grid Combat rules. Additionally, a ship's speed also includes information about its means of propulsion, often indicating whether it possesses sails, oars, propellers.

Maneuverability

Seafaring vessels don't turn on a dime and must account for things like momentum when maneuvering. As such, each vessel has a **Maneuverability** score, measured in degrees, which determines its cone of movement. Generally, small, nimble ships can be quite sprightly, and may have a maneuverability score of 180 degrees, whereas larger ships will generally have a maneuverability score of 90 degrees. The very largest ships, the Ships of the Line, have a maneuverability score of only 45 degrees, but compensates for their sluggishness with armor and firepower. See the Helmsman role for rules governing maneuvering of a ship.

Dimensions

Each ship has **Dimensions** in feet given for length and width (often rounded to the nearest 25-foot increment), which can be useful in gaging a ship's scale or when using it on a grid map.

Sections

Anatomically, most sailing ships have the same features: a tall mast adorned with sails, a rudder and helm, a hull to hold back water, and a few decks. The largest of these ships are a great deal more complex than their smallest counterparts, with different **Sections** that can be individually damaged and repaired without compromising the whole of the ship. A vessel can have more than one of some sections (such as masts and gun decks) or might have none of others. Sections listed in a ship's entry detail the types of sections it has, as well as the number of each section, and the types of weapon housed in each one. See "Sections" below for more details on the sections that make up a ship.

Crew Roles

The ship's **Crew Roles** entry indicates which roles are available to characters in the ship during naval combat. For more information on how to use the crew roles, see the Ship Combat section.

Passengers

Each ship can carry a maximum number of humanoid **Passengers** on a long-distance voyage (a number which includes the crew.) Even quite large ships can be crewed by as few as a dozen sailors, however, and trade ships might do just that to keep costs low. That being said, having additional hands is essential to fire an arsenal, requiring at least three sailors to operate each gun in a battery, and is necessary for any sort of effective boarding action, as pirates and soldiers alike are keen to point out.

Cargo

Ships are the backbone of worldwide commerce, the bridge connecting far-flung civilizations in trade; this is possible, of course, because of their impressive **Cargo** space. A ship's cargo space measures how much (in tons) it can carry when it is fully-laden with cargo. If a ship carried any more than this amount, it would be at imminent risk of submerging or buckling under the stress.

Cost

Most ships can be bought and sold at any freely-trading port, and many shipbuilders even sell their largest boats to private individuals, in addition to governments. Therefore, each ship has an included **Cost** in gp. This price is a typical figure for a ship of its type, but unscrupulous (or simply ignorant) merchants might sell ships for far higher or lower price.

Not all ships have an included cost; the very largest and most powerful of ships are ostensibly priceless and are never bought or sold at market.

Weapons

Naval weaponry comes in a bewildering variety of shapes and sizes, from catapults, to ballistae, to ship-mounted rams, but the most common ship-mounted **Weapon** is the cannon, which fires heavy metal projectiles at extreme speed. By all accounts, these weapons are slow, inaccurate, and heavy, but they are extremely devastating to a wooden ship and lethal to its occupants, tearing through the hull and bombarding those inside with a hail of splinters.

Some weapons are mounted on the main deck, but many more are stored on a dedicated gun deck, which has a number of integrated gunports running down either side of the ship. The details for which sections ship weapons occupy is included in the ship's statistics, and statistics for weapons are included in the Ship Weapons section.

Variant Rule: Damage Threshold

Very rarely, an intrepid barbarian will decide that the best way to sink an enemy ship is with several hefty ax swings to its hull. Unfortunately, they'll often learn that, unless they brought a spectacularly large axe, doing so is a fairly tedious process. The hull of a ship has a Damage Threshold of 15 against such nonmagical non-cannon-based sources, meaning that the ship has immunity to all damage unless it takes 15 or more damage at once. Any damage that fails to meet this threshold is merely superficial and won't reduce the ship's hit points or harm any of its sections.

Ship Sections

Seafaring vessels are immense objects, large enough that different Sections can be targeted and destroyed separately, without necessarily compromising the whole of the ship. These different sections might include a ship's masts, its various decks, its rudder, or even a vital area of its hull.

Different members of the crew are considered to be occupying sections of the ship; for example, a gunner will occupy one the ship's gun decks and a lookout will occupy the crow's nest of one of the ship's masts. When an attack targets a section of a ship directly, it might place these passengers in direct risk. For more information on targeted attacks, see the Targeted Attack action in the Gunner role.

When individual sections of a ship become too heavily damaged, they may become **Wrecked**. A wrecked section generally imposes some sort of penalty on the ship as a whole, which is described in the "Wrecked" section of a ship section's description.

Bow

Hit Points: 60
Crew: Captain, First Mate, Gunner

The **bow** of a sailing ship is its front-most section, and houses the anchor, the crew quarters, the bowsprit (the long pole that extends from the front of the ship, used to support the front-most mast), and possibly a bow chaser, a forward-facing cannon useful for chases. It might also contain a decorative figurehead perched on the foremost tip of the hull. If this section contains weapons, its entry will include information on the number and types of weapons installed.

Damaging a ship's bow might not grant a decisive victory, but it can assure an escape, for it may destabilize the foremast and it will certainly disable any installed bow chasers.

Wrecked. 1 fire, 1 leak, and the ship's fore-most mast takes 20 damage. Additionally, the guns in this section can't be used to make attacks.

Gun Deck

Hit Points: 75
Crew: Gunner

The **gun deck** houses a ship's main armament, which are arranged in batteries at a series of gunports on either side of the deck. This deck also houses the magazine, where dry powder is stored. As a result, a fire on this deck can be disastrous, destroying the entire ship in a fire ball if the magazine catches flame.

A gun deck's entry also includes information on the number and types of shipboard weapons in each battery on that deck. Unless otherwise stated, it is assumed that this deck has a battery of guns on each side, and therefore carries twice as many guns as stated in each battery.

Wrecked. 8 fires, and the guns on the deck can't be used to make attacks.

Hold

Hit Points: 60
Crew: None

The **hold** is the lowest deck of the ship, and is usually used to store cargo for long voyages. Because this section is mostly below the water line, damage to it causes water to rush in, quickly sinking most any ship.

Wrecked. 8 leaks, 20 percent chance that some of the ship's cargo will be lost (the GM decides the type and amount of cargo that is lost.)

Main Deck

Hit Points: 75
Crew: Captain, First Mate, Gunner

The **main deck**, or top deck, is where the hustle and bustle of naval life occurs. Almost everything, from the modification of rigging and sails, to the loading and unloading of cargo, happens on the main deck.

The surest way to cripple a ship is to pepper its main deck with grapeshot, maiming or killing the sailors working there. In war, such tactics are frowned upon, but are not uncommon.

The main deck might also be equipped with its own complement of lighter weapons. Certain weapons, like the swivel gun, are ideal for firing down at the decks of smaller vessels. If this section contains weapons, its entry will include information on the number and types of weapons installed. Unless otherwise stated, it is assumed that this deck has a battery of guns on each side, and therefore carries twice as many guns as stated in each battery.

Wrecked. 2 fires and all sailors working on the main deck (including the ship's captain, and possibly the first mate) take 4d10 piercing damage. Additionally, the guns in this section can't be used to make attacks.

Masts

Hit Points: 30
Crew: Lookout

A ship's **masts** hold its sails and rigging, which in turn propel the ship forward. Most large sailing ships have two or more masts, the main-mast (the tallest, usually centermost mast) providing the majority of the ship's speed. The entry for a ship's masts will list the number of masts a ship has.

Most ships also have at least one crow's nest, a small lookout point high in their masts. Commonly, a single sailor is stationed there to spot approaching hazards and forewarn the ship of danger.

Wrecked. 2 leaks, and the ship's speed is reduced by one-fourth its maximum (rounded down to the nearest 25-foot increment.) If the ship has no remaining sails and no other means of propulsion, its speed is reduced to 0.

Stern

Hit Points: 60
Crew: Captain, First Mate, Helmsman, Gunner

The rearmost section of a sailing ship, the **stern**, contains the helm (the wheel that steers the boat) and the rudder. Whereas its masts and sails provide a ship its power, propelling it forward, its rudder guides it, steering it in the intended direction. If this section of the ship is damaged, the ship is unable to maneuver, leaving it a sitting duck until the rudder and helm are repaired.

The stern might also be equipped with stern chasers, cannons mounted to fire from the rear of the ship at pursuing vessels. If this section contains weapons, its entry will include information on the number and types of weapons installed.

Wrecked. The ship's maneuverability becomes 0, and the guns on this section can't be used to make attacks.

Ship Weapons

Weapon	Cost	Average (Damage)	Weight	Properties
Carronade	5,000 gp	33 (6d10) bludgeoning	1,500 lb.	Ammunition (range 100/300), dry, fixed, loading, ship
Heavy Cannon	8,000 gp	39 (6d12) bludgeoning	3,000 lb.	Ammunition (range 300/900), dry, fixed, loading, ship
Light Cannon	1,000 gp	22 (4d10) bludgeoning	500 lb.	Ammunition (range 150/450), dry, fixed, loading, special
Long Nine	2,500 gp	22 (4d10) bludgeoning	1,250 lb.	Ammunition (range 300/900), dry, fixed, loading, ship
Paixhans Gun	25,000 gp	32 (5d12) bludgeoning	3,500 lb.	Ammunition (range 150/450), dry, fixed, loading, ship, special
Swivel Gun	2,000 gp	13 (3d8) bludgeoning	750 lb.	Ammunition (range 75/225), dry, loading

Ship Weapons

The cannons carried by sailing ships would be considered demi-cannons on land. Conventional cannons are designed to blow apart castle walls with enormous iron projectiles, whereas shipboard cannons are only required to sink other wooden ships. Nonetheless, cannons are essential naval weapons, installed on every ship in need of defense.

Ship Weapon Descriptions

Ships carry the following types of weapons in their armaments:

Carronade. This cannon fires extremely heavy shot; however, to keep down the weight of the gun, it has a short barrel, giving it a shorter range and less accuracy. Even smaller ships can usually carry a carronade, where it mainly finds use at close range for defense.

Heavy Cannon. This type of cannon is the main armament for warships, favored for its firepower and range. Of course, both of those aspects come at the cost of weight; only the largest of ships can carry a full battery of heavy cannons.

Light Cannon. The lightest variant of cannon typically arranged in a battery, the light cannon is so-named for its lightweight, highly maneuverable design. A team of four

sailors, two in a pinch, can carry one of these guns (and some tales report of monstrously strong men hefting and firing them on land.)

Long Nine. This cannon is designed with a longer barrel and, as its name suggests, fires 9-pound cannonballs. Because of its length, this gun is normally mounted in the front or rear of a ship, where its long range can be used effectively to fire while chasing another ship.

Paixhans Gun. These devastating naval guns are designed to fire explosive shells. The effect of an explosive shell on a wooden ship is unquestionably devastating, but its design does make several comprises: the cannon is quite heavy, can't accept other types of cannonballs other than explosive shells, and its range and accuracy are inferior to other cannons, especially at longer ranges.

Swivel Gun. Though this gun is strictly lighter than its contemporaries, it is mounted on a rotating turret, allowing it to be fired in any direction. Its relatively small size makes it less suitable for penetrating hulls then harrying sailors on the top decks of enemy ships.
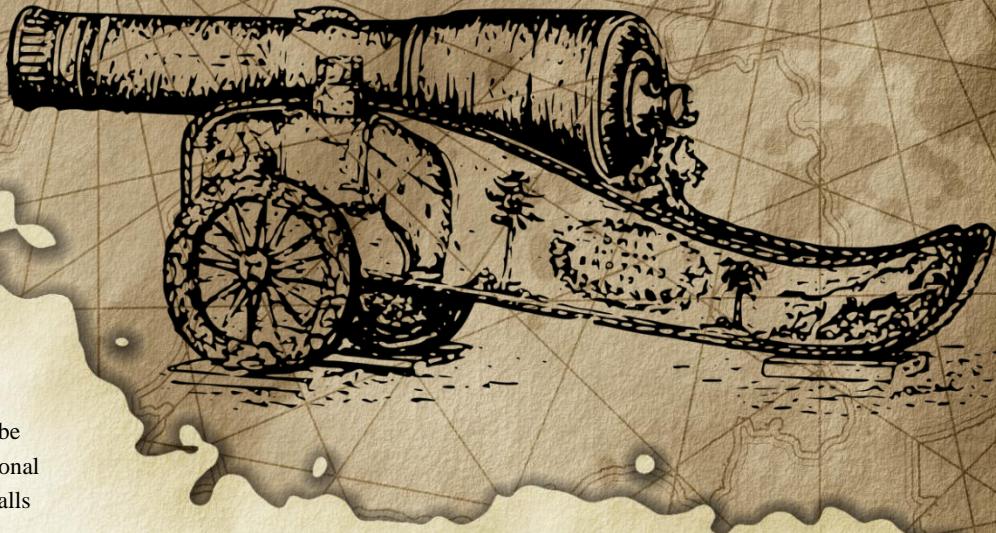
Ship Weapon Properties

In addition to the properties presented on page 21, ship weapons have the following special properties related to their use:

Fixed. This weapon is mounted on one side of a ship and can only make attacks against targets within a 90-degree cone of the direction it is facing.

Ship. This weapon is too cumbersome to be used without being mounted to a ship or another emplacement. You have disadvantage on attack rolls using this weapon to target any creature or object that is Huge or smaller.

Special Ship Weapons

Ship with special rules are described here:

Light Cannon. This weapon can be carried by a creature with a Strength score of 17 or more, in which case it is a superheavy two-handed weapon with a range of 50/150 feet.

An attack with this weapon while it is carried can target a space within range, which is treated as having 10 AC. On a hit, each creature within 5 feet of the point of impact must make a DC 14 Dexterity saving throw or take half the damage rolled.

Paixhans Gun. This gun fires exclusively explosive shells. On a hit, it creates 1 leak and starts 1 fire to a target ship.

Ship Weapon Ammunition

All ship weapons require ammunition, usually in the form of cannonballs, though the paixhans gun instead exclusively fires explosive shells. Optionally, to perform specific tasks, ship weapons can be loaded with unusual types of ammunition, as described in the Special Ammunition section below.

All ammunition of a ship weapon is destroyed upon use. All ammunition is assumed to include a sufficient quantity of gunpowder to fire it.

Ammunition	Cost
Cannonball	10 gp
Explosive Shell	50 gp

Special Ammunition

Instead of normal cannonballs, ship weapons can fire special ammunition designed to cut down masts or maim and injure soldiers. As a result, some targeted attacks require this special ammunition.

Grapeshot Canister. This canister is filled with lead shot that spreads out immediately open leaving the barrel. A grapeshot canister has half the range of a normal cannonball fired from a cannon and deals half the normal amount of damage, but threatens to maim or injure the sailors aboard the target ship. Every sailor on the main deck of the target ship must make a DC 12 Dexterity saving throw or take half the damage a normal cannonball would deal on a hit.

Heavy Shot. This round at first appears to be a conventional cannonball, but actually has a dense core of adamantine-alloy, allowing it to punch harder than similarly-sized projectiles. Heavy shot has half the range of a normal cannonball fired from a cannon, but also creates 1 leak on a ship that it hits. Heavy shots also ignore the Fortified Hull ship property.

Tree Cutter. A tree cutter round contains solid metal balls chained together in pairs, making it far easier to target and destroy narrow targets, such as masts. A tree cutter round deals half the damage of a normal cannonball fired from a cannon, but are required when making a targeted attack against a ship's masts.

Wildfire. Wildfire is a canister loaded with a thicker, sticker form of alchemist's fire that ignites upon leaving the barrel and quickly sets flame to its targets. A wildfire round deals half the damage of a normal cannonball shot from a cannon and deals fire damage, but also starts 1 fire on a ship that it hits.

Ammunition	Cost
Grapeshot Canister	30 gp
Heavy Shot	30 gp
Tree Cutter	30 gp
Wildfire	30 gp

Batteries

Naval weapons are often organized in long lines called batteries, designed such that all the weapons in a battery can fire a volley simultaneously and then be reloaded. Ship entries will indicate if its weapons are arranged in a battery, how many weapons are in the battery. Because batteries are arranged symmetrically (with one battery on the left side of the ship, and another on the right) the ship actually carries twice as many weapons as noted in each battery.

Any ship that has a battery with at least 4 weapons can use it to make a broadside attack. For more information on how to use broadside attacks, see the Ship Combat section.

Example Ships

Name	HP	AC	Speed	Maneuverability	Dimensions	Passengers	Cargo	Cost
Brig	234	16	12 mph / 5 squares	90	100 × 25 ft.	50	500 tons	15,000 gp
Caravel	132	14	15 mph / 8 squares	90	75 × 25 ft.	25	200 tons	5,000 gp
Carrack	234	16	15 mph / 7 squares	90	100 × 25 ft.	50	400 tons	15,000 gp
Corvette	234	16	12 mph / 6 squares	90	100 × 25 ft.	100	300 tons	17,500 gp
Dwarven Ironclad	396	25	6 mph / 3 squares	45	150 × 50 ft.	250	15,000 tons	—
Elven Galeship	312	18	12 mph / 5 squares	180	125 × 50 ft.	150	350 tons	35,000 gp
Frigate	742	22	6 mph / 4 squares	45	150 × 50 ft.	250	1,500 tons	—
Galleon	468	18	12 mph / 4 squares	90	125 × 50 ft.	200	700 tons	25,000 gp
Galley	132	14	12 mph / 4 squares	90	75 × 25 ft.	50	115 tons	5,000 gp
Ghost Ship	375	18	12 mph / 4 squares	90	125 × 50 ft.	—	—	—
Longboat	50	10	4 mph / 2 squares	90	25 × 5 ft.	20	1,600 lb.	150 gp
Longship	132	14	12 mph / 5 squares	90	75 × 25 ft.	80	7 tons	2,500 gp
Man of War	990	24	6 mph / 4 squares	45	175 × 75 ft.	350	2,000 tons	—
Rowboat	50	10	4 mph / 2 squares	90	25 × 5 ft.	8	800 lb.	50 gp
Schooner	132	14	15 mph / 6 squares	90	75 × 25 ft.	25	100 tons	5,000 gp
Ship of the Line	1240	26	6 mph / 3 squares	45	200 × 75 ft.	550	2,500 tons	—
War Canoe	50	10	6 mph / 3 squares	90	25 × 5 ft.	30	1 ton	500 gp
Windjammer	280	18	20 mph / 7 squares	90	125 × 50 ft.	150	800 tons	25,000 gp

Example Ships

No two ships on the seven seas are quite alike. Throughout the centuries, different shipbuilders have been tasked with different problems to solve: frigates were designed for war on the open ocean, and longships were made to navigate the icy northern seas; but no two ships designs are quite the same. At first glance, a brig and a corvette might look similar, but the corvette's emphasis on speed and military design quickly sets it apart as a flanking ship for large battles, whereas brigs are designed for speedy shipping on warm waters. Even two ships of the same model are likely to differ, due to being made of different materials, in different dimensions, by different shipwrights.

The followings ship statistics double as statistics for NPC ships and as blueprints for typical ships that the player characters might use. Certain statistics, such as bonuses to hit on weapon attacks, are intended only for NPC ships. Older or more cheaply-built ships might have inferior statistics compared to well-crafted ones, and ships intended for player characters might have special traits or statistics, as decided by the GM.

Military Ships

The largest, most ambitious, and most heavily armed ships are designed with military use in mind. These ships can accommodate many more passengers than is needed to sail, for it's often necessary to move troops a great distance, or to launch a deployment of marines from the sea.

Of these, the largest and most powerful are Ships of the Line and Man of Wars, for each are colossal vessels and carry upwards of a hundred guns. Corvettes, Frigates, Dwarven Ironsides, and Elven Galeships are also considered military-class.

Merchant Ships

But not all ships are designed with battle in mind. Strictly mercantile vessels are often lighter and more maneuverable than their military counterparts, for they are not burdened by a full armament of cannons and shot. Such vessels are, of course, left vulnerable to pirates, brigands, and other villainous types, and will likely seek armed escort through treacherous waters.

Though lightly armed vessels might seem unappealing to adventurers, they are nonetheless the backbone of trade empires the world-over. The following ships are considered mercantile: Caravels, Carracks, and Windjammer.

Brig

Nimble, two-mast ships, brigs are popular both as naval warships and merchant vessels, and are especially popular among pirates. They are fast and exceptionally maneuverable, but require a sizeable crew to handle the rigging.

Brig

Hit Points 234
Armor Class 16
Speed 12 mph / 5 squares (sails)
Maneuverability 90 degrees
Dimensions 100 × 25 feet
Sections Bow, Hold, Main Deck (1 carroande battery, 6 light cannon battery), Masts (2), Stern
Crew Roles Captain, First Mate, Helmsman, 7 Gunners, Lookout
Passengers 50
Cargo 400 tons
Cost 15,000 gp

Precise Striker. This ship doesn't have disadvantage on targeted attacks.

Weapons

Broadside Attack. *Ranged Weapon Attack*: +6 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 6.) Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +4 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Light Cannon. *Ranged Weapon Attack*: +4 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Caravel

Like its larger counterpart, the carrack, the caravel is a mercantile ship, designed for speed and long-range, rather than fighting prowess. Some might be equipped with small guns, but the caravel's limited storage capacity restricts it from heavier armaments.

Caravel

Hit Points 132
Armor Class 14
Speed 15 mph / 8 squares (sails)
Maneuverability 90 degrees
Dimensions 75 × 25 feet
**Sections** Bow, Hold, Main Deck (swivel gun), Masts (2), Stern
Crew Roles Captain, First Mate, Gunner, Helmsman, Lookout
Passengers 25
Cargo 200 tons
Cost 5,000 gp

Nimble Design. On any turn that this ship makes a Hard Turn, it gains a +2 bonus to AC until the beginning of its Helmsmen's next turn.
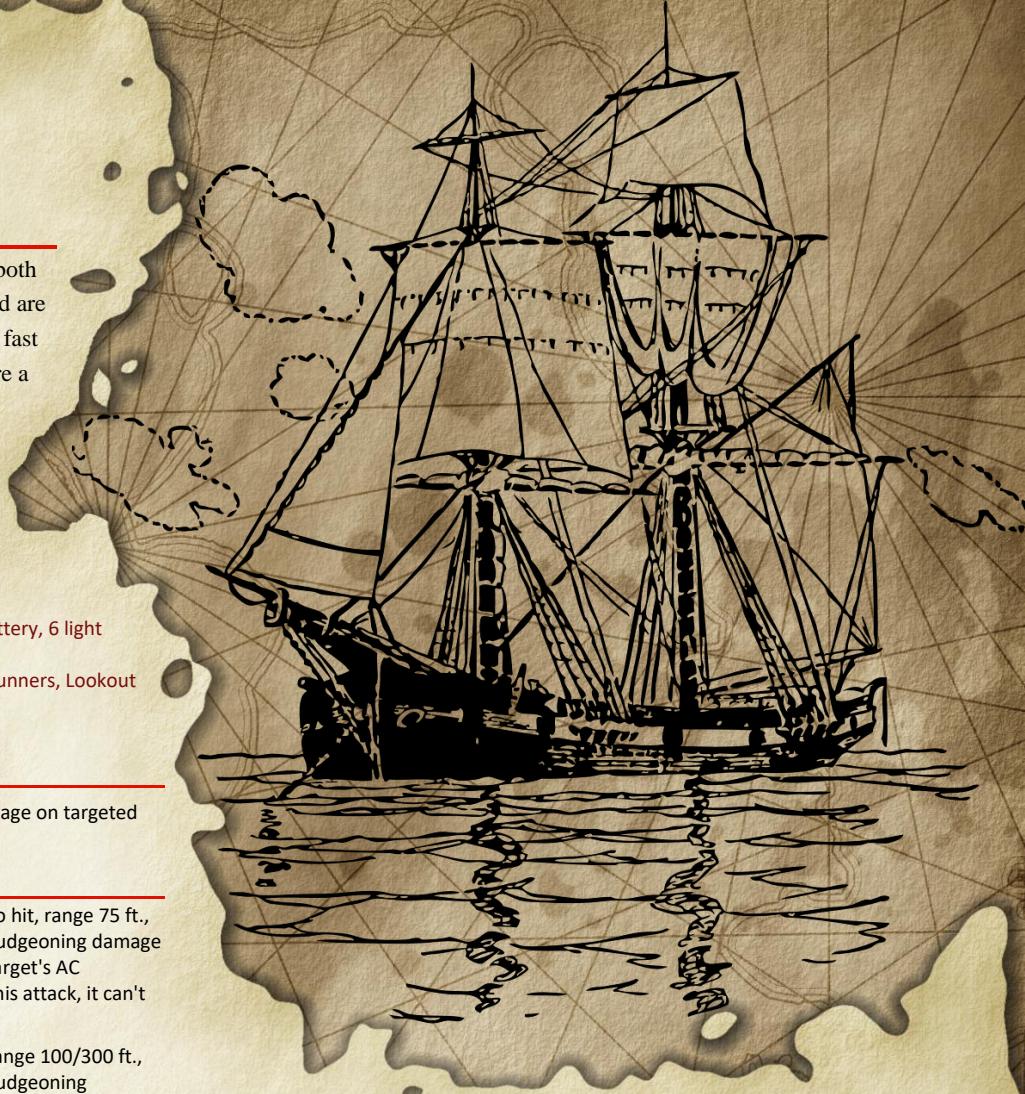
Shallow Draft. This ship is capable of sailing up rivers and in shallow waters.

Weapons

Swivel Gun. *Ranged Weapon Attack*: +2 to hit, range 75/255 ft., one target. *Hit*: 13 (3d8) bludgeoning damage.

Carrack

Carracks are esteemed trade vessels, but have become famous in the hands of explorers. Their exceptional speed makes it possible to cross vast stretches of open ocean using fewer reserve rations, which makes them ideal for voyages with undetermined destinations.

Carrack

Hit Points 234
Armor Class 16
Speed 15 mph / 7 squares (sails)
Maneuverability 90 degrees
Dimensions 100 × 25 feet
Sections Bow, Hold, Main Deck (3 light cannon battery), Masts (3), Stern
Crew Roles Captain, First Mate, Helmsman, 3 Gunners, Lookout
Passengers 50
Cargo 400 tons
Cost 15,000 gp
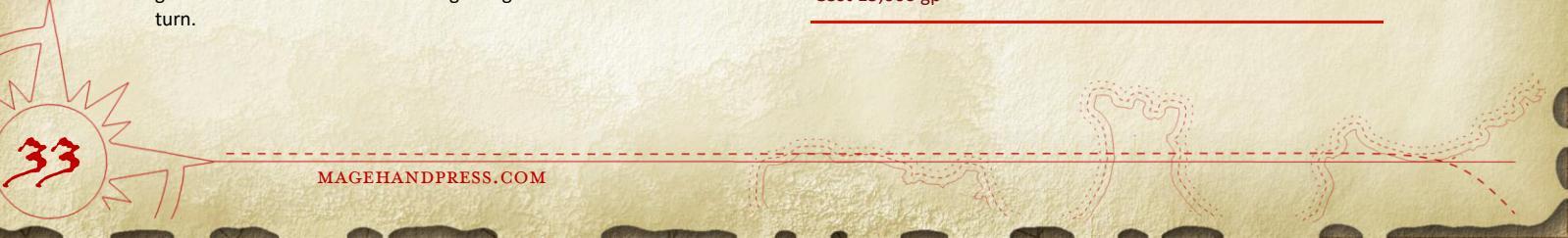
Interceptor. On any turn that this ship travels in a straight line and doesn't fire its weapons, its speed increases by 2 squares.

Nimble Design. On any turn that this ship makes a Hard Turn, it gains a +2 bonus to AC until the beginning of its Helmsmen's next turn.

Weapons

Light Cannon. *Ranged Weapon Attack*: +4 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Corvette

Quick, maneuverable, and packing enough firepower to deliver decisive flanking maneuvers, corvettes are among the nimblest ships in any armada. These ships nicely complement heavier warships, such as frigates and ships of the line, by scouting ahead and sweeping about their enemies' flanks.

Corvette

Hit Points 234
Armor Class 16
Speed 12 mph / 6 squares (sails)
Maneuverability 90 degrees
Dimensions 100 × 25 feet
Sections Bow (1 long nine), Gun Deck (6 light cannon battery), Hold, Main Deck, Masts (2), Stern
Crew Roles Captain, First Mate, Helmsman, 7 Gunners, Lookout
Passengers 100
Cargo 300 tons
Cost 17,500 gp

Interceptor. On any turn that this ship travels in a straight line and doesn't fire its weapons, its speed increases by 2 squares

Weapons

Broadside Attack. *Ranged Weapon Attack*: +6 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 6.) Once the ship uses this attack, it can't be used again on the following round.

Light Cannon. *Ranged Weapon Attack*: +4 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Long Nine. *Ranged Weapon Attack*: +4 to hit, range 300/900 ft., fixed front, one target. *Hit*: 22 (4d10) bludgeoning damage.

Dwarven Ironclad

Though dwarves are accomplished shipbuilders (and expert craftsmen in general) the pinnacle of their naval engineering is unquestionably the prototype ironclads. Plated in steel from tip to stern, and possessing no sails of any sort, these colossal ships are sluggish, but nigh unsinkable. Most cannonballs simply deflect off their hulls, and even heavy ordinance has trouble finding purchase on their thick armor.

Dwarven Ironclad

Hit Points 396
Armor Class 25
Speed 6 mph / 3 squares (propeller)
Maneuverability 45 degrees
Dimensions 150 × 50 feet
Sections Bow, Gun Deck (12 carronade battery), Gun Deck (12 carronade battery), Hold, Main Deck, Stern (4 carronades)
Crew Roles Captain, First Mate, Helmsman, 28 Gunners, Lookout
Passengers 250
Cargo 1,500 tons
Cost —

Fire Retardant. The decks of this ship have been specially treated to dampen the spread of fires. Fires on this ship have only a 25% chance of spreading at the beginning of initiative, instead of 50%.

Fortified Hull. The exterior of this ship has been reinforced to deflect smaller projectiles. This ship is immune to damage from light cannons, long nines, swivel guns, and all projectiles that do not have the Ship property.

Ram. This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 33 (6d10) bludgeoning damage, and this ship takes 10 (4d4) bludgeoning damage.

Weapons

Broadside Attack (Carronades). *Ranged Weapon Attack*: +12 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 12.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Carronades). *Ranged Weapon Attack*: +12 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 12.) Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +8 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Elven Galeship

As elves move with light, ethereal footsteps on land, so too do their ships move silently, almost gliding over water. Elven galeships are not so much built as grown; shaped from ironwood trees and molded into the forms of ships. To some extent, these trees are still-living, allowing them to regrow damaged sections.

Elven Galeship

Hit Points 312
Armor Class 18
Speed 12 mph / 5 squares (sails)
Maneuverability 180 degrees
Dimensions 125 × 50 feet
Sections Bow (2 long nines), Gun Deck (8 light cannon battery), Gun Deck (8 light cannon battery), Hold, Main Deck, Masts (3), Stern
Crew Roles Captain, First Mate, Helmsman, 10 Gunners, Lookout
Passengers 150

Cargo 350 tons
Cost 35,000 gp

Interceptor. On any turn that this ship travels in a straight line and doesn't fire its weapons, its speed increases by 2 squares

Living Ship. Once per round, this ship can patch a leak or restore one of its sections' hit points to full, without any sailor performing an action.

Weapons

Broadside Attack (Light Cannons). *Ranged Weapon Attack*: +8 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 8.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Light Cannons). *Ranged Weapon Attack*: +8 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 8.) Once the ship uses this attack, it can't be used again on the following round.

Light Cannon. *Ranged Weapon Attack*: +6 to hit, range 150/450 ft., fixed left, right, and rear, one target. *Hit*: 22 (4d10) bludgeoning damage.

Long Nine. *Ranged Weapon Attack*: +6 to hit, range 300/900 ft., fixed front, one target. *Hit*: 22 (4d10) bludgeoning damage.

Frigate

There is little ambiguity that a frigate is not designed for mercantile endeavors—it has the heritage of a battleship from its keel to its masts. Though smaller than a ship of the line, a frigate can carry an impressive cargo load, and is usually armed with enough cannons to deter pirates and other ne'er-do-wells. As such, frigates are often used as long-range escorts for merchant vessels whose cargo warrants such protection.

Frigate

Hit Points 742
Armor Class 22
Speed 6 mph / 4 squares (sails)
Maneuverability 45 degrees
Dimensions 150 × 50 feet
Sections Bow (2 long nines), Gun Deck (12 carronade battery), Gun Deck (6 heavy cannon battery), Hold, Main Deck (swivel gun), Masts (3), Stern
Crew Roles Captain, First Mate, Helmsman, 21 Gunners, Lookout
Passengers 250
Cargo 1,500 tons
Cost —

Ballistic Fortifications. Whenever this ship is hit by a broadside attack, it can reduce the number of hits it takes by 1d6 (to a minimum of 1 hit.)

Weapons

Broadside Attack (Carronades). *Ranged Weapon Attack*: +12 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 12.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Heavy Cannons). *Ranged Weapon Attack*: +6 to hit, range 150 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 6.) Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +8 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Heavy Cannon. *Ranged Weapon Attack*: +8 to hit, range 300/900 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage.

Long Nine. *Ranged Weapon Attack*: +8 to hit, range 300/900 ft., fixed front, one target. *Hit*: 22 (4d10) bludgeoning damage.

Swivel Gun. *Ranged Weapon Attack*: +8 to hit, range 75/255 ft., one target. *Hit*: 13 (3d8) bludgeoning damage.

Broadside Attack (Carronades)*. Ranged Weapon Attack*: +4 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 4.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Light Cannons)*. Ranged Weapon Attack*: +8 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 8.) Once the ship uses this attack, it can't be used again on the following round.

Carronade*. Ranged Weapon Attack*: +6 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Light Cannon*. Ranged Weapon Attack*: +6 to hit, range 150/450 ft., fixed left, right, and rear, one target. *Hit*: 22 (4d10) bludgeoning damage.

GALLEON

The mainstays of any navy or merchant fleet, galleons are true blue-water sailing ships, with multiple decks and three to four masts. They are versatile and reliable vessels, used as ocean-crossing cargo ships in times of peace, and fitted as warships in times of strife.

GALLEON

Hit Points 468
Armor Class 18
Speed 12 mph / 4 squares (sails)
Maneuverability 90 degrees
Dimensions 125 × 50 feet
Sections Bow, Gun Deck (4 carronade battery), Gun Deck (8 light cannon battery), Hold, Main Deck, Masts (3), Stern (2 light cannons)
Crew Roles Captain, First Mate, Helmsman, 12 Gunners, Lookout
Passengers 200
Cargo 700 tons
Cost 25,000 gp

Precise Striker. This ship doesn't have disadvantage on targeted attacks.

GALLEY

Sailing ships boast impressive speed and agility, but the wind is fickle, and sometimes there is little substitute for human labor. Galleys are ships that are principally powered by rowing, though virtually all types have sails that can aid them in favorable winds. In the age of piracy and global trade, these short-range, high-crew ships have seen more limited use, usually sticking close to the shore to defend coastal cities, but their advantage is undeniable.

GALLEY

Hit Points 132
Armor Class 14
Speed 12 mph / 4 squares (oars and sails)
Maneuverability 90 degrees
Dimensions 75 × 25 feet
Sections Bow, Hold, Main Deck (4 light cannon battery, swivel gun), Masts (2), Stern
Crew Roles Captain, First Mate, Helmsman, 5 Gunners, Lookout
Passengers 50

Cargo 115 tons
Cost 5,000 gp

Ram. This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 16 (3d10) bludgeoning damage, and this ship takes 10 (4d4) bludgeoning damage.

Weapons

Broadside Attack. *Ranged Weapon Attack*: +4 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 4.) Once the ship uses this attack, it can't be used again on the following round.

Light Cannon. *Ranged Weapon Attack*: +2 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Swivel Gun. *Ranged Weapon Attack*: +2 to hit, range 75/255 ft., one target. *Hit*: 13 (3d8) bludgeoning damage.

Ghost Ship

Desolate, forsaken ghost ships haunt the waters where they were abandoned. Possessed of vengeful spirits, they appear from mysterious fogs, manned by no crew, to wreak vengeance upon the living.

Ghost Ship

Hit Points 375
Armor Class 18
Speed 12 mph / 4 squares (magic)
Maneuverability 90 degrees
Dimensions 125 × 50 feet
Sections Bow, Gun Deck (8 carronade battery), Gun Deck (8 light cannon battery), Hold, Main Deck, Masts (3), Stern (2 light cannons)
Crew Roles —
Passengers —
Cargo —
Cost —

Crewed by the Damned. This ship performs all of its actions on its own, requiring no crew or passengers. Boarding and attempting to commandeer the ship is a futile effort; it's Helm, rigging, and cannons move of their own accord.

Eerie Movement. Once per round, when the ship takes damage, it can move up to half its movement speed.

Unbreakable. This ship's sections can't be wrecked.

Weapons

Broadside Attack (Carronades). *Ranged Weapon Attack*: +8 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 8.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Light Cannons). *Ranged Weapon Attack*: +8 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 8.) Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +6 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Light Cannon. *Ranged Weapon Attack*: +6 to hit, range 150/450 ft., fixed left, right, and rear, one target. *Hit*: 22 (4d10) bludgeoning damage.

Longboat

The larger counterpart to the rowboat, a longboat usually deploys from military ships, carrying deployments to land, and evacuating men from ships twenty at a time.

Longboat

Hit Points 50
Armor Class 10
Speed 4 mph / 2 squares (oars)
Maneuverability 90 degrees
Dimensions 25 × 5 feet
Sections —
Crew Roles —
Passengers 20
Cargo 1600 lb.
Cost 150 gp

Shallow Draft. This ship is capable of sailing up rivers and in shallow waters.

Longship

The ancient northmen built slender, oar-driven ships to raid and plunder the northern coasts. These longships were rowed by thirty or more warriors, whose efforts were augmented by a single mast. Though they carry no weapons, the fearsome northmen have given their ships a dreadful reputation, for their ships' appearance on the horizon always presages imminent disaster.

Longship

Hit Points 132
Armor Class 14
Speed 12 mph / 5 squares (oars and sails)
Maneuverability 90 degrees
Dimensions 75 × 25 feet
Sections Bow, Hold, Main Deck, Mast, Stern
Crew Roles Captain, First Mate, Helmsman
Passengers 80
Cargo 7 tons
Cost 2,500 gp

Interceptor. On any turn that this ship travels in a straight line and doesn't fire its weapons, its speed increases by 2 squares

Ram. This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 16 (3d10) bludgeoning damage, and this ship takes 10 (4d4) bludgeoning damage.

Shallow Draft. This ship is capable of sailing up rivers and in shallow waters.

Man of War

All pirates in the seven seas know that the man of war is not a ship to be trifled with. Though it has slightly fewer weapons than the imposing ships of the line, it is nimble enough to maneuver around its foes to take aim with its battery of devastating paixhans guns.

Man of War

Hit Points 990
Armor Class 24
Speed 6 mph / 4 squares (sails)
Maneuverability 45 degrees
Dimensions 175 × 75 feet
Sections Bow (2 long nines), Gun Deck (14 carronade battery), Gun Deck (14 heavy cannon battery), Gun Deck (6 paixhans gun battery), Hold, Main Deck, Masts (3), Stern (2 light cannons)
Crew Roles Captain, First Mate, Helmsman, 38 Gunners, Lookout
Passengers 350
Cargo 2,000 tons
Cost —

Ballistic Fortifications. Whenever this ship is hit by a broadside attack, it can reduce the number of hits it takes by 1d6 (to a minimum of 1 hit.)

Fortified Hull. The exterior of this ship has been reinforced to deflect smaller projectiles. This ship is immune to damage from light cannons, long nines, swivel guns, and all projectiles that do not have the Ship property.

WEAPONS

Broadside Attack (Carronades). *Ranged Weapon Attack*: +14 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 14.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Heavy Cannons). *Ranged Weapon Attack*: +14 to hit, range 150 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 14.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Paixhans Guns). *Ranged Weapon Attack*: +6 to hit, range 75 ft., fixed left and right, one target. *Hit*: 32 (5d12) bludgeoning damage and for each point that the attack roll

exceeds the target's AC (minimum 1, maximum 6.) If the target is a ship, it gains 1 fire and 1 leak for each point that it the attack roll exceeds the target AC. Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +10 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Heavy Cannon. *Ranged Weapon Attack*: +10 to hit, range 300/900 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage.

Light Cannon. *Ranged Weapon Attack*: +10 to hit, range 150/450 ft., fixed rear, one target. *Hit*: 22 (4d10) bludgeoning damage.

Long Nine. *Ranged Weapon Attack*: +10 to hit, range 300/900 ft., fixed front, one target. *Hit*: 22 (4d10) bludgeoning damage.

Paixhans Gun. *Ranged Weapon Attack*: +10 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage and, if the target is a ship, it gains 1 fire and 1 leak.

Rowboat

Less a ship and more of an escape craft, the humble rowboat has saved more lives than any medic. It has no sails to speak of—just a pair of oars to propel itself—and carries only 8 people, but nearly all ships have enough rowboats and longboats to evacuate the crew, should things turn sour at sea.

Rowboat

Hit Points 50
Armor Class 10
Speed 4 mph / 2 squares (oars)
Maneuverability 90 degrees
Dimensions 25 × 5 feet
Sections —
Crew Roles —
Passengers 8
Cargo 800 lb.
Cost 50 gp

Shallow Draft. This ship is capable of sailing up rivers and in shallow waters.

Schooner

Swift, agile, and able to sail even in shallow waters, schooners are a popular choice among brigands and transmen alike. Though they are small compared to a frigate or a galleon, schooners can still hold enough cannons to defend themselves, or to intimidate merchant vessels into submission.

Schooner

Hit Points 132
Armor Class 14
Speed 15 mph / 6 squares (sails)
Maneuverability 90 degrees
Dimensions 75 × 25 feet
Sections Bow, Hold, Main Deck (4 light cannon battery), Masts (2), Stern
Crew Roles Captain, First Mate, Helmsman, 4 Gunners, Lookout
Passengers 25
Cargo 100 tons
Cost 5,000 gp

Nimble Design. On any turn that this ship makes a Hard Turn, it gains a +2 bonus to AC until the beginning of its Helmsmen's next turn.

Weapons

Broadside Attack. *Ranged Weapon Attack*: +4 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 4.) Once the ship uses this attack, it can't be used again on the following round.

Light Cannon. *Ranged Weapon Attack*: +2 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Ship of the Line

Oftentimes, the side that bears the most firepower wins. This philosophy created the arms race that swelled ship sizes and led to the development of ships of the line—massive ships with hundreds of crewmen, multiple decks of guns, and reinforced hulls, so named because these ships battle in great columns, exchanging cannon fire until a single line breaks. Though far from agile, ships of the line are some of the largest ships ever created and have more than enough firepower to ward off aggressors.

Ship of the Line

Hit Points 1240
Armor Class 26
Speed 6 mph / 3 squares (sails)
Maneuverability 45 degrees
Dimensions 200 × 75 feet
Sections Bow (2 long nines), Gun Deck (16 carronade battery), Gun Deck (16 heavy cannon battery), Gun Deck (16 heavy cannon battery), Hold, Main Deck (16 light cannon battery), Masts (3), Stern
Crew Roles Captain, First Mate, Helmsman, 51 Gunners, Lookout

Passengers 550
Cargo 2,500 tons
Cost —

Ballistic Fortifications. Whenever this ship is hit by a broadside attack, it can reduce the number of hits it takes by 1d6 (to a minimum of 1 hit.)

Fortified Hull. The exterior of this ship has been reinforced to deflect smaller projectiles. This ship is immune to damage from light cannons, long nines, swivel guns, and all projectiles that do not have the Ship property.

Weapons

Broadside Attack (Carronades). *Ranged Weapon Attack*: +16 to hit, range 50 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 14.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Heavy Cannons). *Ranged Weapon Attack*: +16 to hit, range 150 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 16.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Heavy Cannons). *Ranged Weapon Attack*: +16 to hit, range 150 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 16.) Once the ship uses this attack, it can't be used again on the following round.

Broadside Attack (Light Cannons). *Ranged Weapon Attack*: +16 to hit, range 75 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage for each point that the attack roll exceeds the target's AC (minimum 1, maximum 16.) Once the ship uses this attack, it can't be used again on the following round.

Carronade. *Ranged Weapon Attack*: +12 to hit, range 100/300 ft., fixed left and right, one target. *Hit*: 33 (6d10) bludgeoning damage.

Heavy Cannon. *Ranged Weapon Attack*: +12 to hit, range 300/900 ft., fixed left and right, one target. *Hit*: 39 (6d12) bludgeoning damage.

Light Cannon. *Ranged Weapon Attack*: +12 to hit, range 150/450 ft., fixed left and right, one target. *Hit*: 22 (4d10) bludgeoning damage.

Long Nine. *Ranged Weapon Attack*: +12 to hit, range 300/900 ft., fixed front, one target. *Hit*: 22 (4d10) bludgeoning damage.

War Canoe

For civilizations that have not developed wind-driven sailing ships, the pinnacle of naval warfare is often the war canoe. Though these ships carry no weapons of their own, they are normally manned by spearman and other warriors that are deadly in close-quarters.

War Canoe

Hit Points 50
Armor Class 10
Speed 6 mph / 3 squares (oars)
Maneuverability 90 degrees
Dimensions 25 × 5 feet

Sections —
Crew Roles —
Passengers 30
Cargo 1 ton
Cost 500 gp

Ram. This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 11 (2d10) bludgeoning damage, and this ship takes 5 (2d4) bludgeoning damage.

Shallow Draft. This ship is capable of sailing up rivers and in shallow waters.

Windjammer

Optimized for speed above all else, windjammers are some of the fastest ships ever created. Each of these ships is an exceptional work of shipbuilding, designed to outrun danger, rather than confront it, and they hold most of the sailing records for oceanic passages as a result. However, they are exceptionally rare, for very few changes can be made in its design without compromising its stability.

Windjammer

Hit Points 280
Armor Class 18
Speed 20 mph / 7 squares (sails)
Maneuverability 90 degrees
Dimensions 125 × 50 feet
Sections Bow, Hold, Main Deck, Masts (4), Stern
Crew Roles Captain, First Mate, Helmsman, Lookout
Passengers 150
Cargo 800 tons
Cost 25,000 gp

Interceptor. On any turn that this ship travels in a straight line and doesn't fire its weapons, its speed increases by 2 squares

Naval Combat

CANNONS BLARE, AND A FATEFUL SHOT
crashes through the hull, unleashing a hail of splinters on the sailors inside. Water rushes in through the newly-opened maw, as the gunners finish loading their counterattack.

Then, everything pauses in a moment of tension: Capren, the master gunner, holds out his hand, but does not yet give the order to fire. He stares intently at the looming vessel, and waits for the opening he knows will come between the rocking ships.

"Fire!" he shouts the command, and it is echoed several times between thunderous booms. Each carronade in sequence explodes down the line; most find purchase, and one, by sheer providence, snaps the target's mast, which twists and comes down on the main deck like a fallen tree. A decisive advantage, but the fight is far from over.

Naval combat is a deadly game of positioning and broadsides, where a wrong move can mean certain death by dozens of cannon blasts. This section outlines the rules that govern players and ships in ship-to-ship combat on the seven seas.

The Crew

Even if the players have a small ship, like a schooner or a caravel, they are unlikely to be its only crew. Most ships can't be crewed and without at least a dozen able hands, and many require substantially more, to say nothing of the numbers needed to load and fire cannons quickly. The crew performs vital roles, from cooking to carpentry, that the players are unlikely to specialize in themselves. Almost every action, from turning the ship to firing a battery, requires many skilled sailors cooperating and communicating in tandem. Therefore, running a ship must also involve managing its crew.

But no matter how important the rest of crew is to a ship's operation, the players are the stars of the show, and the rest of the crew takes a backseat to their action. For most of an ocean-spanning adventure, it can be assumed that most of the sailors onboard the players' vessel are little more than window-dressing, sans a few important NPCs. When a player fires a gun, they're calling the shots, and other sailors rush to act; when a player at the helm pushes the ship at top-speed, other sailors are frantically working at the rigging to make that happen.

The GM and players should keep track of the number of other sailors that make up the ship's crew (in fact, it's important to the job of the First Mate role, which specifically deals with them), but the players should always take precedence.

Crew Roles

Each character on a ship chooses a **Role** when they roll initiative. Depending on the ship, some roles, such as Gunner, might be occupied by one character, more than one character, or might not exist at all. By contrast, roles like Captain are usually occupied only by one character. A character can switch roles with another character or can switch to an unoccupied role (and move across the ship to do so) as an action.

Different roles grant a character special actions. A gunner, for example, can choose to use the Open Fire action or the Targeted Attack on their turn.

Different roles also occupy different sections of the ship. For example, a lookout can only perform their role from a crow's nest, and so occupies one of the ship's Masts; a helmsman must be at the ship's helm, which is located at the Stern section of the ship; a gunner, however, can perform their role anywhere a gun is, and so can be on the Gun Deck, the Main Deck, or even the Bow or Stern, if the ship is equipped with the right weapons. A section's description indicates which roles are available to a character in that section.

Captain

While in the captain role, you are the commander of the ship, master of its crew, and director of its operations. Most ships will have a dedicated captain, either a military officer or the owner of the ship itself, who remains in this role until they step down or are removed via mutiny. More democratic vessels might have other schemes of electing or promoting captains, but invariably, in times of crisis, a leader will rise to fill this role.

If you choose to be the captain when the ship rolls initiative, you roll initiative for the entire ship. The entire party acts on that turn in the initiative order while you are captain, and you can choose in which order the crew takes their turns. If you leave the captain role or fall unconscious, the party rolls initiative separately at the end of the next initiative order.

Captain Actions

Rather than acting in an individual capacity, a captain usually uses their action to bolster the member of their crew. While you are in the captain role, you can take the following special actions:

Boarding Party. When the conditions for Boarding are met, you can use your action as the captain to form a boarding party (which you can choose to be a part of).

Brace for Impact. As an action, you command everyone to hunker down. Every creature on your ship has resistance to ship weapons that attack a section until the beginning of your next turn.

Double-Time. You use your action to push the ship a little faster. The helmsman can then use its reaction to move the ship half its movement within the cone of movement.

Fire at Will. You use your action to declare a barrage. One gunner of your choice can then use its reaction to make one attack with a ship weapon.

First Mate

Second only to the captain, your job as the first mate is to organize the crew and direct manpower to make the ship run smoothly. Whereas the captain issues commands, you must see to it that these commands are performed, sending sailors to perform the right tasks at the right time.

You have a number of NPC sailors directly under your command equal your level or one-fourth the total number of sailors on the ship, whichever is lower. Each targeted attack on your ship that deals damage to the crew kills one of your NPC sailors.

First Mate Actions

While you are in the first mate role, you can take the following special actions, as long as there are enough NPC sailors on the ship capable of taking orders:

Direct Manpower. You can use your action to direct two NPC sailors to take the Bale Water, Extinguish Fire, or Patch Leak actions. You can also direct two sailors to fetch an item from below decks or perform another simple task of your choosing.

Section Repair. As an action, you can direct a team of four NPC sailors to repair a wrecked or damaged section of the ship. At the beginning of your next turn, this section gains 10 hit points and is no longer wrecked. Of course, such repairs are temporary stopgaps, and heavy damage will still require extensive repair.

Heave-Ho. When you give the order as an action, everyone moves to perform their duties with haste. This

Variant Rule: Mutiny

A happy crew is one that is fed, paid, and relatively free from danger, but long-distance voyages often jeopardize some or all of these things. Some hazards are expected at sea, but if a captain missteps and makes critical mistakes that put the lives of everyone aboard their vessel in peril, a crew can quickly be driven to its breaking point: a mutiny.

It is almost always the first mate that instigates a mutiny; the crew trusts the first mate in leadership, and would likely see them replace the captain.

If more than half the crew opposes the captain, the first mate can start a mutiny. The exact details of any mutiny vary, but invariably end with one side—the mutineers or the loyalists—being detained, set adrift, or killed. If player characters are on opposite sides of a mutiny, the situation should be handled by roleplay and (in some cases) player vs player combat. If the players are mutinied against, they might be set upon by dozens of cutlass-wielding NPC sailors, but will more likely be quietly detained in the middle of the night as everyone sleeps.

No matter how a mutiny turns out, it's a devastating event for a crew's morale, and will hurt a captain's reputation for years to come.

ability requires at least 6 NPC sailors. Until the beginning of your next turn, your ship gains the following benefits:

- Each gunner on your ship can make one additional weapon attack when they take the Open Fire action. Alternatively, if a gunner uses a Broadside attack, this attack can be used again starting at the beginning of the next round.
- The ship's movement increases by 100 feet, up to a maximum of half its movement speed.
- A crew member can extinguish two fires, patch two leaks, or bale twice as much water as an action.

Once you use this ability, you can't use it again until at least half of the crew has finished a short or long rest.

Gunner

At the first sign of danger, you immediately rush down to the gun deck to rain thundering death on your enemies. Ships without a gun deck see their gunners on the main deck with the rest of their crew. Such a setup only permits lighter guns, however, as heavier guns high on the ship risk capsizing it when fired in unison.

Most ship weapons have facing rules, and are mounted in long rows on the side of the ship, called batteries. While you are in the gunner role, you can only operate one of the ship's weapons at a time, or one group of the ship's weapons at a time, if the weapons are arranged in a battery. You occupy the part of the ship your current weapon is housed, normally on the gun deck or main deck. You can use a bonus action to switch between weapons.

You add your proficiency bonus and Dexterity modifier to an attack roll you make with a ship's weapon, but you do not add any ability modifier to the weapon's damage rolls. Weapon entries in the Example Ships section include an example attack bonus, to be used only if the GM controls the ship as an NPC.

Including you, it takes three hands to fire a single ship weapon. The number of a ship's Gunners refers to the number of roles available, not the number of NPC gunners required to man an armament.

Gunner Actions

While you are in the gunner role, you can take the following special actions:

Broadside. If you are at a weapon battery, you can use your action to fire all the weapons in the battery at once at a target within half the weapons' normal range; this attack is called a broadside attack and uses ammunition equal to the number of weapons in the battery. A broadside attack is a special attack and does not add your Dexterity modifier to the attack roll; instead, you add the number of guns in the

battery to the roll. A broadside attack can't have advantage, nor can it gain other bonuses to its attack rolls.

If your attack roll meets or exceeds the target's AC, you hit the target a number of times equal to the difference (minimum 1, maximum the number of guns in the battery.) Instead of rolling damage normally, you can use average damage for broadside attacks.

Once you make a broadside attack with a weapon battery, that battery can't attack or make a broadside attack on the following turn.

Open Fire. You can take the Attack action on your turn to attack with one of the ship's weapons. If the ship weapon you fire is a battery of weapons and you can attack more than once when you take the Attack action on your turn, you can attack more than once using the ship weapon. These attacks can use exotic ammunition.

Readied Attack. You can use your action to ready an attack with a ship's weapon, just as you would ready an attack with a normal weapon.

Targeted Attack. While you are within 100 feet of another ship, you can use your action to attempt to destroy a section of that ship. Certain sections require special ammunition to attack: a ship's main deck can only be targeted with grapeshot canisters; a ship's masts can only be targeted with tree cutter cannonballs.

When you do so, make an attack targeting the ship with disadvantage. On a hit, you deal damage directly to a section of your choice. Additionally, each creature in that section of the ship must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or take half the damage dealt.

If a section is reduced to 0 hit points, it is wrecked.

Helmsman

As the helmsman, you guide the ship and direct its movement. True to your name, you steer the ship from the helm, which is located on the ship's main deck.

Each ship has a given speed in feet per turn, and a maneuverability score, which is given in degrees. Additionally, each ship faces a particular direction, which is normally in 45-degree intervals, and can be approximated using the eight cardinal directions.

To approximate momentum, each ship's movement is limited to a cone of movement, which extends in the direction your ship is facing. When you use your action to move the ship, you can choose any move up to its speed within the cone.

Once you have finished moving, you can rotate the direction your ship is facing by up to its maneuverability score.

Helmsman Actions

While you are in the helmsman role, you can take the following special actions:

Full Speed Ahead. You can use your action to move your ship faster, as long as you don't turn. You can move the ship up to one and one-half times its normal movement speed in a straight line in the direction it's facing. You can't rotate your ship when you complete this movement.

Hard Turn. You can use your action to make a hard turn instead of moving normally. You move 25 feet within your cone of movement and then rotate the direction your ship is facing by up to twice your maneuverability score.

Match Speed. Your ship attempts to move at the same rate and direction as another ship instead of moving normally. Choose one ship that you can see. Until the beginning of your next turn, your ship moves when that ship does and attempts to maintain the same distance from it and angle to it. If the target ship is more maneuverable or uses Hard Turn to perform a movement you are not normally capable of, this effect ends.

Move. You use your action to move the ship normally, up to its movement speed, within its cone of movement. Once you have finished moving, you can rotate the direction your ship is facing by up to its maneuverability score.

Lookout

As a lookout, your place is in the crow's nest, a viewing point high atop the ship's main mast, from which you can see further over the horizon. Your job is to scan the horizons with a spyglass, searching for land, other ships and potential hazards, like storms, but in times of combat, you can launch projectiles at those on the main deck of opposing ships and call out targets for the main guns.

Your ship can't be surprised by other ships while you are in the lookout role, provided you are conscious and have a spyglass.

You are considered to occupy one of the ship's masts. If your ship does not have a crow's nest, you can still reside in the rigging of any mast, albeit uncomfortably.

Lookout Actions

While you are in the lookout role, you can take the following special actions:

Find Range. You can use your action to quickly take the range of a target and call out this information to the guns. The next gunner that uses the Open Fire action to attack it before the beginning of your next turn has advantage on the attack.

Snipe. From your vantage point, you can pick off targets from the decks of nearby ships. If a target is within range of a ranged weapon you are holding (ranges can be rounded upon to the nearest 25-foot increment), you can use your action to make one attack roll against it. If the target is on a ship, it must be in an exposed position, such as the main deck, or this attack automatically misses.

OTHER CREW ACTIONS

Any member of the crew can take the following actions, regardless of role.

Bale Water. You can use your action to manually ladle water from the ship, bucket-by-bucket, to decrease the ship's water level. When you do so, you decrease the ship's water level by 9 (2d8).

Extinguish Fire. You use your action to extinguish one of the ship's ongoing fires.

Patch Leak. You use your action to repair one of the ship's leaks. Patching the leak does not decrease the ship's water level, however; any water that leaked into the ship must still be bailed out by hand using the Bale Water action.

FACING

Though a well-trained swordsman can spin on a heel to defend from any direction, a ship lacks anything like a break and must turn in very wide arcs. Therefore, the direction a ship is **Facing** becomes extremely important in naval combat. A ship is normally considered to be facing in one of the eight cardinal directions, and can rotate this facing direction after moving.

Most ships carry weapons mounted along their sides, with perhaps a long gun mounted in the front. These fixed weapons can only fire in a 90-degree cone in the direction they are mounted, so positioning is extremely important. In a naval battle, it's critical to plan ahead, anticipating where the enemy will be in order to bring them into firing range at the perfect moment for a decisive shot.

DAMAGE AND REPAIR

A well-placed cannonball, an out of control fire, or a persistent leak is enough to consign an entire crew to a watery grave. Ships might have more hit points than the sailors that travel in them, but they are every bit as fragile when the stresses of combat are laid upon them

CRITICAL HITS

In addition to dealing extra damage, if a ship weapon scores a critical hit on another ship, it deals an additional effect as well. Roll a d6 on the following table:

d6	Critical Effect
1-2	The target ship gains one leak.
3-4	One fire starts on the target ship.
5-6	A random section of the target ship is directly damaged, as if hit with a targeted attack. You do not need to use special ammunition to damage specific sections of the target ship.

FIRE

Few things are more devastating than a fire at sea; ships are little more than floating tinderboxes, after all. If a weapon or effect causes a ship to catch flame, one **Fire** starts on the ship. A ship can have any number of fires at one time, but even one can be exceedingly deadly. A crew member can take the Extinguish Fire action to squelch a single fire.

At the beginning of initiative order, each ship that has caught fire take 22 (4d10) fire damage for each fire it has that has not been extinguished. Additionally, there is a chance that the fires will spread: for each of a ship's ongoing fires, roll any die. For each even roll, the ship gains an additional fire.

LEAKS

Certain weapons can create a **Leak** in a ship when they deal damage, which, if unchecked, could imperil the entire ship. A ship can have any number of leaks, which are located at arbitrary points on the hull. A crew member can take the Patch Leak action to repair a single leak.

In addition to hit points, each ship also has a **Water Level**, which records how much water the ship has taken on from leaks and is a good indication of how close a ship is to sinking. Water levels begin a 0 and count upwards as the ship takes on water. If a ship's water level meets or exceeds the ship's current hit points, the ship begins Sinking (see below.)

At the beginning of the initiative order, the water level of each ship with leaks increases by 18 (4d8) for each leak that has not been repaired.

SINKING

When a ship's water level meets or exceeds its hit points (or when it drops to 0 hit points, if it has no leaks), it begins to sink. It can no longer move, nor can any of its weapon make attacks, though life craft like rowboats can still escape. The ship is on the verge of a watery grave.

Sinking Saves. If a ship is sinking at the end of the initiative order, it makes a unique saving throw called a Sinking Save. This saving throw isn't tied to any ability score; it is purely based on the crew's fortune.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, the ship becomes a derelict wreck; it is adrift and can't move or attack, but it is no longer at risk of sinking and can, with extensive efforts, be repaired. On your third failure, the ship sinks. Any creatures still onboard are immediately dragged below the water with the ship. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind.

Repair

Repairing a ship is an arduous process requiring many hours of skilled labor. During your downtime, you can perform repairs on your ship. For each day you spend performing repairs, the ship regains hit points equal to your proficiency modifier. Alternatively, the ship can be repaired completely in one week at port for a fee of 10 gp per hit point lost.

NPC Ships

The GM does not play the individual roles of an NPC ship separately. Rather, each NPC ship rolls its own initiative and can perform all its relevant actions on its turn. In addition, rather than calculating the statistics of gunners, NPC ships use the attack bonuses included in weapon entries and typically have one gunner at each weapon or

Variant Rule: Grid Combat

Ship combat is particularly well-suited to using miniatures on a square-based Grid Map. Using this rule, each square is 25 feet by 25 feet and each ship faces the side or the corner of their surrounding squares. Ships smaller than 25 feet in every dimension fit within a single square. On its turn, a ship can move 1 square for every 25 feet of its movement.

When counting distance on a grid, the first diagonal square counts as 1 square of movement, and the second diagonal square as 2 squares. Repeat this pattern of 1 square, 2 squares whenever you count diagonally, even if you move horizontally or vertically between different bits of movement.

weapon battery. The GM also decides the relevant saving throws for NPC helmsmen.

To replicate the effects of a captain, the GM can also allow an NPC ship to take an additional action on its turn. This additional action is not taken every turn; the GM can roll any die, taking an extra action only if they roll an even number.

Most GMs have NPC ships immediately sink when its water level exceeds its hit points or the ship is reduced to 0 hit points. Common exceptions include when one or more player characters has boarded the ship, or when an important NPC or villain is aboard it. Alternatively, the GM can rule that the characters in question escape aboard a rowboat in the chaos shortly before the ship's demise.

Boarding

Sometimes, your objective in ship-to-ship combat requires that you come aboard a hostile vessel. You can board another vessel if both ships are within 25 feet of each other and the pilot of your ship has Matched Speed with the other. Alternatively, you can board if both ships have collided. When you do so, any number of crew members can join a boarding party, leaving their original roles.

A boarding party and any hostile crew rolls their own initiative which acts parallel to ongoing ship combat. Combat as a boarding party is the same as normal combat.

The boarding party arrives on the opposing ship's main deck via a gangplank, grappling hooks, or swinging over on ropes. If the boarding party accesses important locations, such as the helm or the gun deck, they can use the opportunity to hinder the ship's options. Generally, however, when fighting breaks out on a ship's deck, it ceases to fire or move—most everyone joins in the melee.

If the party detains, sets adrift, or kills all hostile crew members of the boarded ship, they can commandeer it, provided that they have enough people to operate it.

Spells and Ships

Spells like *fireball* can be devastating in naval combat, lighting fires and scorching crewmen in a single stroke. Ships are objects, and therefore can only directly be targeted by spells which deal damage, and automatically fail on saving throws called for by a spell. The GM can rule that any spell would not affect a ship. If a spell deals fire damage to a ship, it lights one fire on the ship for every 10 points of fire damage it deals.

Navigation at Sea

The open ocean is a dangerous place. Without landmarks, a ship's crew can quickly become hopelessly lost, leading to a slow death by dehydration and starvation. For this reason, a few navigation tools and a trained navigator are invaluable for any voyage. Successful navigation depends on many individual factors, such as weather, time of day, proximity to landmasses, and availability of navigating tools and skills.

Basic Navigation

To successfully guide a ship in the correct direction, you must make a navigation check, which can be made once per day of travel. This is an Intelligence or Wisdom check (your choice) with a DC equal to 10 + the number of days since the last successful navigation check (maximum DC 20). On a successful check, the ship stays on course. On a failed check, the DM rolls on the Failed Navigation table at the end of this section. If you do not make a navigation check on a given day, it counts as a failed check.

Navigation checks are made using navigator's tools. Navigator's tools can be used without proficiency; however, if you are proficient with navigator's tools, you can add your proficiency bonus to navigation checks. If you do not have navigator's tools, you make all navigation checks with disadvantage.

If you are within sight of a landmark that is either familiar to you or appears on a map in your possession, you do not need to make navigation checks.

Inclement Weather

When sailing the high seas, ships can often run into storms, which can cause them to stray off course. Visibility is reduced, clouds block the sun and stars, and strong waves and wind can propel a ship in the entirely wrong direction. When your ship is caught in a storm, all navigation checks are made with disadvantage.

Failed Navigation

d100	Result
1-50	Your ship veers slightly off-course before the mistake is realized. You only travel half as far as you would have today.
51-85	Your ship veers far off-course before the mistake is realized. You make no progress toward your destination today.
86-95	Your ship veers far enough off-course before the mistake is realized that you lose two days of travel making up the lost distance.
96-98	Poor weather, instrument malfunction, or some other factor causes you to misread your heading, and your ship veers off-course in a random direction determined by the GM.
99-100	You become completely lost. Re-roll on this table, re-rolling again if you roll another 99. The next navigation check you make has a DC of 20.

Conditions at Sea

It's generally very simple to calculate how far your ship travels: for each hour, your ship moves a number of miles equal to its speed. But the sea's conditions at any given time can vary this estimate widely, helping or hindering you, as fate permits. The GM can roll a d20 on the following table to determine the conditions at sea:

Conditions

d20	Condition
1-10	No condition
11-14	*Tailwind*. Your ship catches a tailwind, increasing your speed by 50%.
15-18	*Headwind*. Your ship navigates into a headwind. It's slow going, and your speed is decreased by 50%.
19-20	*Doldrums*. The wind falls absolutely dead. If sails are your only method of propulsion, you make no meaningful progress.

Chapter 5: Diseases

On my first journey of many aboard the Vigilance, *we embarked with high spirits from Duke's Port, headed southward with full cargo. Less than two hours from our departure, our lookout spied a merchant ship, listlessly drifting toward the port, flying a distress flag. A young man stood at the bow, waving weakly in our direction with a white handkerchief—even from our vantage, we could see that it was stained with blotches of red.*

Rather than scrambling the crew to assist the suffering ship, the captain ordered a turn to starboard, and leveled the guns at them! Our own countrymen!

The ship hesitated for some minutes but turned hard when we clarified our intentions with warning shot, and deferred from the port altogether.

Some time later, one of the sailors explained that the distressed ship was neither ravaged by monsters nor pirate threat; it was a plague ship, and if it had reached port, it would have endangered the whole of Duke's Port. This was the first of many lessons I had in the captain's severe, but effective style of leadership.

Diseases

A plague ravages the kingdom, Setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

Blackfoot

Taking root at the extremities, starting with the fingers or toes, this wasting disease turns afflicted flesh black and rotten as it makes its way to the head. It is spread by evil outsiders, like demons and devils, who appear to be carriers, and certain cursed magic items that infect those which touch them. Because of their heritage, tieflings and dragonborn are uniquely immune to its ravages.

When a humanoid creature touches the skin of an extraplanar fiend, or touches certain cursed magic items without protection, it must make a DC 15 Constitution saving throw or be infected. One day after infection, the creature's skin at the fingers of one arm or toes of one foot (not necessarily at the same limb that touched the fiend or cursed item) starts to appear gray, and eventually, black. The creature takes a -1 penalty to ability checks and attack rolls that use that limb. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -10, the limb is entirely blackened and falls limp; it can't be used to make ability checks or attack rolls, and ability checks and attacks rolls which require two hands have disadvantage. Amputation of an affected limb cures the infected creature of this disease. However, regenerating the amputated limb will also restore the infection.

Once it blackens the entire limb, amputation is no longer possible. The blight spreads outward from the limb, reducing the creature's maximum hit points by 5 after each long rest. When the creature's hit points are reduced to 0, the infection reaches its head and kills it.

Blackfoot cannot be cured by the *lesser restoration* spell, but can be remedied using the root of a plant called Gorestalk, which grows exclusively in the lower planes. Even a single root can be turned into an ointment that reverses the blackfoot, but finding it is another matter entirely. It might be possible to harvest some from the mouth of an infernal portal, but the surest way of acquiring the plant is to summon a devil and strike a bargain.

Deadleg

Deadleg is a persistent infection caused by deep puncture wounds and lacerations, resulting in muscle spasms and debilitating stiffness. Infection can occur anywhere, but seems especially prevalent near saltwater, as sailing ships and seaside towns have the greatest number of infections.

When a humanoid creature takes bludgeoning or piercing damage by wood or metal that has been exposed to the elements for a week or longer, such as by falling into a spiked pit, stepping on an old nail or caltrop, or by being cut on a broken wooden board, it must succeed a DC 10 Constitution saving throw or become infected.

It takes 1d10 days for deadleg to show its first symptoms, stiffness in the legs and tremors in the hands and jaw. The infected creature suffers one level of exhaustion, its movement speed is reduced by 10 feet, and it has disadvantage on Dexterity checks and saving throws.

At the end of each long rest, an infected creature must make a DC 10 Constitution saving throw. On a failed save, the creature gains 1 level of exhaustion, and the DC increases by 1. On a successful save, the DC decreases by 1. If the saving throw DC reaches 10, the creatures stiffens to the point that its diaphragm can't contract, depriving it of air and suffocating it. If the saving throw DC drops to 0, the creature recovers from the disease.

Ration Rot

A scourge of adventures, sailors, and explorers, ration rot is commonly believed to originate in the stale bread often consumed as rations on long voyages. In spite of popular belief, a few rogue alchemists have theorized that the disease is actually caused by a specific type of malnutrition, but dwarves seem completely immune, and its exact origin is as of yet undetermined.

When a humanoid goes more than 1 month without eating fruit or fresh meat, at the end of each long rest, it must make a DC 11 Constitution saving throw or become infected. Its early symptoms, which include discolored eyes and skin, bleeding gums, and lethargy set in immediately. An infected creature takes a -2 penalty to Armor Class and to all saving throws.

This disease cannot directly be alleviated by magic; it can only be cured by eating at least three meals of fruit, fresh meat, or vitamin-rich vegetables. Food summoned by magic (such as the spell *create food and water*) can alleviate ration rot, and as such, spellcasters who can use said spell are considered highly valuable assets for any ship they may be on.

Slaying Fever

The slaying fever is an extremely dangerous, but thankfully short-lived, illness which drives the infected amok in a violent frenzy. In an insidious turn, it is transmitted through the blood of the infected, which makes it particularly tricky to stifle. Outbreaks of this disease might be easily contained if the infected are quarantined rapidly, but otherwise can be the cause of great bloodshed.

When a humanoid contacts the blood of a creature that carries this disease, either by attacking a creature and

dealing damage, or handling the corpse of an infected creature without adequate protection, it must succeed a DC 13 saving throw or become infected. Symptoms set in very slowly in this case, manifesting 1d4 days after exposure. If a creature otherwise suffers direct blood contact with an infected creature, such as by being bitten, scratched, or stabbed with an instrument bloodied by an infected creature, it must make a DC 17 saving throw or become infected. In this case, the disease presents itself rapidly, and symptoms set in within a matter of minutes.

Early symptoms include headache, disorientation, and irritability. When the disease fully sets in, however, the infected experience vivid hallucinations and a sense of panic which drives them into a frenzy. The infected will attack anyone nearby, rushing to seek out weapons and find others to harm. Those without weapons will fight tooth and nail, biting and clawing at others until restrained or killed.

Some infected are thrown into a howling rage, screaming and stabbing anyone within reach, whereas others are deliberate, enacting gruesome plans with a dead-eyed, murderous intent.

An infected creature can't be charmed or frightened. If an infected creature drops to 0 hit points but not killed outright, it has a 50% chance of leaping to its feet with 1 hit point on its next turn.

After 12 hours of frenzy, an infected creature falls unconscious for 24 hours, recovers from the disease, and is then immune to it for the rest of its life. It recalls none of the events of the frenzy, except for a red haze shortly before it awoke.

WETLUNG

Wetlung is highly contagious, known for sweeping through ships and port towns alike, claiming the young and elderly before moving on. While in the grips of the disease, the infected develop a wet cough that further spreads the disease, though it spreads equally well through infected water supplies.

When a humanoid is exposed to the cough of the infected or drinks water contaminated with the disease, it must make a DC 15 Constitution saving throw or become infected.

It takes around a week for wetlung's symptoms, which include fatigue, fever, and a loud, persistent cough, to set in. An infected creature's Strength, Dexterity, and Constitution scores each decrease by 2, and it gains one level of exhaustion which remains until the disease is cured. If any of a creature's ability scores are reduced to 0, it dies.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. Small children and the elderly have disadvantage on this saving throw. If it fails this saving throw by 5 or more, its Strength, Dexterity, and Constitution scores worsen by an additional 1. If successful, these ability scores increase by 1. If a successful saving throw increases the infected creature's ability scores to normal, the creature recovers from the disease.
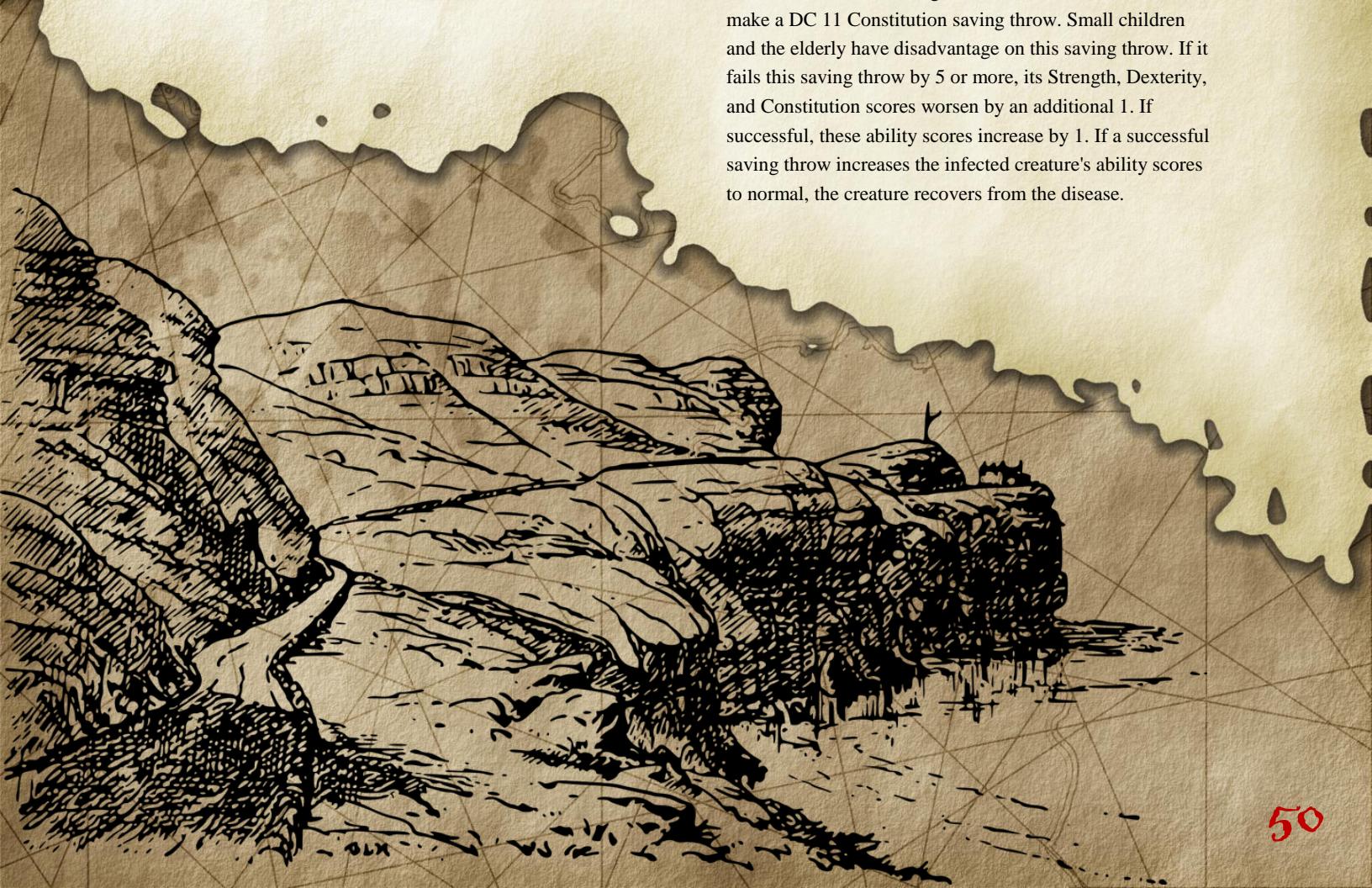
Chapter 6: Monsters

Even after encountering trolls, mimics, and dragons on the mainland, travelers are always surprised by the strange and marvelous beasts to be found across the whole of the seven seas. From isolated desert islands, where unusual variants of monsters can diverge from their brethren, to far-off distant lands, where entirely new, strange creatures have arisen, to behemoths which stalk the ocean depths, there is always something new and treacherous waiting to kill you on the high seas.

Entangling Rope

Large construct, unaligned

Armor Class 13
Hit Points 44 (8d10)
Speed 30 ft., climb 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	1 (-5)	4 (-3)	1 (-5)

Damage Resistances bludgeoning, piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, exhaustion, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 3 (700 XP)

Antimagic Susceptibly. The rope is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rope must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the rope remains motionless, it is indistinguishable from a normal rope.

Grappler. The rope has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack. The rope make two whip attacks.

Whip. *Melee Weapon Attack*. +5 to hit, reach 10 ft., one target. *Hit*: 8 (2d4 + 3) slashing damage.

Constrict. *Melee Weapon Attack*. +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the rope can't constrict another target.

Animated Objects

Imbued with a dull intelligence by powerful incantations, animated objects single-mindedly serve their masters, who are almost exclusively mages. These constructs are favored for their convenience and their utility, for each object is designed to fulfill a unique purpose, even before they are animated. For example, animated brooms might sweep the halls of a wizard's tower, and animated suits of armor might guard its entrances, but when not issued a command, an animated object can independently follow simple instructions or defend itself from attack.

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

Entangling Rope

Uncoiling from a tight spiral and slithering along the ground, entangling ropes are perfect for lying in wait before they suddenly seize adventurers by the ankles and start tying themselves into knots. They behave much like snakes when in motion, and like the anaconda, they prefer to wrap around their victims and constrict them to death. When not utilized for violence, these ropes can be invaluable on a ship or in a quarry, or anywhere else that relies on sophisticated knots and long lengths of cord.

Floating Spyglass

Hovering in the air and constantly scanning the horizon, an animated spyglass isn't typically threat on its own. Its function, instead, is to serve as a vigilant lookout, either safeguarding its creator from ambushes or to serve as an early warning system for other constructs, transforming an ordinary group of animated objects into a reactive defense system.

Living Cannon

Absurdly dangerous, and possessing an explosive temper, an animated cannon is the definition of a living weapon. While most animated objects are emotionless automatons, some aspect of the arcane black powder used to animate them also impresses a personality upon the cannons: they

delight in being near ammunition, and rattle excitedly when a fuse it lit, but shrink away from water and fear the prospect of being plunged into it.

Given the command, living cannons will gladly load and fire themselves, but lack the patience to pace their shots. If the order to fire is given too early, the cannon might exhaust its ammunition too soon, or it might spoil the element of surprise for its entire ship. However, a living cannon's accuracy is unmatched by human gunners, for it knows little else besides ballistics, trajectory, and travel times, and it revels in watching ships and battlements crumble under its fire.

FLOATING SPYGLASS
Tiny construct, unaligned

Armor Class 13 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses darkvision 10,000 ft., passive Perception 14
Languages —
Challenge 0 (10 XP)

Antimagic Susceptibly. The spyglass is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the spyglass must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the spyglass remains motionless, it is indistinguishable from a normal spyglass.

Limited Telepathy. Using telepathy, the spyglass can magically communicate with any other construct within 60 feet of it.

ACTIONS

Club. *Melee Weapon Attack*. +4 to hit, reach 5 ft., one target. *Hit*: 1 bludgeoning damage.

LIVING CANNON
Large construct, lawful evil

Armor Class 19 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	1 (-5)	5 (-3)	3 (-4)

Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 5 (1,800 XP)

Antimagic Susceptibly. The cannon is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the cannon must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Water Susceptibility. If the cannon's fuse is splashed with a gallon of water, can't attack until the end of its next turn.

False Appearance. While the cannon remains motionless, it is indistinguishable from a normal cannon.

ACTIONS

Cannonball. *Ranged Weapon Attack*. +7 to hit, range 300/900 ft., one target. *Hit*: 39 (6d12) bludgeoning damage.

Grapeshot. The cannon blasts a 10-foot cube within 600 feet of it with shrapnel. Each creature within the area must make a DC 14 Dexterity saving throw or take 22 (4d10) bludgeoning damage, or half as much on a successful save.

Bomb Fish

These small fish, which migrate in schools, have an extremely potent defense mechanism: should a predator wander too close, a few bomb fish detach from the school and self-destruct near the threat, possibly injuring it, and certainly deterring it.

Fisherman's Nightmare. Fishermen tell numerous stories of deep-dwelling ocean creatures brought to the surface in their nets. Some maintain that entangling a colossal squid is the worst catch; others say that it's worse to provoke naga or giant sharks, but those creatures are rare, and unlikely to fall for such a simple trap as a fisherman's net. The frighteningly likely disaster scenario is catching an entire school of bomb fish, which detonate in a panic when they reach the surface, incinerating the net holding them, and blowing a gaping hole in the side of the fishing boat. Such a foul circumstance has sunk entire galleons unlucky enough to fish in the waters occupied by bomb fish.

Bomb Fish

Tiny beast, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	6 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 0 (10 XP)

Death Burst. When the bomb fish dies, it explodes. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Water Breathing. The swarm can breathe only underwater.

Swarm of Bomb Fish

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 45 (10d8)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Explosive Retribution. When the swarm takes damage, some of its bomb fish detonate. Each creature within 5 feet of the swarm must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage, plus half the damage dealt to the swarm, or half as much damage on a successful one.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bomb fish. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Elementals

Elementals are incarnations of the elements that make up the universe, and the various quasi-elements formed by these elemental intersections. Such elementals can be summoned by spellcasters and powerful beings, or can be found spontaneously forming where the appropriate elemental energy is in abundance.

Living Element. The Elemental Planes are the source of the elemental energy which composes the various materials found on the prime Material Plane. On when translated from these planes by powerful magic or natural planar gates, elemental energy can manifest a physical shape and a dull consciousness which embodies that particular type of element. Like beasts of the Material Plane, these elemental spirits have no society of culture.

Elemental Nature. An elemental doesn't require air, food, drink, or sleep.

Fog Elemental

A haunting, living mist, fog elementals are formed at the intersection of the Plane of Water and the Plane of Air, and can usually be found lurking invisibly within low clouds and fog banks, engulfing travelers that wander inside. In these misty places, fog elementals are superior predators, capable of kicking up fogs and peering through them unobscured.

Storm Elemental

The embodiment of a tempest's fury, a storm elemental is a force of chaotic wrath, slinging lightning, thunder, and rain wherever it goes. When one of these elementals makes its way to the sea, it kicks up dark clouds and enormous waves, which it turns into its playthings; it delights in nothing more than watching ships tumble and crash on the ocean, sinking into the depths below.

Fog Elemental

Large elemental, neutral

Armor Class 15
Hit Points 102 (12d10 + 36)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran, Aquan
Challenge 5 (1,800 XP)

Fog 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.

Fog Sight. The elemental can see normally within areas that are obscured by fog.

Fog Veil. The elemental is always surrounded by fog in a 5-foot-radius, and considered lightly obscured.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack*. +8 to hit, reach 5 ft., one target. *Hit*: 14 (2d8+5) bludgeoning damage.

Fog Bank (Recharge 4-6). The elemental creates a 20-foot-radius sphere of fog centered on itself. The sphere 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.

Storm Elemental

Large elemental, neutral

Armor Class 15
Hit Points 90 (12d10 +24)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 5 (1,800 XP)

Electrical Interference. When another creature deals lightning damage to a target within 20 feet of the elemental, the elemental regains hit points equal to half the damage rolled.

Storm 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.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack*. +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d8+5) lightning damage and 5 (1d8) thunder damage.

Lightning Aura (Recharge 4-6). The elemental creates a 20-foot-radius sphere of electrical energy centered on itself. Each creature within the radius must make a DC 13 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save or half as much on a successful one.
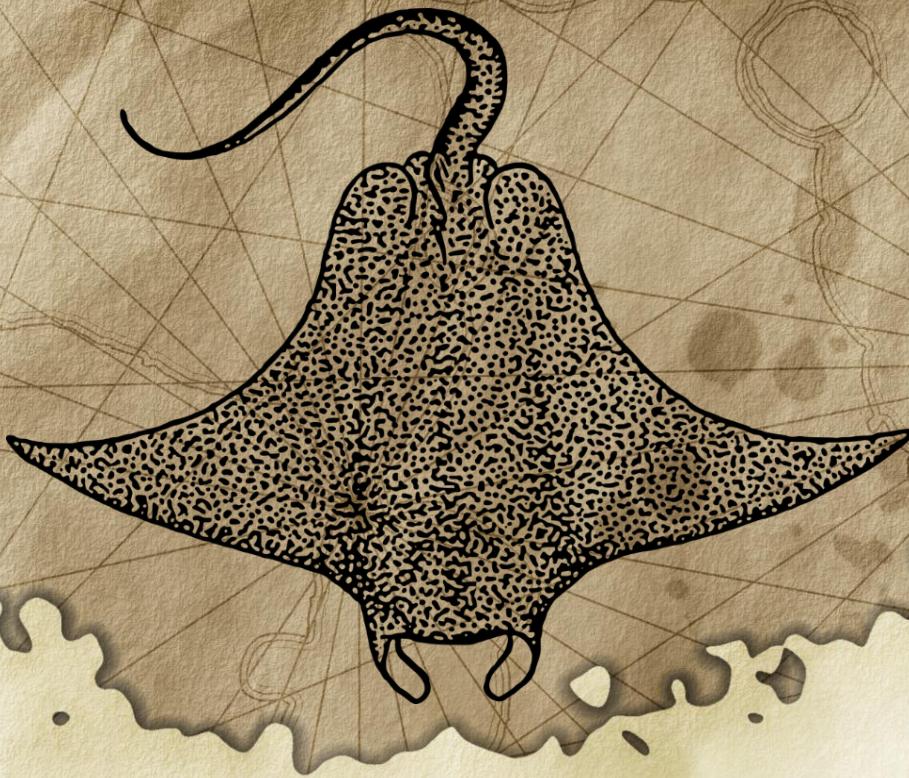
Flying Ray

Large beast, unaligned

Armor Class 16
Hit Points 133 (14d10 + 44)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	18 (+4)	14 (+2)	19 (+4)	8 (-1)

Saving Throws Con +7, Int +5, Wis +7
Damage Resistances lightning
Senses blindsight 30 ft., passive Perception 14
Languages telepathy 120 ft.
Challenge 6 (2,300 XP)

Amphibious. The flying ray can breathe air and water.

Actions

Multiattack. The flying ray makes two melee slam attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) bludgeoning damage.

Ball Lightning (Recharge 5-6). The flying ray produces a 5-foot diameter ball of lightning that moves 20 feet in a direction it chooses. At the beginning of the ray's turn, the ball moves another 20 feet in the same direction. The ball passes through creatures or objects and dissipates after moving for 3 turns. Any creature that contacts the ball must make a DC 15 Dexterity saving throw or take 22 (4d10) lightning damage, or half as much on a successful save, and can't take reactions until the beginning of its next turn.

Discharge. Each creature up to 15 beneath the ray must make a DC 15 Dexterity saving throw or take 28 (8d6) lightning damage, or half as much on a successful save, and can't take reactions until the beginning of its next turn.

Flying Ray

Ethereally gliding over the water's edge by night, wreathed in an eerie white glow, these flying manta rays enchant and terrify in equal measure. Though neutral to ships and most other parties, these rays are dangerous up close, even if only unintentionally: each produces an electrical field across their underside, which it uses to shock pray which swim too near the ocean's surface. This discharge, of course, proves just as fatal to larger creatures as it is to fish.

Monsters of Moonlight. Though flying rays have often been seen discharging the water's surface and producing bursts of balled lightning, they never presage a storm, and their electricity possess an eerie blue quality unseen in a tempest's lighting. As the reflective, sapphire pattern on their backs suggest, flying rays draw the energy for their mighty lightning from moonlight; they retreat to the ocean floor in the daytime, and whenever thick cloud cover poses an obstacle.

Mysterious Intellect. Though flying rays seem generally disinterested in ships and their land-dwelling inhabitants, they possess a uniquely acute intelligence. They expertly avoid traps, and can sometimes escape the confinements of one if captured. In merfolk legend, flying rays are often described as oracles, and are said to telepathically communicate great truths of the surface world to the heroes that survive their lightning. In truth, though they are telepathic, they only speak if captured, and even then, do so only in riddles.

Heavenly Albatross

Large celestial, chaotic good

Armor Class 12
Hit Points 112 (15d10 + 50)
Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	22 (+6)	18 (+4)

Skills Perception +8, Survival +2
Condition Immunities charmed, frightened, petrified, poisoned
Senses passive Perception 18
Languages Celestial
Challenge 3 (700 XP)

Magic Resistance. The albatross has advantage on saving throws against spells and other magical effects.

Dying Curse. If the albatross is reduced to 0 hit points, each hostile creature within 5 feet of it must make a DC 16 Wisdom saving throw or be cursed. A cursed creature's highest ability score is decreased by 2. This curse can be ended by a *remove curse* spell or similar means.

Keen Sight. The heavenly albatross has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The albatross makes attacks: one with its beak, and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 3) slashing damage.

Wingbeat. The albatross beats its wings, kicking up a great wind. Each creature within 60 feet of a point the albatross can see must make a DC 12 Dexterity saving throw or be pushed 30 feet away from that point and be knocked prone.

Heavenly Albatross

The majestic white feathers and soothing glow of a heavenly albatross are most easily spied on the horizon, just before dawn, where they catch the morning's rays in anticipation of daybreak. These great birds migrate across the oceans, circling the world dozens of times in a single lifetime, but it's unclear where they actually make nest. Perhaps, as an old sailor's tale goes, the albatrosses end their journey in the heavens, where they feed on the grapes of paradise before returning to the earth to guide wayward sailors home.

Boon of Fortune. Most sailors hail a heavenly albatross's appearance as a good omen, and trace their nighttime flights superstitiously, believing that some miracle might occur if they follow one long enough. Spotting one is a rare event, and spying a group of albatrosses on the horizon is a dazzling sight to behold. Wise captains never fire upon an albatross or attempt to capture them, no matter how close to a ship the ray might wander, for an albatross's arrival portends good fortunes, but its death presages doom.

Isle of Teeth

Gargantuan monstrosity (titan), unaligned

Armor Class 20 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	9 (-1)	17 (+3)	12 (+1)

Saving Throws Str +15, Dex +5, Con +12
Skills Perception +9
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened, paralyzed
Senses blindsight 240 ft., passive Perception 19
Languages —
Challenge 18 (20,000 XP)

Legendary Resistance (1/Day). If the isle of teeth fails a saving throw, it can choose to succeed instead.

Amphibious. The isle of teeth can breathe air and water.

False Appearance. While the isle of teeth remains motionless, it is indistinguishable from a normal desert island. Diving underwater to view the isle from underneath reveals its true nature.

Siege Monster. The isle of teeth deals double damage to objects and structures.

Actions

Multiattack. The isle of teeth makes four attacks: two with its claws, one with its bite, and then it can use its Swallow or its Heave.

Bite. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit*: 31 (4d10 + 9) piercing damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit*: 22 (3d8 + 9) slashing damage.

Heave. The isle of teeth rears up and crashes into the water, creating a shockwave. Each creature within 15 feet of the isle of teeth must make a DC 18 Dexterity saving taking 33 (6d10) bludgeoning damage and being knocked prone on a failed save. A creature takes double damage if it is directly underneath the isle of teeth. On a successful save, a creature takes half damage and is not knocked prone.

A ship damaged by this ability also springs 1d4 leaks.

Swallow (Recharge 4-6). The isle of teeth makes one bite attack against a Large or smaller creature. If the attack hits, the target takes the bite's damage, the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the isle of teeth, and it takes 35 (10d6) acid damage at the start of each of the isle of teeth's turns.

If the isle of teeth takes 40 or more damage on a single turn from a creature inside it, the isle of teeth must succeed on a DC 18 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 isle of teeth. If the isle of teeth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The isle of teeth 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 isle of teeth regains spent legendary actions at the start of its turn.

Bite. The isle of teeth makes one bite attack.
Move. The isle of teeth moves up to its speed without provoking opportunity attacks.
Heave (Costs 2 Actions). The isle of teeth uses its heave ability.

Isle of Teeth

Plenty dismiss the Isle of Teeth as a sailor's legend, a folktale told to children about the perils of far-off seas; however, nothing could be further from the truth. Though initially the so-called 'Isle' appears to be a lone desert island, populated by a few coconut trees, this huge predator reveals itself when it rises from the waves to devour entire ships.

Deep Origins. Even by the tremendous scale of sea serpents and oceanic dragons, the isle is colossal, and may be the largest living creatures known to man, save the legendary tarrasque and the dreaded kraken. From its clawed feet to its domed back, it's covered in bony plates, exposing very little of its pale underlying flesh. But the isle's most prominent feature is its gaping mouth which, lined with rows of enormous teeth, makes up most of its face. Unsettlingly, the isle doesn't appear to have eyes whatsoever, and detects its prey exclusively by sound.

Merfolk wisdom tells that the isles' true place is not at the surface of the ocean, but in its very deepest recesses. Their bony plates reinforce their bodies from the immense pressure of ocean trenches, where all light vanishes, and eyes are meaningless. For millennia, the beasts ruled the depths unchallenged, but where there is total dominance, life eventually adapts. Even larger, deadlier beasts arose in the trenches, leviathans which make sea serpents look diminutive by comparison. The surviving isles of teeth were banished to the ocean's surface, where they took hold of a ruse to capture whatever food they could.

Boundless Appetite. Despite their size, isles of teeth need comparatively little food, for they lay dormant in an unsteady slumber until their prey wanders too close. In their sleep, they are in a constant state of hunger, wanting for more food but uneasily waiting for it to arrive. They can sleep in this manner for centuries, accumulating all manner of sand and sediment, before being awoken into a voracious rage.

Merfolk

Human tribes and kingdoms divide the land and battle over its borders, but none make claim to the oceans. In that strange, watery world, humanoids like the merfolk reign supreme.

The merfolk are fishlike humanoids, possessing scaled, iridescent skin, prominent gills, webbed fingers, and a single muscular tail in place of legs. But for their commonalities, merfolk tribes from around the world have just as many differences. Merfolk from tropical waters might have brightly-colored scales and venomous protections, where as those from the ocean's depths normally have large eyes and dim scales to help them see hunt in the dark.

Undersea Peoples. Merfolk almost never venture to the surface world, and feel little compulsion to extend their influence from under the waves. Though the surface world is vast, the sum of its territories are paltry compared to the undersea world; the majority of the planet, after all, is underwater, and most merfolk feel that the surface world is

Merfolk Hunter
Medium humanoid (merfolk), true neutral

Armor Class 14 (leather armor)
Hit Points 38 (7d8 + 7)
Speed 10 ft., swim 40 ft.

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

Skills Nature +2, Perception +5, Stealth +5, Survival +3
Senses passive Perception 15
Languages Aquan, Common
Challenge 2 (450 XP)

Amphibious. The merfolk can breathe both air and water.

Spellcasting. The merfolk hunter is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The merfolk hunter has the following ranger spells prepared:

1st level (2 slots): *hunter's mark, speak with animals*

Actions

Multiattack. The merfolk makes two harpoon attacks.

Harpoon. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Net. *Ranged Weapon Attack*: +5 to hit, reach 5/15 ft., one target. *Hit*: target is restrained (escape DC 10).

Merfolk Priest
Medium humanoid (merfolk), true neutral

Armor Class 15 (scale mail)
Hit Points 77 (14d8 + 14)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	13 (+1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)

Skills Religion +3, Persuasion +4
Senses passive Perception 13
Languages Aquan, Common
Challenge 3 (700 XP)

Amphibious. The merfolk can breathe both air and water.

Spellcasting. The merfolk priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The merfolk hunter has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, shillelagh, thaumaturgy*

1st level (4 slots): *bless, create or destroy water, cure wounds, sanctuary*

2nd level (3 slots): *continual flame, hold person, lesser restoration*

3rd level (3 slots): *protection from energy, riptide*

4th level (1 slots): *watery tentacles*

Actions

Harpoon. *Melee Weapon Attack*: +2 to hit, reach 5 ft. one target. *Hit*: 2 (1d4) piercing damage, or +5 to hit, 7 (1d8 + 3) piercing damage with *shillelagh*.

unimportant by comparison, a small territory at the periphery of their kingdoms.

However, a merfolk will occasionally utilize a ritual that transforms their fish tail into a pair of legs, and adapts their lungs to breathe air, in order to venture to the surface for some time. The circumstances of these journeys are always strange: sometimes it's the result of a star-crossed lover on the surface world, other times, it's to retrieve something of value that has been stolen and taken to the surface, and sometimes, it's just boundless curiosity. Regardless of the reason, merfolk rarely stay long the surface. The ritual that allows them to survive does little to soothe the dry, harsh sun, nor does it disguise their scaly skin and prominent gills from surface dwellers.

Lost City. Despite the strength and vast domain of merfolk kingdoms, they raise few cities, most often choosing to fortify and defend underwater caves or the ruins of sunken cities built by surface folk. Life underwater

prevents access to materials and tools used to erect stone structures, and as a result, merfolk life is more tribal and decentralized, even in the largest kingdoms.

Of course, merfolk know some masonry tricks to work the undersea stone and carve coral, but legend tells of an advanced, lost civilization of merfolk, that constructed an immense underwater city of spectacular design and untold wealth. If this city ever existed, its location and secrets are lost to time, but undersea adventurers and explorers still search tirelessly for its remnants. Discovering even the ruins of the Lost City could shed light on how it was built, what kind of merfolk lived there, and what mysterious knowledge they mastered. Plenty dismiss the Lost City's legend as a hoax, a fiction crafted from fragments of history to lend an air of truth, but some merfolk cling to the belief, and see it as a sign that the undersea kingdoms might one day be unified, as they once were.

Merfolk Sentinel

Medium humanoid (merfolk), lawful neutral

Armor Class 18 (scale mail, shield)
Hit Points 108 (16d8 + 32)
Speed 10 ft., swim 40 ft.

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

Saving Throws Dex +4, Con +4
Skills Perception +3
Senses passive Perception 13
Languages Aquan, Common
Challenge 4 (1,100 XP)

Amphibious. The merfolk can breathe both air and water.

Steadfast. The merfolk can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The merfolk makes three melee weapon attacks or two ranged attacks.

Trident. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Shield Bash. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sea Serpent

The dreadful tales of sea serpents spread like a plague from port to port whenever one is spotted. All ships, great and small, fear the sudden destruction of a serpent strike, and for good reason; these gigantic creatures, the distant cousins of dragons, are the apex predators of the sea.

Territorial Monsters. Whenever a sea serpent lays its claim, shipwrecks are sure to follow. Sea serpents are ancient adversaries of hydras, and endlessly clash over territory, laying waste to any other large creature or ship that encroaches on their corners of the sea. Underwater creatures know well to give these regions a wide berth, for the wrecks of ships litter the ocean floor around a sea serpent's territory, but surface dwellers have no such luck, and may wander into peril without warning.

Craven Ambushers. Every sailor that survives a sea serpent's attack has a uniquely horrific story, but they all begin the same way: All is calm until the ship lurches unexpectedly, as if it collided with a sudden, but invisible patch of chop. A few moments of confusion pass, then suddenly, in a cacophonous crash, the ship is yanked to a halt. Sailors are thrown about the deck, a chunk of the hull is missing and leaking badly, and a sea serpent emerges from the water, coiling its slender body about the hull.

Sea serpents detest a fair fight, and know how to capitalize on their prey's blind spots to catch it by surprise. Much like ordinary snakes, they prefer to go for a swift and lethal bite, followed by constricting their prey until it suffocates.

Unlike other snakes, sea serpents possess a deadly trick that helps them contend with their hydra rivals: a breath weapon, one of the few holdovers from their draconic heritage. Should their prey escape the initial bite, sea serpents can lay it low with a devastating blast of pressurized water, before getting in close for the kill.

Sea Serpent

Gargantuan monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 232 (15d20 + 30)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing damage from ship weapons
Senses darkvision 240 ft., passive Perception 16
Languages Draconic
Challenge 12 (8,400 XP)

Shipwrecker. Whenever the sea serpent deals damage to ships with its weapon attacks, it causes 1d4 leaks.

Actions

Multiattack. The sea serpent makes three attacks: two with its bite and one to constrict.

Bite. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one target. *Hit*: 27 (4d8 + 9) piercing damage.

Constrict. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one ship or one Huge or smaller creature. *Hit*: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. If the target is a creature, it is grappled (escape DC 16) if the sea serpent isn't already constricting a target, and the target is restrained until this grapple ends. If the target is a ship, it can't move and takes 8d6 bludgeoning damage at the start of each of the sea serpent's turns. If the sea serpent takes 100 or more damage in a single round, it releases its grapple on its target.

Pressurized Breath (Recharge 5-6). The sea serpent exhales a line of pressurized water that is 200 feet long and 5 feet long. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) bludgeoning damage and being pushed back 15 feet on a failed save, or talking half as much damage and not being pushed back on a successful save.

Reactions

Vengeful Bite. When the sea serpent takes damage from a creature within 20 feet of it, it makes a bite attack against the creature that damaged it.

Skeleton Crewman

Medium undead, lawful evil

Armor Class 12 (leather coat)
Hit Points 13 (2d8 + 4)
Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +1, Sailing +0
Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1/4 (50 XP)

Actions

Cutlass. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

Flintlock. *Ranged Weapon Attack*: +3 to hit, range 30/90 ft., one target. *Hit*: 9 (2d8) piercing damage.

Skeleton Crew

Tattered sails appear on the horizon as dusk gives way to night. An eerie quiet accompanies the dead vessel as it closes in, for there is only one living soul on board: a necromancer, commanding an unthinking and unfeeling skeleton crew.

Damned to Sail. Mindless skeletons are generally unfit to perform complicated tasks such as manning a sailing ship; they require too much direction, and fail to improvise when complications arise.

Skeleton crewmen pose a devious solution. By capturing the souls of long-dead sailors and binding them to a corporeal form, necromancers can imbue their skeletal creations with an intuition for sailing and a knowledge of life at sea. These crewmen possess fragments of souls, and so might exhibit shades of intelligence and even personalities, but they are cursed to serve their master, and can only escape his thrall in death. Meanwhile, the master needs only to command his ship to sail, and the skeleton crew carries out the finer details.

Undead Nature. An undead crewman doesn't require air, food, drink, or sleep.

Titan Crab

Navigators sometimes mistake these colossal crabs for coastal boulders, much to their dismay, for a titan crab's claw can snap a rowboat in half as easily as a sailor.

Tropical Titans. Sailors from more temperate climates are often familiar with giant crabs, vicious beasts the size of men that must be slain with a precise strike between its armor-like shell, but few are prepared for their tropical cousins. By comparison, the titan crab stands three times as tall as its kin, and its shell can even withstand small cannon blasts.

The means by which these crabs grew to such incredible size is unknowable, but arcanists speculate that it has something to do with the massive sea serpents that patrol the crab's waters; perhaps, some evolutionary race took place in the tropics, swelling some of its residents to staggering size.

Titan Crab

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	1 (-5)	10 (+1)	4 (-3)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Amphibious. The crab can breathe air and water.

Armored Shell. If the crab takes 10 or more bludgeoning, piercing, or slashing damage from a nonmagical weapon attack, it takes only 10 damage instead.

Actions

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The crab has two claws, each of which can grapple only one target.

Totema

Totema are horrifying beasts, spirits of the primitive wilds made flesh. Towering conglomerations of powerful animals, teeming with the oldest fey magic, these ancient spirits are living embodiments of the brutal wilderness and its untamed fury.

Proto-Fey. In the dawning years of the world, the feywild was still a formless realm, an unshaped embodiment of purest magic. Its denizens were not yet capricious tricksters, for magic had yet to be refined into true spells, and the fey themselves had yet to assemble their seasonal courts. The original fey—if they could be called that—were a brutal reflection of nature, strange aggregates of plants and beasts, known to early peoples as totema.

As the world developed, so too did the feywild, and totema became an ancient breed, exiled to the edge of the feywild, yet they continue to thrive in the untamed wildernesses at the perimeter of the known world.

Monuments to Strength. Early humanoids honored totema for their unearthly power, and built wooden effigies in their honor, seeking to capture that strength for their own. Totema obliged, as they always shall, for a small blood offering at the foot of one of their effigies.

Totema
Medium fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., burrow 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Wis +6, Cha +3
Skills Intimidation +5, Nature +4, Perception +8, Sleight of Hand +6, Stealth, Survival +8
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed
Senses blindsight 60 ft., truesight 60 ft., passive Perception 18
Languages Primordial, Sylvan
Challenge 4 (1,100 XP)

Keen Sight. The totema has advantage on Wisdom (Perception) checks that rely on sight.

Primordial Magic. Whenever the totema deals damage with an attack, it can choose to change the damage type to any of the following: cold, fire, lightning, or thunder.

Actions

Multiattack. The totema makes one bite attack and either uses its entangling vines or makes one attack with its claws.

Acid Spit. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit*: 8 (1d12 + 2) acid damage.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage and the target must make a DC 12 Constitution saving throw or take 9 (2d8) poison damage.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) slashing damage.

Entangling Vines. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: the target is grappled and restrained by the totema (escape DC 13.)
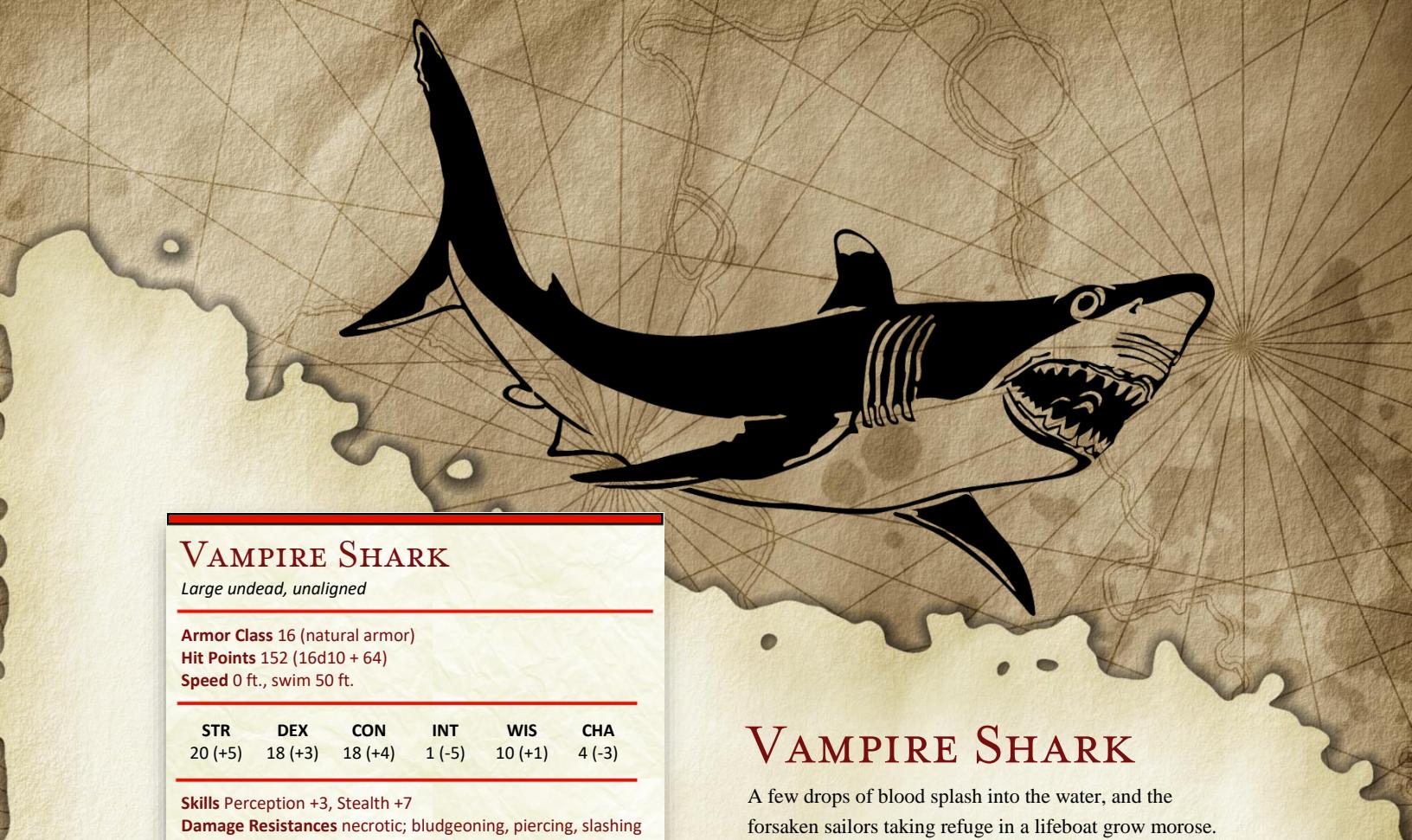
Vampire Shark

Large undead, unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+3)	18 (+4)	1 (-5)	10 (+1)	4 (-3)

Skills Perception +3, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, slashing damage from nonmagical weapons
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages —
Challenge 8 (3,900 XP)

Blood Frenzy. The vampire shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Regeneration. The vampire share regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire shark takes radiant damage or damage from holy water, this trait doesn't function at the start of the shark's next turn.

Vampire Weaknesses. The vampire shark has the following flaws:

> *Stake to the Heart*. If a piercing weapon made of wood is driven into the vampire shark's heart, the shark is paralyzed until the stake is removed.
> *Sunlight Hypersensitivity*. The vampire shark takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire shark makes two bite attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 3) piercing damage, plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire shark regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire Shark

A few drops of blood splash into the water, and the forsaken sailors taking refuge in a lifeboat grow morose. Seconds later, a huge fin darts above the surface of the water, speeding along at incredible velocity, on a collision course for the lifeboat. With a crash, the sailors are tossed into the salty brine, and one man, swimming desperately for the surface, spots the silhouette of an enormous shark: its flesh is pale, it's rows of teeth protrude from its jaw, and its eyes glow a sinister red as it rips the boat to pieces.

Vampire sharks are undead killing machines that haunt the oceans by night.

Blood-Drinkers. The dreadful curse of vampirism imbues not only humanoids, but all creatures, with eternal undeath, sinister powers, and a thirst for blood. Among the deadliest undead converts are sharks, ferocious apex predators of the ocean, whose innate sense to smell blood from miles away makes them superior hunters and natural vampires. Vampiric sharks swim tirelessly, hunt viciously, and shred their prey into ribbons with their many rows of fang-teeth.

They revel in the carnage, imbibing the blood of their victims through their gills. Few can escape the reach of a vampire shark once it has the scent of their blood; the only refuge is to escape the water entirely, and with haste. Safer still, move a few hundred feet inland, for vampire sharks have been known to leap from the waves.

Creatures

The wide, blue sea is home to an amazing variety of creatures, both natural and magical. Plenty of explorers have spent their entire lives trying to catalogue the weird and wonderful animals that surf in the shallows and lurk in the deeps—and none has done more than scratch the surface. The creatures listed here include some of the most interesting that have been found to date.

Awakened Kelp

Tiny plant, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Amphibious. The awakened kelp can breathe in both air and water.

Actions

Strangle. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 1 bludgeoning damage and the target is grappled if it is Small or Tiny (escape DC 9).

Colossal Squid

Gargantuan beast, unaligned

Armor Class 12
Hit Points 126 (12d20)
Speed 0 ft. swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	4 (-3)

Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Skilled Grappler. Any Huge or smaller creature grappled by the squid has disadvantage on any checks made to escape the grapple.

Water Breathing. The squid can only breathe in water.

Actions

Multiattack. The squid makes one attack with its tentacles, uses its reel ability and makes one attack with its bite.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage.

Reel. The squid pulls a creature grappled by it up to 15 feet straight toward it.

Tentacles. *Melee Weapon Attack*: +6 to hit, reach 20 ft., one target. *Hit*: 22 (4d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained and the squid can't use its tentacles on another target.

   If the target is a ship and it is smaller than the squid, it is unable to move until the squid releases it, or until the squid takes 50 or more damage on one turn.

Dolphin

Large beast, neutral good

Armor Class 12
Hit Points 32 (5d10 + 5)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	9 (-1)	15 (+2)	11 (+0)

Skills Perception +4
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 14
Languages Dolphin
Challenge 1/4 (50 XP)

Hold Breath. The dolphin can hold its breath for up to 10 minutes.

Pack Tactics. The dolphin has advantage on an attack roll against a creature if at least one of the dolphin's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Giant Dolphin

Huge beast, neutral good

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	15 (+2)	13 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Perception +4
Senses darkvision 60 ft., tremorsense 240 ft., passive Perception 14
Languages Aquan, Dolphin
Challenge 2 (450 XP)

Hold Breath. The dolphin can hold its breath for up to 30 minutes.

Pack Tactics. The dolphin has advantage on an attack roll against a creature if at least one of the dolphin's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Ram. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage.

Giant Parrot

Large beast, chaotic evil

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 10 ft., climb 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	13 (+1)	16 (+3)	19 (+4)

Skills Perception +5
Senses passive Perception 15
Languages Common
Challenge 2 (450 XP)

Keen Sight. The parrot has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The parrot makes three attacks: two with its bite and one with its talons.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Talons. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Giant Quipper

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	2 (-4)	8 (-1)	4 (-3)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Aerial Leap. As long as the giant quipper starts and ends its movement in water, it is treated as having a fly speed equal to its swim speed.

Blood Frenzy. The giant quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The giant quipper can only breathe underwater.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Man o' War

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Natural Buoyancy. The man o' war floats, even if it is unconscious, paralyzed, stunned, or dead.

Persistent Stinger. After the man o' war dies, its stingers remain potent for 1d4 days. Any creature that touches it during that period is subject to its sting attack.

Water Breathing. The man o' war can only breathe underwater.

Actions

Sting. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit*: 7 (2d6) poison damage.

Moon Jelly

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 0 (0 XP)

Bioluminescence. The moon jelly sheds dim light in a 10-foot radius.

Water Breathing. The moon jelly can only breathe underwater.
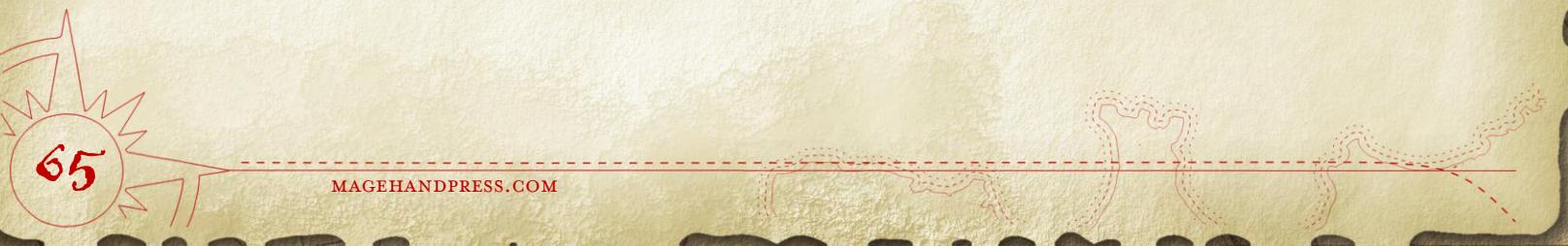
Parrot

Small beast, chaotic neutral

Armor Class 13
Hit Points 9 (2d6 + 2)
Speed 10 ft., climb 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	7 (-2)	16 (+3)	15 (+2)

Skills Perception +5
Senses passive Perception 15
Languages understands Common but has, at best, a small vocabulary and sharply limited ability to read and write
Challenge 1/4 (50 XP)

Keen Sight. The parrot has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

Porcupine Fish

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 0 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 0 (0 XP)

Water Breathing. The porcupine fish can breathe only underwater.

Actions

Toxic Spines. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage plus 1 poison damage.

Squirrel Monkey

Tiny beast, chaotic evil

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	10 (+0)	8 (-1)	15 (+2)	9 (-1)

Skills Acrobatics +7, Perception +4, Sleight of Hand +5
Senses passive Perception 14
Languages —
Challenge 0 (0 XP)

Actions

Punch. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 1 bludgeoning damage.

Starfish

Tiny beast, unaligned

Armor Class 7
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	5 (-3)	12 (+1)	1 (-5)	6 (-2)	4 (-3)

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 0 (0 XP)

Water Breathing. The porcupine fish can breathe only underwater.

Regeneration. The starfish regenerates 1 hit point at the start of its turn. If it takes acid or necrotic damage, this trait doesn't function at the start of the starfish's next turn. The starfish only dies if it starts its turn with 0 HP and doesn't regenerate.

Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 0 ft., one creature in the starfish's space. *Hit*: 1 slashing damage.

Terrapin

Tiny beast, unaligned

Armor Class 14 (natural armor)
Hit Points 2 (1d4)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	6 (-2)	11 (+0)	3 (-4)	13 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 0 (0 XP)

Amphibious. The terrapin can breathe in both air and water.
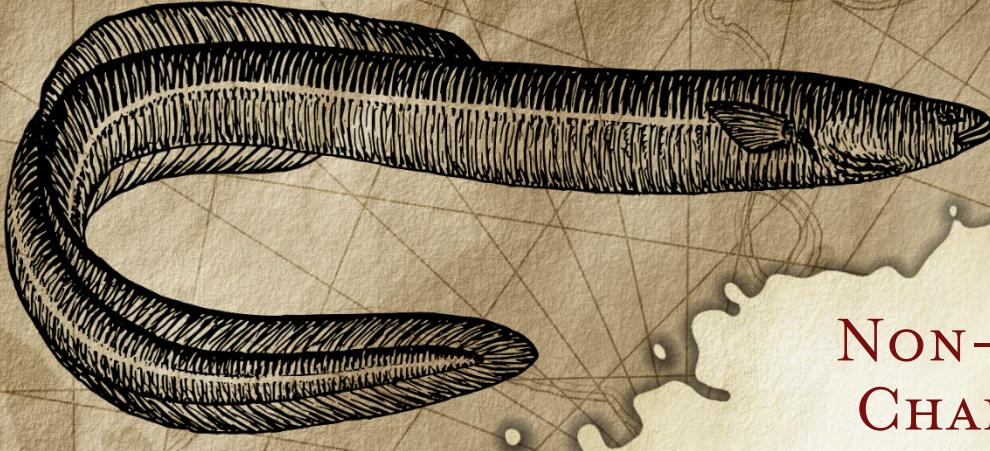
Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Thunder Eel

Tiny monstrosity, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (0 XP)

Amphibious. The eel can breathe in both air and water.

Actions

Shock. *Melee Magic Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 1 lightning damage.

Urchin

Tiny beast, unaligned

Armor Class 10 (natural armor)
Hit Points 4 (1d4 + 2)
Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	5 (-3)	14 (+2)	1 (-5)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 0 (0 XP)

Amphibious. The urchin can breathe in both air and water.

Spiny Defense. Any creature within 5 feet of the urchin that hits it with a melee attack takes 1 piercing damage.

Actions

Spines. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Non-Player Characters

Every ship larger than a rowboat is bound to have dozens, if not hundreds, of sailors manning its decks. This means that there's an abundance of characters for your players to meet during their waterborne adventure! The statistics below should help to populate your crews with a variety of seafaring folk.

Able Seaman

The backbone of any fleet, merchant or military, are the thousands of hardworking, experienced sailors that man their ships.

Worth Their Salt. Life on the sea requires a strong back, keen senses, and, often, a tough demeanor, and makes few affordances for those who lack these traits. Every sailor on a vessel is expected to work their fair share—to "earn their salt", as it were. Those which can't are unlikely to pursue the sailing life for long.

Many sailors become accustomed to the sea as children, getting jobs aboard sailing vessels as soon as they were able. Though these menial jobs are laborious and demeaning, especially for young children, they rapidly teach a seaman a lifetime of harsh lessons. Those which persist until adulthood are veterans of the ocean long before their prime, excellent additions to any crew.

Able Seaman

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft., climb 20 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Athletics +4, Perception +3, Sailing +2
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

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

Captain

The consummate leaders of ships and sail, captains are the ultimate authority upon their vessels. No matter the ship, the chain of command begins at the captain, and the entire ship's smooth operation relies on the captain's sound decision making.

Down with the Ship. Every captain is expected to have a unwavering loyalty to their ship and their crew, for they demand as much in return. In times of crisis, it's the captain's ultimate responsibility to save as many crew members as possible, or die trying, oft quoted as 'a captain always goes down with the ship.' Though this is hardly the case, it neatly outlines the immense bond that a captain shares with their crew, and the burden of duty they hold.

Captain

Medium humanoid (any race), any lawful alignment

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Str +4, Dex +6, Con +4
Skills Insight +4, Persuasion +5, Sailing +4
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

Brave. The pirate has advantage on saving throws against being frightened.

Actions

Multiattack. The captain makes two attacks with its flintlocks or three attacks with a melee weapon.

Flintlocks. *Ranged Weapon Attack*: +6 to hit, range 30/90 ft., one target. *Hit*: 9 (2d8) piercing damage.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 4) piercing damage.

Duel (Recharges on a Short or Long Rest). The captain challenges a creature it can see within 30 feet to a duel. That creature must make a DC 13 Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls against creatures other than the captain for 1 minute. This effect ends early if the captain attacks any other creature, if one of the captain's allies attacks the creature, or if the captain is incapacitated.

Leadership (Recharges on a Short or Long Rest). The captain can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the pirate. A creature can only benefit from one leadership die at a time. The effect ends if the captain is incapacitated.

Governor

While veteran mariners may sneer at 'landlubbers' for their sheltered, naïve lives, even the saltiest of seadogs must make landfall from time to time. Some of the most popular ports of call are found among the bewildering array of island nations. From tropical paradises to bleak and windswept rocks, every island is different, so it stands to reason that their rulers would be just as unique.

Since many island nations are dependent on larger continental empires, it is common for them to be ruled by appointed governors, nominally answerable to a higher power but in practice allowed a lot of autonomy. Governors come in many shapes and sizes; from robber barons little better than land-based pirates, through iron-fisted disciplinarians to foppish nobles. In most cases, however, they find that island life requires a degree of enterprise and self-sufficiency that is rarely found in continental courtiers.

Governor

Medium humanoid (any race), any lawful alignment

Armor Class 14 (breastplate)
Hit Points 13 (3d8)
Speed 30 ft., climb 20 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	10 (+0)	11 (+0)	14 (+2)	15 (+2)

Skills Deception +4, History +2, Insight +4, Persuasion +4
Senses passive Perception 12
Languages any two languages
Challenge 1/2 (100 XP)

Actions

Multiattack. The governor makes two attacks with its flintlocks.

Flintlocks. *Ranged Weapon Attack*: +1 to hit, range 30/90 ft., one target. Hit: 9 (2d8) piercing damage.

Rapier. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 4 (1d8 - 1) piercing damage.

Marines

Most military vessels carry dedicated warriors—known as marines—in addition to their normal sailing crew. Marines are vital for their ability to defend the ship against boarders, police the rest of the crew, and augment the ship's overall firepower.

By Musket or by Sword. Marines typically carry the same muskets as land-based infantry, and are trained to use them in the same fashion, providing volleys of gunfire to kill or injure opposing troops at range. This they do while their vessel engages in cannon duels, hoping to disable the
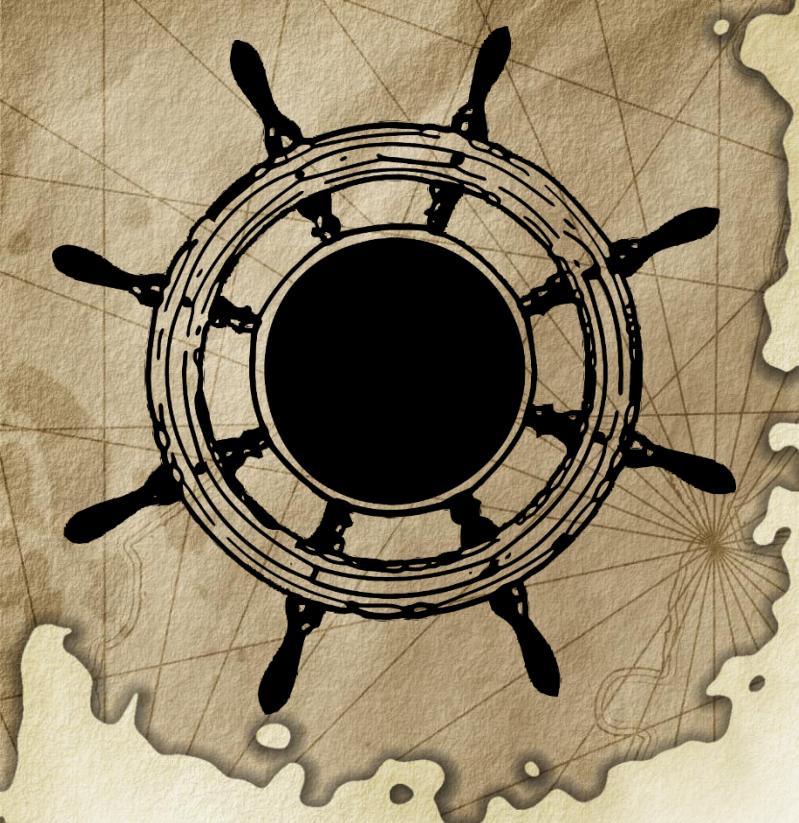
enemy crew before they are able to sink the marines' ship. Much of the fighting in a naval battle, however, takes place at close quarters, where muskets are too slow and unwieldy to be effective. For this reason, marines are also trained in melee combat, typically carrying attachable bayonets, as well as swords or axes for when the enemy is close at hand.

Since marines are trained and equipped as regular infantry, they can be effective when deployed on land, either as a small away-party, or a larger unit within a full-scale battle. Indeed, ships full of marines are often sent into battle purely to disgorge their complement of troops into a strategic location that can only be reached by sea, any firepower that the ship itself can provide relegated to a secondary concern.

Military Discipline. Onboard ship, marines act as a sort of military police, being neutral in disputes between officers and crew and drilled with the rigid discipline of career soldiers. Although this sometimes earns them the ire of disgruntled sailors, it is a useful function overall that helps prevent mutiny and disorder throughout a navy.

Marine
Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 33 (6d8 + 3)
Speed 30 ft.

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

Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Actions
Musket. *Ranged Weapon Attack*: +4 to hit, range 60/180 ft., one target. *Hit*: 11 (2d10) piercing damage.

Spadroon. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

Marine Sharpshooter
Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Low Profile. When in cover, the sharpshooter treats their half cover as three-quarter cover and three-quarter cover as full cover.

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

Musket. *Ranged Weapon Attack*: +5 to hit, range 120/360 ft., one target. *Hit*: 11 (2d10) piercing damage.

Midshipman
Every navy needs a few good officers to make the hard calls when things go awry. Midshipmen are these officers in training, graduates from the naval academy, which are tasked with assisting and apprenticing under captains. Though relatively inexperienced, they can serve the captain's role in his stead, and are practiced in naval discipline and the fineries of leadership.

Duels for Honor. As midshipmen are destined for officers' stations, they also consider themselves part of the upper class, and so indulge in fine meals and fine clothing, a foppish demeanor that is sometimes off-putting to the everyday sailor. When confronted with an objector that can't be diplomatically reasoned with, midshipmen prefer to settle things with an honorable duel, pitting themselves and the offending party across from each other with a pistol each. Though this sometimes ends in disaster for themselves, it ensures that matters are settled decisively, if violently.

Midshipman

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 20 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	12 (+1)	15 (+2)	14 (+2)

Skills Arcana +3, Athletics +2, History +3, Perception +6, Sailing +3
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Actions

Multiattack. The midshipman makes two melee weapon attacks.

Officer's Sabre. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

Potion of Healing (2/Day). The midshipman drinks a potion of healing, or administers it to a willing creature within 5 feet. The drinker regains 7 (2d4 + 2) hit points.

Leadership (Recharges on a Short or Long Rest). The midshipman can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the midshipman. A creature can only benefit from one leadership die at a time. The effect ends if the midshipman is incapacitated.

Pirates

There are many reasons why a sailor might turn to piracy, some of them even honorable.

Letters of Marque. Conceived as a solution to the difficulty and expense of maintaining a navy in remote colonies, the letter of marque is a formal license issued by a government, giving a captain the right to pillage and plunder the shipping of rival states. It is a small step, however, from privateering to outright piracy and, once encouraged to line their pockets in this way, many sailors find the lure of gold to be nigh irresistible.

Blood on the Waves. The high seas are a wild frontier, with few sources of authority beyond the captain of one's ship. Therefore, pirates are freed from the burdens of the lawful and the righteous, allowing them to indulge in all manner of depravities. While some captains frown on such behavior, others harness it, knowing that their reputations alone may be enough to overawe the merchants they prey upon.

In fact, most pirates rely their fearsome reputations. Raiding merchant ships or plundering far-off ports can be treacherous work, for a few well-placed musketballs or cannons can cost the lives of experienced pirates. Much safer, if the robbed surrender in fear and disarm before boarding.

Pirate's Code. Despite their violence and the illegality of their activities, most pirates do keep to a common code. Originally set down by the legendary pirate Captain Drakebeard, it is a surprisingly egalitarian philosophy that promises ordinary sailors a fair share of the booty and a democratic say in the running of their ship, while refusing to discriminate between people of different races and backgrounds. This grassroots spirit helps to keep crews united during lean times, and makes it easier to recruit idealistic young sailors when losses need to be replenished.

Bloodthirsty Pirate

Medium humanoid (any race), chaotic evil

Armor Class 14 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the pirate hits with it (included in the attack).

Actions

Multiattack. The pirate makes two attacks with its cutlass.

Blunderbuss. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit*: 9 (2d8) piercing damage, plus 4 (1d8) piercing damage if the target is within 5 feet of the pirate.

Cutlass. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Pirate Captain

Medium humanoid (any race), any evil alignment

Armor Class 13
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+3)	14 (+2)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +4, Dex +6, Con +4
Skills Deception +5, Insight +2, Intimidation +5
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

Quick Draw. The pirate has advantage on initiative rolls.

Actions

Multiattack. The pirate makes two attacks with its flintlocks or three attacks with a melee weapon.

Cutlass. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage.

Flintlocks. *Ranged Weapon Attack*: +6 to hit, range 30/90 ft., one target. *Hit*: 9 (2d8) piercing damage.

Leadership (Recharges on a Short or Long Rest). The pirate can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the pirate. A creature can only benefit from one leadership die at a time. The effect ends if the pirate is incapacitated.

Reactions

Parry. The pirate adds 2 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Scurvy Dog

Medium humanoid (any race), any chaotic or evil alignment

Armor Class 11
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	9 (-1)	9 (-1)	10 (+0)

Senses passive Perception 9
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Reckless. At the start of its turn, the pirate can gain advantage on all attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The pirate makes two attacks with its cutlass.

Cutlass. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

Flintlock. *Ranged Weapon Attack*: +3 to hit, range 30/90 ft., one target. *Hit*: 9 (2d8) piercing damage.

Chapter 7: Spells

Through his spyglass, Jethro watched the *wizard on the black-sailed ship completing his spell with a flourish of arcane sparks. Suddenly, a great vortex opened in the water beneath his own vessel and began drawing them into its center.*

    Below Jethro's position in the crow's nest, the captain started barking orders at the sailors on the deck, who set about loading cannons and tying off lifelines in preparation for the ensuing battle. Their own wizard flashed a few deliberate hand motions, and suddenly the sails filled with a mighty gust of wind, catapulting the ship out of the vortex's grasp, in preparation for a broadside.

Spells in this book include large-scale aquatic spells that affect ships, as well as smaller-scale spells designed to work alongside the many firearms one may find on the high seas, and a few others as well.

    The chapter begins with the lists of additional spells for the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

Spell Lists

These spells are listed in alphabetical order.

Bard Spells

Cantrips (0 level)
Concealed Shot
Finger Guns
Legendary Libation

1st Level
Break Waves
Landseek

2nd Level
Hangover
Heat Barrel

Cleric Spells

1st Level
Landseek

2nd Level
Chop
Hangover
Iceberg
Protection from Ballistics
Heat Barrel

3rd Level
Headwind/Tailwind
Riptide

3rd Level
Vortex

Druid Spells

1st Level
Break Waves
Landseek

2nd Level
Chop
Heat Barrel
Iceberg

3rd Level
Electrify Water
Headwind/Tailwind
Riptide

4th Level
Vortex
Watery Tentacles

5th Level
Frolicking Fountain

Paladin Spells

1st Level
Landseek

2nd Level
Perforating Smite
Protection from Ballistics

Ranger Spells

1st Level
Landseek

2nd Level
Jam Weapon
Protection from Ballistics

3rd Level
Electrify Water

Sorcerer Spells

Cantrips (0 level)
Bursting Shot
Finger Guns

1st Level
Break Waves
Chromatic Bullets

2nd Level
Chop
Hangover
Iceberg
Jam Weapon
Protection from Ballistics

3rd Level
Conjure Cannonball
Electrify Water
Headwind/Tailwind
Riptide

4th Level
Detonate Ammunition
Vortex
Watery Tentacles

5th Level
Frolicking Fountain

7th Level
Antiballistics Field

Warlock Spells

Cantrips (0 level)
Bursting Shot

1st Level
Chromatic Bullet

2nd Level
Chop
Protection from Ballistics

3rd Level
Electrify Water
Riptide

4th Level
Vortex
Watery Tentacles

5th Level
Frolicking Fountain

Wizard Spells

Cantrips (0 level)
Bursting Shot
Concealed Shot
Finger Guns

1st Level
Break Waves
Chromatic Bullet
Landseek

2nd Level
Chop
Hangover
Iceberg
Jam Weapon
Protection from Ballistics

3rd Level
Conjure Cannonball
Electrify Water
Headwind/Tailwind
Riptide

4th Level
Detonate Ammunition
Vortex
Watery Tentacles

5th Level
Frolicking Fountain

7th Level
Antiballistics Field

Spell Descriptions

These spells are listed in alphabetical order.

Antiballistics Field

7th-level abjuration

Casting Time: 1 action
Range: Self (40-foot-radius sphere)
Components: V, S, M (a pinch of wet gunpowder)
Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

Break Waves

1st-level abjuration

Casting Time: 1 reaction, when you would take bludgeoning damage from water or be pushed against your will
Range: 30 feet
Components: V, S
Duration: Instantaneous

This spell diverts incoming energy when you are struck by a volume of water, either naturally or magically motivated, or by some other force that can push you against your will. You are not moved or knocked prone by the triggering effect. If the effect was a volume of water or some other fluid that would deal damage to you, have immunity to bludgeoning damage from the force of its impact until the end of your next turn.

Bursting Shot

Evocation cantrip

Casting Time: 1 action
Range: Self
Components: V, S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the shot bursts, dealing thunder damage equal to your spellcasting ability modifier to the target and 1d6 to each other creature within 5 feet of it.

The spell's damage to creatures other than the target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Chop

2nd-level evocation

Casting Time: 1 action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 1 minute

A 75-foot-radius area of water that you specify within range begins to roil and pitch as if being affected by a strong gale. Ships in the area move at half speed as they are buffeted about by waves. Each swimming creature you choose in the area must make a Strength (Athletics) check opposed by your spell save DC when it attempts to swim. On a failed check, the creature does not move, and is instead tossed by the waves within its space.

Chromatic Bullet

1st-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 damage. You can choose for the weapon's damage, as well as this additional damage, to be either acid, cold, fire, lightning, poison, or thunder damage. You do not need to pick the same type for both, and you can leave the weapon damage as whatever type would normally be dealt by the weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Concealed Shot

Illusion cantrip

Casting Time: 1 action
Range: Self
Components: S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. The spell then masks any audible or visible output from the weapon, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

Conjure Cannonball

3rd level conjuration

Casting Time: 1 action
Range: 600 feet
Components: V, S, M (a small replica cannon)
Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

Detonate Ammunition

4th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (flint and steel)
Duration: Instantaneous

You send a mote of fire into an enemy's ammunition pouch or bandolier, triggering a massive explosion. Make a ranged spell attack against a creature you can see within range that is carrying spare firearm ammunition. On a hit, up to 50 spare bullets or shells and all gunpowder and/or explosives that the target is carrying are instantly destroyed, and the target takes 2d10 thunder damage. All creatures within 20 feet of the target (including the target itself) must then make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a successful one.

Electrify Water

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Crackling electricity arcs from your fingertips into a contiguous area of water within range, electrifying it for the spell's duration. The affected area can be no more than 25 feet in any dimension but can be any shape you choose.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Constitution saving throw. On a failed save, a creature takes 4d6 lightning damage, and it can't take reactions until the start of its next turn.

Finger Guns

Evocation cantrip

Casting Time: 1 bonus action
Range: 40 feet
Components: V, S
Duration: 1 minute

You extend your index finger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 40 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is still considered to be a firearm for spells and effects such as bursting shot and protection from ballistics.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Frolicking Fountain

5th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a conductor's baton)
Duration: Concentration, up to 1 minute

You cause a 5-foot cube of water within range to animate in a hypnotic motion. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature except for the caster within 60 feet which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it cannot be affected by the same instance of it again.

If a creature is within 5 feet of the dancing waters, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

Hangover

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny vial of strong liquor)
Duration: Instantaneous

You emit a drunken aura that quickly washes away, leaving the feeling of an intense hangover. A creature you choose within range must succeed on a Constitution saving throw or take 3d8 psychic damage. The target has disadvantage on Constitution checks it makes to maintain concentration on a spell due to this damage. Additionally, the target is poisoned until the start of your next turn.

Headwind/Tailwind

3rd-level evocation

Casting Time: 1 action
Range: 600 feet
Components: V, S
Duration: Concentration, up to 8 hours

A ship of your choice with at least 1 sail that you can see within range is either hastened or slowed (your choice) by a magical wind that fills its sails. If you choose to hasten the ship, it moves at one and one-half times its maximum speed for the duration, regardless of wind direction. If you choose to slow the ship, its helmsman must make a sailing check against your spell save DC. On a failed check, the ship moves at half speed for the duration, or until it is more than 1,200 feet from you. The helmsman may repeat this check at the beginning of each of its turns. On a successful check, the ship can move normally for that round.

Heat Barrel

2nd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

The barrel of a firearm you can see glows white hot. For the duration, the firearm can't be used to make more than one attack per round, and you subtract 2 from attack rolls using it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

Iceberg

2nd-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a vial of seawater)
Duration: 24 hours

You create an iceberg that is up to 25 feet in any dimension centered on a point of water within range. You decide the iceberg's shape within these dimensions. The iceberg is an object with an AC of 12 and 100 hit points. The lowermost 80 percent of it is submerged as it floats. At the end of the spell's duration, the iceberg melts back into water.

As a bonus action on each of your turns, you can move the iceberg up to 50 feet in any direction you choose. If the iceberg collides with a ship or other object of Huge size or larger, both objects take 4d10 bludgeoning damage. If the object is a ship, it gains 1d4 leaks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, for each slot level above 2nd, the following changes take place:

- The iceberg's AC increases by 2.
- Its hit points increase by 20.
- Its maximum size in any dimension increase by 25 feet.
- The damage dealt when colliding with an object increases by 1d10.

Jam Weapon

2nd-level transmutation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet attacks with a firearm
Range: 60 feet
Components: V, S, M (a pinch of wet gunpowder)
Duration: Instantaneous

The loaded firearm you can see jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

LANDSEEK

1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a handful of sand)
Duration: Concentration, up to 1 hour

This spell reveals the path to the nearest body of land to you. For the duration, you know the direction and the distance to the nearest island or continent. If you cast this spell while you're on dry land, the spell fails.

LEGENDARY LIBATION

Conjuration cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)
Duration: Instantaneous

You speak a word of power and your container fills with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature cannot benefit from more than one legendary libation in any given 24-hour period.

PERFORATING SMITE

2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm attack before this spell ends, the shot is accelerated to an incredible velocity. Instead of making an attack roll against a single target, the shot becomes a 5-foot-wide line that extends from you out to the weapon's normal range. All creatures in that line must make a Dexterity saving throw, taking the weapon's normal damage on a failure or half as much damage on a success.
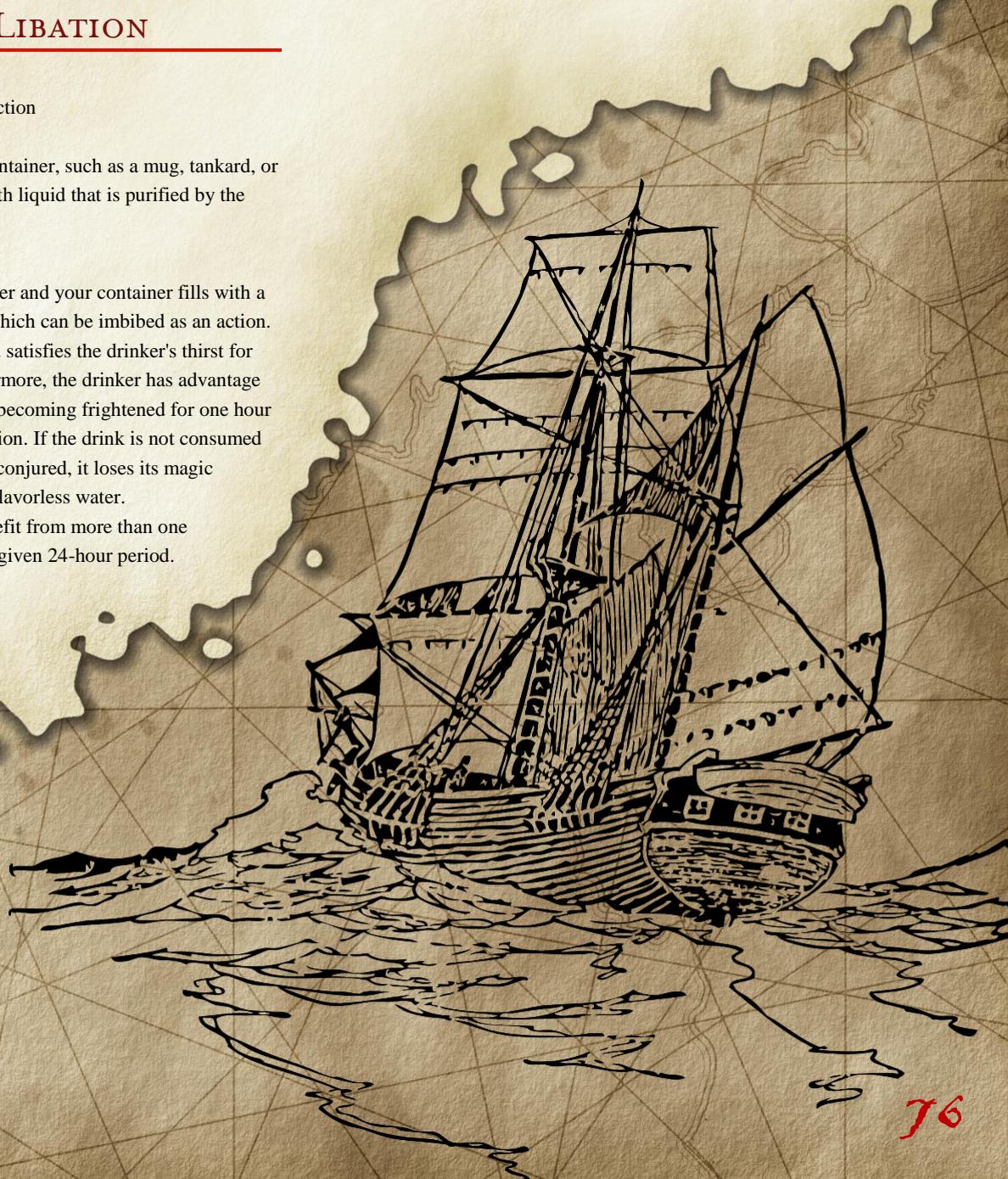
Protection from Ballistics

2nd-level abjuration

Casting Time: 1 action
Range: Self (20-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You project a shimmering sphere of energy in a 20-foot sphere around yourself for the duration. Creatures within the sphere are protected against attacks made by firearms located outside of the sphere—such attacks have disadvantage and the creatures have resistance to any damage they would deal.

Riptide

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of water)
Duration: Instantaneous

You create a forceful blast of water that strikes one creature or object you can see within range. The target must make a Strength saving throw. On a failure, it takes 4d10 bludgeoning damage and is either knocked prone or shoved 30 feet away from you (your choice). On a success, the target takes half as much damage and is not knocked prone or pushed. If the target is on fire, it is immediately extinguished.

Vortex

4th-level evocation

Casting Time: 1 action
Range: 600 feet
Components: V, S, M (a cork or rubber stopper tied to a string)
Duration: Concentration, up to 1 minute

A 100-foot-radius area of water that you specify within range begins to rapidly rotate, becoming a violent whirlpool in seconds. When a ship enters the affected area for the first time on a turn or starts its turn there, its helmsman must make a Dexterity (Sailing) check against your spell save DC. On a failed check, the ship cannot move for that turn, and is pulled 50 feet toward the center of the area. Ships that are pulled into the center of the area take 4d10 bludgeoning damage and gain 1d4 leaks.

At the start of your turn, swimming creatures and floating objects within the area are pulled 25 feet toward the center of the vortex. If a creature starts its turn in the center of the vortex, it must succeed on a Strength saving throw or be pulled under the water by suction forces. The creature can repeat the save at the start of each of its turns.

Watery Tentacles

4th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (an octopus tentacle)
Duration: Concentration, up to 1 minute

When you cast this spell, three tentacles made of water appear around your body for the duration. As part of the action used to cast the spell, and as a bonus action on subsequent turns until the spell ends, you can command one of these tentacles to grapple a Large or smaller creature that you can see within 30 feet of you. The target must make a Strength saving throw or be grappled and restrained by the tentacle. At the end of each of its turns, a restrained target can repeat the saving throw.

You can grapple as many creatures as you have tentacles. You can use an action or bonus action on your turn to release a grappled creature, or to drag it up to 20 feet in a direction you choose. A watery tentacle can lift a creature up to 10 feet into the air as part of this move, but the creature must begin and end its move on solid ground. If it does not, the grapple automatically ends.

You can also use the tentacles to manipulate nonliving objects as an action or a bonus action. Each tentacle can lift up to 100 lb., and you can command multiple tentacles to work together to lift the same object as part of the same action or bonus action. Watery tentacles are not capable of detailed control—for example, they cannot open a chest or uncork a bottle. Burning objects are extinguished when the tentacle grabs them.

At Higher Levels. When you cast this spell using spell slot of 5th level or higher, you gain an additional tentacle for every slot level above 4th.

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