

# DREAD TIDES



DIVE INTO A SEA OF SHADOWS, WHERE THE DEADLIEST  
PREDATORS THIRST NOT FOR TREASURE,  
BUT FOR BLOOD





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# RACES







# BLOODJAW

The seas are not safe as long as the bloodjaws live. Born beneath the waves and capable of breaking sailors with their teeth, bloodjaws are feared by all pirates. Despite that, they are fond of shanties and games, making them beings that are as playful as they are deadly.

These short-lived, shark-like humanoids laugh in the face of usual danger and devour anything that stands in their wake, be they great white sharks, tiger sharks, or hammerheads. Bands of bloodjaws are usually tight-knit communities of people, bonded through fighting and a communal bloodlust, not race or any ideal. They see pillaging and piracy as a sport, sing and joke while spilling blood, and don't mourn those who die—their lives are too short for sorrow. As a general rule, they reject order or negative emotion, living as freely as possible.

## Bloodjaw Features

- **Ability Score Increase.** Your Strength score increases by 2.
- **Age.** Most bloodjaws reach maturity in 3 years and live to about 30. Their lifespan is short, so they make the most of it.
- **Alignment.** Living short, joyful lives, bloodjaws choose chaos and individuality. They are usually chaotic neutral.
- **Size.** You weigh around 300 pounds and often reach 6 feet tall. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet and a swimming speed of 30 feet.
- **Amphibious.** You can breathe air and water.
- **Darkvision.** 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 discern colors in that darkness only as shades of gray.
- **Jaws.** Your jaws are natural weapons, which you can use to make Bite attacks. This attack deals 1d4 + your Strength modifier piercing damage. When you attack with this bite and hit a creature that isn't a construct or an undead, if you are below half of your maximum hit points, you regain hit points equal to the damage dealt.



- **Languages.** You know Common and Aquan.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Taste for Blood.** Whenever a creature you can see within 30 feet of you falls below half of its maximum hit points, you can use your reaction to move up to your speed toward it. If you end your movement within 5 feet of the target, you can make an attack with your Jaws as part of the same reaction. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Subraces.** Bloodjaws are split into three different species. They can be either hammerheads, tigerstripes, or whitebloods

## — Hammerhead Bloodjaw Traits —

Hammerhead bloodjaws are rough fighters, used to battling in the depths and using their hammer-shaped heads to push people to the side.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Hammerhead Bite.** Whenever you hit a creature with a Bite attack, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- **Hammershape.** You have advantage on saving throws against the grappled and restrained conditions, as well as checks and saving throws to break those conditions.

## — Tigerstripes Bloodjaw Traits —

Tigerstripe bloodjaws are the fastest and slimmest of the Bloodjaws, used to moving at record speeds within water and bite down with incredible ferocity.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Tigerstripe Bite.** If you take the Attack action during your turn, you can use your bonus action to make a Bite attack. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest
- **Quick Swimmer.** Your base swimming speed increases to 40 feet.

## — Whiteblood Bloodjaw Traits —

Within the seas, none are as feared as the Whiteblood Bloodjaws, seen as the craziest, most dangerous and most bloodthirsty of their kind. They rarely make friends and refrain from eating them even more rarely. They are hunters with precise knowledge of prey.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Relentless Hunter.** Whenever you damage a creature with your Bite, you have advantage on Wisdom (Insight) checks to discern the creature's mood, as well as on Wisdom (Perception) and Wisdom (Survival) checks to track it.
- **Whiteblood Bite.** While you are missing half or more of your hit points, you have advantage on attack rolls you make with your Bite.





# BLOODFLOW ELF

However long life is, it is never long enough. Bloodflow elves, also called sanguine elves, took up vampirism as a means of extending their already long lifespans. In retribution, the gods condemned them to a life reliant on bathing in blood, absorbing it through their skin in order to prolong their existence. Now, they live in small, tight-knit, and conniving communities hidden among normal elves, which they hunt for sport but take great pains in covering their tracks.

- **Ability Score Increase.** Your Dexterity score increases by 2, and your Strength score increases by 2.

- **Sanguine Curse.** Your Constitution score decreases by 2.

- **Age.** Bloodflow elves reach maturity around 100 years old, then quickly begin to wither away unless they bathe in blood once each month.

- **Alignment.** Bloodflow elves must obtain blood at all costs, else they will pass. As such, most take up chaotic and evil paths.

- **Languages.** You can speak, read, and write Common and Elven.

- **Size.** Bloodflow elves are the same as other elves. Your size is medium.

- **Speed.** Your base walking speed is 30 feet.

- **Bloodbath.** Whenever you damage a creature of CR 1 or greater with an attack roll, you regain 1 hit point.

- **Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

- **Necrotic Resistance.** You have resistance to necrotic damage.

- **Superior Darkvision.** You can see in dim light within 120 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.

- **Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

- **Vampiric Legacy.** You don't need to eat, drink, or breathe, and you are immune to disease.





# CHOCOLATE DRAGONBORN

*Hailing from the sugary landscapes of Candy Island, the chocolate dragonborn are known for their sweet disposition and warm-hearted nature. These delectable beings have cocoa-colored scales that glisten in the sun, with hints of caramel and vanilla hues that streak and swirl throughout. The chocolate dragonborn are not only renowned for their physical beauty but also for their kindness and hospitality. They have a natural affinity for social harmony and possess an innate ability to bring comfort and warmth to those they encounter. Whether sharing tales by a molten chocolate river or offering treats from their candy homes, the chocolate dragonborn embody the sweetest aspects of Candy Island's culture.*

- **Ability Score Increase.** Your Charisma score increases by 2, and your Constitution score increases by 1.
- **Age.** Akin to regular dragonborns, chocolate dragonborn grow quickly, reaching maturity around 10 years old and living a maximum of two centuries.
- **Alignment.** Chocolate dragonborn are warm, kindly creatures who have a deep respect for culture. They are mostly lawful good.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Size.** Chocolate dragonborn are heavy-set creatures, weighing around 350 pounds. Your size is medium.
- **Speed.** Your base walking speed is 30 feet.
- **Cocoa Breath.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical chocolate in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d6 bludgeoning damage and is restrained until the end of your next turn. On a successful save, it takes half as much damage and isn't restrained. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). You can use your Cocoa Breath a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Harden.** When you take the dodge action, you gain resistance to non-magical bludgeoning, piercing, and slashing damage from weapon attacks until the end of your next turn.
- **Take a Bite.** Creatures can be mended by taking a bite of your chocolate form. When rolling and expending Hit Dice during a short rest, you can choose a willing creature to gain those hit points instead.

**MONKEY NOTE:** Harden is really useful for monks, not so much for other classes. Monks can use a lil help from times to times.



# DEPHTFOLK

Though the Bloodjaws are seen as the kings of the sea, there are other, less known races that dwell far below what the Bloodjaws can imagine. These are known as Depthfolk, twisted fish of eldritch energy who live at the bottom of the ocean, untouched by light and filled with rage and magic.

Depthfolk are fish-like creatures with a variety of appearances and lifestyles. Some have gigantic mouths with crooked teeth, a few bare crab-like features, while others might remind one of axolotls. Because of just how varied they can be, Depthfolk society is notoriously fragmented, with families living in solitude or, at most, small communities. At points, particularly powerful naga or mermen have tried to unite the peoples of the sea under one banner, but when it comes to the Depthfolk, these attempts have failed. For most Depthfolk, community or legacy is unimportant. Survival and endurance are their only goals, with the only exception being the few that hear eldritch whispers from a young age and begin serving the eldritch gods below the world.

## Depthfolk Features

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Depthfolk are resilient creatures, some living hundreds, if not thousands of years, reaching maturity after 5 years or so.
- **Alignment.** Depthfolk live in maddening darkness, serving eldritch deities. Their alignment is usually chaotic evil.
- **Size.** Your size can vary greatly based on the particular species of Depthfolk. You can be either Small or Medium (your choice).
- **Speed.** You have a walking speed of 25 feet and a swimming speed of 30 feet.
- **Limited Amphibiousness.** You can breathe air and water, but you need to be submerged at least once every 8 hours to avoid suffocating.
- **Superior Darkvision.** You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.







- **Magic of the Depths.** You know the chill touch cantrip. Starting at 3rd level, you can cast the bane spell with this trait. Starting at 5th level, you can also cast the ray of enfeeblement spell with this trait, without requiring a material component. Once you cast bane or ray of enfeeblement with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

- **Languages.** You know Common and Deep Speech.

- **Subraces.** Depthfolk are split into hundreds of species, all of which can be divided into three main ways of living: hidden, devouring, and luminous.

## — Devouring Depthfolk Traits —

Devouring depthfolk make up the large majority of beasts at the bottom of the sea. They eat everything without discrimination, endlessly growing to gigantic sizes.

- **Ability Score Increase.** Your Strength score increases by 1.

- **Devour.** Whenever you score a critical hit with a melee weapon attack against a creature, you take a bite from the target as part of the attack. You gain temporary hit points equal to your level + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

- **Endless Growth.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. When you reach 10th level, your size becomes Large, and when you reach 20th level, your size becomes Huge.

## — Hidden Depthfolk Traits —

Hidden depthfolk are most often the prey of the depths, relying on camouflage and quickness to hide from their attackers and find their own game.

- **Ability Score Increase.** Your Dexterity score increases by 1.

- **Tailored Camouflage.** When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

- **Prey Mentality.** You have advantage on saving throws against being charmed.

## — Luminous Depthfolk Traits —

Some luminous devour, others walk around confidently, their light repelling any devouring depthfolk. These are the bright, bioluminescent lights of the depths, magically attuned and intelligent.

- **Ability Score Increase.** Your Intelligence score increases by 1.

- **Luminescent Resistance.** You have resistance to cold damage and radiant damage.

- **Repelling Light.** As a reaction to becoming the target of an attack, you can activate the bioluminescent light of your body. The attacker must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or become blinded until the end of your next turn. You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.





# LANTERNFOLK

*When darkness is overwhelming, the most devout of souls can burst into light, fighting off the corruption. Such is often the case within the Leechdepth, as vehement followers of the gods have their souls saved at the last minute and turned into will-o'-wisps. Yet, whereas in most oceans, such wisps would be lost wandering within the shipwreck-filled depths, they can preserve themselves in oil lamps and lanterns, thus birthing a lanternfolk.*

*Born alone without memories and quickly burning out, lanternfolk are a race of enlightened pilgrims and hermits, making the most out of their incredibly short lifespans. They leave behind letters and sacred texts to lead the next lanternfolk further than ever before. This guidance is the only form of society, for within a year, the flame dies out.*

## Lanternfolk Traits

- **Ability Score Increase.** Your Wisdom score increases by 2.
- **Age.** Lanternfolk live incredibly short lifespans of complete maturity, most dying before their first year is up and their flame burns out.
- **Alignment.** Due to their nature as lost souls, lanternfolk are confused yet adventurous beings who seek out identity, often taking chaotic, neutral paths.
- **Size.** The weight and height of a lanternfolk depends on the wreckage they inhabit. You are Medium or Small. You choose the size when you select this race.
- **Speed.** You have a walking speed of 25 feet.
- **Essence Removed.** You don't need to eat, drink, or breathe and are immune to disease. You have vulnerability to necrotic damage.
- **Formless Soul.** If a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

- **Inner Light.** You know the *light* cantrip. Wisdom is your spellcasting ability for it.
- **Languages.** You can speak, read, and write Common and one other language of your choice.
- **Subraces.** Lanternfolk are split into three different possible bodies. They can be either arcane, holy, or oil.

## Arcane Lanternfolk

Arcane lanternfolk inhabit light crystals that once lit up the way of mage ships.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Mage Light.** You gain proficiency in the Arcana skill.
- **Magesight.** You know the *detect magic* spell. You can cast it without expending a spell slot. When you cast the spell in this way, its casting time is 10 minutes. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.







## Holy Lanternfolk

Residing within the holy censers of shipwrecked missionary vessels are the holy lanternfolk, whose spirit is only loosely bound to this plane.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Escape Body.** As an action, you can release your wisp soul from its lantern, leaving your body behind. You become a tiny mote of light, shedding bright light in a 5-foot radius and dim light for another 5 feet. While in this form, you retain all your abilities and skills, but can't take any actions or reactions, only hover at your walking speed, can't wear or carry anything, and can move through other creatures and objects as if they were difficult terrain, taking 1d10 force damage if you end your turn inside an object. This transformation lasts for 1 minute or until you take damage. Once you've used this feature, you can't do so again until you finish a long rest.
- **Holy Light.** You have resistance to radiant damage.

## Oil Lanternfolk

Living in the most resilient and heavy duty of lanterns, oil lanternfolk can create powerful flames and withstand heavy attacks on their metal frames.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Metallic Cage.** While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- **Burning Magic.** You know the *fire bolt* cantrip. Starting at 3rd level, you can cast the *burning hands* spell with this trait. Starting at 5th level, you can also cast the *scorching ray* spell with this trait. Once you cast *burning hands* or *scorching ray* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells when you cast them with this trait.





# LEECHDEPTH REAVERS

What is dead may never die. What is drowned shall be born within the sea. Leechdepth reavers are the wights of the sea, reborn in death with a modicum of sentience—just enough of it to remember their rage and vengeance, which drives them for the rest of their half-life in servitude to the Leechlord.

Reaver society is a simulacra of real life, with the marching souls of the wicked crewing ships formed of damned souls and cursed wood, but having no life aside from that. The few reavers that break away from the work find themselves either lonely or part of small rebellions. They hide as pale, barely living, mist-like humanoids with hollow eyes and jigsaw memories, trying to find order in a chaotic existence.

## Leechdepth Reaver Traits

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Most reavers are reborn already mature, but live out short, goal-driven lives, dispersing like mist once they've acquired their vengeance.
- **Alignment.** Reavers are revived by the Leechdepth due to their devotion to a cause, therefore most of them are lawful. Those who serve the Leechdepth willingly tend towards evil, while those who break apart usually take paths of neutrality.
- **Size.** The weight and height of a reaver depends heavily on their race before death. You are Medium or Small. You choose the size when you select this race.
- **Speed.** You have a walking speed of 30 feet and a swimming speed of 30 feet.
- **Child of Storm and Sea.** While in fog or mist, you can add 1d4 to any ability check, attack roll, or saving throw. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Darkvision.** 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 discern colors in that darkness only as shades of gray.
- **Fragmented Self.** You have advantage on Charisma saving throws.
- **Languages.** You know Common and Deep Speech.
- **Reborn.** You don't need to eat, drink, or breathe.

- **Subraces.** Reavers are split into three different castes: blooddrawers, deathdeniers, or mistborn.

## Blooddrawer Reavers

Blooddrawer reavers are born as vampiric entities, sucking life and blood for the Leechdepth and hiding in plain sight, only to serve as assassins.

**Ability Score Increase.** Your Charisma score increases by 1.

**Blood Siphon.** When you and another creature within 30 feet of you take damage from the same ability or spell, you can use your reaction to siphon the life lost by that creature. If the creature is willing, you regain hit points equal to half the damage dealt to that creature. Once you've used this trait, you can't do so again until you finish a long rest.







## Deathdenier Reavers

Deathdeniers are the zombified, bloated corpses of the depths, returning to life endlessly and forming the vanguard of the Leechdepth's forces.

**Ability Score Increase.** Your Strength score increases by 1.

**May Never Die.** Whenever you roll a death saving throw, you can instead choose to roll 2d12. If the total rolled is 10 or higher, you succeed on the saving throw. If any of the dice rolled is a 12, you instead regain hit points equal to the total rolled. Once you've regained hit points from this trait, you can't do so again until you finish a long rest.

## Mistborn Reavers

In their life, mistborn either hid in the fog or used it to cast spells. In their undeath, they are now weavers of mist and fog, using it to better navigate their surroundings.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Fog's Embrace.** You have advantage on Dexterity (Stealth) checks made to hide in foggy or stormy weather conditions.

**Leechdepth's Mist.** You know the poison spray cantrip. Starting at 3rd level, you can cast the fog cloud spell with this trait. Starting at 5th level, you can also cast the misty step spell with this trait. Once you cast fog cloud or misty step with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells when you cast them with this trait.



# TREASURE GNOME

Some might say it's a curse, others say it is a calling. Regardless of what is said, treasure gnomes have their brains hardwired to look for gold. For the entirety of their lives, they travel far and wide in search of gold, gems and the fabled city covered in gold. To them, the rest is futile.

- **Ability Score Increase.** Your Intelligence score increases by 1, and your Dexterity score increases by 2.

- **Age.** Treasure gnomes reach maturity at around 20 years old, then live a life of endless greed, only dying when they've acquired enough gold.

- **Alignment.** Due to their unquenchable greed, treasure gnomes are chaotic creatures who care not for the rest of the world.

- **Darkvision.** 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.

- **Languages.** You can speak, read, and write Common and Gnomish.

- **Size.** Treasure gnomes are the same size and build as other gnomes. Your size is Small.

- **Speed.** Your base walking speed is 25 feet.

- **Collector.** You know the mage hand cantrip.

Starting at 3rd level, you can cast the *hunter's mark* spell with this trait. Starting at 5th level, you can also cast the *plundering touch*\* spell with this trait, without requiring a material component. Once you cast *hunter's mark* or *plundering touch*\* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence is your spellcasting ability for these spells when you cast them with this trait.

\*See *Tome of Pirates*

- **Golden Charms.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself. When you fail a saving throw to avoid or end the charmed condition on yourself, you gain temporary hit points equal to your level. Once you gain temporary hit points in this way, you can't do so again until you finish a long rest.

- **Treasure Nabber.** You gain proficiency in the Sleight of Hand skill and proficiency with thieves' tools. Treasure Sense. You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks to detect and identify treasure or hidden compartments.







Art by  
Divinysphere

# SUGARIS

*These delectable beings are as charming as they are treacherous, with sugar-coated exteriors that hide their mischievous nature. Their candy-like appearances vary widely, from gumdrop goblins to licorice lizards, but they all share an insatiable sweet tooth and a penchant for causing both sugary delights and chaos. Travelers beware, for a visit to Candy Island may leave you enchanted by the sugaris' sugary allure, but danger lurks beneath their saccharine surface.*

## Sugaris Traits

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Sugaris are built from Candy Island's distinct magic, granting them increased longevity. Unless placed in extreme circumstances, the sugaris will live at least a few centuries, reaching maturity halfway through their first one.
- **Alignment.** The only true conviction of the sugaris is their loyalty to Candy Island. As such, they are often true neutral creatures.
- **Languages.** You can speak, read, and write Common and Deep Speech.

- **Size.** The sugaris are large, anthropomorphized candy. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Inner Resources.** You can go twice as long as a normal humanoid without eating or drinking.
- **Sugar High.** Whenever you regain hit points from a spell or magical ability, you regain additional hit points equal to your proficiency bonus.
- **Sweet Temptation.** You gain proficiency in the Persuasion skill.
- **Toothache.** When a creature hits you with a melee attack, you can force bits of your sugary form to poison its body. It must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or become poisoned until the end of your next turn. Once you poison a creature in this way, you can't do so again until you finish a long rest.
- **Subraces.** Sugaris are as varied as there is candy. Your subrace can be either minties, fudgies, or gumdrops.



## Minties

Minties are the quickest and most aggressive of the sugaris, using their increased energy to strike with unbounded aggression. They are built of candy cane and traditional hard candy.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Candy Cane Hands.** You can use your candy cane arms for unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength or Dexterity modifier bludgeoning or slashing damage (your choice), instead of the bludgeoning damage normal for an unarmed strike.
- **Energizing Mint.** Your base walking speed increases to 35 feet.
- **Mint Fresh Breath.** When you take the Attack action on your turn, you can replace one of your attacks with a breath of minty freshness in a 10-foot cone. Each creature of your choice within the cone gains temporary hit points equal to your Constitution modifier + your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Fudgies

Some fudgies are gingerbread constructs, others are giant cinnamon buns, and some are constantly-flowing mountains of mouse and fudge. Either way, they are the largest and most durable of the sugaris.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Enduring.** You have resistance to fire and poison damage.
- **Grasping Fudge.** You have advantage on ability checks made to grapple or disarm targets.

## Gumdrops

The smallest and most mischievous of the sugaris, gumdrops bounce around, pranking newcomers to Candy Island by posing as candy then striking them down.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Bouncy Gummy.** Your jump distance is tripled, and you have resistance to falling damage.
- **Illusory Gumdrops.** You know the minor illusion cantrip. Intelligence is your spellcasting ability for casting this spell. If the illusion you create using this spell is a gumdrop, you can use your bonus action to switch places with the illusion, teleporting yourself to the illusion's location and leaving behind an identical one.

Once you've teleported in this way, you can't do so again until you finish a long rest.





# SUBCLASSES





# BARBARIAN - PATH OF THE SHIPWRECK

*You were once but a man on a ship. Now, you find yourself part man, part ship. By the curse of the Leechdepth, you and your ship have blended together into an otherworldly amalgam filled with primal anger. Whether your arm has become a cannon or an anchor, one thing's for sure: you are no longer a simple sailor.*

## Shipwreck Abomination

At 3rd level, you've found a parrot and connected deeply to it. You learn the *find familiar* spell and can cast it without expending a spell slot or requiring material components. When you cast the spell in this way, your familiar is always a parrot (which uses your choice of the following stat blocks: owl or raven). The parrot has your Intelligence, Wisdom, and Charisma scores, shares all your skill proficiencies, tool proficiencies, and expertise you have, and understands (but can't speak or write) all languages you know.

## Greater Grafting

Also at 3rd level, you can use your familiar to aid you in striking without placing them in danger. As part of making an attack, but before knowing if the attack is successful, you can command your parrot to speak and distract a creature within 60 feet of it. Your familiar must make a Charisma (Deception) or Charisma (Intimidation) check, contested by the creature's Wisdom (Insight). If the familiar succeeds, you can use your Sneak Attack against the target on a hit with this attack, even if you have disadvantage on the attack. You can still use your Sneak Attack only once per turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Sinking Ship

By 9th level, you've trained your familiar well enough to have it fool others with its talking. Your familiar now fluently speaks all languages that you can speak and can imitate voices perfectly. It gains proficiency with the Deception skill if it doesn't already have it, and its proficiency bonus is doubled for any Charisma (Deception) check it makes. While your familiar replicates a voice, a creature who doesn't see it must make a successful Wisdom (Insight) check contested by your familiar's Charisma (Deception) check to discern the truth.

In addition, your parrot can pick locks and disable traps with its claws instead of thieves' tools, and can add its proficiency bonus to the checks.








## Mastback




At the 13th level, using colors and illusions, you're able to transform yourself into a double of your parrot. As a bonus action, you can cloud yourself in illusory magic, turning your head into the silhouette of a parrot while the rest of your body becomes invisible. You look identical to your parrot familiar, and you may have your familiar mimic your movements (no action required). While you are transformed in this way, any creature without truesight cannot tell which is which. The illusion lasts for 1 minute, or until you make an attack or cast a spell.

Once you've used this feature, you can't do so again until you finish a short or long rest.



## Living Ship



By 14th level, your magic has brought you closer to ship than you are to man. Your creature type becomes construct, and you become immune to poison and necrotic damage, but you can still regain hit points from magical healing.

Additionally, you can use an action to turn yourself into a magical ship. This transformation lasts for 8 hours or until you decide to return to your natural form. While in this form, you are a sloop that is 60 feet long and 20 feet wide, with a 10-foot deep hull that can accommodate up to 5 creatures for sleeping. The sloop itself doesn't need a crew; it magically operates by itself, moving in the direction you will it to. While you are a sloop, you can't rest, cast spells, use non-barbarian features, read, write, or speak, but can telepathically communicate with any allied creatures onboard the ship. In combat, you can take actions and use your barbarian features as normal, but you can only make attack rolls with your grafted weapons.

The process of being a magical ship is incredibly consuming. When your transformation ends, you suffer one level of exhaustion. Once you've used this feature, you can't do so again until you finish a long rest.



# BARD - COLLEGE OF SEA SHANTIES

*No pirate crew can live without entertainment. And there's no more common form of entertainment than sea shanties—the collective songs of pirates. Bards who follow the College of Sea Shanties excel in bringing people along into their songs, joyfully bellowing the refrain together.*

## Cheer Success

When you join this college at 3rd level, you learn to cheer powerfully at the successes of other crew-mates with short songs. When an allied creature you can see within 30 feet of you rolls a 20 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to grant it temporary hit points equal to one roll of your Bardic Inspiration die + your Bard level.

## Sing Along

Also at 3rd level, you learn to sing shanties, calling your allies to join in the song. As a bonus action, you can expend one use of your Bardic Inspiration and begin one of the songs in the list below. As a bonus action on each of their turns, allied creatures who can hear you may join the song. At the start of your next turn, the song reaches its refrain, granting you benefits based on the number of creatures who sang along. Then, the song ends.

- **Heal Her, Johnny.** You begin a song of mending. At the refrain, roll dice equal to the number of creatures who sang along. The dice are equal to your Bardic Inspiration die. A creature of your choice within 30 feet of you regains hit points equal to the number rolled. If there are no hostile creatures within 90 feet of the target, it doesn't regain hit points.

- **Blackbeard's Bottom.** You begin a song of insults and snark. At the refrain, you can choose a number of hostile creatures within 30 feet of you equal to the number of creatures who sang along. Each chosen creature must make a Wisdom saving throw against your spell save DC. On a failure, when a creature next makes an attack roll before the end of its next turn, it must roll a die equal to your Bardic Inspiration die and subtract the number rolled from the attack roll.

## Know the Verses

At 6th level, your fellow pirates have learned the verses to your dangerous songs. When you cast a spell that affects an area of effect, you can choose a number of creatures equal to your Charisma modifier (minimum of 1). The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

## Only Voice

Also at 6th level, you're disgusted by others who try to overtake your songs. While you sing a song with Sing Along, you can use your Countercharm feature as a reaction to an allied creature being forced to make a saving throw against the charmed or frightened conditions.

## Sea Legs

At 14th level, your songs aid your pirate friends in staying on the move. Whenever a creature sings along to one of your Sing Along sea shanties, it gains the benefit of either the Dash or Disengage action as part of the same bonus action.







# DRUID - CIRCLE OF LEECHES

*In the darkest corners of the natural world, a unique subset of druids has formed a bond with the insidious power of the Leechdepth. Drawing on the leeches' ability to drain and absorb life force, these druids have honed their skills to manipulate vitality. As members of the Circle of Leeches, they weave their connection with these parasitic creatures into their magic, manipulating life energy, draining their enemies, and renewing their allies' powers.*

## Bloodletting

At 2nd level, you've found a way to draw infected or poisoned blood, curing creatures of their ailments. You always have the *lesser restoration* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast it without expending a spell slot. When you cast the spell in this way, the spell's casting time becomes 1 minute.

You can do so a number of times equal to your Wisdom modifier (minimum of one), and you regain all expended uses when you finish a long rest.

## Sanguine Transfusion

Also at 2nd level, you've learned that for each ounce of blood paid, another creature grows. When you use a spell or ability that restores hit points on a creature other than yourself, you can choose to take damage equal to the hit points restored. If you do, the creature gains extra hit points equal to the damage you take.

## Weakening Leech

Beginning at 6th level, you've learned how to precisely drain the vitals of your foes so that they fall to your attacks. When a creature fails a saving throw against one of your spells, you can implant the creature with a magical leech as part of casting the spell. For the next minute, the creature has disadvantage on ability checks and saving throws made with one ability of your choice. At the end of each of its turns, the creature must make a Constitution saving throw against your spell save DC, ignoring the disadvantage from this feature, and ending the effect on a successful save.

## Improved Bloodletting

Starting at the 10th level, your bloodletting has become strong enough to end many more illnesses, doing so at a greater speed. When you cast the *lesser restoration* spell using your Bloodletting feature, the casting time becomes 1 bonus action.

Additionally, you always have the *greater restoration* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast it without expending a spell slot or requiring material components. Once you do so, you can't cast it in this way again until you finish a long rest.

## Magical Transfusion

By 14th level, you not only drain life but magic too. At the start of each of its turns, a creature afflicted by your Weakening Leech must expend a spell slot of the highest level it can cast if it has any. If it doesn't, you recover an expended spell slot of 3rd level or lower.



# FIGHTER - ADMIRAL

*The sea is filled with scurvy dogs, but you're here to get rid of them. As an Admiral, you are a seasoned sailor and a feared naval combatant. You specialize in leading your crew with tactical prowess, exploiting weaknesses in enemy ships and enemy minds, engaging in close-quarters combat with a deadly flair.*

## Trained at Sea

Starting at 3rd level, you gain proficiency with navigator's tools and water vehicles. You also gain a swimming speed equal to your walking speed and can hold your breath for twice as long as normal.

Additionally, when you engage in naval combat, and you are helping the ship, you have advantage on initiative rolls. If you damage another ship with your own ship, you deal additional bludgeoning damage equal to your Charisma modifier.

## No Quarter

Also at 3rd level, you've learned that no quarter shall be given and rely on your brutality to establish the maritime law. Once per turn, if you roll an 18 or higher on an attack roll or reduce a creature to 0 hit points, you may choose an enemy creature within 30 feet of you that can see or hear you. The creature must make a Wisdom saving throw ( $DC = 8 + \text{your Charisma modifier} + \text{your proficiency bonus}$ ) or become frightened of you for 1 minute. While frightened in this way, the creature's movement speed is reduced to 0. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Admiral's Presence

At 7th level, your sheer presence is enough to pierce both ships and strong minds. Your No Quarter feature ignores immunity to the frightened condition.

In addition, you gain a bonus to Intimidation and Persuasion checks equal to your Strength or Dexterity modifier, whichever is higher.

## Smell Fear

At 10th level, you can tap into the most primal fears of your enemies. Whenever you successfully hit a frightened creature with an attack, you may choose to end the frightened condition as part of the attack. If you do, the attack deals an additional 3d10 psychic damage and ignores all resistances to damage.

## Avast, Mateys!

At the 15th level, the fear you inspire in your enemies fuels your allies. Whenever an enemy creature you can see becomes frightened, you can use your reaction to bolster your crew. You move up to your full movement toward the creature, and any allied creatures within 30 feet of you may use their reactions to do the same. Any ally that doesn't use this reaction gains temporary hit points equal to four times your Charisma modifier instead.

## Shipbreaker

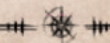
At the 18th level, you have perfected the art of crippling ships and their crew. Whenever you hit a frightened creature, a ship that is at full hit points, or an object aboard a ship with a weapon attack or with your ship's cannons, you can choose to deal maximum damage instead of rolling.







# FIGHTER - POWDER MONKEY



**MONKEY NOTE:** Seeing as Steinhardt's Guide to the Eldritch Hunt has been in the works for a while now, there have been quite a few concepts that, although fun, weren't necessarily enough to include within the book itself. Now, close to the finish line, we've decided to release one of those concepts as part of the PIRATE COMPENDIUM. The Powder Monkey fighter specializes in cannons and is all about big booms, big weapons, and big explosions.

*Powder Monkeys are a rare breed of fighters who have mastered the art of naval warfare with their unparalleled command over cannons. Born amidst the chaos of the high seas, these pirates have embraced the explosive power that cannons bring to the fight. With a keen eye for destruction, Powder Monkey fighters rain devastation upon their foes from a safe distance. Their cannons thunder and roar, shaking the very timbers of enemy ships as volatile projectiles find their mark.*

## Explosive Expertise

Starting at 3rd level, you gain proficiency with cannons and tinker's tools. Being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attack rolls you make with cannons. Additionally, over the course of 1 hour, which can be done during a short or long rest, you can combine 5 gp worth of lead with a set of tinker's tools (which are consumed in the process) to create 5 cannonballs.

Some of your features require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

**Cannon save DC** = 8 + your proficiency bonus + your Strength modifier

## Buffeting Blast

Also at 3rd level, your blasts have become strong enough to render your enemies inert for short bursts of time. When you make an attack with a cannon, you can infuse the cannonball with additional power. On a successful hit, the target must make a Constitution saving throw against your Cannon save DC. On a failure, the creature is stunned until the start of its next turn.

When you reach the 10th level, the creature becomes stunned until the end of your next turn instead.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a long rest.





## Evasion

Starting at 7th level, your prolonged exposure to explosions has made you particularly skilled at dodging them. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Cannoneer's Call

At 10th level, you've become accustomed to your cannon and may use it in unthinkable ways. You gain the following benefits:

- You now regain all expended uses of your Buffeting Blast when you finish a short or a long rest.
- Whenever you use your Second Wind, you can reload your cannon as part of using the feature.
- Whenever you use your Action Surge, any cannonballs you fire as part of the additional action become explosive cannonballs.

## Human Cannonball

At 15th level, you can turn others into human cannonballs, shooting them from your cannon for powerful bursts of movement. While you're holding a cannon that isn't loaded, you can use an action to shoot a willing creature within 5 feet of you other than yourself up to 300 feet in a direction of your choice. Upon colliding with a surface, the fired creature must make a Dexterity saving throw against your Cannon save DC, taking 3d10 piercing damage and falling prone on a failure. Upon colliding with another creature, both creatures must make the saving throw, taking 3d10 piercing damage and falling prone on a failure, or taking half as much damage and not falling prone on a success.

## One Man Arsenal

At 18th level, you've fought using a cannon for so long that you're used to holding it in one arm. You can wield a cannon with one hand and don't require a free hand to reload it. In addition, your Strength score increases by 4, to a maximum of 24.





# MONK - WAY OF THE LEECHDEPTH

*Life and death are not two different states, but two halves of the fruit of existence. Monks who walk the Way of the Leechdepth have taken the teachings of undead pirates to heart, using substances and meditation to drift in the inbetween, permanently on the edge of zombified remains and eternal heroes.*

## Drifting

Starting at 3rd level, your medicines and meditation cause you to only feel part of the pain inflicted upon you. When you take any damage other than psychic, you only take half of that damage. The remaining half of the damage is considered to be Drifting, which goes into a Drifting damage pool. At the end of each of your turns, you take half of the damage from your Drifting damage pool (rounded up). This damage cannot be reduced or prevented in any way.

## Leechdepth Medicines

Also at 3rd level, you have learned to use special medicines that help you take punishment without falling. As a bonus action, you can use one of the following features:

- **Numbing Medicine.** You can spend a number of ki points up to your monk level. For each ki point spent in this way, you can remove damage from your Drifting damage pool equal to two rolls of your Martial Arts die + your Wisdom modifier.

- **Leeching Medicine.** You can spend a number of ki points up to half your monk level. For each ki point spent in this way, you can immediately spend 1 Hit Die, gaining temporary hit points equal to the Hit Dice rolled + your Wisdom modifier. These hit points last for 1 minute.

## Lethargic Wave

Beginning at 6th level, you can create explosions of lethargic energy. As an action, you can spend 2 ki points to create a blast of draining Leechdepth energy at a point within 15 feet of you. Each creature within 10 feet of the chosen point must make a Dexterity saving throw. On a failed save, a creature takes 3d8 necrotic damage and has its speed halved until the end of your next turn. On a successful save, it takes half as much damage and its speed isn't reduced.

After you use this feature, the next Leechdepth Medicine you use counts as though you spent 1 additional ki point.





## Gifts of the Leechdepth

When you reach 11th level, you've absorbed so much of the Leechdepth's teachings that it has given you a series of gifts. You gain the following benefits:

- **Vampiric Fortune.** When you roll a 20 on any attack roll or saving throw, you regain hit points equal to half your monk level.
- **Leeching Defenses.** When you hit a creature with your unarmed strikes, you gain a +1 bonus to AC until the start of your next turn. You can only gain this benefit twice on each of your turns.

## Perfected Concoction

At 17th level, after prolonged training, you've found an ancient recipe that allows you to be on the perfect edge between alive and dead. As a bonus action, you can spend a number of ki points up to your Wisdom modifier (minimum of 1). You regain 10 hit points per ki point spent in this way. For the next minute, at the end of each of your turns before you take damage from your Drifting damage pool, your pool is reduced by 10.

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







# PALADIN - OATH OF ARTISTRY



Guided by their divine muse, be it a god or an ideal, paladins who take up the Oath of Artistry are not only skilled in combat but also possess a deep connection to the arts. They channel their divine power to create radiant crescendos on the battlefield, inspiring allies and leaving behind mesmerizing works of art from their workshops. With an aura of artistic inspiration and the ability to turn their strikes into masterpieces, they embody the marriage of martial prowess and creative expression.

## Tenets of Artistry

The tenets of the Oath of Artistry center around how these devout followers relate to the world, to divinity, and to reshaping the world in their image.

**Creation.** Creation is the truest form of worship, rebuilding in the image of your ideal or god. I must never cease the artistic process.

**Catharsis.** To be an artist is to seek out the moment of catharsis, where inspiration brings a new perspective and vision.

**Muse.** I am but the instrument of my ideal. It is the heavenly spirit, the muse guiding my work.

## Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Artistry Spells table. See the Sacred Oath class feature for how oath spells work.

### Oath of Artistry Spells

Spell Level	Spells
3rd	<i>comprehend languages, faerie fire</i>
5th	<i>enhance ability, enthrall</i>
9th	<i>major image, tongues</i>
13th	<i>compulsion, hallucinatory terrain</i>
17th	<i>modify memory, seeming</i>

## Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

• **Stroke of Blade and Brush.** As a bonus action, you can imbue one weapon that you are holding with creative energy using your Channel Divinity. For 1 minute, whenever you hit a creature with the weapon, it must succeed on a Charisma saving throw or suffer one of the following effects (your choice) until the end of its next turn: Blinded; Deafened; Unable to cast spells with a verbal component

• **Muse's Inspiration.** You become a muse, granting a creature a higher understanding of its art. As an action, you touch a creature and fuel it with inspiration. The creature chooses one skill it is proficient with. For the next hour, its proficiency bonus is doubled for any ability check it makes using the chosen skill.





## Aura of Creativity

Starting at 7th level, you serve as a muse to those who surround you. When you or an allied creature within 10 feet of you makes an ability check using a skill **you** are not proficient with, you or the allied creature gain a bonus to that check equal to half your Charisma modifier, rounded up (minimum of 1).

At 18th level, the range of this aura increases to 30 feet.

## Masterpiece Strike

Beginning at 15th level, you can coalesce your technique into a single, perfectly refined strike that blends art and battle. When you make an attack against a creature, but before rolling to hit, you can choose to perform a masterpiece strike. On a hit, a masterpiece strike ignores all resistances and immunities, and you can expend up to two spell slots with your Divine Smite feature.

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

## Soldier Poet King

At 20th level, you've perfected all arts and can transform into a dramatic nimbus, combining artistry with battle. You can use your bonus action to gain the following benefits for the next minute:

- Your proficiency bonus is doubled for all ability checks, attack rolls, and saving throws you are proficient with.
- You learn one spell of 6th level or lower from the bard or cleric spell list, which you can cast once without expending a spell slot or material components until the transformation ends.
- When you cast a spell of 5th level or higher, you gain immunity to one damage type of your choice until the start of your next turn.

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





# PALADIN - OATH OF THE BLACK FLAG

*These scurrying dogs need to be taught the old ways of the pirates, and you're the one to do it. Moreso traditionalists than holy men, paladins who take up the Oath of the Black Flag are the most tenacious and feared of pirates, sticking to the old ways with relentlessness and brutality. They respect the rules of parley, but once talking's out of the question, their raids are legendary.*

## Tenets of the Black Flag

The tenets of the Oath of the Black Flag lead devout pirates to lives of even more fanatical focus, serving rules that were originally guidelines.

**Freedom.** I swear to uphold the principle of freedom above all else. I reject the chains of tyranny and oppression, and I will fight to ensure that every individual has the right to chart their own course in life.

**Pillage and Plunder.** I pledge to seek out wealth and riches through any means necessary, embracing the pirate's life to secure prosperity for myself and my crew. I will share the spoils equitably, ensuring all who sail under the black flag benefit from our endeavors.

**Loyalty.** I vow to be loyal to my crewmates, standing by their side through thick and thin. I will protect them from harm, providing shelter and support, and I will treat them as family. In return, I expect their loyalty and respect.

## Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Black Flag Spells table. See the Sacred Oath class feature for how oath spells work.

### Oath of the Black Flag Spells

Sorcerer Level	Spells
1st	<i>cutthroat*</i> , <i>bane</i>
3rd	<i>plundering touch*</i> , <i>locate object</i>
5th	<i>boarding party*</i> , <i>fear</i>
7th	<i>freedom of movement</i> , <i>locate creature</i>
9th	<i>bury treasure*</i> , <i>dominate person</i>





## Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

- **Plundering Smite.** Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and force the creature to make a Dexterity saving throw against your spell save DC. On a failure, the creature drops one magical object of your choice that you can see to the ground in front of them. The creature cannot willingly touch the object until the end of your next turn.

- **Rules of Parley.** As an action, you infuse a number of allied creatures equal to your Charisma modifier (minimum of 1) with the authority required to parley for the next minute or until initiative is rolled. If a hostile creature attacks any of the chosen targets before initiative is rolled, it has disadvantage on the initiative roll, and all chosen targets have advantage.

## Aura of the Raider

Starting at 7th level, you inspire creatures to join the plundering with reckless abandon. When an allied creature within your aura makes a melee weapon attack, it can choose to gain advantage on the attack. In return, attack rolls against it have advantage until the start of its next turn.

At 18th level, the range of this aura increases to 30 feet.

## Commandeer

Beginning at 15th level, you've developed a technique for denying creatures their most powerful resources. When you hit a creature with a weapon attack, you can infuse that attack with plundering magic. Choose one of the creature's abilities that you've seen take effect (such as a troll's Regeneration or a succubus's Charm) or a magical item they possess. For the next minute, whenever the creature uses the ability or item, or if the ability would take effect, the creature must make a Wisdom saving throw against your spell save DC. On a failure, the ability or item fails. If the ability or item has a limited number of uses or charges, the use or charge is expended as normal.

Once you've used this feature, you can't do so again until you finish a short or long rest.

## Dreadful Captain

At 20th level, you've become a feared pirate captain with enough power to murder entire crews and steal their treasure. You can use an action to gain the following benefits for the next minute:

- All attacks against you are made with disadvantage.
- Your walking speed is doubled and you gain a swimming speed of 30 feet.
- You know the exact location of all magical items within 500 feet.
- Whenever a magical item is dropped, it instead teleports into your possession.
- Whenever you hit a creature that possesses a magical item with an attack, you deal extra damage equal to your Charisma modifier (minimum 1).

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



# RANGER - BLOOD DRINKER CONCLAVE

*Living on the Bloodshore, which edges the troublesome, undead-filled sea known as the Leechdepth, is no small task. Yet, rangers of the Blood Drinker Conclave learn to thrive in the region, blending the abilities of the bloodjaws and the Leechdepth's appetite for blood into a vampiric lifestyle befit for surviving in the harshest scenarios.*

## Blood Drinker Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Blood Drinker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Blood Drinker Spells

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>misty step</i>
9th	<i>vampiric touch</i>
13th	<i>blight</i>
17th	<i>raise dead</i>

## Blood Mark

At 3rd level, you can drain the blood of a creature akin to your ancient enemies. Once per turn, when you damage a favored enemy or a creature you have marked with a spell or ability such as hunter's mark, you can regain hit points equal to 1d4 + your Wisdom modifier. If the spell or ability used to mark the creature deals damage, you can instead choose to regain hit points equal to the damage dealt by the mark + your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

## Vampiric Charm

Also at 3rd level, your proximity to undead and vampires has granted you an understanding of their abilities. You gain proficiency in the Persuasion skill and have advantage on saving throws against the paralyzed condition.

## Mistborn Defenses

Starting at 7th level, you've learned to escape difficult situations using your shapeshifting. Whenever you fail a saving throw, you can use your reaction to turn into a cloud of mist as per the gaseous form spell, then fly up to 30 feet in any direction. The transformation lasts until the end of your next turn or until you choose to end it (no action required).

Once you use this feature, you can't do so again until you finish a short or long rest.





## Sanguine Strikes

By the 11th level, your weapon strikes become infused with your vampiric essence. Once per turn, when you hit a creature with a weapon attack, you can deal an extra 2d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt. This reduction lasts until the target finishes a long rest. If you reduce the target to 0 hit points with this attack, you also regain hit points equal to necrotic damage dealt.

## Form of Eternal Night

Beginning at the 15th level, you can take up a fully vampiric form as a bonus action. For 1 minute, you gain the following benefits:

- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You have immunity to necrotic and radiant damage, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Whenever you use your Blood Mark, you also regain hit points equal to the damage dealt by the attack.

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



# ROGUE - PARROT HANDLER

*Being a scallywag is a lifestyle to be lived with others. While most pirates fight alongside a crew, there are often those that fight alongside exotic pets, with none being as famous as parrots. These eccentric scoundrels, who call themselves Parrot Handlers, have distinct fighting styles, which depend on their feathered friend as much as they depend on their martial ability.*

## Personal Parrot

At 3rd level, you've found a parrot and connected deeply to it. You learn the *find familiar* spell and can cast it without expending a spell slot or requiring material components. When you cast the spell in this way, your familiar is always a parrot (which uses your choice of the following stat blocks: owl or raven). The parrot has your Intelligence, Wisdom, and Charisma scores, shares all your skill proficiencies, tool proficiencies, and expertise you have, and understands (but can't speak or write) all languages you know.

## Winged Distraction

Also at 3rd level, you can use your familiar to aid you in striking without placing them in danger. As part of making an attack, but before knowing if the attack is successful, you can command your parrot to speak and distract a creature within 60 feet of it. Your familiar must make a Charisma (Deception) or Charisma (Intimidation) check, contested by the creature's Wisdom (Insight). If the familiar succeeds, you can use your Sneak Attack against the target on a hit with this

attack, even if you have disadvantage on the attack. You can still use your Sneak Attack only once per turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Perfect Companion

By 9th level, you've trained your familiar well enough to have it fool others with its talking. Your familiar now fluently speaks all languages that you can speak and can imitate voices perfectly. It gains proficiency with the Deception skill if it doesn't already have it, and its proficiency bonus is doubled for any Charisma (Deception) check it makes. While your familiar replicates a voice, a creature who doesn't see it must make a successful Wisdom (Insight) check contested by your familiar's Charisma (Deception) check to discern the truth.

In addition, your parrot can pick locks and disable traps with its claws instead of thieves' tools, and can add its proficiency bonus to the checks.

## Colorful Illusion

At the 13th level, using colors and illusions, you're able to transform yourself into a double of your parrot. As a bonus action, you can cloud yourself in illusory magic, turning your head into the silhouette of a parrot while the rest of your body becomes invisible. You look identical to your parrot familiar, and you may have your familiar mimic your movements (no action required). While you are transformed in this way, any creature without truesight cannot tell which is which. The illusion lasts for 1 minute, or until you make an attack or cast a spell.

Once you've used this feature, you can't do so again until you finish a short or long rest.

## Connected Souls

At the 17th level, you and your parrot have become connected souls, capable of accomplishing magical feats together. You can use a bonus action to teleport you and your familiar, switching places with each other, as long as you are within 60 feet of each other and you can see the familiar. This feature fails if there isn't enough space to accommodate either you or your familiar.





# SORCERER - BLACKBEARD BLOODLINE

*Descended from the legendary pirate captain Blackbeard himself, the sorcerers of the Blackbeard Bloodline command a dark and enigmatic power. Their bloodline pulses with an ancient, arcane energy that manifests as inky-black tendrils weaving through their veins. Masters of destruction and manipulation, sorcerers of the Blackbeard Bloodline invoke an aura of fear and respect, embodying the untamed spirit of the high seas and the unyielding legacy of their infamous ancestors.*

## Blackbeard Spells

At 1st level and when you reach certain levels in this class, you learn additional spells, as shown on the Blackbeard Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or an enchantment spell from the sorcerer or warlock spell list.

## Blackbeard Spells

Sorcerer Level	Spells
1st	<i>hellish rebuke</i>
3rd	<i>hold person</i>
5th	<i>pirate's mark*</i>
7th	<i>compulsion</i>
9th	<i>dominate person</i>

## Pirate's Spirit

Starting at 1st level, you are infused by the spirit of the legendary Blackbeard. You gain proficiency in the Intimidation skill and proficiency with water vehicles.

Your proficiency bonus is doubled for any ability check you make that uses Intimidation.





## Powder Kegs

Also at 1st level, you learn to use Blackbeard's favorite weapon: gunpowder. As a bonus action, you can spend 2 sorcery points to summon a powder keg at a point you can see within 30 feet of you. You can only have a number of kegs summoned equal to your proficiency bonus. A powder keg is a small object which has an AC equal to 10 + your spellcasting ability modifier, hit points equal to five times your sorcerer level, immunity to psychic and poison damage, and vulnerability to fire damage. If a keg is destroyed by any means other than fire damage, it disappears without any effect. All attacks you make against these kegs automatically succeed.

When you hit a powder keg with an attack or spell that deals fire damage, you may choose to have the keg instantly explode in a 10-foot radius, detonating any of your kegs in the area. A creature within a keg's explosion must make a Dexterity saving throw against your spell save DC, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

The powder keg's damage increases to 4d6 at 6th level and 5d6 at 14th level.

## Smoke and Shadow

Beginning at 6th level, you can use your powder kegs to obscure your movement and strike from the smoke. Whenever a keg explodes, you can spend a sorcery point to create a cloud of smoke within the keg's explosion radius that lasts until the end of your next turn. The area becomes heavily obscured for creatures other than you.

## Hat of Fuses

By 14th level, you've adopted Blackbeard's habit for placing live fuses into your clothes, which detonate when you are attacked. You gain the following benefits:

- You have immunity to fire damage from your spells and abilities.
- Whenever a creature damages you with a melee attack, you can use your reaction and spend 1 sorcery point to detonate some of your fuses. They explode in a 10-foot radius around you. Each creature within the area (other than yourself) must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. This explosion also detonates any powder kegs.

## Queen Anne's Revenge

At 18th level, you can use an action to summon a spectral duplicate of Blackbeard's ship with its countless cannons and pepper the land with explosions. Choose up to 6 points within 1000 feet. A powder keg originates at each point and instantly detonates. Creatures within the keg's areas have disadvantage on saving throws against these explosions, and the kegs deal double damage to structures and objects.

Once you've used this feature, you can't do so again until you finish a long rest.



# WARLOCK - CANDY ISLAND

Though the Leechdepth is the most dangerous sea one can imagine, it is not without its wonders. Hidden among the waves of blood is the famed Candy Island, where rivers of syrup flow through fields of cotton candy. Warlocks who derive their power from the island are the only ones lucky enough to find it and return in one piece, developing a sweet tooth and a tolerance for sugar.

## Sugar Rush

At 1st level, you've learned to create artificial sugar highs from healing magic, using these bursts of energy for extraordinary feats. Whenever you receive magical healing, you enter a Sugar Rush, which lasts until the end of your next turn. While in a Sugar Rush, you gain the following benefits:

- Your walking speed is increased by 5 feet. This bonus increases to 10 feet at 6th level and to 15 feet at 10th level.
- You have advantage on Dexterity checks and Dexterity saving throws.

## Expanded Spell List

At 1st level, Candy Island 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.

### Candy Island Expanded Spells

Spell Level	Spells
1st	<i>cure wounds, goodberry</i>
2nd	<i>aid, barkskin</i>
3rd	<i>haste, revivify</i>
4th	<i>compulsion, resilient sphere</i>
5th	<i>greater restoration, mass cure wounds</i>

## Gumdrop Poisoning

By 6th level, you can channel the sugar you consume into damaging energy. Once during each of your turns, when you hit a creature with an attack roll, you can deal extra damage equal to half of the healing received since the start of your last turn.

You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

## Sugarcoat

At 10th level, you can crystalize the sugar from your system into an outer shell, capable of withstanding increased damage. As an action, you can spend a number of hit dice up to your proficiency bonus. Roll the dice, add your Constitution modifier, and regain a number of hit points equal to the total.

In addition, any hit points regained in excess of your maximum hit points become temporary hit points. When you gain temporary hit points as a result of this feature, you receive the benefit of your Sugar Rush feature.







## Conjure Candyland

When you reach 14th level, your connection to the fabled island has become strong enough that you can summon it to your side. You can cast the *heroes' feast* spell without expending a spell slot or material components. When you cast the spell in this way, creatures who partake in the feast also gain the benefits of your Sugar Rush feature for the next hour.

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





# WARLOCK - THE DREADSHIP

*The cannons are manned, but there are no men. The sails are billowing, though they drip wet with blood. It comes for us all. Such visions often haunt those who hear of the Dreadship. Whether it be a ship filled with skeletal swashbucklers, sailor spirits or cursed corsairs, Dreadships are the cursed vehicles that turn the seas into hell. To gain power from a Dreadship, a warlock often starts by swabbing the decks until he finally reaches the rank of captain, bringing death upon the tides.*

## Expended Spells

At 1st level, the Dreadship 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.

### Dreadship Expanded Spells

Warlock Level	Spells
1st	<i>cutthroat*, create or destroy water</i>
3rd	<i>blindness/deafness, rope trick</i>
5th	<i>boarding party*, slow</i>
7th	<i>bonded blades*, control water</i>
9th	<i>bury treasure*, cloudkill</i>

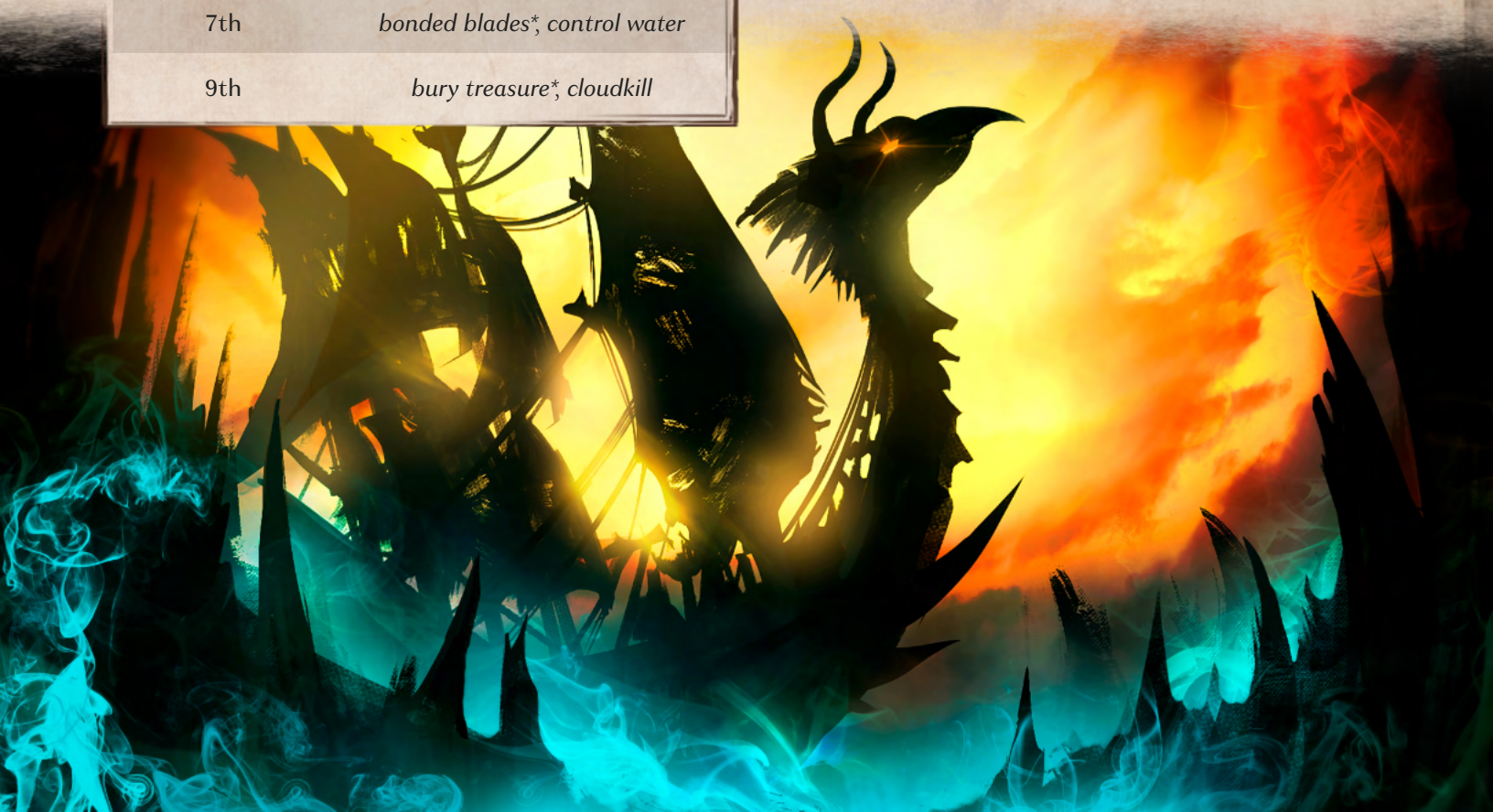
## Drag Below

At 1st level, whenever you damage one or more creatures with a spell of 1st level or higher using your Pact Magic, you summon a ghostly crewmate of the Dreadship next to one of the damaged creatures. The creature must succeed on a Dexterity saving throw against your spell save DC or become restrained by the crewmate until the end of your next turn. A creature can spend its action to destroy the crewmate, ending the condition.

**MONKEY NOTE:** The crewmates are only meant as a source of flavor. They can be replaced with inky tendrils, swirls of blood, or whatever else, since they're not pets per-se.

## Crew's Loyalty

By 6th level, crewmates can let go of their prey to jump to your defense. When you become the target of an attack, but before the attack is rolled, you can use your reaction to have a summoned crewmate shield you. The restrained creature is no longer restrained, and you can roll a d8. You gain a bonus to your AC equal to the number rolled until the start of your next turn.







## Ranks of the Dead

Also at 6th level, if you summon a crewmate next to a creature that is already restrained, the newly summoned crewmate instead attacks the target, dealing necrotic damage equal to your warlock level, then disappears.

In addition, your crewmates ignore immunity to the restrained condition.

## Dreadship's Haunting

At 10th level, as a bonus action, you can impose a curse of haunting upon a creature restrained by one of your crewmates for 1 minute. At the end of each of its turns, the creature can make a Charisma saving throw, ending the curse on a success. While cursed, the creature suffers from the following drawbacks:

- It has disadvantage on attack rolls against you and on Wisdom (Insight) checks made against you.
- When you hit it with a damaging spell of 1st level or higher, you can roll an additional damage die and add it to the damage dealt.
- It cannot turn invisible or teleport, and you know its exact location at all times.

Once you've used this feature, you can't do so again until you finish a long rest.

## Endless Legions

When you reach the 14th level, the Dreadship's crew has grown to monstrous proportions. Your Drag Below feature now summons a crewmate on all spells you cast, regardless of level.





# SPELLS





## Cantrips

### Sanguine Blade

*Necromancy cantrip* (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Self (5-foot-radius sphere)

**Components:** S, M (a melee weapon worth at least 1 sp)

**Duration:** 1 minute

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and its hit point maximum is reduced by an amount equal to the damage taken. If this attack reduces the target's hit point maximum to 0, the target dies. This reduction to the target's hit point maximum lasts for 1 minute.

At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target on a hit. The extra damage increases by 1d8 at 11th level (2d8) and again at 17th level (3d8).

## 1st-level spells

### Cutthroat

*1st-level transmutation* (bard, paladin, ranger)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, M (a weapon)

**Duration:** Concentration, up to 1 minute

You touch a weapon and ensure its enhanced sharpness. For the duration of the spell, when you roll damage for a weapon attack with the enchanted weapon, you can reroll the weapon's damage dice and use either total.

### Conjured Breath

*1st-level conjuration* (cleric, druid, paladin)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (an empty glass vial)

**Duration:** Instantaneous

You conjure breathable air for up to three creatures within range. Each chosen creature that was drowning or choking has its lungs filled with air.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Mending Tide

*1st-level conjuration* (cleric, druid, ranger)

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S

**Duration:** Instantaneous

You turn a tide of water into magic that mends wounds. One creature of your choice within range regains hit points equal to 1d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can enchant that water, increasing the healing to 2d6 + your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

**MONKEY NOTE:** Some of these spells have a new mechanic called **Rushed**. Rushed spells can be cast faster but provide less powerful effects when cast in this way.



## Soul Bolt

*1st-level necromancy* (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a silvered cursed apple worth at least 50 gp)

**Duration:** Instantaneous

Putrid, necrotic energy shoots out from your mouth and toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 5d8 necrotic damage. You suffer one level of exhaustion.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. When you cast this spell using a spell slot of 5th level or higher, you don't suffer a level of exhaustion.

## Unsleeping Will

*1st-level enchantment* (cleric, druid, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a ball of black pepper)

**Duration:** Concentration, up to 1 minute

Choose a creature within reach. For the duration of the spell, the creature can't be put to sleep by magical or nonmagical means unless it is willing.

## 2nd-level spells

### Bloodthirst

*2nd-level divination* (druid, ranger, sorcerer, warlock)

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, M (a drop of a creature's blood procured within the last hour)

**Duration:** Concentration, up to 10 minutes

You tap into the bloodthirst of a shark. Choose a creature within range. For the duration, you become attuned to the creature's blood, granting you the following benefits:

- At the start of each of your turns, you learn the creature's exact location, as long as it is within 500 feet of you.
- You have advantage on any attack rolls you make against the creature while it has half its maximum hit points or fewer.
- You cannot be charmed or frightened by the chosen creature.

**Rushed.** You can cast this spell as a bonus action. When you do so, instead of attuning to the creature's blood, you learn the creature's exact location as long as it is within 500 feet of you and gain advantage on the next attack roll you make against the creature until the end of your next turn, then the spell ends.







## Blood Pool Portal

*2nd-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, M (a fresh corpse)

**Duration:** Instantaneous

You vanish in a puff of red mist, appearing from a puddle of fresh blood. Choose a corpse with blood on or near it that you can see within range. You reappear from the spilled blood at an unoccupied space within 5 feet of the corpse.

**Rushed.** You can cast this spell as a bonus action. You can only do so if the corpse you are teleporting to was killed this turn.

## Curse of Thresholds

*2nd-level necromancy (cleric, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a clove of garlic and a wooden toothpick)

**Duration:** Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Wisdom saving throw or become cursed for the duration of the spell. While cursed in this way, it can't enter any residence or cross any threshold without an invitation from one of the occupants. If the creature attempts to cross the threshold, it takes 2d10 psychic damage and is pushed back 10 feet from the threshold.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 4th level or higher, the duration is 8 hours. If you use a spell slot of 6th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 4th level or higher grants a duration that doesn't require concentration.

## Flowride

*2nd-level transmutation (druid, ranger, sorcerer)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You alter your feet in order to ride the flow of water. You can walk up to 90 feet atop the surface of water in the direction of the water's flow.

## Mind Freeze

*2nd-level conjuration (druid, ranger, sorcerer)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (an ice cube that doesn't melt)

**Duration:** Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or have its mind frozen and slowed for the duration of the spell. When a creature with a frozen mind attempts to cast a spell with a casting time of 1 action, it must roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

## Mortify

*2nd-level transmutation (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You shift your form to that of a vile, horrendous creature. Choose a creature you can see within range. It must succeed on a Wisdom saving throw or take 2d10 psychic damage and become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On subsequent turns, you can use your action to force the creature to make a Wisdom saving throw. On a failure, the creature takes 2d10 psychic damage and is paralyzed until the end of its next turn. Once the creature has been paralyzed in this way, the spell ends.





## Plundering Touch

*2nd-level divination* (bard, warlock, wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a gem-encrusted golden coin worth at least 10 gp)

**Duration:** Concentration, up to 1 minute

You enchant your hands with the knowledge of nearby valuables and can take them with ease. For the duration of the spell, you have advantage on Dexterity (Sleight of Hand) checks and can take items from creatures even while they are wielding them, provided your Dexterity (Sleight of Hand) check is higher than their passive Perception.

**Rushed.** You can cast this spell as a bonus action. If you do, its duration becomes 1 round.

## Sea's Embrace

*2nd-level conjuration* (cleric, druid, ranger, wizard)

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M (a vial of seawater)

**Duration:** Concentration, up to 1 minute

You surround a creature within range with a barrier of swirling water. It gains 2d8 temporary hit points, which are lost when the spell ends. For the duration of the spell, the creature has advantage on Dexterity saving throws.

**Rushed.** You can cast this spell as a reaction. When you do, its duration becomes 1 round, and the target only gains 1d8 temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.





## Sharkbite

*2nd-level transmutation* (druid, ranger, sorcerer)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a necklace of shark teeth)

**Duration:** Instantaneous

You turn your jaw into that of a shark and bite down on a creature within range. Make a melee spell attack. On a hit, the creature takes 3d4 piercing damage and begins bleeding.

You turn your jaw into that of a shark and bite down on a creature within reach. Make a melee spell attack. On a hit, the target takes 3d4 piercing damage and begins bleeding. While bleeding, a creature takes 1d4 necrotic damage at the start of each of its turns, which cannot be prevented or reduced in any way. A creature can end the bleeding on itself or another creature within its reach by making a successful Wisdom (Medicine) check against your spell save DC. A creature that regains hit points via magical means while bleeding restores only half of those hit points (rounded up) and ends the bleeding.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d4 for each slot level above 2nd.

## Whispers from Below

*2nd-level enchantment* (druid, sorcerer, warlock)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, M (the eye of a monstrous fish)

**Duration:** Concentration, up to 1 minute

Choose a creature within range. You recreate whispers from below, muddling its mind. It must succeed on a Wisdom saving throw or become charmed for the duration of the spell. While charmed in this way, the creature knows Deep Speech and uses its movement on each of its turns to get close to the nearest water. Upon reaching a water source, the creature is no longer charmed and becomes frightened for the duration of the spell. While frightened, the creature loses its swimming speed (if it had one) and cannot willingly leave the water (it can still come up for air).

A creature under the effects of this spell can repeat the saving throw at the end of each of its turns, ending the condition on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

## 3rd-level spells

### Boarding Party

*3rd-level conjuration* (bard, ranger, wizard)

**Casting Time:** 1 action

**Range:** 30 Feet

**Components:** V, M (a piece of enchanted rope)

**Duration:** Instantaneous

Choose up to three creatures you can see within range. A spectral rope appears above each creature, grabbing them and swinging them up to 15 feet in a direction of your choice. Each chosen creature must be swung in the same direction.

**Rushed.** You can cast this spell as a bonus action. If you do, you can only target one creature.

### Censorship

*3rd-level enchantment* (sorcerer, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a thick black quill)

**Duration:** Concentration, up to 10 minutes

You animate a swirl of dark ink, which slashes at a creature of your choice. Choose a creature within range and a school of magic. That creature must succeed on a Charisma saving throw or become cursed for the duration. While cursed, the creature can't cast spells from the chosen school.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.





## Morning Tide

3rd-level evocation (cleric, druid, paladin)

**Casting Time:** 1 action

**Range:** 30 feet (10-foot radius)

**Components:** V, S

**Duration:** 10 minutes

A 10-foot radius sphere of glittering water emerges from a point of your choice within 30 feet of you. The sphere is bright light, sheds dim light for an additional 10 feet, and lasts for the duration of the spell. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can enhance the sphere. Each creature of your choice within the enhanced sphere when it appears must succeed on a Constitution saving throw or become blinded until the end of your next turn.

If any of this spell's area overlaps with an area of darkness created by a spell, the effect of the darkness in the overlapping portions subsides for the duration of the spell.

## Parrot's Path

3rd-level conjuration (bard, ranger, warlock, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a parrot's feather)

**Duration:** 1 round

You summon and send out a spectral parrot to a point within range, where it stays until the end of your next turn. The parrot and a 15-foot radius sphere around it are visible as if they were in bright light, provided they aren't in magical darkness.

Until the spell ends, you can use your bonus action to teleport to the parrot's location. When you do, the parrot dissipates into dust.

## Pirate's Mark

3rd-level divination (ranger, warlock)

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, M (a cursed golden coin)

**Duration:** Concentration, up to 1 hour

You choose a creature or ship you can see within range and mystically mark it as your crew's target. Until the spell ends, you or vehicles you are on deal an extra 1d4 damage to the target whenever you hit it with an attack. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature or ship. Upon marking a new target, the damage die increases in size (from a d4 to a d6, d6 to d8, d8 to d10, or d10 to d12), to a maximum of 1d12.

## Shadowy Shipmate

3rd-level conjuration (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** S, M (the skull of an old sailor)

**Duration:** 10 minutes

You conjure a shadowy shipmate, capable of aiding you with tasks aboard a ship. The shipmate springs into existence in an unoccupied space on the ground within range. It has AC 13, 5 hit points, and a Strength and Dexterity of 15, and it can't attack or participate in combat in any way. It shares all your proficiencies and has advantage on any checks to interact with ships, navigate, or aid in sailing. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the shipmate to move up to 30 feet and interact with an object. If no command is issued, the shipmate aids in sailing to the best of its ability.

The shipmate can telepathically communicate with you and share its visual or auditory senses while it is within 1 mile of you.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you create one additional shipmate for each slot level above 3rd.





## Tormenting Claws

3rd-level necromancy (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (the severed hand of a skeleton)

**Duration:** Concentration, up to 1 minute

You summon three flying skeletal claws, which disturb creatures of your choice. When you cast this spell, and as a bonus action on subsequent turns, you can send each claw at one or several creatures within range. Make a separate spell attack for each claw. On a hit, the target takes 1d6 necrotic damage.

If a creature is hit by two claws on the same turn, its speed becomes 0 until the end of its next turn, and it can't benefit from any bonus to its speed. If a creature is hit by three claws on the same turn, it is restrained until the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you create one additional hand for each slot level above 3rd.

## Turning Tides

3rd-level evocation (cleric, druid)

**Casting Time:** 1 reaction, which you take when a spell with a range of a line or a cone is cast within 30 feet of you

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You attempt to use waters to redirect the flow of a spell within range. If the spell is of 3rd level or lower, you can change the direction it's headed in. If it is a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you redirect the spell's direction.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can redirect the spell if its level is less than or equal to the level of the spell slot you used.

## 4th-level spells

### Bonded Blades

4th-level enchantment (bard, paladin, ranger)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, M (two creatures wielding melee weapons)

**Duration:** Concentration, up to 1 minute

Choose two creatures within range. You bond the creatures by their blades. Until the spell ends, whenever one of the creatures makes a successful attack with the bonded weapon, they can choose to switch places with the other bonded creature, teleporting to each other's locations.





## Bloodwave Aura

*4th-level conjuration* (cleric, paladin, warlock)

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 1 minute

Leechdepth energy emerges from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. As a bonus action on each of your turns, you can channel one of the following effects:

- A creature of your choice within the aura regains 1d10 hit points.
- One corpse that has died within the last hour within the aura is raised as a zombie for the duration of the spell. The zombie is an ally to you and your companions. In combat, the zombie shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

## Blood Draw

*4th-level necromancy* (paladin, sorcerer, warlock)

**Casting Time:** 1 reaction, which you take when you fall below one quarter of your maximum hit points

**Range:** Self

**Components:** V, M (a vial of vampire's blood worth at least 200 gp, which the spell consumes)

**Duration:** 1 round

In your time of need, you infuse yourself with the dark vampirism of the Leechdepth. Until the end of your next turn, whenever you damage a creature of CR 1 or greater with a weapon attack, you regain hit points equal to the damage dealt.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 1 minute.

## Blood Moon Curse

*4th-level enchantment* (bard, cleric, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a shard of moon rock)

**Duration:** Concentration, up to 1 minute

Choose a creature within range. That creature must succeed on a Wisdom saving throw or become cursed for the duration. While cursed, the creature cannot cast spells using spell slots of 2nd level or higher.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level or higher, the duration is 8 hours. If you use a spell slot of 8th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

## Choke

*4th-level conjuration* (paladin, ranger, wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a drop of seawater)

**Duration:** Concentration, up to 1 minute

You create a rush of water aimed at a creature's mouth. A creature of your choice that you can see within range must make a Constitution saving throw. On a failed save, the creature takes 4d6 necrotic damage and its lungs fill with water, making it unable to speak or cast spells with vocal components for the duration. On a successful save, it takes half as much damage and its lungs aren't filled with water. While its lungs are filled with water, the creature must repeat the saving throw at the end of each of its turns, taking 2d6 necrotic damage on a failed save, and ending the spell on a successful one.

**Rushed.** You can cast this spell as a reaction to seeing a creature within range cast a spell. When you do, its duration becomes instantaneous, and on a failed save, instead of filling the creature's lungs with water, if the creature is casting a spell with a vocal component, the spell fails and the spell slot is not expended.





## Dead Man's Noose

4th-level conjuration (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** S, M (a noose which has hanged at least 30 traitors)

**Duration:** Concentration, up to 1 minute

Using the vengeful souls of the dead, you conjure spectral gallows with five nooses in an unoccupied space of your choice within range. When you cast this spell, you can direct each noose to hang a creature within 15 feet of it that you can see. Each creature must succeed on a Dexterity saving throw or take 3d8 necrotic damage, be pulled 5 feet toward the gallows, and be grappled by the noose.

A creature grappled by a noose can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Until the spell ends, you can direct each noose to hang the same creature or another one as an action on each of your turns. A noose can only grapple one creature at a time.

## Pirate's Parley

4th-level enchantment (bard, warlock)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (a golden tooth)

**Duration:** Concentration, up to 1 minute

You grant yourself the power of a master negotiator, parleying until you are doomed to combat. When you cast this spell, you gain a bonus to your Charisma checks equal to your spellcasting ability modifier, in addition to any modifiers you would normally have. This bonus is lost if you take damage while concentrating on this spell.

If you take damage while concentrating on this spell, you gain a bonus to all weapon attacks, spell attacks, and damage rolls equal to your spellcasting ability modifier, which lasts until the end of your next turn. Then, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional allied creature you can see for each slot level above 4th.

## Shield of Rotting Flesh

4th-level necromancy (warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a rotting piece of flesh)

**Duration:** Concentration, up to 1 minute

You touch a willing creature and surround it in a shield of enchanted flesh. For the duration, the creature gains the following effects:

- **Arms Aplenty.** The creature has advantage on checks and saves made to prevent or end the grappled condition.
- **Flesh Servants.** If the creature takes 20 damage during a single turn, a shard of flesh breaks off, summoning a zombie at an unoccupied space within 10 feet of it.

The zombie is an ally to the creature and its companions. In combat, the zombie shares the creature's initiative count, but it takes its turn immediately after the creature's. The zombie obeys the creature's verbal commands (no action required by it). If the creature doesn't issue any, the zombie takes the Dodge action and uses its move to avoid danger. After 1 hour, the zombie turns to dust and is destroyed.





## 5th-level spells

### **Bury Treasure**

*5th-level conjuration (bard, sorcerer, wizard)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** Until dispelled

Choose a magical item within range that isn't being worn or carried. You create a magical hole within 60 feet of you, which the item is buried inside. The hole is 30 feet deep, 5 feet wide, marked by a magical X only you can see, and the earth within 10 feet of the hole can't be physically moved unless the spell is dispelled. A creature within 10 feet of the hole can make an Intelligence (Investigation) check against your spell save DC, finding the X on a success. When you or an allied creature steps on the X or the spell is dispelled, the item is ejected from the ground and appears on the nearest unoccupied space near the X.

**Rushed.** You can cast this spell as an action. If you do, it only lasts for 1 minute, and any creature stepping on the X causes the spell to end and the item to emerge.

### **Blood-Draining Curse**

*5th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a pickled chicken's foot and an enchanted jar worth 100 gp)

**Duration:** Concentration, up to 1 minute

Using the vile nature of the Leechdepth, you attempt to curse a creature's misfortune. Choose a creature within range. That creature must succeed on a Charisma saving throw or become cursed for the duration. While cursed, whenever the creature fails an ability check, attack roll, or saving throw, it takes 3d10 necrotic damage.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level or higher, the duration is 8 hours. If you use a spell slot of 8th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

### **Endless Vigilance**

*5th-level enchantment (paladin, ranger)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

You empower yourself with enhanced vigilance. For the duration, you have advantage on opportunity attacks. In addition, when you hit a creature with an opportunity attack, you can move up to your speed immediately after the attack as part of the same reaction. If this movement brings you within 5 feet of another creature, you can make a melee attack against it as part of the same reaction.

### **Jolly Roger**

*5th-level enchantment (ranger, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, M (a vial of mermaid's blood)

**Duration:** Concentration, up to 1 minute

You enchant yourself with the love to kill. For the duration of the spell, whenever you reduce a creature of CR 1 or higher to 0 hit points, you regain 3d8 hit points.

### **Vampiric Boarding Mist**

*5th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V, S, M (an enchanted leech)

**Duration:** 1 round

You utter out an ancient curse at a ship you can see within range, engulfing it in red mist. For the duration, the deck of the ship is heavily obscured. Each creature of your choice can teleport a random location aboard the cursed ship as a bonus action.





## **Void Blade**

*5th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (an enchanted black opal worth 500 gp)

**Duration:** Concentration, up to 1 minute

You harness darkness into a blade of void that appears in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 3d8 necrotic damage on a hit and has the finesse and versatile (3d10) properties. In addition, when you hit an armored creature with the sword, it vaporizes part of the armor or shield. The armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the armor or shield is magical, it isn't destroyed, but ceases to function until the next dawn.

**At Higher Levels.** When you cast this spell using a spell slot of 6th or 7th level, the AC penalty inflicted increases to -2. When you cast this spell using a spell slot of 8th or 9th level, the armor or shield is instantly destroyed.

## **6th-level spells**

### **Bloodsuck**

*6th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a golden vampire tooth worth at least 300 gp)

**Duration:** Concentration, up to 1 minute

Choose an unconscious or willing creature, or a corpse no older than one hour within reach. You begin sucking its blood, regaining 4d6 hit points at the end of each of your turns that you use your action to do so (including the action to cast the spell). If you've spent an entire minute sucking blood as part of this spell, you gain 5 temporary hit points for each turn you would have regained hit points while at your hit point maximum.

If the target of the spell is a living creature, it must make a Constitution saving throw at the end of each turn you spend sucking its blood. The creature takes 12 necrotic damage on a failed save, or half as much damage on a successful one.

**Rushed.** You can cast this spell as part of making a melee attack against a creature. If you do, instead of sucking a creature's blood, on a hit, you regain 4d6 hit points, and the target takes an extra 4d6 necrotic damage, in addition to the attack's normal effects.



## Collective Blast

*6th-level enchantment* (druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You gather the strength of your allies, then shoot a creature with explosive, cannon-like blasts. Make an attack roll against a creature within range, then make an additional attack roll against that creature for each allied creature (including summoned creatures) within 15 feet of you. Each successful attack deals 2d10 force damage.

## Siren's Shield

*6th-level enchantment* (cleric, sorcerer, warlock)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a pickled mermaid's tongue)

**Duration:** Concentration, up to 1 minute

You place a shield of sheer enchantment on a creature, preventing attacks from striking it. Until the spell ends, any creature who targets the shielded creature with an attack or a harmful spell must first expend a spell slot or a use of a magical ability (such as a dragon's breath weapon). This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

## 7th-level spells

### Connect the Crew

*7th-level enchantment* (bard, cleric, druid)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a collection of silvered pendants)

**Duration:** 10 minutes

You forge a pirate link between your crew. Choose a number of creatures equal to 1 + your spellcasting ability modifier (minimum of two). Until the spell ends, while the targets are within 120 feet of each other, they can communicate telepathically, and while they are within 60 feet of each other, they gain a +2 bonus to AC. The AC bonus cannot be granted to each creature more than once.

## Leechdepth Armor

*7th-level abjuration* (bard, cleric, warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a dead enchanted leech worth 300 gp)

**Duration:** Concentration, up to 1 minute

A dark crimson armor appears and surrounds a creature of your choice within range. For the duration, any object that touches or hits the shielded creature begins to dematerialize and is destroyed after 1 round. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to prevent the object from being destroyed. If the object is magical, it isn't destroyed, but its magic properties cease to function until the next dawn. The shielded creature can choose to not destroy an object.

## 8th-level spells

### Black Flames

*8th-level conjuration* (sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, M (a black opal worth 3,000 gp, which the spell consumes)

**Duration:** Until dispelled

Choose a creature within range. For the duration, unquenchable dark flames engulf the creature, slowly burning it to death. At the start of each of its turns, the creature takes 1d8 fire damage, which can't be reduced in any way.





## FEATS

### Boiler

You've learned to use fire underwater, boiling the liquid to scorching temperatures. You gain the following benefits:

- Flames you create from spells cannot be extinguished against your will by nonmagical means.
- When you make a damage roll that deals fire damage, it ignores resistance to fire damage if the target has a swimming speed.
- You have resistance to fire damage.

### Breathtaker

You've spent your entire life on the seas and have learned the perfect way to take away someone's breath. You gain the following features:

- Your Strength or Constitution score increases by 1, to a maximum of 2.
- Once per turn, when you deal bludgeoning damage to a creature, it must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength or Constitution modifier). On a failure, it has disadvantage on the next ability check it makes and is left without breath, causing it to start drowning if it's underwater.

### Curse Master

*Prerequisite: The ability to curse a creature by using an ability or casting a spell*

You have trained extensively in using curses, draining power from the anguish you cause. You gain the following features:

- Creatures have disadvantage on saving throws to resist your curses.
- Whenever you curse a creature, you gain temporary hit points equal to your proficiency bonus + your spellcasting ability modifier.

### Escape Artist

A pirate's life requires agility, and lots of it. This is an art you've perfected. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with thieves' tools and the Acrobatics skill.
- You have advantage on checks and saving throws made to avoid or break grapples.



## Fisherman

You've spent enough time at sea to learn fishing. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Each time you hit a beast or monstrosity that has a swimming speed with an attack roll, you deal extra damage to it equal to your proficiency bonus.
- While near a body of water, you may spend any amount of time fishing. For each 30 minutes you spend fishing, you can roll a d20. On a roll of 11 or higher, you reel in one day's rations.

## Leecher

You have extensively used leeches in an attempt to better your body. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to poison damage and advantage on saving throws against diseases.
- When you make an attack roll with a melee weapon or cast a spell that deals necrotic damage, you can regain hit points equal to twice your level. Once you use this ability, you can't use it again until you finish a long rest.

## Hard-bitten

Your time on pirate ships has made you impervious to the song of mermaids. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on saving throws against being charmed.
- When you hit a creature that has charmed you or an allied creature within the last minute, you can reroll any 1s or 2s you roll on your damage dice. You must use the new rolls.

## Master Sailor

You've spent your life at the helm of a ship, moving it as best as you can. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with water vehicles and navigator's tools.
- While at the helm of a water vehicle, you have advantage on checks made to avoid traps, storms, or other nautical complications.

## Lookout

You've trained atop the crow's nest, granting you superior vision and nimble vertical movement. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- You gain a climbing speed equal to your movement speed.
- You have resistance to falling damage.
- You don't suffer penalties to Wisdom (Perception) checks made in areas obscured by fog and mist (e.g., morning mist or the area of a *fog cloud* spell).

## Mistwalker

*Prerequisite: The ability to teleport by using an ability or casting a spell*

You've learned to use the areas between planes to your advantage, tapping into it whenever you teleport. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you teleport or shift between planes, if you arrive within 10 feet of a hostile creature, you gain temporary hit points equal to your proficiency bonus + your Constitution modifier.





## Nautical Necromancer

*Prerequisite: The ability to summon undead*

You've spent enough time at sea to understand undead creatures need help not to sink. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Undead creatures you summon have a swimming speed equal to their walking speed.
- You learn the *water walk* spell. You can cast it without expending a spell slot, and when you do so, you can only target creatures you've summoned. Once you cast the spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the ability increased by this feat.

## Shipwright

You've spent your entire career patching up ships, ensuring they stay in perfect shape. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with carpenter's tools, tinker's tools, and weaver's tools.
- While wielding any artisan's tools that you are proficient with, you can cast the mending spell as a bonus action. Your spellcasting ability for this spell is the ability score increased by this feat.

## Saltblood

*Prerequisite: 9th level*

By the will of the Leechdepth, your blood has become infused with the salt of the sea, harming those around you. You gain the following benefits:

- Your Constitution score increases by 1.
- Whenever you take damage from a melee attack, if you are below half of your maximum hit points, the attacker takes necrotic damage equal to half your Constitution modifier, rounded up (minimum of 1).

## Sweetblood

*Prerequisite: 9th level*

By the will of Candy Island, your blood has gained a soothing sweetness, mending those around you. You gain the following benefits:

- Your Constitution score increases by 1.
- Whenever you regain hit points, a creature of your choice within 10 feet of you regains hit points equal to your Constitution modifier (minimum of 1).

## Teleporting Master

*Prerequisite: The ability to teleport by using an ability or casting a spell*

You've spent your entire life teleporting to and from locations. You gain the following benefits:

- The range of your teleportation abilities and spells is doubled.
- Whenever you teleport to locations **you can see**, you can choose to divide the teleportation into multiple smaller jumps during your turn (no action required). For example, when you cast the *misty step* spell, you can choose to teleport a number of feet, move, teleport another few feet, take an action, and then teleport up to the remaining number of feet.

## Vengeful

You've spent your entire life filled with vengeance. You gain the following benefits:

- You gain an additional reaction each round that can only be used when a creature hits you with an attack, letting you make a weapon attack against that creature.





# BACKGROUNDS





## Landlocked Mermaid

You were once a mermaid, living under the sea in perfect harmony. Now, because of fear, love, or revenge, you've traded in your tail for legs and have become an adventurer.

**Skill Proficiencies:** Nature, Performance

**Tool Proficiencies:** One musical instrument of your choice

**Languages:** Aquan

**Equipment:** One set of raggedy clothes, any one musical instrument you are proficient with, a conch shell you are attached to, and a small piece of jewelry worth 15 gp

### Feature: Underwater Life

You've spent your life underwater. As such, you can easily navigate the depths and understand, but not speak back to, fish and other underwater lifeforms.

### Landlock Bargain

*(Optional Feature at the GM's Discretion)*

For a mermaid to grow feet is no small magic. Most of the time, such power comes at a cost. If you want to manifest this irreversible magical change, you gain the following features:

- You have a swimming speed equal to your walking speed.
- You have darkvision out to a range of 60 feet.
- You learn the *charm person* and *suggestion* spells. You can cast each of these spells without expending a spell slot, ignoring the vocal component of each spell. Once you cast either of these spells in this way, you can't cast that spell with this feature again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this background).
- You have one drawback due to your bargain, such as losing your voice or being unable to tell the truth about your origin (GM's choice).

## Suggested Traits

### 1d8 Personality Trait

- 1 My hair always looks as if it's floating in water.
- 2 I refuse to wear anything made of leather or animal products.
- 3 I am still not accustomed to my feet and walk in weird ways.
- 4 I have to remind myself to breathe.
- 5 I wave to every passing ship.
- 6 I have an ever-expanding collection of seashells.
- 7 I fiercely protect all sea life.
- 8 I am disgusted by the concept of fishing.

### 1d6 Ideal

- 1 **Rulership.** The Kingdom of the Sea has been subjugated long enough. I will foster a new age. (Evil)
- 2 **Beauty.** Beauty is not restricted to my race alone. I must find the most beautiful thing of all, rivaling even mermaids. (Lawful)
- 3 **Harmony.** The sea should not harm humans, nor should humans harm the sea. (Good)
- 4 **Love.** I only want to find the truest form of love. (Good)
- 5 **Transcendence.** I want to reach past the limitations of my otherwise simple existence and reach my full potential. (Neutral)
- 6 **Exploration.** I've spent enough time below. I only want to see what's above. (Chaotic)





1d6	Bond
1	My father is the king of mermaids and is looking for me.
2	I fell in love with a human and left the sea searching for him.
3	My family stole a relic from the king of the sea. I was banished to the land as punishment.
4	I saw humanity at odds with the seas and came out of the sea to bridge the gap.
5	There's a war under the sea. I need the land dwellers' help to stop it.
6	I have a fish best friend I intend to return to one day.

1d6	Flaw
1	As much as I am curious, my fear is always stronger.
2	I have a deep, uncurable melancholy for my time in the sea.
3	I am terrified everyone wants to imprison me for my beauty.
4	I use my mermaid mind powers for my own good, despite it not being good.
5	I never listen to anyone but my fish friends.
6	I often choose to speak in song or riddles, refusing to adapt to common speech patterns.







## Pirate Legend

In another life, you were a legendary pirate, feared by all, but now, be it because of need or disgrace, you've taken up the adventuring life.

**Skill Proficiencies:** Intimidation, Survival

**Tool Proficiencies:** Navigator's tools, vehicles (water)

**Languages:** Two languages of your choice

**Equipment:** One set of common clothes, a compass, a treasure map, 50 feet of silk rope, a signet ring worth 5 gp, and a pouch containing 10 gp

### Feature: Honor Among Thieves

Other bandits and pirates have heard of your legendary travels and will leave you alone out of fear or respect. Street urchins won't try to pickpocket you, bandits will not attack you, and pirates will offer up passage on their ships for advice.

## Suggested Traits

1d8

### Personality Trait

- 1 I keep trinkets from every adventure and weave them into my beard.
- 2 I scar myself for every beast and human I kill.
- 3 I am in the process of writing my pirate memoirs.
- 4 I dream of one day building a gigantic ship for all of piratekind.
- 5 Earning my respect requires fighting me or singing good sea shanties.
- 6 I stick live fuses under my pirate's hat for intimidation purposes.
- 7 I never give up a good treasure hunt.
- 8 I'm highly superstitious.

1d6

### Ideal

- 1 **Fear.** The entire world should fear my name and my deeds as a pirate captain. (Evil)
- 2 **Loyalty.** The crew must be a family and should always work together. No betrayals. (Lawful)
- 3 **Freedom.** The sea is for the free. No kingdom nor land should have control over us. (Good)
- 4 **Redistribution.** The rich are too rich and the poor become pirates. The gold needs to be redistributed. (Good)
- 5 **Adrenaline.** Whether it is by hunting a sea beast or fighting in naval combat, I want there to be constant danger in my life. (Neutral)
- 6 **Questing.** If there's treasure hidden, then we should be allowed to find it. (Chaotic)





## Corsair Turncoat

1d6

### Bond

- 1 My cutlass is cursed, but I cannot rid myself of it. I am now looking for a way to break this curse.
- 2 My crew committed a mutiny and threw me to sea. I want my revenge.
- 3 I joined the pirate life to earn enough money for my family.
- 4 My father, once a pirate, is now a military man looking for my ship, but he does not know his son is helping it.
- 5 I fell in love with a mermaid, then never saw her again.
- 6 I buried a treasure but forgot where exactly. I need to find it again.

1d6

### Flaw

- 1 My brutality knows no end.
- 2 I am deeply paranoid and distrustful.
- 3 I force others to do my work because I am obsessed with captain duties.
- 4 I smell of seawater and scurvy.
- 5 I can't say no to a bottle of rum and a bet.
- 6 I'll do anything for coin.

You started your life as a pirate, but then took up the state's offer to hunt pirates. Now, the entire world hates you, but the money's worth it.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** Disguise kit, vehicles (water)

**Languages:** Two languages of your choice

**Equipment:** One set of common clothes, a compass, a treasure map, 50 feet of silk rope, a signet ring worth 5 gp, and a pouch containing 10 gp

### Feature: Witness Protection

Though those who know you hate you, those who don't see you as an acclaimed naval military man. You'll receive the love of sailors and ports, easily avoid dock fees, always find a place to park your ship, and find yourself struggling to hide your information vehemently from others.

### Suggested Traits

1d8

### Personality Trait

1. Though I gave up piracy, I still hold over a few habits.
2. I'll always sing along to shanties.
3. The bigger the name, the more I want to hunt their crew.
4. My ship is like a baby to me, and I wash it regularly.
5. I try to write sea shanties of all my adventures.
6. I still speak like a pirate.
7. I'll hide my true identity wherever I go.
8. I'm a sucker for adventure stories.





1d6

## Ideal

1. Betrayal. I love the look in someone's eyes when they're betrayed. (Evil)
2. Justice. Pirates deserve to be locked away. I'm just the one doing the job. (Lawful)
3. Leniency. Piratekind will always be hunted. I'm just doing it with less brutality. (Good)
4. Rebuilding. I strive to rebuild my reputation as a good sailor, even though I am a turncoat. (Good)
5. Duty. I'm doing my duty, no matter what they ask of me. (Neutral)
6. Gold. I have a price. Pay it, and you'll have me. (Chaotic)

1d6

## Bond

1. I had to betray my own brother to save myself. No regrets.
2. I'm a double agent. I'm now working on the inside to save pirates.
3. There's a single pirate who escaped me and now I must find him.
4. I've been cursed by a pirate captain I locked away. I can never find peace at sea.
5. I locked away my old partner in crime. I loved them, but did what I needed to do.
6. I'm still indebted to the naval military and my admiral. It'll take years to pay them back.

1d6

## Flaw

1. I'm a coward who will run away from anything.
2. I'll turn on anyone for the right price.
3. I'm prideful and will defend my pride against any insult.
4. I refuse to call anyone truly evil, even a lich.
5. My loyalty to the state will make me stoop to any lows.
6. I have a very hard time telling the truth.

## Leechdepth Parasite

You were born as a vampiric leech, connected to a humanoid body, and slowly took over its nervous system until you yourself became the sole consciousness. Now, you secretly control the husk of a body.

**Skill Proficiencies:** Nature, Perception

**Tool Proficiencies:** None

**Languages:** Abyssal, Deep Speech, and another language of your choice

**Equipment:** One set of common clothes, a collection of barnacles and sea shells, a dagger, a deep sea pearl worth 10 gp, and a pouch containing 5 gp

1d8

## Personality Trait

1. I am still learning humanoid phrases.
2. I have a hard time noticing pain in the humanoid body.
3. I am obsessed with the fact that I have skin and that I can draw on it.
4. There's nothing wrong with a parasitic relationship.
5. I keep fantasizing about my body's past life.
6. I long to move on to a new body.
7. Human possessions bore me.
8. I sometimes forget I am inside a body and am startled by my hands.





## Feature: Parasitic Roots

Due to your non-humanoid origin, you've grown accustomed to inhumane conditions. You suffer no drawbacks from sleeping in dangerous situations, eating rotten food, or drinking polluted water.

## Suggested Traits

1d6

Ideal

1. **Destruction.** I will ensure the Leechdepth slowly eats away at all life. (Evil)
2. **Servitude.** I will control all the bodies around me one by one, forming a vampiric legion that serves me. (Lawful)
3. **Free Will.** I've taken control of a mind and now understand the horrific implications. I will not tolerate further mind control. (Good)
4. **Repentance.** I wish to rid myself of my parasitic existence and become a real creature. (Good)
5. **Adventure.** Now that I have a body, I wish to see the world. (Neutral)
6. **Blood.** I wish to taste as many different blood types as possible, then drain the best one. (Chaotic)

1d6

Bond

1. I have always been interested in humanoid food and became a humanoid to taste it.
2. My parasite family has tasked me with discovering the strongest bloodline.
3. I still have part of my body's old memories.
4. I fell in love with my body's partner. They can never find out I replaced their lover.
5. I forgot I'm a parasite. I think I've always been a humanoid.
6. I'm being chased for crimes I can't remember.

1d6

Flaw

1. Humanoid manners bore me.
2. If you're not a Leechdepth parasite, you're not worth my time.
3. I am terrified of losing my body and avoid damage at all costs.
4. I'm always tempted to drink the blood of my companions.
5. I struggle deeply with the concept of memory and have difficulty remembering things.
6. I still have some compulsive habits from when I was a parasite.







Art by

## CASTAWAY

You had a good life aboard a ship, then, after a terrible event, your ship was blown to smithereens, stranding you from the rest of society.

**Skill Proficiencies:** Stealth, Survival

**Tool Proficiencies:** Cook's utensils, leatherworker's tools

**Equipment:** One set of ragged clothes, a makeshift spear, a wooden wind chime, a pet rock, and a pouch of 15 gp

### Feature: One Eye Open

You've spent years of your life in complete loneliness in treacherous territory, teaching you to sleep with one eye open. You can sleep while armored, take multiple watches at night, and awaken much faster than usual if stirred.

### Suggested Traits

1d8	Personality Trait
1	I speak to my pet rock.
2	I am an extremely picky eater.
3	I can't remember my life before the shipwreck.
4	I keep every object I find so that I can use them later.
5	I find joy in adapting to new situations, and I always look for creative solutions.
6	After spending so much time in one place, I am curious to see new environments.
7	I'm profoundly solitary and don't talk at all.
8	I've developed a knack for noticing even the smallest details in my surroundings.



1d6

## Ideal

- 1 **Revenge.** I will kill those responsible for my ship being wrecked. (Evil)
- 2 **Discipline.** Survival while being a castaway takes discipline. I wish to bring that to the rest of the world. (Lawful)
- 3 **Harmony.** After living with nature, I want to include nature in all our lives. (Good)
- 4 **Exploration.** There's a lot of the world I haven't seen; I want to explore it all. (Good)
- 5 **Silence.** I just want to find a place where I'm left in complete silence, free from fear. (Neutral)
- 6 **Escape.** I left my life behind, and I never want to return. (Chaotic)

1d6

## Bond

- 1 The memory of my fellow crew members is etched deeply within me. I am driven by a solemn duty to honor their memory and ensure that their sacrifices will always be remembered.
- 2 A strange and magical artifact found on the island has captured my attention. I feel a mixture of intrigue and concern, compelling me to unravel its origins and decipher its purpose.
- 3 A powerful creature or spirit that resides on the island I was shipwrecked has formed a bond with me. Guided by this connection, I am committed to standing as a protector, safeguarding the island from any potential harm.
- 4 During my time stranded on the island, I encountered a malevolent force or creature that I fear might one day break free. The thought of its escape drives me to ensure it remains contained, preventing it from unleashing havoc upon the world.
- 5 On the island, I heard faint, mysterious whispers carried by the wind. They seem to be guiding me or conveying cryptic messages. I'm compelled to decipher their meaning and uncover the source of these enigmatic voices.
- 6 I'm not alone. Among the other castaways on the island, I've found companions who have become like family. Together, we supported one another as we navigated the challenges of survival and searched for a way off the secluded shore.

1d6

## Flaw

- 1 I did it all alone. I find it difficult to admit when I'm wrong or need help.
- 2 The trauma of being stranded and the hardships I faced continue to haunt my dreams.
- 3 I find it hard to trust strangers completely, always fearing betrayal or hidden motives.
- 4 There are times when my longing to escape clouds my judgment.
- 5 Despite the bonds I've formed, I still occasionally yearn for solitude.
- 6 Once I set my mind on a goal, I become utterly fixated on achieving it.



# ITEMS







### **Bioluminescent Veil**

*Wondrous item, very rare (requires attunement)*

*This ethereal cloak radiates an otherworldly glow, captivating all who behold it. Woven from the delicate fibers of luminescent sea flora and interlaced with the shimmering strands of moonlight spider silk, the veil is a masterpiece of artistry and enchantment. When draped around the wearer's shoulders, the cloak emanates a soft, mesmerizing bioluminescent radiance in vivid hues of blues, greens, and purples.*

While wearing this cloak, you can activate its glow (no action required), which sheds bright light in a 5-foot radius and dim light for an additional 5 feet. While underwater, the radius of the bright light extends to 15 feet, as does the dim light. While the cloak is glowing, you have resistance to radiant and cold damage, and you can reroll 1s and 2s rolled on spells and abilities that deal radiant damage. You must use the new result.

You can use the glow for up to 2 hours, all at once or in several shorter periods, each one using a minimum of 1 minute from the duration. The cloak regains 1 hour of glowing capability for every 12 hours it isn't in use.

### **Black Flag Eyepatch**

*Wondrous item, uncommon (requires attunement)*

*The black flag eyepatch is a rugged and weathered piece of leather, dyed a deep obsidian black. It bears the mark of the pirate's creed—a stark white skull and crossbones, stitched meticulously into the fabric.*

While wearing this eyepatch, you gain the following benefits:

- If you hit a target with a weapon while you aren't wielding a shield, you gain a +1 bonus to AC until the start of your next turn.
- While underwater, you have darkvision out to a range of 60 feet.





### **Captain Bloodtooth's Demise**

*Wondrous item, very rare (requires attunement)*

*Captain Bloodtooth's Demise is a haunting and sinister whistle. Crafted from the petrified bone of a powerful pirate captain, the whistle's surface is adorned with eerie engravings of spectral figures and mournful wails. When blown, an otherworldly, piercing shriek erupts from the whistle, echoing through the air and chilling the hearts of all who hear it.*

As an action, you can blow the whistle, forcing each undead and monstrosity within 120 feet to make a Charisma saving throw. On a failure, a creature becomes vulnerable to radiant damage if it isn't already and loses all resistances for the next three rounds. If it is already vulnerable to radiant damage, it instead becomes vulnerable to one damage type of your choice other than bludgeoning, piercing or slashing. Once this whistle has been blown, it can't be used again until the next dawn.

### **Craven's Cutlass**

*Weapon (scimitar), rare (requires attunement)*

*This cutlass is a blade made for traitors and cowards, with a shorter length than usual and an enchantment likening the swirling wind all along its handle.*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, whenever you are hit by a melee weapon attack, you can use your reaction to move up to half your speed to any space not within 5 feet of a hostile creature. Once this property of the weapon has been used, it can't be used again until the next dawn.

### **Kraken's Grasp Gauntlets**

*Wondrous item, uncommon (requires attunement)*

*A fearsome pair of enchanted gauntlets crafted from darkened steel, etched with intricate designs reminiscent of swirling waves and tentacles. When worn, the gauntlets seem to come alive, their fingers adorned with wickedly sharp barnacle-like protrusions.*

While wearing these gauntlets, you can grapple creatures up to 15 feet away, and you have advantage on Strength (Athletics) checks to grapple creatures or keep hold of a creature. In addition, you can activate the gauntlet's inner power as a bonus action. For the next hour, you can grapple creatures of any size, and creatures you grapple are also restrained (they can escape the grapple the same way). Once this property of the item has been used, it can't be used again until the next dawn.





### Leechdepth's Flag

*Wondrous item, very rare*

*The Leechdepth's Flag is a harrowing and macabre sight, striking fear into the hearts of those who catch even a glimpse of it. Fashioned from tattered black fabric soaked in the blood of countless victims, the flag seems to throb with an eerie, crimson glow, as if pulsating with the essence of the undead. The center of the flag is adorned with a chilling emblem—a sinister skull, its hollow eye sockets filled with crimson gemstones that glisten like fresh blood.*

If this magical flag is raised on a ship's mast, any creature within 5 feet of the mast the flag is attached to can use an action to activate the flag's magic. For the next 10 minutes, the ship gains the following benefits:

- Whenever an undead creature onboard the ship or on another ship within 300 feet of the flag rolls a 20 on an attack roll, it regains hit points equal to the damage dealt with the attack.
- Undead creatures onboard the ship or on another ship within 300 feet of the flag are immune to the charmed and frightened conditions and can't be destroyed by Turn Undead or similar features.
- Undead creatures onboard the ship or on another ship within 300 feet of the flag have advantage on Constitution saving throws.
- Whenever a humanoid creature dies onboard the ship or on another ship within 300 feet of the flag, it returns to life as a ghast serving the ship flying the *Leechdepth's Flag*.

### Mr. Mascaro's Marvelous Plank

*Wondrous item, rare (requires attunement)*

*Crafted from weathered oak, this plank's surface is imbued with shimmering blue and green hues, resembling the rippling waves of the ocean. Intricate carvings of mystical sea creatures, from mermaids to krakens, adorn its edges, seemingly brought to life by the magic that permeates the plank.*

The plank is 3 feet wide and 10 feet long and comes in a leather holster that you can place on your back. While the plank is on the ground and you have one foot touching it, you can speak one of its command words to unleash a magical effect from among the following:

- **Bravery.** The plank elongates up to 50 feet or until it reaches another surface. If it reaches another surface, it roots itself at both ends, forming a temporary yet unbreakable bridge. A creature can attempt to uproot the plank by making a DC 18 Strength (Athletics) check. You can uproot the plank without requiring an ability check. If uprooted, the plank shrinks to its normal size and teleports inside the holster.
- **Cowardice.** The plank becomes slippery and dangerous for the next minute. Any creature other than you that steps on the plank must succeed on a DC 18 Dexterity saving throw or fall prone and slip off the nearest end of the plank.





## Saint Sororo's Holy Flag

*Wondrous item, very rare*

*Saint Sororo's Holy Flag is a breathtaking sight, embodying purity and righteousness. Crafted from shimmering gold and pristine white fabric, the flag's center is adorned with a prominent, golden symbol of an angelic figure, spreading its wings in a protective embrace over a ship sailing on calm waters. Surrounding the angelic motif are delicate filigree patterns in gold and black, exuding an aura of divine grace under pressure.*

If this magical flag is raised on a ship's mast, any creature within 5 feet of the mast the flag is attached to can use an action to activate the flag's magic. When the flag is activated, undead creatures of CR 5 or lower that are on the ship are instantly destroyed. For the next 10 minutes, the ship gains the following benefits:

- All water within 60 feet of the ship becomes holy water for the duration.
- Shapeshifters are changed back to their original form and cannot shapeshift while on the ship or within 60 feet of it.
- Before an undead creature boards the ship, it must succeed on a DC 16 Wisdom saving throw. On a failure, the creature is pushed back 10 feet from the ship and becomes frightened of it for the next minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- Undead creatures of CR 6 or greater that were on the ship when the flag is activated are vulnerable to radiant damage while on the ship.

## Sanguine Fang

*Weapon (rapier or scimitar), rare (requires attunement)*

*Forged from dark steel, the blade has an edge honed to perfection, etched with intricate red markings that seem to writhe like coagulating blood. Embedded in its hilt is a crimson gem with gleaming swirls that radiate an otherworldly glow.*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, when a creature attunes to this weapon for the first time, roll 2d6. One die determines a **beneficial vampiric property** and the other die determines a **detrimental vampiric property** the blade has while that creature is attuned to it. Unattuning and reattuning doesn't change these properties for this creature.

## Beneficial Vampiric Properties

- **Bloodthirst.** When you roll a 20 on your attack roll with this weapon, you regain hit points equal to the damage dealt.
- **Mistborn.** When you hit a creature with an attack with this weapon on your turn, you gain the benefits of the Disengage action.
- **Bat King.** As an action, you can summon a familiar in the form of a bat, as per the *find familiar* spell. After 10 minutes, the bat turns to smoke and disappears. Once this property of the weapon has been used, it can't be used again until the next dawn.

## Detrimental Vampiric Properties

- **Hemophilia.** Whenever you take piercing or slashing damage, you have disadvantage on ability checks and attack rolls until the end of your next turn.
- **Sunscorched.** You have vulnerability to radiant damage.
- **Landdweller.** If you start your turn submerged in water, you take necrotic damage equal to your level. This damage cannot be reduced or prevented in any way.







### **Seacaller's Concertina**

*Wondrous item, very rare (requires attunement)*

*This magical concertina is an instrument that captivates all who behold it. Crafted from shimmering silver and adorned with intricate engravings of swirling waves and mystical creatures, it exudes a treasure-like aura all pirates seek.*

This item has 8 charges and regains 1d6 + 2 charges daily at dawn.

**Awakening Shanty.** As a reaction when you or a creature you can see must make a saving throw against the charmed or frightened condition, you can expend 1 or more charges to choose a number of creatures you can see (including yourself) equal to the number of charges expended. Each chosen creature has advantage on any saving throws against the charmed and frightened conditions until the end of your next turn.

**Born of Waves.** As an action, you can expend 1 charge to grant a creature you can see within 30 feet of you the following benefits for 1 hour:

- It gains a swimming speed equal to its walking speed.
- It has the ability to breathe air and water.

**Ocean's Call.** As an action, you can expend 3 charges to summon a beast or monstrosity of CR 5 or lower that has a swimming speed to fight by your side for 1 hour. The creature appears in an unoccupied space you choose within 30 feet of you. In combat, the creature shares your initiative, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. You must have seen such a creature at least once to summon it. Once the hour ends, the creature reaches 0 hit points, or you lose consciousness, the creature turns into seafoam.

**Curse.** This concertina is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the concertina, keeping it within reach at all times. While cursed in this way, you don't regain Hit Dice upon finishing a long rest. Whenever you expend a charge from this item, you must also expend a Hit Die. If expending Hit Dice in this way brings you to 0 Hit Dice, your soul is shattered, and you begin transforming into a mermaid. You must seek out the nearest sea or ocean and jump into it, stopping at nothing along the way. Upon reaching the water, you transform into a mermaid. You cannot be returned to your normal form by any means short of a *wish* spell or items that specify otherwise.





## Swashbuckler's Boarding Sword

Weapon (scimitar), rare (requires attunement)

*The sword's handle is wrapped in pieces of rope that magically never cause rope burn, but hang off majestically.*

While attuned to this weapon, you gain the following benefits:

- Your jump distance is doubled.
- You can hold this weapon in your mouth while swinging from a rope, climbing, jumping, or swimming, freeing both your hands. If you wish to make an attack, you must still use your hands. Moving this weapon from your mouth to your hands and vice versa does not require an action.
- When you swing using a rope or make a long jump over a crevice or body of water, attacks you make with this weapon deal an extra 1d8 piercing damage until the end of your turn.

## Swordfish Sword

Weapon (any sword), rare (requires attunement)

*Crafted from a shimmering alloy of mithril and enchanted with an iridescent blue glow, the swordfish sword showcases a uniquely curved blade resembling the distinctive snout of a swordfish. Its hilt, adorned with scale-like patterns, provides a comfortable and secure grip.*

You have a +1 bonus to attack and damage rolls made with this magic weapon, and you have a swimming speed of 20 feet.

Additionally, you can use an action to tap into the sword's magic, transforming yourself into a swordfish for 1 hour. While transformed, your size becomes Small, and you keep your ability scores, proficiencies, and known languages. You have a swimming speed of 40 feet, can only breath underwater, and cannot speak or use items, but you can still attack with the sword and benefit from and use class features such as Extra Attack, Sneak Attack, and Action Surge. If you reach 0 hit points, are incapacitated, or choose to end the transformation early, you return to your normal form. Once this property of the weapon has been used, it can't be used again until the next dawn.





## Sword of Storms

Weapon (any sword), very rare (requires attunement)

*An expertly crafted blade that always slightly crackles with lightning, though this can be contained to its sheathe. It can conjure lightning and be used to wield it.*

You have a +1 bonus to attack and damage rolls made with this magic weapon. You can also sense any incoming storm a full day before it arrives. Additionally, this sword has 6 charges and regains  $1d4 + 2$  charges daily at dawn.

When you make an attack roll with this sword, you can expend 1 charge to extend the attack's reach to 60 feet, as lightning shoots out to strike your target. On a hit, this attack deals lightning damage instead of its normal damage type. A flying or falling creature hit by this attack takes an extra  $2d6$  lightning damage.

As an action while you are holding this sword, you can expend 5 charges to cast the *lightning bolt* spell (save DC 16).

## Sword of Geysers

Weapon (any sword), rare (requires attunement)

*A majestic sword with a fluid design, constantly forming steam from the top of its blade.*

You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this sword has 6 charges and regains  $1d4 + 2$  charges daily at dawn.

As a bonus action, or as part of an attack when you hit with this weapon, you can expend 1 charge to conjure a geyser at a point on the ground within 15 feet of you. Whenever a geyser is created below a creature, it must make a DC 15 Dexterity saving throw (it can choose to fail). On a failure, the creature is pushed 30 feet in the air, before falling back down and taking falling damage as normal. On a success, the creature dodges the geyser and isn't pushed. You can't conjure more than one geyser per turn.







## Clearcoral Dagger

Weapon (dagger), rare (requires attunement)

*This blade gleams with a swirling, iridescent pattern that shifts between shades of deep ocean blue and shimmering turquoise. The hilt is wrapped in supple leather reminiscent of seaweed, providing a comfortable grip even in wet conditions. When wielded, the dagger seems to hum with the energy of the sea, and its touch carries a faint, salty breeze.*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a beast or undead with a swimming speed with it, that creature takes an extra 1d4 radiant damage.

You can use an action to make the dagger's blade glow with bright, cleansing energy, casting *purify food and drink*. Once this property of the dagger has been used, it can't be used again until the next dawn.



## Bottle of Speckled Sands

Wondrous item, uncommon

*A delicate glass vessel, its sides adorned with intricate ancient symbols. Within rests a mesmerizing collection of bioluminescent sand, like stardust trapped from the depths of the sea. When the bottle is uncorked, the sands spill forth in a gentle cascade, emitting a soft, ethereal glow that bathes the surroundings in a soothing radiance.*

This bottle has 3 charges and regains 1d4 - 1 expended charges daily at dawn.

**Spells.** While holding the bottle, you can use an action to expend some of its charges to cast one of the following spells: *daylight* (3 charges) or *dancing lights* (1 charge). Spells cast in this way don't require concentration.

**Light in Darkness.** While holding the bottle, if you start your turn in magical darkness, you can expend 1 charge to gain the ability to see normally in darkness, both magical and nonmagical, to a distance of 60 feet. This effect lasts until the start of your next turn.

## Leechdepth Leathers

Armor (any light), rare (requires attunement)

*These weathered sailor's garments bear the undeniable marks of a tumultuous journey across unforgiving seas. Their worn leather, once a deep shade of mahogany, is now marred by the somber stains of dried blood, a grim testament to the fierce battles fought and the sacrifices made.*

This armor has 6 charges, and it regains 1d4 + 2 expended charges daily at dawn. You can use the charges in the following ways while wearing it:

- **Blood Shield.** Immediately after taking damage or teleporting any distance, you can expend 1 charge as a reaction to gain 1d10 temporary hit points, as the Leechdepth shields you in blood.
- **Leechdepth Step.** As a bonus action, you can expend 2 charges to teleport up to 60 feet to an unoccupied space that you can see.
- **Vampirism.** When you make an attack, but before seeing the roll, you can expend 3 charges to make the attack vampiric (no action required). On a hit, you regain hit points equal to half the damage dealt.



## Leecher's Vial

*Wondrous item, very rare (requires attunement)*

*This dark glass vial, filled with murky blood that is intertwined with bits of a green, acidic liquid, has an unremovable cork in the shape of a snake's head. When the vial's magic takes effect, the snake's mouth opens to let out the liquid inside.*

While attuned to the vial, you can create evil creatures to serve alongside you from your very blood. If you've regained hit points since the start of your last turn, you can use a bonus action to take 2d6 poison damage, which can't be reduced in any way, as the vial drains your blood and mixes it with the venom inside, summoning a **ghoul** at an unoccupied space you can see within 30 feet of you.

The ghoul is an ally to you and your companions. In combat, the ghoul shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. After 1 hour, the ghoul turns to dust and is destroyed.

This property of the vial can be used twice, regaining all expended uses daily at dawn.

## Summoner's Shirt

*Wondrous item, rare (requires attunement)*

*This light brown shirt with green nature motifs outlines the plethora of beasts and monstrosities that reside within the world. When its magic is activated, the green stitching rearranges to outline the summoned creature.*

While wearing this shirt, whenever you summon or create one or more creatures, you gain temporary hit points equal to 1d10 + twice the challenge rating of the creature with the highest CR (minimum of 1).







## Sanguine Bond Sash

*Wondrous item, very rare (requires attunement)*

*Woven from deep crimson silk and adorned with intricate gold embroidery, this sash drapes gracefully across the wearer's torso. When the sash's curse is activated, the sash begins slowly bleeding.*

While attuned this sash, you can use a bonus action to curse a creature you can see within 30 feet of you. The target must succeed on a DC 15 Charisma saving throw or become cursed for 1 minute. While the target is cursed in this way, when you regain hit points, the target takes necrotic damage equal to the number of hit points you regained. The cursed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the sash has been used, it can't be used again until the next dawn.

## Aethertooth Dagger

*Weapon (dagger), rare (requires attunement)*

*This small and sinister weapon is crafted from the ashen fang of a vampire. Despite its diminutive size, the dagger exudes an otherworldly aura, possessing a translucent edge that seems to shimmer with an uncanny, ethereal energy.*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, when you roll a 20 on your attack roll with this dagger, you can substitute your turn in the initiative order with the target's. This property of the dagger can't be used again until the next dawn.

## Gnossan's Golden Armor

*Armor (breastplate), very rare (requires attunement)*

*Glistening with opulence, this golden breastplate is a masterwork of artistry and craftsmanship. Its surface is a radiant expanse of finely wrought gold, polished to a mirror-like shine that reflects the surrounding light with a mesmerizing brilliance. Elaborate filigree dances across its surface, weaving intricate patterns of swirling vines, regal crests, and celestial motifs.*

While wearing this armor, you gain a +1 bonus to AC while you have 1,000 or more gp on your person. This bonus increases to +2 while you have 5,000 or more gp on your person, and to +3 while you have 10,000 or more gp. While you have 20,000 or more gp on your person, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

## Blade of Retreats

*Weapon (any sword), rare (requires attunement)*

*This pristine curved blade has its handle wrapped in a small spell scroll, glowing brightly at all times.*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, when you miss an attack with this weapon, you can use your reaction to teleport to any unoccupied space you can see within 30 feet of you. You can't teleport to a point that would bring you within 10 feet of a hostile creature. This property of the weapon can be used twice, regaining all expended uses daily at dawn.

## Frozen Shard

*Wondrous item, rare (requires attunement by a spellcaster)*

*The permanently frozen shard, inside which swirls a fragment of Leechdepth essence, glows with a turquoise color. It can be attached to pieces of string and carried around the waist or neck, or even affixed to a staff.*

While this shard is on your person, it has the following properties:

- Whenever you cast a spell of 3rd level or higher, you gain temporary hit points equal to your proficiency bonus.
- Whenever you cast a spell of 1st level or higher that deals cold or necrotic damage, you regain hit points equal to your proficiency bonus.







## The Freshest Mint Tin

*Wondrous item, rare*

The exterior of this mint tin is adorned with intricate frost patterns etched into the silvery metal, reminiscent of delicate ice crystals formed under the pale glow of a winter moon. When the lid is opened, a rush of frigid air escapes, carrying with it the sweet aroma of peppermint and a hint of something more mysterious. Nestled within is a collection of perfectly formed mints, each glistening with a frosty sheen. When placed upon the tongue, these delectable confections unleash a refreshing burst of cold, awakening the senses.

This mint tin has  $1d4 + 2$  magic mints within it. If a mint is removed from the tin, that mint loses its magical potency after 1 minute. As a bonus action, a creature can consume one of the mints, gaining the following benefits for one minute:

- Its speed is increased by 15 feet.
- It has resistance to cold damage.
- If the creature uses the Attack action, until the end of its turn, it can take the Dash or Disengage action as a bonus action.

## Necklace of Chocolate Rivers

*Wondrous item, very rare (requires attunement)*

Suspended within a crystal-clear sphere, a mesmerizing river of rich, velvety chocolate flows endlessly, its surface glistening like a starlit night.

While wearing this necklace, you gain a +1 bonus to AC, and you are immune to poison damage. When you would take poison damage, your speed is doubled until the end of your next turn, and you can use the Dash or Disengage actions as a bonus action.

In addition, you can stand on and walk across molten chocolate as if it were solid ground.







# MONSTERS





# LEECHDEPTH BLOATER

**Restless Dead.** The fate of a soul that dies at sea is harsh. The fate of the body is much worse, as all those who drown will one day return as bloaters, the undead slaves of the Leechdepth. Filled with water and putrefying insides, bloaters are found wherever a ship is sunk, making sure many more will join it.



## Leechdepth Bloater

*Large undead, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	7 (-2)

**Damage Resistances** cold

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 4 (1,100 XP)

**Undead Fortitude.** If damage reduces the bloater to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloater drops to 1 hit point instead.

**Bloated Constitution.** When the bloater dies or makes a successful Constitution saving throw, it explodes with bloated bile in a 10-foot radius sphere centered on itself. Each non-undead creature within range must make a DC 13 Constitution saving throw. On a failure, a creature takes 7 (2d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. On a success, a creature takes half as much damage and suffers no additional effect.

**Moldwater Stench.** Any creature that starts its turn within 10 feet of the bloater must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. If the creature is submerged, it makes this saving throw at disadvantage. On a successful saving throw, the creature is immune to the bloater's stench for 24 hours.

## Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage.

**Intestine Barf (Recharge 6).** Each non-undead creature within a 10-foot cone in front of the bloater must make a DC 13 Constitution saving throw, taking 13 (3d8) damage on a failed save, or half as much damage on a successful one. If a poisoned creature fails the saving throw, it becomes incapacitated until the end of its next turn.





# MERMAID

**Daughters of the Sea.** Created from arcane and sea-foam, mermaids are manifestations of mysteries only seasoned sailors know the answers to. They strive to better understand humanity, but resort to trickery and violence to achieve their goal—they are after all, born devoid of empathy. Anything belonging to humans, be it their body or trinkets, grants them further knowledge of the surface.

Who cares how it's acquired?

## Mermaid

*Medium Monstrosity, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 5 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	13 (+1)	19 (+4)

**Skills** Deception +6, Performance +6, Persuasion +6

**Damage Resistances** cold

**Condition Immunities** charmed, prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common, Elvish

**Challenge** 3 (700 XP)

**Amphibious.** The Mermaid can breathe air and water.

**Conditional Telepathy.** While underwater, the mermaid can communicate telepathically with other beasts, humanoids, and monstrosities within 120 feet of it.

## Actions

**Multiattack.** The mermaid makes two attacks: one with its claws and one with its kiss.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Kiss.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage. If the creature is charmed by the mermaid, it loses all air and begins choking. Once the charm is broken, the creature begins breathing again.

**Mermaid's Song.** The mermaid sings a magical melody. Every humanoid and giant within 300 feet of the mermaid that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The mermaid must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the mermaid is incapacitated.

While charmed by the mermaid, a target falls in love with the mermaid and must use its action on its turns to attack any creatures that it sees attack the mermaid. If the charmed target is more than 5 feet away from the mermaid, the target must move on its turn toward the mermaid by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as shark-infested waters, and whenever it takes damage from a source other than the mermaid, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this mermaid's song for the next 24 hours.

## Reactions

**Incredible Beauty.** When a creature targets the mermaid with a melee attack, the mermaid can use its beauty to distract the creature. The creature must make a DC 14 Wisdom saving throw. On a failure, it must choose a new target for the attack or lose the attack.



## Maddened Thrasher

*Large monstrosity, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 5 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	5 (-3)

**Saving Throws** Str +8

**Skills** Athletics +8, Perception +3

**Damage Resistances** cold

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

**Hold Breath.** The thrasher can hold its breath for 1 hour.

**Rampage.** When the thrasher reduces a creature to 0 hit points with a melee attack on its turn, the thrasher can take a bonus action to move up to half its speed and make a tentacle attack.

**Thrash & Bash.** Whenever the thrasher moves at least half of its speed, each creature it is grappling must make a DC 16 Constitution saving throw. On a failed save, the creature becomes stunned until the end of its next turn.

**Underwater Camouflage.** The thrasher has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The thrasher can breathe only underwater.

### Actions

**Multiattack.** The thrasher makes four grasp attacks or two tentacle attacks.

**Grasp.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: The target is grappled (escape DC 16). Until the grapple ends, the target is restrained.

**Maddened Thrash (Recharge 5-6).** The thrasher whips its tentacles in a 30-foot radius around it. Each creature must succeed on a DC 16 Dexterity saving throw or take 13 (3d8) bludgeoning damage and become grappled by a tentacle (escape DC 16). The thrasher has eight tentacles, each of which can grapple one target.

**Tentacle.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained.



## MADDENED THRASHER

**Insanity Incarnate.** Down below, where the darkness knows no bounds, creatures must find the light within themselves. Maddened thrashers are twisted, monstrous depthfolks, whose minds could not comprehend their dark existence. Sprouting eldritch tentacles they lash out at any creature within their reach.



## Mermaid Tideshapter

*Medium celestial, true neutral*

**Armor Class** 17 (seashell armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 5 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	6 (-2)	20 (+5)	16 (+3)

**Saving Throws** Wis +8

**Skills** Performance +6, Religion +1

**Damage Resistances** cold

**Condition Immunities** charmed, prone

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Aquan, Common, Elvish

**Challenge** 5 (1,800 XP)

**Amphibious.** The tideshaper can breathe air and water.

**Conditional Telepathy.** While underwater, the tideshaper can communicate telepathically with other beasts, humanoids, and monstrosities within 120 feet of it.

**Tide Retort.** Whenever a creature damages the mermaid tideshaper or a creature that has temporary hit points granted to it by the tideshaper with a melee attack, the attacker takes 5 (1d10) cold damage.

### Actions

**Multiattack.** The tideshaper makes two attacks with its claws or uses two different tides.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

**Frozen Tides.** The tideshaper splashes freezing water onto a creature other than itself within 30 feet of it. The creature must succeed on a DC 16 Constitution saving throw or take 9 (2d8) cold damage and have its speed reduced to 0 until the start of the tideshaper's next turn.

**Guiding Tides.** The tideshaper splashes guiding water onto a creature other than itself within 30 feet of it. The creature has its speed increased by 10 feet and can add 1d8 to the next ability check or attack roll it makes until the start of the tideshaper's next turn.

**Healing Tides.** The tideshaper splashes healing water onto a creature other than itself within 30 feet of it. The creature regains 13 (3d8) hit points.

**Murky Tides.** The tideshaper splashes murky water onto a creature other than itself within 30 feet of it. The creature becomes invisible until the start of the tideshaper's next turn.

### Bonus Actions

**Shielding Waters (Recharge 6).** The tideshaper surrounds itself and another creature within 30 feet of it with a freezing bubble of water, granting each creature 11 (2d10) temporary hit points.

### Reactions

**Shifting Tides.** When a creature within 15 feet of the tideshaper becomes the target of a melee attack, the tideshaper can redirect the attack to itself.

# MERMAID TIDESHAPER

**Old Knowledge.** Highly respected within mermaid societies, tideshapers have defeated their curiosity and replaced it with devotion to the seas, granting them the ability to shape the waters as they see fit, defending both themselves and their allies, mermaid or otherwise.





Traditionally, sugaris are kindly, albeit mischievous creatures. Some, however, become corrupted by bacteria, and the dark influence of the Leechdepth. These are killer candy, the scourge of Candy Island, who destroy all humanoids who've spent too much time munching on the resources of their home.

# MINTY KILLERCANES

The quick, fresh minties bring about doom from the dark, their freshness restraining the targets for long enough to land a few quick and deadly strikes. Then, they retreat back to the darkness of the candy cane forests, where they hide in plain sight.



## Minty Killercane

Medium monstrosity (corrupted sugari), neutral evil

**Armor Class** 15(natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	2 (-4)	15 (+2)	7 (-2)

**Saving Throws** Dex +6

**Skills** Acrobatics +6, Stealth +6

**Damage Resistances** necrotic, poison

**Condition Immunities** exhaustion

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Common

**Challenge** 5 (1,800 XP)

**Devourable.** Any humanoid creature can spend 1 minute eating the killercane's corpse to regain 13 (3d8) hit points.

**Icy Lunge.** If the killercane moves at least 15 feet straight toward a target and then hits it with a candycane attack on the same turn, the target takes an extra 3 (1d6) cold damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, its movement speed is reduced to 0 until the end of its next turn.

**Minty Ambush.** When the killercane makes an attack against a creature that hasn't taken a turn in the combat yet, it deals an extra 3 (1d6) cold damage on a hit.

**Sugar Rush (Recharges after a Long Rest).** When the killercane is brought below half of its maximum hit points, it enters a sugar rush for the next minute. While in a sugar rush, the killercane's speed is doubled, and it can make one candycane attack as a bonus action.

## Actions

**Multiattack.** The killercane makes two attacks.

**Candycane.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Cold Mint Breath (Recharge 6).** The killercane lets out a breath of minty cold energy. Each creature in a 10-foot cone in front of the killercane must make a DC 14 Constitution saving throw, taking 10 (3d6) cold damage and being restrained until the end of its next turn on a failed save, or taking half as much damage and not being restrained on a successful one.

## Bonus Action

**Cunning Action.** The killercane takes the Dash, Disengage, or Hide action.



# Deathshrieker Bat

*Large undead, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 65 (10d10 + 10)

**Speed** 5 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	6 (-2)	14 (+2)	4 (-3)

**Saving Throws** Dex +7

**Damage Resistances** necrotic, poison

**Condition Immunities** blinded

**Senses** blindsight 120 ft., passive Perception 12

**Languages** understands Deep Speech but can't speak it

**Challenge** 6 (2,300 XP)

**Carrier.** The bat counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. The bat's flying speed isn't reduced by carrying a grappled creature.

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Night Terror.** When the bat damages a creature for the second time on the same turn, the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened of the bat until the end of its next turn.

**Regeneration.** The bat regains 10 hit points at the start of its turn if it has at least 1 hit point. If the bat takes radiant damage, this trait doesn't function at the start of the bat's next turn. The bat dies only if it starts its turn with 0 hit points and doesn't regenerate.

## Actions

**Multiattack.** The bat makes one bite and one claw attack or two shock attacks.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing and 5 (1d10) necrotic damage. The bat regains hit points equal to the necrotic damage dealt.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature, it is grappled (escape DC 14).

**Shock.** Ranged Weapon Attack: +7 to hit, range 60/180 ft., one target. Hit: 13 (2d8 + 4) thunder damage.

**Deathshriek (Recharge 5-6).** The bat lets out a shriek in a line that is 100 feet long and 10 feet wide. Each creature in the line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 9 (2d8) necrotic and 9 (2d8) thunder damage and is deafened for 1 minute. On a successful save, it takes half as much damage and isn't deafened. A deafened creature can repeat the Constitution saving throw at the end of each of its turns, ending the effect on a successful save.

## Bonus Actions

**Lift.** The bat grapples a willing creature.





## Living Coralreef

*Large elemental, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 85 (9d10 + 36)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	5 (-3)

**Damage Vulnerabilities** fire

**Damage Resistances** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed

**Senses** blindsight 60 ft., passive Perception 10

**Languages** Deep Speech, Primordial

**Challenge** 6 (2,300 XP)

**Amphibious.** The coralreef can breathe air and water.

**Immutable Form.** The coralreef is immune to any spell or effect that would alter its form.

**Magic Weapons.** The coralreef's weapon attacks are magical.

**Reef Mucus.** Whenever a creature hits the coralreef with a melee attack, it must succeed on a DC 15 Dexterity saving throw or become stuck to the mucus. The object or body part with which the creature struck becomes unusable until it uses an action to repeat the saving throw, freeing the object or body part on a success.

**Regeneration.** The coralreef regains 5 hit points at the start of its turn if it has at least 1 hit point and starts its turn within water. If the coralreef takes necrotic or fire damage, this trait doesn't function at the start of the coralreef's next turn.

**Symbiotic Relationship.** Whenever a beast or monstrosity with a swimming speed starts its turn within 10 feet of the coralreef, it also benefits from its regeneration trait.

### Actions

**Multiattack.** The coralreef makes two attacks.

**Coral Spike.** *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

**Calcifying Touch (Recharge 6).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage and the creature's skin quickly calcifies. It becomes diseased. While diseased in this way, it is restrained and must make a DC 15 Constitution saving throw at the start of its next turn. On a failure, the disease ends and the creature is petrified until freed by the greater restoration spell or other magic. On a success, the disease ends.

## LIVING CORALREEF

**Ancient Defenders.** As the magic of the Leechdepth took hold, the seas retorted. Living Coralreefs act as the sea's immune system, cleansing waters of any threats and calcifying intruders they deem harmful to the surrounding flora and fauna.





# BLOODMIST CHANNELER

Originally worshipers of the storm, bloodmist channelers are vampires who can control the mist and lightning in unthinkable ways, bringing about sickness and death from but mist and fog. They are the trained mages of the Leechdepth, turning the weather into a reflection of the evil blood draining deity.



## Bloodmist Channeler

*Medium undead, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft., fly 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	11 (+0)	10 (+0)	19 (+4)

**Saving Throws** Dex +7, Wis +3, Cha +7

**Skills** Arcana +3, Nature +3, Perception +3, Religion +3

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 7 (2,900 XP)

**Blood Compass.** The channeler knows the exact location of each creature it has damaged within the last hour and each creature within its Bloodmist Cloud.

**Spider Climb.** The channeler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** The channeler has the following flaws:

**Forbiddance.** The channeler can't enter a residence without an invitation from one of the occupants.

**Stake to the Heart.** The channeler is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Hypersensitivity.** The channeler 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 channeler makes two attacks, only one of which can be a bite attack.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the channeler, incapacitated, or restrained. Hit: 7 (1d6 + 4) 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 channeler 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.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 9 (2d4 + 4) slashing damage.

**Poisonblood Bolt.** Ranged Spell Attack: +7 to hit, range 60 ft., one target. Hit: 13 (2d8 + 4) necrotic damage and 9 (2d8) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Spellcasting.** The channeler casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

*At will:* bane, chill touch (2d8), fog cloud

*2/day each:* tormenting claws\*, vampiric boarding mist\*, vampiric touch

*1/day:* cloudkill

*\*See Dread Tides*

**Sanguine Storm (Recharge 5-6).** The channeler calls upon the sky to bring down sanguine lightning. Each creature of its choice within 500 feet of it must make a Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one. One undead creature of the channeler's choice that it can see regains hit points equal to the damage dealt to creatures who failed the saving throw.

**Bloodmist Cloud (1/Day).** The channeler creates an obscuring 30-foot-radius cloud of bloodmist at a point it can see within 120 feet, which lasts for 1 minute or until it loses concentration (as if it was concentrating on a spell). While within the cloud, each undead creature of the channeler's choice regains 5 hit points at the start of each of its turns. The area is heavily obscured for all non-undead creatures.

## Bonus Action

**Bloodport.** The channeler teleports to an unoccupied space within 5 feet of a corpse with blood that it can see within 120 feet of it.

Patreon | MonkeyDM





# ACIDIC THRASHER

**Dwelling in Corruption.** Born within infested waters, acidic thrashers have had their bodily chemistry altered to better suit their surroundings and the many threats of the waters. Their caustic insides, paired with their ability to make clouds of acidic ink, makes them one of the most feared monsters of the depths—for both sailors and sea creatures.

## Acidic Thrasher

*Huge monstrosity, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	8 (-1)	10 (+0)	5 (-3)

**Saving Throws** Str +9

**Skills** Perception +3

**Damage Resistances** cold

**Damage Immunities** acid

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 8 (3,900 XP)

**Cloud Control.** The thrasher has advantage on all attacks it makes while within its acidic ink cloud.

**Hold Breath.** The thrasher can hold its breath for 1 hour.

**Regenerative Acid.** If the thrasher starts its turn within its acidic ink cloud, it regains 5 hit points.

**Underwater Camouflage.** The thrasher has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The thrasher can breathe only underwater.

## Actions

**Multiattack.** The thrasher makes two attacks.

**Tentacle.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained.

**Acidic Ink Cloud (Recharge 6).** A 30-foot-radius cloud of ink extends all around the thrasher if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw save, taking 12 (5d4) acid damage on a failed save or half as much damage on a successful one.



## Fudge Giant

*Huge monstrosity (corrupted sugari), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 161 (17d12 + 51)

**Speed** 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	2 (-4)	16 (+3)	7 (-2)

**Saving Throws** Str +7

**Skills** Athletics +7

**Damage Resistances** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Common

**Challenge** 8 (3,900 XP)

**Amorphous.** The giant can move through a space as narrow as 1 inch wide without squeezing.

**Devourable.** Any humanoid creature can spend 1 minute eating the giant's corpse to regain 22 (5d8) hit points.

**Fudgy Body.** Whenever a creature touches the giant or hits it with a melee weapon attack, it must succeed on a DC 15 Strength saving throw or become grappled (escape DC 15).

**Regeneration.** The giant regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Sugar Rush (Recharges after a Long Rest).** When the giant is brought below half of its maximum hit points, it enters a sugar rush for the next minute. While in a sugar rush, the giant's speed is doubled, and it can make one fudge slam attack as a bonus action.

**Too Much Sugar.** When the giant would reduce a creature's speed but the creature's speed is already 0, the creature takes 4 (1d8) necrotic damage.

### Actions

**Multiattack.** The giant makes two attacks.

**Fudge Slam.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage. If the target is a creature, its speed is halved.

**Fudge Ball.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a creature, its speed is reduced by 5 feet.

**Fudge Geysers (Recharge 6).** The giant creates up to three 10-foot-radius, 50-foot-high geysers of hot fudge at points it can see within 30 feet of it. Each non-sugari creature within a geyser must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) bludgeoning damage and be slowed until the end of the giant's next turn.

While slowed, the creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

*Traditionally, sugaris are kindly, albeit mischievous creatures. Some, however, become corrupted by bacteria, and the dark influence of the Leechdepth. These are killer candy, the scourge of Candy Island, who destroy all humanoids who've spent too much time munching on the resources of their home.*

## FUDGE GIANTS

Built from mountains of chocolate fudge, the fudge giants are the wardens of chocolate gates, blocking passages, slowing down escapes, and beating down those who dare fight them head-on.





## Geyser Gusher

Large elemental, neutral

**Armor Class** 16 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws** Str +8

**Damage Resistances** acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Aquan

**Challenge** 9 (5,000 XP)

**Geyser Form.** The gusher can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it ends its turn within a creature's space, the creature must succeed on a DC 16 Constitution saving throw or begin to suffocate.

**Displacing Force.** Non-elemental creatures within 15 feet of the gusher have their swimming speed halved.

## Actions

**Multiattack.** The gusher makes two geyser attacks.

**Geyser.** Melee or Ranged Weapon Attack: +8 to hit, reach 15 ft. or range 30/60 ft., one target. Hit: 22 (4d8 + 4) force damage. If the creature is Large or smaller, it is pushed back 30 feet if this was a melee attack and 15 feet if this was a ranged attack.

**Geysering Whelm (Recharge 4-6).** Each creature in the gusher's space must make a DC 16 Strength saving throw. On a failure, a target takes 36 (8d8) bludgeoning damage. If it is Large or smaller, it is also pushed up to 30 feet in any direction of the gusher's choice and begins to suffocate as water pours into its lungs. If the saving throw is successful, the target is pushed out of the gusher's space.

## Reactions

**Steam Shield (3/Day).** As a reaction to being targeted by an attack or a spell, the gusher gains resistance to fire and cold damage and becomes heavily obscured. If the spell requires the gusher to be seen by the caster, the action is used and the spell fails, but the spell slot is not expended.

# GEYSER GUSHER

**Under Pressure.** Water elementals that spend enough time of the bottom of the sea can have their bodies strengthened by the pressure, thus becoming geyser gushers—dynamic displacers of great power, who can push around any threats that dare enter their domain.





# LEECHDEPTH ABOMINATION

**Unspeakable Horror.** Leechdepth abominations are the most disgusting forces one can find on the Seas of Blood. Resembling both a shipwreck and a bloated corpse, they lumber forth and shoot their cannons until reaching their targets. Upon coming face-to-face with their prey, they slash, slam, and devour it, leaving no trace behind them.

**Perfect Thrall.** Just like their less feared brethren, the Leechdepth bloaters, abominations make up the mindless mass of a Leechdepth's army, pushing through pain to reach enemy lines and stopping at nothing to break their ranks.



## Leechdepth Abomination

*Large undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 115 (11d10 + 55)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	3 (-4)	8 (-1)	5 (-3)

**Saving Throws** Str +8, Con +9

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 9 (5,000 XP)

**Frightening Appearance.** When a creature is damaged twice by the abomination on the same turn, it must succeed on a DC 16 Wisdom saving throw or become frightened of the abomination for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Moldwater Stench.** Any creature that starts its turn within 10 feet of the abomination must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. If the creature is submerged, it makes this saving throw at disadvantage. On a successful saving throw, the creature is immune to the abomination's stench for 24 hours.

**Undead Fortitude.** If damage reduces the abomination to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the abomination drops to 1 hit point instead.

## Actions

**Multiattack.** The abomination makes three attacks.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage and the creature is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the abomination can't use its claw on another target.

**Cannonball.** *Ranged Weapon Attack:* +8 to hit, range 120/300 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage. This attack deals double damage to objects and structures.

**Cannon Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Devouring Maw (Recharge 5-6).** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage and 7 (2d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



# Ogre Maneater

*Large giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	6 (-2)	11 (+0)	9 (-1)

**Saving Throws** Str +10, Con +8

**Skills** Athletics +14, Intimidation +3

**Damage Resistances** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 9 (5,000 XP)

**Buffet.** When the maneater hits a creature with a slam attack, it finds and eats 3 days worth of rations on that creature's person as part of the attack.

**Cannibal Taste.** The maneater has advantage on Wisdom (Perception) and Wisdom (Survival) checks to smell and track humanoids and giants.

**Heavy Set.** The maneater is immune to spells and abilities that would move it against its will.

**Hunger & Anger.** When a creature the maneater can see regains hit points, the maneater's walking speed is increased by 20 feet and it becomes resistant to all damage until the end of its next turn.

**Raider's Aura.** The maneater and each allied creature within 15 feet of it have advantage on attack rolls against any creature that doesn't have all its hit points.

**Rampant Hunger.** When the maneater hits a creature with a slam attack, it can deal an extra 9 (2d8) bludgeoning damage. If it does, its AC is reduced by 4 (1d8) until the start of its next turn.

**Siege Monster.** The maneater deals double damage to objects and structures.

## Actions

**Multiattack.** The maneater makes two slam attacks or one cannon attack. It can replace one slam attack with a devour attack.

**Slam.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18).

**Cannon.** Ranged Weapon Attack: +10 to hit, range 60/320 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage and the target is pushed 10 feet away from the maneater.

**Devour.** Melee Weapon Attack: +10 to hit, reach 5 ft., one grappled Medium or smaller creature. Hit: 22 (3d10 + 6) piercing damage and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the maneater, and it takes 16 (3d10) acid damage at the start of each of the maneater's turns. The maneater regains hit points equal to the damage dealt.

If the maneater takes 15 damage or more on a single turn from a creature inside it, the maneater must succeed on a DC 15 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 maneater. If the maneater dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

## Reactions

**Envious Hunger.** When a creature within 5 feet of the maneater regains hit points, it can use its reaction to make a slam attack against that creature.

# OGRE MANEATER

**Twisted Eaters.** Once mere ogres like any other, ogre maneaters had their minds and bodies twisted by the Leechdepth. Now, their bottomless bellies are all they can think of, overwhelmed by hunger and gluttony. Their every moment is spent yearning for more food. And anything can be food.





# VAMPIRATE

Vampirates make up the bulk of the Leechdepth's forces—sailors who have been turned to bloodlusted creatures, lacking any mind or personal desire past their hunger. They man vampiric ships, hunt cowards, and enjoy rushing into battle carelessly, confident their regeneration will keep them safe. Some scholars and survivors debate whether this bloodlust is a form of rebellion of the souls kept in servitude, who wish for nothing more than the torment to end.



## Vampire

*Medium undead, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	11 (+0)	10 (+0)	16 (+3)

**Saving Throws** Dex +7, Wis +4

**Skills** Perception +4, Stealth +7

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 9 (5,000 XP)

**Frighten.** If the vampire hits a creature with three attacks during the same turn, the creature must succeed on a DC 15 Wisdom saving throw or become frightened for the next minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Sanguine Swordsman.** When the vampire damages a creature with an attack, it adds 1 to its AC until the start of its next turn.

**Sea Legs.** The vampire has advantage against spells and abilities that would push it, pull it, or knock it prone.

**Vampire Weaknesses.** The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire 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 makes three attacks, only one of which can be a bite attack.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

**Cutlass.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage and 3 (1d6) necrotic damage.

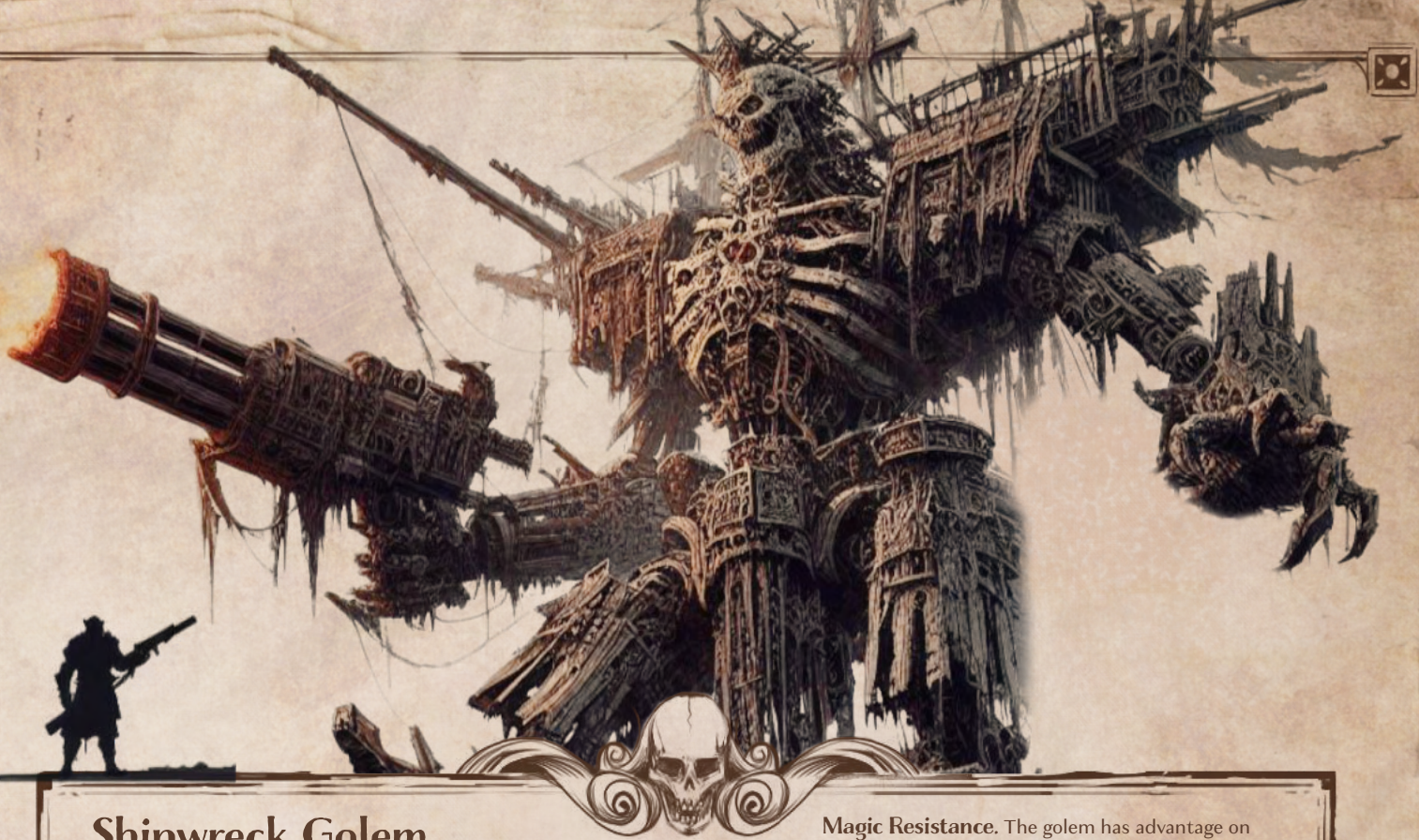
## Bonus Action

**Pirate's Mark (1/Day).** The vampire marks a creature it can see within 30 feet of it, getting a sense for its blood. For the next minute, the vampire's attacks deal an extra 3 (1d6) necrotic damage on a hit against the creature, and it knows the creature's exact location.

## Reaction

**Coward's Blood Addiction.** If a hostile creature the vampire can see takes the Dash, Disengage, or Hide action, the vampire can use its reaction to move up to its speed toward the target without provoking opportunity attacks.





## Shipwreck Golem

*Huge construct, unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	6 (-2)	10 (+0)	14 (+2)

**Saving Throws** Str +12, Con +10

**Skills** Perception +5

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, frightened, petrified, poisoned

**Senses** blindsight 60 ft., passive Perception 15

**Languages** understands the languages of its creator

**Challenge** 15 (13,000 XP)

**Bloated Bodies.** Whenever the golem takes 25 or more damage from the same attack, 1d8 zombies or 1d2 ogre zombies break from its body and fall on an unoccupied space within 10 feet of it, acting as allies of the golem and obeying its telepathic commands (no action required). The zombies remain for 1 hour, until the golem dies, or until they are destroyed.

**Dreadship.** The golem can use its action to convert into a huge ship, or back into its true form. Its statistics and its size are the same in each form. Any equipment it is wearing or carrying isn't transformed, but reintegrated into the ship. It reverts to its true form if it dies.

**Fly the Flag of Death.** Undead creatures within 100 feet of the golem have advantage on saving throws against any effect that turns undead.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Necrotic Chains.** Whenever a creature within 30 feet of the golem takes necrotic damage, its walking speed is reduced by 10 feet.

**Siege Monster.** The golem deals double damage to objects and structures.

**Thousand Grasps.** Whenever a creature hits the golem with a melee attack, the creature must make a DC 20 Dexterity saving throw. On a failed save, it is grappled (escape DC 20).

## Actions

**Multiattack.** The giant makes three melee attacks or two cannon attacks. It can replace one of those attacks with its Cone of Flames.

**Anchor (Ship Form Only).** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage plus 26 (4d12) necrotic damage, and the target is pulled up to 10 feet toward the golem, then grappled (escape DC 20). Until this grapple ends, the target is restrained, and the golem can't use its anchor on another target.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.

**Cannon.** *Ranged Weapon Attack:* +12 to hit, range 60/320 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

**Cone of Flames (Golem Form Only).** The golem releases fire within a 10-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

**Cannon Barrage (Recharge 6) (Ship Form Only).** The golem makes four cannon attacks.

**Depths of Death (Recharge 6) (Golem Form Only).** The golem throws anchors of necrotic energy at each creature of its choice within 30 feet of it. Each creature chosen this way must make a DC 20 Dexterity saving throw, taking 36 (8d8) necrotic damage and being pulled up to 25 feet toward the golem on a failed save, or taking half as much damage and not being pulled on a successful one.





# LORD OF THE LEECHDEPTH



In the dark depths of the Leechdepth, where the veil between life and death is thin as the waters themselves, you find the imposing figure known as the Lord of the Leechdepth. This ancient and malevolent being is the very progenitor of the sinister leeching vampires, cursed to undeath in the watery abyss. Its form is a grotesque fusion of skeletal remains and writhing leech-like appendages, each pulsating with a sinister hunger for the living. Its eyes, if you dare to meet them, gleam with a malevolent intelligence that has festered for eons. The Lord of the Leechdepth reigns over a kingdom of shadowy horrors, where the boundaries between vampire and leech blur into one nightmarish existence. To face this abomination is to confront the very essence of dread that lurks beneath the surface of the world.





# Lord of the Leechdepth

*Huge undead (vampire), lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 243 (18d12 + 126)

**Speed** 30 ft., fly 60 ft. (hover), swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	24 (+7)	19 (+4)	16 (+3)	26 (+8)

**Saving Throws** Str +14, Con +15, Int +12, Cha +16

**Skills** Arcana +12, Deception +16, Intimidation +16, Perception +11, Religion +12

**Damage Resistances** cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, unconscious

**Senses** darkvision 300 ft., truesight 60 ft., passive Perception 21

**Languages** Common, Deep Speech, telepathy 120 ft.

**Challenge** 27 (105,000 XP)

**Blood in the Water.** The lord of the leechdepth knows the exact location of any creature below half of its maximum hit points within 500 miles.

**Blood Frenzy.** The lord of the leechdepth has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Legendary Resistance (3/day).** If the lord of the leechdepth fails a saving throw, it can choose to succeed instead.

**Lord of the Dead & Doomed.** When the lord of the leechdepth kills a creature, the creature is raised as an undead of CR 10 or lower within 1d4 days of dying.

**Regeneration.** The lord of the leechdepth regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the lord of the leechdepth takes radiant damage or damage from holy water, this trait doesn't function at the start of the lord of the leechdepth's next turn.

**Shapechanger.** If the lord of the leechdepth isn't in sunlight, can use its action to polymorph into a Medium humanoid, a Tiny bat or a Medium cloud of mist, or back into its true form.

- While in human form, its statistics, other than its size and appearance, are the same, and any equipment it is wearing or carrying isn't transformed.

- While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 120 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

- While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Thousand Leeches.** Whenever the lord of the leechdepth hits a creature with a weapon attack, a leech latches onto it. Whenever the lord of the leechdepth hits a creature with its Grasping Hand or Sinkiller, the target takes extra 5 (1d10) necrotic damage for each leech latched onto it.

An affected creature can remove all leeches onto it by taking fire damage or by not taking damage from the lord of the leechdepth for an entire round.

**Vampire Weaknesses.** The lord of the leechdepth has the following flaws:

- **Forbiddance.** The lord of the leechdepth can't enter a residence without an invitation from one of the occupants.
- **Stake to the Heart.** If a piercing weapon made of enchanted wood is driven into the lord of the leechdepth's heart while the lord of the leechdepth is incapacitated in its resting place, the lord of the leechdepth is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The lord of the leechdepth 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 lord of the leechdepth uses his devouring bloodmist, then makes two leechblade attacks.

**The Leechblade.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage and 16 (3d10) necrotic damage. If the target is a humanoid below half of its maximum hit points, the lord of the leechdepth regains hit points equal to the necrotic damage dealt.

**Devouring Bloodmist.** The lord of the leechdepth creates an obscuring 30-foot-radius cloud of devouring bloodmist at a point it can see within 120 feet, which lasts until the end of his next turn. The area is heavily obscured for all non-undead creatures. While within the cloud, each non-undead creature must make a DC 24 Constitution saving throw. On a failed save, a creature takes 16 (3d10) necrotic damage and is poisoned for 1 minute. On a successful save, a creature takes half damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Grasping Hand (Recharge 6).** The lord of the leechdepth grasps up to two creatures within 10 feet of it, draining them of vitality. Each creature must succeed on a DC 22 Dexterity saving throw or take 110 (20d10) necrotic damage and suffer two levels of exhaustion.

**Sinnerkiller (Recharge 6).** The lord of the leechdepth creates a deadly wave of magic within 30 feet of itself, cursing sinners lest they confess their sins.

- If a non-undead creature within range is willing to confess, it takes 55 (10d10) psychic damage and is charmed until the end of its next turn. While charmed in this way, the creature follows the lord of the leechdepth's exact telepathic commands.
- If no non-undead creature within range is willing, each non-undead creature within range must succeed on a DC 24 Intelligence saving throw or take 55 (10d10) psychic damage.

## Bonus Actions

**Bloodport.** The lord of the leechdepth teleports to an unoccupied space within 5 feet of a corpse with blood that it can see within 300 feet of it.

## Legendary Actions

The lord of the leechdepth 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 lord of the leechdepth regains spent legendary actions at the start of its turn.

**Leechblade.** The lord of the leechdepth makes one Leechblade attack.

**Vampiric Powers (Costs 2 Actions).** The lord of the leechdepth uses his Bloodport or Devouring Bloodmist.

**Ribbons of Blood (Costs 3 Actions).** The lord of the leechdepth summons streaks of blood in 3 90-foot lines that are 5-foot wide. Each creature in a line area must succeed on a DC 24 Constitution saving throw or become paralyzed until the end of the lord of the leechdepth's next turn.



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