

PIRATES AND PLUNDER



Ahoy, inside ye'll find new backgrounds, races, feats, subclasses, spells, magic items, pirate crews, sea monsters, ship rules, and adventure hooks to fill yer pirate heart with joy and gold!

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ABOUT THIS BOOK

Ahoy, mateys! Gather ‘round and lend an ear, for I bring ye tales of a treasure beyond yer wildest dreams. Behold, **Pirates and Plunder**, the ultimate manual for all ye adventurers ready to brave the tempestuous seas and embrace the life of a true buccaneer. This here compendium be bursting with riches and resources to fill yer nautical journeys with the thrill of swashbucklin’ and high-seas escapades.

Within these pages, ye’ll find a treasure trove of character options, from new backgrounds and races to feats that’ll turn ye into the fiercest pirate on the seven seas. Discover unique subclasses and spells that’ll have ye commandin’ the waves and masterin’ the dark arts of piracy. And what’s a pirate without their loot? Unearth a bountiful collection of magic items, includin’ powerful weapons, handy adventurin’ gear, cannons, pistols, muskets, and curious trinkets.

But beware, for the seas are teemin’ with danger! Encounter statblocks for pirate crews, from lowly deckhands to infamous captains, and face off against fearsome sea creatures and monstrous horrors that dwell beneath the waves. Navigate the ocean with new statblocks and rules for ships, givin’ ye the tools to engage in epic naval battles and thrilling chases.

Need a spark to ignite yer next adventure? Look no further! **Pirates and Plunder** be brimming with adventure hooks crafted for pirate-themed campaigns, whether ye be huntin’ for buried treasure or outwittin’ rival buccaneers. This manual be yer compass and map, guidin’ ye to legendary journeys filled with danger, treasure, and the spirit of true pirate exploits.

So, raise the anchor and set sail, for **Pirates and Plunder** awaits to fill yer sails with the winds of adventure. Whether ye be a Game Master craftin’ a maritime saga or a player eager to carve yer name into the annals of pirate history, this manual be all ye need to embark on the grandest of high-seas escapades. Arrr, let the adventures begin!

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Acknowledgements and Credits



Ratfolk

The Ratfolk are a small, agile, and cunning race that thrives in the underbellies of bustling cities and grimy townships. Resembling humanoid rats, they are known for their quick wits, resourcefulness, and tight-knit communities. Often misunderstood and underestimated due to their diminutive size and rodent-like features, Ratfolk have adapted to survive in environments where they can blend into the shadows and navigate through labyrinthine underground passages. Their affinity for the hidden and overlooked makes them natural allies to the world of piracy, where their unique skills can shine.

Habitat

Preferring the dark and hidden corners of urban environments, Ratfolk establish their homes in the labyrinths of sewers, old warehouses, and abandoned structures within city limits. These environments provide ample cover and resources, granting them easy access to unsuspecting victims or treasures. Ratfolk warrens are intricate networks full of traps and hidden passages, making them difficult for intruders to navigate. Their natural inclination towards stealth and evasion is perfectly suited to these environments, allowing them to thrive away from prying eyes.

Physical Traits

Ratfolk possess inherent stealth and agility, making them exceptional at ambush and escape. Their keen senses allow them to navigate through dark and cramped spaces with ease. Ratfolk are also known for their resourcefulness, often repurposing discarded items into useful tools and weapons. Their small size and quick reflexes make them difficult targets in combat, and their natural cunning allows them to outwit larger and stronger opponents.

Despite their many strengths, the small size of a Ratfolk can also be a disadvantage in direct confrontations, where brute force is required.

Society and Culture

Ratfolk society is highly communal, with a strong emphasis on family and clan ties. Their warrens are intricate networks of tunnels and chambers, where each member has a role to play in the survival of the community. Despite their reputation



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as scavengers, Ratfolk are industrious and inventive, often repurposing discarded items into useful tools and weapons. Their ability to find value in the overlooked and forgotten makes them skilled traders and negotiators. In the world of piracy, Ratfolk often form tight-knit crews, where trust and loyalty are fiercely protected.

Clan Dynamics

Clan dynamics among Ratfolk are intricate and subtle, with power often shifting quietly and alliances formed and broken with whispers in the dark. Intrigue and manipulation are common, as each member may vie for more influence and control within the group. While conflict is inevitable, overt aggression within the clan is frowned upon, as it goes against the Ratfolk's nature. Resolution of disputes often involves tests of cunning, with the victor earning respect and the loser slinking away to plot another day.

Ratfolk as Pirates

Many Ratfolk find a natural calling in the life of a pirate. Their innate stealth, cunning, and resourcefulness make them formidable on the high seas. Known for their ability to infiltrate enemy ships, disable their cannons or helms, and disappear into the shadows, Ratfolk can exploit spaces inaccessible to larger races, making them invaluable crew members. The lure of freedom, wealth, and adventure drives many Ratfolk to piracy, escaping the harsh conditions of their underground homes.

Ratfolk excel in various roles on a pirate ship. As scouts and spies, they gather intelligence or sabotage enemy vessels. Their keen senses make them excellent lookouts, spotting dangers early. In combat, Ratfolk prefer hit-and-run tactics, using their agility to avoid direct confrontation while causing maximum disruption. They are masters of infiltration, slipping past guards and disabling key components of enemy ships.

Driven by a love for treasure, Ratfolk pirates are enthusiastic treasure hunters. Their small size and dexterity help them search for hidden compartments and secret caches, making them valuable assets during raids. Their ability to navigate through treacherous waters, honed in underground tunnels, makes them exceptional navigators, guiding ships safely through complex routes.

Ratfolk pirates form close-knit communities aboard their ships, fostering strong bonds of loyalty and trust. This sense of community helps them work together seamlessly, coordinating their efforts and supporting each other. Despite the chaotic life of a pirate, Ratfolk crews maintain order and cooperation.

Notable Ratfolk Pirates

Notable Ratfolk pirates include Sneaksy Blackclaw, famous for her daring raids and ability to vanish without a trace; Rikkit the Sly, a master of disguise known for stealing valuable intelligence; Captain Gnawtail, feared for his ruthless tactics and navigational skills; and Captain Squeaks "Shadowpaw" Whisker, the captain of the Sly Vole, an infamous Ratfolk crew feared by many among the seven seas.

Ratfolk Traits

Ratfolk are nimble and cunning, embodying the essence of their rodent counterparts while possessing the intellect of humanoids. They thrive in environments where stealth and resourcefulness are key to survival. While playing as a Ratfolk, you gain the following racial traits:

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

Age. Ratfolk reach maturity by age 12 and can live up to 60 years.

Alignment. Ratfolk tend towards chaotic alignments, valuing personal freedom and ingenuity over strict adherence to laws.

Size. Ratfolk are small creatures, standing between 3 to 4 feet tall and weighing around 40 to 60 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Scavenger. You have advantage on Intelligence (Investigation) checks to find hidden or lost items.

Tunnel Navigation. You have advantage on Dexterity (Acrobatics) checks made to move through tight spaces.

Languages. You can speak, read, and write Common and Ratfolk. Ratfolk is a language that consists of high-pitched squeaks and chitters, often unintelligible to those not fluent in it.

Subtle Step. You are proficient in the Stealth skill and can attempt to hide even when you are only lightly obscured.

Ratfolk Resilience. You have advantage on saving throws against being poisoned.

Climbing Claws. You have a climbing speed of 20 feet.



Magic Pistol

Weapon (pistol), uncommon (requires attunement)

A finely crafted magical flintlock pistol with a polished wooden grip.

This pistol has unlimited ammunition and does not require loading.

Magic Musket

Weapon (musket), uncommon (requires attunement)

A sturdy musket with a reinforced barrel and intricate engravings.

This musket has unlimited ammunition and does not require loading.

Privateer's Musket

Weapon (musket), uncommon (requires attunement)

A well-balanced musket with a golden trigger and a sleek design.

You gain a +1 bonus to attack and damage rolls made with this musket. Once per day, when you score a critical hit with this musket, you can choose to paralyze the target until the end of its next turn.

Horn of Infinite Bullets

Wondrous item, uncommon

A beautifully crafted horn adorned with intricate engravings and embedded with small gems, it hums softly with magical energy.

This horn provides an endless supply of bullets that magically reform inside. Any bullet drawn from the horn disappears 1 minute after being drawn if not used, and any fired bullet disappears 1 minute after being fired.

Mermaid's Comb

Wondrous item, uncommon

A comb made from a seashell, said to be used by mermaids.

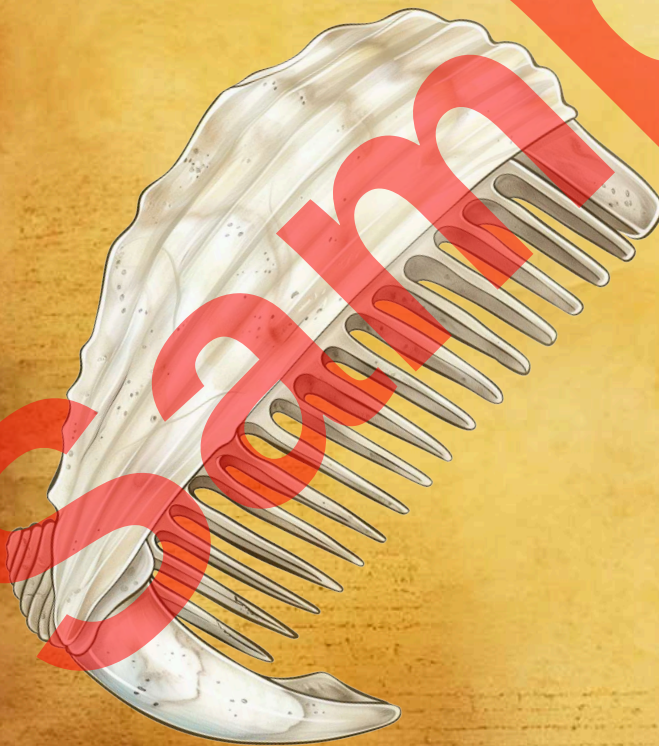
While holding this comb, you can use an action to instantly magically clean and style your hair.

Buccaneer's Cutlass

Weapon (scimitar), uncommon (requires attunement)

A finely crafted cutlass with a golden hilt and a blade that glints in the sunlight.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you score a critical hit, you can make one additional attack with this weapon as a bonus action.





Buccaneer's Bane

Weapon (pistol), very rare (requires attunement)

A dark, ornately decorated pistol with a mysterious aura. This weapon was once wielded by the infamous pirate captain Blackheart, a legend on the high seas. Stories tell of how Blackheart's enemies would flee at the mere sight of the gleaming black barrel and the intricate, menacing carvings that adorned it. Blackheart's reign of terror lasted for decades, and his treasure was never found. After his mysterious disappearance, his pistol, Buccaneer's Bane, was passed from one pirate to another, each adding to its dark history. It is said that the pistol grants its wielder a fraction of Blackheart's fearsome power, striking terror into the hearts of foes and unleashing destructive power.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, the pistol deals an extra 1d10 piercing damage on a hit. Twice per day, when you hit a creature with this pistol, you can choose to force the creature to make a DC 18 Wisdom saving throw or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Furthermore, once per day, you can use an action to cast the *fireball* spell (DC 18) without expending a spell slot.

Bullet of Necrotic Touch

Bullet, very rare

This bullet exudes a dark, necrotic aura.

On a hit, the target takes an additional 4d6 necrotic damage and must make a DC 18 Constitution saving throw or be paralyzed for 1 minute. On a successful save, the target takes half damage and is not paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After being fired, the bullet loses its magical properties.

Rogue: Corsair

Rogues who embrace the life of a Corsair are the daring and cunning swashbucklers of the high seas. They thrive in the lawless and adventurous world of piracy, combining their stealth and combat skills with the boldness and charisma of a true buccaneer. These rogues are masters of deception, trickery, and naval combat, using their abilities to plunder treasure and outsmart their foes.

Drawing inspiration from the legendary exploits of famous pirates, the thrill of the open ocean, and the pursuit of hidden treasures, these rogues epitomize the spirit of the sea-bound adventurer. Every maneuver they execute and every plan they hatch is infused with the cunning and audacity that defines the life of a true corsair.

These rogues hold a deep appreciation for the freedom and adventure of life at sea. They view piracy as a way to seize their destiny, to claim what they desire, and to remind everyone that the vast ocean is a place of both opportunity and danger. Their skills capture the essence of the pirate's life, balancing the excitement of exploration and plunder with the constant threat of the unknown.

Whether raiding coastal settlements, ambushing merchant ships, or hunting for legendary treasures, these rogues embody the spirit of the Corsair. They are the daredevils of the sea, bringing excitement and danger wherever they go, while also possessing the courage to face the perils of the ocean head-on.

Sea Legs

Corsair Rogues have an innate sense of balance and timing, honed from years spent on the rolling decks of ships. They move effortlessly across the most treacherous surfaces, whether on land or at sea, and use the nearby environment to their advantage.

Daring Swashbucklers

These rogues are charismatic and bold, inspiring their allies with acts of bravery and cunning. They thrive in the heat of battle, using their agility and quick thinking to outmaneuver their foes and strike with precision. Their fearless nature makes them formidable opponents and invaluable members of any pirate crew.

Rogue: Corsair

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Corsair's Luck, Sea Legs
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Boarding Action
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Relentless Plunderer
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Duelist of the High Seas
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Sea Legs

Starting at 3rd level, your time at sea grants you exceptional balance and agility. Your experience on the rolling waves has honed your dexterity and coordination. You gain proficiency in the Acrobatics and Athletics skills.

Additionally, your expertise on deck extends to your combat prowess, allowing you to navigate combat scenarios with ease. You have advantage on saving throws against being knocked prone, and you can stand up from being prone using only 5 feet of movement.

Corsair's Luck

At 3rd level, you have developed an uncanny knack for surviving the most perilous situations. When you make an ability check, attack roll, or saving throw, you can choose to reroll the die once. If you do so, you must use the new roll. You can use this feature a number of times equal to your proficiency bonus, and you regain any expended charges when you finish a long rest.

Boarding Action

At 9th level, you excel at quickly and efficiently boarding enemy vessels. When you make a melee attack against a creature that is within 5 feet of an ally, you can use your bonus action to make a Dexterity (Acrobatics) check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, the creature is knocked prone or pushed up to 10 feet away from you (your choice).

Relentless Plunderer

At 13th level, your relentless drive for treasure and victory makes you a formidable force. When you score a critical hit with a melee attack, you can immediately make another melee attack against the same target. This effect can occur only twice per turn.

Duelist of the High Seas

At 17th level, your prowess in one-on-one combat becomes legendary. When you engage in melee combat with a single opponent and no other creatures are within 5 feet of either of you, you gain the following benefits:

- You have advantage on attack rolls against that creature.
- You have advantage on saving throws against spells and effects caused by that creature.
- If you hit the creature with a melee attack, you can add your Charisma modifier to the damage roll (minimum of 1).



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8th-level Spells

Curse of the Pirate King

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Spell Lists: Bard, Sorcerer, Warlock, Wizard

You curse a creature within range. The target must make a Constitution saving throw. On a failed save, the creature takes 10d10 necrotic damage and is cursed for the duration. While cursed in this way, a creature is vulnerable to all damage and cannot regain hit points. On a successful save, the creature takes half as much damage and isn't cursed. The creature can repeat the saving throw at the end of each of its turns, ending the curse on a success.



9th-level Spells

Treasure Hunter's Blessing

9th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a gold coin, which the spell consumes)

Duration: 24 hours

Spell Lists: Bard, Cleric, Wizard

You bestow the blessing of a legendary treasure hunter upon up to ten creatures of your choice within range. For the duration, each target gains a +1 bonus to AC and saving throws and advantage on checks made to find hidden treasures and secret doors. Until the spell ends, the targets can telepathically communicate with each others, provided they have an Intelligence score of 2 or higher.

The communication is possible over any distance, though it can't extend to other planes of existence. Affected creatures also have an intuitive sense of the shortest, most navigable route to any specific treasure or secret location they are aware of.



Snekkja

Gargantuan vehicle (80 ft. by 15 ft.)

Creature Capacity 40 crew, 20 passengers

Cargo Capacity 10 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Rapid Deployment. The snekkja is designed for swift and efficient landings. Its crew can disembark and embark in half the usual time needed to do so.

Shallow Draft. The snekkja's crew has advantage on checks made to navigate through shallow waters and rivers. It has no risk of grounding, allowing it to approach shorelines and navigate inland waterways more effectively.

Actions

On its turn, the snekkja can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than fifteen crew. It can't take these actions if it has fewer than five crew.

Move. The snekkja can use its helm to move with its sails or oars.

Row. The snekkja can move up to its speed using its rowers.

Hull

Armor Class 15

Hit Points 200 (damage threshold 10)

Control: Helm

Armor Class 15

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the snekkja can't turn.

Movement: Sails

Armor Class 12

Hit Points 80; -5 ft. speed per 20 damage taken

Speed (water) 35 ft.; 15 ft. while sailing into the wind; 45 ft. while sailing with the wind

Movement: Oars

Armor Class 12

Hit Points 150; -10 ft. speed per 50 damage taken

Speed (water) 25 ft.

Movement: Rowers

Armor Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (water) 25 ft.; 10 ft. while rowing against the current; 35 ft. while rowing with the current

Wooden Shields (48)

Armor Class 18

Hit Points 30 each

Mounted on the sides of the ship, providing half cover for Medium creatures and three-quarters cover for Small creatures behind them.



Creatures, Pirates and Monsters

THE FOLLOWING SECTIONS UNVEIL THE LORE of various entities that rule the seas and strike fear into the hearts of sailors. From fearsome sea creatures to ruthless pirate crews, each entry brings to life the thrilling and perilous world of nautical adventures. These beings, whether emerging from the ocean's depths or sailing its vast expanse, are designed to add layers of excitement and danger to any naval campaign. The creatures, pirates, and monsters described here are denizens of the seas and echoes of maritime legends. From the relentless pursuit of pirate raiders to the enigmatic presence of sea-bound monstrosities, each entry enhances the immersive experience of oceanic exploration.

Designer's Note on Pirate Crews

In this section, you'll find various pirate crews for your games. These include a generic humanoid pirate crew, along with ratfolk, sea dwarves, viking, and spectral pirate crews. Each crew includes many different statblocks and notes on their unique characteristics.

Each crew type also provides details on one ready-made crew to use in your adventures. These premade crews come with full statblocks as described in this manual, along with details on their notable members, ships, goals, allies, and enemies. Whether you're looking for a ragtag group of cutthroats, a disciplined squad of seafaring dwarves, or the haunting presence of ghostly pirates, these crews offer a variety of challenges and narrative possibilities for your campaigns.

The statblocks detailed in the following pages are presented in alphabetic order. A hyperlinked table organized per CR is presented below for accessibility and ease of use.

CR 0

- Stinging Coral

CR 1/8

- Pirate Cook
- Ratfolk Pirate
- Sailor
- Skulking Seagull

CR 1/4

- Pirate
- Ratfolk Lookout
- Seaweed Sprite

CR 1/2

- Electric Eel
- Pirate Navigator
- Ratfolk Scout
- Sea Snake
- Viking Pirate

CR 1

- Giant Starfish
- Pirate Gunner
- Sea Dwarf Pirate
- Spiked Crocodile
- Viking Blacksmith

CR 2

- Ratfolk Saboteur
- Sea Dwarf Engineer
- Second Mate
- Spectral Pirate

CR 3

- Ratfolk First Mate
- Sea Dwarf Gunner
- Siren
- Viking Berserker

CR 4

- Drengir
- Giant Electric Eel
- First Mate
- Thunderous Ray
- Spectral Swashbuckler

CR 5

- Pack of Reef Sharks
- Ratfolk Captain
- Sea Dwarf Second Mate
- Sea Wyrmling

CR 6

- Hersir
- Pirate Captain
- Poisonous Jelly

- Sea Hag
- Spectral Pirate Gunner

CR 7

- Giant Squid
- Giant Spiked Crocodile
- Sea Dwarf First Mate
- Sea Trolls

CR 8

- Spectral Second Mate
- Viking Chieftain

CR 9

- Pirate King
- Sea Dwarf Pirate Captain

CR 10

- Young Sea Wyrn
- Spectral First Mate

CR 11

- Viking King

CR 12

- Giant Nautilus

CR 13

- Sea Dwarf Pirate King

CR 14

- Spectral Pirate Captain

CR 15

- Adult Sea Wyrn

CR 18

- Spectral Pirate King

CR 20

- Elder Sea Wyrn

CR 25

- Ancient Sea Wyrn

CR 26

- Eldritch Sea Horror

CR 30

- Great Sea Wyrn



Pirate Captain

A Pirate Captain is the undisputed leader of the pirate crew, commanding respect and loyalty through a combination of charisma, strategic genius, and sheer combat prowess. These formidable individuals are adept at navigating the treacherous waters of the high seas and the equally treacherous politics of pirate life. They are seasoned combatants, capable of wielding both cutlass and pistol with deadly precision, and their hook is a symbol of their hardened resolve. The Pirate Captain's ability to move swiftly and deftly on deck, even in the heat of battle, is unmatched. Their intimidating presence can cow even the most stubborn crew members into obedience, and their strategic acumen ensures that every raid is meticulously planned and executed. With a commanding shout, they can rally their crew, turning the tide of battle in their favor.



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E. BLACKMON

Pirate Captain

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Wis +5, Cha +7

Skills Athletics +10, Intimidation +10, Persuasion +7

Senses passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Fleet of Foot. The captain's speed is increased by 10 feet (already included in the statblock).

Intimidating Presence. The captain has advantage on Charisma (Intimidation) checks.

Pirate's Cunning. The captain can take the Disengage or Dash action as a bonus action.

Pirate Leader. Each other creature of the captain's choice within 30 feet of it gains a +1 bonus to attack rolls.

Pistoleer. The captain can reload a pistol it is holding as part of the attack.

Sea Legs. The captain has advantage on ability checks made to maintain balance on unstable surfaces.

Actions

Multiattack. The captain makes three melee attacks - two with its cutlass and one with its hook - or three with its pistol.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Hook. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Pistol. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bonus Actions

Commanding Shout. The captain grants up to three allies within 30 feet that can see and hear it advantage on their next attack roll or saving throw.

Reaction

Parry and Slash. The captain adds 3 to its AC against one melee attack that would hit it. If the attack misses, the pirate can make an attack with its cutlass against the attacker.

To do so, the captain must see the attacker and be wielding a melee weapon.



Sea Wyrms

Sea wyrms are ancient, dragon-like creatures that dwell in the deepest parts of the ocean. These majestic beings are the stuff of legends, often depicted as colossal serpents with sinuous bodies covered in shimmering, iridescent scales.

Sea wyrms possess long, powerful bodies capable of incredible speed and agility, allowing them to navigate the treacherous depths with ease. Their heads are adorned with sharp, fin-like crests and possess piercing eyes that can see in the darkest waters. Their massive jaws lined with rows of razor-sharp teeth can crush the hardest shells and rend the toughest flesh.

These wyrms are intelligent and cunning, often using their wits and guile to outmaneuver prey and potential threats. They have a deep connection to

the magic of the ocean, able to manipulate water and summon storms to protect their territory. Sea wyrms are known to hoard treasures, often accumulating vast collections of sunken ships' gold, gems, and magical artifacts within their lairs. Their lairs are typically located in underwater caverns, hidden amidst the wreckage of ancient ships and guarded by other sea creatures that have been enthralled or intimidated into servitude. The water around their lairs is often charged with magical energy, causing unusual weather patterns and attracting other formidable sea beasts.

Sea wyrms are solitary and territorial, known to attack ships that venture too close to their lairs, dragging them into the depths and adding to their hoards.

Sea Wyrms' Lair

Sea Wyrms make their homes in vast underwater caverns, often hidden amidst the wreckage of ancient ships and guarded by other sea creatures. These lairs are filled with treasures salvaged from the ocean floor, including gold, gems, and magical artifacts. The water within their lairs is often charged with magical energy, creating an eerie, bioluminescent glow and causing unusual weather patterns in the surrounding area.

Lair Actions

On initiative count 20 (losing initiative ties), the sea wyrm takes a lair action to cause one of the following effects. The wyrm can't use the same effect two rounds in a row:

- **Tidal Surge.** The sea wyrm causes a powerful current to surge through the lair. Each creature of its choice within the lair must succeed on a Strength saving throw or be pushed up to 20 feet in a direction of the sea wyrm's choice and be knocked prone.
- **Electric Eel's Embrace.** The sea wyrm summons a swarm of electric eels that dart through the water in a 60-foot line that is 20 feet wide. Each creature within that area must succeed on a Dexterity saving throw or take 14 (4d6) lightning damage.
- **Glimmering Hoard.** The treasure in the lair emits a blinding flash of light. Each creature in the lair that can see (other than the sea wyrm) must succeed on a Constitution saving throw or be blinded until the next initiative count 20.

Regional Effects

The presence of a Sea Wyrms influences the surrounding ocean and coastal regions. The following effects extend within a few miles of the lair:

- **Unpredictable Currents:** Water currents become erratic, making navigation treacherous and increasing the risk of shipwrecks.
- **Charged Waters:** The water is infused with magical energy, causing occasional lightning strikes on the surface.
- **Aggressive Sea Life:** Marine creatures in the area become more aggressive and territorial, often attacking intruders on sight.

If the Sea Wyrms dies, these effects fade over the course of 1d10 days.

Sea Wyrms' Lair Actions

Sea Wyrms gain the ability to use lair actions from the Adult stage onwards, reflecting their growing power and connection to the magic of the sea. The table below details the DC for a Sea Wyrms' lair actions, depending on its current stage.

Sea Wyrms' Lair Actions Table

Sea Wyrms Type	DC
Adult	15
Elder	18
Ancient	21
Great Wyrms	24

Sea Wyrmling

Medium dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +7, Wis +4, Cha +6

Skills Acrobatics +5, Perception +7, Stealth +5, Survival +4

Damage Resistances cold

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Aquan, Draconic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The sea wyrmling can breathe air and water.

Watery Camouflage. The sea wyrmling has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The sea wyrmling makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) lightning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Lightning Breath (Recharge 5-6). The sea wyrmling exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Ray

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Dex +6

Skills Perception +5, Stealth +6

Damage Immunities lightning

Senses blindsight 30 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Breach and Glide. The thunderous ray can move through the air with a flying speed of 40 feet, provided it spends at least 10 feet of movement in water to initiate the jump. The ray must begin and end its movement in water.

Electrified Body. A creature that touches the thunderous ray or hits it with a melee attack takes 3 (1d6) lightning damage.

Stealth of the Deep. The thunderous ray has advantage on Dexterity (Stealth) checks made to hide when it is submerged in water at a depth greater than 60 feet.

Water Breathing. The thunderous ray can breathe only underwater.

Actions

Multiattack. The thunderous ray makes two attacks with its tail.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) lightning damage.

Electric Discharge (Recharge 4-6). The thunderous ray releases a burst of electricity in a 15-foot radius. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. If a creature fails this save by 5 or more, it is also stunned until the end of its next turn.

Reactions

Evasive Maneuver. When the thunderous ray is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Thunderous Rays

Thunderous Rays are massive, electrified manta rays that glide through the ocean with grace and power. Their broad, flat bodies and distinctive wing-like fins enable them to move effortlessly through the water, while their sleek, dark coloration provides excellent camouflage in the depths. These formidable creatures are equipped with small but effective tails, capable of delivering powerful electric shocks to kill their prey. Thunderous Rays generate powerful electrical charges within their bodies, which they can discharge in bursts to incapacitate multiple targets at once. One of their most remarkable traits is their ability to breach and glide through the air. By propelling themselves out of the water, they can soar over the surface for short distances, using their impressive wingspan to remain airborne. This behavior not only aids in hunting but also allows the rays to evade predators and obstacles in their environment. These creatures have been known to follow ships, attracted by the disturbances in the water and the potential for easy prey. Despite their fearsome reputation, they are also a sight to behold, with their graceful movements and the ethereal glow of their electrified bodies creating a mesmerizing display in the dark ocean depths.



Appendix A: Sea Hazards

Traveling by sea is an innately dangerous proposition. When running a naval adventure, you can select hazards based on the needs of your campaign or generate them randomly.

To determine hazards at random, roll a d20 at the start of each day of a sea voyage. On a 20, the ship faces a hazard that day. Use the following two tables to determine the nature of the hazard and the threat it presents. These tables feature two distinct categories: sea hazards and ocean hazards. Sea hazards are common threats encountered near the shore, in bays, or around islands. These hazards, while dangerous, are often less life-threatening than those encountered in the vast, open ocean.

Ocean hazards, on the other hand, are far more perilous and are only encountered when the ship is in deep, open waters. These hazards include monstrous sea creatures, violent weather phenomena, and other treacherous conditions that can swiftly turn a routine voyage into a fight for survival. Encounters with these hazards test the limits of the ship's capabilities and the crew's endurance, making for some of the most thrilling and dangerous moments in any maritime adventure.

Sea Hazards Table

d20	Hazard	Threat	Description
1	Heavy Fog	Low	Thick fog envelops the ship, reducing visibility and hindering navigation.
2	Strong Currents	Medium	Powerful currents push the ship off course, requiring significant effort to steer back on track.
3	Sudden Squall	Low	A sudden squall hits the ship, bringing strong winds and heavy rain, making it difficult to manage the sails.
4	Sandbar	Low	The ship runs aground on a hidden sandbar, causing hull damage and potentially getting stuck for hours.
5	Hostile Wildlife	Medium	The ship is attacked by a school of aggressive sea creatures, such as sharks or barracudas, threatening the hull.
6	Pirate Skirmish	Medium	A small pirate vessel approaches and attacks, potentially causing damage and loss of cargo.
7	Rogue Wave	Hard	A rogue wave strikes the ship, threatening to capsize it and causing hull damage and loss of unsecured items.
8	Reef Encounter	Medium	The ship encounters a coral reef, which can cause significant hull damage if not navigated carefully.
9	Smuggler's Cove	Low	The ship stumbles upon a hidden smuggler's cove, with potential threats or opportunities.
10	Siren's Song	Hard	The ship passes an area where sirens sing their enchanting songs, luring the crew into dangerous waters.
11	Whirlpool	Hard	The ship is caught in a powerful whirlpool, threatening to capsize and causing significant hull damage.
12	Disease Outbreak	Medium	An outbreak of disease spreads among the crew, leading to casualties and decreased effectiveness.
13	Giant Squid	Deadly	A giant squid attacks the ship, causing severe hull damage and potential crew casualties.
14	Fishermen's Net	Low	The ship gets entangled in a large fishermen's net, reducing speed and potentially causing hull damage.
15	Enemy Warship	Deadly	An enemy warship engages the ship in combat, causing significant hull damage and loss of cargo.
16	Dangerous Wildlife	Medium	The ship is surrounded by dangerous wildlife such as a giant shark or a pack of reef sharks, causing hull damage.
17	Mutiny	Deadly	A faction of the crew attempts a mutiny, leading to severe casualties and loss of control of the ship.
18	Sea Tempest	Medium	A sudden tempest hits the ship, bringing strong winds and heavy rain, causing damage to the sails.
19	Infestation	Hard	The ship is infested with pests such as rats or insects, leading to contaminated food supplies and decreased morale.
20	Collapsing Deck	Hard	The ship's deck partially collapses due to rot or poor construction, causing injuries and needing immediate repairs.

Appendix B: Tables

Pirates Table

d100

Pirate Name and Description

- 01 **Captain Blackbeard:** A towering figure with a fearsome black beard, braided with fuses that he lights before battle to intimidate foes. Known for his ruthless tactics and unyielding quest for treasure.
- 02 **Anne "Scarlet" O'Malley:** A fiery redhead with a scar running down her cheek, she's as quick with her blade as she is with her wit. Anne is known for her fierce independence and loyalty to her crew.
- 03 **One-Eyed Jack:** Missing an eye, covered by a black patch, Jack is a cunning strategist. His remaining eye gleams with intelligence and mischief, and he's notorious for his elaborate heists.
- 04 **Lily "The Siren" Drake:** With long, flowing dark hair and a melodic voice, Lily can charm almost anyone. She's adept at deception and uses her allure to manipulate her way to riches.
- 05 **Ironhand Irons:** A burly man with a mechanical hand, Ironhand is a master of engineering and brute force. His stern demeanor and mechanical ingenuity make him a formidable opponent.
- 06 **Marianne "Bloody Mary" Graves:** Pale-skinned with jet-black hair and a permanent scowl, Mary is feared for her ruthless efficiency in battle and her merciless nature.
- 07 **"Mad Dog" McGinty:** With wild hair and a crazed look in his eyes, Mad Dog is unpredictable and wild. He's known for his reckless bravery and chaotic fighting style.
- 08 **Isabella "The Black Widow" Cortes:** Elegant and deadly, Isabella is as skilled with poisons as she is with her rapier. She's a master tactician with a penchant for betrayal.
- 09 **Calico Jim:** Known for his colorful patchwork clothing, Jim is a master thief and pickpocket. His cheerful demeanor hides a sharp mind and a quick hand.
- 10 **Redbeard Randall:** With a bright red beard and a booming laugh, Redbeard is both jolly and fearsome. He's a charismatic leader who inspires fierce loyalty in his crew.
- 11 **Gunner Gavin:** A stout, muscular man with a love for cannons and explosives, Gavin is the ship's master gunner. He's loud, brash, and always ready for a fight.
- 12 **Sabrina "Storm" Shaw:** Tall and muscular with a weather-beaten face, Sabrina commands respect. She's known for her navigational skills and her ability to steer through the roughest seas.
- 13 **Silent Sam:** A tall, lanky figure who rarely speaks, Sam is an expert marksman with a crossbow. His silence makes him a mystery, but his loyalty to the crew is unquestioned.
- 14 **Viper Vincent:** Thin and wiry with piercing green eyes, Vincent is quick and deadly. He's known for his agility and his expertise with throwing knives.
- 15 **Pearl "The Ghost" Grey:** With her white hair and pale complexion, Pearl seems almost ethereal. She's an expert in stealth and infiltration, able to move silently and unseen.
- 16 **"Big" Bill Black:** A giant of a man with a booming voice and a hearty laugh, Big Bill is a gentle giant until provoked. He's known for his strength and his protective nature towards his crew.
- 17 **Eliza "Silver Tongue" Smith:** With sharp features and a sharper mind, Eliza is a master negotiator and con artist. Her silver tongue can talk her way out of almost any situation.
- 18 **Harpoon Harry:** A scarred and rugged man, Harry is a whaling expert turned pirate. He's skilled with a harpoon and has a deep respect for the sea and its creatures.
- 19 **Raven "Shadow" Jones:** Dark-skinned with piercing blue eyes, Raven is an expert in sabotage and guerrilla tactics. She's silent and deadly, preferring to strike from the shadows.
- 20 **"Lucky" Louie Lawson:** A scruffy man with a perpetual grin, Louie seems to have the devil's own luck. He's known for getting out of impossible situations unscathed and finding treasure in the unlikely places.
- 21 **"Blackjack" Bailey:** Tall and imposing with dark eyes that seem to see right through you, Blackjack is a former gambler who uses his knack for strategy and deception in pirate raids.
- 22 **Catherine "Cat" Taylor:** Petite and agile with striking green eyes, Cat is an expert in hand-to-hand combat and acrobatics, often slipping into places unnoticed.
- 23 **Old Man O'Shea:** An elderly pirate with a long white beard and countless tattoos, O'Shea is a treasure trove of maritime lore and has a keen eye for hidden wealth.
- 24 **Scarlet "Firebrand" Flannigan:** With flaming red hair and a fierce temper, Firebrand is known for her fiery spirit and her love of pyrotechnics.
- 25 **Dread Pirate Drake:** A dashing rogue with a charismatic smile and a devil-may-care attitude, Drake is infamous for his daring exploits and audacious heists.
- 26 **"Grizzly" Gus Grimes:** A burly, bearded man with a gruff voice and a fondness for wrestling, Grizzly Gus is as strong as an ox and fiercely protective of his crewmates.