



ADVENTURE SIDEKICKS

GHOSTS OF SALTMARSH



INTRODUCTION

Do you want to run or play *Ghosts of Saltmarsh* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your nautical campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Ghosts of Saltmarsh" is the third in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. On your adventure, the DM might reveal that you've befriended an NPC, unique beast, or other creature who then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on Wisdom (Animal Handling), or the sidekick on a Wisdom (Insight) skill check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

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DINGHY MIMIC

1st-level Large monstrosity (shapechanger)

Armor Class 12 (natural armor)

Hit Points 11 (2d10)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Strength +3

Skills Intimidation +1, Perception +3, Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Shapechanger. The dingy mimic can use its action to polymorph into a dinghy (10 feet by 5 feet, swim speed 15 feet, with a creature capacity of 4, cargo capacity of 0.25 tons, and a travel pace of 3 miles per hour/24 miles per day) or back into its true, amorphous form. Its statistics are the same in each form, except for the speed change noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Dinghy Form Only). The dinghy mimic adheres to anything that touches it at will, granting advantage on Strength checks of any creature attempting to remain inside the dinghy, and prevents any items from jettisoning overboard should the dinghy mimic choose to adhere to the item.

A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 11). Ability checks made to escape this grapple have disadvantage.

False Appearance (Dinghy Form Only). While the dinghy mimic remains motionless or adrift, it is indistinguishable from an ordinary dinghy. If it attempts to move on water, it navigates by rowing its own oars, which are part of its dinghy form and cannot be removed.

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

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage. If the mimic is in dinghy form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 4 (1d8) acid damage. If the mimic is in dinghy form and carrying passengers or cargo, roll a d20. If the result is 1, all cargo is jettisoned and any passengers must succeed on a DC 14 Dexterity saving throw or be tossed overboard.

DINGHY MIMICS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d10)	Danger Sense. The dinghy mimic has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. This feature doesn't work if it is incapacitated.
3rd	22 (4d10)	Battle Readiness. The dinghy mimic has advantage on initiative rolls. Minor Treasure Sense. The first time the dinghy mimic reaches land each day, it shakes with excitement if there is any buried or sunken treasure hidden within 1000 feet. If there are multiple treasure locations detected, it indicates closest one. The dinghy mimic starts digging at the site of the treasure upon arrival. This ability is blocked by solid stone thicker than 5 feet.
4th	27 (5d10)	Ability Score Improvement. The dinghy mimic's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, escape DC of the Adhesive feature, and attack and damage bonuses by 1. Land Ho. The dinghy mimic is always aware of the nearest shore.
5th	33 (6d10)	Extra Attack. The dinghy mimic can attack twice, instead of once, whenever it takes the Attack action on its turn.
6th	45 (7d12)	Improved Shapechanger. The mimic's dinghy form refines and grows to Huge size (15 feet by 5 feet, swim speed 20 feet, with a creature capacity of 6, cargo capacity of 0.5 tons, and a travel pace of 5 miles per hour/40 miles per day). Its hit dice are now d12s, and the damage of its pseudopod attack increases to 11 (2d8 + 2).

A dinghy mimic may be discovered caught underneath a dock during low tide, or landlocked on a barren shoreline awaiting the return of the crew that abandoned it. This mimic was raised by pirates bent on exploiting its transformative nature and natural lust for valuables, and it is eager to prove its worth to those willing to grant the time and respect to befriend, protect, and train this unique breed of mimic.

DINGHY MIMIC

7th-level Huge monstrosity (shapechanger)

Armor Class 12 (natural armor)

Hit Points 52 (8d12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Strength +4

Skills Intimidation +1, Perception +3, Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Shapechanger. The dingy mimic can use its action to polymorph into a dinghy (15 feet by 5 feet, swim speed 20 feet, with a creature capacity of 6, cargo capacity of 0.5 tons, and a travel pace of 5 miles per hour/40 miles per day) or back into its true, amorphous form. Its statistics are the same in each form, except for the speed change noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Dinghy Form Only). The dinghy mimic adheres to anything that touches it at will, granting advantage on Strength checks of any creature attempting to remain inside the dinghy, and prevents any items from jettisoning overboard should the dinghy mimic choose to adhere to the item.

A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

Battle Readiness. The dinghy mimic has advantage on initiative rolls.

Danger Sense. The dinghy mimic has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. This feature doesn't work if it is incapacitated.

False Appearance (Dinghy Form Only). While the dinghy mimic remains motionless or adrift, it is indistinguishable from an ordinary dinghy. If it attempts to move on water, it navigates by rowing its own oars, which are part of its dinghy form and cannot be removed.

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

Improved Critical. The dinghy mimic's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Treasure Sense. The first time the dinghy mimic reaches land each day, it shakes with excitement if there is buried or sunken treasure within 1000 feet and indicates the direction of the closest buried treasure worth 500 gp or more. The dinghy mimic starts digging at the site of the treasure upon arrival. This ability is blocked by solid stone thicker than 5 feet.

Actions

Extra Attack. The dinghy mimic can attack twice, instead of once, whenever it takes the Attack action on its turn.

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) bludgeoning damage. If the mimic is in dinghy form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage. If the mimic is in dinghy form and carrying passengers and/or cargo, roll a d20. If the result is a 1, all cargo is jettisoned and any passengers must succeed on a DC 14 Dexterity saving throw or be tossed overboard.



DINGHY MIMICS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d12)	Ability Score Improvement. The dinghy mimic's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, escape DC of the Adhesive feature, and attack and damage bonuses by 1. Improved Defense. The dinghy mimic's Armor Class increases by 1.
9th	65 (10d12)	Indomitable. The dinghy mimic can reroll a failed saving throw, but must use the new roll. This feature can't be used again until it finishes a long rest. Increased Proficiency Bonus. The dinghy mimic's proficiency bonus increases by 1. This raises the dinghy mimic's Strength saving throw, skills bonuses, escape DC of the Adhesive feature, and attack bonuses by 1.
10th	71 (11d12)	Monstrous Intuition. While at sea in dinghy form, the dinghy mimic alerts passengers to hostile creatures or ships in the waters within 1 mile in any direction but cannot specify the type, size, or number of creatures or ships. Improved Treasure Sense. The first time the dinghy mimic reaches land each day, it shakes with excitement if there is any buried or sunken treasure within 1000 feet and indicates the direction of the most valuable treasure. The dinghy mimic starts digging at the site of the treasure upon arrival. This ability is blocked by solid stone thicker than 5 feet.
11th	78 (12d12)	Extra Attack. The dinghy mimic can attack three times, instead of twice, whenever it takes the Attack action on its turn. Improved Bite. Bite attacks now deal 11 (2d8 + 3) piercing damage plus 9 (2d8) acid damage, and no longer risk passengers or cargo falling overboard while in dinghy form.
12th	84 (13d12)	Ability Score Improvement. The dinghy mimic's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, and attack and damage bonuses by 1. Master Treasure Sense. The first time the dinghy mimic reaches land each day, it shakes with excitement if there is buried or sunken treasure within 1000 feet and indicates the direction of the treasure with the strongest magical aura. The dinghy mimic starts digging at the site of the treasure upon arrival. Physical barriers no longer block this ability.

d8 When given a challenging command for the first time, the dinghy mimic...

- 1 Obeys in the most literal sense of the command.
- 2 Performs the command a second time immediately after the first.
- 3 Fulfills the command with a complete disregard for caution or personal safety.
- 5 Acts on the command in the stealthiest possible way.
- 6 Insists on a belly rub before carrying out the command.
- 7 Coordinates faithfully within the spirit of the command.
- 8 Attempts the request to the best of its ability, but also discovers and returns with an item from Magic Item Table A (*Dungeon Master's Guide* 144).



LOCATHAH HUNTER

1st-level Medium humanoid (locathah)

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1) 12 (+1) 12 (+1) 11 (+0) 10 (+0) 11 (+0)

Saving Throws Dex +3, Wis +2

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Aquan, Common

Area Expert. The locathah becomes an expert on any location they spend at least 8 hours in, receiving advantage and proficiency bonus on checks to navigate. In addition, they can find food and fresh water for themselves and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. The locathah can breathe air and water, but they need to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The locathah makes two melee attacks with their spear.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

The sea is a dangerous place on a good day, but more and more things have been happening to make even those living there afraid. Aboleths rising from the deep, kraken sightings along the coast, and even rumors of a dragon turtle nesting nearby. The locals are scrambling for protection, and in turn, fighting with each other over resources and locations.

A proud young warrior of their clan who believes that the best way to protect their people is by proactively going out to seek the danger. They are young and inexperienced in the world outside of their home waters but eager for adventure. Being in their presence is calming, like listening to the waves hitting the sand at night. A patient warrior's calm taught by a people often oppressed and enslaved. The calm before the storm.

Level

Hit Points

New Features

2nd

16 (3d8 + 3)

Friend of the Sea. The locathah can cast the *animal friendship* spell twice using this feature. The locathah can communicate with any animal they befriend in simple terms and images. They regain expended uses when they finish a long rest.

3rd

22 (4d8 + 4)

Envenomed Weapons. On a hit with a spear attack, the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Land Legs. The locathah needs to be submerged at least once every 8 hours to avoid suffocating.

4th

27 (5d8 + 5)

Increased Leviathan Will. The locathah has advantage on saving throws against spells and effects that control their actions. This replaces the Leviathan Will feature.

Ability Score Improvement. The locathah's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Perception bonus, and passive Perception by 1.

5th

33 (6d8 + 6)

Proficiency Bonus. The locathah's proficiency bonus increases by 1. This raises the saving throw bonuses, skills bonuses, passive Perception, DC of the Envenomed Weapons feature, and attack bonus by 1.

Air In the Lungs. The locathah needs to be submerged at least once every 24 hours to avoid suffocating.

6th

38 (7d8 + 7)

Stronger Venom. The Envenomed Weapon feature improves, requiring a DC 15 Constitution saving throw and dealing 7 (2d6) poison damage.

Bolstering Bellow. As a bonus action, the locathah can give an echoing bellow. Any ally in a 100-foot radius centered on the locathah has advantage on any Wisdom saving throws until the start of the locathah's next turn.

LOCATHAH HUNTER

7th-level Medium humanoid (locathah)

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 30 ft.

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

13 (+1) 12 (+1) 12 (+1) 11 (+0) 12 (+1) 11 (+0)

Saving Throws Dex +4, Wis +4

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Aquan, Common

Area Expert. The locathah becomes an expert on any location they spend at least 8 hours in, receiving advantage and proficiency bonus on checks to navigate. In addition, they can find food and fresh water for themselves and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Evasion. When the locathah is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail. The locathah doesn't benefit from this feature while incapacitated.

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. The locathah can breathe air and water, but they need to be submerged at least once every 24 hours to avoid suffocating.

Actions

Multiattack. The locathah makes two melee attacks with their spear.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 15 Constitution saving throw or suffer 7 (2d6) poison damage.

Friend of the Sea. The locathah can cast the *animal friendship* spell twice using this feature. The locathah can communicate with any animal they befriend in simple terms and images. They regain expended uses when they finish a long rest.

Bonus Actions

Bolstering Bellow. The locathah can give an echoing bellow. Any ally in a 100-foot radius centered on the locathah has advantage on any Wisdom saving throws until the start of the locathah's next turn.

LOCATHAH HUNTERS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Improvement. The locathah's Dexterity score increases by 2. This raises the Dexterity modifier, Dexterity saving throw, and ranged attack and damage bonuses by 1. Call For Help. The locathah can cast the <i>conjure animals</i> spell. The locathah can use this feature twice. They regain expended uses when they finish a long rest.
9th	55 (10d8 + 10)	Proficiency Bonus. The locathah's proficiency bonus increases by 1. This raises the saving throw bonuses, skills bonuses and attack bonus by 1. Fully Amphibious. The locathah can breathe air and water without fear of suffocation. This replaces the Limited Amphibiousness feature.
10th	60 (11d8 + 11)	Eye for Detail. When the locathah rolls lower than a 10 on an Insight or Investigation check, consider the roll a 10 and apply modifiers. Deadly Venom. The Envenomed Weapon feature improves, requiring a DC 17 Constitution saving throw and dealing 14 (4d6) poison damage.
11th	66 (12d8 + 12)	Natural Hunter. Once per turn if in water, the locathah can deal an extra 14 (4d6) damage to one creature they hit with an attack if they have advantage on the attack roll or if an ally is within 5 feet of the target.
12th	71 (13d8 + 13)	Ability Score Improvement. The locathah's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Perception bonus, and passive Perception by 1. Locathah Resilience. When the locathah takes damage, they can use their reaction to reduce the damage by d12. They can't use this feature again until they finish a short or long rest.

PERSONALITY TRAITS

d8 Personality

- 1 **Cheery.** They are very bubbly and friendly to everyone.
- 2 **Naive.** They aren't versed in the wider world and so are easily fooled or taken in by others.
- 3 **Stoic.** They don't talk much, preferring to just stand in the back, watching and judging.
- 4 **No Boundaries.** They don't understand boundaries that other humanoid have and often cross the line with invasions of personal space.
- 5 **Complainer.** They like to tell all about how it's better under the sea where it's wetter, definitely better there.
- 6 **Slow to Rise.** They take a long time to decide things, to answer questions, and to solve problems.
- 7 **Protector.** They jump into action against any injustice against those unable to defend themselves, those in prison, or those beaten, regardless of the risk.
- 8 **Romantic.** They enjoy a good flirt and are a hopeless romantic at heart.

JOINING THE CREW

d4 Adventure Seeds

- 1 The party comes across a locathah digging in the sand for mussels who invites them to join them at a nearby campfire where they are preparing food.
- 2 A silence falls over the crowded tavern or inn as a locathah walks in to talk to the owner about a trade of services for an ale.
- 3 The group comes across a scuffle between a large half-orc and a locathah over a little boy in chains; the half-orc is holding the end of the chains while the locathah is holding the boy by the shoulders.
- 4 Market day finds the most wonderful smell of frying fish cooked by a cheery locathah who talks about local troubles while serving food.



LOST SAILOR

1st-level Medium undead

Armor Class 12 (natural armor)
Hit Points 14 (2d8 + 2)
Speed 30 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 13 (+1) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 13 (+1)

Saving Throws Str +5, Con +3
Skills Athletics +5, Intimidation +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages it knew in life but can't speak

Cargo Hauler. The sailor has advantage on Strength checks.

Sea Legs. The sailor has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Light Hammer. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Hook. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target is grappled (escape DC 13).

No one knows how they are created or why they can't cross over, but all sailors know the fear of becoming a lost one.

Sailors whisper that those who are stuck deserve their watery graves. Others say they were elected to this existence either as a punishment or reward, only the lost sailor knows.

The longer someone is a lost sailor the more of their life and who they are is forgotten. As they lose their memories coral, mussels, and other marine life begin to grow and replace their parts. Barnacles grow from their skin while pieces of themselves turn to coral or go missing altogether.

Some lost sailors have been dead so long the have no clue they are even dead. All that is known is that they live below the waves and are as much a force as any other creature beneath the waves.

LOST SAILORS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Bound Together. The sailor shares its mind with every drowned or lost sailor within 1 mile of it and can communicate its thoughts and observations to them instantaneously and without limitation. Slept with the Fishes. The sailor takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.
3rd	22 (4d8 + 4)	Undead Fortitude. If damage reduces the sailor 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 sailor drops to 1 hit point instead. Unfailing Navigation. Able to navigate by the sun and stars, the sailor never gets lost, as long as it can see the sky.
4th	32 (5d8 + 10)	Ability Score Improvement. The sailor's Constitution score increases by 2. This raises the Constitution modifier and Constitution saving throw by 1. Extra Attack. The sailor can attack twice, instead of once, whenever it takes the Attack action on its turn.
5th	39 (6d8 + 12)	Proficiency Bonus. The sailor's proficiency bonus increases by 1. This raises the saving throw bonuses, skills bonuses, and attack bonus by 1. So Cold. On a successful hit, the sailor adds an extra 4 (1d8) cold damage to the attack.
6th	45 (7d8 + 14)	Evasion. When the sailor is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.



LOST SAILOR

7th-level Medium undead

Armor Class 12 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3) 11 (+0) 15 (+2) 11 (+0) 10 (+0) 13 (+1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

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

Bound Together. The sailor shares its mind with every drowned or lost sailor within 1 mile of it and can communicate its thoughts and observations to them instantaneously and without limitation.

Cargo Hauler. The sailor has advantage on Strength checks.

End of Fate. When the sailor rolls a 1 on a damage roll, it can reroll the die and must use the new roll.

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

Sea Legs. The sailor has advantage on ability checks and saving throws to resist being knocked prone.

Slept with the Fishes. The sailor takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Undead Fortitude. If damage reduces the sailor 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 sailor drops to 1 hit point instead.

Unfailing Navigation. Able to navigate by the sun and stars, the sailor never gets lost, as long as it can see the sky.

Actions

Extra Attack. The sailor can attack twice, instead of once, whenever it takes the Attack action on its turn.

Light Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 4 (1d8) cold damage.

Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage, and the target is grappled (escape DC 13).

Bonus Actions

Not There. The sailor can turn invisible, which lasts till the end of their next turn. The sailor can use this feature twice. It regains expended uses when it finishes a short or long rest.



LOST SAILORS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	Ability Score Improvement. The sailor's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, and melee attack and damage bonuses by 1. Undead Grasp. When the sailor hits another creature with a melee weapon attack, the sailor can use a reaction to attempt to stun the creature. The target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the sailor's next turn.
9th	65 (10d8 + 20)	Proficiency Bonus. The sailor's proficiency bonus increases by 1. This raises the saving throw bonuses, skills bonuses, DC of the Undead Grasp feature, and attack bonus by 1. Multiattack. The sailor can attack three times whenever it takes the Attack action on its turn.
10th	71 (11d8 + 22)	Death's Guide. The sailor can roll one additional weapon damage die when determining the extra damage from a critical hit with a melee attack. Free Movement. The sailor can move through objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Additionally, difficult terrain doesn't cost it extra movement.
11th	78 (12d8 + 24)	No Heart. The sailor is immune to any traps or effects that require a Constitution saving throw. Not Really There. On a hit, the sailor can choose to have damage dealt be psychic damage instead of the normal damage type. The attack and the sailor pass through the target, causing a shock to their system.
12th	97 (13d8 + 39)	Ability Score Improvement. The sailor's Constitution score increases by 2. This raises the Constitution modifier and Constitution saving throw by 1. Group Bond. The sailor can connect up to eight willing creatures of its choice within 120 feet of it, psychically linking each creature to all the others. Each creature bound in this way can communicate its thoughts and observations to the others instantaneously and without limitation. If the linked creatures get out of range, they lose the connection but can be relinked once back in range.

PERSONALITY TRAITS

d8 Personality

- 1 **Confused.** It always seems a little lost on what is going on and where it is until the action starts.
- 2 **Oblivious.** It is completely unaware it is dead and tries to interact with others as it normally would have.
- 3 **Pure Emotions.** It acts without forethought based on what it feels at the moment.
- 4 **Loyal.** It holds its position until the captain gives orders, even if it means going down with the ship.
- 5 **Unreliable.** It seems like it is constantly disappearing without a word, only to reappear when convenient.
- 6 **Adventurer.** If it's dark, dangerous, or unknown, it is the first one to leap in headfirst.
- 7 **Creepy.** It is always lurking silently and floating around to stare over your shoulder, just watching.
- 8 **Nosy.** It always has to know exactly what is going on with everyone else all the time.

JOINING THE CREW

d4 Adventure Seeds

- 1 The group gets stranded on an island where they find the lost sailor wandering along the beach.
- 2 The group discovers a shipwreck with a single lost sailor still swabbing the decks.
- 3 Rumors swirling around strange things seen at the cove at night has prompted the offer of a reward to any who investigate. The group finds the lost sailor fishing in a niche of the cove singing shanties.
- 4 A chest found in the wreckage left behind by a ship contains gold and a strange necklace from which, when touched, the lost sailor rises.



OCEANUS (SEA ELF)

1st-level Medium humanoid (elf)

Armor Class 12 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft., swim 30 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1) 12 (+1) 16 (+3) 11 (+0) 12 (+1) 10 (+0)

Saving Throws Dex +3, Con +5

Skills Animal Handling +3, Athletics +3, Investigation +2, Nature +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Elvish

Amphibious. Oceanus can breathe air and water.

Friend of the Sea. Using gestures and sounds, Oceanus can communicate simple ideas with any beast that has an innate swimming speed.

Tools. Oceanus has cartographer's tools and cook's utensils.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

Helpful. Oceanus can take the Help action as a bonus action.

OCEANUS BEYOND 1ST LEVEL

Level

Hit Points

New Features

2nd

22 (3d8 + 9)

Cunning Action. On Oceanus's turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.

3rd

30 (4d8 + 12)

Jack of Many Trades. Oceanus can add half his proficiency bonus to any ability check he makes that doesn't already include his proficiency bonus.

4th

37 (5d8 + 15)

Ability Score Improvement. Oceanus's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and trident attack and damage bonuses by 1.

Aquatic Allies. If Oceanus loses grip on his trident within a body of water, a sea creature catches and returns the trident to Oceanus at the start of his next turn.

5th

45 (6d8 + 18)

Extra Attack. Oceanus can attack twice, instead of once, whenever he takes the Attack action on his turn.

Sonar. While underwater, Oceanus has blindsight to 120 feet.

6th

52 (7d8 + 21)

Expertise. Choose two of Oceanus's skill proficiencies. These proficiency bonuses are doubled for any ability check he makes that uses either of the chosen proficiencies.

Message in a Bottle. Oceanus can take 10 minutes to command a small sea creature to scout in one direction up to 1000 feet. If the sea creature returns, the path is safe.

Oceanus is a member of the tribe of Mana'an, whose settlement resides twenty miles southeast of Saltmarsh. Mana'an's tribal chief sent Oceanus on a reconnaissance mission to learn more about the nature of the *Sea Ghost's* odd habitual return to an outlying abandoned coastal area and return to report his findings to the tribe.

Oceanus is a capable sea elf with respect for the sea and the creatures within, and he's determined to discover the truth of the *Sea Ghost's* smuggling runs in order to protect his tribe.



OCEANUS (SEA ELF)

7th-level Medium humanoid (elf)

Armor Class 12 (leather armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +5

Skills Animal Handling +5, Athletics +4, Investigation +2, Nature +2, Perception +5

Senses darkvision 60 ft., blindsight 120 ft. (when underwater), passive Perception 15

Languages Aquan, Elvish

Amphibious. Oceanus can breathe air and water.

Aquatic Allies. If Oceanus loses grip on his trident within a body of water, a sea creature catches and returns the trident to Oceanus at the start of his next turn.

Cunning Action. On each of his turns, Oceanus can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When Oceanus is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. Oceanus doesn't benefit from this feature while incapacitated.

Once per body of water, Oceanus can sense that the surrounding waters

- 1 Are devoid of a once-thriving ecosystem due to overfishing.
- 2 Are colder than usual for this time of year, warning of a decreased spawning season.
- 3 Remind him of the currents southeast of Saltmarsh, near his home of Manaen.
- 4 Are tainted with the interference of those who care nothing for the life aquatic.
- 5 Indicate a recent successful spawn of local sea life, breeding hope for the future.
- 6 Shroud 1d4 **assassin vines** (*Ghosts of Saltmarsh* 230) under the surface and should be avoided. Checks against this collection of vines are made with advantage.
- 7 Tremble with the wake of a distant **juvenile kraken** (*Ghosts of Saltmarsh* 238). It would be wise to keep moving.
- 8 Would be a perfect place for some much needed recuperation. The next time the party takes a short rest here, they receive the benefits of a long rest.

Friend of the Sea. Using gestures and sounds, Oceanus can communicate simple ideas with any beast that has an innate swimming speed.

Jack of Many Trades. Oceanus can add half his proficiency bonus to any ability check he makes that doesn't already include his proficiency bonus.

Message in a Bottle. Oceanus can take 10 minutes to command a small sea creature to scout in one direction up to 1000 feet. If the sea creature returns, the path is safe.

Tools. Oceanus has cartographer's tools and cook's utensils.

Actions

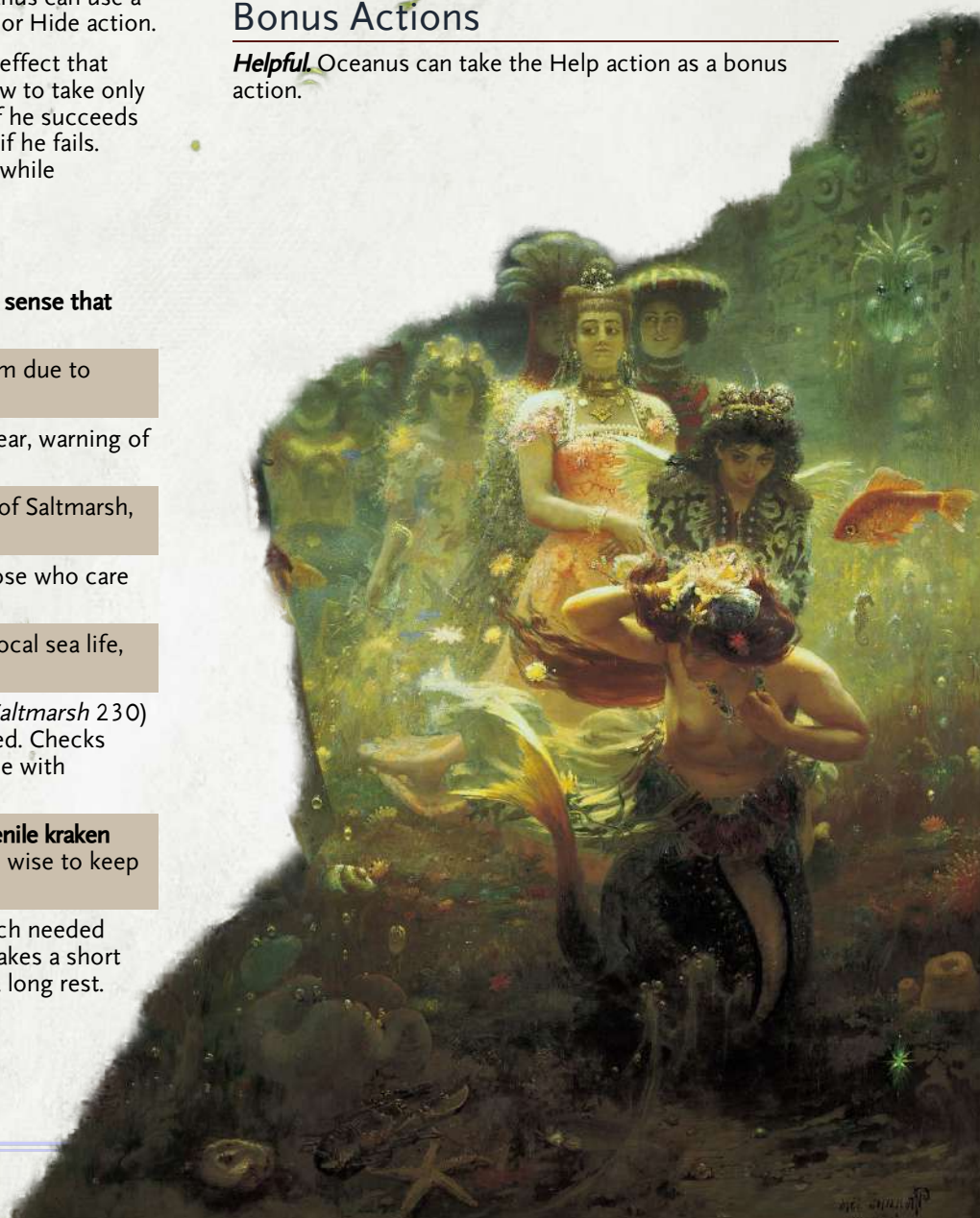
Extra Attack. Oceanus can attack twice, instead of once, whenever he takes the Attack action on his turn.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

Helpful. Oceanus can take the Help action as a bonus action.



OCEANUS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. Oceanus's Dexterity score increases by 2. This raises the Dexterity modifier, Dexterity saving throw, Armor Class, and crossbow attack and damage bonuses by 1. Submariner. Oceanus's swim speed increases to 60 feet.
9th	75 (10d8 + 30)	Inspiring Help. Whenever Oceanus uses his Helpful feature, the creature who receives the help also gains a 1d6 bonus to the d20 roll. If that roll is an attack roll, the creature can forgo adding the bonus to it, and then if the attack hits, the creature can add the bonus to the attack's damage roll against one target.
10th	82 (11d8 + 33)	Ability Score Improvement. Oceanus's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and trident attack and damage bonuses by 1. Improved Sonar. As long as Oceanus is in contact with a body of water, he can detect movement underwater at a range of up to 180 feet and can determine the approximate size of the source of movement.
11th	90 (12d8 + 36)	Reliable Talent. Whenever Oceanus makes an ability check that includes his whole proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.
12th	97 (13d8 + 39)	Ability Score Improvement. Oceanus's Dexterity score increases by 2. This raises the Dexterity modifier, Dexterity saving throw, Armor Class, and crossbow attack and damage bonuses by 1. Savior of the Deep. Tiny, Small, and Medium sea creatures with an Intelligence lower than 10 recognize Oceanus as an ally, and will not attack him or his allies unless charmed, dominated, or attacked by Oceanus or his allies.



SAHUAGIN

1st-level Medium humanoid (sahuagin)

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Str +3

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but they need to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of them, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with their bite and one with their claws or spear.

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

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

After centuries of fighting, not all societies on land and water see things eye to eye. Those in the water often feel attacked and taken advantage of by those on land, lashing out to take back what they see as theirs while those on land protest the aggression.

But there is a minority among the societies in the sea who are fascinated by those on land. They scour shipwrecks for artifacts, steal books from unaware fishermen, and hide among the waves observing. When they are discovered by their people, they are cast out for being too interested in the lives and doings of those who live on land.

Now they walk on dry land. They quickly learn not all are kind to their kind and grow a thick skin to protect themselves. Should you break past that barrier and begin talking about life on land, they enthusiastically question and debate with you. There is a fearsome demeanor hiding a depth full of surprises.

SAHUAGIN BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Get Over Here. On a hit with a spear attack, the target must succeed on a DC 13 Strength saving throw or be pulled up to 60 feet toward the sahuagin. The thrown spear is attached to the sahuagin by a chain. Toxic Bite. The sahuagin's bite attack deals an additional 7 (2d6) poison damage.
3rd	22 (4d8 + 4)	Land Legs. The sahuagin needs to be submerged at least once every 8 hours to avoid suffocating. Increased Telepathy. The sahuagin can command any sea creature of Large size or smaller. This replaces the Shark Telepathy feature.
4th	27 (5d8 + 5)	Ability Score Improvement. The sahuagin's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, the DC of Get Over Here feature, and attack and damage bonuses by 1. Fast As a Coursing River. The sahuagin may make an additional claw or spear attack whenever they take the Attack action on their turn.
5th	33 (6d8 + 6)	Proficiency Bonus. The sahuagin's proficiency bonus increases by 1. This raises the Perception bonus and passive Perception by 2, and the saving throw and attack bonuses by 1. Air in the Lungs. The sahuagin needs to be submerged at least once every 24 hours to avoid suffocating.
6th	38 (7d8 + 7)	Natural in the Water. While traveling with a group, the sahuagin's group all gain a swimming speed equal to their walking speed. If traveling alone, the sahuagin can move stealthily at a normal pace. Fully Aware. Even when the sahuagin is engaged in another activity while traveling through water (such as foraging, navigating, or tracking), they remain alert to danger.

SAHUAGIN

7th-level Medium humanoid (sahuagin)

Armor Class 12 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Str +5

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Fully Aware. Even when the sahuagin is engaged in another activity while traveling through water (such as foraging, navigating, or tracking), they remain alert to danger.

Limited Amphibiousness. The sahuagin can breathe air and water, but they need to be submerged at least once every 24 hours to avoid suffocating.

Natural in the Water. While traveling with a group, the sahuagin's group all gain a swimming speed equal to their walking speed. If traveling alone, the sahuagin can move stealthily at a normal pace.

Poisoner. All the sahuagin's features that deal poison damage also force the target to make a DC 15 Constitution saving throw. On a failure, the target is poisoned and takes an additional 11 (2d10) poison damage.

Increased Telepathy. The sahuagin can magically command any sea creature of Large size or smaller within 120 feet of them.

Actions

Multiattack. The sahuagin makes three melee attacks: one with their bite and two with their claws or spear.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus the target must succeed on a DC 14 a Strength saving throw or be pulled up to 60 feet toward the sahuagin.

Bonus Actions

Sonar Mapping. While underwater, the sahuagin can map either a 60-foot radius or a 120-foot cone centered on them.

PERSONALITY TRAITS

d8 Personality

- 1 **Suspicious.** Overly suspicious of everyone outside of the group.
- 2 **Quick-Tempered.** Easily angered and quick to rage.
- 3 **Competitive.** Always has to be the best and win, whether or not it's a competition.
- 4 **Curious.** Not afraid to ask private questions and full of curiosity about those who live on the land.
- 5 **Distracted.** Easily bored and off task, doing their own thing.
- 6 **Dismissive.** Shrugs off the words and suggestions of those who live in the water, instead favoring those living on land.
- 7 **Sneaky.** Prefers to hide their appearance and stick to the shadows.
- 8 **Homesick.** Secretly very much misses home but tries to gloss over it and pretends they love being an outcast.

JOINING THE CREW

d4 Adventure Seeds

- 1 The group finds a large crowd chanting around a table where the sahuagin and a goliath are arm wrestling. Afterward, the sahuagin approaches one of the group to arm wrestle.
- 2 A sahuagin is shouting their catch of the day for sale on the docks and offers the group a discount.
- 3 The town notice board has a poster asking for a traveling group willing to risk life and limb for treasure. When they show up, they find it was posted by a sahuagin who knows where a sunken ship is.
- 4 The group spots something swimming beside the boat; after a while, a sahuagin hails then from the water and asks to talk.



SAHUAGIN BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d10 + 9)	Ability Score Improvement. The sahuagin's Wisdom score increases by 2. This raises the Wisdom modifier, Perception bonus, and passive Perception by 1. Swol. The sahuagin grows to Large in size. The sahuagin's Hit Dice are now d10s.
9th	65 (10d10 + 10)	Proficiency Bonus. The sahuagin's proficiency bonus increases by 1. This raises the Perception bonus and passive Perception by 2, and the saving throw bonus and attack bonus by 1. Fully Amphibious. The sahuagin can breathe air and water without fear of suffocation. This feature replaces the Limited Amphibiousness feature.
10th	71 (11d10 + 11)	Underwater Explorer. As a bonus action, the sahuagin can grant up to three other creatures the ability to breathe underwater for up to 1 hour. If they do so, the sahuagin cannot use this feature again until they finish a short or long rest.
11th	78 (12d10 + 12)	Action Surge. Once per turn, the sahuagin can take one additional action. If they do so, the sahuagin cannot use this feature again until they finish a short or long rest.
12th	84 (13d10 + 13)	Ability Score Improvement. The sahuagin's Strength score increases by 2. This raises the Strength modifier, the DC of the Get Over Here feature, and the attack and damage bonuses by 1. Fear of the Unknown. When in dim light, the sahuagin can blow on a conch shell forcing all creatures in a 100-foot radius who were previously unaware of their presence to succeed on a DC 16 Wisdom saving throw or become frightened. After the conch is used, all creatures in the area are aware of the sahuagin's presence and general location.

SKUM

1st-level Small aberration

Armor Class 12 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Con +4

Skills Perception +3

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 13

Languages Common, Deep Speech, telepathy 60 ft.

Abolethic Vassal. The skum is permanently charmed by the humanoid it imprints on.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by the imprinted humanoid.

Water Dependency. The skum takes 2 (1d4) acid damage every hour it goes without exposure to water.

Actions

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

Mind-Breaking Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

Forced into servitude by the corruption of an aboleth, those turned into skum lead a dreary life at best. Cursed with a twisted grotesque new body, it is hard for them to not terrify those around them with their alien appearance.

Forced to do terrible things in the name of their master, skum are synonymous with evil to most. Mothers use the skum as scary stories to keep kids in line while sailors carry charms and say prayers to keep from being changed into one.

But those in bondage eventually break free, which proved true for this sidekick.

It fought inch by inch for control over its own body and will. While it eventually freed itself from the aboleth's grasp, it can never have its old body back and must live in a world that hates it. It can never go back to how it was, but maybe it can learn to love its new abilities and friends enough to enjoy its newfound freedom.

SKUM BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d6 + 6)	Ink Jet. When attacked, the skum expels an inky cloud as if casting the <i>darkness</i> spell in a 30-foot sphere on land and in a 60-foot sphere in water centered on them. Sneaky. The skum has advantage on Stealth checks made to hide.
3rd	22 (4d6 + 8)	Brain Power. The mind-breaking touch attack does 13 (3d8) psychic damage. Water Chatter. The skum is able to cast the <i>speak with animals</i> spell twice. It regains expended uses when it finishes a long rest.
4th	27 (5d6 + 10)	Ability Score Improvement. The skum's Strength score increases by 2. This raises the Strength modifier and attack and damage of trident attacks by 1. Less Dependant. The skum can go an entire day without exposure to water before taking 2 (1d4) acid damage.
5th	39 (6d8 + 12)	Proficiency Bonus. The skum's proficiency bonus increases by 1. This raises the saving throw bonus, Perception skill bonus, passive Perception, and attack bonuses by 1. Growing Skum. The skum grows to Medium in size. The skum's Hit Dice are now d8s.
6th	45 (7d8 + 14)	Brain Power. The mind-breaking touch attack does 18 (4d8) psychic damage. Seeker. As a bonus action, the skum can cast the <i>true seeing</i> spell with a duration of 30 minutes.

SKUM

7th-level Medium aberration

Armor Class 12 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Con +5

Skills Perception +4

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 14

Languages Common, Deep Speech, telepathy 60 ft.

Abolethic Vassal. The skum is permanently charmed by the humanoid it imprints on.

Amphibious. The skum can breathe air and water.

Grappler. On a hit with a melee attack, the skum may forgo dealing damage and grapple the target instead (escape DC 15). It can only grapple one creature at a time. At the start of its turn, the skum deals 10 (3d6) bludgeoning damage to any creature it's grappling.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by the imprinted humanoid.

Sneaky. The skum has advantage on Stealth checks made to hide.

Water Dependency. The skum takes 2 (1d4) acid damage every day it goes without exposure to water.

Actions

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Mind-Breaking Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

Water Chatter. The skum is able to cast the *Speak with Animals* spell twice. It regains expended uses when it finishes a long rest.

Bonus Actions

Seeker. The skum can cast the *true seeing* spell with a duration of 30 minutes.

Reactions

Ink Jet. When attacked, the skum expels an inky cloud as if casting the *darkness* spell in a 30-foot sphere on land and in a 60-foot sphere in water centering on them.

SKUM BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. The skum's Constitution score increases by 2. This raises the Constitution modifier, saving throw bonus, and attack bonus of mind-breaking touch by 1. No Dependency. The skum no longer takes acid damage when going long periods of time without exposure to water.
9th	75 (10d8 + 30)	Proficiency Bonus. The skum's proficiency bonus increases by 1. This raises the saving throw bonus, Perception bonus, passive Perception, and attack bonuses by 1. Brain Power. The mind-breaking touch attack does 22 (5d8) psychic damage.
10th	82 (11d8 + 33)	Surprising Shock. After being hit with a melee attack, the skum may use its reaction to send electricity through the attacker's weapon into the attacker, dealing 9 (2d8) lightning damage. Scary Visage. When a hostile creature that the skum can see moves out of its reach, the skum forces it to make a DC 16 Wisdom saving throw. On a failure, the next attack roll against the creature has advantage if made before the end of the creature's next turn.
11th	90 (12d8 + 36)	Enthralling. If the skum touches an incapacitated humanoid, it is charmed by the skum for 1 hour. The skum may only do this to a number of humanoids equal to the skum's Wisdom modifier plus 1.
12th	110 (13d8 + 52)	Ability Score Improvement. The skum's Constitution score increases by 2. This raises the Constitution modifier, saving throw bonus, and attack bonus of mind-breaking touch by 1. Reflective. The skum's mind cannot be read unless it allows it. It is immune to psychic damage, and the attacker suffers half the psychic damage they attempt to inflict on the skum.

PERSONALITY TRAITS

d8 Personality

- 1 **Playful.** Always energetic and wanting to play games.
- 2 **Shy.** Hides behind the group or objects when new people are around.
- 3 **Clingy.** Literally clings to members of the group with its tentacles.
- 4 **Curious.** Wants to touch, prod, read, and examine everything with no end of questions.
- 5 **Moody.** Its temperament and attitude change very quickly, feeding off those it feels nearby.
- 6 **Obsessed.** It is completely taken with an object or type of object and do anything to get its tentacles on it.
- 7 **Demure.** Coils in on itself when it thinks it's messed up and goes out of its way to make everyone in the group happy.
- 8 **Touchy-Feely.** Hugs of tentacles as it asks how you are doing and how that makes you feel.

JOINING THE CREW

d4 Personality

- 1 The group are the ones who killed the master aboleth, and the skum helped them heal and safely navigate back.
- 2 A single Small skum was spotted following the group and leaving little presents of food at their campsites.
- 3 A cryer in the square catches the group's attention by talking about monsters before pulling back the curtain on a chained and abused skum.
- 4 They come across the skum playing a child's game with itself; when spotted, it tries to get the group to play with it.

