



# TIDES OF BLOOD



By Darren Kenny &  
Conor Higgins

NEW ARCHETYPES, NEW BACKGROUNDS,  
NEW SPELLS AND CREW ROLES SYSTEM!



# Table of Contents

<b>INTRODUCTION</b>	<b>3</b>
---------------------	----------

<b>NEW ARCHETYPES</b>	<b>4</b>
-----------------------	----------

Aeromancer .....	5
Deep Explorer.....	8
Path of the Kraken .....	9
Path of the Shark.....	10
College of the Shanty.....	10
College of the Siren.....	11
Island Domain .....	12
Sea Domain.....	14
Circle of the Shoal.....	16
Circle of the Tides.....	17
Drunkard.....	18
Corsair.....	19
Captain .....	20
The Drowned .....	22
Way of the Depths.....	24
Way of the Lighthouse.....	24
Oath of Greed .....	26
Oath of the Deep .....	27
Brutal Crew .....	28
Ocean Hunter .....	29
Deep Servant .....	30
Smuggler .....	31
Salt Bloodline.....	33
Gold Bloodline.....	34
Gift of Seas .....	35
Gift of Storms .....	36
Sea Goddess Patron.....	37
Ghost Ship Patron.....	38
New Invocations .....	40
New Pact Boons .....	41
School of Navigators.....	41
School of the Tide Watchers .....	42

<b>NEW SPELLS</b>	<b>44</b>
-------------------	-----------

<b>CREW ROLES</b>	<b>52</b>
-------------------	-----------

<b>NEW BACKGROUNDS</b>	<b>55</b>
------------------------	-----------

Abducted by Pirates .....	56
Coastal Fisherman.....	57
Former Captain .....	58
Pirate .....	59
Pirate Hunter .....	60
Sea Monster Hunter.....	61
Ship Wrecked.....	62
Tavern Rat .....	63

<b>CREDITS &amp; THANKS</b>	<b>64</b>
-----------------------------	-----------





# Introduction

“All of us have in our veins the exact same percentage of salt in our blood that exists in the ocean, and, therefore, we have salt in our blood, in our sweat, in our tears. We are tied to the ocean. And when we go back to the sea – whether it is to sail or to watch it – we are going back from whence we came.”  
– John F. Kennedy

With the upcoming release of Ghosts of Saltmarsh, we thought it would be a great opportunity for us to put together a little compendium of pirate and nautical-themed content to go along with the release. If you want to play as a pirate-hunting, treasure-seeking paladin, or a shipwrecked warlock who worships the ghost of a sunken ship, then there is definitely something in this supplement you will enjoy. There is also a plethora of new spells with which to arm your new characters, for their journey through Saltmarsh.

You might notice that there are some classes in here that do not appear in the Player’s Handbook. We wanted to give players even more choice, so we expanded the number of classes available to choose from. We selected some of the classes that we created,

as well as one of our favourites from DM’s Guild, the Pugilist class. The extra classes that have been used in this supplement can be found here:

- The Artificer – This class was created by Wizards of the Coast, which was released in an Unearthed Arcana supplement. We are using the most recent revised version which can be found on the Official Website
- The Duelist – created by Darren Kenny.
- The Grave Warden – created by Darren Kenny.
- The Pugilist – created by Benjamin Huffman.
- The Ravager – created by Darren Kenny.
- The Titan – created by Conor Higgins.

We hope that you will have as much fun playing with some of these subclasses, backgrounds, and spells. A sincere thank you for purchasing this supplement, we hope you and your adventuring party have a wonderful time using it.

Conor Higgins & Darren Kenny  
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# NEW ARCHETYPES



NAUTICAL ARCHETYPES TO MAKE A FINE CREW!



# ARTIFICER

## AEROMANCER

### THE FUTURIST

With a keen mind and deft hands you've managed to tinker new creations others only dreamed of. Powered by energy drawn from the Plane of Air, infinite power is at your finger tips with your deadly new firearm - The Storm Cannon.

### AEROMANCER SPELL LIST

Starting at 3rd level you always have certain spells prepared after you reach particular levels in this class, as shown in the Aeromancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you can prepare each day.

Aeromancer Spells	
Artificer Level	Spell
3rd Level	Screaming Wind, Witch Bolt
5th Level	Blows of Thunder, Howling Winds
9th Level	Call Lightning, Thunderous Rebuke
13th Level	Storm Aura, Storm Sprint
17th Level	Echoing Thunder, Raging Storm

### THE STORM CANNON

Starting from 3rd level you construct a powerful firearm know as the Storm Cannon. The weapon does not require any ammunition and can fire a number of times depending on what Fire Mode it has been set to. You can use a bonus action to change the fire mode of the weapon.

• **Striker.** The Striker mode sends small blasts of controlled lightning at individual targets, allowing for high accuracy attacks. While set to this mode, the Storm Cannon can fire a number of times equal to half your proficiency bonuses rounded up. Each attack deals  $1d8 + \text{your Intelligence modifier}$  as lightning damage.

• **Maelstrom.** The Maelstrom mode creates a blast of lightning energy that fires out towards all enemies in front of you. Lacking in accuracy, the Maelstrom mode focuses on taking down crowds of foes. You can use an action to fire the Storm Cannon in this mode forcing all creatures in a 30ft cone to make a Dexterity saving throw. Creatures take  $Xd6$  lightning damage on a failed save where X is equal to your proficiency bonus, half as much damage on a successful save.

• **Bolt Cannon.** The Bolt Cannon mode lets you fire long blasts of lightning energy through several foes. You can use an action to fire a lightning bolt in a 60 foot line. All creatures in the line must make a constitution saving throw or take  $Xd8$  Lightning damage where X is equal to your proficiency bonus, half as much damage on a successful save.

• **Thunder Blast.** The Thunder Blast mode allow you to fire short powerful blasts of thunderous force. You can use an action to fire this weapon in a 10 foot cone. Creatures in the area must make a Strength saving throw. On a failed save the creature is knocked prone and takes  $Xd10$  thunder damage where X is



half your proficiency bonus rounded up. On a successful save the creature takes half as much damage and is not knocked prone.

## MANTLE OF STORMS

Starting from 6th level you gain a suit of arcane armour that uses lightning energy to grant you a collection of new abilities. While wearing this armour you gain the following benefits and abilities.

- Twice a day you can use an action to gain a flight speed equal to your movement speed for 1 minute. You regain these uses after a long rest.
- You can use your reaction to deal 1d8 Lightning Damage to a creature who hits you with a melee attack.
- When you take damage from a spell or magical effect you can use your reaction to move half your movement speed in a direction of your choosing without provoking attacks of opportunity.

At 12th level you also gain resistance to thunder and lightning damage while the Mantle of Storms is equipped.

## OVERCHARGE

Starting from 14th level any lightning or thunder damage you deal with a spell or your Storm Cannon ignores any resistance the creature may have.



# ARTIFICER

## DEEP EXPLORER

## OCEAN EXPLORER

With your curiosity of the ocean's depths and a keen mind for invention, you have created a means of exploring the deepest seas. With this new territory comes new threats, and you must arm your self to face them. With your Hydraulic suit you can breath, swim and even fight as effectively as the creatures of the deep.

## DEEP EXPLORER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Deep Explorer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you can prepare each day.

Deep Explorer Spells	
Artificer Level	Spell
3rd Level	Aquatic Volley, Fog Cloud
5th Level	Crushing Wave, Rain
9th Level	Swell, Tidal Wave
13th Level	Control Water, Fountain of Istishia
17th Level	Control Winds, Maelstrom

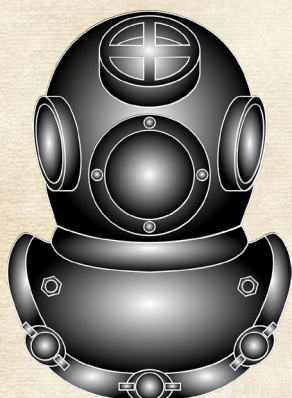
## HYDROLIC SUIT

Starting from 3rd level you construct a suit of armour capable of underwater travel. While in this suit you gain the following benefits.





- You can breathe underwater for 8 hours at a time.
- You gain a swim speed equal to your movement speed.
- You can dash as a bonus action while swimming.
- You gain an AC equal to 10 + your Dexterity Modifier + Intelligence Modifier.



## SURGE GUN

Starting from 6th level you gain a unique firearm known as the Surge Gun. The Surge Gun has the ability to suck in large amounts of liquid or gas within 20 feet of you, trapping them in a small pocket dimension. Using an action with this weapon you can suck in up to 25 gallons of liquid, or up to 100 cubic feet of gas. Once you do this, the surge gun is full and must expel it's contained substance before further use. Depending on the contained substance you can make different attacks.

- **Acid.** You spend at least 5 gallons of acid spraying from the Surge Gun in a 10 foot cone. The cone is 5 feet larger for every 5 additional gallons of acid used. All creatures in the cone must make Dexterity saving throws or take Xd12 acid damage where X is your proficiency bonus. Creatures hit by the acid have their AC reduced by 1 until the end of their next turn.

- **Air.** You spend 20 cubic feet of air to fire a blast of wind at a single creature within 30 feet of you. Make a ranged attack. On a hit the creature takes Xd6 magical bludgeoning damage where X is your proficiency bonus.

- **Oil.** You spend at least 5 gallons of oil, spraying out of the Surge Gun in a 10 foot line. The line is 10 foot longer for every 5 additional gallons of oil used. If this oil is set on fire it burns with an intense blue flame for the next minute. Any creature passing through that line, or starting their turn inside the line, suffers Xd10 fire damage where X is your proficiency bonus.

- **Poison.** You spend at least 20 cubic feet of poison to unleash a spray in a 10 foot cone. The cone is 5 feet larger for every 10 additional cubic feet of poison used. Creatures in the cone must make a Constitution saving throw or take Xd10 poison damage.

- **Water.** You can spend at least 10 gallons of water to spray out of the Surge Gun in a 10 foot line. You can spend an additional 5 gallons to increase the length of the line by 5 feet. All creatures in the line must make a Strength saving throw or suffer Xd8 magical bludgeoning damage and be knocked prone.

## ENDLESS RESERVE

Starting from 14th level your Surge gun can contain five times as much liquid and gas, or five separate types of liquid and gas at one time.





# BARBARIAN

## PATH OF THE KRAKEN

### TERROR OF SAILORS

Your time at sea has connected you to the beasts that dwell in the deep ocean, the kings of the great blue depths, the destroyers of ships and terror of the sea. The Krakens. With their blessing, you wielder there power like a deadly weapon, summoning forth their arms to crush the life from your foes.

### WRATHFUL TENTACLE

Starting from 3rd level you can use a bonus action to summon a Spectral Tentacle until the end of your turn. When you do this you can replace an attack with any of the following;

- Make a grapple attempt against the creature within 20ft of you using your Athletics contested against the creatures Athletics or Acrobatics. On a success the creature is restrained until the end of your turn. At 15th level this effect lasts until the start of your next turn.

- Make a special attack against a creature within 20ft of you using your Strength modifier + proficiency bonus as the attack modifier. On a hit the creature takes 1d8 bludgeoning damage and must make a Strength saving throw (DC = 8 + Strength Modifier + Proficiency Bonus) or be pulled 20ft towards you. At 15th level you can choose to not pull the creature towards you and instead throw it 20ft in another direction. The creature

must make a Dexterity saving throw after being thrown or take 4d6 bludgeoning damage if it hits a hard surface, half as much on a successful save.

You can use this ability three times a day, recovering the uses after a long rest. When you reach 10th level the range of these abilities is increased to 30ft.

### SIEGE BEAST

Starting from 6th level you can choose to make a melee attack with your Spectral Tentacles. These Tentacles deal 1d8 bludgeoning damage or 2d8 damage if what you hit is a structure or a construct.

### KING OF THE DEEP

Starting from 10th level you gain a swim speed equal to your movement speed. In addition you can breathe underwater for up to 8 hours. While underwater no spell or effect can reduce your movement.

### IN THE DARK BELOW

Starting from 15th level whenever you take damage from a melee attack you can use your reaction to expel a blast of ink into the creatures eyes. The creature must make a Constitution saving throw of DC or be blinded. (DC = 8 + Strength Modifier + Proficiency Bonus.) The creature can use an action to end this condition.





In addition once a day you can use an action to send a wave of Lightning 30ft in every direction. Hostile creatures must make a Constitution saving throw or take 6d6 lightning damage, half as much on a successful save. If a creature rolls a 1 or a 2 on the die, they are also stunned until the end of their next turn.

## BARBARIAN

### PATH OF THE SHARK

#### THE PERFECT KILLER

Fresh blood in open waters is always a danger. Life on the sea can be treacherous, and injuries are commonplace. Falling overboard with an open wound can attract all sorts of predators... but none are more deadly than a barbarian who walks the Path of the Shark.

The mere sight of blood is enough to send one of these barbarians into a wild frenzy. Their attacks are haphazard and vicious, cutting deeper and inflicting more wounds than a normal attack. Their ferocity is so great that even other great ocean predators fear them. And gods help any poor soul who takes them down... only to become the barbarian's first victim when they get back up.

#### AQUATIC FORM

Beginning at 3rd level, you gain the ability to breath underwater, and you gain a swim speed equal to your walking speed.

#### FEEDING FRENZY

Starting from 3rd level, once per turn, when you hit a creature with a melee weapon attack, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check (DC same as above), ending the effect of such wounds on it on a success.

#### NATURAL PREDATOR

Starting at 6th level, you gain the ability to converse with creatures of the sea. Any beast or monstrosity with a swim speed is able to understand your speech, and you gain the ability to decipher their noises and motions. Most of these creatures lack the intelligence to convey or understand sophisticated concepts, but a friendly one could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with these creatures, though you can combine this ability with gifts to curry favour with them as you would with any non-player character.

In addition to this, any beast or monstrosity with a swim speed has disadvantage on any melee attacks that





they make against you.

## STRONG JAWS

Once you reach 10th level, if for any reason your teeth are broken, you can instantly grow a new, razor-sharp set as a free action. You can use your bonus action to make a special bite attack. The bite uses your Strength modifier for attack and damage rolls and deals 1d6 piercing damage. Using this bite attack will grapple any creature with a size of Large or smaller, and also inflicts one wound as described by your Feeding Frenzy ability (this does not count towards your standard once per turn wound).

## DEADLY

Starting from 14th level, for each wound a creature has, you gain a +1 bonus to hit that creature. Additionally, every time you return to 1 hit point using your Relentless Rage feature, you enter a blood frenzy; you gain advantage on all attacks until the end of your next turn.



## BARD

### COLLEGE OF THE SHANTY

#### WITH A SONG IN THE HEART

With your voice you rally your allies to fight harder, live longer and endure things they never thought possible. As more of your allies join your song, you feel the power of the shanty grow within all of you.

#### SHANTY SONG

Starting from 3rd level you can expend one of your Bardic Inspirations to begin singing a shanty for the next minute, gaining the Lead Benefits while the shanty is being sung. These benefits are shown in the table below. At the start of an allied creatures turn they can use their reaction to join the song and gain the Join Benefits of the Shanty as shown in the table below.



Shanty Table		
Number of Allies Singing	Lead Benefits	Join Benefits
1	+1d6 to Skill Checks	+1d4 to Skill Checks
2	+2 to all Attack Rolls	+1 to all Attack Rolls
3	+2 to all Saving Throws	+1 to all Saving Throws
4	+1d6 to all Damage Rolls	+1d4 to all Damage Rolls
5	All allies who are singing gain the Lead Benefits.	



## MUSIC OF THE SEA

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Starting from 3rd level if you are aboard a ship you can begin one of your Shantys to rouse and rally the crew. When you do this your captain has advantage on all skill checks made to navigate the ship and any attacks made by your ship cannons can add your charisma modifier to the attack roll.

## PASS THE LEAD

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Starting from 6th level you can use your reaction to pass the lead role in the Shanty to an ally who has joined in. When you do this they gain the Lead Benefits of the Shanty until the end of their turn.

## THE SEABOUND SYMPHONY

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At 14th level you no longer need to expend a bardic inspiration to begin a Shanty Song and can activate Pass the Lead as a Free Action once per round.

# BARD

## COLLEGE OF THE SIREN

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### THE ENCHANTERS

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While bards are usually associate with jovial music and songs, and lively performances, there are those whose music takes a more subtle approach. Weaving their spells through dark lullabies, bards from the College of Sirens

use their magic to entrance foes and bring them to slumber.

Like the mythical siren, these bards are the masters of sleep, using their performances and magic to influence the minds of their enemies, putting them to sleep and taking them out of the battle. They can similarly use their soothing tones to calm the minds and bodies of their allies, taking them out of their stupor and refreshing their bodies.

## SIREN SONG

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When you choose this college at 3rd level, you learn to use your charms to captivate and enthrall foes. As an action, you can choose one creature that can hear you within 60 feet of you. That creature must make a Wisdom saving throw with disadvantage; on a failure, they are incapacitated, and their movement is reduced to 0 until the start of your next turn.

You can expend one use of your Bardic Inspiration to target another creature within 5 feet of your original target and have them make the saving throw as well.

Once you have used this feature two times, you cannot use it again until you complete a long rest.

## DEEP DREAMS

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When you reach 6th level, you learn the sleep spell; this does not count towards the number of bard spells you know. When you cast this spell, you can expend one use of your Bardic





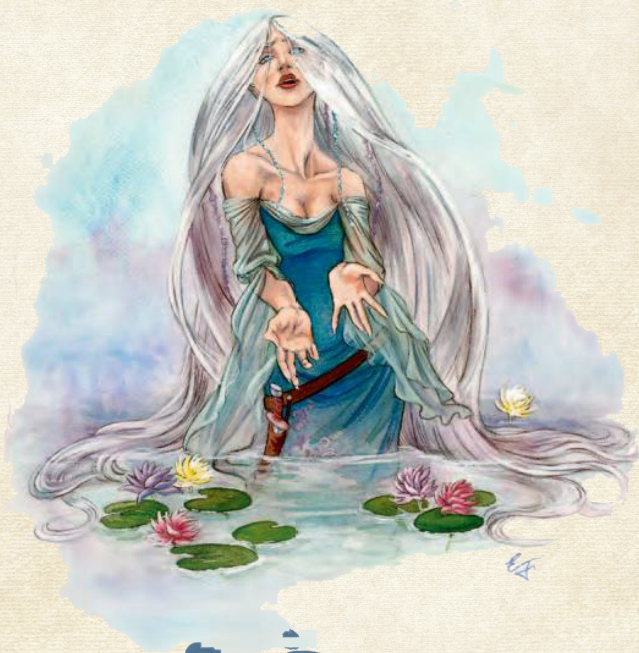
Inspiration and add the number rolled on the dice + your Charisma modifier to the hit points rolled for the spell.

In addition, you can cast the spell once at its lowest level without expending a spell slot. You cannot cast it again this way until you finish a long rest.

## BLESSING OF THE ENCHANTRESS

Beginning at 14th level, as an action you can expend a spell slot to heal your allies from certain conditions. You can cure a number of conditions equal to the spell level of the slot you expended; these can all be on the same target, or spread out over multiple targets.

The conditions you can cure include: blinded, charmed, deafened, frightened, paralysed, poisoned, and stunned. You can also remove the effects of spells such as hex and bestow curse, or certain class features like Hexblade's Curse.



## CLERIC

### ISLAND DOMAIN

#### STABILITY

A beacon of hope for sailors in a storm, that is what you act as in the heat of battle. A steady hand, a calming presence, a pillar of strength to support your crew and aid them in enduring the coming storms.

#### ISLAND DOMAIN SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Island Domain Spells table.

These spells count as cleric spells for you, but they don't count against the number of cleric spells you prepare.

Island Domain Spells	
Cleric Level	Spells Gained
1st Level	Aquatic Volley, Fog Cloud
3rd Level	Crushing Wave, Rain
5th Level	Swell, Tidal Wave
7th Level	Control Water, Fountain of Istishia
9th Level	Control Winds, Maelstrom

#### IMMOVABLE

When you choose this domain at 1st level any attempt to move you, whether physically, by the use of a spell of a magical effect, is made with disadvantage. In addition you have advantage on all saving throws and checks to move you.



## WORDS ON THE WIND

When you choose this domain at 1st level whenever you take a long rest outdoors you receive information from nearby events, carried to you by the wind. You can choose to hone in on certain events, people or locations. If the event has taken place within 1 mile of where you rest, you get a strong indication of the location. If it is within 10 miles you get a weak indication of it's location. If it is beyond 10 miles you receive no indication.

## CHANNEL DIVINITY - EBB AND FLOW

Starting at 2nd level you can use an action to activate your Channel Divinity to bless your nearby allies with the graceful motion of the waves. You select allies equal to your Wisdom modifier. These allies gain advantage on Dexterity saving throws for 1 minute. If this ally succeeds on a Dexterity saving throw they can use their reaction to make a single melee or ranged attack, or cast a cantrip that has a casting time of one action. This ability requires concentration.

## CORAL RIFT

Starting at 6th level you gain the ability to summon forth eruptions of beautiful coral clusters. Twice a day you can perform any of the following maneuvers, regaining the uses after a

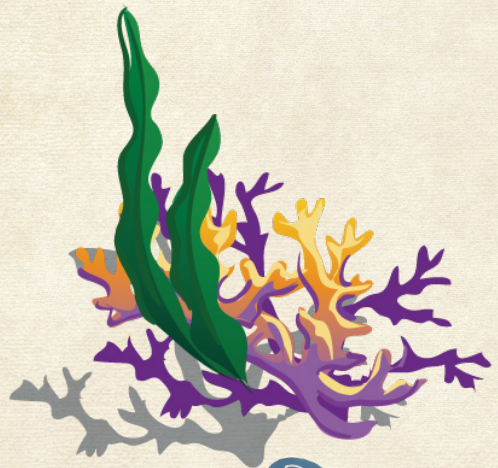
short rest. This increase to four uses at 14th level.

**Colour Explosion.** After being hit by a melee attack you can create a violent burst of light to explode from the wound. The creature who hit you must make a Constitution saving throw or be blinded until the start of their next turn.

**Shrapnel.** Whenever you take damage you can use your reaction to make a ranged spell attack against a creature. On a hit you deal 2d8 magical piercing damage. At 14th level the damage increases to 4d8.

**Coral Eruption.** You can use an action to send a spray of coral rock in every direction. Creatures within 10 feet of you must make a Dexterity saving throw or suffer 2d8 magical piercing damage. At 14th level the damage increases to 4d8.

**Coral Spear.** You can make a ranged spell attack against a creature. On a hit you deal 2d10 magical piercing damage. The creature becomes covered in coral shards. At the start of it's turn it takes an additional 2d10 magical piercing damage. It can use an action to remove the shard of coral rock and end this effect.





## POTENT SPELLCASTING

Starting at 8th level you add your Wisdom Modifier to the damage you deal with any cleric cantrip.

## HIGH TIDE

Starting at 17th level you can summon forth the waves to aid your allies and disrupt your foes. You can use an action to create a maelstrom of water that surrounds you in a 30ft radius. All allied creatures in this radius gain an additional 10 feet of movement, while enemies in this area have their movement speed reduced by 10ft. If a creature starts it's turn in the area it must make a Strength saving throw against your spell save DC or be knocked prone and moved 10 feet in a direction of your choice.

## CLERIC SEA DOMAIN

### SERVANTS OF THE SEA

The gods of nature are arguably the oldest and most powerful of the deities, having influence on the land far more than just the hearts and minds of mortal beings. A subset of these, gods of the sea, are at once wrathful and nourishing, terrifying and patient. A cleric who dedicates themselves to the power of the ocean soon learn that there is far more below the surface of the water than fish and coral.

There is power there. Fearsome power. Sea domain clerics are able to harness both the destructive powers of the ocean, as well as the healing and nurturing properties of water, channelling both of these energies, eventually becoming one with the denizens of the deep.

## SEA DOMAIN SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the

Sea Domain Spells	
Cleric Level	Spells Gained
1st Level	Create or Destroy Water, Aquatic Volley
3rd Level	Crushing Wave, Misty Step
5th Level	Tidal Wave, Wall of Water
7th Level	Fountain of Life, Watery Sphere
9th Level	Control Winds, Maelstrom

## BONUS PROFICIENCY

When you pick this domain at 1st level, you gain proficiency with heavy armour.

## AQUATIC ADAPTATION

At 1st level, your deity grants you the ability to breath underwater, and you gain a swim speed equal to your walking speed.





## SONG OF THE SEA

From 1st level, you can speak, read, and write Aquan. In addition to this, your deity grants upon you the ability to converse with creatures of the sea. You can understand, and be understood by, any beast that has a swim speed, even if they cannot speak any languages. This ability doesn't grant you friendship with sea creatures, though you can combine this ability with gifts to curry favour with them as you would with any non-player character.

### CHANNEL DIVINITY: SWIRLING TIDES

Starting at 2nd level, you can use your Channel Divinity to call forth the power of the ocean.

As an action, you present your holy symbol and speak the name of your deity, and unleash a torrent of surging water all around you in a 30 foot radius, with you at the centre. Additionally, as you summon this water, you can designate any number of creatures you can see to be unaffected by it. When the water is summoned, affected creatures within the radius must make a Strength saving throw, or be knocked prone.

The water continues to surge and swirl for 1 minute. For the duration, the water is considered difficult terrain, unless you have a swim speed.

## POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

### ONE WITH THE SEA

At 17th level, your devotion to the sea is rewarded by your deity. As an action, you shroud yourself with the energy of a sea creature and gain some of their abilities. You cloak yourself in one of the following shrouds and you gain the abilities described below.

**Octopus.** The range of all your spells and cantrips is doubled. If you cast a spell or cantrip that targets one creature (including spells and cantrips that have a target of self) you may select one additional target when you cast it.

**Shark.** When you deal damage to a creature with a spell or cantrip, at the end of their next turn, they take half the damage dealt by you from that spell. Additionally, your spells and cantrips ignore resistance, and treat immunity as resistance.

**Conch.** Your AC increases by +2, you gain advantage on saving throws versus spells and magical effects, and you are under the effects of the *Sanctuary* spell (this effect does not end if you make an attack or cast a spell that affects an enemy creature).

The shroud lasts for 1 minute, or until you dismiss it as a bonus action. Once you have shrouded yourself, you cannot use it again until after a long rest.





## DRUID

### CIRCLE OF THE SHOAL

#### STRENGTH IN NUMBERS

In nature, there are many fish that do not swim alone. They prefer the safety and comfort of swimming in a shoal; always being near their companions, assisting them when necessary, protecting the group with strength in numbers. This is the philosophy followed by druids who follow the Circle of the Shoal.

These druids specialise in assisting and supporting their allies as much as they can, helping them to manoeuvre around enemies, and deal damage whenever possible. They are experts at oceanic and swarming transformations, and the most powerful druids can even extend this ability to their allies, to alter the form of their entire party.

#### BREAKING WAVES

Starting at 2nd level, you gain the ability to breathe underwater, and your movement speed increases by 15 feet while underwater.

In addition to this, any ally within 10 feet of you gains a bonus to their initiative rolls equal to your Wisdom modifier. On their turn, they can also add your Wisdom modifier to the damage roll of one of their attacks or cantrips.

## SHOAL FORM

When you choose this circle at 2nd level, your Wild Shape feature is modified. You use the following table to determine the maximum challenge rating that you can transform into (you must still abide by the other limitations present in the Beast Shapes table).

Additionally, you can also transform into creatures that are defined as a swarm of beasts in their statblock.

Shoal Forms	
Druid Level	Max. CR
2nd	1/2
5th	1
8th	2
11th	3
14th	4
17th	5

## OCEAN WILDLIFE

Starting at 6th level, whenever you transform into a beast or swarm of beasts without a swimming speed, you can choose to make their standard speed or flying speed (if they have one) into swimming speed. If you do this, you also gain the ability to breathe underwater as that beast or swarm.

## DRUIDIC RAPIDS

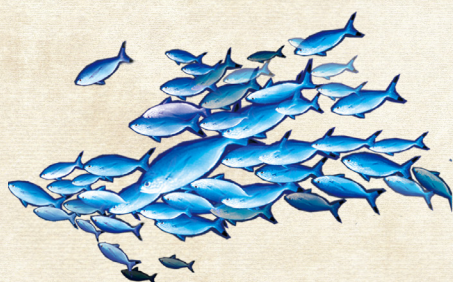
Starting from 10th level, your speed increase by 10 feet in your natural form, and by 20 feet in all of your Wild Shape forms. Additionally, any ally who starts their turn within 20 feet of you increases their speed by 10 feet, and the



range of your Breaking Waves ability also increases to 20 feet.

## SPAWNING SEASON

Beginning at 14th level, when you use your Wild Shape features to transform, you can immediately expend a second use of it to also transform up to 3 allied creatures that you can see within 30 feet. The allied creatures gain all the benefits of your Wild Shape ability, but cannot be transformed into a beast or swarm of beasts with a challenge rating higher than 2. Once you use this feature, you cannot use it again until you finish a long rest.



## DRUID

## CIRCLE OF THE TIDES

### THE WEAVING WAVES

You guard the waters of the world from pollution, hunting those who seek to bring death and ruin to those who cross the tides and dwell below the waters surface. Whether it is a creature of the deep bringing ruin and devastation, or pirates pillaging the innocents who travel - you will be there to guard the tides.

## TIDE WALKER

Starting from 2nd level you can use a bonus action to move an allied creature a number of feet equal to your Wisdom modifier multiplied by 5.

## REBUKING WAVE

Starting from 2nd level whenever a creature comes within 5ft of you, you can use your reaction to make a melee spell attack. On a hit the creature takes 1d8 magical bludgeoning damage and is knocked back 10ft.

At 5th level this increases to 2d8, increasing again to 3d8 at 11th level and 4d8 at 17th level.



## TIDES GRACE

Starting from 6th level any ally starting their turn within 10ft of you gain a swim speed equal to their movement speed, can use a bonus action to take the Dash Action while underwater.

At 12th level this increases to 20ft and increases again to 30ft at 18th level.

## CRUSHING WATERS

At 10th level you gain access to the following spells; *Create or Destroy Water*, *Tidal Wave*, *Wall of Water*, *Water Breathing*, *Water Walk*, *Control Water*, *Watery Sphere*.



These spells are always prepared and do not count against your prepared Druid spell list.

At 15th level you gain access to these additional spells; *Maelstrom*, *Tsunami*.

## AVATAR OF THE WAVES

Starting from 14th level you can cast *Investiture of the Ocean* without expending a spell slot.

## DUELLIST DRUNKARD

### WITH BLADE AND BREW

Reeking of booze and wielding a sword are the two pillars of your character. Somehow a better fighter while drunk, you manage to turn catastrophe into victory on countless occasions. Whether the drink makes you numb to the pain, or it is simply your good fortune, you have survived things that would have killed lesser men - if such a man existed.

### DULLED SENSES

Starting from 3rd level you can use the sweet taste of alcohol to sharpen your wit and dull your aches. Whenever you drink 1 tankard of alcohol you can roll a hit die and gain that many hit points. Once you do this you cannot do it again until you take a short rest. The number of hit die you regain increases

to 2 hit die at 10th level and again to 3 hit die at 16th level.

## A DRUNKARD'S CHALLENGE

Starting from 6th level you can use a bonus action to challenge a foe, insult their honour and insinuate terrible things about their mother's night activities. When you do this the creature must make a Charisma saving throw (DC = 8 + Proficiency + Charisma modifier.) On a failed the creature has disadvantage on it's next attack and next saving throw.

## FOOLS LUCK

Starting from 10th level you can use a reaction to reduce any damage you take by half.

## GOOD MEDICINE

Starting from 14th level any hit points gained by using your Dulled Senses ability are also gained as temporary hit points.

## BY CHANCE, A HIT

Starting from 18th level once per turn you can use a reaction to turn a missed attack into a successful hit.





# FIGHTER

## CORSAIR

### PIRATES LIFE FOR ME

Not every fighter is created equal. Some are motivated by honour, fighting for glory and pride. Some are mindless warriors, wanting only to cause as much death and destruction as they can. And some care about only one thing; freedom. The freedom to sail the seas as their own man. The freedom to take what they can, and to give nothing back. A corsair is a fearsome warrior on the sea, equally at home in a tavern, on the ship's deck, or soaring through the riggings while boarding an enemy. A corsair loves nothing more than sailing the ocean, finding ships to plunder and sailors to defeat, to prove to them, and to themselves, than they are an unstoppable fighter who will never relinquish their freedom.

### BY HOOK OR BY CROOK

Starting at 3rd level, as a bonus action on your turn, you can make a special attack with a hook you keep hidden on your person. You can make this attack even if you are not wielding a weapon with the light property. If you hit a target with your hook, you have advantage on the next attack against that target using the hook.

Additionally, if you hit a target

with your hook, for the remainder of the round, any attacks made against that target that do not use your hook score a critical hit on a roll of 19 or 20.

Name	Damage	Weight	Properties
Hook	1d6 slashing	1lb	Finesse, Light

### FEROCIOUS PRESENCE

From 7th level, you gain proficiency in Intimidation if you do not already have it, and your proficiency bonus is doubled for any ability checks you make with this skill. Your intimidating presence is enough to scare even the most hardened sailors. As an action, you exude a frightening aura; up to 3 creatures within 15 feet of you that can see or hear you must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened by you until the end of your next turn.

On subsequent turns, you can use your action to extend the duration of this effect on the frightened creatures until the end of your next turn.

Once you use this ability, you cannot use it again until you complete a long or short rest.

### WALK THE PLANK

Starting at 10th level, you can give yourself a bonus to your initiative rolls equal to your Charisma modifier. In addition to this, you gain advantage on any Acrobatics checks made when



walking a on a narrow space or when boarding a ship in any way.

## NO QUARTER

From 15th level, on your turn, when you reduce a creature to 0 hit points, you can immediately use your reaction to move up to half your movement speed and make an attack using the weapon of the creature you defeated. If they do not have any weapons, you can make this attack using your hook. If the weapon is magical, you wield it with those properties, even if it requires attunement.

## TILL THE END OF OUR DAYS

When you reach level 18, while you are near the ocean, no man can bring you death. While you are within 60 feet of a body of water, you have advantage on death saving throws. Additionally, a roll of 18-20 on death saving throws counts as rolling a 20.



# FIGHTER CAPTAIN

## DRINK UP MY HEARTIES!

Standing at the helm, with winds and rain battering their vessel, a captain still stays proud and tall, navigating their ship through ferocious storms. But no matter what, they remain steadfast and resolute, knowing that they can depend on their crew to follow orders and maintain a steady course.

A captain's word is final. Their presence and charisma is such that they can inspire their crew members to achieve feats of great strength and daring, but they don't let their crew wade into danger unaccompanied; unlike some commanders, a captain will always lead their crew into battle, never backing down from a fight.

## TAKE TO THE SEA

As captain of a vessel, you know the seas better than you know yourself. At 3rd level, you gain proficiency in vehicles (water), as well as proficiency in navigator's tools.

## CAPTAIN'S CALL

Starting at level 3, you can command and inspire your crew mates through your authority and will. As a bonus action on your turn, you can choose one allied creature other than yourself



within 60 feet who can hear you. That creature gains one Captain's Call die, a d6. Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, saving throw or weapon damage roll it makes. The creature can wait until after it rolls the d20 before deciding to use the Captain's Call die, but must decide before the DM says whether the roll succeeds or fails. Once the Captain's Call die is rolled, it is lost. A creature can have only one Captain's Call die at a time.

You can use this feature a number of times equal to 1 + your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Captain's Call die changes when you reach certain levels in this class. The die becomes a d8 at 10th level, and a d10 at 18th level

## SEA LEGS

At 7th level, you gain a swim speed equal to your walking speed, and the length of time you can hold your breath is multiplied by five.

In addition to this, your skill at manoeuvring on the swaying decks of the ship have helped you gain a steady footing no matter where you are. You ignore all magical and non-magical difficult terrain.

## NEVER SURRENDER

At 10th level, when you use your Second Wind feature, you can also choose an allied that you can see within 30 feet of you; they regain the same number of hit points that you do.

In addition to this, your Second Wind feature heals you by an additional number of hit points equal to the value rolled on your Captain's Call die (you do not need to expend a use of your Captain's Call in order to use this).

## LEADERSHIP

Starting at 15th level, whenever you give someone Captain's Call, all attacks you make on your next turn receive a bonus of +2 to attack and damage rolls.

## ALL FOR ONE

From 18th level, you can use a bonus action and expend a Captain's Call die to command a number of allies within 60 feet that can hear you. You can select a number of allies equal to your Charisma modifier, who can then use their reaction to immediately make a weapon attack or cast a cantrip that targets 1 creature.

Once you use this feature, you cannot use it again until you complete a long rest.





# GRAVE WARDEN

## THE DROWNED

### DEAD MEN TELL THIS TALE

Drowned by the sea, sinking into the cold deep below. But you return, the drowned now walk the land seeking vengeance on those who wronged them. With salt and water pulsing through your veins, you haunt the living.

### THE DROWNED WRATH

Starting from 3rd level whenever you hit a creature with a melee attack you can use your reaction to deal an additional 1d6 cold damage. At 13th level this increases to 2d6 and increases again at 20th level to 2d8.

### DEEP WALKER

Starting from 6th level you gain a swim speed equal to your movement speed and can breathe underwater.

### CALL OF THE FALLEN

Starting from 11th level you can use an action and expend 3 Soul Points to summon forth the soul of a Drowned Spectre to attack your foes until the start of your next turn. The Drowned Spectre has a flight speed of 25ft and can use 10ft of movement to pass through a wall or surface that is less than 2ft thick. When you do this your Drowned Spectre appears within 60ft of you and can attack any creature within 5ft of it. It makes 3 attacks using your Soul Art

attack modifier for the attack rolls. The Drowned Spectre deals 1d8 Necrotic Damage, reducing the creatures max HP by that much damage as well. At the start of your following turn you can use an action to maintain your Drowned Spectre and have it move up to 20ft in any direction and make three attacks.

### DEADMAN'S SKIN

Starting from 15th level you gain an unarmoured defence equal to 10 + your Constitution modifier + Wisdom Modifier. In addition you can spend 1 hour wearing a set of magical armour to devour it, absorbing it into your body. When you do this the armour is destroyed, but you gain all the properties of the armour as part of your unarmoured defence. If you do this a second time, the first enchantment is lost and the armour does not return.

### DROWNING POOLS

Starting from 20th level you can use an action to summon forth a series of watery twisters, filled with the haunting visage of drowned souls. You can summon up to six whirlpools that are 5ft wide, three whirlpools that are 10 feet wide or one whirlpool that is 30ft wide. Any creature starting it's turn in the Whirlpool must make a Strength Saving Throw (DC equal to your Soul Art Save DC) or be restrained and suffer 2d6 Cold, 2d6 necrotic and 2d6 psychic damage, half as much damage on a success with no restrained condition. A creature larger than the whirlpool is immune to it's effects.



## DROWNED WARDEN BONDED BLADE EXAMPLES

The Deep King's Wrath	
A trident with an organic, spiked tendrils for spear points. The spear points occasionally shift between solid metal and living tissue.	
<b>Trait 1</b>	You can use a bonus action to extend the reach of The Deep King's Embrace to 20 feet. If you hit a creature with an attack when you do this, you can use your reaction to make a Grapple Attempt.
<b>Trait 2</b>	You can use a bonus action to wreath The Deep King's Embrace in lightning, dealing an additional 1d6 lightning damage with every hit.
<b>Trait 3</b>	You can transform The Deep King's Embrace as an action, speaking the command phrase - Rule. While The Deep King's Embrace is transformed it fuses with your right arm, morphing it into three long tentacles with spiked tips. You can use an action to make three melee attacks with a range of 20 feet. On a hit the creature takes 1d8 piercing damage and must make a Strength Saving Throw DC: 14 or be grappled by that tentacle. That tentacle cannot make attacks while grappling a creature. Creatures can use an action to attempt to break the grapple (your Athletics versus their Athletics or Acrobatics).
<b>Trait 4</b>	While the Deep King's Embrace is transformed, any creature starting it's turn grappled takes 1d6 bludgeoning damage.
<b>Trait 5</b>	While The Deep King's Embrace is transformed, whenever you take damage from an attack you can use your reaction to create an ink cloud around you. This cloud increases your AC by 2 until the start of your next turn.
<b>Trait 6</b>	You can use an action when the sword is transformed to unlock the weapons "True Awakening" for 1 minute. While the weapon is "Truly Awakened" each of your arms become a set of 5 tentacles. You can use an action to make 5 tentacle attacks. At the start of your turn you can move a grappled creature up to 20 feet in any direction. If that direction is more than 20ft away from you, the creature is thrown. When this transformation ends you must make a Constitution saving throw DC: 15. On a failure you take 1d4 + 1 points of exhaustion, half as much (rounded down) on a success.
<b>Trait 7</b>	All grappled creatures take 1d8 lightning damage at the start of their turn.

Luminous Bloom	
This luminous whip has ethereal strings that drift off the translucent rope that makes up this deadly weapon.	
<b>Trait 1</b>	Whenever you hit a creature with this weapon it takes an additional 1d4 poison damage and cannot take reactions until the start of it's next turn.
<b>Trait 2</b>	You can use a bonus action to empower your whip's abilities. The next time you hit a creature with a melee attack it takes 1d6 psychic damage and has it's movement halved until the end of it's next turn.
<b>Trait 3</b>	You can transform Luminous Bloom as an action, speaking the command phrase - Float. While Luminous Bloom is transformed a cloud of small floating jellyfish surround you 15 feet in every direction, moving with you when you move lighting up the area 20 feet in every direction from where you stand. Any creature starting it's turn within the cloud takes 1d8 poison damage and cannot take reactions until the start of it's next turn. If a creature moves through this cloud it takes 1d8 poison damage, unless it moves at half speed.
<b>Trait 4</b>	While Luminous Bloom is transformed, you can use an action to cause the cloud to swarm one creature. That creature takes 2d10 psychic damage and must make a Constitution saving throw or be stunned until the end of it's next turn.
<b>Trait 5</b>	While Luminous Bloom is transformed, whenever you are attacked you can use your reaction to cause the cloud to glow incredibly bright. When you do this ranged attacks this turn made against you have disadvantage. Any hostile creature inside the cloud must make a Constitution saving throw or be blinded until the end of it's next turn.
<b>Trait 6</b>	You can use an action when the sword is transformed to unlock the weapons "True Awakening" for 1 minute. While the weapon is "Truly Awakened" dozens of translucent tendrils drift from your body. Any creature within 10 feet of you, even those you move past, take 1d8 poison damage and 1d8 psychic damage. When this transformation ends you must make a Constitution Saving Throw DC: 15. On a failure you take 1d4 + 1 points of exhaustion, half as much (rounded down) on a success.
<b>Trait 7</b>	All poison and psychic damage rolls are now maximised. (1d6 = 6).



# MONK

## WAY OF THE DEPTHS

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### DEEP ESSENCE

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The essence of the deep has entangled itself with the ki that runs through your body. The essence of the cold, unforgiving depths empowers you to crush and drown your foes without hesitation or mercy.

### DEEP EMBRACE

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Starting from 3rd level when you hit a creature with a melee attack you can expend 1 ki point to force the creature to make a constitution saving throw. On a failed save the creatures lungs fill with water. They are unable to speak or breathe for 1 minute. The creature can repeat the saving throw at the end of each of its turns.

### THE COLD BELOW

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Starting from 6th level you deal an additional 1d4 cold damage with every unarmed attack. This increases to 1d6 at 12th level and again to 1d8 at 18th level.

### AURA OF THE DEPTHS

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Starting from 11th level any hostile creature starting it's turn within 5ft of you must make a strength saving throw or have its movement reduced to half until the end of its turn.

## LAST FATHOM

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Starting from 17th level you can spend 5 ki points to create a sphere with a 15 foot radius of crushing pressure originating from a point within 60 feet of you. All creatures in the area must make a Strength saving throw. On a failed save the creature takes 8d8 magical bludgeoning damage and has it's movement reduced to 0 until the start of it's next turn. On a successful save the creature takes half damage and it's movement is unaffected. This sphere remains in place until the start of your next turn. If a creature enters the space it must make the saving throw or suffer the effects.

# MONK

## WAY OF THE LIGHTHOUSE

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### SAFETY IN THE DARK

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A lighthouse is the guiding beacon for ships in the night. Keeping the captain and crew safe as it guides them through safe passage. That is the purpose of those who follow the Way of the Lighthouse. These monks help to guide their allies through the darkness, both literally and through the darkness in their own hearts.

These monks seem to radiate light, even in the darkest night, trailing wondrous paths of radiant energy behind them as they walk. They are



ever watchful, keeping vigilant for any and all dangers that may strike their allies, ensuring they are always safe in their care.

## GUIDING LIGHT

Starting when you pick this monastic tradition at 3rd level, you gain darkvision out to a range of 30 feet. Your darkvision is unusual: everything you see in darkness is in shades of yellow and gold. If you already have darkvision, its range is instead increased by 30 feet.

In addition to this, you learn the *guidance* cantrip. Wisdom is your spellcasting ability for this spell.

## DAZZLING RADIANCE

Starting at 3rd level, whenever you hit an enemy with an attack using a monk weapon, you can deal extra radiant damage equal to your Wisdom modifier. This extra radiant damage ignores resistance.

## LIGHT THE WAY

Beginning at 6th level, you can jump two times the normal distance, though you can't jump farther than your remaining movement would allow. When you use this feature to jump across a gap (such as between buildings or across a ravine), you can spend 1 ki point to create a golden, translucent path of light behind you to guide your allies. This path is tangible and can be

walked on by creatures. The path lasts for 1 minute before disappearing.

When you use your Unarmoured Movement ability to traverse across liquids, you can also create a path behind you for up to 20 feet, for the cost of 1 ki point. The path follows behind you, and if you move further than 20 feet, the end of the path disappears until it is 20 feet long.

## ILLUMINATE FROM AFAR

When you reach 11th level, when you cast *guidance*, it has a range of 15 feet, and you can cast it as a bonus action. In addition to this, the result rolled on the d4 can be added to attack rolls in addition to ability checks.

Your Deflect Missiles ability is also modified. You can now use it to catch a missile directed towards an ally you can see within 60 feet of you. Before you use this, you can also move up to half your movement speed as part of the same reaction.

## SIGNAL BOOST

At 17th level, when you take the Attack action on your turn, you can forgo one of your attacks and spend 2 ki points to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you; that creature can immediately use its reaction to make one weapon attack with advantage. The attack also deals extra radiant damage equal to your



Wisdom modifier. All damage from this attack ignores resistance and treats immunity as resistance.

## PALADIN

### OATH OF GREED

#### ALL MINE

Glory. Treasure. Honour. Three things that most adventurers strive for their entire lives to get. But not all adventurers. For paladins that take the Oath of Greed, glory is only important when they can take as much gold as they desire with it. Honour is only beneficial if it comes with a paycheck. If there was a deity of desire and treasure, you would follow them only for the promise of more riches. Your devotion is to yourself first and foremost, and to finding, taking, and keeping as much wealth as you can. The more treasure you amass, the more powerful you become... and the more your greed grows.

#### TENETS OF GREED

Most paladins have some sense of honour or loyalty, even if only to themselves. Those who take the Oath of Greed, however, simply treat honour as a commodity.

**Get Paid.** Paladins of Greed never do anything for free. Only if they will be financially compensated, will they consider someone's request.

**Loyalty for Hire.** Honour and loyalty are fickle mistresses. You may be loyal

to someone while they have money but promises can be broken if your palm is crossed with coin.

**Sharing is NOT Caring.** Why should you have to split your rewards with others? You worked hard and deserve it all to yourself. There's no reason to give others your treasure if they can't earn some for themselves.

#### OATH OF GREED SPELLS

You gain Oath spells at the Paladin level listed.

Oath of Greed Spells	
Paladin Level	Spells Gained
3rd Level	Detect Magic, Disguise Self
5th Level	Heat Metal, Locate Object
9th Level	Clairvoyance, Elemental Weapon
13th Level	Fabricate, Leomund's Secret Chest
17th Level	Legend Lore, Scrying

#### CHANNEL DIVINITY

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

**Treasure for All.** As a bonus action, you can create the illusion of treasure and riches at a point up to 20 feet away from you. Any creature within 30 feet of the illusion that can see becomes slightly distracted by the promise of these riches. Until the start of your next turn, you gain a +2 bonus to hit any distracted creature, and you deal an extra 1d6 psychic damage to them. The illusion itself lasts for 1 minute.

The psychic damage you deal increases to 2d6 at 15th level.



**X Marks the Spot.** As an action, you present your holy symbol and speak a prayer calling for wealth and gold, using your Channel Divinity. With this action you can cast identify without material components, and can use it to identify a number of items equal to your proficiency modifier. In addition to this, you gain a special sight that lasts for 10 minutes, that allows you to determine the value of any magical items or art items you can see within 30 feet.

### AURA OF THE DEEP

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Starting from 7th level you emit an aura 15 feet in every direction while conscious. All allies within this area, including yourself, gain +5 to all perception & investigation checks.

### MORE, MORE, MORE!

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At 15th level, if you are attuned to at least 1 magical item, you gain a +1 bonus to all saving throws. In addition to this, you gain a +1 bonus to your AC for each magical item you are attuned to.

### AVATAR OF GREED

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At 20th level, you can assume the physical embodiment of greed. As an action, you can magically undergo a transformation into a golden-skinned being, your greed extending to even desiring the life-force of your enemies.

For 1 minutes, you gain the following benefits.

- Once per turn, you gain temporary hit points equal to half the damage you dealt with a single attack (including any bonuses to the attack, such as your Divine Smite or Treasure for All Channel Divinity feature).
- Magical weapons' abilities do not affect you, essentially becoming non-magical only when striking you. For example, any +1 weapons do not have that bonus when used against you, or a Dagger of Venom does not deal additional damage to you or give you the poisoned condition.
- If you reduce a creature to 0 hit points, any and all items that they were carrying are immediately transported to a pocket dimension that is only accessible you.

Once you use this feature, you cannot use it again until you finish a long rest.

## PALADIN

### OATH OF THE DEEP

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#### TENETS OF THE DEEP

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**Drown your Foes.** The ocean is a great beast that devours when any and all it sets its eye on. You serve the Gods of its great beast, every soul killed on the ocean is offered to the great beast.

**Without Remorse.** The great beast does not suffer those who cannot survive it's trials and tribulations. Like



sheep to wolves, the ocean devours the weak.

## OATH OF THE DEEP SPELLS

You gain Oath spells at the Paladin level listed.

Oath of the Deep Spells	
Paladin Level	Spells Gained
3rd Level	Aquatic Volley, Cold Rebuke
5th Level	Crushing Smite, Crushing Wave
9th Level	Swell, Tidal Wave
13th Level	Control Water, Watery Sphere
17th Level	Drowning Smite, Reaching Cold

## AURA OF THE DEEP

Starting from 3rd level you emit an aura 15 feet in every direction while conscious. All allies within this area, including yourself, gain a swim speed equal to their movement speed, gain the ability to breathe underwater, can cast spells underwater and have no penalty to their ranged weapons range while in this aura. At 12th level this increases to 30ft. At 20th level this increases to 60ft.

## THE HUNT BELOW

Starting from 7th level you deal an additional 1d10 Radiant damage to all creatures with an innate swim speed of 5 feet or more.

## FATHOM

Starting from 15th level you can use an action to wreath a creature that in crushing pressure. The creature must make a Strength saving throw or take 4d8

magical bludgeoning damage, half as much on successful save. A creature who fails this save is also restrained until the end of it's next turn.

## MASTER OF THE DEEP

Starting from 20th level you can use an action to summon a massive spectral Kraken that hovers 10ft above you. At the start of your turn you can make 2 melee attacks using these tentacles, or make 2 grapple attempts, against any creature within 20ft of you. In addition you can use a bonus action to have it perform either a Storm Attack or Ink Attack.

**Storm Attack.** All creatures of your choosing within 60 feet of the Kraken must make a Dexterity saving throw or take 4d8 lightning damage, half as much on a successful save.

**Ink Attack.** All creatures within 30 feet of the Kraken must make Constitution saving throw or be blinded until the end of their next turn.

## PUGILIST BRUTAL CREW

### COAST TO COAST LEGENDS

The men and women of the brutal crew are legends across the continents, renowned for giving their opponents with violent, brutal deaths. A fight for this crew doesn't end until someone ends up a corpse.



## THE GOOD STUFF

Starting from 3rd level you can use a alcohol to heal your wounds. For each 5 gold spent on the alcohol you regain 1d4 hit points.

## DIRTY BLOWS

Starting from 6th level you can make melee attacks to reduce your foes defences. Each attack that hits reduces a creatures AC by 1 until the end of it's next turn.

## NASTY WAY TO GO

Starting from 11th level whenever you reduce a creature to 0 hit points you can use your reaction to brutalise that creature. When you do this you gain an additional 1d6 to all attack rolls until the end of your next turn.

## RELENTLESS VIOLENCE

Starting from 17th level when you land a critical hit on a creature you can make another free attack.

# RANGER OCEAN HUNTER

## WHITE WHALES

Mortal kind has long sought to gain dominion over the land and sky, and has even used sorcery to conjure portals to other planes, in order to conquer them as well. However, there is still one realm of the material plane where

mankind is not the master; the ocean. In the ocean, the mortal races are not the rulers... they are the servants. The depths of the sea are filled with ancient and powerful creatures, determined to kill, and often eat, anything that invades their territory. But, for rangers of the ocean hunter conclave, the threat of imminent death is what makes their work more enticing. Not satisfied with hunting creatures who dwell on land or soar in the sky, these rangers make it their life's work to find worthy quarries beneath the waves... and bring them to heel...

## OCEAN HUNTER SPELLS

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

Ocean Hunter Spells	
Ranger Level	Spells Gained
3rd Level	Ice Knife
5th Level	Warding Wind
9th Level	Tidal Wave
13th Level	Control Water
17th Level	Maelstrom

## PREFERRED PREY

At 3rd level, once per turn, deal an extra 2d6 to a creature you hit that has a swim speed. This extra damage is treated as magical for the purposed of overcoming resistance, bypasses



resistance, and cannot be reduced in any way. This damage increases to 3d6 at 11t level.

## FISHERMAN

At 3rd level, your range with a net increases to 20/60 feet, and you can make other attacks as normal even if you use it. If throwing at a large creature or a swarm, you get a +2 bonus to your attack roll. You also receive this bonus if making a thrown attack roll with a javelin or trident.

## ARMOUR OF THE SEA

At 7th level, while you are submerged in water, you gain a bonus of +1 to your AC. If the water is ocean water, you instead gain +2 to your AC.

## FISH IN A BARREL

At 11th level, once per turn, you deal extra damage to any grappled or restrained creature, equal to your Wisdom modifier. You also gain advantage on Perception or Survival check to see/track a large creature or a swarm, and if you attack them, you can make one additional attack as part of the same Attack action.

## OCEAN HUNTER SENSES

At 15th level, while you are on a ship or submerged in water, you can use your reaction to gain advantage on a saving throw.



# RAVAGER

## DEEP SERVANT

## WRATH OF THE DEEP

It is not uncommon for a sailor to fall overboard in rough waters, nor for an adventurer to trip on a dock and fall into the depths. However, there are occasional individuals with such strong willpower, that even when subjected to all the horrors at the bottom of the ocean - cold, pressure, predators, suffocation - they simply refuse to die. Deep Servant ravagers are equally at home fighting underwater and on land. They are fearsome foes, using the power of the sea at their disposal. They are a walking maelstrom, ready to take on any enemy in their way, and crush them in the depths.

## LIFE IN THE DEEPS

Starting at 3rd level, you gain the ability to breath underwater, and you gain a swim speed equal to your walking speed. In addition to this you ignore any of the drawbacks caused by a deep, underwater environment.

While you are within 30 feet of a body of water, once per round, your proficiency bonus is doubled when making an attack, and you can add your standard proficiency bonus to the damage of that attack.

When you reach 11th level, you can use this feature two times per round.



## CRUSHING DEPTHS

From 7th level, you call upon the power of the oceanic depths to crush your enemies. When you are hit, you can use a reaction to choose one enemy within 5 feet of you; this enemy must immediately make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier). On a failed save, they are knocked prone, and have disadvantage on all attacks until the end of their next turn. If they succeed, they are not knocked prone.

You cannot use this reaction on your turn. Once you have used this feature, you cannot use it again until you complete a long or short rest.

## FRIGHTFUL ADAPTATION

When you reach 11th level in this class, you learn to speak Deep Speech, and can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

In addition to this, you can no longer be charmed while you are not incapacitated, and have advantage on Wisdom (Survival) checks and Strength saving throws.

## ICY BLOOD

Starting at 14th level, you emanate a cold, crushing aura from the depths. If a creature ends its turn within 5 feet of you, they take 5 points of cold damage and must make a Constitution

saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their movement reduced by 15 feet.

## DROWNING POOL

When you reach 19th level, you gain the power to crush your foes with the oceanic depths. As an action, you can drown a creature within 5 feet of you. These creatures have disadvantage on spell attacks that have a verbal component. They immediately take 8d10 bludgeoning damage, and all creatures within 20 feet of you begin suffocating, and on their next turn they have disadvantage on spell attacks that have a verbal component. The suffocation itself lasts for a number of minutes equal to your Constitution modifier. You can end the suffocating effect on your turn; this requires no action. A suffocating creature can make a Constitution saving throw at the end of each of their turns (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a success, the suffocating ends.

Once you use this feature, you cannot use it again until you complete a long rest.

## ROGUE SMUGGLER

### CARGO

In the seedy underbelly of the port towns and harbour cities, there exists a certain subset of people with a



particular set of skills. With harbours comes trade, with trade comes taxes and regulations... and with taxes and regulations, comes smugglers. Smugglers get people and goods where they need to be. Under cover of darkness, they can manoeuvre wherever they want, and the best smugglers can even do it in broad daylight. Smugglers always have a trump card hidden up their sleeve, whether it be a bribe, a favour, or a weapon. Smugglers look after their charge, and never let them down until the job is done.

## BACKUP PLAN

When you choose this archetype at 3rd level, you gain proficiency with the forgery kit, and you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check to hide or stow an item.

In addition to this, due to your skills with hiding and retrieving objects, even if you are disarmed or are forced to relinquish all of your equipment, you always have one shortsword or two daggers stashed on your person; you choose the type of weapon when you gain this feature.

## PEOPLE PERSON

Starting from 3rd level, you can use your stealthy prowess to smuggle an ally closer to the enemy lines. You can use your bonus action to grant an ally within 5 feet of you a Smuggler Token. On their turn, they can expend

a Smuggler Token to gain the ability to Hide as a bonus action, and to use your Sneak Attack feature on their turn.

You can use this feature once per short rest. At 11th you can use it two times per short rest, and at 19th level you can use it three times per short rest.

## QUICK GETAWAY

From 9th level, your movement speed increases by 10 feet on your turn whenever you use your Cunning Action to use the Hide or Dash action. Additionally, when an ally uses their Smuggler Token, their movement speed increases by 10 feet during their turn and your movement speed increases by 10 feet until the end of your next turn.

## HIDDEN BLADES

Beginning from 13th level, you learn to use subterfuge to attack an enemy's psyche. If you draw a weapon and attack with in on the same turn, you can deal an additional 1d8 points of psychic damage.

## SMUGGLER'S AMBUSH

Once you reach 17th level, you can give your allies the ability to utilise some of your sneak attack damage. When you roll for initiative, you can choose up to five allied creatures within 60 feet of you. When attacking a surprised creature, once per turn they can deal damage equal to half of your Sneak Attack damage dice rounded down. For



example, if you use this feature at 17th level, your allies can deal an additional 4d6 weapon damage per turn to a surprised enemy; at 19th level, they can deal an additional 5d6.

## SORCERER

### SALT BLOODLINE

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#### WHAT LIES WITHIN

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Inside your blood flows a swarm of micro-organisms that once dwelled deep beneath the surface of the ocean. Long ago these entities infected your family's bloodline, cursing you with chronic sickness, but in return granting incredible powers.

#### INFECTIOUS WATERS

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Starting from 1st level you gain control of a swarm of Micro-organisms that live inside your blood stream. These entities linger in the magic you use, causing those you hit with spells to suffer terrible illnesses. Whenever you hit a creature with a spell or cantrip it must make a Constitution saving throw (DC = your Spell Save DC.) On a failed Save the Micro-organisms enter the targets bloodstream. You can use an action to attempt the following on a creature who has these Micro-organisms in their body.

**Blind.** The target creature must make a Constitution saving throw or be blinded

for 1 minute. The creature can repeat the save at the end of each of its turns.

**Drown.** The target creature's lungs fill with water, causing them to be unable to speak or breathe until the end of their next turn. The creature can make a Constitution Saving Throw at the end of its turn to end this effect. Once ended, it cannot suffer this effect again for 24 hours.

**Hobble.** The target creature must make a Strength Saving Throw or have its movement speed halved until the end of its next turn.

#### ADAPTED SURVIVAL

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Starting from 1st level you no longer require air to breath, gain a swim speed equal to your movement speed and can cast spells that require Verbal and Somatic components while underwater.

#### THE PEACEFUL LIGHT

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Starting from 6th level when a creature attacks you with a melee weapon or spell attack you can summon forth an orb of glowing light. The creature must make a Wisdom Saving Throw (DC = your spell save DC) or spend the remainder of its turn staring at the light.

#### CYCLE OF DECAY

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Starting from 14th level you can use your Micro-organisms to devour other creatures and gain their nutrients. You can use an action to target a creature



who has died in the last 24 hours and regain 2d6 Hit Points, destroying the corpse in the process. You can perform this ability twice a day, regaining the uses after a long rest.

## THE SWARM

Starting from 18th level you can use an action to send a wave of Micro-organisms flowing through the air, targeting every creature of your choice within 60 feet. These creatures must make a Constitution saving throw or suffer the effects of Infectious Waters for the next minute. Creatures effected by Infectious Waters using this ability have disadvantage on all saving throws related to Infectious Waters.

## SORCERER

### GOLD BLOODLINE

#### GREED

The ultimate goal of thieves, pirates and treasure hunters, the promise of riches is what drives many people. Gold, gems, artefacts... the lure of these items is too much for some mortals to handle, and they will forsake everything, doing whatever it takes to get their hands on them... until their greed consumes them.

This greed and desire can manifest itself in the bloodline of those who have sacrificed everything for the sake of riches. Those individuals born from the treasure bloodline can tap into the inherent magic of the treasure their

family has amassed, as if the blood in their veins has been replaced by gold. The obsession with treasure passed down in your bloodline has become so potent in you, that it allows you to perform inconceivable feats of magic.

## GOLDEN DESIRE

At 1st level, you gain double proficiency in Investigation. When you cast a spell of 1st level or higher that deals damage and requires an attack roll, you can melt down some of your treasure in order to empower it. When the spell deals damage can spend 10 silver pieces to increase the damage by 1d6, or 10 gold pieces to increase the damage by 1d8. Every 10 silver or gold pieces increases this damage by a further 1d6 or 1d8. Each time you use this feature, the maximum amount of coins you can spend is equal to 10 x half your proficiency bonus.

## ASPIRING ALCHEMIST

When you reach 6th level, you can use your knowledge of riches and treasure to alter the alchemical properties of your items. By spending 10 minutes of concentration, you can transform copper or silver coins into silver and gold coins respectively.

You can convert up to 50 coins at one time.

After you have used this feature twice, you cannot use it again until after a long rest.





Additionally, you can spend 2 sorcery points to cast identify without any material components, even if you do not know the spell.

## **TREASURE HUNTER**

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Starting from 14th level, you gain a burrow speed equal to your walking speed. In addition to this, you can attune to up to five magic items rather than three.

## **GOLD HOARDER**

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At 18th level, your body can transform into molten gold. As an action, can spend 100 gold pieces to transform yourself into a golem-like creature of molten gold. In this form, you gain a bonus of +2 to your AC, you gain resistance to fire damage, and you begin to radiate heat. Any creatures that starts it's turn within 5 feet of you takes 10 points of fire damage. This transformation lasts 1 minute, or until you dismiss it at any time.

Once you use this feature, you cannot use it again until after a long rest.

# **TITAN**

## **GIFT OF SEAS**

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## **DESCENDENT OF THE WAVES**

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The gift of your ancestors, the great Ocean Titans, manifests itself as your power grows. The ability to control

the seas and waters around you, to drag your foes to the watery depths and crush them with the power of the waves.

## **SURGING WATERS**

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Starting from 3rd level you gain the ability to summon forth a surge of magical water that drags foes towards you. You can use an action to send this water up to 15ft feet from you causing all creatures you choose to make Strength saving throws. On a failed save the creature is dragged 15ft towards you. At 12th level this range increases to 20ft. At 18th level this increases to 30ft.

## **STEADY CENTRE**

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Starting from 3rd level you can use your extra reactions to make attacks of opportunity. The Anchor  
Starting from 6th level when a creature s dragged to you by your Surging Waters ability, they have their movement halved until the end of their next turn.

## **MAELSTROM OF SUFFERING**

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Starting from 10th level when a creature is dragged towards you using your Surging Water's ability, it takes damage equal to your Strength modifier.

## **WHIRLPOOL**

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Starting from 14th level when you use your Surging Waters feature you can use your reaction to make a melee attack against all creatures within range.





# TITAN

## GIFT OF STORMS

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### CHILDREN OF THE STORM

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Flashes of lighting, and cracks of thunder; these are always known to be the signals of an approaching storm. But, they often herald something else; the arrival of a titan, blessed with the Gift of Storms.

These fearsome warriors are descended from lightning elementals and storm giants, the raw, primordial power coursing through their very bloodstreams. They walk through thunderstorms as if they were a light breeze, never faltering in their conquest of the enemy. Utilising the power of the storms, absorbing and redirecting lightning, they are forces of nature, and can be even more deadly than even the harshest storm.

### STORM FIST

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Beginning at 3rd level, you allow the power of the storm to glow freely through your body. When you take the Attack action, you can choose to make a special attack using an empty hand as the conduit for the storms energy. Your “storm fist” is treated as a melee martial weapon, with which you are proficient, that deals 1d8 lighting or thunder damage (you may choose which at the end of each long rest). The range of the storm fist is 15 feet, and uses your Strength modifier for all attack and

damage rolls. The reach of the storm fist cannot be increased using your titan features.

### LIGHTNING FLASH

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Starting from 3rd level, whenever you use your Barricade ability, your speed increases by 10 feet for each usage of Barricade, until the end of your next turn.

### DEFIBRILLATE

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At 6th level, you gain resistance to lightning and thunder damage. Additionally, whenever you take lightning or thunder damage, immediately after the damage, you regain hit points equal to your Constitution modifier. This healing takes place after the damage is dealt; therefore, if you are reduced to 0 hit points by lightning or thunder damage, once the damage has been dealt, you are immediately healed.

### STORM STRIKER

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When you reach 10th level, you can use your storm fist to make attacks of opportunity using your extra titan reactions.

In addition to this, your storm fist weapon may now benefit from the weapon reach increases granted to you by your class features.

### LIGHTNING ROD

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Beginning at 14th level, you gain immunity to lightning and thunder



damage. Additionally, when you take damage, once per round, you can use your reaction to make an attack with your storm fist with advantage against a target within range. If the damage dealt to you is lightning or thunder, your storm fist deals an additional 3d6 damage.

## WARLOCK

### SEA GODDESS PATRON

#### QUEEN OF THE SEAS

While you sail on her seas, you are a child of the Goddess. She who calms the storms, who sends guiding winds and sends warnings of coming dangers. The protector of all her children who sail her seas, the Sea Goddess watches over you all.

#### SEA GODDESS EXPANDED SPELLS

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

Sea Goddess Expanded Spells	
Warlock Level	Spells Gained
3rd Level	Aquatic Volley, Fog Cloud
5th Level	Crushing Wave, Rain
9th Level	Swell, Tidal Wave
13th Level	Control Water, Fountain of Istishia
19th Level	Control Winds, Maelstrom

#### BLESSING OF THE SEA QUEEN

Starting at 1st level whenever you are aboard a ship you know of coming dangers before they occur. If a storm is approaching, dangerous sea creatures are nearby or a hostile ship is approaching - the Sea Goddess warns you of it.

#### SERVANT OF THE WAVES

Starting at 6th level you can use an action to summon forth a Water Serpent to fight for you for 1 minute. This serpent appears within 5 feet of you and can move up to 15 feet away from you. As a bonus action on each of your turns you can have the serpent make one of the following attacks.

- **Surge.** You make an attack using your spell attack modifier. On a hit the creature must make a Strength saving throw or be knocked prone.
- **Spit.** You make a ranged spell attack at a creature within 30 feet of your Serpent using your spell attack modifier. On a hit the creature takes 1d10 magical bludgeoning damage.
- **Slam.** You make a melee spell attack against a creature within 5 feet of your Serpent. On a hit the creature takes 1d10 magical bludgeoning damage and is pushed 5 feet.





## FLOWING WATERS

Starting at 10th level whenever you cast a spell or cantrip you can move half your movement speed without provoking attacks of opportunity.

## INVASION FROM THE DEPTHS

Starting at 14th level you can use an action to summon forth eight Water Serpents that all can make 1 attack. At the end of their turn the serpents explode, bludgeoning with a volley of water. Each serpent deals 2d8 magical bludgeoning damage.

## WARLOCK GHOST SHIP PATRON

### THE DAMMED CREW

While a burial at sea may be seen as an honourable send off for some, not everyone who dies there believes it to be. There are often lingering spirits who feel they have unfinished business with the land of the living... and they will often bring their entire crew, and their ship, back with them...

The Ghost Ship is not a singular entity; it is an amalgamation of a number of tortured souls, still angry at their death, and still seeking revenge. Their ghostly vessel can grant power to those willing to follow their spectral captain, slowly gaining a foothold into the mortal realm, until the willing (or unwilling)

servant can finally summon their patron into the material plane, along with her entire tortured crew...

## GHOST SHIP EXPANDED SPELL LIST

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

Ghost Ship Expanded Spells	
Warlock Level	Spells Gained
3rd Level	Dissonant Whispers, Fog Cloud
5th Level	Gust of Wind, Phantasmal Force
9th Level	Sleet Storm, Water Breathing
13th Level	Phantasmal Killer, Watery Sphere
19th Level	Control Winds, Maelstrom

### LIFE ON THE SEA

At 1st level, you gain proficiency in vehicles (sea), as well as proficiency in your choice of navigator's tools, or carpenter's tools.

### GHOST SHIP'S PASSAGE

Beginning when you choose this Patron at 1st level, you gain the ability to walk on water and other liquids (if you would take damage from these liquids, the damage is halved). While you are within 5 feet of a natural source of water (lake, river, ocean, etc.), you can see 15 feet into the Ethereal plane.



## DARK DEPTHS

Starting at 6th level, you gain resistance to cold damage. As an action, you can summon 2 sahuagin, who will attempt to protect you and your allies. They use the stats for the sahuagin in the Monster Manual, with the following changes: their creature type becomes undead, they are immune to poison damage and the poisoned condition, resistant to necrotic damage, and vulnerable to radiant and fire damage. They are not controlled by you but will help to defend. They last for 10 minutes, before melting into the ground. Once per long rest.

## BLACK SAILS AT MIDNIGHT

At 10th level, you gain the protection of your Ghost Ship patron. As a reaction, you can armour yourself with the ghostly hull of the ship; you receive a +2 bonus to your AC until the start of your next turn. In addition to this,

you gain the mobility of the ship via its sails; when you use your reaction for this feature, your speed also increases by 15 feet until the end of your next turn.

## VOYAGE OF THE DAMNED

When you reach 14th level, you can call upon your Patron to materialise in a terrifying manifestation. As an action, you can summon a large, ghostly ship, with tattered sails and a spectral crew of raiders, and cause it to crash into an area. Pick a point up to 60 feet away from you; the spectral ship crashes into that area. Every creature within a 15-foot radius of that point must make a Dexterity saving throw versus your spell save DC or take 8d8 force damage. On a successful save, this damage is halved.

In addition to this, the 15-foot radius area is difficult terrain for 1 minute. Any creature that moves into the area for the first time on its turn, or starts its turn in the area, must make a Wisdom saving throw against your spell save DC, or be frightened of the ship until the start of your next turn. You can use this ability once, regaining the uses after a long rest.





## NEW INVOCATIONS

### COLD DEPTHS

**Prerequisite:** *Ghost Patron*

Whenever you hit a creature with Eldritch Blast you deal an additional 1d4 cold damage.

### CURSE OF THE SEA GODDESS

**Prerequisite:** *Sea Goddess Patron*

Whenever you hit a creature with a spell, water surges around them until the end of their next turn. That creatures movement speed is reduced by half while this effect is active.

### GRAVE MISTS

**Prerequisite:** *Ghost Ship Patron*

You can cast Fog Cloud at will. When a creature ends their turn in the Fog Cloud you can use your reaction to force them to make a Wisdom saving throw against your spell save DC. On a failed save the creature is frightened of you until the end of their next turn.

### LIVING COMPASS

**Prerequisite:** *Ghost Patron*

You always know which direction North is. You can add your charisma modifier to all Perception and Investigation checks. Once a day if you fail a skill check relating to Navigation, you can re-roll that skill check.

## TIDE CALLER

**Prerequisite:** *Sea Goddess Patron*

You can cast *Control Water* at will.

### RUSTED BLADE

**Prerequisite:** *5th level, Pact of the Blade feature*

Your pact weapon gains a rusted, antique appearance. When you hit an enemy with your pact weapon, you can give them vulnerability to one damage type for 1 minute, chosen by rolling a d10 on the table below. If they are resistant to the chosen damage type, they lose that resistance for the duration. If they are immune, they lose that immunity and become resistant. You can use this a number of times equal to your Charisma modifier, regaining all uses on a long rest.

Damage Types			
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

### SHIFTING TIDES

**Prerequisite:** *Sea Goddess patron*

While your Water Serpent is summoned, if you take damage, you can use your reaction to immediately switch places with your Serpent.



## SOUL HARVESTER

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### *Prerequisite: 5th level*

You begin to gain mastery over the souls of the departed. You can cast animate dead, with a casting time of 1 action, once using a warlock spell slot. You can't do so again until you finish a long rest.

When the undead you animate dies, you gain 15 temporary hit point as you absorb their soul.

## NEW PACT BOONS

### PACT OF THE GRAVE

A part of your body becomes skeletal or undead, appearing as though you were no longer living. Whenever you kill a creature you can use your reaction to bind the soul of the felled creature to your own. For the next minute that soul fights on your side. On your turn the creature can take an action. It does not have reactions, legendary resistances or legendary actions. It is



considered undead in addition to any of its previous creature types. This ability can only be used once a day.

### PACT OF THE COMPASS

You gain a compass granted to you by your Patron. If your Patron is the Fiend this may be made of jagged black metal, for the Ghost Ship it could be covered in barnacles or for the Old God it could be an ancient relic of the forgotten ages. You can summon forth the Compass as an action, dismissing it using a bonus action. If the compass is lost, you can return it to your hand using an action. While holding the compass you know the direction of your deepest desire. Whether its seeking revenge, finding a lost ally or a powerful relic - the Compass points the way. The compass can only point towards things of significance to you, attempting to use it to find trivial items will anger your Patron.

## WIZARD SCHOOL OF NAVIGATORS

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### A TRAVELLING SCHOLAR

Travelling the seas seeking knowledge of from across the world, you've mastered navigation using the maps you've gathered and the stars in the sky.



## MASTER AT THE HELM

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Starting from 2nd Level when you are sailing a ship you have advantage on all checks to navigate and saving throws that the ship must make.

In addition when sailing at night you can use the stars to navigate without needing a map.

## GUIDING HAND

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Starting from 2nd Level when an ally within 30 feet of you makes an attack you can use your reaction to add your intelligence modifier to that attack. You can use this feature twice a day, regaining the uses after a short rest.

## FILLING IN THE MAP

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Starting from 6th level anytime you are in a town you can spend 8 hours gathering rumours, information and local legends. You learn of all nearby towns, islands and points of interest as well as the location of any major groups or prominent individuals.



## LEARNED ON THE SEA

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Starting from 10th level the time required to add any spell to your spellbook is halved.

## SCROLL KEEPER

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Starting from 14th level whenever you use a scroll roll a d20. On a 15 or higher, the scroll is not consumed.

# WIZARD

## SCHOOL OF THE TIDE

## WATCHERS

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## BONUS CANTRIP

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When you choose this arcane tradition at 2nd level, you gain the shape water cantrip if you don't already know it.

## PULL OF THE TIDES

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Starting from 2nd level, you gain the ability to breathe underwater. In addition to this, your body becomes influenced by the power of the tides. At the end of each long rest, you can choose one of two aspects of the tide to influence you. You gain the benefits of the tide as described below. These benefits last until you complete a long rest.

**Neap Tide.** You gain advantage on Dexterity checks and saving throws, and add a bonus of +2 to your AC.

**Spring Tide.** At the end of each short



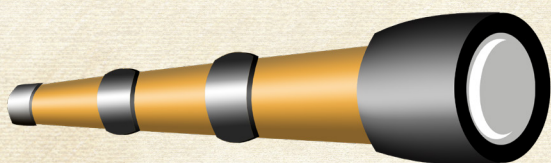
rest, you gain temporary hit points equal to half your wizard level + your Intelligence modifier, and you can add your Intelligence modifier to the damage of one cantrip per round.

## TIDAL MAGIC

At 6th level, some of your spells become imbued with oceanic power. Certain spells for you become Ocean Spells, as per the table below. If a spell does not appear on the wizard spell list, the spell is nonetheless a wizard spell for you.

Ocean Spells	
Wizard Level	Spells Gained
3rd	Tidal Wave, Wall of Water
4th	Control Water, Watery Sphere
5th	Maelstrom
8th	Tsunami

When you cast a spell from this Ocean Spell table, every hostile creature within 30 feet of the target takes an additional 1d10 cold damage and 1d12 bludgeoning damage, both of which ignore resistances. In addition, your speed is doubled on the turn you cast these spells, and the first attack against you before the start of your next turn has disadvantage, as the water swirls to protect you.



At 9th level you add the maelstrom spell and at 15th level you add the tsunami spell to your spellbook if they are not already there.]

## FLOW OF CURRENT

When you reach 10th level, you gain resistance to cold damage. In addition to this, your speed cannot be reduced, and moving through magical or non-magical difficult terrain costs you no extra movement.

## OCEAN FORM

At 14th level, your connection to the ocean allows you to draw in its immense power to bolster yourself. As an action, you can assume an oceanic form, allowing your body to be comprised entirely of water. When in this form, you gain the following benefits:

- You have immunity to cold damage.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can cast your Ocean Spells from your spellbook even if they are not prepared.
- When you are hit with an attack, you can use your reaction to teleport up to 30 feet away.

This transformation lasts for 1 minute, or until you dismiss it as a bonus action. Once you use this feature, you cannot use it again until you complete a long rest.



# NEW SPELLS



NEW SPELLS FOR YOUR CASTERS!



## AQUATIC VOLLEY

*1st level Evocation*

**Casting Time.** 1 Action.

**Range.** 60 feet.

**Components.** Verbal, Somatic,

**Material.** Verbal, Somatic, Material (A sea shell)

**Duration.** Instantaneous

**Classes.** Druid, Sorcerer, Warlock, Wizard

You create 3 orbs of water that float around you before hurling themselves at nearby creatures. You choose a target for each of the orbs of water. On a hit the target takes 1d10 magical bludgeoning damage.

**At higher levels.** When you cast this spell using a spell slot of 2nd or higher, you create one additional orb for each slot level above 1st. If this spell is cast at 5th level or higher, each orb deals an additional 1d6 cold damage.

## BLOOD BOLT

*Evocation cantrip*

**Casting Time.** 1 action

**Range.** 100 feet

**Components.** Verbal, Somatic, Material (a drop of blood, a piece of flint)

**Duration.** Instantaneous

**Classes.** Warlock

You fling a globule of corrupted blood at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage, and they are blinded until the

end of their next turn.

**At higher levels.** This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## BLOOD LASH

*Necromancy cantrip*

**Casting Time.** 1 action

**Range.** 20 feet

**Components.** Verbal, Somatic, Material (a drop of blood, a piece of leather twine)

**Duration.** Instantaneous

**Classes.** Warlock

You create a swirling, liquid whip of your own blood, you use to lash out towards a creature within range. Make a ranged spell attack against the target. If the spell hits, they take 1d6 necrotic damage, and they take a -1 penalty to their AC. If their AC is reduced in this way, it cannot be reduced further by any other use of the *Blood Lash* spell, cast by you or any other creature. This reduction lasts for 1 minute.

**At higher levels.** This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).





## COLD REBUKE

*1st level Evocation*

**Casting Time.** 1 Reaction.

**Range.** 10 feet.

**Components.** Verbal, Somatic.

**Duration.** Instantaneous

**Classes.** Druid, Sorcerer, Warlock

When you are struck by a creature with a melee attack you can create a blast of cold energy to immediately retaliate.

The creature must make a Constitution saving throw or suffer 2d12 cold damage, half as much on a successful save.

**At higher levels.** When you cast this spell using a spell slot of 2nd or higher, the damage increases by 1d12 for each slot level above 1st.

## CRUSHING SMITE

*2nd level Enchantment*

**Casting Time.** 1 Bonus Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 1 minute.

**Classes.** Paladin

You imbue your weapon with the power of the ocean's weight. The next time you hit a creature with a melee attack you deal an additional 2d8 magical bludgeoning damage. Additionally the creature must make a Strength saving throw. On a failed save the creature has it's movement speed reduced by half. The creature can repeat this saving throw at the end of it's turn.

**At higher levels.** When you cast this spell using a spell slot of 4th or higher, the spell reduces the creatures movement to 0 instead of half.

## CRUSHING WAVE

*2nd level Evocation*

**Casting Time.** 1 Action.

**Range.** 60 feet.

**Components.** Verbal, Somatic, Material (A sea shell)

**Duration.** Instantaneous

**Classes.** Druid, Sorcerer, Warlock, Wizard

You summon a wall of water 30 foot long, 10 foot high and 1 foot thick starting within 60 feet of you. If there isn't space to summon this wall, the spell fails. When you cast this spell you can have the wall fall in either direction causing any creatures within 10ft of that side of the wall to make Dexterity saving throws. The creature hit by this wave takes 4d8 magical bludgeoning damage and is knocked prone. On a successful save they take half damage and are not knocked prone.

**At higher levels.** When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d8 for every level above 2nd.





## DROWNING SMITE

*5th Level Enchantment*

**Casting Time.** 1 Bonus Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 1 minute.

**Classes.** Paladin

You imbue your weapon with the power of the ocean's depths. The next time you hit a creature with a melee attack you deal an additional 5d8 cold damage. Additionally the creature must make a Constitution saving throw. On a failed save the creature begins vomiting sea water for 1 minute. Any spell attack roll or ability check that requires a verbal component is made with disadvantage. The creature can repeat this saving throw at the end of its turn.

## HOWLING WINDS

*2nd Level Evocation*

**Casting Time.** 1 Action

**Range.** 30 feet.

**Components.** Verbal, Somatic.

**Duration.** Instantaneous.

**Classes.** Druid, Warlock

You send wind hurtling towards a creature from every direction. The creature must make a Strength saving throw or take 4d8 damage and be thrown 15 feet in a random direction. On a successful save the creature takes half damage and is not thrown.

**At higher levels.** When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d8 for every level above 2nd.

## HUNGERING SMITE

*2nd level Enchantment*

**Casting Time.** 1 Bonus Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 1 minute.

**Classes.** Paladin

You imbue your weapon with vampiric hunger. The next time you hit a creature with a melee attack you deal an additional 2d8 necrotic damage. You regain hit points equal to that additional damage.

**At higher levels.** When you cast this spell using a spell slot of 4th or higher, the spell reduces the creatures movement to 0 instead of half.

## HYDRO JET

*2nd level Evocation*

**Casting Time.** 1 Action

**Range.** Self (20 foot cone.)

**Components.** Verbal, Somatic.

**Duration.** Instantaneous.

**Classes.** Druid, Warlock

You send a blast of water in a 20ft cone in front of you. All creatures in the area must make Strength saving throws or suffer 2d8 magical bludgeoning damage and be knocked prone. On a successful save the target takes half as much damage and is not knocked prone

**At higher levels.** When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d8 for every level above 2nd.



## FOUNTAIN OF ISTISHIA

*4th level Evocation*

**Casting Time.** Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** 1 Minute.

**Classes.** Druid.

You summon five 5 foot wide pillars of water that erupt from the ground and reach 30ft into the air. Creatures standing in the pillars area must make Dexterity saving throws when the spell is cast or take 2d10 bludgeoning damage and be thrown 30ft into the air. On a success the creature takes half damage and is moved 5 feet in a direction of it's choosing. If the creature hits a creature or ceiling on the way up, both the creature and anything it hits takes an additional 1d10 bludgeoning damage. When the spell ends any creature elevated by the spell falls 30 feet.

## INVESTITURE OF THE OCEAN

*6th Level Transmutation*

**Casting Time.** 1 Bonus Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 10 minute.

**Classes.** Druid, Sorcerer

Your body becomes made entirely of water, like a sea nymph of legend. Until the spell ends, you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.

- Your speed while underwater is doubled.

- You are completely invisible while underwater.

## MIDIAN TOUCH

*5th-level Transmutation*

**Casting Time.** 1 action

**Range.** Touch

**Component.** V, S, M (Gold dust worth 10 gp, which the spell consumes)

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

**Classes.** Sorcerer, Wizard

You touch one creature or object up to two size categories larger than you, and attempt to transmute them into gold. The target takes 3d6 fire damage, and if the target is a creature, it must make a Constitution saving throw. On a failed save, it is restrained as liquid gold begins to cover its body. On a successful save, the creature isn't affected. Constructs have disadvantage on all saving throws related to this spell, while any fiend, fey or celestial has advantage. If the target was a non-magical object, it is immediately turned to gold.

A creature restrained by this spell must make another saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned into a golden statue, and subjected to the petrified condition for the duration,



with the only difference being it is vulnerable to fire damage. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.

If a creature is physically broken while turned to gold, it suffers from similar deformities if it reverts back to its original state. Additionally, the statue has a value of 50 gp times its original weight in pounds.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to gold until the effect is removed.

## RAIN

*2nd level Transmutation*

**Casting Time.** 1 Action

**Range.** Self.

**Components.** Verbal, Somatic.

**Duration.** 1 Minute.

**Classes.** Druid, Sorcerer.

You create a downpour of heavy rain in 30 foot radius in every direction from where you stand. Whenever a creature in this area takes fire damage, they can reduce that damage by your level.

## RAGING STORM

*5th level Evocation*

**Casting Time.** 1 Action.

**Range.** Self (60 foot cone)

**Components.** Verbal, Somatic.

**Duration.** Instantaneous

**Classes.** Cleric, Druid, Sorcerer, Warlock.

You summon forth a massive wave of lightning that explodes from your hands in a massive 60 foot cone.

All creatures in the area must make Dexterity saving throws or suffer 6d8 lightning damage, half as much on a successful save. Any creature that rolls a 5 or lower on the die is also stunned until the end of their next turn.

**At higher levels.** When you cast this spell using a spell slot of 6th or higher, the spell deals an additional 1d8 lightning damage and the number required to stun a creature is increased by 1 for each slot level above 5th.

## REACHING COLD

*5th Level Evocation*

**Casting Time.** 1 Action

**Range.** 120 feet.

**Components.** Verbal, Somatic.

**Duration.** Instantaneous.

**Classes.** Druid, Sorcerer

You summon forth tendrils of frost that reach out to a creature, freezing it's body. You choose a target for the initial attack. On a successful hit the creature takes 8d8 cold damage. After hitting the creature a wave of frost surges out from that creature. All creatures of your choosing within 30 feet of that creature must make Constitution saving throws. On a failed save each creature suffers 4d8 cold damage, half as much on a successful save.

**At higher levels.** When you cast this spell using a spell slot of 6th or higher, range of the frost wave is



increased by 10 feet for each slot level above 5th.

## SALT SPRAY

*Conjuration cantrip*

**Casting Time.** 1 Action

**Range.** 30 feet

**Components.** V, S.

**Duration.** Instantaneous.

**Classes.** Sorcerer, Warlock, Wizard

You extend your hand toward a creature you can see within range and conjure a spray of seawater from your fingertips. The creature must succeed on a Dexterity saving throw or take 1d6 cold damage. The creature then takes another 1d6 piercing damage from the salt in the water at the beginning of their next turn.

**At higher levels.** This spell's damage increases by 1d6 when you reach 5th level (2d6 x 2), 11th level (3d6 x 2), and 17th level (4d6 x 2).

## SCREAMING WIND

*1st Level Evocation*

**Casting Time.** 1 Action

**Range.** 60 Feet

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 10 minutes.

**Classes.** Druid

A terrible wind begins to whip around in the air 30 feet above you, circling you in a 30 foot radius. This spell fails if there is not enough space for the wind to move.

When you cast the spell choose a point you can see within range. Each creature within 10 feet of that point must make a Strength saving throw or suffer 2d12 magical bludgeoning damage. On each of your turns until the spell ends you can use an action to invoke the wind again, targeting the same point or an entirely new one. If you are beneath an open sky the radius effected by your attacks increases to 15 feet.

**At higher levels.** When you cast this spell using a spell slot of 4th or higher, the spell deals an additional 1d12 magical bludgeoning damage for each slot level above 3rd. If cast at 7th level or higher the spell also knocks creatures prone when they fail their saving throw.

## STORM AURA

*4th level Evocation*

**Casting Time.** 1 Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Concentration up to 10 Minutes.

**Classes.** Druid

Lightning crackles across your body for the duration. You can end the spell early by using an action to dismiss it.

The aura provides you with a Thunderous Shield or a Lightning Shield, as you choose. The Thunderous Shield grants you Resistance to Thunder damage, and the Lightning





Shield grants you Resistance to lightning damage.

In addition, whenever a creature within 5 feet of you hits you with a melee Attack, the Shield erupts with the power of a storm. The attacker takes 2d8 thunder damage from a Thunderous Shield, or 2d8 lightning damage from a Lightning Shield.

## STORM SPRINT

*4th Level Enchantment*

**Casting Time.** 1 Action

**Range.** Self

**Components.** Verbal, Somatic.

**Duration.** Instantaneous.

**Classes.** Druid, Wizard

You imbue yourself with the power of a storm to blast past your enemies. You dash in a 30 foot line, forcing every creature in your path to make a Strength saving throw. On a failed save the creature suffers 3d10 thunder damage and is knocked prone. On a successful save the creature suffers half damage and is not knocked prone.

**At Higher Levels:** The damage increases by 1d6 for each slot level above 2nd.

## SWELL

*3rd level Evocation*

**Casting Time.** 1 Action

**Range.** 60 Feet.

**Components.** Verbal, Somatic, Material. (Dried seaweed)

**Duration.** Instantaneous.

**Classes.** Druid

You create a brief whirlpool of water that pulls everyone together. You choose a point within 60 feet of you. All creatures within 20 feet of that point must make a Strength saving throw or be pulled 20 feet towards the centre. Until the start of your next turn the affected area is considered difficult terrain.

## THUNDEROUS REBUKE

*3rd level Evocation*

**Casting Time.** 1 Action

**Range.** 20 Feet.

**Components.** Verbal, Somatic.

**Duration.** Instantaneous.

**Classes.** Druid

When you take damage from an attack you can return the damage with thunderous force. The creature who hit you suffers 2d12 thunder damage.

**At Higher Levels:** The damage increases by 1d12 for each slot level above 2nd.





# CREW ROLES



**ON THE SHIP, EVERY CREW MEMBER HAS A JOB**



## ALL HANDS ON DECK!

In your new waterborne adventures you may find yourself either leading a crew or at the very least being a part of one. When you're aboard a ship everyone must contribute to the workload, and you're no exception. Here are a few ship roles and the benefits you get from your role!

### BOATSWAIN

**A Merry Crew.** While you are the Boatswain of the crew all hired crew members will not mutiny. You also have advantage on all checks to persuade crew members and potential new hires.

### CANNON MASTER

**Open Fire.** You can add 1D6 to all attacks made by your ship's cannons.

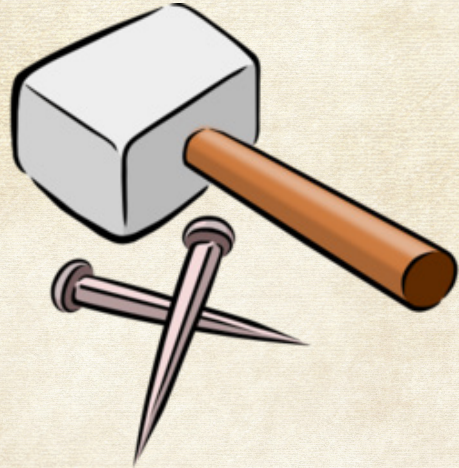


### CAPTAIN

**Leader of the Crew.** You can use a bonus action to command an ally to use their reaction to either move half their movement speed in a direction of their choosing, or to make a single melee or ranged weapon attack.

### CARPENTER

**Fixer.** For every hour you are conscious on the ship you can fix minor damages. The Ship regains 1d4 hit points per hour spent working.



### COOK

**Full Stomachs.** At the end of a long rest if you cook a meal as part of that long rest, your allies regain an additional number of hit dice equal to your proficiency bonus.

### DECKHAND

**Cargo.** You have advantage on checks to locate stowaways and hidden items aboard your ship, and advantage on checks to hide goods within your ship.

### ENGINEER

**The Personal Touch.** Any time required or gold cost to upgrade your ship is halved.



## LOOKOUT

**Horizon Watcher.** You gain +10 to all perception checks while in the crow's nest.

## NAVIGATOR

**Find the Way.** Using maps, stars and identifying weather patterns you can find the quickest or least dangerous way to any known location.



## POWDER MONKEY

**Explosive Results.** Your ship's cannons deal an additional damage die.

## QUARTER MASTER

**Maintenance.** At the end of a long rest you can select weapons equal to your proficiency bonus. These weapons gain an additional 1d4 to all damage rolls.

## RIGGER

**Man the Sails.** You increase your ship's movement speed by 10 feet per round while you are conscious and working.



## SAIL MASTER

**Against the Storm.** While you command the sails your ship has advantage on any saving throw against dangerous winds or waves.

## SURGEON

**Not Dead Yet.** If a creature has died within the last hour you can attempt to perform a DC 20 Medicine check to return the creature to life. On a success the creature returns to life with 4 points of exhaustion and does not regain consciousness or hit points until they no longer have any points of exhaustion.



# NAUTICAL BACKGROUNDS



ORIGINS FOR YOUR NEW NAUTICAL HEROES



## ABDUCTED BY PIRATES

A tragic start to your life, you were taken from your home by pirates, sailing into the horizon while your homestead disappeared from view. For what reason you were taken you were never sure, but you knew your new life would be difficult. Your experience on a pirate ship has made you hardened and cautious, and whether or not you managed to make a life on the ship or were a slave, you are always wary of being taken once again.

**Skill Proficiencies.** Perception, one additional skill of your choice

**Tool Proficiencies.** Navigator's tools or thieves' tools

**Languages.** One of your choice

**Equipment.** A set of grappling hooks for boarding ships, a set of thieves' tools, a disguise kit, a set of travellers' clothes, and a belt pouch containing 5 gp

### Life on the Sea.

While you may have been taken from your home, the pirates may not have been monsters. While it is possible you were subjected to harsh treatment, it was equally possible that you became fast friends with the crew and earned a place on the ship. Choose the life upon the waves that you experienced, or roll on the table below.

D6	Life Aboard the Pirate Ship
1	Life was harsh, the crew were cruel.
2	Life was fine, the crew treated me as one of their own.
3	Life was glamorous, the captain treated me like the child he never had.
4	Life was torturous, they were evil and cruel people.
5	Life was dark, I spent years locked below the ship's deck.
6	Life was wondrous, I was the mascot of the ship and brought joy to the crew.

### Feature - Adaptable.

You wouldn't survive long on a pirate ship unless you learn to adapt. Stealing, picking locks, lying and disguising yourself are all part of the life style. Whenever you attempt a sleight of hand you can add +2 to the roll. If you use a disguise kit to make a deception check or make a tool check using your thieves tools, you can also add +2 to the rolls with those kits.

### Suggested Characteristics.

Your life was drastically changed by the pirates. Taken out of your hands, you did the best you could and made the most of it. For better or worse, your time on the pirate ship changed you, and hardened you.

D6	Personality Trait
1	My abduction was so traumatising I find it impossible to trust strangers.
2	2 - Life on the ship was hard; I had to learn fast, and always pull my weight.
3	3 - I was plotting my revenge on the captain for years, and still am to this day.
4	4 - I don't hate the pirate crew, I had a life of adventure.
5	5 - Although they can be scary, I admire pirates and their freedom.
6	6 - I never found out why I was taken. I still wonder to this day.



## COASTAL FISHERMAN

While sailors often complain about life at sea, life beside the sea can be can be equally challenging. You've spend your life casting out into the water, fishing for pleasure, or to put food on the table. You learned fishing from your parents, or maybe a mentor, who taught you the skills you need to land a prize catch. Even if the world collapses around you, you'll have your trusty fishing rod and the ocean by your side.

**Skill Proficiencies.** Nature, Survival

**Tool Proficiencies.** Herbalism kit (for making bait)

**Languages.** Aquan

**Equipment.** A herbalism kit, fishing tackle, a net, a freshly-caught prize catch worth 5 gp, a set of traveller's clothes, a belt pouch containing 5 gp.

### Preferred Catch.

Casting a line into the sea is never guaranteed to yield results. So many factors can be against you, but over the years you've learned the tricks to making sure that you can catch the fish that you want. Choose the marine life you most enjoy - or are an expert at - fishing for, or roll on the table below.

D6	Catch
1	Mackerel
2	Cod
3	Trout
4	Crab
5	Shrimp
6	Salmon

### Feature - Life by the Sea.

Your seasoned days as a fisherman have not gone unnoticed. You have managed to earn the respect of other men and women who call the waves their home, such as sailors, harbourmasters, even some pirates. They treat you with camaraderie, and are more willing to lend an ear and a hand to your problems than other landlubbers.

### Suggested Characteristics

Fisherman are patient and steadfast, always ready to take on a tough challenge. However, they can also be ambitious, for catching the kings of the sea is not for the faint of heart.

D6	Personality Trait
1	Fishing demands patience; I'll always bide my time.
2	It can take a long time to reel a big catch in. I will persevere until a job is done, even if it seems impossible.
3	If a prize is big enough, I can't stop myself from getting excited.
4	I feel most comfortable when I am by the sea.
5	No matter how urgent things get, I will always take time to cast my line.
6	Fishing is not a game to me; I fish to put food on the table. It is my life.



## FORMER CAPTAIN

You were once the proud captain of a famous vessel. You had many adventures, gathered a plethora of treasures, and earned the respect of your crew. However, at some point life got in the way, and you left the life of sailing and rabble-rousing behind you. However, a seafarer can never turn their back on their true calling, and now, without your former wealth or power, you strive to return to your glory.

**Skill Proficiencies.** Persuasion & Insight

**Tool Proficiencies.** Vehicles (water)

**Languages.** One of your choice

**Equipment.** A set of maps detailing past journeys, an ornate compass, a log of your adventures, a set of traveller's clothes, and a belt pouch containing 10 gp

### Fall from Glory

Nothing lasts forever, and your captainship was no exception. Though at one point you may have lived in the lap of luxury, fate had a different plan in store for you. This loss sent you spiralling, with only one thing left; the desire to get it all back. Choose the reason you fell from glory, or roll on the table below.

D6	Reason for Losing Ship & Crew
1	Mutiny - A trusted crew member betrayed you.
2	Sea Monster - A mysterious beast destroyed your ship.
3	Ghost Ship - A ship full of spectres assailed your vessel, killing your crew.
4	Terrible Storm - A vicious storm came from nowhere and destroyed your ship.
5	Pirates - A vicious pirate captain took your crew and ship from you.
6	Corruption - A corrupt captain of an empire took your ship and crew.

**Feature - Legend of the Sea.** You were once a powerful figure on the sea, allied to many renowned captains. Those captains haven't forgotten their oaths and will likely aid you in your time of need.

### Suggested Characteristics

A ship is nothing without its captain, and you embodied this in every way. Your personality and actions inspired your crew, whether it was to embark on great adventures, or to pillage and plunder to their hearts' content.

D6	Personality Trait
1	I am a demanding person who requires his crew to never falter.
2	I am compassionate, I sought to help my crew anyway I could.
3	I am greedy, I covet gold above all things.
4	I am adventurous, my crew followed me in search of fame and glory.
5	I am battle-hungry, I seek to lay waste to any who cross my path.
6	I am weary, I've grown tired of the sea-life and seek to retire after I find my fortune.



# PIRATE

Taking whatever you want and living free by any means. That's the pirate code. You were drawn to a life of piracy, whether you were born into it, or whether some event in your life made you choose that life. You value freedom above all else in your life, possibly with treasure coming a close second. You spurn authority, and have no time for sycophants. A person can only live by their own code, and a life on the sea is the only way to be truly free.

**Skill Proficiencies.** Acrobatics, Survival

**Tool Proficiencies.** Cartographer's supplies, vehicles (water)

**Equipment.** A grappling hook, 50 feet of hempen rope, a dusty jacket, a tricorn, and a belt pouch containing 15 gp

## Pirate Sensibilities

Not everyone is created equal, and pirates are no exception to this. While some pirates are scoundrels and rogues, charming and daring, others might be ferocious and cruel, tyrants ruling aboard their ship. Choose the type of pirate you are, or roll on the table below.

D6	Type of Pirate
1	1 - A killer who longs for bloodshed
2	2 - A stealthy sailor who attacks in the night
3	3 - A charming rogue who steals loot and hearts
4	4 - A cruel taskmaster with a penchant for torture
5	5 - A fair fighter who always gives his opponents a chance
6	6 - A crazed adventurer who will take any risk

## Feature - Dark Heart of the Sea

Being a member or captain of a pirate crew, your infamy has spread throughout the land, along with your misdeeds. When sailing, if you have your pirate colours showing, you can sail twice as fast while chasing other ships, at the risk of being caught more easily by authorities. Other pirates will also be less likely to attack your ship, out of respect.

## Suggested Characteristics

Pirates are fickle, and as such you often find yourself changing how you feel about things. Apart from your constant desire for freedom, your personality can change as quickly as the weather.

D6	Personality Trait
1	I will never turn down the promise of treasure.
2	Authority bothers me; I will go out of my way to bother them back.
3	Show your enemy no quarter. I take no prisoners.
4	Forgive and forget. Life's too short to hold grudges.
5	Nothing feels better than storming a ship and showing them who their superior is.
6	I am always cheery in the face of danger. I've gotten out of worse scrapes!



## PIRATE HUNTER

You've crossed blades with more people than you can remember, but none boil your blood as much as pirates do. Plundering and pillaging wherever they go, you cannot abide their presence on this plane. They are a stain on society, a stain you are here to clean up. You have practiced deception, subterfuge, combat, tracking. All essential skills you need to carry out your job of eliminating the pirate scourge.

**Skill Proficiencies.** Insight, Investigation

**Tool Proficiencies.** Navigator's tools

**Languages.** Undercommon

**Equipment.** A disguise kit, a bundle of wanted posters, a small serrated dagger, and a belt pouch containing 10 gp

### Driving Force

While most people would commend your choice of profession, they are often too afraid to ask why you do it. For some, it is a monetary reason. For others... its personal... Choose the driving force behind your pirate hunting, or roll on the table below.

D6	Driving Force
1	Revenge: Pirates killed your family.
2	Greed: The pay is too good.
3	Pleasure: You enjoy the hunt.
4	Honour: There is too much evil in the world.
5	Obligation: Someone else is pulling your strings.
6	Pride: The job has to be done, and you're damn good at it.

### Feature: They'll Hang for This

Finding the movements of pirates isn't always easy. However, you have managed to find a fool proof way of doing so. Through some means, whether it be bribery or intimidation, you are able to gain the service of a member of your quarry's crew. They will send regular messages to you regarding their whereabouts and activities, and you can force them to attempt a sabotage a great risk in order to catch the pirate you seek.

### Suggested Characteristics

Pirates hunters are usually calm and collected. They show no fear in the face of adversity, as doing so could give away their mission. They are sworn to their duty, and will always do what is necessary to complete the contract and see the target captured or killed.

D6	Personality Trait
1	I always get the job done, I cannot be turned from my mission.
2	Sometimes it is hard to hide my disgust and fury at the word "pirate".
3	I'll take on any job, if the pay is right.
4	I am a calculating hunter; I must out think my prey.
5	I'll stray from the light if it is necessary.
6	I will never let a pirate walk free, even if they save my life.



# SEA MONSTER HUNTER

It is no secret that mortalkind does not rule the ocean. There are beings that are infinitely more powerful who make it their domain. But the presence of those beings does not always deter lesser creatures. In some cases, it inspires them to take up a vocation. You are a sea monster hunter. You find these great beasts and bring them down, for bounty or for honour. You are a skilled tracker and a deadly fighter, always ensuring to bring down your prey.

**Skill Proficiencies.** Nature, Survival

**Tool Proficiencies.** Vehicles (water)

**Languages.** Your choice of Aquan or Deep Speech

**Equipment.** Fishing tackle, a trident, a trophy from one of your past kills, a slick leather coat, and a belt pouch containing 15 gp

## Great Quarry

Though there are a number of great beasts in the sea, there is one in particular that has caught your eye. For reasons known only to you, you have made it your mission to hunt these creatures, and take their bodies as trophies. Choose the sea creature that you are best equipped – or mentally prepared – to hunt, or roll on the table below.

D6	My Great Quarry
1	Kraken
2	Aboleth
3	Dragon turtle
4	Leviathan
5	Morkoth
6	Wastrilith

## Feature: A Monster Calls

Your years of tracking these monsters have helped you gain a better understanding of all marine life. While you cannot understand them, you can read the basic mood and intent of fish and aquatic creatures. You can also mimic a sea monster's cry, helping to lure one out, or scaring other marine life into a trap or fishing net.

## Suggested Characteristics

Sea monster hunters can often be reckless, as taking on some of these titanic creatures can be life-threatening work. Others are meticulous planners, making sure no stone is left unturned and no scenario is left unchecked. The beasts are far too dangerous to be fought by the simple minded.

D6	Personality Trait
1	I find great joy in conquering the beasts of the ocean.
2	I have a personal vendetta against my quarry.
3	I hunt these creatures to study them and understand their power.
4	These monsters are a blight on society; they must be eliminated.
5	I plan my hunts very carefully, always ensuring I have a backup plan.
6	Fighting these creatures is done using your heart and your body, not your head.



## SHIP WRECKED

You were once part of a great crew before the sea turned against you, rending your ship to pieces. Your life on the sea was taken from you in a single moment, leaving you adrift. You survived by yourself for some time, barely keeping yourself alive, not knowing if your crewmates were alive or dead. Your misfortune made you into the person you are today.

**Skill Proficiencies.** Athletics, Survival

**Tool Proficiencies.** Carpenter's tools, cartographer's tools

**Equipment.** Tattered remains of your old crew uniform and flag, the tools you used on your ship, a belt pouch containing 30 gold pieces recovered from the ruin of your ship.

### Misfortune on the Sea

The sea is a cruel mistress. She gives life to some, but also takes it away. Any number of things can happen on the waves that can destroy a ship; you experienced one of these events first hand. Choose the cause of your shipwreck, or roll on the table below.

D6	Cause of Wreck
1	A sea beast tore your ship apart
2	Pirates ransacked your ship
3	A storm sent your ship to the bottom of the ocean
4	Your ship was sabotaged by a crew member
5	An unnatural phenomenon occurred, destroying the vessel
6	You have no memory of the day the ship was destroyed

### Feature: Endured Hardship

Your time alone after your shipwreck has helped you to become more resilient, mentally and physically. You can live comfortably while sleeping on the bare ground and require very little food to sustain yourself. Additionally, you are more comfortable being isolated in solitude than others might be.

### Suggested Characteristics

Being the sole survivor of a shipwreck takes a toll on the mind as well as the body. You could become consumed with rage, thoughts of revenge and retribution running through your mind. Or you could become filled with terror at the mere sight of the ocean that your body refuses to obey you, leaving you paralysed in fear.

D6	Personality Trait
1	I'm haunted by the sea; it fills me with dread.
2	I desperately seek to find out the cause of my crew's demise.
3	I am trying to find my crew, hoping others may have survived.
4	I want to destroy those who sunk our ship.
5	I want to kill the beast who took my crew from me.
6	I wish to end the blight upon the sea, saving others from my terrible fate.



## TAVERN RAT

There's nothing you love more than a good drink in your local tavern. It's been your home for as long as you can remember. Maybe you were raised there by your bartending parents, maybe you were born there to a long-time patron, maybe you were even conceived there after a few too many ales. You know the price of all the drinks and feel of every stool. The tavern is your home, and the people in it, your family.

**Skill Proficiencies.** Athletics, Intimidation

**Tool Proficiency.** Brewer's supplies, one type of gaming set

**Equipment.** A gaming set (one of your choice), a hip flask full of wine or spirits, an engraved tankard, a set of common clothes, and a belt pouch containing 10 gp

**Tavern Pastime.** While drinking is usually the preferred pastime in a tavern, there are a wide range of activities that are associated with the place. Whether you were respectable and helped out behind the bar, or a troublemaker causing mischief you always remember your tavern pastime fondly. Choose the pastime you engaged in while at the tavern, or roll on the table below.

D6	Tavern Pastime
1	Gambling
2	Drinking
3	Arm Wrestling
4	Entertaining
5	Fighting
6	Working

**Feature - Down the Hatch.** Your history with public houses has made you incredibly difficult to get drunk. You find that you are not as affected by alcohol as your companions. Taverns are usually so impressed with you, that they will offer you discounts when purchasing from them.

### Suggested Characteristics

A tavern rat's home is the bar, and much of their personality revolves around the other patrons and how they treat them. This of course goes hand in hand with their love of ale.

D6	Tavern Pastime
1	I'll do anything as long as there's ale involved.
2	Not all drinks are created equal; I am a connoisseur for only the finest wines and spirits.
3	A tavern doesn't spring up overnight. It involves hard work, and I'm always willing to do my part.
4	Why waste time arguing when we can try to out-drink each other instead?
5	The best companions you can find are the ones you can share an ale with.
6	My first port of call in any town is the bottom of the nearest tankard.



# CREDIT & THANKS

## WRITERS

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Written and Created by Conor Higgins and Darren Kenny

## ARTWORK

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## EDITORS

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## LAYOUT

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Layout by Darren Kenny.

## TRADEMARK

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