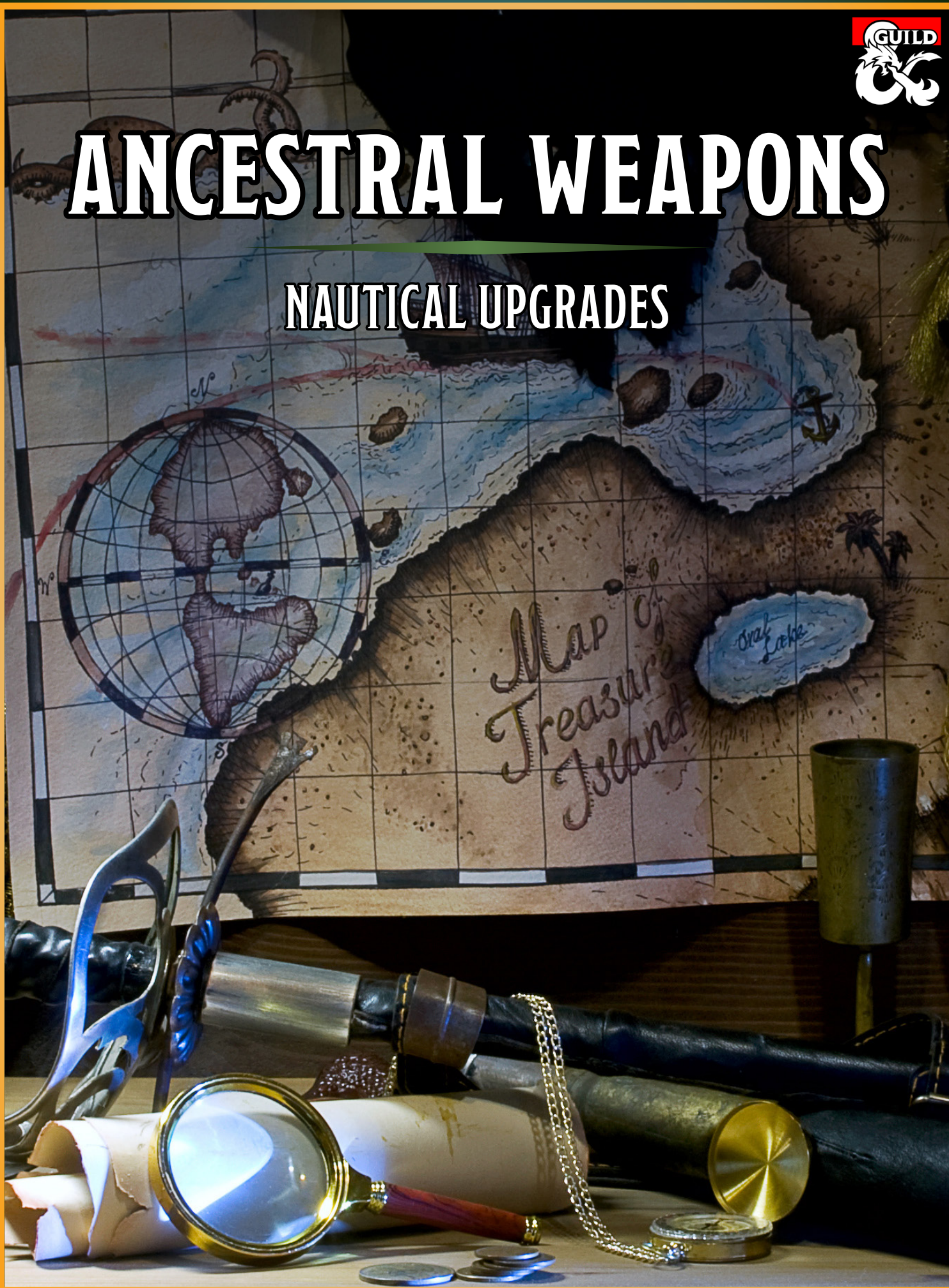




# ANCESTRAL WEAPONS

## NAUTICAL UPGRADES



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## NAUTICAL UPGRADES



BY MATT VAUGHAN

### A Dungeon Rollers Product

**Writing, Layout, and Editing:** Matt Vaughan

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**Cover Art:** Stasyuk Stanislav, used under license

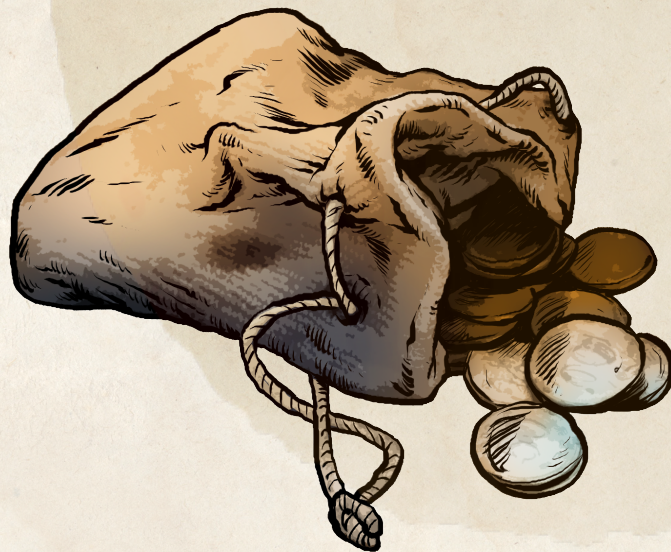
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## ON THE COVER

The captains study. Leading the crew to a cache of hidden treasure has many dangers represented by the trinkets and drawings that are foremost in the sailors minds. This stunning artwork by Stasyuk Stanislav shows the danger and rewards of taking to the seas.

*Disclaimer: Dungeon Rollers is not responsible for any water based injuries and/or death that relate to the usage of any Ancestral Weapons created. The summoning, accidentally or purposefully, of Krakens or Aboleths and any patronage pursued thereon out are solely at the responsibility of the Warlock. If you do not have a warlock, you are incorrect, check again. Someone agreed to this deal. Is someone turning green? Growing scales? Imbued with an ever-encompassing darkness granting otherworldly powers? Then it's definitely them. Not us.*



# CHAPTER 1: INTRODUCTION



THE OCEANS DEEP WITH THEIR GLISTENING amethyst waters, hide a world of secrets beneath the turbulent waves. Monsters and entire civilizations thrive in the delicate ecosystems fathoms below the surface, whilst the land-dwelling denizens of Faerûn take

passage across the seas in their ships of all sizes to explore, fight, or trade. The oceans are an essential resource for all the races across the world, driving them to compete for control of the seas. Government-controlled fleets patrol the waters around major cities and trade routes, though these opportunities offer high rewards for those who wish to take the underhanded route of piracy.

The conflicts arising from these various activities atop and beneath the surface of these waters result in large areas of magic as the weave gets drawn upon to power these battles. Heroes are forged in large scale marine warfare where the slightest misstep sends them to their watery grave. Champions face off against foes ranging from pirates and raiding forces to Krakens, aboleths, and dragon turtles, performing feats of legend to secure their name in the annals of time.

In these times of great conflict, not only are new legends born, but new Ancestral Weapons are forged in battle - the ancestors answering the call of these heroes to turn the tide of a battle. A hero flung violently from the side of a ship, sinking below may find themselves gifted with the ability to breathe the very water itself, or noble warrior under a barrage of fire from an enemy vessel may draw the ability to control the very wind itself to protect their allies from certain death.

## OVERVIEW

Ancestral Weapons: Nautical Upgrades contains a bounty of information to allow you to expand the use of the original Ancestral Weapons in your games. In these waterlogged pages you will discover:

- **40 new nautical themed upgrades** to bring the seas of Faerun to your tabletop
- **10 Ancestral Traits** to add more theme to your weapon
- **6 Ancestral Personalities** through which your weapons will guide your actions
- **3 Non-Playable Character's**, each wielding powerful weapons, crafted from the Spirit Point system, to add into your campaigns.

## HOW TO USE THIS PRODUCT

This product is designed to be used alongside the Ancestral Weapons supplement and expands the rules therein. You need a copy of Ancestral Weapons in order to use the options provided here.

The upgrades, ancestral personalities, and ancestral traits provided in this supplement can be used alongside those presented in the Ancestral Weapons supplement offering new options and opportunities for your weapons. With these upgrades being nautical themed, they are fun, thematic options for characters with sea-based backgrounds such as the 'sailor' or whose adventures have taken them to the high seas, such as in those adventures provided in the Ghosts of Saltmarsh book.





## CHAPTER 2: UPGRADES

**T**HIS CHAPTER DESCRIBES THE ADDITIONAL nautical upgrades available for ancestral weapons. The chapter begins with a summary of the upgrades, sorted by minimum level requirement in order to equip them to an item. These level requirements tie into the Tiers of play, as described in the Player's Handbook (page 15). Following this you will find all the upgrades in alphabetical order, also by minimum level. Limited upgrades are listed before any other upgrades.

### TIER 1: LEVEL 1+ UPGRADES

<i>Booming</i> (level 1)	Shipmaster
Beacon	"Speak with the fishes (level 1)"
Boarding Strike (level 1)	Storm Shield
Handcannon (level 1)	Swimming
Moonlit Strike (level 1)	The Sailor
Navigator	Treasure Hunter
Oceans Sense	Walk the Plank
Power of the Storm (level 1)	
Scrambler	

### TIER 2: LEVEL 5+ UPGRADES

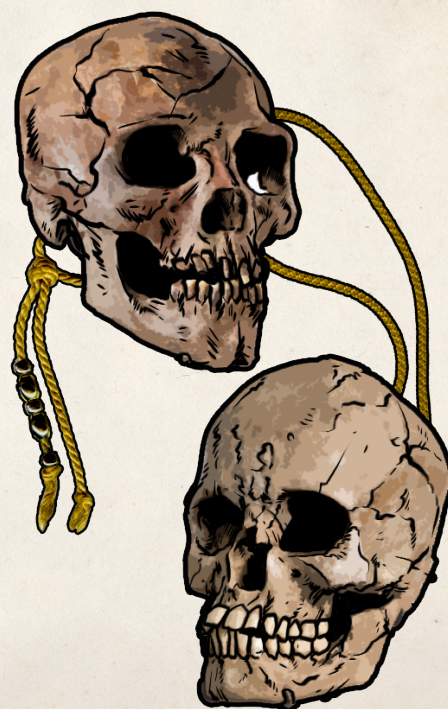
Aquatic Polymorph (level 1)	Scurvy
Bait	"Speak with the fishes (level 2)"
Bioluminescence	Spirit of the Kraken
Boarding Strike (level 2)	Swashbuckler
Gale	The Captain
Icy Path	Tracking
Moonlit Strike (level 2)	Typhoons Blessing
Pursue	Underwater Breathing

### TIER 3: LEVEL 10+ UPGRADES

<i>Booming</i> (level 2)	Power of the Storm (level 2)
Aquatic Polymorph (level 2)	Sirens Call
Handcannon (level 2)	Wind Wall

### TIER 4: LEVEL 15+ UPGRADES

Aquatic Polymorph (level 3)	Mistress Luck
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## UPGRADE DESCRIPTIONS

The below details the effects of each of the upgrades. They are presented in alphabetical order, with the exception of limited abilities that are listed before any other upgrades.

### TIER 1: LEVEL 1+ UPGRADES

#### BOOMING (LEVEL 1)

*4 Spirit Points, limited*

Your weapon attacks from this weapon deal an additional d4 thunder damage letting out an audible boom as they do say. When you declare an attack with this weapon you can choose to release the power within. If you hit with this attack this damage is increased to 3d6. Once you have released the power, this upgrade has no effect until the following dawn.

#### BEACON

*3 Spirit Points*

You can use an action to fire a flare of light from this weapon into the air that can be seen from 2 miles around. The flare is a color of your choosing and remains in the sky for 1 minute. Whilst any ally can see the flare can use their bonus action to dash. After using this property it cannot be used again until the following dawn.



*THE DECKHAND*

*The Sailor, and Walk the Plank*

#### BOARDING STRIKE (LEVEL 1)

*2 Spirit Points, melee weapon only*

You leap into combat striking out at your enemies as you land. As an action you can perform a long jump, upon landing you make an attack with this weapon.

#### HANDCANNON (LEVEL 1)

*3 Spirit Points, black powder weapon only*

When you declare an attack with this weapon you can choose to fire a cannonball that grows through the air as it leaves the barrel of the weapon. If you hit with this attack you deal 4d8 bludgeoning damage instead of its normal damage. This passes through any wood, stone, or similar material up to 1 foot thick leaving a hole in its path, any creature hit after it has passed through such material suffers only half damage from the attack.

Once this shot has been fired, you must spend one minute repacking the weapon before you can use this ability again.

#### MOONLIT STRIKE (LEVEL 1)

*2 Spirit Points*

You have advantage on attacks against surprised enemies.

#### NAVIGATOR

*1 Spirit Point*

Whilst this weapon is on your person, you always know which way is North. When you are travelling for more than one hour, and you are able to see the sky, your party is able to travel 25% faster.

#### OCEANS SENSE

*1 Spirit Points*

When on land you always know the direction to the closest body of water, including streams and rivers. When on water you always know the direction to the closest body of land.

#### POWER OF THE STORM (LEVEL 1)

*3 Spirit Points, spellcasters only*

When you deal damage to an enemy with a cantrip spell, they are pushed 5 feet directly away from you, in addition to any regular effects.

#### SCRAMBLER

*3 Spirit Points*

Years of climbing the rigging mean it comes as naturally as walking. You gain a climbing speed equal to your movement speed.

#### SHIPMASTER

*2 Spirit Points*

You gain proficiency with water vehicles and whilst under your command water vehicles move 25% faster. You have advantage on survival checks whilst on a water vehicle.



*SUNKEN STEEL*  
*Boarding Strike (level 1), Navigator,*  
*and scambler*



*OLD FAITHFUL*  
*Booming (level 1), Marksman,*  
*and Tracking*

## SPEAK WITH THE FISHES (LEVEL 1)

*2 Spirit Points*

Whilst holding this weapon, you can, through a series of gestures, sounds, and actions, communicate simple ideas with amphibian or aquatic beasts.

## STORM SHIELD

*3 Spirit Points, spellcasters only*

When you cast an abjuration or divination spell, you gain temporary hit points equal to your spellcasting modifier for 1 minute.

## SWIMMING

*3 Spirit Points*

You gain a swim speed equal to movement speed

## THE SAILOR

*2 Spirit Points*

You ignore the movement penalty of difficult terrain when it comprises of man-made objects such as boxes and barrels.

## TREASURE HUNTER

*2 Spirit Points*

Your thirst for treasure draws you to its presence. Whilst holding this weapon you are able to pinpoint the location of coins and gems, within 30 feet of you. You do not know the quantity or type of these items, but you are aware of their presence, distance, and direction.

## WALK THE PLANK

*2 Spirit Points*

When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature as a bonus action. You cannot use this shove attempt to knock a creature prone.



*FIRST MATE*  
*Moonlit Strike, Treasure*  
*Hunter, and Pursue*



*DEMON OF THE SEAS*  
*Bait, and Power of the Storm*

## TIER 2: LEVEL 5+ UPGRADES

### AQUATIC POLYMORPH (LEVEL 1)

3 Spirit Points

You can use an action whilst grasping this weapon to transform into a quipper (MM 335) as per the *polymorph* spell. The transformation lasts for 1 hour, and you can use your action to revert to your standard form. You cannot use this property again until the following dawn.

### BAIT

4 Spirit Points

Use your action to target a space you can see within 60 foot. At the beginning of your next turn a spectral shark erupts in that location targeting all creatures in that space and with a 5 foot radius must make a DC 12 dexterity saving throw. On a failed save a creature suffers 3d6 piercing damage and is bloody for 1 minute. The first attack against a bloody enemy within the next minute has advantage.

### BIOLUMINESCENCE

5 Spirit Points

As an action, you create a cone of bioluminescence in a 15-foot cone in front of you. Each creature in the area must make a DC 13 Dexterity saving throw. On a failed save that creature glows with a cerulean light for the next 1 minute.

During this time, your weapon attacks against that target deal an additional 1d8 damage. As a bonus action, you can absorb this luminescence into your weapon from an affected target within 30 foot, causing the bioluminescence to explode in a barrage of radiance, blinding the target 1 round.

### BOARDING STRIKE (LEVEL 2)

4 Spirit Points, *melee weapon only*

You leap into combat striking out at your enemies as you land. As an action you can perform a long jump, upon landing you take the attack action with this weapon.



## GALE

4 Spirit Points

As an attack, your weapon expends a gale out in all directions. Any creature within 10 foot must make a DC 12 Strength saving throw. On a failed save the creature is forced 15 foot directly away from you. In addition, any movement made within 10 feet of you in the following turn counts as difficult terrain. Once used, this property cannot be used again until the following dawn.

## ICY PATH

3 Spirit Points

Whilst holding this weapon, you are able to move across any liquid surface as if you were under the effect of the water walk spell.

## MOONLIT STRIKE (LEVEL 2)

4 Spirit Points

You have advantage on attacks against surprised enemies and these attacks deal an additional 2d6 weapon damage.

## PURSUE

3 Spirit Points

When a hostile creature that you can see moves out of your reach you may use your reaction to move up to your movement distance to follow them. You must end your movement as close to the creature as you are able.

## SCURVY

3 Spirit Points

When you deal damage with this weapon you can force a creature that suffers damage from this weapon to make a DC14 Constitution saving throw, in addition to any damage caused. On a failed save the target is poisoned for 1 minute. You cannot use this property again until the following dawn.

## SPEAK WITH THE FISHES (LEVEL 2)

4 Spirit Points

Whilst holding this weapon, you gain the ability to comprehend and verbally communicate with amphibian and aquatic beasts. You can attempt to learn simple information regarding the area and might be able to persuade a beast to perform a small favor for you.

## SPIRIT OF THE KRAKEN

5 Spirit Points

Each time a creature suffers damage from this weapon you can force them to make a DC 13 Strength saving throw. On a failed save shadowy tentacles writhe from the weapon or ammunition, wrapping around the target. The creatures movement speed is halved and your attacks against them inflict an additional d6 bludgeoning damage as the tentacles constrict. The target can attempt to struggle free from the tentacles by using their action to attempt a DC 13 Strength (Athletics) check. The tentacles disappear after one minute or if you target a second creature with this ability.



*KRAKEN LANCE*  
*Scurvy, and Spirit of the Kraken*



*Barbed Revenge*  
*Slayer (level 1 - humanoid), Tracking,*  
*and Mistress Luck*

## SWASHBUCKLER

*5 Spirit Points*

Once per long rest imbue the weapon with the power of the seas. Roll 2d6 and gain a number of flourish points for 1 minute equal to that value. When you hit a target with this weapon you can choose to expend a number of flourish points to gain one of the advantages shown below:

- **Disarm: 3 Flourish** - Your target must pass a DC 12 Strength saving throw or be disarmed
- **Knock Prone: 3 Flourish** - Your target must pass a DC 12 Dexterity saving throw or be knocked prone
- **Dart: 2 Flourish** - Your movement speed is increased by 10 foot this turn
- **Mock: 2 Flourish** - The first attack the target makes against you before your next turn is at disadvantage
- **Jab: 1+ Flourish** - You deal an amount of weapon damage equal to twice the number of flourish points expended.

You must complete a long or short rest before you can use this ability again.

## TYPHOONS BLESSING

*3 Spirit Points, spellcasters only*

When you cast a spell targeting an ally, they may use their reaction to move up to half their movement speed.

## THE CAPTAIN

*3 Spirit Points*

When you make a Charisma (intimidation or persuasion) check you can choose to gain advantage on the roll. You must decide before making the check. If you do so you become aloof for the next hour. Whilst aloof you have disadvantage on any other Charisma checks against the target.

## TRACKING

*3 Spirit Points*

After you hit a target with an attack from this weapon you can force the target must make a DC 14 Wisdom saving throw. On a failed save you can hear a ticking sound emanating from the creature as their heart beats. Whilst you hear this sound know the location of the creature for the next 1 minute, and they cannot become hidden from you whilst they remain within 120 feet by magical, or other, means including whilst being invisible. You cannot track more than one creature in this manner.

## UNDERWATER BREATHING

*3 Spirit Points*

Whilst holding this weapon you gain the ability to breathe underwater. You retain the ability to breathe normally whilst this effect is in place.

## TIER 3: LEVEL 10+ UPGRADES

### AQUATIC POLYMORPH (LEVEL 2)

5 Spirit Points

You can use an action whilst grasping this weapon to transform into a reef shark (MM 336) as per the *polymorph* spell. The transformation lasts for 1 hour, and you can use your action to revert to your standard form. You cannot use this property again until the following dawn.

### BOOMING (LEVEL 2)

10 Spirit Points

Your weapon attacks from this weapon deal an additional d8 thunder damage letting out an audible boom as they do say. When you declare an attack with this weapon you can choose to release the power within. If you hit with this attack this damage is increased to 6d6. Once you have released the power, this upgrade has no effect until the following dawn.

### HANDCANNON (LEVEL 2)

6 Spirit Points, black powder weapon only

When you declare an attack with this weapon you can choose to fire a cannonball that grows through the air as it leaves the barrel of the weapon. If you hit with this attack you deal 8d8 bludgeoning damage instead of its normal damage. This passes through any wood, stone, or similar material up to 2 foot thick leaving a hole in its path, any creature hit after it has passed through such material suffers only half damage from the attack.

Once this shot has been fired, you must spend one minute repacking the weapon before you can use this ability again.

### POWER OF THE STORM (LEVEL 2)

6 Spirit Points, spellcasters only

When you deal damage to an enemy with a cantrip spell, they are pushed 10 feet directly away from you, in addition to any regular effects. In addition the enemy must make a DC12 Strength saving throw or be knocked prone.

### SIRENS CALL

6 Spirit Points

A beautiful song in an unknown language flows from your weapon through the air towards a creature. Target a creature within 120 feet and that can hear, they must make a DC 14 Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this song.

The target must use as much of its movement as possible to move directly towards you in its next turn. It can take its action before or after it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect. The effect ends when the creature ends its turn within 5 feet of you, or as close as it can manage due to obstacles blocking its path.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. Once used, this property cannot be used again until the following dawn.

## WIND WALL

4 Spirit Points

You can use an action to create a wall of wind between two points no more than 20 feet apart, both of which must be an equidistance away within 60 feet of you. The wall extends 15 feet vertically and is 1 foot thick along its length and remains in place for 1 minute.

Any projectiles traveling through the wall in a direction away from you when it was cast deal an additional 1d6 weapon damage, whilst there is a 50% chance that any ordinary projectiles traveling through the wall in the opposite direction automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.)

Creatures that move through the wall in a direction away from you when it was cast gain an additional 50% movement speed this turn, whilst a creature moving through the wall in the opposite direction halves their movement speed. Once used, this property cannot be used again until the following dawn.

## TIER 4: LEVEL 15+ UPGRADES

### AQUATIC POLYMORPH (LEVEL 3)

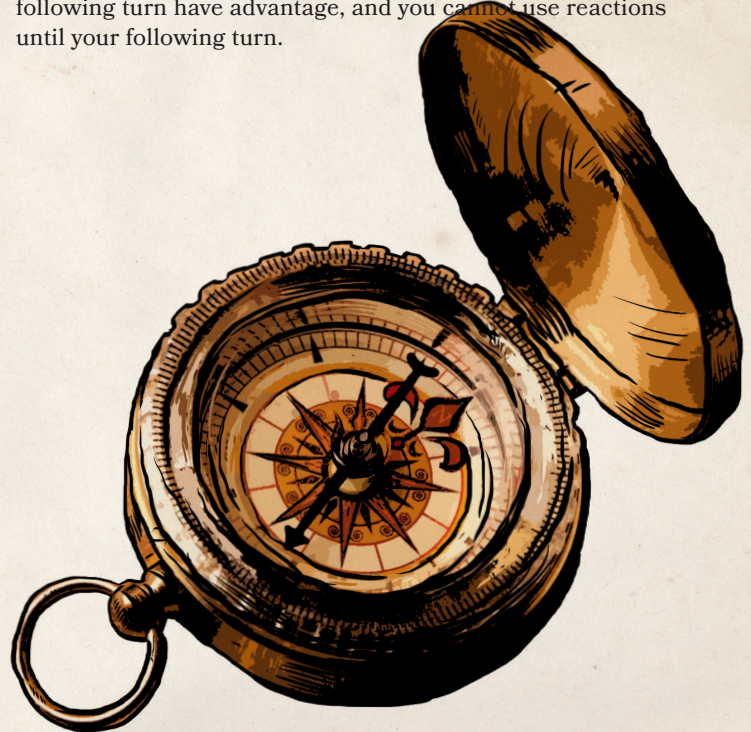
8 Spirit Points

You can use an action whilst grasping this weapon to transform into a killer whale (MM 331) as per the *polymorph* spell. The transformation lasts for 1 hour, and you can use your action to revert to your standard form. You cannot use this property again until the following dawn.

### MISTRESS LUCK

4 Spirit Points

When you make an attack with this weapon you score a critical hit on the roll of a natural 1. When this happens your turn ends immediately, all attacks targeting you in the following turn have advantage, and you cannot use reactions until your following turn.





## CHAPTER 3: ANCESTRAL TRAITS & PERSONALITIES



ANY ANCESTRAL WEAPONS HAVE SMALL, SUBTLE effects that add character to them. An ancestral weapon can start with these, or unlock them as more of their gifts are earned. There are two types of properties represented in this chapter.

Ancestral Traits are small characteristics built up over the life of the weapon, whilst Ancestral Personalities reveal the dominant personalities amongst the fragments of the ancestral spirits that are held within the weapon.

Ancestral Traits often come with minor gameplay effects, whilst Ancestral Personalities manifest themselves in feelings

that a character will sense when performing certain actions that align with, or against, the ancestral personality.

A weapon can have either of the properties presented, one of each property, or neither property. A DM, or a player working with their DM, can also create a history fitting to the weapon and the Ancestral Traits can be supplemented by the Minor Property table on page 142 of the *Dungeon Master's Guide*.

To determine an Ancestral Trait or Ancestral Personality, roll on the tables presented in the ANCESTRAL WEAPONS supplement, or on one of the tables below.

### Ancestral Traits

d10	Name	Details
1	Buried Treasure	In previous eras, the weapon let its owners to great fortunes. The weapon glows in the presence of great fortunes.
2	Voice on the wind	Leading crews in deafening battles, the weapon allows you to be heard in the most tough situations. When outside, your voice can travel twice as far.
3	Lungbursting	The weapon helps you live when all seems lost. You can hold your breath for four times as long.
4	Windspeaker	As if singing a romantic duet, the weapon hums in strong winds.
5	Marineline	Having spent generations on the seas, the ancestors lend their knowledge to whoever wields this weapon. You have advantage on Wisdom (Nature) checks regarding the oceans or creatures who live below.
6	Marooned	You are able to drink saltwater as though it was freshwater.
7	Hunter	You have advantage on Wisdom (Survival) checks to track creatures when you are on or in bodies of water.
8	Drunken Sailor	Years of celebrations and joy ring through this weapon. When a sea shanty is sung, you will always know the words even if you have never heard it before.
9	Fisherman	You deal an additional d4 weapon damage to aquatic and amphibian creatures.
10	Borne of the Sea	Every ancestor was more at home than the sea than the land. Whilst on a water vehicle you gain an addition d4 to constitution checks .

## Ancestral Personalities

d6	Name	Details
1	Guiding	You are drawn to those without a hope and feel a great sense of reward in helping them.
2	Bloodthirsty	When violence occurs you feel your blood pumping harder as a feeling of freedom coarses through your veins.
3	Forgiving	When you meet someone who has wronged you, the weapon encourages forgiveness over the other paths that are presented.
4	Malevolent	The weapon encourages your darkest thoughts, bringing your most evil subconscious to the fore of your mind.
5	Exploring	When exploring into lands unknown, the weapon fills you with a sense of unbound optimism and hope.
6	Mournful	You feel the loss of each downed friend, or enemy, more than you could have believed possible.





## CHAPTER 6: NON-PLAYABLE CHARACTERS

**I**N THIS CHAPTER, YOU WILL FIND THREE NPC'S, each of who wields a weapon created using the Ancestral Weapon crafting rules, and upgrades found in this nautical supplement. For each NPC you will find a short background on how they discovered or wielded this weapon, a complete stat block, and the weapon they wield.

Adding a crafted weapon, using the spirit point system, to an NPC is a great way to add some flavor and unexpected actions to an enemy or ally that your players encounter on their journeys. These NPC's are provided as examples, though you can make your own to use in your games! The three NPC's you will find in this section are summarised below.

### JASEERA SHIMMERSCALE

Upon first meeting Jaseera, people are lulled into a false sense of security. Her sweet smile and friendly demeanor override the effects of her Tiedling appearance. Alongside her mother, Jaseera was abandoned in shame at birth and carries a hatred for all those who would cast aside a helpless child. With this hatred nurtured by her infernal father, she strikes at those who she feels a threat before they have a chance to defend themselves.

Equally as comfortable in the sea as on the land, Jaseera carries the Staff of the Seas. This emerald staff allows her to freely communicate with the creatures of the oceans and bend them to her will, as well as transform herself into one of their kind.

### CAPTAIN ISABELLA ULTRICH

The stern and serious captain of the Velvet Hawk, Captain Isabella is the latest in a long ancestry of pirate hunters. She is a strong willful leader, who drives her crew from the front

leading raids on the piratical scourges of the seas, and even the dread monsters who lurk in the fathoms below.

Her family sword, the Blade of Defiance grants her an air of authority on the ship - those who find themselves under her thrall carry out the most dangerous of tasks on her word. Additionally, the blade gifts her the super-human ability to jump great distances - witnessing Isabella leaping between ships and striking down those foes she lands upon is a true sight to behold.

### "SMILING" RAY RAKHAM

*Inspired by Joe Cox and his 'much-loved' dread pirate who has made the story of the Adventurer's Guild of Holmsgarth much more interesting.*

Leading the crew of the Dead Duchess, Captain Ray Rakham is known as the Smiling Captain, bearing the motif of a grinning skull on his sails and a figurehead showing her true form in the moonlight. Being assaulted by the Smiling Captain and his maniacal characters is a psychological assault as much as a physical one. As the battle rages on, the sounds of a cackling crew ring through the air as the enemy feels overwhelmed by the advance.

The Smiling Dread that Rakham wields allows him to continue this cerebral assault allowing him to approaches his targets walking amongst the very waves themselves. As he draws closer to his target, shadowy tentacles writhe out towards his enemies gripping them in a compressing grasp, squeezing the final breath from their defeated bodies.

# JASEERA SHIMMERSCALE

*Born unto the sea, Jaseera lulls foolish men to their watery grave whilst wielding the Staff of Sea-Life.*

## JASEERA SHIMMERSCALE

*Medium humanoid (tiefling), lawful neutral*

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	15 (+2)	16 (+3)	10 (+0)

**Saving Throws** Int +3, Wis +6

**Skills** Arcana +5, Survival +6

**Senses** passive Perception 13

**Languages** Common, and elvish

**Challenge** 2 (450 XP)

**Spellcasting.** Jaseera is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *druidcraft, gust, shape water*

1st level (4 slots): *absorb elements, animal friendship, beast bond, faerie fire,*

2nd level (3 slots): *beast sense, locate animals or plants, moonbeam*

3rd level (3 slots): *call lightning, tidal wave, wall of water*

**Staff of Sea-Life.** Jaseera wields the *Staff of Sea-Life* gaining the benefits shown below.

### ACTIONS

**Staff of Sea-Life.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.



THE MOMENT JASEERA WAS BORN TO HER merchant mother aboard the vessel Mystra's Glory as it toured the Sea of Swords, an almighty scream was let loose upon the wind. The physician who was acting as a midwife for her on this tiring trip was taken aback as his bespectacled eyes fell upon the creature being borne into his arms. Tinged with a magenta hue that the aging man had first mistaken for an issue with the infants breathing, the head came forth to reveal two blackened horns erupting from Jaseera's skull like a pair of onyx daggers.

Months before Talima Shimmerscale had lain with a man in Neverwinter, whose baby she was now giving birth too. His confident and suave manner belied what a wicked and callous creature he truly was, a lesson learned too late by the naive trader. She had fled before he ever revealed his true facade to her, and now nine months later she learned the truth. A tiefling.

Talima was abandoned on a small island with Jaseera where the child grew up. Pleasant and friendly at first regard, like her father Jaseera hid what was a hunger for malice and revenge. The only time the horned girl was at peace with the world around her was during when she swam in the flawless azure depths around the island. On her sixteenth birthday, Jaseera disappeared for one-month, returning a month later with an emerald staff in her possession, but would speak no more of her trip.

### Staff of Sea-Life

Weapon (quarterstaff), rare, requires attunement

A thin emerald staff that when placed in water attracts small fish who chomp and nibble at the edges as they swim around.

Whilst holding this weapon, you gain the ability to comprehend and verbally communicate with amphibian and aquatic beasts. You can attempt to learn simple information regarding the area and might be able to persuade a beast to perform a small favor for you.

You can use an action whilst grasping this weapon to transform into a quipper (MM 335) as per the polymorph spell. The transformation lasts for 1 hour, and you can use your action to revert to your standard form. You cannot use this property again until the following dawn.



# CAPTAIN ISABELLA ULTRICH

*Captain of the Velvet Hawk, wielder of the Blade of Defiance*



**D**AUGHTER TO THE FAMED PIRATE-HUNTER

Johanna Ulrich, Isabella wields the Blade of Defiance that was passed to the new captain of The Velvet Hawk on her mother's death bed.

For years the Ulrich family have sailed the Sea of Swords, chasing down those pirates and other oceanic monstrosities who would threaten the welfare of those in the region who cannot defend themselves.

For hundreds of years, The Velvet Hawk has roamed the seas surrounding the Sword Coast, having been rebuilt numerous times after it's epic battles; each time more deadly than the last. Originally a merchant vessel, the ship traversed the routes between Tethyr and Baldur's Gate, carrying fine silks to the nobility in this region. One fateful day, the ship was assaulted by the Scourge of Hell - a band of pirates who were running raids down the coast.

During the attack, nearly all the crew of The Velvet Hawk were slain, including the infant son of the ships Captain, Lorna Ultricht. She swore that day that she would hunt down pirates and rid the coast of this affliction. Each generation of Ultrichts has continued this oath, gaining patronage from those merchant families benefitting from the safer waters. The current captain is Isabella, known for her stern ways and courage even in the face of seemingly insurmountable odds.



## CAPTAIN ISABELLA ULTRICH

*Medium humanoid (human), lawful good*

**Armor Class** 14 (Studded leather)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Dex +5, Cha + 6

**Skills** Athletics +7, Persuasion +6, Survival +4

**Senses** passive Perception 11

**Languages** Common

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

**Lead from the front.** Each allied creature within 15 foot of Captain Isabella Ultrich when she reduces a creatures to 0 hit points gains 5 temporary hit points for 1 minute.

**Blade of Defiance.** Captain Isabella Ultrich wields the *Blade of Defiance*, gaining the benefits shown below.

### ACTIONS

**Multiattack.** Captain Isabella Ultricht makes three attacks with her *Blade of Defiance*.

**Blade of Defiance.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 5 (1d10 + 4) slashing damage if used with two hands.

### REACTIONS

**Parry.** Captain Isabella Ultricht adds +3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

### Blade of Defiance

Weapon (longsword), rare, requires attunement  
A fine cutlass with a golden skull on the base, this weapon is perfectly weighted and exudes power.

When you make a Charisma (intimidation or persuasion) check you can choose to gain advantage on the roll. You must decide before making the check. If you do so you become aloof for the next hour. Whilst aloof you have disadvantage on any other Charisma checks against the target.

Additionally, you can leap into combat striking out at your enemies as you land. As an action you can perform a long jump, upon landing you take the attack action with this weapon.



# "SMILING" RAY RAKHAM

*Piratically inclined ex-captain of the Dead Duchess, wielder of Smiling Dread. Inspired by Joe Cox.*

## "SMILING" RAY RAKHAM

*Medium humanoid (human), chaotic neutral*

**Armor Class** 15 (Studded leather)

**Hit Points** 77 (14d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	15 (+2)

**Saving Throws** Dex +8, Wis +6

**Skills** Deception +4, Intimidation +4, Sleight of Hand +7, Thieves' Tools +7

**Senses** passive Perception 11

**Languages** Thieve's cant, common, and abyssal

**Challenge** 3 (700 XP)

**Spellcasting.** "Smiling" Ray Rakham is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *chill touch, true strike, shape water*

1st level (4 slots): *hideous laughter, shield, silent image, sleep*

2nd level (3 slots): *misty step, shadow blade, suggestion*

**Smiling Dread.** "Smiling" Ray Rakham wields the *Smiling Dread* gaining the benefits shown below.

### ACTIONS

**Smiling Dread.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.



READ PIRATE, "SMILING" RAY RACKAM, IS FEARED throughout the high seas. His ship, the Dead Duchess cuts through the vast blue, headed by the grinning visage of a charming duchess in fine flowing robes. At night, the finely carved oaken material, and the skin beneath, seems to disappear leaving her true appearance on display; that of a long-dead skeletal woman with cracked and misshapen bones.

When the Dead Duchess floats near, most ships will fly their white flag in yielding resignation for they know what follows. For those that don't, death will soon be upon them. First, the cackles of a deranged crew will creep through the air as the first hooks grapple on to the ships, linking them in an unholy marriage. Then in the water, the figure will appear. Walking mencingly upon the very waves themselves, the Captain "Smiling" Ray Rakham appears with the Smiling Dread by his side glinting in the moonlight.

Before the shock settles the assault is upon them. The crew of the Dead Duchess swarm from the forsaken ship against those hapless fools, powerless to stop them. Rakham himself seeks no-one but his opposite number. Striking upon his counterpart with the Smiling Dread, shadowed black tentacles wrap his enemy up, constricting their very life from their lungs as the Smiling Captain cuts them down where they stand. As they fall he marks a notch into the rapier before returning back to his ship.

### Smiling Dread

Weapon (rapier), very rare, requires attunement

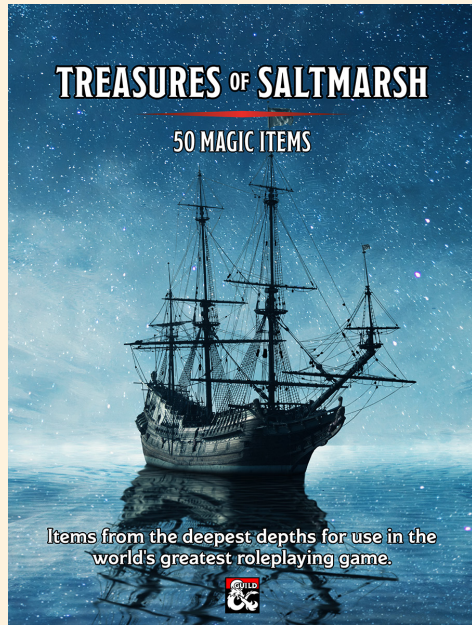
This ordinary looking rapier has a mess of checkmarks along the blade, one for each foe it has cut down in the hands of Ray Rakham.

You have a +1 bonus to attack and damage rolls made with this weapon and whilst holding this weapon, you are able to move across any liquid surface as if you were under the effect of the water walk spell.

Each time a creature suffers damage from this weapon you can force them to make a DC 13 Strength saving throw. On a failed save shadowy tentacles writhe from the weapon or ammunition, wrapping around the target. The creatures movement speed is halved and your attacks against them inflict an additional d6 bludgeoning damage as the tentacles constrict. The target can attempt to struggle free from the tentacles by using their action to attempt a DC 13 Strength (Athletics) check. The tentacles disappear after one minute or if you target a second creature with this ability.



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