

SPELL & CROSSBONES

Player's Guide

A 5E FANTASY CAMPAIGN SETTING IN THE GOLDEN AGE OF PIRACY



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1. THE CAMPAIGN

La Gloriosa del Mar

March 1712. It is the Golden Age of Piracy. The beginning of the likes of Blackbeard, Anne Bonny, Mary Reade, Calico Jack, Charles Vane, and Black Bart Roberts. An age when anyone could make a fortune, see the world, and live free... if you weren't drowned, shot, stabbed, hexed, burned alive, or caught and hung first.

La Gloriosa del Mar, a Spanish treasure ship fleeing the French raid on Cartagena fifteen years ago, lies sunken somewhere off the Colombian coast, and with it a vast sum of wealth and countless secrets. Rumors abound about *La Gloriosa's* cargo and why her captain fled early in the fighting. Rumors and precious little fact. The last sighting of *La Gloriosa* was by French buccaneers who lost the burning ship heading east toward Cabo de las Velas (Cape of the Sails). Did *La Gloriosa* go down at Cabo de las Velas? Did the crew keep her afloat till the Bay of Maracaibo? Did she make it all the way to Aruba, only to sink off the island's shore? Or was she blown off course and lost beneath some strange tide?

In past years, many treasure hunters sought out *La Gloriosa del Mar* from Caribbean privateers to Spanish admirals, but the shifting waters and lack of any accurate records left every diver surfacing empty handed. Dozens of leads have led to dead ends; often literally, as informations from fishermen to prisoners of war turned up dead. While most of the treasure hunters return to port broke, a couple didn't return at all, causing the legend around *La Gloriosa* to grow. Whatever became of *La Gloriosa*, her name has become synonymous with an impossible venture fraught with perils and conspiracy, and the promise of unimaginable wealth. To "seek *La Gloriosa*" is to embark on a fool's errand and to court death.

The death of the childless Charles II, last of the Spanish Hapsburgs, left the Spanish throne contested by the English, French, and Dutch. The half-elven Queen Anne, sovereign of England, Scotland, and Ireland, has waged war against the Spanish for the last decade, a war which made Caribbean waters run red with blood. A lull in the fighting and rumors of diplomacy in Europe have signaled an impending end to the war, and privateering and piracy are again on the rise in the Caribbean as former naval seamen seek work. Against this backdrop, a new expedition to seek *La Gloriosa* gains momentum in the pirate town of Nassau in the Bahamas, a collection of desperate and damned sailors, each with their own reasons for seeking out the sunken treasure ship.

An enigmatic French investor named Claude du Tourbillon has quietly offered to bankroll the expedition, meeting the would-be ship's officers at Blackreef's Tavern with a heretofore unexplored lead about *La Gloriosa*. The treasure hunt begins!

La Gloriosa campaign is designed to take a party of characters from 4th to 9th level.

Dark Caribbean Setting

The “dark Caribbean” is a fantasy setting during the Golden Age of Piracy, blending real-world history, popular conceptions of legendary pirates, the *Pirates of the Caribbean* films, the *Monkey Island* video games, the RPG book *Skull & Bones* (Green Ronin), and a reinterpreted D&D mythos. While swashbuckling adventures and whimsical scallawags abound, there are also ruthless corsairs, frightening spells, and political intrigues aplenty. Most of the magic has a distinct Voodoo feel to it, with the caveat there exist no reliable spells to raise the dead (i.e. *raise dead*, *resurrection*, and *true resurrection* do not exist). The action is centered in the Caribbean (also called the Spanish Main or the West Indies), though there may be opportunities to visit the Americas, Europe, or even otherworldly realms like the Shores of Death or the Abyss. European powers like Britain, France, the Netherlands, and Spain struggle to maintain control of their colonies amidst rampant privateering and piracy, slave uprisings, and dark magic. Characters spend equal time aboard ships as they do breaking into Spanish garrisons, exploring cursed islands, and infiltrating masquerade balls. The traditional dungeon-delving of D&D takes a backseat to swashbuckling adventure and intrigue.



Characters

Kid AC 17, passive 16, init +5

Human (Creole) / Ship Rat / Rogue (swashbuckler) 4 / CN

SHIP DUTY Crew (Rigger)

BOND Curse of Aztec Gold

FORTUNES Kid, Strange Luck, Treasure Map, Obsessed with Treasure

Katerina del Corazon AC 15, passive 9, init +4

Human (Spanish) / Pirate / Fighter 1, Rogue (thief) 3 / CN

SHIP DUTY Captain

BOND Curse and the Child

FORTUNES Notoriety, Devil's Own Luck, Magic Trinkets (*Andalusian Corsé de Gracia*, *Blackheart's Scope*), Monkey Magnet, Accursed (if she touches those she loves they die), Enemy (Governor Juan de Ribera of San Juan), Wanted (Viceroyalty of New Spain)

James Barrington AC 16, passive 11, init +3

Human (French/English) / Charlatan / Fighter (battlemaster) 4 / LG

SHIP DUTY Quartermaster, Gunner

BOND Secret Agent

FORTUNES Enlightened, At Sea (Benjamin Hornigold's *Queen Anne*), Wanted (Academie Royale des Sciences)

Caillou AC 15, passive 16 (dark), init +3

Kenku (French?) / Urchin / Cleric (death) 4 / CG RETAINERS Lorelei (cultist), Verner (kobold),

SHIP DUTY Lookout, Navigator Teague (old salt)

BOND Arcane Rivalry

FORTUNES Cause (abolition of slavery in Caribbean), Magic Trinkets (*Coat of Deeppockets*, *Drowned Slaves Bottle*), Secrets of the Deep (map on the back of a scarred sailor), Ship Mage, Enemy (Baron Bernard Desjean de Pointis), Enemy (the real Sir D'Arcy), Fighting Words, Outlaw Slave

Nia Steeleyes AC 14, passive 21, init +3

Human (Mixed African) / Sailor / Ranger 1, Druid (circle of land) 3 / NG

SHIP DUTY Sailing Master

BOND Hunting Smiling Jack

FORTUNES Quicksilver Eyes, Magic Trinkets (*Agwe's Brass Nave*, *Mama Caille's Recipe Book*), Voodoo Rituals, Haunted, Wastrel

Etienne Rougeau AC 12, passive 16

Human (French American) / Soldier / Bard (swashbuckler) 4 / LN

SHIP DUTY ?

BOND Journalist Thrill-Seeker

FORTUNES Contacts (North American native tribes), Journalist (wears beaver fur hat marking him as associate of French fur-trading *Compagnie des poste du Roi*), Weird Tales Scoop (he looks for best story, without safety consideration in order to be famous and published)

"Old Zef" Jozef Van Der Nagel AC 11, passive 11 (dark), init +1

Dwarf (Dutch) / Guild Artisan + Sailor / Wizard (conjurer) 4 / N

SHIP DUTY Boatswain, Carpenter, Artillerist

BOND Sacred Relic (Zeeland Bellows)

FORTUNES Old Salt (peg leg), At Sea, Trading Company (Dutch East India), Obligation, Wanted (Viceroyalty of New Spain)

Character Creation

Characters begin at **4th level**, fully formed adventurers already tested by Queen Anne's War. You can make characters using the *Player's Handbook* or the *D&D Basic rules* (<http://dnd.wizards.com/articles/features/basicrules>). No evil characters, please. Also, your characters should be created toward handling at least one of the duties aboard a ship (see Chapter 5: Of Ships and Sea).

Bonds: I recommend using one of the sample bonds below or making up a unique bond connecting your PC to the adventure.

Race: Human, dwarf, elf, genasi (water), gnome, half-elf, halfling, and tiefling are allowed and I've described how various races fit into the setting below. Other races may be allowed by DM permission.

Class: Any. I've listed more specific thoughts below.

Background: Any.

Fortunes (optional): Fortunes are a unique part of the setting, adapted from *Skull and Bones* (Green Ronin) and described below. As a rule, a character shouldn't have more Mixed and/or Good Fortunes than $2 + 1/2$ their level (rounded down). For example, a 4th level character should have at most 4 Mixed and/or Good Fortunes. For each Good Fortune you take, however, you must also select an Ill Fortune. There is theoretically no limit to the number of Ill Fortunes you can get. Also, as you adventure your Fortunes might change, losing some and gaining others.

Hit Points: Use average HP values (rounded up) after 1st level. Do not roll.

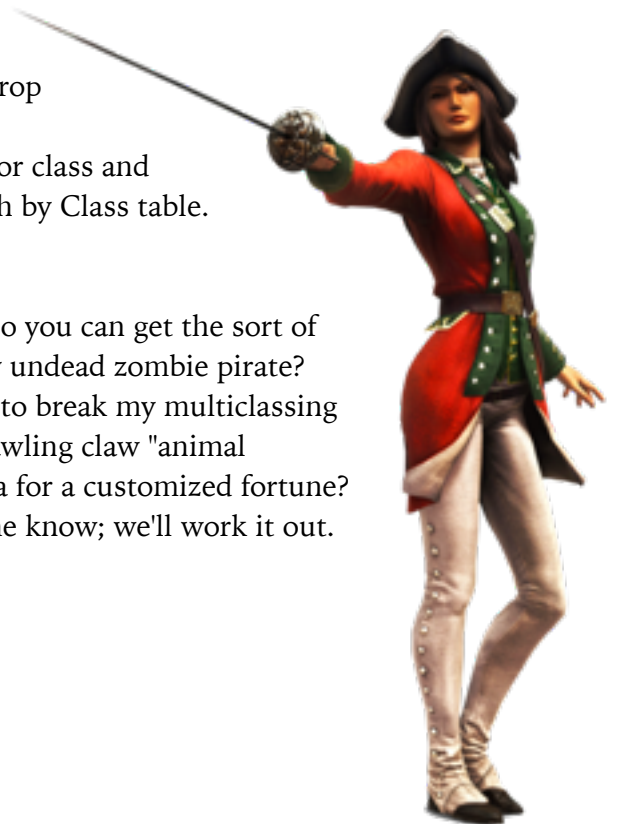
Multi-classing: Before you multi-class, make sure your character has their main archetype/tradition/whatever first so I can work those into the game. For example, if you're mainly playing a rogue, then I'd require you to have 3 levels as rogue (so you can select Arcane Trickster, Assassin, Thief, or Swashbuckler) before multi-classing.

Feats: We will use feats, so the alternate human is legit.

Ability scores: Ability scores can be point buy, array, or 4d6 drop lowest six times (your choice).

Equipment: You can either follow the equipment guidelines for class and background, or purchase equipment using the Starting Wealth by Class table. Your Fortunes may also provide additional equipment.

Home-brewing/House-ruling: I am open to tweaking things so you can get the sort of characters you want. Maybe you want to play an ambiguously undead zombie pirate? Maybe you have a convincing argument for allowing your PC to break my multiclassing rule? Perhaps you want your beastmaster ranger to have a crawling claw "animal companion" and cast from the warlock spell list? Have an idea for a customized fortune? Or a different interpretation of elves in the setting? Just let me know; we'll work it out.



BONDS

- 1. Land Grant & Liberty:** A land grant to a plantation in the Spanish Colonies was written to your family, but was aboard La Gloriosa when she sunk. Currently that plantation is illegally governed by a cruel lord, and seeking out La Gloriosa is your only chance of claiming your family's due and liberating the subjugated slaves.
- 2. Curse of Aztec Gold:** You have a cursed Aztec gold piece taken from one of the French bucaners who raided Cartagena; a mambo told you the only way to rid yourself of the curse is to return the coin to the chest it was taken from - sunken with La Gloriosa.
- 3. Vengeance or Justice:** As a denizen of Cartagena, you seek vengeance (justice?) on those bucaners who returned after Baron Bernard Desjean de Pointis' raid to massacre, pillage, and rape. A traitor aboard La Gloriosa had a secret ledger with names of the bucaners in French employ, a ledger now lost under the sea along with La Gloriosa.
- 4. Sacred Relic:** A sacred relic of your people was aboard La Gloriosa when she went down. This might be a holy relic of the Church, a magic anvil of the dwarves, seeds for an elven tree of life, or plans for a gnomish chronometer.
- 5. Loved One:** A close family member or beloved was aboard La Gloriosa, and nightmares have warned you they've been cursed to the Abyss. You seek out the sunken shipwreck to find a way to free your loved one.
- 6. Secret Agent:** Secret documents were lost when La Gloriosa went down, documents proving the Spanish planned to betray one of their allies in the impending War of Spanish Succession. As a Kingsman/Queensman for a monarch, you seek out these documents to weaken the Spanish war effort and prevent a terrible betrayal.
- 7. Life Debt:** Years ago Captain Javier Hernandez of La Gloriosa saved your life. Having found a water-damaged message in a bottle written in Spanish from a J.H. you are convinced Captain Hernandez is alive somewhere, so you seek out La Gloriosa to fulfill your life debt.
- 8. Price of Freedom:** A bucaner or French privateer taken captive by the Spaniards during the raid on Cartagena, your life was spared as you protected a governor's daughter from the depredations of unruly bucaners. You were recently offered liberty in exchange for finding out what became of La Gloriosa.
- 9. Arcane Rivalry:** You are a longtime magical rival of Baron Bernard Desjean de Pointis who led the French raid on Cartagena. Unbeknownst to many the Baron is a student of the arcane arts and you are confident a grimoire of great magic was secreted on La Gloriosa to keep it from the Baron's hands. Acquiring this grimoire would certainly help in taking the now fabulously wealthy and famous Baron down a notch.
- 10. Gold, Glory, and Adventure:** You're a consummate treasure hunter - the more impossible the score, the greater the attraction. La Gloriosa represents ultimate glory and wealth to you, and even more than that the ultimate challenge. Win the prize, and your name will go down in history.

2. OF SHIPS AND SEA



All Hands to Quarters

“All hands to quarters” (or the more colorful “beat to quarters, ye cack-handed deck apes!”) is the command given by the Captain when entering combat, advising the crew to take up their combat stations and be ready. It may also be used when navigating a storm, in a desperate chase, running a blockade, or other high-tension situations.

SHIP DUTIES

Every member of a ship knows their role, from captain to lowly swab. When creating characters, you should confer with your fellow players and the DM to ensure that your characters can fulfill a spectrum of ship duties.

CAPTAIN

While the captain of a naval vessel is appointed by the Admiralty, the captain of a pirate ship is democratically elected by majority vote which can, in principal, be held at any time. However, the exception to this is during battle when the captain has unlimited authority. The captain should have proficiency in navigator’s tools, watercraft, a high Charisma, and proficiency in some Charisma-based skills. The captain often keeps a journal, which the player may wish to emulate.

SAILING MASTER

Sometimes a role subsumed by the captain, the sailing master is in charge of navigation and the sailing of the ship, directing the course, and looking after the maps and instruments necessary for navigation. Proficiency in navigator's tools and watercraft is a must. Certain divination spells can be of great help too, especially considering how charts of the era are often inaccurate (or nonexistent). Also, the player should pay attention to any maps the characters acquire.

BOATSWAIN

The boatswain (pronounced "bossun") directly oversee crew on deck, makes personnel assignments, is responsible for handling all repairs to the ship and ensuring its hull, sails, and rigging are in tiptop shape. Also, the boatswain is responsible for weighing anchor and the handling of the sails. Proficiency in Investigation or Perception is a must. Typically the boatswain oversees the carpenter, though some boatswains take on the role of carpenter themselves.

MASTER GUNNER

The master gunner is responsible for the ship's guns, cannons, and ammunition. This includes sifting powder to keep it dry and prevent it from separating, insuring cannons and ordnance are rust-free, and that all weapons are kept in good repair. Proficiency in martial ranged weapons (including pistols, muskets, and cannons) is a must, and proficiency in metal-working tools could come in handy.

QUARTERMASTER

Representing the interests of the crew, the quartermaster resolves quarrels, distributes food and booty, and keeps the account books of the ship (if there is no designated purser aboard). As the quartermaster is usually elected by the crew, he or she is empowered to punish minor offenses (though major crimes are tried before the crew) and to determine what plunder to take from a captured ship. A high Wisdom or Insight proficiency can come in handy, as can a high Charisma or Persuasion proficiency. The quartermaster player should keep track of treasure found.

FIRST MATE

A large ship may have several mates serving aboard it, hence the designation "first mate." The first mate acts as apprentice to the sailing master and boatswain. Their responsibilities include the fitting out of the vessel, examining whether it is sufficiently provided with ropes, pulleys, sails, and all other rigging necessary for the voyage, hoisting the anchor, and at port seeing to the care of the sails, yards, mooring, anchor, and cables of the ship. Proficiency in watercraft is recommended.

CARPENTER

The carpenter (one of the ship's Warrant Officers) is responsible for the maintenance and repair of the wooden hull, masts and yards, and works under the direction of the boatswain. Among the carpenter's duties are placing oakum between the seems of planks and wooden plugs on leaks to keep the vessel tight. Proficiency in shipwright's tool is a must, a high Constitution is helpful when forced to perform repairs underwater, and the *mending* cantrip can prove invaluable.

SURGEON

The Surgeon (one of the ship's Warrant Officers) not only should be proficiency in Medicine and surgeon's tools, but often is the most educated person aboard, making the Sage background or proficiency in various Intelligence-based skills useful. Healing magic is especially valued. Ships without a proper surgeon often appoint the task to the carpenter, who makes do with carpentry tools.

COOK

Technically the cook is another member of the crew, but their skills make them stand apart. Proficiency with an herbalism kit or culinary implements may be handy, though there are no in-game requirements of a cook's skill. Instead, it is left to the player to roleplay.

CREW

While crew are usually NPCs, any PC with the Sailor background can fill in for the responsibilities expected of crew members. Crew include Able Bodied Sailor, Riggers (who value training in Acrobatics and Athletics), Cabin Boys (typically small boys or halflings), Powder Monkeys (who run gunpowder from below decks), and Swabs (who mop the deck).

THE ROTATION

When peacefully under way, crews fall into a regular rhythm of handling various tasks according to shifts divided into morning (4:00-12:00), afternoon (12:00-20:00), and night (20:00-4:00). While Navies often divide these further into 4-hour blocks, these divisions work for the purposes of the game because they correspond to the three random encounter checks made while at sea. Able Seamen generally catch sleep when they can, usually two 3 or 4 hour naps on different shifts in the rotation. Idlers (including carpenters, surgeons, chaplains, pursuers, sailmakers, clerks, cooks, schoolmasters, and passengers) and spellcasters requiring a long rest to regain their spells are allowed to sleep thru the entire night shift, though even they must respond to a command "to quarters."

For convenience, each player should come up with a general 3-shift rotation for their PC using the guidelines below. Think of this as akin to establishing marching order in a traditional D&D game, combined with maritime-themed downtime rules.

ARTILLERIST

On ships equipped with unusual weapons like siege equipment, Greek fire throwers, or magical devices, the artillerist keeps them in functioning order. If you are a spellcaster or have spellcasters on the crew you also keep track of material components needed for combat-oriented spells. During combat you either rely on your offensive spells or man the unusual weaponry.

BOATSWAIN

The boatswain directly oversees crew on deck, makes decisions about how best to apply the crew's numbers toward the captain's orders, and directly reports on the state of the ship (physically and moral-wise) to the captain. You handle all rolls involving the crew, such as ability checks, morale checks, and saving throws.

During combat, you oversee the rescue of any men overboard and determine when to leave a man behind or when to send an injured man to the surgeon, in addition to rolling checks and saves for the crew.

CARPENTER

The carpenter plugs leaks and handles repairs to the hull, masts, yards, and hatches. Field repairs require a supply of lumber (either cargo, taken from another ship, or harvested from an island), and occur at the rate of 50 HP per day with 80% of the crew pitching in (50 HP per 2 days with 60% of the crew, per 3 days with 40%, or per 5 days with 25%). When conducting repairs, make a Wisdom (shipwright's tools) check ($DC = \text{damage ship sustained} / 10$); the amount by which you succeed is the number of hours the time is reduced.

During combat, you handle battlefield repairs; in this case your Dexterity (shipwright's tools) check determines the amount of HP repaired. If the ship has taken half its total HP in damage, then you can only patch it, restoring up to 25% of the damage done, and further repairs must be done out of combat.

CAPTAIN

When peacefully underway, the captain may devote time to actively managing the crew by raising spirits, calling for votes on a situation, administering justice, investigating potential mutinies, and so forth. When needed, you make Charisma checks to determine the crew's behavior.

During combat, you are the ultimate authority and your decisions about strategy and tactics are final; you also handle crew melee attack and damage during boarding scenarios.

COOK

The cook makes meals, pure and simple. You might use your position as cook to get to know the crew, drug someone's food, or try out a new culinary idea. When trying out a new culinary idea, Roll the Bones and interpret your result to creatively determine how the food affects the crew.

During combat, you either hide or assume another role.

CRAFTING*

You must be proficient in the associated tools to craft, and in some cases you may need special materials. For every day you spend crafting, you can craft one or more items with a market value of 5 gp (you can work multiple days for higher value items). You must expend raw materials worth half the total market value. Aboard a ship, coopers (barrel-makers), sail-makers, weavers, and cobblers are highly valued; coopers for making barrels to keep gunpowder dry, food free from pests, and water/spirits from leaking into the bilge, sail-makers for maintaining the sail canvases, flags, hammocks, and bunks, and weavers and cobblers for fixing the crews' clothes.

CREW

While crew are usually NPCs, a PC may wish to join them in tending mundane affairs of the ship. Crew perform menial labor like hoisting and hauling the sails, swabbing the decks, splicing and joining rope, coiling up rigging, slushing the mainmast, manning the headsails, filling the scuttlebutt, and fire buckets, handling the anchor, and so forth. Small or agile characters may work at the tops

reeling, furling, and loosing the sails. You might use this opportunity to get to know the crew, covertly track down a killer or spy in their midst, suss out plans for mutiny, or plant the seeds of mutiny. During combat, some of the crew stay on the sails while the rest either form powder crews to man the cannons or take to the deck to fire volleys of pistol and musket shot and prepare for boarding. If you are among the crew, you may take over crew ranged attack and damage rolls from the Master Gunner, or crew melee attack and damage rolls from the Captain.

GUNNER

A gunner maintains the ship's pistols, muskets, and cannons in good repair.

During combat, you oversee the firing of some number of cannons by the crew and can personally fire on cannon. Typically, a gunner will be responsible for all cannons on one side of the ship (i.e. fore gunner, aft gunner, port broadside gunner, and starboard broadside gunner). You roll attack and damage for cannon fire from the side of the ship under your command.

HELMSMAN

The helmsman takes the ship's wheel and steers to maintain heading. If the DM indicates a piloting check is needed (e.g. to avoid a hazard), you roll Dexterity (watercraft). In some cases different ability checks may be required. If the DM indicates there is a random encounter at sea, the DM may opt to have you roll to determine the nature of the encounter.

During combat, your initiative modified by the ship's Maneuverability determines the ship's initiative. Additionally, you roll opposed Intelligence (watercraft) or Wisdom (watercraft) checks to make or resist a boarding attempt, as well as rolling attack when ramming.

LOOKOUT/CROW'S NEST

The lookout takes to the crow's nest when the winds are favorable (or stays on deck with a spyglass in high winds) to keep an eye on the horizon for incoming ships. You make a Wisdom (Perception) check (DC depends on conditions) to determine a ship's size and type, with higher results (succeeding by 5+) identifying country of origin and style of manufacture, and exception results (succeeding by 10+) identifying the ship's flag and individuals aboard. Likewise, in rare situations where naval surprise might be possible due to fog, a moonless night, or labyrinthine coves, you use your passive Perception to avoid surprise.

During combat, you likely take on the role of a sniper perched in the crow's nest with several muskets and loads of shot (or a bevy of spells, scrolls, and wands) to wreck havoc during close naval encounters and boarding scenarios.

MASTER GUNNER

The master gunner maintains the ship's pistols, muskets, and cannons in good repair, and on some ships determines when to release guns to the crew. You keep track of all cannons, cannon shot, and gunpowder for the ship.

During combat, you take on the role of gunner for one side of the ship. In addition, you also determine the overall rate of fire (timing being the great secret of cannon fighting), reloading protocols, and the use of any special shot (e.g. chain shot, grape shot, heated irons). You handle all cannon fire not handled by a gunner PC, and also roll crew ranged attack and damage.

MUSICIAN

The musician provides rousing jigs for entertainment, soothing dinner music, and leads the crew in shanties for work tempo. Simply having a musician proficient in an instrument or Performance play while out of combat prevents any effects which would diminish the crew's quality or morale so long as the musician plays.

During combat, musicians take on a supporting role to rally the crew's morale (allowing the player to make Sway checks with the captain's go-ahead), orchestrate careful timing of a plan via drums or horns, attempt to demoralize the enemy with Intimidation checks (known as "vaporizing"), or use special abilities or spells.

QUARTERMASTER

The quartermaster distributes supplies and booty to the crew, determines when to jettison or use cargo for other reasons than trade, when to ration supplies, resolves minor disputes, and handles minor issues of discipline. When there is no dedicated accountant, the quartermaster also keeps the accounting books of the ship. You keep track of treasure and oversee trading.

During combat, you handle the application of any non-traditional weapons like sea mines and makeshift grenades, and decide the circumstances under which to jettison cargo.

RECUPERATING*

While recuperating is not normally part of a rotation, sometimes it's necessary. For every three days recuperating, you can make a DC 15 Constitution saving throw. If successful, choose one of these results: (1) End on effect on yourself preventing you from gaining hit points, (2) For the next 24 hours gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING*

Performing research on a ship typically involves pouring over reports, charts, maps, and texts acquired from other ships or while at port. The DM determines whether you have sufficient documents to perform your desired research and how many days/shifts are required to find the information you seek.

SAILING MASTER

The sailing master (a Lieutenant on naval ships) is in charge of navigation, identifying safe harbors and potential hazards on maps, and managing the sails (deciding how much sail to let out, how to orient the sails to the wind, and when to take down the sails). You determine the ship's speed, make any checks related to the sails, and calculate travel time. You should be passingly familiar with common sailing concepts like how bearing and amount of sail exposed to the wind influence the ship's speed. Check out www.sea-distances.org for a great tool for estimating travel times by sail.

During combat, you determine the ship's speed as normal. You also make opposed Intelligence (watercraft) or Wisdom (watercraft) checks when attempting to outmaneuver an enemy ship or steal the wind from a ship's sails (or resist such an attempt).

STRIKER

The striker fishes for large fish and traps sea turtles, lobsters, manatees, and other marine animals for food. The striker player makes a Wisdom (Survival) check to forage (DC 5 abundant waters, DC 10 average waters, DC 15 poorly stocked waters, DC 20 overfished waters). The degree of success is how many crew members you feed with your catch that day. A roll of natural 20 is a whale hunt which feeds the entire crew for days and provides numerous byproducts for supplies and trade, while a natural 1 is a Sea Beastie (roll on Sea Beastie table) caught in the nets or harpooned. During combat, such characters typically take on the role of a Gunner or Artillerist.

SURGEON

The ship's surgeon must be proficient with and have access to surgeon's tools (or curative magic); caring for the crew's physical welfare is your responsibility. Crew damage doesn't heal overnight like PC damage; instead it is restored at the rate of 1 HP per day (2 if they are allowed an uninterrupted long rest). If the crew are damaged, you can make a Wisdom (Medicine) check once per 8-hour shift ($DC = \text{damage crew sustained} / 10$). The amount by which you succeed is the number of HP the crew regains. Alternately, curative magic can be used.

During combat, if not yourself engaged in melee, you make Wisdom (Medicine) checks to stabilize the dying, perform emergency surgeries, and cast curative spells if you have access to such magic.

TRAINING*

With an instructor, you endeavor to learn a new tool proficiency or language. Training requires a total of 250 days, and there may be costs associated with the instruction depending on your teacher and nature of the training (1 gp/day is a guideline).

SAMPLE ROTATION: DR. MATURIN, SURGEON/INTELLIGENCE OFFICER ON *HMS SURPRISE*

Morning (4:00-12:00)

4:00-8:00 Researching: consults medical texts, nautical charts, and espionage reports as needed.

8:00-12:00 Training / Crew: learns how to man rigging and sails with crew, often needing rescuing from various falls in and off the ship.

Afternoon (12:00-20:00)

Surgeon: tends to patients.

Night (20:00-4:00)

Long Rest: Plays cello with Captain Aubrey and drinks khat tea before retiring to sleep.

The Ship and her Crew

The Coral Curse (Schooner)

Medium Merchantman

AC 8	WEAPONS (FORE) (MISSING)
HP 60 out of 180 (4d8x10)	2 Demi-Culverins (1d4x10 piercing damage; range 200/600)
DRAFT 1.5 fathoms (9 feet)	WEAPONS (AFT) (MISSING)
MANEUVERABILITY -2	2 Demi-Culverins (1d4x10 piercing damage; range 200/600)
SPEED 120 feet / 12 knots	WEAPONS (BROADSIDE)
TURN RATE 3 rounds	10 Culverins (2d4x10 piercing damage; range 250/750)
CREW 50	
PASSENGERS 20	SPECIAL
CARGO 100 tons	

Schooners like *The Coral Curse* are a common sight in the Caribbean, their shallow draft and speed making them ideal for navigating reef and coves where larger ships founder. They are favored by smugglers, pirates, and blockade runners. Her figurehead depicts a mermaid with eyes and mouth sewn shut.

The Coral Curse was once under the command of the dwarven Captain Piet Hien Van Djik, became a hospital ship when the crew were afflicted with yellow fever, and was severely damaged in a battle with French Naval Captain Jacques Cassard. She began beached in the port of Nassau, and none dared touch her for fear she was haunted by a djab (dark spirit). The ship is owned by Blackbeard.

Crew of The Coral Curse

Quality (Number) brief description

MORALE 8	MELEE ATTACK
AC 8	Weapon (+X to hit, X type damage)
HP 8	RANGED ATTACK
SPEED MODIFIER 8	Weapon (+X to hit, range x/x, X type damage)
SEAMANSHIP 8	
PASSIVE PERCEPTION 8	SPECIAL
CANNON RELOAD 8	
SAIL CHANGE 8	

Composition

3. RACES

Race and Society

While the SPELL & CROSSBONES setting embraces multiple fantasy races, a few races are not appropriate for the setting's tone. These include monstrous races like dragonborn (as dragons are not a well-represented part of the setting), aaracokra (from the ELEMENTAL EVIL PLAYER'S COMPANION, as flight is too powerful to give to PCs in a seafaring game), and goliath (from the ELEMENTAL EVIL PLAYER'S COMPANION, as extreme mountainous environments are not a part of the Caribbean setting). If you decide to allow such races in your game, do so very carefully.

Human

Humans are the dominant race in the SPELL & CROSSBONES setting, including English, French, Spanish, American colonists, African slaves, and natives like the Carib and Arawak. English human colonies include Antigua, the Bahamas, Barbadoes, Barbuda, the Cayman Islands, Jamaica, Monseratt, Nevis, St. Christopher (disputed with the French), and they contest Tabago like many other colonial powers. French human colonies include Granada, Guadalupe, St. Domingue (French Hispañola), Martinique, St. Christopher (disputed with the English), St. Lucia (disputed with Caribs and English), St. Martin (split with the Dutch dwarves), and they likewise contest Tabago. Spanish human colonies include the Spanish Main (coastal Colombia and Brazil), Cuba, St. Domingo (Spanish Hispañola), Margarita, Porto Rico, Trinidad, and they also contest Tabago.

Arawak Names:

Carib Names:

English Names:

French Names:

Spanish Names:

West African Names:

Dwarf

Dwarves stand in for the Dutch, Peruvian natives, and Scottish. Dutch **hill dwarves** are masters of marine technology and consummate traders of vast enterprise; they govern the islands of Aruba, Bonaire, Curaçao, Saba, and St. Martin (disputed with the French). Scottish **hill dwarves** of the British Isles live marginalized roles in English colonies if they don't end up as pirates. **Mountain dwarves** of the Spanish Main are natives of inland South America with masterful stone-working skills.

Dutch Names:

Peruvian Names:

Scottish Names:

Elf

Elves stand in for the Mayans, as well as the Irish and Welsh. Mayan **high elves** rule Cozumel, a popular pirate destination as Spanish ships pass by on their treasure routes; a few elves and half-elven children by pirates even turn to preying on these ships. Irish and Welsh **wood elves** live marginalized roles in English colonies, their half-elven children often turning to piracy. Elven legends claim that the ancient elven race once lived in the sea, but that a terrible conflict splintered the race into those who took to land, the tritons who remained in the sea, and the **drow** who were exiled to the darkest sea trenches and deep underground, relying on magic to survive inhospitable depths.

Mayan Names:

Irish and Welsh Names:

Halfling

Halflings, sometimes called “cay-folk”, dwell on the cays (flat islands of shell and reef) littering the Caribbean, in floating towns on the backs of dragon turtles, or in ramshackle ship-towns. **Stout** and **lightfoot** are tribal distinctions among the cay-folk. They have a large presence on the Cayman Islands, and their culture is somewhat similar to that of Carib and Arawak human natives, only with a greater emphasis on food and mischief.

Genasi

Water genasi (from the ELEMENTAL EVIL PLAYER’S COMPANION) represent those mortal half-breeds sired by kelpies, merfolk, nixies, selkies, and sirens who feel the call of the sea in their veins. Other sub-races of genasi don’t fit the swashbuckling setting, though a DM might allow them.

Gnome

Rock gnomes stand in for Prussians, masters of technological wonders who are allied with the tiefling Austrians. The sole Prussian gnome colony in the New World is St. Peter in the Virgin Islands, though they also contest Tabago like many other nations. **Wood gnomes** stand in for pygmies of remote islands and the South American interior.

Prussian Names:

Languages

The SPELL & CROSSBONES setting has a different set of languages from the Basic Rules. Reflecting the multilingual setting, PCs gain a bonus common language of their choice.

Common Languages

Language	Spoken By / Description	Script
Arawak	Spoken by some humans and wood gnomes	—
Creole	Mix of French, Portuguese, Spanish, Arawak, and West African dialects spoken in Haiti and adopted by goblins	—
Dutch	Spoken by some hill and mountain dwarves	Dutch (Dwarvish)
English (Common)	Spoken by some humans	English
French	Spoken by some humans	French
Irish	Spoken by some wood elves	Gaelic (Elvish)
Island Carib	Spoken by some humans and half-orcs	—
Jamaican Patois	Mix of English and West African spoken in Jamaica and adopted by goblins	—
Mayan	Spoken by some high elves	Mayan (Elvish)
Papamiento	Mix of African, Portuguese, and Carib dialects spoken in Aruba, Curaçao, and Bonaire and adopted by goblins	—
Portugese	Spoken by some humans	Portugese
Prussian	Germanic language spoken by rock gnomes and tieflings	Prussian
Scottish	Spoken by some hill dwarves	Scottish (Dwarvish)
Spanish	Spoken by some humans	Spanish
West African	Mutually intelligible dialects brought over by African slaves	?

Unusual Languages

Language	Spoken By / Description	Script
Abyssal	Spoken by creatures of the Abyss including demons, aberrations, and merrow.	Abyssal
Aquan	Mutually intelligible dialects spoken by merfolk, reef giants, selkies, sirens, sahuagin, and water spirits.	Elvish
Druidic	Not a language per se, but speaking in tongues which only spirits like Loa and djab can understand.	—
Infernal	Spoken by devils and djab.	Infernal
Latin	Reserved for Church liturgy and scientific manuals.	Latin
Semaphore	Complex non-verbal ship-to-ship “language” involving lights (and sometimes drums).	—
Thieves’ Cant	Pirate’s pidgin that allows secret message to be relayed using what seems to be everyday speech.	—

4. CLASS

Classes in SPELL & CROSSBONES

Barbarian

Barbarians include native islander warriors, particularly ruthless buccaneers, or escaped slaves from faraway lands who've fallen in with a savage crew and made a new life for themselves. **Berserkers** tend to be wild sea dogs unfit for naval service but possessed of warrior spirit. **Totem warriors** usually hail from native villages and islands; you can re-skin the existing totems to better suit nautical themes (e.g. Bear could be Leviathan, Eagle could be Albatross, and Wolf could be Shark or Seawolf). Some barbarians become **swashbucklers**, rising as fearsome scourges of the sea lanes.

Bard

Shantymen collecting new songs and tales of treasure at every port, bards have been touched by song magic whether thru a siren's song, a whispering voice on the sea, or keeping an enchanted family song telling of buried treasure. Bards of the **college of lore** are at home in courtly environments, whereas bards of the **college of valor** often find themselves vaulted to the captain's chair. Some bards become **swashbucklers** who revel in taunting their foes, while others become **ship mages** devoting themselves heart and soul to the crew.

Cleric

Clerics of **light** are rare true believers in the Holy Church, having gained their powers thru some miracle, long years of ascetic prayer, or contact with a holy relic. Clerics of **death, knowledge, life, nature, tempest, trickery, or war** are almost always "houngans (male) / mambos (female)" in the Voodoo tradition revering the Loas.

Druid

Druids of the **circle of land** include defenders of sacred islands, Voodoo practitioners closely tied to the elements, and ancient orders charged with fighting back horrors of the Abyss. Such druids should choose the "coast" as their land of initiation. Druids of the **circle of the moon** might include descendants of lycanthropic seawolves seeking to break their family curse, or shapeshifting *naguals* in the Mayan tradition. Some druids become **ship mages**, turning their mastery of the winds and tides to service of the ship.

Fighter

Fighters include buccaneers, corsairs, naval officers, and marines. **Battle masters** are consummate students of European fencing traditions, often hailing from nobility or having served in the navy. **Champions** run the gamut of more intuitive physical warriors, often trained independent of the navy. **Eldritch knights** are a rare breed, though it is not uncommon to find them serving the *Academie Royale des Sciences* as bodyguards and agents. Some fighters become lightly armored **swashbucklers**, reveling in the rush of adventure on the high seas.

Monk

Monks following the **way of the open hand** are strangers on strange tides, hailing from distant lands where they may have been press-ganged to join a navy or pirate crew. Monks of the **way of four elements** hail from island societies favoring tattoo art imbued with magic, undertaking perilous vision quests to the Elemental Planes to learn their art. Monks of the **way of shadow** are often renegades from a thieves' guild or assassin's league.

Paladin

Paladins pursuing an **oath of devotion** are crusaders of the Holy Church on a specific mission such as finding the Fountain of Youth or protecting a port from an undying pirate lord. Paladins with an **oath of vengeance** are feared bringers of justice on the high seas, and their ties to the Holy Church are tenuous at best. Paladins with an **oath of the ancients** are favored servants of the Loa charged with defending African, Arawak, and Island Carib communities.

Ranger

Rangers include naval scouts, native trackers, bounty hunters, and cannon specialists. As your natural explorer option, you should select "coast" first. **Hunters** may be harpoon-wielding hunters of sea beasties, keen-eyed gunners, and dreaded pirate hunters. **Beast Masters** include sea elves bonded to aquatic creatures as well as pirates with a favored animal companion; suitable companions include baboon (representing a variety of monkeys), giant crab, giant seahorse, hawk, octopus, or raven (representing a parrot). Some rangers become **swashbucklers**, lending their peerless navigational skills to the ship they serve aboard.

Rogue

Rogues run the gamut of rascallions, merchants, smugglers, spies, cutthroats, con artists, and all sorts who make their living at the expense of others. **Assassins** may work in the employ of a colonial governor, a secretive assassin's league, the Holy Church, or a covert European office of clandestine affairs. **Thieves** are about what you'd expect, as comfortable casing a governor's mansion in disguise as they are conning drunk pirates out of ill-gotten gains. Some rogues become **swashbucklers**, reveling in sticking it to the authorities with panache.

Sorcerer

Sorcerers with a **draconic** bloodline are almost unheard of (as dragons are practically unknown in the setting), though such a sorcerer might trace their mystic origins back to the Twin-Headed Serpent of Aztec myth. Sorcerers with a **wild magic** bloodline have a strong tie to the Maelstrom, a gateway to the Elemental Plane of Water and the watery Abyss; they use a variant wild surge table. Some sorcerers are born **ship mages**, almost always those who carry the blood of a shamanic merfolk or siren in their veins, said to charm the ocean herself with their words.

Warlock

Warlocks are called "*bokors*." Pacts with **The Archfey** involve ancient island guardians who the warlock is sworn to appease, and water spirits guiding the warlock toward his or her destiny. Pacts with **The Fiend** include proverbial deals with the Devil who takes many guises in the Caribbean, as well as with djab (dark spirits). Pacts with **The Great Old One** involve a deal with one of the Abyssal

Lords like Dagon, Keto, Lolth, Zargon, Cthulu, or even the Kraken. Some warlocks are **ship mages**, having sworn a pact with Davy Jones of the *Flying Dutchman*, a terrible captain of a ghost ship, or even to a sentient or cursed ship itself!

Wizard

Abjurers are often students of European hermetic traditions of magic, particularly Spanish, though some native tribes may rely on such wizards to ward off curses and “bad mojo.” **Conjurers** are often students of Dutch dwarven magical traditions or Swiss human traditions, and are fine craftsmen to boot. **Diviners** come from a variety of traditions, though they are especially prominent in the *Academie Royale des Sciences*. **Enchanters** are often students of elven magical traditions shared by the Irish and the Mayans. **Evokers** include war mages worth the weight of any cannon, as well as sea mages calling down lightning storms and crushing waves. **Illusionists** are often students of Prussian gnomish magical traditions and excellent (albeit mischievous) showmen as well. **Necromancers** are often identified as “*bokor*” in the Voodoo tradition. **Transmuters** pursue pseudo-scientific alchemical arts, driven to find some elusive thing like the Fountain of Youth or the Philosopher’s Stone. Some wizards become **ship mages**, eschewing formal study in favor of applying their magical prowess to the nautical arts.

Ship Mage (new sub-class)

The ship mage is a sub-class available to Bards, Druids, Sorcerers, Warlocks, and Wizards when they would select a bardic college, druidic circle, sorcerous origin, warlock patron, or arcane tradition respectively; the exact progression of class features depends on the character’s class.

A ship mage is a spellcaster who has forgone the usual training of their kind to pursue a life at sea sworn to the storm and bow, the waves and sky their teachers. Dedicated to the nautical arts, a ship mage studies the transacts of various planets to ascertain the optimal time to embark on a voyage, fills flagging sails when a ship hits the doldrums, and conjures forth sunken treasures from the depths.

Bard. Level 3 - Seafarer Tricks & Ship Mage Spells. Level 6 - Bonded Ship or Shroud of the Sea (choose one). Level 14 - Bowsprit Blessing or Mystic Navigation (choose one).



Druid. Level 3 - Seafarer Tricks & Ship Mage Spells. Level 6 - Bonded Ship or Shroud of the Sea (choose one). Level 10 - Ritual of Seas & Ritual of Winds. Level 14 - Mystic Navigation or Weather Mastery (choose one).

Sorcerer. Level 1 - Seafarer Tricks & Ship Mage Spells. Level 6 - Bonded Ship or Shroud of the Sea (choose one). Level 14 - Ritual of Seas & Ritual of Winds. Level 18 - Call Maelstrom or Weather Mastery (choose one).

Warlock. Level 1 - Seafarer Tricks & Ship Mage Spells. Level 6 - Bonded Ship or Shroud of the Sea (choose one). Level 10 - Ritual of Seas & Ritual of Winds. Level 14 - Bowsprit Blessing or Call Maelstrom (choose one).

Wizard. Level 3 - Seafarer Tricks & Ship Mage Spells. Level 6 - Bonded Ship or Shroud of the Sea (choose one). Level 10 - Ritual of Seas & Ritual of Winds. Level 14 - Mystic Navigation.

SEAFARER TRICKS

Gain 2 Seafarer Tricks of your choice. Gain 2 additional Seafarer Tricks at levels 7, 10, and 15.

SHIP MAGE SPELLS

The following spells are added to your spells known when you reach the corresponding level, and do not count against your total spells known:

3rd level - *create/destroy water, gust of wind*

5th level - *sleet storm, water breathing*

7th level - *control water, freedom of movement*

9th level - *sea visions**, *transformation of the deeps**

BONDED SHIP

As part of an hour long ritual in which you anoint a ship in some way (e.g. installing a custom figurehead or pouring holy water thru juniper boughs over the main sail), you may form a magical bond with one ship. You are intuitively aware of your bonded ship's condition and rough direction while on the same plane. You can also cast spells with a range of "Self" on your bonded ship while you're aboard; for example, this allows you to cast shield to repel cannon fire. Your bond can be ended as an action or it can be ended if the ship is destroyed; when your bond ends you sustain a level of exhaustion until taking a long rest, after which you may bond with a new ship.

SHROUD OF THE SEA

Add fog cloud to your list of known spells, and you always have it prepared without counting against your total number of prepared spells. When you cast fog cloud while at sea, it conjures a fog bank of sufficient size to engulf whatever ship you are aboard (the exact size is up to the DM). As long as you concentrate on the spell, the fog cloud moves along with the ship so long as you stay aboard, the ship moves no faster than half speed, and winds don't disrupt the spell.

RITUAL OF SEAS

While on the deck of a ship, you can alter the seas by performing a 10 minute ritual, at the end of which you expend a slot to cast create or destroy water. You alter the ocean in a 30 foot area around your ship, causing the sea state to change one step either toward becalmed or toward tempestuous. You can create a moving current which propels a ship, brings a sunken object or creature to the surface (using your Intelligence as Strength for lifting purposes), or makes a path of clear water thru tainted or cluttered waters. The currents (or lack thereof) require concentration to maintain. The effect ends after 10 minutes, when you use this feature again or cease concentrating, or if sea conditions dramatically change (either naturally or due to a spell or creature's ability).

RITUAL OF WINDS

While on the deck of a ship, you can attempt to create favorable winds (moderate strength) for 8 hours. You perform a 10 minute ritual, at the end of which you expend a slot to cast gust of wind, which has its normal effect replaced by the Ritual of Winds. Normally, you cannot conjure a favorable wind in an area of supernatural calm nor during a storm, though your DM is encouraged to be creative about possible ways you might accomplish this.

BOWSPRIT BLESSING

As a 10 minute ritual you bind a spirit to the bowsprit of a ship. Once per short rest, the spirit grants one creature aboard the ship your proficiency bonus as a modifier to a check related to the spirit's survival or the survival of the ship. Negotiating with the spirit is possible to convince it that a particular course of action is in its best interest.

Alternately, you may bestow one of the following blessings of your choice on the ship. Only one ship may benefit from one of your blessings at a time.

- *Blessing of Fortitude*: Increase the ship's damage threshold (see DMG) by an amount equal to your proficiency bonus, allowing it to better withstand spell attacks and small arms fire. In my Spell & Crossbones campaign, ships have a damage threshold of 10.
- *Blessing of Maneuverability*: Add your proficiency bonus to checks to perform special maneuvers (e.g. boarding, repelling a boarding attempt, threading a narrow gap) and as a modifier to the ship's Maneuverability rating. If the ship has a negative Maneuverability rating, subtract this from your proficiency modifier first, then add any remaining difference.
- *Blessing of Morale*: All crew aboard the ship add your proficiency bonus to their morale checks.
- *Blessing of the Ram*: When your ship performs the ramming maneuver, add your proficiency bonus x 10 to its damage roll. Also, reduce the damage your ship takes by an amount equal to your proficiency bonus x 10.
- *Blessing of Seaworthiness*: Add your proficiency bonus on all checks to avoid foundering, and increase the time the ship will stay afloat before sinking by a number of minutes equal to your proficiency bonus x 10.
- *Blessing of Speed*: Add your proficiency bonus as a modifier to the ship's speed.

CALL MAELSTROM

By expending a 7th level spell slot, you may conjure a terrible storm to your location while at sea. The storm arrives in 10 minutes, covers a 10d10 mile diameter circular area, lasts for 1d10 hours, and once it begins you have no power to stop it. The storm includes storm winds, heavy rain, thunder and lightning, waterspouts, whirlpools, and other effects at the DM's discretion. While in this conjured storm, your Ship Mage Spells, as well as your spells inflicting thunder or lightning damage, are cast as if you'd used a spell slot one level higher.

MYSTIC NAVIGATION

If you are not proficient in navigator's tools, you gain proficiency; if you are already proficient, double your proficiency bonus with navigator's tools. You are able to perform several seemingly impossible tasks when serving as navigator for a ship by spending the corresponding spell slot and performing a 10 minute ritual.

Navigate Shallows (6th level slot): You guide your ship safely thru waters too shallow for its draft without damaging the hull or running aground, so long as the ship moves at no more than half speed.

Navigate Obstacles (7th level slot): You guide your ship safely thru waters filled with some sort of obstacle (e.g. sargasso mats, ice floes, sea mines), so long as the ship moves at no more than half speed.

Navigate Islands (8th level slot): You guide your ship to any known island, phantom islands (e.g. the Isle of Dread), or even to a previously uncharted island that you make up. Travel time to the island is resolved as normal. When you make up an island, it must be at least a half mile from other islands or the mainland, and the DM should add it to the campaign map.

Navigate the Seven Seas (9th level slot): You cause the ship you are aboard to traverse extraordinary distances in just one day per sea or ocean crossed, for example sailing from the Caribbean to the Ivory Coast in a day. This is accomplished by exploiting ley lines where the veil between the world and other planes (e.g. the Shadowlands and the Plane of Water) is thin, which may suggest unusual random encounters. Alternately, after a day of ocean travel you may cause your ship to enter another plane.

WEATHER MASTERY

Add *control weather* to your list of known spells, and you always have it prepared without counting against your total number of prepared spells. You may cast *control weather* once per day as a ritual, regardless of whether your level would normally allow you to cast 8th level spells. In addition, when you cast *control weather* using a spell slot you may change the state of any of the weather conditions by 3 steps (rather than 1), allowing you to conjure storm winds on a blustery day or arctic cold on a warm day, for example.

Swashbuckler (new sub-class)

The swashbuckler is a sub-class available to Barbarians, Bards, Fighters, Rangers, and Rogues when they would select a primal path, bardic college, martial archetype, ranger archetype, or roguish archetype respectively; the exact progression of class features depends on the character's class.

A swashbuckler is a consummate explorer of the uncharted oceans, a sailor of unsurpassed skill, and a nimble warrior who fights with panache. More at home on the deck or in the rigging of a ship than she or he is on land, the swashbuckler adopts an underhanded and mobile style of fighting known as swashbuckling. The myriad dangers of the ocean - mutiny, sirens, storms, warships - are well known to the swashbuckler who can handle anything the sea throws at him or her.



Barbarian. Level 3 - Seafarer Tricks & Underhanded Tactics. Level 6 - Swashbuckling Step. Level 10. Improved Underhanded Tactics. Level 14 - Fearsome Scourge.

Bard. Level 3 - Seafarer Tricks & Unarmored Defense. Level 6 - Underhanded Tactics. Level 14 - Freestyle Fighting or Swashbuckling Step (choose one).

Fighter. Level 3 - Seafarer Tricks & Unarmored Defense. Level 7 - Underhanded Tactics. Level 10 - Swashbuckling Step. Level 15 - Freestyle Fighting or Improved Underhanded Tactics (choose one). Level 18 - Fearsome Scourge or One Against Many (choose one).

Ranger. Level 3 - Seafarer Tricks & Unarmored Defense. Level 7 - Underhanded Tactics. Level 11 - Swashbuckling Step. Level 15 - Freestyle Fighting or Improved Underhanded Tactics (choose one).

Rogue. Level 3 - Seafarer Tricks & Unarmored Defense. Level 9 - Underhanded Tactics. Level 13 - Swashbuckling Step. Level 17 - Freestyle Fighting or One Against Many (choose one).

SEAFARER TRICKS

Gain 2 Seafarer Tricks of your choice (see below). Gain 2 additional Seafarer Tricks at levels 7, 10, and 15.

UNARMORED DEFENSE

While you are wielding a finesse weapon you are proficient with, wearing no armor, and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your proficiency bonus. Benefiting from Unarmored Defense overrides the *Heavy Armor House Rule*.

UNDERHANDED TACTICS

When you hit an enemy granting you combat advantage with a weapon attack, you may initiate a Shove against them as part of that attack. Likewise, if an enemy misses you while they had disadvantage on their attack, you may use your reaction to initiate a Shove against them.

SWASHBUCKLING STEP

On the first turn of combat, when you act before other creatures, your movement does not provoke opportunity attacks from creatures you act before. Also, when you successfully Overrun, Tumble, or Push Aside a creature, you do not provoke opportunity attacks from that creature.

IMPROVED UNDERHANDED TACTICS

Your Underhanded Tactics work without requiring you to have advantage, nor your enemy to have disadvantage. In addition, instead of initiating a Shove, you may opt to initiate a Disarm or a Grapple provided you have a free hand.

FREESTYLE FIGHTING

Your checks against being disarmed, grappled, overrun, shoved, tumbled past, or pushed aside are advantaged as are your saving throws against Battle Master maneuvers (see PHB).

FEARSOME SCOURGE

When you surprise your enemies, reduce an enemy to 0 hit points, successfully board an enemy ship, or perform some suitably terrifying deed, you can make a Charisma (Intimidation) check against all enemies that can see and hear you within 60 feet. Your enemies must make an opposed Wisdom saving throw, and any who fail suffer disadvantage to attack you and your companions while you remain in sight and for 10 minutes thereafter.

ONE AGAINST MANY

When two or more enemies are adjacent to you, you may adopt a fighting strategy which uses your opponents against each other. When an enemy misses you with an attack (melee or ranged), as your reaction you may redirect their attack against one of the enemies adjacent to you. They must re-roll their attack against the enemy you choose.

Pirate (variant fighter/rogue class)

This class is a fighter / rogue hybrid with a few touches for flair. It represents a lightly armored warrior of the seas who isn't above a bit of underhanded cunning.

CLASS FEATURES

As a pirate, you have the following class features:

HIT POINTS

Hit Dice: 1d10 per pirate level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier per pirate level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Martial weapons

Tools: Choose one from cartographer's tools, navigator's tools, or watercraft

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

FIGHTING STYLE

At 1st level you adopt a particular style of fighting as your specialty. Choose one of the following options.

"Archery" (Firearms): You gain a +2 bonus to attack rolls you make with ranged weapons.

Finesse Defense: While you are wielding a finesse weapon, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



Level	Proficiency Bonus	Class Features
1	+2	Fighting Style, Piratical Versatility, Thieves' Cant
2	+2	Pirate's Cunning Action
3	+2	Pirate Archetype (Battlemaster, Thief, or Swashbuckler)
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Bonus Seafarer Trick
7	+3	Pirate Archetype feature
8	+3	Ability Score Improvement
9	+4	Salty Grit
10	+4	Pirate Archetype feature
11	+4	Extra Attack (3)
12	+4	Ability Score Improvement
13	+5	Salty Grit
14	+5	Bonus Seafarer Trick
15	+5	Pirate Archetype feature
16	+5	Ability Score Improvement
17	+6	Salty Grit, Pirate Savvy
18	+6	Pirate Archetype feature
19	+6	Ability Score Improvement
20	+6	Stroke of Luck

PIRATICAL VERSATILITY

At 1st level you may either gain a bonus skill proficiency of your choice, or two bonus tool proficiencies of your choice, or you a Seafarer's Trick of your choice.

THIEVES' CANT

At 1st level you learn Thieves' Cant as a language.

PIRATE'S CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Tumble, or Use an Object action.

PIRATE ARCHETYPE

At 3rd level, choose either the Battle Master fighter archetype, the Thief rogue archetype, or the Swashbuckler archetype. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternately, you may select a feat instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

BONUS SEAFARER TRICK

When you reach 6th level, and again at 14th level, choose a bonus Seafarer Trick from the Swashbuckler archetype. Alternately, instead of a Seafarer Trick you may select a Good Fortune without needing to take an Ill Fortune to offset it.

SALTY GRIT

At 9th level, add half your proficiency bonus (rounded down) to a saving throw of your choice that you're not proficient in. Do the same for a different saving throw at 13th level, and again at 17th level.

PIRATE SAVVY

At 17th level, whenever you roll initiative and are not surprised, you may take a bonus action to Dash, Tumble, or Use an Object. This occurs before any other creatures act, outside of the normal turn structure. Alternately, you may Ready one of these bonus actions in response to a perceivable trigger.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Before you can use this feature again, you must finish a short or long rest.

SEAFARER'S TRICKS

DEAD RECKONING

Prerequisite: Perception proficiency

Under a clear sky, whether night or day, you always know the direction of true north and cannot get lost. You can also precisely intuit distances with your naked eye, do not suffer disadvantage to Wisdom (Perception) checks in dim light, and when traveling at fast pace aboard a ship you do not suffer the -5 penalty to your passive Wisdom (Perception). Also, when using a spyglass, you have advantage on your Wisdom (Perception) checks to identify features of a ship.

OPTIONAL FEAT: MARINER

Your experience at sea provides you with the following benefits:

- Gain proficiency in one of the following of your choice: cartographer's tools, navigator's tools, shipwright's tools, surgeon's tools, or watercraft.
- Gain 2 Seafarer's Tricks.

DISTRACTING YARN

Prerequisite: Performance proficiency, 7th level

As a bonus action, you can spin a quick tale intended to distract one intelligent creature who can hear you within 30 feet. Make an opposed Charisma (Performance) versus Wisdom (Insight) check, and if you succeed the creature cannot use either bonus actions or reactions (your choice) until the end of its next turn.

DISTRACTING YARN

Select a particular port town in your campaign world. When at that port, you gain three benefits. First, you can traverse the port using secret alleys and passages that allow you to avoid detection, and you have some kind of secret safe house. Second, you have advantage on any Charisma checks to gather information in the port, thanks to a network of contacts there. Third, you can secure free passage aboard a ship disembarking from that port for yourself and up your companions, though you must be flexible about departure time and be willing to work with the rest of the crew.

FAVORED SEAS

Choose a sea from your campaign world. When traversing that sea, you gain advantage on Intelligence checks to recall lore about it, Wisdom (Survival) checks to live off the sea, and checks to navigate its waters.

FAVORED SHIP

Select a particular type of seagoing vessel as favored. Choose from Ship's Boat, Sloop, Schooner, Pinnace, West Indiaman, Galleon, Corvette, Frigate, or Ships of the Line (4th to 1st rate). Alternately, you can select a favored country & class of ship, such as English/Dutch/French/or Spanish Boats/Ships/Warships/or Merchantmen. You have advantage on any checks to pilot the ship, move about the ship, search the ship, stowaway aboard the ship, or recall information about its design.

FREE DIVING

You have experience as a diver, whether seeking pearls for a wizard's spell components, recovering treasure from sunken wrecks, or spearfishing. You can hold your breath for 5 + your Constitution modifier in minutes (instead of just your Constitution modifier in minutes). Also, when diving into water in no armor or armor that doesn't impose Stealth advantage, reduce the effective fall height by -40 feet (instead of -20 feet). For example, when diving off a 100' cliff you would treat the effective drop as only 40' (instead of 60').

ISSUE COMMANDS

Prerequisite: Cha 13+, 7th level

You can issue commands to crew and your companions with a perfect sense of time and perspicacity. To do so, you use a bonus action or a reaction to address all friendly creatures within 60 feet who can hear and understand you. Issuing commands grants advantage on a specific roll (as per the Help action) until the start of your next turn. You can issue commands as a bonus action granting advantage on ability checks involving nautical tasks, or granting advantage to either melee or ranged attacks (a creature with multiple attacks gains this benefit on the first attack it makes). You can issue commands as a reaction to "take cover" granting advantage to Dexterity saving throws, or to "hold fast" granting advantage to either Constitution or Wisdom saving throws (your choice).

KNIFE IN THE SAIL

Prerequisite: Acrobatics proficiency

When you fall and there is some object nearby on which you could conceivably slow your fall, you can use your reaction to reduce your falling damage by an amount equal to five times your character level.

MARINER'S LORE

You have advantage on Intelligence checks to recall lore about sea monsters, ghost ships, sunken treasures, phantom islands, and nautical hazards.

MERCHANT

You are always aware of recent trade route conditions, unusual items passing thru the market, fluctuations in the price and availability of trade goods, and which merchants to avoid or do business with. In addition, you can accurately appraise just about anything given 10 minutes, and when in doubt your Intelligence checks to appraise an item are advantaged. While this won't identify magic items, it will reveal a higher than normal gold piece value and may recall bits of lore about an item that hint at its properties.

NIGHT RAID

Prerequisite: Stealth proficiency

You can organize a night raid, using your own Dexterity (Stealth) check to sail a Small or Tiny ship in silence and hidden from lookouts. The ship can move at up to one-quarter speed. In order to make a night raid, you must invest in some kind of preparation first; for example, using muffled oars, darkening the crew's faces with lamp black, painting the ship with camouflage, learning of a secret passage thru the sea caves, arranging for a distraction, drugging the lookouts, sabotaging the spotlight, etc.

PATOIS

You have visited dozens of ports during your career, and you can communicate basic ideas and barter for supplies regardless of language barriers.

PIRATE'S CURSE

Prerequisite: 7th level

Once per day you may cast *bestow curse* on a creature that has grievously wronged you. This version of *bestow curse* doesn't require somatic components or touch; instead it requires that the creature be within 30 feet, can hear you, be capable of speech (though it need not speak the same language as you), and have dealt you grievous wrong. "Grievous wrong" might entail stealing your booty, sabotaging your ship, abducting a loved one, killing a companion, or anything the DM and player agree upon. The Wisdom saving throw DC equals 8 + your proficiency bonus + your Charisma modifier.

RIGGING MONKEY

You can climb at your normal movement speed, you climb unimpeded while holding something in one hand, and you don't grant advantage to attackers while you're climbing or balancing.

SCURVY SEA DOG

Your saving throws against diseases are advantaged and you have resistance to damage inflicted by disease.

SEA LEGS

When fighting aboard a ship, when you roll initiative you may Dash or Use an Object for free so long as you're not surprised. Also, you ignore difficult terrain due to sea state, and you ignore disadvantage from sea state to your Dexterity (Acrobatics) checks or Strength (Athletics) checks.

SIGNATURE SAILING MANUEVER

Prerequisite: proficiency in watercraft

Double your proficiency bonus with watercraft. Choose one of the following sailing maneuvers, and gain advantage when performing it at the helm: boarding attempt, coming about, ramming, repelling boarders, or threading a narrow gap. Alternately, you might come up with your own signature maneuver with your DM's consent.

SON OF A GUN

Prerequisite: proficiency with cannons

When personally firing a cannon or overseeing a single cannon's powder crew, you decrease the reload time by 2 rounds and you can re-roll any of the cannon's damage dice, though you must take the second result.

STORM SENSE

You can predict what the weather will be until the next sunrise or sunset. In addition, you also can sense when a storm is supernatural in origin (e.g. summoned by *control weather*).

TREASURE SCENT

You have a sixth sense for treasure. When asking a creature about treasure it may know about, you have advantage on your Wisdom (Insight) checks. Also, when searching for treasure for at least 10 minutes you can cast *locate object* without expending a spell slot and without any components, though you do not search for a specific object, rather the "nearest treasure."

UNDERWATER FIGHTING

Prerequisite: Con 13+, 7th level

You gain a swim speed equal to your normal speed. Thus, you do not suffer disadvantage on your weapon attacks made underwater (though firearms still don't fire), and you also don't need to make Constitution checks against exhaustion swimming for extended periods (unless you're performing the equivalent of a forced march).

5. BACKGROUNDS

Existing Background Variants

This section presents 5 variants to existing backgrounds:

- Gentleman-Adventurer / Lady-Adventurer (Noble variant)
- Caribbean Native (Outlander variant)
- Field Scientist (Sage variant)
- Mutineer (Soldier variant)
- Deckhand (Urchin variant)

Noble variant: Gentleman-Adventurer / Lady-Adventurer

Nobility is a dying breed in the New World. The extremely wealthy rarely leave the confines of their manor estates and personal vessels. It takes a rare breed of noble to actually sign up with a pirate crew and seek adventure on the high seas. The Gentleman-Adventurer or Lady-Adventurer breaks the mold. You have squandered much of your wealth and expended what social privileges you had in the pursuit of expeditions to the far reaches of the world.

Changes: Replace your gaming set tool proficiency with either navigator's tools or water vehicles. Replace "Position of Privilege" with the variant feature "Ear to the Wind."

VARIANT FEATURE: EAR TO THE WIND

You keep a close ear on news coming from afar with every berth of a new ship at dock. When at a port, you can use a short rest to automatically gain a reliable lead about potential treasure to be found or new horizons to be explored. Additionally, you can appraise the value of most art objects and recognize their culture of origin.

RANDOM BACKGROUND TABLE (D6)

1. Criminal/Underground (d6)

1. Charlatan
2. Criminal
3. Criminal (Spy)
4. Escapee*
5. Sailor (Pirate)
6. Soldier (Mutineer)*

2. Outsider (d4)

1. Hermit
2. Outlander
3. Outlander (Caribbean Native)*
4. Sage (Field Scientist)*

3-4. Poor/Commoner(d6)

1. Colonist*
2. Entertainer
3. Folk Hero
4. Sailor
5. Urchin
6. Urchin (Deckhand)*

5. Specialized (d4)

1. Guild Artisan
2. Sage
3. Soldier
4. Voodoo Practitioner*

6. Wealthy/Aristocratic (d4)

1. Acolyte
2. Guild Artisan (Guild Merchant)
3. Noble
4. Noble (Gentleman/Lady-Adventurer)*

Outlander variant: Caribbean Native

The Arawak and Carib are the largest tribes in the Caribbean, known for...

Sage variant: Field Scientist

Science is still a burgeoning field during the Golden Age of Piracy, and at its forefront are a small cadre of pioneering field scientists. Abandoning the comforts of laboratory or library, they venture out in search of distant lands and steaming islands, seeking to unlock the mysteries of botany and biology. Armed with your trust field journal and a smattering of notes from other pioneers in your field, you blaze a trail into the unknown.

Changes: Replace proficiency in Arcana with Nature. If you wish, you may replace one of your bonus languages with proficiency in an herbalism kit or surgeon's tools. Additionally, replace "Researcher" with the "Chronicler" variant feature.

VARIANT FEATURE: CHRONICLER

You have a habit of taking obsessive notes on everything you encounter during your travels in your field journal, utilizing a shorthand and pictures to convey complex concepts in just a little space. Choose one remote location or island which you already have reliable notes about in your field journal; these notes describe its flora, fauna, known hazards, and settlements. During a short rest you may review your field journal to accurately recall anything you recorded within it. When in civilized areas, so long as you have your field journal, you may secure time at a public platform to present your findings.

Soldier variant: Mutineer

Between press-gangs, poor or non-existent pay during the war, rough conditions, and domineering captains, it is little wonder so many seamen mutiny against their captains. You were part of such a mutiny, either as its architect or simply swept up in events beyond your control. While you gained a cohort of helpful, if suspect, allies after the mutiny succeeded, you tend to look over your shoulder for the captain you overthrew.

Changes: You may replace proficiency in Intimidation with Deception if you wish, and proficiency in land vehicles with water vehicles. Also, replace the "Military Rank" feature with "Friends in High Places."

VARIANT FEATURE: FRIENDS IN HIGH PLACES

Of course your mutiny was successful! Failed mutineers are killed, after all. The leaders of the mutiny were elevated to positions of power and prestige, either in the navy or on a pirate ship of their own. Whether because they trust you or you can threaten to blackmail them, they will help you in secret when you can contact them. Their aid may include advice on how to slip past a naval blockade, getting officials to turn a blind eye to smuggling, handwaving a routine inspection of your ship, and so forth. However, there are limits to how far they'll go and bear in mind that mutineers are not always the most trustworthy of people.

Urchin variant: Deckhand

Pirates are notorious for siring bastard offspring, and some ports are said to be literally teeming with urchins. Not all such waifs are content to beg and steal for their supper, however. Those who find work as deckhands, performing menial labor aboard a ship and acting as little more than glorified porters and scrubbers, stand to learn about the sea. You felt such a calling, eager to leave behind the dirty streets of your youth for whatever fate the sea holds in store. No matter how dirty your work may get, you always have the same mischievous twinkle in your eye that you did when you first stepped foot on the deck.

Changes: Replace the “City Streets” feature with “Ship’s Shadow.”

VARIANT FEATURE: SHIP’S SHADOW

You are accustomed to squeezing thru the bowels of ships to make room for cargo, cleaning the deck, or just exploring. While aboard a ship you’re familiar with, you can find passages thru its hold that others would miss. In addition, when not in combat you can blend in with a ship’s crew so long as you don’t draw attention to yourself and the crew is at least 30-men strong.

New Backgrounds

This section presents 3 new backgrounds: Colonist, Escapee, and Voodoo Practitioner.

Colonist

Escapee

Voodoo Practitioner

6. FORTUNES

Fortunes are a unique story-telling device in the SPELL & CROSSBONES setting, adapted from and expanded on the fortunes introduced in Skull & Bones (Green Ronin). They help further define your character, suggest ties to the setting, and provide inspiration for creating a PC who embodies the themes of piracy. A 1st-level character begins with a maximum of 4 good and/or mixed fortunes. For characters above first level, the maximum number of good and/or mixed fortunes they can have is equal to 2 + half their level (rounded down). However, for each good fortune a PC has, they must also have one ill fortune. At the DM's discretion, you might make up your own fortunes to suit your character as you envision them.

GOOD FORTUNES

1. ALLY

You have an NPC ally who will go to great lengths to assist you. Choose whether your ally is primarily helpful because of their influence, information, or services rendered.

2. ARMED TO THE TEETH

You are armed to the teeth, and short of being strip-searched or magically searched you always manage to conceal at least one small weapon on your person. Gain any two weapons of your choice, and one of the following masterwork weapon options:

- **Bombs (3).** As described in the DMG.
- **Double Barrel Musket.** As per a musket, except it holds 2 shot which it fires separately before needing to be reloaded.
- **Holdout Pistol.** As per a pistol, except the range is 20/60, it weighs 1 pound, and can be concealed in a corset or worked into a cane or wooden leg.
- **Long Musket.** As per a musket, except with a range of 50/150, and it cannot be fired at adjacent targets.
- **Silver Bullets (12).**
- **Sword-Pistol / Axe-Pistol.** As per a pistol, except it has either a short sword or hand axe built into the bottom of the barrel.



3. BOOTY

Begin with a costly piece of equipment like a spyglass, breastplate or half plate-armor, several barrels of valuable but hard to sell trade goods (e.g. spices), or even a warhorse. Alternately you may roll once on the Individual Treasure Table in the DMG corresponding to your character level. This might be a heirloom, a gift from a former captain, or something looted at sea.

4. CAUSE

You fervently believe in a great cause, such as the overthrow of the English Queen, establishment of a pirate nation, dismantling the Holy Inquisition, or abolition of slavery. So long as you pursue your cause you gave +1 Fame, and if you ever achieve your case you gain +4 Fame.

5. CONTACTS

You have contacts amongst those of a certain profession or walk of life who will occasionally provide small favors, information trade, and/or work. Your Background can be a good guideline for the sort of contacts you know. You DM can create three NPCs to represent these contacts if he or she wishes.

6. DEVIL'S OWN LUCK

You have an uncanny knack for cheating death. Begin with 1d6+3 Lives (instead of 1d4+2). In addition, other players can spend Inspiration on your behalf to allow you to "Roll the Bones." Only one PC may take this fortune.

7. FENCING SCHOOL

You must be proficient with either rapier or longsword to take this fortune. You've undertaken diligent study lasting at least six months in one of the era's three predominant schools of fencing, learning under a master and possibly at a fighting academy. Choose one of these schools: La Destreza (Spanish), Scrimia (Italian/French), or the Fence (English). Gain that school's special technique, and you may learn additional techniques by spending downtime (described below). You are conversant in the theory of multiple fencing styles, automatically identify a fencing style you witness, and can read fighting manuals regardless of their language of origin.

8. IMMORTALITY

You will never die of old age, and thus are immune to effects that age you. Perhaps you are attuned to alchemical pools somewhere that rejuvenate you when immersed in their waters? Perhaps you drank from the Fountain of Youth? Perhaps you cut a deal with the Devil?

9. LETTER OF MARQUE

You possess an official permit from the government of one country to prey upon the ships of another country or countries. Usually only ship captains have a letter of marque, distinguishing them as privateers rather than pirates, though you might have a letter of marque in the hopes of attaining your own ship.

10. LOA PATRON

One of the Loa, powerful Voodoo spirits, has decided you make an excellent servant. In exchange for a few services you're expected to perform every year, the Loa provides subtle assistance according to its nature (see Chapter 9: Magic).

11. LUCKY SHIP'S CAT

You have a black cat, polydactyl cat (with extra toes), or a cat otherwise believed to be lucky by sailors. Your cat excels at keeping the rodent population down aboard the ship, allowing you to re-roll any random encounters pertaining to rats or rat-borne disease. Moreover, so long as your cat is well fed and well treated, the crew gains +1 morale. Only one PC may take this fortune.

12. MAGIC TRINKETS

You have sundry charms, talismans, and fetishes; roll 5 times on the Trinkets tables. While most of these are not magical, two are actually common or uncommon magic items of the DM's choosing. You may or may not be aware of their nature.

13. MILITARY RANK

You have an officer's rank in one of the world's navies. While you are expected to follow the orders of your superiors when on active duty, you also can give commands to lower-ranking soldiers, requisition military equipment and weapons, and gain access to military forts and prisons.

14. PARROT PERCH/MONKEY MAGNET

You have a pet parrot or macaw (use raven stats), or monkey (use baboon stats) that you've trained to do simple tricks like "come", "fetch", "make noise", "search", and so forth.

15. SECRETS OF THE DEEP

You've had close contact with the watery Abyss or the mind-rending horrors dwelling there. Gain one of the following secrets of the deep when you take this fortune. At the DM's discretion you might gain others during play:

- You intuitively understand how to operate gateways and portals to the Abyss.
- You intuitively understand Quallith - the alien Braille writing of the mind flayers - by touch.
- You intuitively differentiate different kinds of merfolk (Jenny Hannivers, Onijegi, Sea Monks, Merfolk, or Sirens) and they will not harm you unless you harm them first.
- You possess a strange tattoo or mark on your skin that writhes and changes when an aberration or demon is within 300 feet, causing you crippling albeit fleeting pain.
- You constantly fight a subtle madness; this allows you to automatically recognize signs of madness in others and eavesdrop on telepathic conversations within 30 feet, but you also must select a long-term or indefinite madness (see DMG).

16. SHORE LEAVE / AT SEA

You enjoyed a time of repast at a port, during which you learned either a bonus tool proficiency or language. Pick a particular port where you enjoyed shore leave and gain an acquaintance there. Alternately, choose a ship you served aboard and are familiar with her captain and crew.

17. TRADING COMPANY

You are a partial owner in a trading company. When tending to business and brokering trades you can maintain a Wealthy lifestyle free of charge, stay abreast of current trade conditions, and have the perfect legitimate cover for being in a variety of ports.

18. TREASURE MAP

You possess a map to a secret treasure, whether a treasure chest buried on a cay, a shipwreck which could be restored, Aztec gold held in a Spanish fort, or a stockpile of munitions buried in the jungle.

19. VODOO RITUALS

You must be a spellcaster to take this fortune. You can perform Voodoo rituals as described in Chapter 9: Magic. These allow you to petition Loa to teach you new spells (even those outside your class list), modify the scope of existing spells, summon a djab (dark spirit) whose name you know, and in general do things which break the spellcasting rules. However, Voodoo has its own rules. Every Voodoo ritual involves a sacrifice and a skill check (based on the nature of the required ritual) to determine its success; failure often means being saddled with a “burden” by a displeased Loa or being temporarily possessed.

20. WEATHER SENSE

Pains in your joints and headaches warn you when a storm is coming, giving you at least a few hours to prepare or change heading.

MIXED FORTUNES

1. BRETHREN OF THE COAST

You are a member of a loose coalition of pirates and privateers based in Tortuga called the Brethren of the Coast. The Brethren sometimes join in raids together, share leads on potential treasure, and don't attack one another's ships. They have their origins in Protestant privateers who raided Catholic French and Spanish shipping and territories. As a member of the Brethren, you are required to hold to certain standards of conduct (as defined in the ship's Articles) including legislative decision-making, a defined hierarchy of command, establishing disability insurance funds, and equitable division of resources. Spain in particular ruthlessly hunts down the Brethren.

2. CALL OF THE SEA

At some point the sea called to you, but not in the way it calls to most sailors. No, you literally heard the call of the sea in your soul, whether it was a siren's song or some primeval calling you couldn't explain.

3. CASANOVA

You are a Lothario, Don Juan, Bluebeard, femme fatale, or temptress. You have paramours in most every port you visit who may provide you with favors, or who you may choose to entertain so as to take advantage of them later while they're sound asleep. However, your proclivities tend to embroil

you in dramas ranging from scandalous affairs with married men or woman, to condemnation by clerics secretly jealous of your affections.

4. CODE OF HONOR

You have strong convictions and code of honor which brings you into conflict with common conceptions of the world. No charm magic can make you act contrary to your code of honor. However, if you violate your code, you lose this benefit and suffer -3 Fame until atoning.

5. DROWNIN' LOOK

You have a faintly fishy look as if Neptune's mark were already upon you, and soon the sea gods will claim you for their own. This may represent destiny, or perhaps you escaped Davey Jones who hunts for your soul. Your checks to avoid drowning or sinking are disadvantaged. However, if ever tried in a court of law, your sentence is commuted to one you will survive; the sea gods wait to claim you as their own. Cannot take Hangin' Look.

6. ENLIGHTENED

A true product of the Enlightenment, you believe science and mathematics can explain any phenomena. Your Wisdom saving throws against spells and fear are advantaged. On the downside, to benefit from a helpful spell you must fail a saving throw (usually Wisdom, not counting the advantage above) as if you were hostile to the caster. Cannot take Superstitious.

7. EX-ZOMBIE

You were once a mindless undead servant to a bokor, yet thru some miracle you regained your humanity. Still, you remain touched by death, your eyes sunken, your skin ashen, and you have the gaunt look of a cadaver. You barely need to eat or drink anything (a third of normal consumption), and instead of sleep you enter a Trance like an elf during which you remain aware of your surroundings. However, you are considered undead for the purpose of magic, and followers of Voodoo recognize you for what you were.

8. FISH TALES

You are prone to exaggerated accounts of your and your companions' adventures. When you tell a riveting tale of exaggerated truth to a new audience, you may make a Charisma (Performance) check against a Difficulty of 25 - the Fame of the main PC involved in the tale. If you succeed, the main PC involved gains +1 Fame as people buy the tale hook, line, and sinker. If you fail by 5 or more, there is an unintended repercussion to your sharing of the tale, but no change in Fame. If you fail by 10 or more, you and the main PC involved in the tale both lose -1 Fame as everyone decries your fish tale.

9. HANGIN' LOOK

You have a suspicious look about you and are clearly destined for the gallows. When tried by a judge, regardless of the offense, you will be sentenced to hang. On the upside, you will not drown since your fate is at the gallows; you never die from drowning, though you can be lost at sea, captured by merrow, found and press-ganged by pirates, etc. Cannot take Drownin' Look.

10. KID

You are 13 years old (or the equivalent for your race). You suffer a -3 Strength penalty, which diminishes by 1 for each year until your 16th birthday. Until then you cannot die from a failed saving throw or ability check; the worst that will happen is you are grievously injured, taken captive, or knocked out. Cannot take Old Salt.

11. NOTORIETY

You are believed to be responsible for some infamous act, and you have a very distinctive appearance to boot (e.g. mismatched eyes or albinism). Increase your Fame by +3. However, others are likely to recognize you when you least desire attention, imposing disadvantage on your checks to disguise yourself or go unnoticed (or advantage on checks to identify you).

12. OLD SALT

Your starting age is $40 + 2d6$ years (or the equivalent for your race). Gain an extra Background complete with extra skills, tool or language proficiencies, and background feature. However, reduce your starting Lives by -1 and you must pick a starting Affliction (see Ill Fortunes). Cannot take Kid.

13. PIRATE HOBBY

Doldrums? Long days at port? Marooned on a tropical island? Waiting at the tavern for hung over companions to awake? What's a pirate to do in his or her spare time? You've picked up an odd hobby and gotten very, very good at it. Some examples include insult arm wrestling, spitting contests, jig dance-offs, coconut tree climbing contests, card throwing, stone skipping, sealion call imitating, sea shanty competitions, and other silliness. Gain +1 Fame, and when engaging in your specific hobby you add double your proficiency bonus on the check. However, a string of competitors will always rise to challenge you for the title of "Best _____ in the Caribbean", and they will be very persistent and annoying.

14. QUICKSILVER EYES

You must have lost a Life (or take a -1 Life penalty) to take this fortune. You had a close brush with death that opened your eyes to the other side. With an action you can enter a state of profound concentration allowing you to see invisible and ethereal creatures within 30 feet for up to 1 minute (concentration), though for each time you attempt this beyond once per day you take a level of Exhaustion. However, your strange supernatural looking eyes seriously unsettle superstitious people.

15. ROGUE-A-PLOTTING

You are the proverbial Long John Silver, constantly undermining the authority of those around you, and would see yourself in the Captain's seat. When you're captain gain +2 Sway checks. When you're challenging a captain for leadership, gain +4 Sway checks. However, authority figures and ship captains tend to suspect you of treachery regardless of your guilt or innocence, and you have an Enemy (see the ill fortune) whose authority you undermined in the past.

16. SELKIE'S KISS

You are enamored of a creature of the sea like a merfolk, siren, or selkie. While they may intervene to protect you when knocked overboard or lead you to a hidden coastal cave, they are also likely to abduct you to their underwater realm for a time. Other sailors who learn of your connection to this creature are likely to view you suspiciously or try to kill or capture your paramour.

17. STRANGE LUCK

You are surrounded by extraordinary circumstances. Whenever you roll a natural 1 or 20 something bizarre happens. On a natural 1 you critically fail at whatever you were attempting, thru no fault of your own; a lock pick breaks, you slip on a patch of oil, a guard recognizes you, etc. On a natural 20 you gain an extraordinary success thru some happy circumstance; you happen to have picked up the exact key to this lock earlier, your fall is broken by your jacket catching on the flagpole, the guard happens to be your cousin, etc.

18. SUPERSTITIOUS

Your awe of magic and fear of the supernatural makes you more susceptible to spells, but also more on your guard against potential threats. You do not apply your proficiency bonus to Wisdom saves against spells and fear effects (and if you would not normally apply your proficiency bonus, instead your Wisdom saves are disadvantaged). On the upside, you can use detect magic at-will without any components, though you cannot identify the school of magic when doing so. Cannot take Enlightened.

19. UNINTELLIGIBLE

Your words are garbled, mumbled, and so full of pirate jargon that no one except your closest friends seem to understand you. In game terms, NPCs do not understand your words - only fellow PCs understand you. Alternately, if your DM agrees, you gain Thieves' Cant as a bonus language and you may only be understood by characters (NPCs or PCs) who understand Thieves' Cant.

20. WHISKEY JOHNNY

Your prodigious skill at drinking leaves you standing in drinking competitions where lesser fools fall. You gain advantage on Constitution saves to avoid becoming intoxicated, and you can fight while intoxicated without suffering disadvantage on your attack rolls. However at the start of any given day, when you had access to rum the night before, there is a 50% chance you wake up hung over and are useless on the ship until noon. Taking the Vice (alcohol) ill fortune would be apropos, but not required.



ILL FORTUNES

1. ACCURSED

You suffer from a mighty curse. This might be a burden placed upon you by one of the Loa, the "price" a bokor pays for their magic, or a terrible enchantment uttered by a sea hag. Example curses include: Being unaffected by healing magic, having temporary bouts of madness which interfere with downtime actions, suffering a hideous appearance, forgetting the details of your life, etc.

2. AFFLICTION

You've suffered some physical affliction in the course of your duties, such as a disfiguring scar (-2 Charisma), maimed throat (can only speak in whisper), gouged eye (-2 initiative and Perception), missing hand, or a peg leg (-10 ft speed, and some Athletics checks may be disadvantaged), or any injury in the DMG.

3. BEASTIE BAIT

There is some beastie, usually a sea beastie, that is after you with a vengeance. Maybe it got a taste of your leg and wants more? Maybe you killed its offspring or stole its treasure? Whatever the case, settle on a suitable beastie with the DM. Whenever your party would roll on the beastie table suiting that beastie's natural environment (abyss, island, port, sea, underwater), roll twice; if the beastie comes up on either die take that result, otherwise take the result of your first roll. Naturally, should you encounter the beastie it preferentially seeks you out.

4. BETWEEN THE DEVIL AND THE DEEP SEA

There is a war for your soul, matey, but not between heaven and hell. No, the Devil wants your soul as does the Abyss. Both send fiendish agents to corrupt you and lure you to disaster. These agents will be disguised as NPCs whose vying for your soul will land you in "between a rock and a hard place" situations.

5. BLACK SPOT

You bear the dreaded Black Spot, a painful inky black stain on your hand or arm which marks you as chosen by one of the powers of the Abyss. Perhaps you sold your soul, perhaps you are touched from being trapped in the Abyss, or perhaps you were marked mysteriously. The Abyss and creatures of the Abyss fill you with terror, and sailors who see your Black Spot avoid you like the plague.

6. DISGRACED

You've fallen far from a position of power and privilege. Among those who you formerly called peers, you are unwelcome and suffer disadvantage on all Charisma checks. Additionally, anyone who knows of the nature of your disgrace gains advantage on checks to poke fun at or taunt you.

7. ENEMY

A powerful and resourceful enemy (like a rival pirate, naval officer, or plantation owner) wants you dead or brought to justice. Should they be defeated, another enemy may rise to take their place.

8. FIGHTING WORDS

You have a habit for getting into scrapes, are well known for your prolific insults, and your cussing puts sailors to shame. You can be counted on to spit in the face of a gift horse. Captains concerned about mutiny or authority figures worried about insurrection tend to suspect you first. Also, each week of sea travel (or portion thereof) you get into a fight with some of the crew, requiring disciplinary action or leading to unrest.

9. GROG-HEADED

Grog was a mixture of rum and water used to ration out rum and keep up morale. A "grog-head" is one who could get drunk off of grog, thus someone who couldn't handle their liquor. After one glass of any real alcohol you are intoxicated. Other sailors and pirates enjoy giving you a hard time about this and challenging you to drinking matches.

10. HAUNTED

Something haunts your dreams and plagues your nights; it may simply be a traumatic memory or may actually be a restless spirit. When it haunts you (25% chance), you gain benefit from a long rest as if it were only a short rest.

11. JONAH

You are widely regarded as cursed, and regardless of whether or not it's true, crew tend to blame you for strokes of ill fortune that befall them, particularly in regard to weather and sea monsters. Reduce the crew's quality (morale) by one step while you're aboard. Often being a "Jonah" is accompanied by some minor form of madness in your psychological makeup.

12. LOOSE LIPS

You have trouble keeping your mouth shut. Whenever you know a secret and are in the presence of those from whom you ought to keep it, you must make a DC 12 Wisdom save to avoid letting something slip.

13. MADNESS

You suffer some form of madness, delusions and phobias being the most playable types.

If you suffer delusions, you are convinced you have the power to do something you cannot actually do. An example would be delusions that you possess magic you do not actually have, while another might be thinking you are the greatest bluffer in the world when, in fact, you can't lie to save your life.

If you have a phobia, you suffer an irrational fear of something which you will go to extreme lengths to avoid and if forced to face it you may react hysterically or simply freeze up. Some potential phobias include astraphobia (fear of storms), blennophobia (fear of slime), claustrophobia (fear of tight spaces), demonophobia (fear of djab and fiends), entomophobia (fear of insects), ichthyophobia (fear of fish/sharks), necrophobia (fear of corpses/undead), ophidiophobia (fear of snakes), pyrophobia (fear of fire), spectrophobia (fear of ghosts), or tomophobia (fear of surgery.)

14. MAROONED

You were recently marooned on an island, sandbar, or cay with little to nothing in the way of food, left to survive by your own wits. During this time any wealth you had which wasn't on your person was taken by others (often those who marooned you), and any social status you had was lost or significantly diminished. You probably have strong feelings about the place you were marooned, and you should choose a suitable name for it (e.g. Skull Island, Albatross Rock, White Sands Cay).

15. OBLIGATION

Someone has a hold over you, whether thru blackmail, charm magic, a monetary debt, a forced marriage, or a life debt.

16. OBSESSED WITH TREASURE

You have an unhealthy fascination with treasure; all things bright and glittery draw you in like a moth to a flame. When confronted with a treasure you can't help but handle several pieces of it right away or, if unable to handle it, stare transfixed for a round. You always try to take more than your fair share of a prize when doing so won't raise the hackles of your companions... often cause they won't find out.

17. OUTLAW SLAVE

Most of the slaves in the Caribbean are from the African nations of Ashanti, Dahomey, and Oyo, though some Carib and Arawaks are enslaved, and a rare few white indentured servants still exist (or Europeans who escaped Barbary slavers). Regardless of your origin, you escaped your cruel enslavement, though not unmarked. You might bear a brand marking you as property, or perhaps an ear or buttock was cut off for a previous failed attempt at escape. African escaped slaves are known as Maroons (England, France, and the Netherlands) or Cimarrones (Spain). Slave hunters called "ranchers" have been sent by your former master to hunt you down, and are within their legal rights to do so according to the laws of the colonial powers.

18. VICE

You overindulge in a certain vice, such as gambling, whoring, drinking, snuff, opium, or some exotic sexual deviancy. You suffer -4 Sway on all checks involving your vice, and when the object of your vice is available you must make a Wisdom save (DC 10 + the number of days since you last indulged) or else descend into indulgence, ignoring all dangers and goals in pursuit of your vice.

19. WANTED

You are wanted as a pirate by the authorities of at least one nation. Soldiers who recognize you will try to arrest you, and the authorities may have sent out agents to hunt you down. You may or may not bear the "P" brand for "pirate" on your forearm.

20. WASTREL

You love the finer things in life and believe money is for the spending. Each week in a settlement you must make a Wisdom save (DC 10 village, DC 12 average port, DC 15 large town or city) or spend at least the Aristocratic lifestyle expense (10 gp/day) for that week, potentially going into debt if you run out of coin.

FENCING SCHOOLS

La Destreza

The Spanish fencing school La Verdadera Destreza is a mathematical approach to fencing based on moving outside the enemy's arc of attack and seeking opportunities to deliver en passant attacks. A Diestro(a) trains inside an imaginary circle with in a variety of weapons. Dutch rapier fencing schools in the style of Thibault's Academie de l'Espée follow similar principles as La Destreza.

Special Technique - Compases Curvos: When you hit a creature with an opportunity attack or a readied attack, you may move 5 feet within the creature's reach or switch places with the creature (your choice).

Suggested Feat: Mobile

Suggested Fighting Style: Duelist or Two-Weapon Fighting

Suggested Battlemaster Maneuvers: Evasive Footwork, Riposte, Sweeping Attack

Scrimia

"Scrimia" includes the Italian school of Scrimia, the French school of Escrime, and the German school of Schermize which bear great resemblance to one another, all focusing on linear economy of motion, timing, and tempo. Additionally, the followers of Scrimia make great defensive use of their off hand in which they might hold a buckler shield, another blade, gauntlet, cloak, or scabbard.

Special Technique - Bonetti's Defense: Whenever you take the Dodge action or successfully use a reaction to turn an attack against you into a miss, you may Disengage for free. Alternately, you may Disengage as a bonus action.

Suggested Feat: Defensive Duelist

Suggested Fighting Style: Defense (re-skinned so the +1 AC bonus applies when wielding anything in the off-hand)

Suggested Battlemaster Maneuvers: Feinting Attack, Lunging Attack, Parry

The Fence

The English fencing school is largely based on the teachings of Di Grassi, and compared to Scrimia or Destreza prefers a natural stance and places a greater emphasis on tempo. Followers of this school incorporate unarmed techniques from boxing or wrestling, and favor flashy moves inspired by dueling and prize fights.

Special Technique - Enclose & Command: When you successfully grapple an opponent you can choose to either deal unarmed damage each time you win the grapple, or impose disadvantage on the opponent's attacks as long as they are grappled.

Suggested Feat: Tavern Brawler

Suggested Fighting Style: Two-Weapon Fighting (changed to allow you to perform Two Weapon Fighting with any weapon in your main hand - not just light weapons - and unarmed attacks with the other, and allowing you to apply your ability modifier to damage of your unarmed attack)

Suggested Battlemaster Maneuvers: Feinting Attack, Pushing Attack, Tripping Attack



7. HOUSE RULES

Armor & Swashbuckling

Because heavy armor is incongruous in a swashbuckling setting, all characters proficient in heavy armor gain a +1 AC bonus when not wearing heavy armor, reflecting specialized defensive training. However, this bonus does not apply if a character benefits from Unarmored Defense (a feature shared by barbarians, monks, and swashbucklers).

Armor that imposes disadvantage to Stealth checks also applies to Athletics checks to swim. Also when you wear heavy armor while trying to swim, if you don't have sufficient Strength (chainmail 13, splint / plate 15) then you automatically sink.

Diving into Water

For a character to even attempt a dive into water, the water must have a minimum depth: about 10 feet for dives of less than 30', about 15 feet for dives of 30-90', and about 20 feet for dives over 90'. Characters diving or falling into water of sufficient minimum depth (e.g. as part of their move) reduce the height of the fall by 20-ft for purposes of determining falling damage. A character wearing no armor or armor that doesn't impose Stealth disadvantage can use their action to perform a careful dive; doing so reduces the effective fall height by another 20 feet.

As a reaction, a character falling or diving into water may make a Dexterity (Acrobatics or Athletics) check to reduce the damage by half (rounded up). The Difficulty is 10 +1 for every 10' of the actual dive height.

Fame

Fame is a measure of your character's growing story, his or her esteem as a pirate/privateer in the eyes of others. Starting Fame is determined by the DM getting a base value from your character's backound, and modified by certain Fortunes. Fame does a couple things:

1. Roll the Bones: When you spend Inspiration to Roll the Bones, and your result would give you advantage on a check you may instead add your Fame to the check.

2. Sway: Your base Sway checks (particularly important for a Captain) = Charisma modifier + 1/2 Fame score (round down). Sway checks are used to get the crew to do things, not do other things, keep them from breaking morale, and when your leadership is challenged.

3. Story Effects & Crew Quality: Fame broadly serves as a measure of how well known your character is, increasing with great deeds or decreasing with obscurity. Also, a Captain with high Fame may increase his or her crew's quality.

At Fame (5) tales of your character are circulated in ports, though details vary wildly. Increase crew quality one rank if you are Captain.

At Fame (10) your character's name is well known, stories about him or her are (mostly) accurate, and if loyal to a certain country he or she is well-regarded in such ports. Enemies may circulate pictures of your character.

At Fame (15) your character is known throughout the Caribbean, stories of him or her take on the tenor of legend and his/her name is whispered in fear or awe, and if loyal to one nation regarded as a national hero. However, rival nations will no longer honor the character's Letter of Marque if he or she is captured, and he or she will be tried as a pirate. Increase crew quality by another rank (for a total of 2 ranks) if you are Captain.

At Fame (20) your character has made a "great noise in the world", making his or her name recognized in the colonies and Europe if not beyond, stories transform into myth and endure long after your character is gone, and if loyal to one nation he or she is given great accolades (e.g. gold to retire or an offer as a high-ranking officer). Without a disguise, your character is recognized on sight and enemies go to extreme lengths to destroy him or her.

Lives

Raise dead and similar spells do not exist in this setting; returning from death, if possible at all, likely involves bartering with frightening entities or journeying to the Shadowlands. To accomodate the sorts of swashbuckling adventures the characters embark on, they instead gain the benefit of "Lives." This is a mechanic to represent the sorts of providence that keeps protagonists alive in pirate stories. Every PC begins with 1d4+2 Lives (unless they have the Old Salt or Devil's Own Luck fortunes), which is rolled and recorded in secret by the DM. Anytime a PC would die or suffer a fatal event (like falling into the ocean with an anchor chain wrapped around their neck or being swallowed by a kraken), instead they "Roll the Bones" with 2d6. Old pirates who tempt death too often can eventually run out of luck.

Rolling the Bones (Inspiration)

You "Roll the Bones" in one of two situation:

- When your character would be killed or when they face a fatal event (like being in a room filled with barrels of exploding gunpowder).
- Spending Inspiration during a conflict. This replaces using Inspiration to gain advantage.

Rolling the Bones involves rolling 2d6 where higher is better and snake eyes is bad; cross reference your result with the Roll the Bones chart below to determine the outcome.

2. Snake Eyes!

Death/Fatal Event or Inspiration: Regardless of the situation, lose a Life and you are removed from the current scene. If in combat, you are left unconscious and bleeding out by your enemies or otherwise incapacitated.

3. Insult to Injury

Death/Fatal Event: Lose a Life and take an Ill Fortune reflecting how you survived.

Inspiration: Suffer disadvantage on your next check, attack, or save. In addition, something unlucky happens, like your weapon breaks, your pistols explodes, you fall into the rigging, etc.

4. Cruel Fate

Death/Fatal Event: Lose a Life and suffer a temporary complication/setback.

Inspiration: Either suffer disadvantage on your next check, attack, or save; OR something unlucky happens, like your weapon breaks, your pistols explodes, you fall into the rigging, etc.

5. Unkind Fate

Death/Fatal Event: Lose a Life.

Inspiration: No effect. If you wish, you may take on an Ill Fortune to gain advantage (or add your Fame) on your check, attack, or save. This should make sense narratively.

6-7. Fickle Fate

Death/Fatal Event: You may take on an Ill Fortune or lose a Life (your choice).

Inspiration: Gain advantage (or add your Fame) on your check, attack, or save, at the cost of introducing some complication as well.

8-9. Kind Fate

Death/Fatal Event: Do not lose a Life, but you suffer a temporary complication/setback.

Inspiration: Gain advantage (or add your Fame) on your check, attack, or save.

10. Fate Smiles

Death/Fatal Event: Do not lose a Life.

Inspiration: Gain advantage (or add your Fame) on your check, attack, or save. In addition, something fortunate happens, like a flying fish leaps from the sea and knocks your foe aside or you slip only to avoid a cannonball striking where you just were standing.

11. Fortune Favors the Bold

Death/Fatal Event: Do not lose a Life. Instead, something fortunate happens.

Inspiration: Gain advantage (or add your Fame) your check, attack, or save. If this causes a successful hit, you automatically score a critical. In addition, something fortunate happens, like a flying fish leaps from the sea and knocks your foe aside or you slip only to avoid a cannonball striking where you just were standing.

12. Lucky Sixes!

Death/Fatal Event or Inspiration: Do not lose a Life. An impossible result becomes possible; a fireball doesn't singe you at all, you ride an explosion across the bay, you proficiently wield a weapon you have no idea how to use, you quickly get a ship ready to sail by yourself, etc. Gain advantage (or add your Fame) on your check, attack, or save. If this causes a successful hit, you kill your foe or knock them unconscious with this blow. After resolving this, you immediately gain Inspiration again!

8. EQUIPMENT

Coins & Currency

A silver standard is in use during the Golden Age of Piracy, with Dutch, English, French, and Spanish coins as the main currency used in the Caribbean. For simplicity's sake, let's ignore currency conversion rates and tweak coin values to match up with the normal gold, electrum, silver, and copper coins of D&D. Platinum is unknown in the setting, and would be used to represent particularly ancient coins with higher gold content and thus value. Bank notes have only recently begun to be used and are typically rare and reserved for large transactions between nobility and trading companies.

Gold: ducat (Dutch), pound (English), louis d'or (French), doubloon (Spanish)

Electrum: daalder (Dutch), crown (English), livres tournois (French), pieces of eight (Spanish)

Silver: florin (Dutch), shilling (English), écu (French), real (Spanish)

Copper: stuvier (Dutch), pence (English), denier (French), sol (French), maravedi (Spanish)

Firearms

The DMG preview revealed rules for Renaissance firearms, which we'll use with lower prices. Most PCs have proficiency with pistols, provided it makes sense for the character's background (e.g. a Druid or Monk most likely would not). However, only PCs with martial ranged weapon proficiency are proficient with muskets and cannons.

Firearm Accessories

Bullets (12) (5 sp, 2 lbs) includes powder, shot, and wadding

Gunpowder horn (35 gp, 2 lbs) water-resistant

Keg of gunpowder (250 gp, 20 lbs) If lit afire, a keg of gunpowder explodes, dealing 7d6 fire damage to all within 10 feet, DC 12 Dexterity saving throw for half damage.

Marital Ranged Weapons

Pistol (10 gp, 3 lbs) 1d10 piercing damage / ammunition - single shot (range 30/90), loading, light

Musket (20 gp, 10 lbs) 1d12 piercing damage / ammunition - single shot (range 40/120), loading, two-handed

Blunderbuss (15 gp, 8 lbs) 2d6 piercing damage / ammunition - single shot (range 20/60), loading, two-handed, misfire (1)

Blunderbuss: Misfire (1) means that on a roll of 1 you take 2d6 fire damage from the powder blowing up in your face and the gun requires a short rest to be cleaned before it will work. However, blunderbusses also have an advantage in that they can be loaded with almost anything, not just bullets...pebbles, pitons, dinner forks...could come in handy in some scenarios!

Shipboard Martial Weapons

Swivel Gun (1 pounder) (50 gp) 4d6 piercing damage / ammunition - single shot (range 100/300), loading, ship

Demi-Culverin (9 pounder) (100 gp) 1d4x10 piercing damage / ammunition - single shot (range 200/600), loading, ship

Culverin (18 pounder) (150 gp) 2d4x10 piercing damage / ammunition - single shot (range 250/750), loading, ship

Demi-Cannon (24 pounder) (200 gp) 3d4x10 piercing damage / ammunition - single shot (range 300/900), loading, ship

Cannon (45 pounder) (400 gp) 4d4x10 piercing damage / ammunition - single shot (range 350/1050), loading, ship

Tools & Personal Effects

Bottle of Claret (1 gp, 2 lbs)

Bottle of Rum (5 sp, 2 lbs)

Logbook (2 gp, 2 lbs)

Pipe and 8 oz. tobacco (5 sp)

Pocket-watch (5 gp)

Speaking Trumpet (1 sp, 1 lb) doubles the ranges of your voice.

Spyglass (45 gp, 1 lb) magnifies objects to twice their size.

Sail-mending Tools (2 gp, 2 lbs) include a sailor's palm, several needles, scissors, a thimble, and a lots of waxed thread.

Shipwright's Tools (15 gp, 8 lbs) include an adze, caulking mallet, caulking iron, ramming iron, Jerry iron, pitch ladle, short saw, a bag of oakum, and wooden plugs.

Surgeon's Tools (30 gp, 5 lbs) include several saws for amputations, a scalpel, various other sharp objects, and a horn spoon for digging out bullets.

Voodoo Tools (5 gp, 2 lbs) include a variety of rattles, veve symbols, paints, incense, and stranger things used in conducting voodoo rituals and crafting gardes, gris-gris, drogues, and voodoo dolls.

Voodoo Paraphernalia

Voodoo paraphernalia can be crafted by a character proficient in Voodoo Tools. You may only have a number of voodoo paraphernalia operating at once equal to your Spellcasting ability modifier (e.g. a cleric with 18 Wisdom could only have 4 voodoo paraphernalia in operation at a time). Voodoo paraphernalia includes the following magic items:

Garde (20 gp for a 1st-level spell, 50 gp for a 2nd-level spell) A garde is a form of raised ritual scarification that works like a low-level spell scroll of a spell you know (or are taught by the Loa); carving a garde inflicts 2 damage on the subject for a 1st level spell or 5 damage for a 2nd level spells. Calling upon its power requires touching the scar and invoking the Loa whose name it was carved in as an action. No creature can wear more than two active gardes at a time. At midnight on a solstice or equinox, gardes are completely drained of all remaining charges and become inert.

Gris-Gris Bag (20 gp) A personalized wearable arcane focus, druidic focus, and holy symbol all-in-one, your gris-gris is only usable by you.

Drogue (50 gp) A drogue is a protective charm keyed to an individual granting them advantage to saves against a specific danger (e.g. cold weather/hypothermia, dehydration & starvation, drowning/suffocation, life- or soul-draining, marine poisons, siren charm, sunstroke, zombification).

However, drogues have a limited "shelf life" of roughly 1 month after which their power fades away unless reinvested with power by a bokor, houngan, or mambo with proficiency in Voodoo Tools.

Voodoo Doll (10 gp + special) A voodoo doll is a sympathetic magic object with special crafting requirements that allows effects/spells to be used on the target at extreme range. Assembling a voodoo doll requires gathering 3 components with spiritual significance to the target (e.g. one traditional formula calls for "something from the dead, something from the thread, and something from the body") and affixing them to a specially prepared doll. Then a Loa or similar spirit is invoked to deliver an effect or spell thru the doll, with the results (and consequences) depending on several factors, particularly the relationships between you, the target, and the invoked Loa.

Maritime Trinkets

You can roll 1d20 on either table below instead of the one in the PHB for determining your character's starting trinket.

Civilized Trinkets

1. Torn half of a treasure map to "Isla de Muerte."
2. Stock certificate in a little known trading company called L.J.S.
3. Water damaged logbook of one Captain Henry "Long Ben" Every filled with cryptic navigation charts and unknown islands.
4. Gentleman's wig of exceptional quality suitable for a baron or judge.
5. Silver flask with a golden peryton coat-of-arms worked on the side.
6. Surgeon's text detailing dissections of non-human corpses including a lacedon ghoul, a mermaid, and a sea wolf.
7. Mysterious symbol covered puzzle box that, at times, moves of its own accord.
8. Fashionable leather hat which always seems to find its way back to you with the tide and wind.
9. Ornate compass in a scrimshaw (engraved whalebone) case.
10. Pristine copy of Relation de l'expédition de Carthègene faite par les François en 1697 by Bernard Desjean, Baron du Pointis.
11. Busk (wooden panel slipping into a lady's bodice) engraved with an encoded message.
12. Weathered copy of the King James Bible with letters curiously underlined throughout as if a cypher.
13. Entymologist's collection of preserved Caribbean insects in a small lacquered wooden box.
14. Necklace with a silver cross which unscrews to reveal a hidden vial which can hold 1 oz. of fluid.
15. Italian fencing manual written by an anonymous Master of Scrimia.
16. Unopened square bottle of high-quality Dutch gin with the label: O'de Flander-Oost-Vlaamse graanjenever.
17. Detailed map of French (western) Hispaniola, with notes on assassination targets written in Spanish.

18. Spring-loaded device that wraps around the wrist, designed to launch a dagger into hand.
19. Pocket watch with hands at 10 o'clock counting backwards one hour per month, resisting all attempts to reset or repair it.
20. Ship in a bottle that seems to come to life at night, wracked by thunder and stormy seas.

Savage Trinkets

1. Shrunk head. Dear old mum perhaps? Or a respected enemy you slew?
2. Blood-stained Aztec gold piece.
3. Mayan headdress with colorful feathers and symbol of Ixchel, jaguar goddess of moon, rain, and fertility.
4. Necklace made of sahuagin teeth and starfish.
5. Fine grey waterproof whaling jacket made of selkie skin.
6. Obsidian Aztec dagger with glossy grey bird feathers hanging from the hilt.
7. Recipe book for favorite pirate libations and meals, Rumfaustian and buccaneered pig in particular.
8. Carved crystal skull engraved with the initials K.H. on the back.
9. Shield made of hollowed out giant crab shell that is buoyant enough to keep a medium-sized creature afloat.
10. Set of tattooing instruments and ink.
11. Small Arawak clay statue of a nude crescent headed man whose expression mirrors your emotional state.
12. Dead man's silver hoop earring (in pirate lore, this is bad mojo and obligates you to give said dead man a proper burial).
13. Set of dice carved from human bone with an occult eye symbol on the 1's face.
14. Laquered turtle shell seeming to swirl like a maelstrom of metallic colors if you stare at it too long.
15. Perfectly smooth skipping stone that never skips less than nine times, yet somehow finds its way back to you with the tide.
16. Clamshell that glows faintly from within under the moonlight and resists being opened even by extreme means.
17. Hammock woven by the Taino Carib people.
18. Jar of earth sealed with wax and a gruesome Voodoo totem suspended inside.
19. Piece of a broken ship's wheel carved with veve symbol of Agwé, the Master of the Sea and Loa of Tides.
20. Conc shell which echoes with haunting sounds of ocean when held to the ear, and is as loud as a trumpet when blown.

9. MAGIC

Voodoo

Loas

Djab

Voodoo Rituals

Alternate Wild Magic Table

In the SPELL & CROSSBONES setting, wild magic sorcerers draw their power from the Maelstrom, that mysterious and terrifying phenomenon which drags ships down into the Abyss, acting as a gateway between the surface and what lies below the deeps. Not surprisingly, the wild magic table in the PHB reveals a more whimsical view of chaos that doesn't fit the dark churning primordial waters of Chaos embodied by the Maelstrom. Thus, wild magic sorcerers in SPELL & CROSSBONES use an alternate wild magic surge table. When a wild magic sorcerer casts a sorcerer spell of 1st-level or higher within the Maelstrom, it always results in a wild surge.

Wild Magic Surge

d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
03-04	For the next minute you see twice as far at sea and you see up to 60-ft underwater.
05-06	A blight (with an aquatic look) chosen and controlled by the DM appears within 5 feet of you, disappearing after 1 minute.
07-08	You cast <i>sleet storm</i> as a 3rd-level spell centered on yourself.
09-10	You cast <i>witch bolt</i> as a 5th-level spell.
11-12	For the next minute, random <i>shape water</i> effects follow you (see ELEMENTAL EVIL PLAYER'S COMPANION).
13-14	You cast <i>storm sphere</i> centered on yourself (see ELEMENTAL EVIL PLAYER'S COMPANION).

d100	Effect
15-16	For the next minute, any creature touching you takes 2d10 cold damage.
17-18	Barnacles and sea life encrust your body until you immerse yourself in water.
19-20	You cast <i>grease</i> centered on yourself.
21-22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that requires saving throws.
23-24	Your skin becomes pale, wet, and clammy and you drip water for 1 minute.
25-26	Gills sprout from your neck and your fingers become webbed for 1 minute. During that time, gain a swim speed equal to your land speed and the ability to breathe water.

d100	Effect
27-28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
29-30	Teleport up to 60 feet to a space you can see.
31-32	You are transported into the Maelstrom until the end of your next turn, after which you return to the space you previously occupied or the nearest unoccupied space if it is now occupied.
33-34	Maximize the damage of the next damaging spell you cast in the next minute.
35-36	For the next minute, you appear to be a drowned corpse as per <i>corpse likeness</i> (see Spells section in this chapter).
37-38	1d6 giant crabs controlled by the DM appear within 60 feet, disappearing after 1 minute.
39-40	You regain 2d10 hit points as the dark magic of the Maelstrom infuses you.
41-42	You turn into seaweed until the start of your next turn. As seaweed you're incapacitated and have vulnerability to all damage. If you drop to 0 hit point before then, you revert to your true form.
43-44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns by stepping into water or a shadow.
45-46	You cast <i>warding wind</i> (see ELEMENTAL EVIL PLAYER'S COMPANION).
47-48	An air elemental or water elemental controlled by the DM appears within 5 feet of you, disappearing after 1 minute.
49-50	You can't speak for the next minute. If you try, black water spews from your mouth.
51-52	Black vapors rise from you for the next minute, granting you advantage on saving throws against spells and immunity to gas-based attacks.
53-54	Dead fishes float to the surface of nearby water, or if you're on land they rain from the sky in a 10 foot radius around you.
55-56	Your eyes become totally black but gradually fade back to normal in 24 hours.

d100	Effect
57-58	For the next minute, any fragile non-magical object you touch that isn't being worn or carried by another creature shatters.
59-60	Regain your lowest level expended spell slot.
61-62	For the next minute, you can only speak in a raspy whisper.
63-64	You cast <i>fog cloud</i> centered on yourself.
65-66	Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
67-68	You are frightened of the nearest creature until the end of your next turn.
69-70	Each creature within 30 feet of you is pushed 10 feet and knocked prone by high winds. Huge or larger creatures are unaffected.
71-72	You gain resistance to all damage for the next minute as coral grows over your skin.
73-74	All creatures within 60 feet are frightened of you for the next minute.
75-76	Screaming voices surround you in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is deafened until the end of its next turn.
77-78	You cast <i>polymorph</i> on yourself. If you fail the saving throw, you turn into a crab.
79-80	Your shadow takes on the illusion of a tentacled horror for the next minute.
81-82	You can take one additional action.
83-84	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the damage dealt.
85-86	You cast <i>blur</i> .
87-88	You cast <i>gaseous form</i> on a random creature within 60 feet of you.
89-90	You become ethereal for the next minute as per <i>etherealness</i> . The etherealness ends if you attack or cast a spell.
91-92	If you die within the next minute, as a reaction cast <i>ice storm</i> .
93-94	You suffer the effects of a randomly determined long-term madness (DMG 260).

d100	Effect
95-96	For the next minute, the DM chooses one effect from <i>control winds</i> centered on you (see ELEMENTAL EVIL PLAYER'S COMPANION).
97-98	You radiate a blue dim phosphorescence in a 30-ft radius for the next minute.
99-00	You regain all expended sorcery points.

New Spells

Booming Captain's Voice

Enchantment cantrip

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Up to 1 minute

You shout to get the crew's attention. For the next minute, the Captain of the ship you are aboard (or whoever you consider Captain if there's a dispute or mutiny) gains +1 Sway checks and their voice is magically amplified voice to carry above even storm winds.

Buoyancy

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of pumice)

Duration: Up to 1 hour

A creature or object (weighing no more than 250 pounds) you touch resists sinking on its own, and if currently submerged will rise to the surface. If an affected creature tries to dive under, they must make a DC 20 Athletics check to stay submerged, There are practical limits, like the creature or object not floating to the surface if restrained or something blocking its route up. This spell lasts for up to 1 hour or until you cast it again on a different creature or object.

Drowned Likeness

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mirror with water poured over it)

Duration: Up to 1 minute, concentration

One creature you touch either gains the likeness of a drowned creature or, if they are already drowned, they assume their likeness as if they were freshly dead (and the corpse identifiable). This seeming lasts only as long as you maintain touch and concentration, for up to one minute.

False Flag

Illusion cantrip

Casting Time: 1 action

Range: Special

Components: V, S, M (a small canvas version of the flag you wish to imitate)

Duration: Up to 1 hour, concentration

You cause the flag of the ship you currently are aboard to blur and adopt the likeness of another flag you have seen. This illusion only fools those who are over 200 feet away; any closer and a blurred view of the ship's actual flag becomes visible. You must concentrate to maintain the illusion which can last for up to 1 hour.

Ghost Rigging

Conjuration cantrip

Casting Time: 1 action, or 1 reaction taken when you or a creature within 30 of you falls

Range: 30 feet

Components: V, S, M (ship's rigging or an equivalent large amount of rope or line)

Duration: Instantaneous

You conjure a long length of rope to lash out at your command toward a creature in range. If the target is unwilling, make a melee spell attack. If the attack hits, and the target is Large or smaller, slide the target 15 feet in any direction. If you hoist them upward, they are now in the ship's rigging.

In addition, you may cast this spell as a reaction when a Large or smaller creature within 30 feet of you falls. If they are unwilling, roll attack as above. If the attack hits or they are willing, the creature takes no falling damage and is instead left hanging from the rope wrapped about a limb. A creature left hanging from rope is grappled and must cut itself free (falling 10 feet), make a check to escape a grapple as if you were holding them, or be freed by another.

Mariner's Boon

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell was developed by ship mages to assist in common shipboard tasks. You perform one of the following tasks:

- You gaze upon a magical compass invisible to all but you which points north before vanishing.

- You raise your hand off the rail of the ship and get a sense for the current water depth.
- You turn your face to the wind, sensing the next change to wind coming before sunrise or sunset (whichever comes first).
- You gaze toward the horizon, viewing far away objects at double size.

Sea Visions

5th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (cup of saltwater poured over your eyes)

Duration: Concentration, up to 3 rounds

Before embarking on an ocean voyage, you open your eyes to potential hazards that you will encounter at sea, becoming consumed by visions and blind to your immediate surroundings for the duration. For each round of the visions, roll 1d100. On a result of 1-80 you glimpse one hazard that you will encounter on your voyage; the DM should roll on the appropriate encounter table in advance and give you an idea what that encounter consists of. On a result of 81-90 you have unclear and troubling visions that are easily misinterpreted. On a result of 91-100 you have a terrifying vision of one hazard that you will encounter (as above) and you foresee the worst effect it could have on you and your companions, ending the spell immediately.

Transformation of the Deep

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of silt from a deep ocean trench)

Duration: 24 hours or until surfacing

You cause up to ten willing creatures within range to undergo a transformation that allows them to survive in the dark depths of the ocean, turning their eyes completely black and their flesh cold. These creatures gain darkvision (60 ft.), the ability to breathe water, immunity to frigid waters, and immunity to the water pressure of extreme depths. They also retain their normal mode of respiration. The spell lasts 24 hours, but it is broken on any individual creature who returns to the surface after being at depth.

Unfasten

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You cause between one and six knots that you can see within range to come undone. This spell can, for example, quickly unloose the top sails or quickly disconnect a ship's boat (rowboat) from a vessel.

When attempting to undo a particularly complex knot like a noose, restraints tied by someone proficient in knot-tying or a similar tool, or a mass of tangled line the DM might require you to make a spell attack against a set DC to determine whether or not you succeed.

Wave

Evocation cantrip

Casting Time: 1 action

Range: 100 ft

Components: V, S

Duration: Instantaneous

You cause a wave of 3 to 5 feet height to form within range and move toward shore (or, in open ocean, for several dozen feet before dissipating). Mostly ship mages use this to entertain children or get a look at shallow reef. However, it can also be used to wash things to shore, double the speed of a ship's boat (rowboat or keelboat) moving toward shore, or threaten to capsize a small ship's boat - the pilot must make a Dexterity (water vehicles) against your spell save DC to avoid being capsized.

Magic Items

Agwé's Brass Nave

Wondrous item, very rare (requires attunement)

This weathered teak wood center section (nave or hub) of a broken ship's wheel is capped with brass carved with the veve symbol (a boat with sails) of Agwé, the Master of the Sea and Loa of Tides. Some Voodoo practitioners believe it comes from the ship Immamou on which Agwé carries the dead to the afterlife. The brass nave serves as an arcane focus, druidic focus, and holy symbol for spells related to the sea. Once you are attuned to the brass nave, you can perform these three rituals:

Weal of Papa Agwé: By performing a 10 minute ritual you attune the brass nave to a ship with a damaged or missing ship's wheel. The nave spins, growing into a strange ship's wheel made of wood and coral, complete with a magical rudder, allowing one to steer the ship as long as the brass nave serves as the wheel.

Woe of Master Agwé: By performing a 10 minute ritual you curse an enemy ship clearly in sight, increasing or decreasing either the sea state or wind state for that ship by one step. This curse lasts while the enemy ship remains in sight or until they approach within cannon-firing range.

Trackless Seas of the Immamou: By performing a 10 minute ritual, you cast pass without trace on the ship you are aboard. However you must roll a d20, and on a 1 (hounded by undead) or 20 (honored guests of Agwé) your ship enters the Shadowlands, the Shores of Death.

Andalusian Corsé de Gracia

Magical armor, uncommon (requires attunement by a woman)

A dark leather corset with black silk ties and invisible seamless mithril boning, this garment is luxuriously comfortable to wear and represents the height of Spanish fashion. Moreover, it has been enchanted by Andalusian mages with the grace of a swan and the convenience of a command word to cause the corset to lace up or untie when spoken by you. When attuned by a woman, it perfectly flatters your bosom, granting you advantage on Charisma checks involving seduction. Additionally, when you squeeze thru a tight space the corset cinches tighter, allowing you to function effectively despite the squeeze; you don't suffer disadvantage to your attack rolls or Dexterity saves when squeezing, nor do enemies gain advantage on their attacks against you (though you still must spend 1 extra foot of movement per foot squeezed).

Blackheart's Scope

Wondrous item, rare

This exquisite black and silver spyglass is the one on the many treasures the pirate Blackheart possessed in life. Far more complex than an ordinary spyglass, it has a series of silver rings which, if turned in the right manner, alter the magnification between one of three modes. The first is as a regular spyglass, while the other modes require a dram of blood (1 hit point) be poured into a small hole in the scope to power the magic for 1 minute.

Greater Magnification: The magnification the spyglass provides is triple (instead of double), granting you advantage on Wisdom (Perception) checks to identify ship features and such. However, when used in daylight or in other ambient bright light the powerful mirrors inside the spyglass shine from a distance, alerting anyone viewed that you're watching them.

Water Scope: The spyglass ceases to function as normal and instead allows you to see 30 feet underwater provided the light conditions would allow you to see that far.

Coat of Deepockets

Magical armor (leather), uncommon

This longcoat may have once been stolen from a naturalist but has been patched so many times it has taken on a patchwork raggedy appearance. Despite this, it has seemingly innumerable pockets and hidden pouches. In addition to functioning as leather armor it can hold 1,000 lbs in weight or 100 cubic feet in volume, though each item it holds must be small and 10 lbs or less. No matter how much it holds, the cloak only weighs 2 lbs. Additionally, it allows you to stow or draw one extra small item per turn, thanks to its easily accessible pockets, and grants you advantage on Sleight of Hand checks to hide things on your person. Finally, once per week you can draw a random trinket from the coat; this functions even if it has been "completely" emptied.

Droque

Wondrous item, common

A droque is a protective charm keyed to an individual granting them advantage to saves against a specific danger (e.g. cold weather/hypothermia, dehydration & starvation, drowning/suffocation, life-or soul-draining, marine poisons, siren charm, sunstroke, zombification). However, drogues have a

limited "shelf life" of roughly 1 month after which their power fades away unless reinvested with power by a bokor, houngan, or mambo with proficiency in Voodoo Tools.

Drowned Slaves Bottle

Wondrous item, very rare

Sailors hold many superstitions about the Atlantic. The most terrifying of these, spoken in hushed whispers by bokors and old salts, is the Mare Tenebraurum, a literal sea of darkness. Some say it leads doomed ships down to Davey Jones Locker, others that it is a gateway to hell itself, and still others that it is an elemental that existed since men began crossing the Atlantic. This heavy glass bottle appears to hold a simple model ship of a Spanish slave galleon. However, at night it changes to a wind battered vessel cresting tumultuous swells amidst a dark and stormy sea; one can almost hear the cries of the doomed slaves. By uttering a magical tongue-twister at night and uncorking the bottle while at sea, you roll the bones (2d6) and consult the table below. The bottle's powers may be called upon once per day.

- 2: Summon the Mare Tenebraurum (see Sea Encounters - Special Encounters).
- 3: All creatures within 20 feet of the bottle become ethereal as per the *ethereality* spell lasting for 1d8 hours. During this time ethereal creatures can perceive and interact with an ethereal ship of slaves.
- 4: Ocean water around the ship becomes murky and black in a 5 mile radius. Also, unbeknownst to you, either you release a poltergeist (specter) or suffer the Haunted ill fortune until resolving the unfinished business of a restless slave's soul.
- 5: Summon 1d4 shadows and cast *darkness* centered on the bottle. Take 9 (2d6+2) necrotic damage and reduce your Strength by 1d4 until finishing a short or long rest. Shadows vanish after 1 hour.
- 6-7: Summon a ghost whose primary language is West African for up to 1 hour. All bright light within 60 feet becomes dim light while ghost is summoned.
- 8-9: Cast *sleet storm* centered on the bottle, and increase sea and wind states in a 5 mile radius as randomly determined by the DM.
- 10: Cast *fear* in a 30-foot cone from the bottle.
- 11: Summon 3d4 shadows and cast *darkness* centered on the bottle. Shadows vanish after 1 hour.
- 12: Summon the djab Six Thousand Men (see The Buccaneer's Bestiary).

Mama Caille's Recipe Book

Wondrous item, uncommon

Disguised as a common pirate recipe book for salmagundi and grog, this book is actually a Voodoo text describing the Great Caille Ceremony, a form of ritual feast for the Loa, complete with the choice offerings for each Loa. The Great Caille Ceremony is used by voodounistas to gain new spells (even those from outside your class list) from a Loa, and is performed during a short rest wherein you set out a feast of the Loa's favored foods as a sacrifice; afterward, you make a Charisma check (with your proficiency bonus for a good offering) to determine how the Loa responds. This "recipe book" grants you advantage on that Charisma check.

Seafarer's Tattoo

Magical tattoo, uncommon

Son of a Gun. The "son of a gun" depicts a culverin with a wild baby boy riding atop, symbolizing all boys of uncertain parentage born on the gunner's deck to a life at sea. When in command of a powder crew for a single cannon, you decrease their cannon reload time by a number of rounds equal to your Wisdom modifier. In addition, when you observe a person functioning on a powder crew you immediately recognize their station of birth (social class), their experience as a gunner, and one of their flaws.

True Visage. The "true visage" depicts a skeletal sailor in the loving embrace of a mermaid, symbolizing a good death at sea. You are immune to effects that would unwillingly change your appearance, including illusions and transmutations. This effect persists even after death, making your corpse recognizable for up to a year after dying.

Zeeland Bellows

Wondrous item, very rare

The Zeeland Bellows is a large six-foot long bellows with copper siding engraved with arcane runes of Aannarden (hill) dwarven origin; it was crafted by the dwarf Gerlof can der Nagel on behalf of the Dutch trading companies. Once the Bellows are affixed to a ship under the main sail during a long rest, they may henceforth be primed by two humanoids for 1 hour; after priming, the Bellows increases the effective wind speed the ship operates under. Reinforcement of the sails (costing 25 gp per sail the vessel has) is required to withstand some of the higher storm-worthy wind speeds the Bellows can generate. Whoever oversees operation of the Zeeland Bellows makes an Intelligence (Arcana) check to determine how greatly the wind in the ship's sails is magnified; this lasts until the wind state changes, at which point the ship drops to a matching speed and the Bellows must be primed again before use. The Bellows also literally puts wind in the sails of the crew who gain +1 morale while the Bellows are affixed to their ship.

Arcana Check	Result
1 or less	The ship is propelled 1d100x20 feet in the direction of the wind in a matter of seconds, and its sails are violently torn apart.
<10	No change, only a mild rustling of the sail.
10-14	Multiply wind speed by 1.5. Alternately, grant the ship light winds even when there are no natural winds.
15-19	Multiply wind speed by 2. Alternately, grant the ship moderate winds even if there are no natural winds.
20-24	Multiply wind speed by 3. Alternately, grant the ship light winds even when facing unnatural doldrums (dead calm).
25+	Multiply wind speed by 4. Alternately, grant the ship moderate winds even when facing unnatural doldrums (dead calm).