"Mystic Pirate Bay with a Ghostship"
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BASHO'S NAVAL COMBAT RULES

Version 4

A set of homebrew rules for ship to ship combat in *Dungeon and Dragons 5th Edition.*

Basho's Naval Combat Rules *V4*

Welcome to a set of homebrew rules for ship to ship combat in Dungeon and Dragons 5e.

Imagine: The clash of steel upon a salt-sprayed deck, cannons booming amidst crashing waves. Hearts race with the thrill of strategy and perilous maneuvering. Sailors dance with the winds, their cries swallowed by thunderous explosions. In this watery arena, the excitement of a sea battle surges, echoing through the annals of adventure.

Many of the rules set for Dungeon and Dragons 5th edition are either too detailed or boring. These rules change that by making sure that **everyone has something to do**, as their actions contribute directly to the whole crew's sucess.

Order of Combat

How a combat round works:

1 - *Conditions DC*
- DM rolls d20 to set *Conditions DC*.

2 - *Base Ship Score*
- The captain gives an order for a move and *ship actions*, and rolls a d10. This is the base *Ship Score*.

3 - *Team rolls*
- Each player rolls a d20 for their ship role, if they beat the Conditions DC, then they add +2 to the *Ship Score*.
- Add any bonus's to *Ship score* from *Ship upgrades*.

4 - *Move action*
- For the move action to be successful, the total ship score has to be higher than the *Conditions DC*. Else, the ship moves in a random direction.

5 - *Combat action*
- For a combat action to be successful, the total ship score has to be higher than the enemy *Ship DC*.

6 - *Enemy moves & attacks*
- NPC enemy ships move and fire each round. Roll 1d10 (Captain's bonus) + 1d20 (Weapon attack). Beat target's *Ship DC* to hit.
- NPC creatures use Actions to attack. Resolve *Group Saving Throws* by every player crew of affected ships rolling a d20 against the *Action DC*. Over 50% of rolls must beat *Action DC* to be a sucessful save.

Ship Damage

When a ship drops to <50% Hull Points,
***or* When a ship is hit 3 times in 1 round.**
Make a roll on the *Critical Ship Table*.

When a ship drops to 0 Hull Points.
Make death saves for the ship on its turn:

- The crew may attempt to repair the damage. Make a *Group Saving Throw* against the Ship DC. Sucess adds 10hp to Ship HP.
- If the ship fails 3 death saves, the crew are relegated to Row Boats and the ship is sunk.

Ship Actions

Move

Move the ship up to its movement speed

Components: Requires a working ship sail.

- For a move action to be sucessful, the *Ship Score* must be higher than the *Conditions DC*, on fail it moves towards an obstacle or if one is not near, it is "*dead in the water*".

Open Fire!

Fire ship weapons (once per round)

Components: Requires a working ship weapon.

- For a weapon action to be sucessful, the ship must be in range for the selected weapon and the *Ship Score* must be higher than the enemy Ship DC.

Grapple

Close range to allow for boarding

Range: 50 feet
Components: Requires Balista or target ship to be *dead in the water*.

- Players can try and cut the grapple on their turn. A chain has 15 AC, 30 HP, immunity to poison and psychic damage.
- Once grappled, on next pirate ship turn move to Boarding battle.

Ramming speed!

Ram the enemy ship doing masive damage

Range: 50 feet
Components: Requires the *Naval Ram* upgrade is installed.

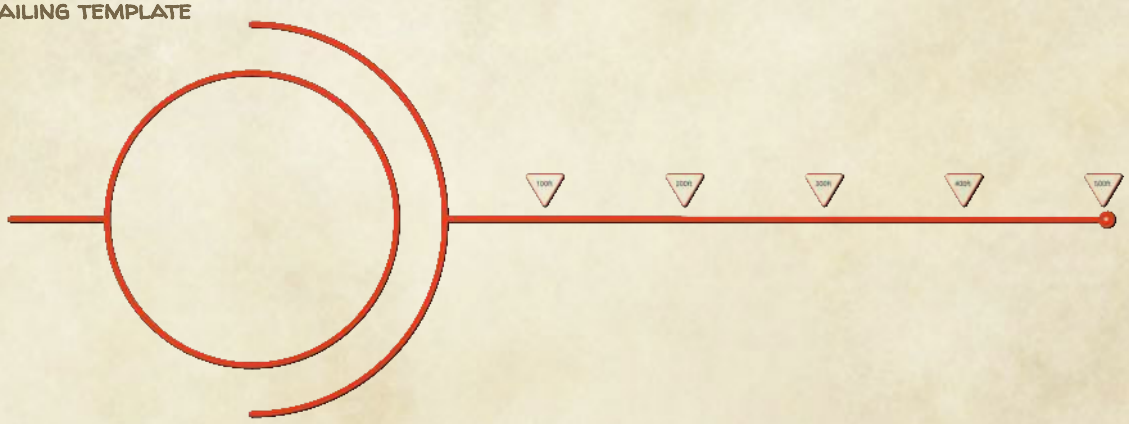
- To ram a ship, you must have a ship score of 10 and a Naval Ram fitted.
- Anyone standing must make a DC 15 DEX save to stay on foot. Players can describe how they try and stabilise themselves for a +2 bonus.
- Rammed ships sustain 100 points of damage and are optionally grappled.

Sailing

Place your sailing boat in the cirlce of this template and use it to measure out moves. The arch represents how much a sailing ship can turn each round.

To fire, the Ship Weapon must face the target, the ship can turn 90 degrees after moving.

SAILING TEMPLATE



Example

- In the following example, using *Dynamic Dungeons*, the ship model has been placed on the circle and the scale has been set that every "square" grid is 100ft.

A ship sails the "Sea of Moving Ice"

Boarding

A boarding action, either by using a Balista shot, ramming, or closing on a ship *"Dead in the water"*, transitions to close in ship combat using miniatures.

Example

- In the following example, using *Dynamic Dungeons*, the grapple has led to a new map representing the combat. Place your minis and have at it!.

Ship Boarding in game

Ship Character Sheet

Whoever is holding it is the captain for that round.

SHIP NAME

SHIP TYPE | TOTAL CREW | MAX PASSENGERS | MAX CARGO (TONS)

DAMAGE THRESHOLD | RAM DAMAGE | BASE COST | TOTAL COST

CAPTAIN, SHIP AND CREW DETAILS

ARMOR CLASS

SPEED

Hit Point Maximum

CURRENT HIT POINTS

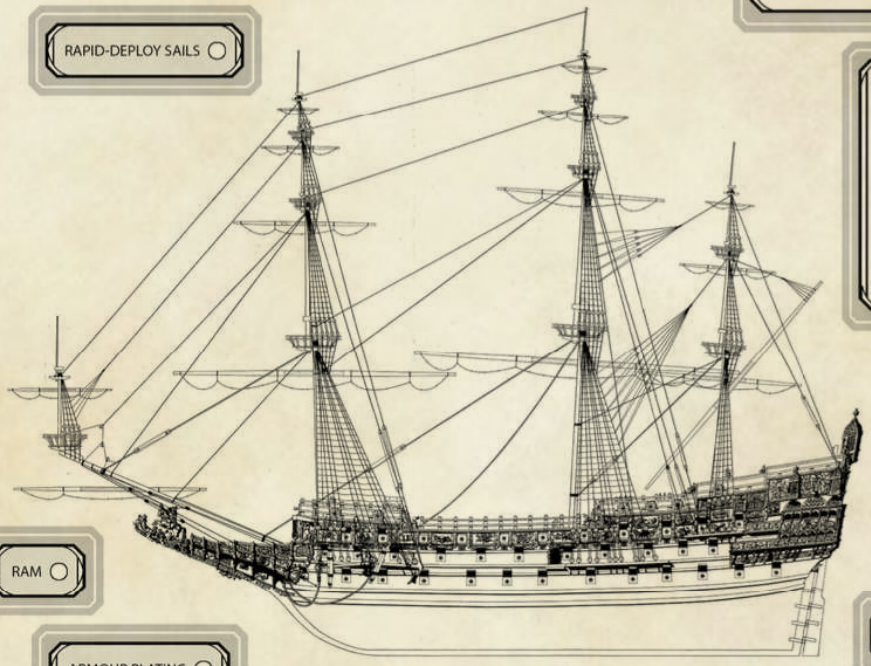
TOTAL UPGRADE POINTS (AND ROOM POINTS)

UPGRADE POINTS USED | ROOM POINTS USED

SILK SAILS ○

RAPID-DEPLOY SAILS ○

SHIP UPGRADE | COST



CONCEALED WEAPON PORT ○

INCREASED CARGO CAPACITY ○

RAM ○

SMUGGLING COMPARTMENTS ○

ARMOUR PLATING ○

MOON POOL ○

GLASS BOTTOM ○

WEAPONRY DETAILS

ROOM UPGRADE | COST

The Ravenous (Pirate Ship)

Medium ship (60 feet long by 20 feet wide)

Hit Points 300 (base)
Ship DC 15
Speed 100ft (base)
Uograde Slots 5
Crew 10 (+2 to *Ship Score* for every role not filled by a player)
Weapons 2 cannons (1 each side) and Balista (front)

Actions

Cannon shot. *Ranged Weapon Attack:* Reach 600ft., one target. *Hit* 37 (6D8+10)

Balista shot. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 19 (4d6 + 5) + Grappled

Ironwater Pirate (Gunboat)

Small ship (30 feet long by 10 feet wide)

Hit Points 150 (base)
Ship DC 15
Speed 80ft (base)
Uograde Slots 2
Crew 6 (+2 to *Ship Score* for every role not filled by a player)
Weapons 1 cannon (front) and Balista (front)

Actions

Cannon shot. *Ranged Weapon Attack:* Reach 400ft., one target. *Hit* 37 (4D8+10)

Balista shot. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 19 (4d6 + 5) + Grappled

Naval Ram. *Melee Weapon Attack:* Reach 50ft., one target. *Hit* 100 + Grappled

The Black Pearl (Grand Pirate Ship)

Large ship (80 feet long by 30 feet wide)

Hit Points 350 (Armoured Hull)
Ship DC 16
Speed 80ft (base)
Uograde Slots 8
Crew 20 (+4 to *Ship Score* for every role not filled by a player)
Weapons 4 cannons (2 each side) and 2 Balistas (front and back)

Actions

Cannon shot. *Ranged Weapon Attack:* Reach 600ft., one target. *Hit* 37 (4D8+10)

Chain Shot. *Ranged Weapon Attack:* Reach 200ft., one target. *Hit* 25 + Enemy lose move action until repaired

Balista shot. *Melee Weapon Attack:* +4 to hit, reach 30ft., one target. *Hit* 15 (4d6 + 5) + Grappled

Swivel Guns. *Melee Weapon Attack:* +6 to hit, reach 30ft., three targets. *Hit* 20 (4d6 + 5)

Naval Ram. *Melee Weapon Attack:* Reach 50ft., one target. *Hit* 100 + Grappled

Row Boat

Very small transport (20 feet long by 5 feet wide)

Hit Points 25 (Unarmoured)
Ship DC 10
Speed 50ft (crew powered)
Uograde Slots 0
Crew 7
Weapons 1 small swivel cannon (front)

Actions

Swivel Gun. *Melee Weapon Attack:* +4 to hit, reach 30ft., three targets. *Hit* 20 (4d6 + 5)

Critical Ship Table

d20	Event
1	Lose 1d10 Ship Health Points
2	Lose crew member (-1 Ship score)
3	Loss of sail (-2 Ship score)
4	Ship shakes (DC 12 DEX save or fall prone + 1d6 damage)
5	Lose crew member (-1 Ship score)
6	Hull holed (go straight to death saves)
7	Lose 1d10 Ship Health Points
8	Loss of sail (-2 Ship score)
9	Ship shakes (DC 12 DEX save or fall prone + 1d6 damage)
10	Fire on board (-2 Ship score)
11	Lose crew member (-1 Ship score)
12	Canon damaged (No shot next round)
13	Ship shakes (DC 12 DEX save or fall prone + 1d6 damage)
14	Loss of sail (-2 Ship score)
15	Lose 1d10 Ship Health Points
16	Lose crew member (-1 Ship score)
17	Canon damaged (No shot next round)
18	Ship shakes (DC 12 DEX save or fall prone + 1d6 damage)
19	Lose 1d10 Ship Health Points
20	Hull holed (go straight to death saves)

Lose crew member

- If no crew other than players, roll d6/d10 to pick a player and they take 2d6+10 and are *stunned* for one round.
- A teammate can attempt to heal on the next round instead of taking a Ship Action.

Ship shakes

On natural 1 they are thrown overboard and must try and climb back aboard during the next turn (DC18 DEX Check, can be "helpded" for a +2 bonus").

NPC Crew

Some NPC characters for roles without players. The DM can "Captain" as a way to keep the RP and turn speed high.

SAILOR

Medium humanoid (any race), unaligned

Armor Class 12 (Leather Armour)
Hit Points 25
Speed 30ft. Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	12 (+1)	12 (+1)	16 (+3)

Multiattack*. The Sailor makes 2 cutlass attacks.

Actions

Cutlass Swipe. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. Hit 10 slashing damage.

CAPTAIN

Medium humanoid (any race), unaligned

Armor Class 16 (Breastplate)
Hit Points 63 (14d8)
Speed 30ft. Swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)

Multiattack. The captain makes 3 rapier attacks.

Actions

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5ft.,one target. Hit 7 (1d8 + 1) slashing damage.

Pistol. Melee or Ranged Weapon Attack*: +10 to hit, range 30/90 ft., one target. Hit: 2d10 piercing damage.

Leadership. (Recharges After a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. *The creature can add a d4* to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Ship roles

Each section of the ship requires a character to manage it. If the ship has a larger crew than just the players then each additional crew member adds +1 to the Ship Score per round coming from that section.

Captain

Responsible for ship orders.

Either an NPC or rotate between players each round.

Equipment Tri-corner hat, eye patch

Actions

Issue Order. d10 base *ship score*.

Boatswain

Responsible for the maintenance and repair of the ship, overseeing the crew's work, and ensuring the proper stowage and handling of equipment and cargo.

Can repair during battle and bring ammunition to the cannons.

Equipment Megaphone, tool belt with hammer and pliers, a safety harness

Actions

Repair ship. DC14 INT or DEX check (+2 bonus for relevant skills) - ship gains 20hp

Run supplies. DC14 STR or CHR check - adds +2 to ship score.

On CRIT fail: Drops Cannon ball - no shot that round.

Helmsman

Operates the ship's helm, steering the vessel under the captain's instructions. The helmsman must have a good understanding of navigation and be skilled in handling the ship in various weather conditions.

Takes the captains orders during battle and steer the ship! Captain shouts the direction "Port, Starboard, Aft, Fore!"

Can repair during battle and bring ammunition to the canons.

Equipment Compass, charts, long line, log book.

Actions

Steer Ship. DC14 DEX or INT check - adds +2 to ship score.

Ram ship. Makes Naval Ram attack, d20 + ship score melee attack against target Ship Amor Class.

On CRIT fail: Ship hits an ice-flow. 2d8+5 damage to the hull.

Gunner

Manages the ship's cannons and artillery, ensuring they are loaded, aimed, and fired effectively during combat or for ceremonial purposes.

Aims and fires the weapons - canons are fixed on either side which can only fire in that direction and a grappling ballista's are mounted on the front. Player moves between the posts.

Equipment Powder horn, quoins, pry bar, ramrod.

Actions

Fire Cannon. DC14 DEX or INT check - adds +2 to ship score.

Fire Balista. Makes Balista grapple attack, d20 + ship score melee attack against target Ship Amor Class.

On CRIT fail: Canon missfires, explodes and disabled.

Sailing Master

Oversees the setting and trimming of sails, ensuring optimal sail configuration to catch the wind and maximize the ship's speed and manoeuvrability.

Sets the sails in the right direction to move. Without this, the ship goes nowhere fast!

Equipment Sailing charts, astrolabe, binoculars, Anemometer

Actions

Trim Sails. DC14 INT or WIS check - adds +2 to ship score.

Fix sails. DC14 STR or DEX check (+2 bonus for relevant skills) - rig new sail.

On CRIT fail: Sail rips. Happens twice then the ship is unable to move and *"dead in the water"*.

Lookout

Stationed high on the crow's nest or at strategic points on the ship, the lookout scans the horizon for other ships, land, or potential hazards.

Spies on everything around the ship and tells the captain where the enemy ships are! "Port, Starboard, Aft, Fore!"

Equipment Spyglass, whistle, signal flags, notebook, raincoat.

Actions

Call out observation. DC14 INT check - adds +2 to ship score

Shout warning. *Reaction* DC14 INT check - adds +1 to Ship DC.

On CRIT fail: Enemy ships get double movement.

Legendary Characters

Sharslasta Stormsword

Captain of the Ravenous

Armor Class 16 (Chest Plate)
Hit Points 68.
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +7, Con +6, Cha +9
Skills Acrobatics +6, Intimidation +9, Perception +3

Multiattack. Sharslasta makes two melee attacks with her rapier or one melee attack with her rapier and one melee attack with her dagger.

Actions

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 1d8+4 piercing damage.

Dagger. Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4+2 piercing damage.

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

Reactions

Uncanny Dodge. When an attacker that Sharslasta can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

Legendary Actions

Pirate Laugh When aboard the Ravenous - Sharslasta can make a hideous Pirate laugh and take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Rapier Attack. Sharslasta makes a rapier attack.

Command Crew. Sharslasta issues a command to her crew. One friendly pirate within 30 feet of Sharslasta can make one melee or ranged attack as a reaction.

Menacing Presence (Costs 2 Actions). Sharslasta forces all creatures of her choice within 30 feet of her to make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blackbeard

Captain of the Black Pearl

Armor Class 16 (Chest Plate)
Hit Points 140 (12d8 + 36)
Speed 30f

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Multiattack. Blackbeard makes two melee attacks with his cutlass or pistol.

Actions

Cutlass. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage.

Pistol. Melee or Ranged Weapon Attack*: +10 to hit, range 30/90 ft., one target. Hit: 2d10 piercing damage.

Special Abilities

Cunning Action: Blackbeard can use a bonus action to Dash, Disengage, or Hide.

Fancy Footwork: After Blackbeard makes a melee attack against a creature, that creature can't make opportunity attacks against him for the rest of his turn.

Riposte: When a creature misses Blackbeard with a melee attack, he can use his reaction to make a melee attack against that creature.

Panache: Blackbeard can use his charisma to charm or distract enemies. As a bonus action, he can choose one creature he can see within 30 feet and make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. On a success, the creature is charmed by Blackbeard for 1 minute or until it takes damage.

Loot

Blackbeard's Cutlass: A beautifully crafted cutlass, adorned with intricate engravings and inlaid with precious gemstones. This magical weapon grants a +1 bonus to attack rolls and deals extra 1d6 damage against undead or icy creatures.

The Jolly Roger Hat: A hat adorned with a fearsome black flag symbol. Grants an advantage on Intimidation checks against non-pirate creatures.

IF EXTRA LOOT SLOT: Chest of Plunder: A locked chest filled with gold coins, precious gemstones, and various valuable treasures worth a total of 1000 gold pieces.

Bjornhild Solvigsdottir

Pirate Queen

Armor Class 16 (Chest Plate)
Hit Points 140 (12d8 + 36)
Speed 30f

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Multiattack. Bjornhild makes two melee attacks with his cutlass or pistol.

Actions

Cutlass. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage.

Pistol. Melee or Ranged Weapon Attack*: +10 to hit, range 30/90 ft., one target. Hit: 2d10 piercing damage.

Loot

Queen's Cutlass: A beautifully crafted cutlass, adorned with intricate engravings and inlaid with precious gemstones. This magical weapon grants a +1 bonus to attack rolls and deals extra 1d6 damage against undead or icy creatures.

Pirate Captain's Logbook: Queen Bjornhild's personal logbook, chronicles her daring exploits, hidden treasure locations, and valuable information about rival pirate crews and influential figures. This logbook can serve as a source of quests, secret knowledge, and leverage in pirate politics.

Ship Upgrades: Queen Bjornhild carries a variety of valuable ship upgrades, such as enchanted sails that harness the wind for faster travel, a magical figurehead that grants the ship protection from storms, or a navigational compass that reveals hidden sea routes.

Sea Serpent Armor: A suit of armour crafted from the scales of a mighty sea serpent, providing resistance to acid damage and granting an advantage on saving throws against being grappled or restrained.

IF EXTRA LOOT SLOT: Enchanted Spyglass: A spyglass that allows the user to see far-off objects or ships with exceptional clarity, even in adverse weather conditions. It also grants the ability to cast the Scrying spell once per day.

Davy Jones

Undead Pirate Captain

Armor Class 18 (natural armor)
Hit Points 200
Speed 30 ft., swim 60 ft.
Condition Immunities charmed, exhaustion, frightened, poisoned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

Multiattack. Davy Jones makes three attacks: two with his cutlass and one with his pistol.

Innate Spellcasting

Davy Jones can innately cast the following spells:
At will: detect magic, fog cloud, control water
3/day each: water breathing, water walk
1/day each: dominate person, telekinesis

Actions

Cutlass Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) slashing damage plus 10 (3d6) necrotic damage.

Pistol Ranged Weapon Attack: +11 to hit, range 30/90 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Paralyzing Gaze Davy Jones fixes his gaze on one creature within 60 feet of him. The target must succeed on a DC 20 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Conch Shell Blast Davy Jones lets out a haunting blast from his conch shell, targeting all creatures within a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw or be knocked prone, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Davy Jones can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Davy Jones regains spent legendary actions at the start of his turn.

Cutlass Attack Davy Jones makes a cutlass attack.

Pistol Shot Davy Jones makes a pistol attack.

Water Whip (Costs 2 Actions): Davy Jones conjures a whip made of water and makes a melee weapon attack with reach 10 ft. The target takes 14 (2d6 + 7) bludgeoning damage and must succeed on a DC 20 Strength saving throw or be knocked prone.

Loot

The Abyssal Blade Cursed sentient weapon, grants +3 bonus to attack and damage rolls, deals an additional 1d8 necrotic damage on a hit. Anyone who wields the blade gradually becomes more corrupted by its curse, developing a skeletal visage.

Mystical Conch Shell Can cast control water once per day.

Various gemstones worth 5,000 gold pieces

Undead Ice Pirate

Undead Pirate

Armor Class 16 (studded leather)
Hit Points 82
Speed 30 ft., swim 60 ft.
Condition Immunities Exhaustion, poisoned

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Multiattack. The undead ice pirate makes two attacks with its cutlass.

Actions

Cutlass Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 slashing damage.

Hand Crossbow Ranged Weapon Attack: +5 to hit, reach 120 ft., one target. Hit: 18 piercing damage.

Freezing Touch Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 15 cold damage. The target must succeed on a DC 13 Constitution saving throw or have its speed reduced by 10 feet until the start of its next turn.

Legendary Actions

The undead ice pirate can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The undead ice pirate regains spent legendary actions at the start of its turn.

Chilling Strike The undead ice pirate makes one cutlass attack.

Freezing Bolt The undead ice pirate makes one hand crossbow attack.

Loot

Ring of Winter's Embrace A ring adorned with a frosty gemstone. Once attuned, it allows the wearer to cast Ray of Frost as a bonus action once per turn and provides resistance to cold damage.

Frostbite Cutlass A magical cutlass that emanates a chilling aura. It deals an additional 1d6 cold damage on a hit and has the ability to extinguish non-magical flames up to 10 feet away as a bonus action.

Various gemstones worth 300 gold pieces

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Legendary Boss

This boss has two rounds, "zoomed out" on the boat map and "zoomed in" using standard minis.

Giant Squid

Huge monstrosity, neutral

Armor Class 16 (natural armour)
Hit Points 350 (25d12 + 175)
Ship DC 15
Speed Swim 60ft.

STR	DEX	CON	INT	WIS	CHA
26 (+6)	14 (+2)	24 (+7)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Con +12, Wis +7
Skills darkvision 60 ft., passive Perception +7
Damage Immunities Lightning
Senses: Darkvision 120 ft., passive Perception 17

Amphibious The giant squid can breathe air and water.
Legendary Resistance (3/Day): If the squid fails a saving throw, it can choose to succeed instead.

Multiattack The squid makes two attacks from the following:

Actions

Electric Pulse. The Giant Squid Boss charges up an electrical current within its body and releases it as a ranged attack. It fires a bolt of lightning at a single ship within 60 feet. The target must make a DC 16 *Group Saving Throw*, taking 6d8 lightning damage on a failed save, or half as much damage on a successful one.

Ink Spray. The Giant Squid Boss expels a concentrated burst of ink from its beak, spraying it in a 30-foot cone. Each ship in the cone must make a DC 15 *Group Saving Throw* or all crew are blinded until the end of its next turn. A successful save negates the blindness effect.

Aquatic Surge. The squid summons a massive wave. Each ship in a 60-foot cone originating from the squid must make a DC 16 *Group Saving Throw* or be pushed 20 feet away from the squid and take 22 (4d10) bludgeoning damage. A successful save negates the push effect and reduces the damage by half.

Jet. The squid propels itself through the water in a straight line, up to 120 feet. Each boat in its path must make a DC 16 *Group Saving Throw* or take 22 (4d10) bludgeoning damage and all crew to be knocked prone.

Whirlpool. The squid creates a whirlpool in a 40-foot radius. Each creature within 10 feet of the center of the whirlpool must make a DC 16 *Group Saving Throw* or take 22 (4d10) bludgeoning damage and be pulled 10 feet toward the center of the whirlpool. A successful save negates the damage and the pulling effect.

Once down to half hit-points the squid casts *Call of the Depths*, grapples with a boat and moves to the *"Close in fight with squid"* stage.

Close in fight with squid

Multiattack: The squid makes two tentacle attacks and one beak attack.

Tentacle attack Melee Weapon Attack: +6 to hit, reach 30 ft., one target. Hit: 20 bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the squid can't use the same tentacle on another target.

Beak Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 30 piercing damage, DEX save for half.

Pull If a creature is grappled by the squid at the start of the squid's turn, the squid can replace one of its tentacle attacks and pull the grappled creature up to 20 ft. closer to its beak, dealing 13 (2d6 + 6) bludgeoning damage.

Legendary Actions

The giant squid can take 3 legendary actions.
Only one legendary action option can be used at a time, and only at the end of another creature's turn.

Aquatic Surge The squid summons a massive wave. Each creature in a 60-foot line originating from the squid must make a DC 16 Dexterity saving throw or be pushed 20 feet away from the squid and take 22 (4d10) bludgeoning damage. A successful save negates the push effect and reduces the damage by half.

Ink Cloud The squid can eject an ink cloud in a 20-foot radius. The area becomes heavily obscured for 1 minute, or until a wind of moderate or greater speed disperses it.

Fling Foe The squid hurls a grappled foe at another target within range. Both creatures must make DC12 DEX saving throw. The thrown creature takes bludgeoning damage, while the target takes bludgeoning damage on a failed save.

Loot

Tentacle ring enchanted with the power of water, granting the wearer resistance to cold damage and the ability to cast the "Control Water" spell once per day.

Squidborne Amulet An amulet crafted from the beak of the giant squid. It provides water breathing and grants the wearer resistance to lightning damage. Additionally, once per day, the wearer can release a cloud of ink, creating a 30-foot radius of heavily obscured area for 1 minute.

Squid's Embrace A set of gloves made from the suction cups of a giant squid's tentacles. While wearing these gloves, the user gains a climbing speed equal to their walking speed and advantage on ability checks made to climb. They also gain the ability to cast the "Grasping Tentacles" spell once per day, summoning spectral tentacles that grapple and restrain enemies within a 15-foot cube.

Appendix

Ship Loot

Treasure Chest Pirate captains have a locked chest containing a collection of valuable gemstones, gold coins, and precious jewellery. Approx' 2000GP

Pirate Captain's Hat A stylish enchanted hat that grants its wearer an advantage on Charisma-based checks when dealing with sailors and pirates.

Named Loot

Deepwater Harpoon Crossbow

Deals extra damage against aquatic creatures.
Damage 1d10 piercing damage
Range 80ft.

Special Abilities
Aquatic Predator When this crossbow is used to attack creatures with the aquatic creature type, it deals an additional 1d6 piercing damage.

Piercing Barbs On a successful hit against an aquatic creature, the harpoon bolt lodges deep within its target, causing it to suffer ongoing damage. At the start of each of the target's turns, it takes an additional 1d6 piercing damage until the bolt is removed, requiring a successful Strength (Athletics) check with a DC of 15.

Empowered Shots (Recharge 5-6) As a bonus action, you can channel your focus and imbue the harpoon bolt with magical energy. The next attack made with the Harpoon Crossbow within the next minute deals an additional 2d6 force damage. Once you use this ability, you must complete a short or long rest before using it again.

Inkjet Bow

A finely crafted longbow with a jet-black finish that deals extra poison damage.
Damage 1d10 piercing damage
Range: 120ft.

Special Abilities
Blot Shot Once per short rest, the wielder can fire an arrow infused with ink, creating a 20-foot radius of heavily obscured area upon impact.

Ship Upgrades as loot

The pirate gunboat contains various valuable ship upgrades that can be fitted at a port. Pick TWO:

- **Reinforced hull plating** (+50HP)
- **Magically enhanced figurehead** that grants the ship better manoeuvrability (+1 to Ship Score)
- **Hidden compartment** : Extra loot slot.
- **Naval Ram** (Allow RAM action)

Ship Upgrades & Repairs at Port

- **Hull repairs** = 1gp per 1 damage
- **Weapon repairs** = 500gp
- **Naval RAM** (1000gp) (Allows RAM Action)
- **Hire sailors** (1000gp) (+1 to Ship Score)
- **Silk sails** (1000gp) (+1 to Ship Score)
- **Upgrade canons** (2000gp) (adds 1d6 flaming damage to shots.
- **Mines** (2000gp for 3) (adds 2d8+5 flaming damage)
- **Moon pool** (1500gp) (extra LOOT slot)
- **Rapid deploy sails** (1000gp) (+1 to Ship score)

Optional Iceberg Damage

Hitting an Iceberg is not good for ship health.

Bludgeoning Damage Small boat 2d6, medium ship 4d10, large ship 6d10 bludgeoning damage to *Ship HP*.

Environmental Hazards Falling debris. Roll d6/d10 to chose acrew member. DC10 DEX saving throw or 3d6 cold bludgeoning damage

Pirate themed spells

Kraken's Call

4th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a seashell)
Duration: Concentration, up to 1 minute

You summon the echo of a mighty kraken's call, causing the sea itself to rise and crash down upon your enemies. Each creature of your choice within a 40-foot radius centered on a point you choose within range must make a Dexterity saving throw. On a failed save, a creature takes 3d10 bludgeoning damage and is knocked prone. On a successful save, it takes half damage and isn't knocked prone.

Pirate's Parley

4th-level Enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a silver coin)
Duration: Concentration, up to 10 minutes

You engage in a magical parley, attempting to calm aggressive creatures and negotiate a peaceful resolution. Each creature of your choice within range must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration or until you or your allies attack it. While charmed, the creature is unable to take hostile actions and is more inclined to negotiate or seek a peaceful solution.

Thanks

These rules are a combination of the best parts of multiple excellent sources, including:

1. The Dungeon Dudes
2. Spelljammer
3. Various YouTubes
4. DMs Guild freebies
5. Googling
6. ChatGPT

- Everything has been playtested in my Rime of the Frost Maiden campaign,which involved a group of six children aged between 10 and 12. Together, they embarked on a grand quest to put a stop to the ice Rime and flee the area. For a detailed account of our experience, feel free to check out the write-ups available on Outside Context. We made significant alterations to this outstanding campaign setting.

Basho

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