

After talking to each of you, yall didnt want to do the common go to a tavern every night thing that most DND campaigns do. Taking this into accoun I wanted to build basically a tavern/fortress that the players could use to travel where they needed to and still get rest and if it was attacked they would be awarded some level of protection so I built the Storms eye. This ship is not meant to ever go against my pcs. This ship is floating/flying Fortress very Op on purpose so that it takes the place of a random tavern. The attacks and cannons are mostly just for flavor unless at higher levels you wish to have naval battles at which point i will build the encounters accordingly.

Enter The Scourge of the Seven Seas, The Rider In The Storm, Ghost Rider In the Sky, The Panic Producing, Fear- Facilitating Gentleman Pirate, Captain Azurus ShadowHeart.

ORGANIZATIONS

Bombarded Djinn:: A group of hundreds spread throughout the world. Each member sends a portion of their loot to the hideout to support the young and elderly. The hideout can only be found by members with the clan tattoo its magical properties lead them to the location that is changed sporadically to ensure nobody outside the crew knows where their home is located. The tattoo is the only way to truly identify a member of the clan. Ragnis's oldest and most trusted friend Decale must be the one to honor the member with the small octopus holding a key and jewels tattoo behind their right ear. He keeps a scroll only he can read with every member's name.

ALLIES

King Roland Nailo Of The High Forest, Ragnis Spyte Leader of the Bombarded Djinn and First mate of The Storms Eye.

ENEMIES

The merchants guild, the Saviors and any other enemy of the Bombarded Djinn or King Roland Nailo.

BACKSTORY

Captain Azurus Shadowheart was born in marquet in the realm of exandria. He grew up in a wealthy household, his Father was a merchant seaman and at the age of fifteen when he became an adult his father retired and Azurus became the Captain of his father's sky ship. He made a good life for himself quickly accumulated wealth

and recognition in Marquet and Exandria as a whole. He spent the next ten years being the chief exporter for the de Rollo family of Whitestone until their death at the hands of the Briarwoods which caused him not only to lose his friends but his way of life. It was about this time when the Merchants Guild of Exandria started strong arming all merchant seamen to either pay the high membership fees and join them guaranteeing jobs or die. Any ship transporting gold or goods not belonging to the Merchants Guild was sent to the depths. This did not set well with Azurus who's family had been merchant seamen for generations after losing several ships and crews he was without anything and near death when he was found and saved by a rouge named Ragnis Spyte who was the leader of the pirates guild Bombarded Djinn which was based in Marquet and had countless factions in each city in Exandria and Faerun. She took him in and it was there that he was able to heal and as he recovered and worked his way back up through the ranks doing jobs and missions for the Bombarded Djinn he was awarded for his loyalty and made a captain of the guild. The shipbuilders had crafted a war ship of epic proportions and he named her The Storm's Eye it was both a sky ship and a sea worthy vessel. He put together a crew of like minded individuals and set sail with Royal Purple sails and black flags with a dragon skull and two crossed lightning bolts. He took the fight to the Merchants Guild sinking their ships and stealing their cargo. The Shadowheart Crew aboard The Storm's Eye quickly gained notoriety causing the Merchants Guild to declare him a pirate and a criminal with a bounty of 200000gp on his head, he fled to Faerun but not before returning to the guild to recruit Ragnis, making her his first mate and continued to ply his trade with her at his side gaining the notice of King Roland Nailo. Roland was also having issues getting the exports shipped from the High Forest due to the Merchants Guild's high prices of doing business and everyone he paid that wasn't part of the guild was lost to the seas. He offered Azurus the job of shipping his goods and he was exceedingly successful being the only sky ship captain in Faerun. For the last eight years Roland and Azurus has grown to be close friends and allies using the contacts and information that Azurus can provide from being his spy and the benefits of having a member of the thieves guild for an ally.

OTHER

Senses blindsight 60 ft., darkvision 120 ft.,

improved breath weapon

as a bonus action on each turn you can use your breath weapon.

Level 1 is 4d6 with a dex save of 12 at 5ft by 30ft level 6 it's 6d6 dex save of 14 at 5ft by 40 foot level 11 is 8d6 with a dex save of 16 at 5ft by 50 foot 16th is 10d6 with a dex save of 19 at 5 ft by 60 ft.

At level 14 you can choose to have wings and your flying speed is double your walking speed.

Wing Attack (Costs 2 Actions) . The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8 bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The tail attack bonus action is the same as using either a rapier or a dagger your choice. or as a bludgeoning attack

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8 bludgeoning damage.

dagger 1d4+10

rapier 1d8+8

The Sea shanties that The Shadowheart crew sing create a Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours

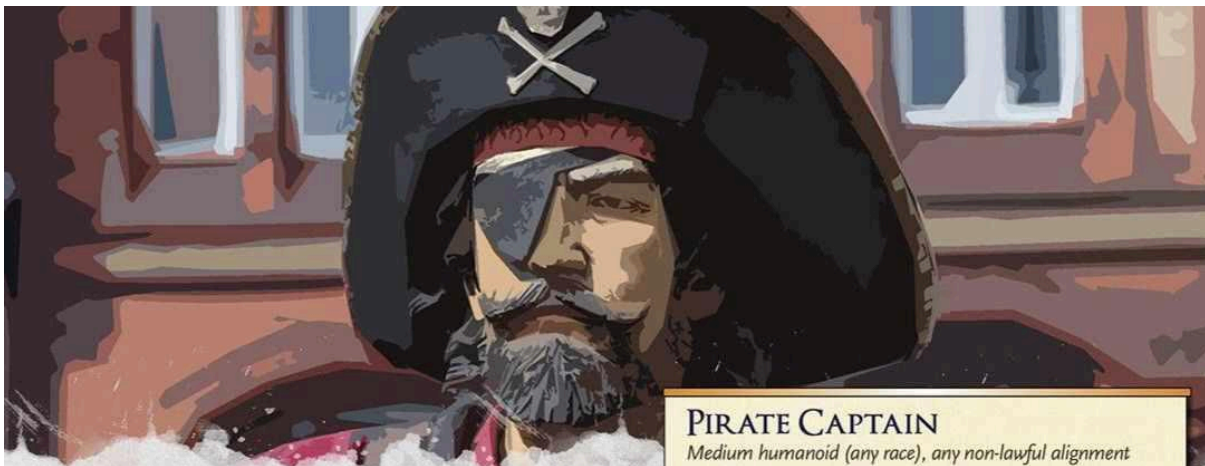
Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.









ART CREDIT: PTR A

PIRATE CAPTAIN

Splash of seawater, salt on his skin and seagulls begging for food not so far above his head - the beauty of everyday life on deck can be easily disturbed with idiot crewmates, daily mutiny plots and planning the next raid. Life of a pirate captain is everything but glamorous, but it's the life he chose and the life of leading and sleeping with his rapier under a thin blanket.

Scurvy, lactose intolerance and sea sickness are things no crewmate knows about, except that quartermaster guy who seems in love with him, but he is loyal, at least.

On the bad afternoons, sick with hangovers and all the health issues he looted over the years aboard the ship, he will keelhaul one of idiot crewmates and drive his Sea Serpent rapier through the throat of the next commoner yelling "PARLAY".

Last Man Standing. Being the captain his entire life, he will not give up his ship that easily. If the captain is the last man alive on his ship, he has **advantage** on all checks.

Iron Stomach. Years of malnourishment left its toll. Albeit can be often seen with an apple, his stomach gave up vitamins a long time ago. Captain has immunity on all ingested **poisons**, and resistance to **poison damage**.

Hempen Jig. Pirate captain knows every hole on his ship and dances around it gracefully. Captain can use **Disengage** action as bonus action and has advantage on **Acrobatics** checks while aboard a ship.

Last Straw. If the hour is nigh, the captain will use the mechanism he set a long time ago and detonate all gunpowder below deck. If I can't have her, no one will!

PIRATE CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 18 (studded leather)

Hit points 135 (18d8 + 54)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	16(+3)	12(+1)	14(+2)	17(+3)

Saving Throws DEX +7, CHA +6

Skills Nature +4, Athletics +5, Deception +6, Intimidation +6

Senses Passive Perception 12

Languages any two languages

Challenge 7 (2,900 XP)

Seasoned Sea Dog. While aboard a ship, pirate captain has advantage on all Dexterity saving throws against anything that can affect its balance and harm it physically.

Listen 'ere! If another one of his mates is within 15ft of the captain, it has advantage on attack rolls.

Authority. Captain can use **Help** action as a bonus action if an ally is within 15ft. of it and can hear the captain.

Gun Master. Pirate captain uses a bonus action to reload its flintlock gun.

Sucker Shot(1/day). Captain can use a bonus action on its turn and make one ranged attack with its flintlock gun. It must finish a long rest to use this ability again.

ACTIONS

Multiattack. The captain makes two melee attacks with his rapier Sea Serpent or one ranged attack with its flintlock gun and one melee attack.

Sea Serpent. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. On a successful hit, add 2d4 poison damage. This rapier has a passive **Parry** reaction property.

Flintlock Gun. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. Requires an action to reload.

REACTIONS

Solid Feet. If the captain fails the roll that renders it prone, it can reroll the saving throw.

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker.

Ship Name:

Class:

Hull (by section)

Ship Description:

Handling

Speed

Armour



Ram Damage

Deck Slots

Crew

Watch

Cargo space

Upgrade Capacity

Dimensions

Cargo

Upgrades









Starting 1/2019, all tall ship models built by us will have thin, soft, realistic, billowing sails.

Like real ships' sails, our sails do not have back rims.



Bernd Zillich



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WARLOCK

PACT OF THE VESSEL

Your patron gifts you with a small coin called a Vessel Coin. You can expend a bonus action to flip this coin to turn it into a vehicle that costs no more than 20 times your warlock level in gold pieces. You have proficiency in vehicle checks to man this vessel. You can turn this vehicle back into a coin by expending a bonus action to touch the vehicle.

You can bind a vehicle to your Vessel Coin (no cost restriction) to make it your vessel by performing an 8-hour ritual while on board or touching the vehicle. You can then dismiss the vehicle, shunting it into an extradimensional space, and you may choose to summon it when you flip your vessel coin. You may have up to two vehicles bound to your vessel coin at a time.

If you lose your Vessel Coin, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous Vessel Coin. The Vessel Coin melts into water when you die.

CREDITS

Creator: u/TheMadGod_
Art: Sea of Thieves

ELDRITCH INVOCATIONS

BINDING STABLE HAND

Prerequisite: 5th level, Pact of the Vessel feature

You gain the ability to bind a living creature to your Vessel Coin. You perform the normal ritual on a friendly beast of at least one size larger than you, binding it to your Vessel Coin. You can then dismiss the creature to the extradimensional space or conjure it when you flip your coin. The beast is friendly to you and will obey your commands, but will not fight with you and will flee most combats.

At the DM's discretion, you can bind other "mountable" creatures as well, such as pegasi, griffons, hippogriffs, or even dragons.

CAPTAIN'S PRESENCE

Prerequisite: Pact of the Vessel feature

While you are aboard your pact vessel, you have advantage on ability checks to influence other creatures aboard your vessel.

CHARON'S VESSEL

Prerequisite: 15th level, Pact of the Vessel feature

While your vessel is active, you can expend an action to cast *plane shift* on the vessel and anyone aboard it. You can use this ability once, and regain the ability to do so again upon finishing a long rest.

JUST KEEP RIDING

Prerequisite: Pact of the Vessel feature

While you are riding your vessel, you do not require sleep. A long rest must be filled only by light activity such as that taken during a short rest.

MASTER OF MANY CHAINS

Prerequisite: 12th level, Pact of the Chain feature

When you cast the *find familiar* spell, you summon two of the same creatures rather than one.

OTHERWORLDLY SKILL

Prerequisite: 5th level

You double your proficiency bonus for two skills you are already proficient in unless another feature has already doubled the proficiency bonus of those skills.



THE SEVEN STARS

Armor Class 15

Hit Points 300()

Speed 40 ft, 4.5mph (108 Miles per day)

STR	DEX	CON	INT	WIS	CHA
20	4	20	0	0	0
(+5)	(-3)	(+5)	(+0)	(+0)	(+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses

Languages —

Challenge (XP)

With the Wind

Each the day the ship sails, roll a d8 to determine wind direction.

1 = North Wind

3 = East Wind

5 = South Wind

7 = West Wind

If the ship travels against the wind, speed is 30 ft, 3mph (72mpd)

If the ship travels with the wind, speed is 50 ft, 5.5mph (132mpd)

If the ship travels directly into the wind it's speed is 0. For example

if the wind is blowing South and the ship wishes to move north it

must travel, NW or NE with "against the wind" penalty.

Weather

Each day the ship sails roll a d100 to determine weather.

01-10 = No wind

11-70 = Normal weather

71-80 = Abnormal weather - Heat wave/Cold snap

81-90 = Inclement weather - Precipitation(snow)/Hot, windy

91-99 = Storm - Snowstorm/Thunderstorm

100 = Powerful storm - Blizzard/Windstorm/hurricane/tornado

ACTIONS

Tiller.

Melee Weapon Attack+0

Hit:

Use an Action to roll a D20 and add strength modifier and

proficiency if proficient with water vehicles.

Less than 10 = -10 ft

More than 10 = Normal Speed

More than 20 = +10 ft

If no action is taken on the tiller the ships speed is -20 ft.

Apply the effect of "With the Wind" to the result.

9 Pound Cannon.

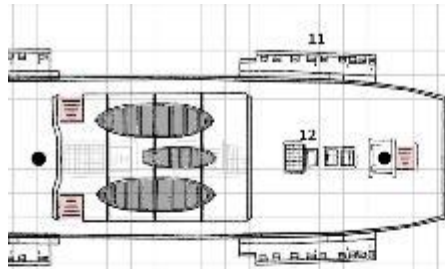
Ranged Weapon Attack+0, Range 120/500 ft

Hit: 27 (5d10) bludgeoning damage

A creature must take 1 Action to load the cannon and a separate

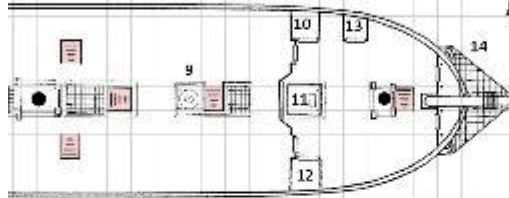
Action to aim and fire the cannon. Add dexterity modifier to attack

roll and proficiency if proficient with Martial Weapons.



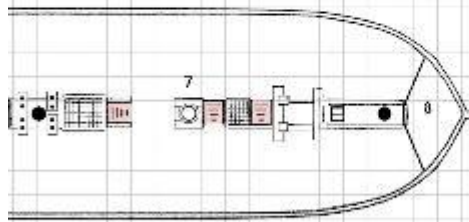
Quarterdeck

1. Stern Gallery
2. Seat of Ease
3. Great Cabin
4. Quarter Gallery
5. Trench
6. Bed Soace
7. Office
8. Master's Sea Cabin
9. Wheel and Binnacle
10. Main Channel
11. Fore Channel
12. Chimney



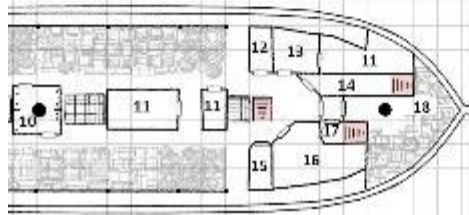
Main Deck

1. Master's Cabin
2. Second Lieutenant's Cabin
3. Marine Captain's Cabin
4. Outboard
5. Pantry
6. Captain's Cabin
7. First Lieutenant's Cabin
8. Secretary
9. Captains
10. Boatswain's Cabin
11. Galley Stove
12. Carpenter's Cabin
13. Cook's Cabin
14. Deck



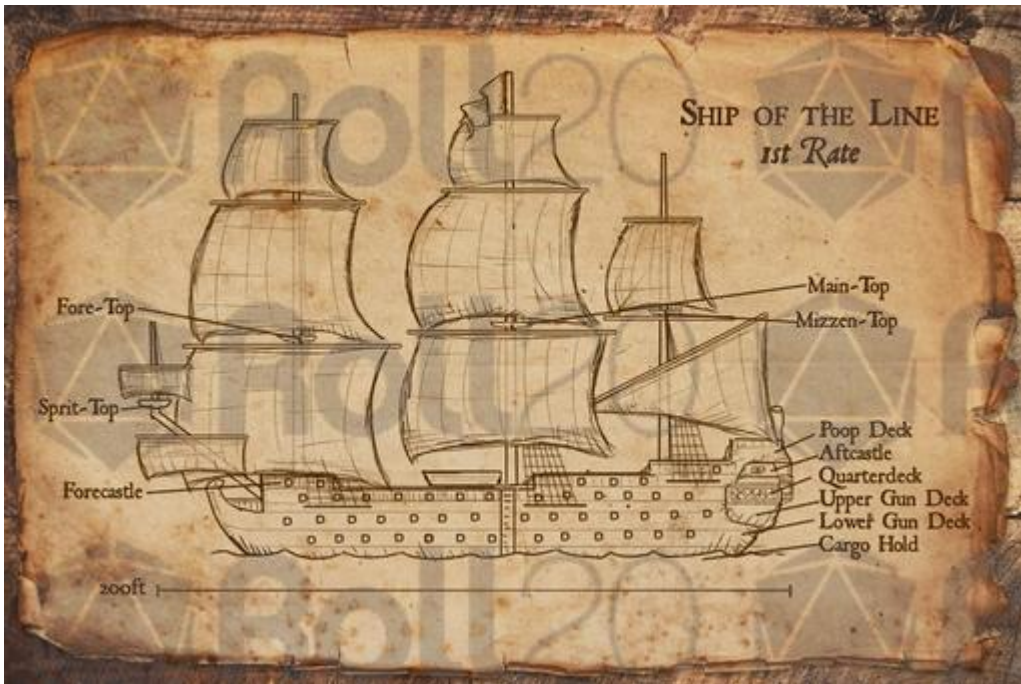
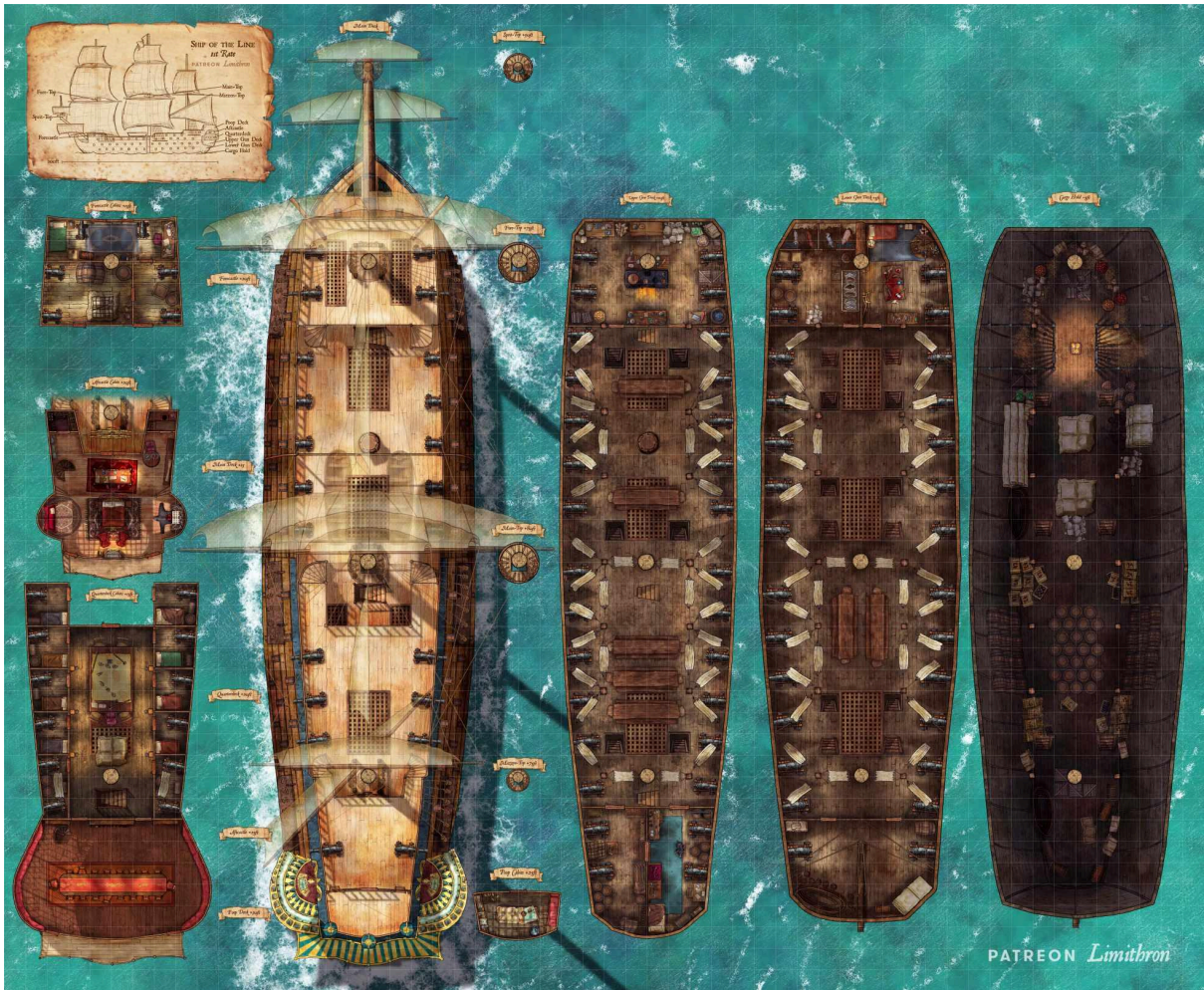
Berth Deck

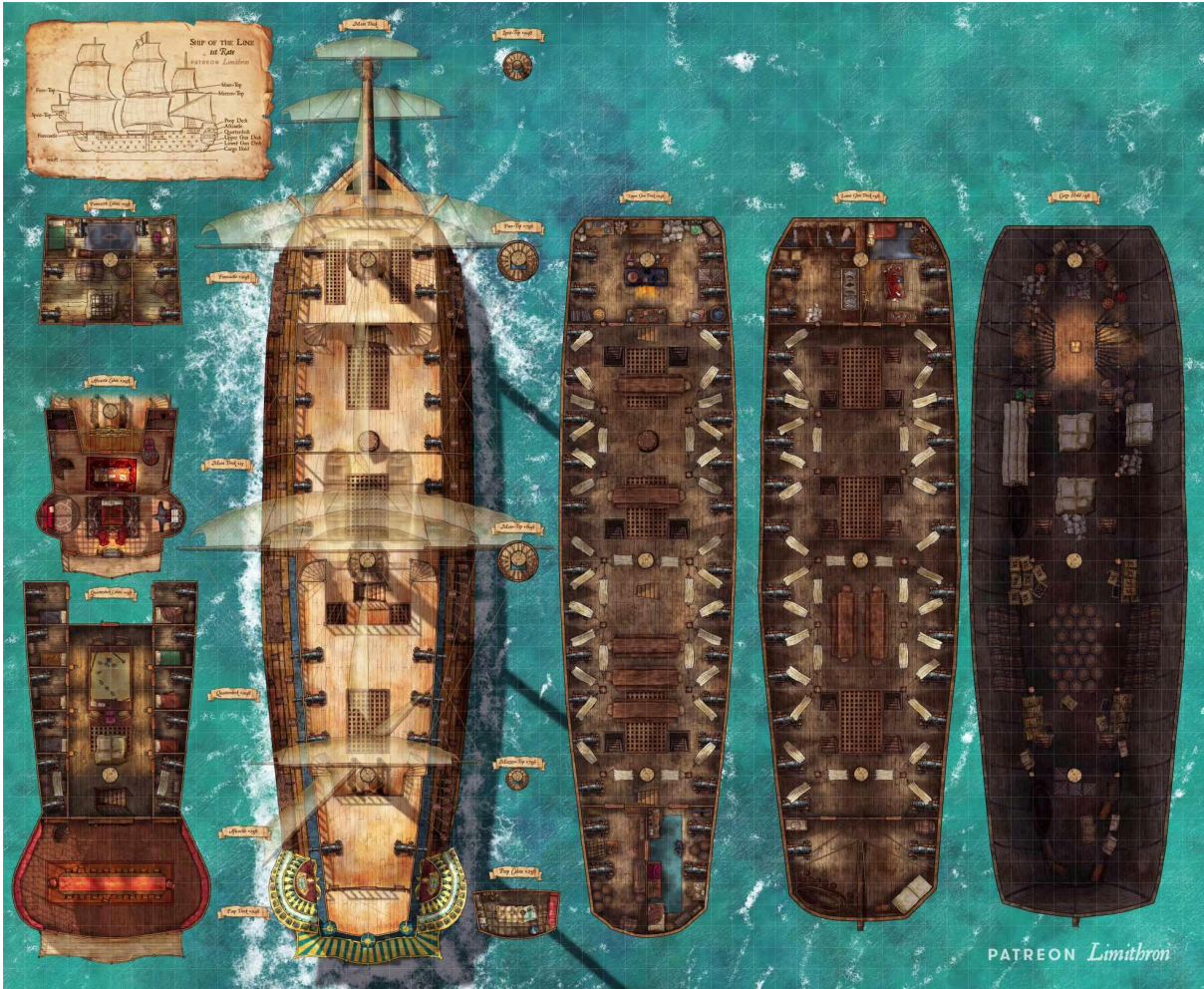
1. Third Lieutenant's Cabin
2. Captain's Clerk
3. Marine Lieutenant
4. Gunner's Cabin
5. Marine Second Lieutenant
6. Chockin
7. Captains
8. Manger



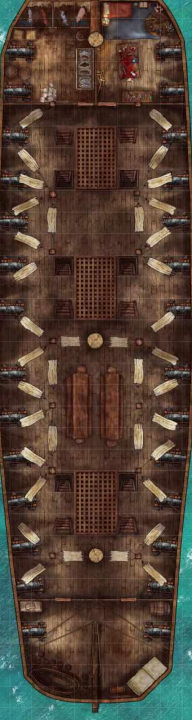
Orlop Deck

1. Bread Store
2. Stowage
3. Purser
4. Sleep room
5. Marine Clothing
6. Hatch to Art Powder Room
7. Surgeon
8. Captain's Store
9. Lieutenant's Store
10. Wamp Room
11. Sail Room
12. Back Room
13. Boatswain's Store
14. Passage to Light from Scuttle
15. Pitch Store
16. Carpenter's Store
17. Mastazine Scuttle

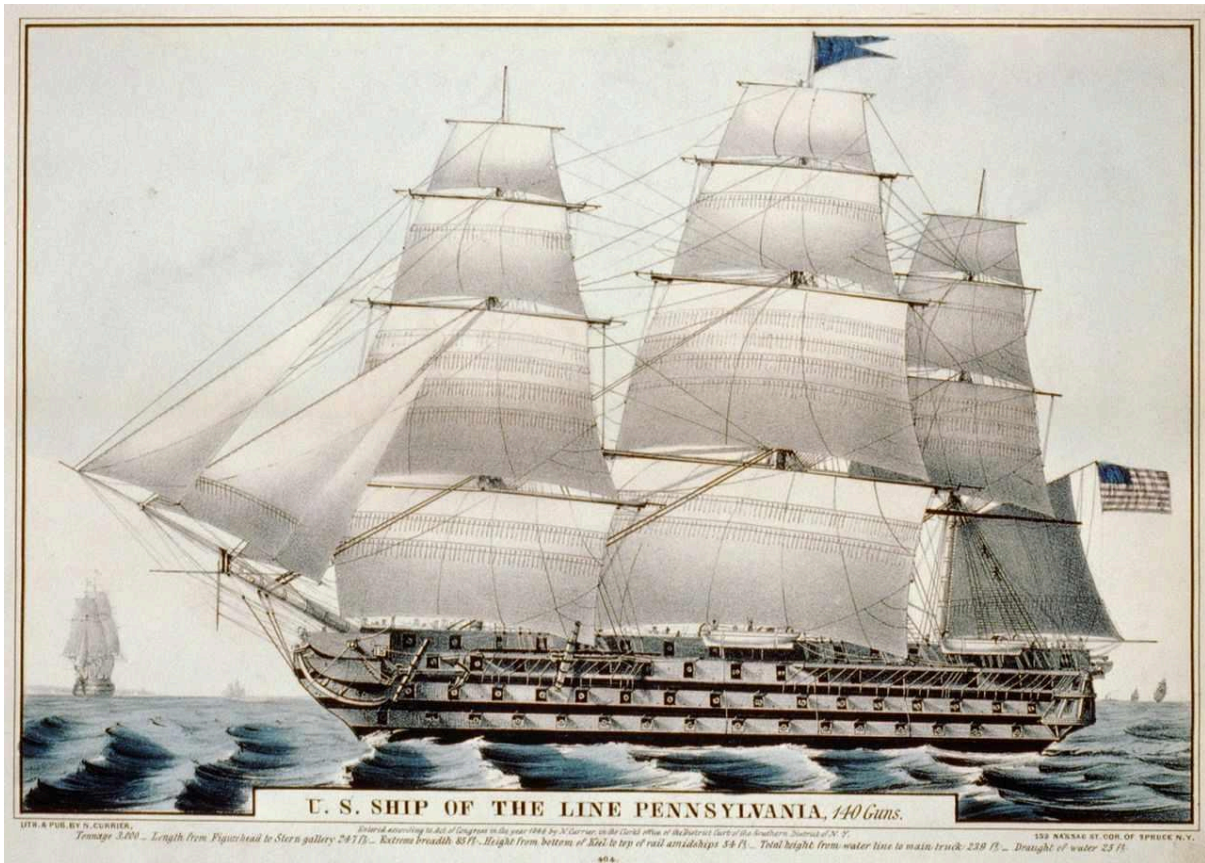




SHIP OF THE LINE
AT SEA
DUTCHMAN
Main Deck
Upper Deck
Lower Deck
Gun Deck



PATREON *Limitbron*



1st Rate SHIP OF THE LINE

NAME AND TYPE	The Storm's Eye	
SPEED	<p>max. 8 mph / 400 ft per round in naval battle mode (battlemap scaled to 100-200 ft per square) 16MPH/ 800ft per round in Airship Mode</p> <p>20 ft in melee mode (normal battlemap with 5-10 feet square)</p>	
CREW	1200 - 1300 sailors, musketeers and other soldiers	
AC	23	
HP	1500	
SIZE	length 200 ft., width 60 ft.	
ARMS	<p>206 x 9-INCH CANNON(30 per gun deck battery, 4 bow chasers, 4 stern chasers, 4 per side of the main deck) . AC 18, 45 HP, +8 to hit. Reach 500/2000 ft. Damage: 8d12.</p> <p>BROADSIDE (90 cannons). +6 to hit. Reach 500/2000 stóp. Damage: 9x 10d12.</p> <p>If there are PCs on board of the attacked ship, they have to</p>	

make a Dexterity saving throw (DC15) or receive 2d10 bludgeoning damage.

Ramming: when The ship moves into the same square as an object or person they must make a DC19 Constitution or Dexterity Saving throw if fails it takes 16d12 damage

Prerequisite: to fire the broadside you need a crew of at least 4 people + the captain's command.

After firing, each cannon needs 1 round to be reloaded and set on target.

FIRE MORTAR. AC 16, 25 HP. +6 to hit, reach 100/500 ft. Damage: 6d12 fire. Flammable objects hit by the mortar ignite for 1 round in a 10-foot radius from the targeted area. The mortar can only be fired at the bow or the stern. Needs 3 personnel to be operated.

4x Balistae(2 on either side of the quarter deck and 2 either side of the Forecastle) A huge heavy crossbow mounted on one spot. Due to its size, incurs -3 penalty to aim. Does half damage to ships. Can be mounted with various special bolts such as harpoons, and flame tipped. +6 to hit 3d8 dmg, range 40m,

Dragon prow(foci Cannon) see spell list below Captain's spell attack modifier to hit (+10) save dc for half damage (DC18)

Spell list:

Lightning Augmentation: the Air within 210 feet of the ship is considered stormy conditions for the purpose of the call lightning spell.

Mark Of The Storm/Greater DragonMark Feat: call lightning (level5) Chain Lightning(level 6), Control Wind Control Water

Blur (lvl 2) gives multiple allies the spell effect, up to five

Call lightning (lvl 3) upgrades spell as if it is 1 slot higher

Cloud of daggers(lvl 2)Upgrades spell as if it is 1 slot higher and does 5 meters cube instead of 5 feet

Cone of Cold (lvl 5)Upgrades spell as if it is 1 slot higher

Conjure barrage (lvl 3)Upgrades spell to do give advantage to attacking ships, and gives a bonus d8 damage

Counterspell (lvl 3) upgrades spell as if it is 1 slot higher

Eldritch blast (cantrip)does d12 instead of d10

	<p>Fire bolt (cantrip) increases dice to d12 instead of d10</p> <p>Fire ball (lvl 3) upgrades spell as if it is 1 slot higher, does extra damage when targeting ships.</p> <p>Gust of wind (lvl 2) push can be used to increase wind level affecting the ship, or create wind where there is none in a consistent manner for sailing for one day.</p> <p>Grease (lvl 1) Increases duration to 10 minutes, increases area covered, and area becomes susceptible to fire damage</p> <p>Ice storm (lvl 4) upgrades spell as if it is 1 slot higher</p> <p>Light (cantrip) acts as a large searchlight, can instill sight based disadvantages to anyone it is pointed at.</p> <p>Lightning bolt (lvl 3) upgrades spell as if it is 1 slot higher</p> <p>Magic missile (lvl 1) upgrades spell as if it is 1 slot higher</p> <p>Ray of Frost (cantrip) does d10 instead of d8</p> <p>Ray of sickness (lvl 1) upgrades spell as if it is 1 slot higher</p> <p>Scorching ray (lvl 2) upgrades spell as if it is 1 slot higher</p> <p>Shatter (lvl 2) upgrades spell as if it is 1 slot higher</p> <p>Shield (lvl 1) Spell effects anyone in a 5 meter radius</p> <p>Thunderwave (lvl 1) Upgrades spell as if it is 1 slot higher</p> <p>Web (lvl 2) Does not require concentration to continue spell, extra tensile strength and range doubled.</p> <p>Witch bolt (lvl 1) Upgrades spell as if it is 1 slot higher</p>	
<p>Upgrades</p>	<p>Mithril Reinforced Hull If you can even find enough mithril to be able to forge onto the hull of a ship, or find enough master craftsmen to actually make this, you still have to be able to afford it. Doing so, you would probably end up creating a boat fit for the gods. +8 AC, +5 km/hr speed, +1 dice ramming damage, mad jealousy from all that look upon your sick chrome valhalla chariot.</p> <p>Failsafe rope Enchanted rope from the isle of Chimera, these ropes give an advantage to all usage regarding climbing, knotting, and can withstand weights approaching the tonnes. Enough rope to fit a ship.</p> <p>Combat Bell Cage A reinforced diving bell, enchanted for longer underwater breathing capability, and keeps users safer from the things of the deep</p> <p>Onboard Cannon rails For deck mounted cannons (be</p>	

	<p>they foci or otherwise), this allows one to stow, and move cannons at a whim, allowing a more versatile combat rig</p> <p>Improved crows nest Gives advantages on vision based checks, and increases cover to half cover.</p> <p>Grounding rod mast Reinforced metal inside of a wooden mast allows for greater resistance to electricity for all on deck during storms.</p> <p>Fireproof Mithril imbued everfull sails (royal Purple in Color). Gives sails resistance to fire, slashing, piercing damage</p> <p>Ramming Prow Increases the damage dealt by ramming, and adds 1 AC to front ship section</p> <p>Boarding Ramp A collapsible ramp that bypasses the athletics check required to jump from ship to ship</p> <p>Steering Lock This complex contraption is added to the steering wheel and rudder of the ship to allow the ship to be put into a locked direction, allowing hands free sailing (until the wind changes)</p> <p>Guardwax adds grip (adv on dex checks and proficiencies) and resistance to fire damage (fire has disadvantage throw to spreading)</p> <p>Fortified Deck Upgrades areas with half cover to full cover on ship, and increases areas with half cover in general. Increases difficulty of boarding and agility checks on ship. Decreases speed by 1km/hr due to weight.</p> <p>Galley Area for cooking meals, can sub as a makeshift surgeonroom if desperate.</p> <p>Captains quarters Area for ship captain, space for 1 member</p> <p>Wardroom Space for logistics and planning, along with where passengers take their meals</p> <p>Library Adds knowledge bonuses for lore, mages, and cartography</p> <p>Surgeons Quarters Adds recovery bonuses for crew, along with advantages to medicine checks onboard</p> <p>Prison hold Space for approx 10 prisoners</p> <p>Treasure hold Secure storage of any number of slots</p> <p>Concealed Compartment Hidden storage for any number of</p>	
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	<p>slots</p> <p>Stables/animal pens Allows easier storage of livestock</p> <p>Chapel Adds larger bonus to worship of particular deity, and small bonus to other deities</p> <p>Armory Allows space for more heavily armored and provisioned crew</p> <p>Laboratory Allows the creation of potions, poisons, and reagents</p> <p>Training room Gives a passive experience bonus to all players and crew for each mission</p> <p>Concealed/underwater entrance Magically sealed entrance/exit underneath the hull of the ship</p> <p>Ritual Summons Room Gives bonus to rituals involving long casting spells, summoning ect.</p> <p>Woodworking/crafting area Most ships of war are likely to allocate an upgraded area to repair their ship, especially for long voyagesAllows repairs to be done to the ship whilst at sea.</p>	
<p>Required</p>	<p>CAPTAIN (Prerequisite - background: Sailor / Pirate)</p> <ul style="list-style-type: none"> ● Can assign a character to fulfill any other role if they have the right background ● Can command the ship to go full speed ahead, fire, board, turn back, etc. ● Can Inspire someone - which gives an additional d6 to be used in Charisma saving throws and ability checks <p>HELMSMAN (Background: Sailor / Pirate)</p> <ul style="list-style-type: none"> ● is responsible for moving the ship - to go ahead up to max. speed or turn up to 90 degrees ● More complex or refined maneuvers require an ability check using Water Vehicles Proficiency (Intelligence + Tools) <p>BOSUN (Background: Shipwright / Carpenter)</p> <ul style="list-style-type: none"> ● can make the ship regain 2d10 HP, ability check for 	

	<p>Intelligence + Tools</p> <ul style="list-style-type: none">• can repair 2 cannons - ability check for Intelligence + Tools <p>CANNONEER (Background: Artificer / Artillerist / Canoneer)</p> <ul style="list-style-type: none">• can give the order to fire• can repair 1 cannon - ability check for Intelligence + Tools <p>MEDIC/CLERIC</p> <ul style="list-style-type: none">• can stabilize 1d6 crew	
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https://www.reddit.com/r/DnDBehindTheScreen/comments/3i6azd/pirates_ships_but_mostly_ships_this_time/

