

# **One-Stop Stat Blocks: Ghosts of Saltmarsh for 5th Edition Dungeons & Dragons\***

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## FATHOMER

Medium humanoid (human), neutral evil  
CR 2 (450 XP)

AC 10 (13 with *Mage Armor*)

HPs 52 (8d8+16)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Skills Arcana +2, Perception +4, Stealth +4

Senses passive Perception 14

Languages Aquan, Common

**Watery Shapechanging (2/day ☐☐).** The fathomer can use its action to polymorph itself and its equipment into a Medium serpent composed of water, or back into its true form, reverting to its true form after 4 hours, it's knocked unconscious, or it dies. While in serpent form, the fathomer gains a swimming speed of 40', the ability to breathe water, immunity to poison, and resistance to fire damage, resistance to nonmagical bludgeoning, piercing, and slashing weapons damage, and immunity to exhaustion, grappled, paralyzed, poisoned, restrained, prone, and unconscious. The serpent form can enter a hostile creature's space and stop there, and, if water can pass through a space, the serpent can do so without squeezing.

**Innate Spellcasting: Mage Armor (human form, at will).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Spellcasting (human form):** 5th-level, Cha-based, DC 12, +4 to hit  
3rd ☐☐

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The fathomer makes a ranged spell attack (+4) doing 2d8 necrotic damage and prevents the target from regaining HPs until the start of the fathomer's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the fathomer's next turn.

**Eldritch Blast (cantrip).** Action to cast, 300', instantaneous. The fathomer makes two ranged spell attacks (+4) against one or two targets, each doing 1d10 force damage.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The fathomer creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Armor of Agathys (1st as 3rd).** Action to cast, self, 1 hour. The fathomer gains 15 temporary HPs, and if a creature hits it with a melee attack while the temps are available, the creature takes 15 cold damage.

**Expeditious Retreat (1st as 3rd).** Bonus action to cast, self, concentration up to 10 minutes. When the fathomer casts the spell, and then as a bonus action in subsequent rounds, the fathomer can take the Dash action.

**Hex (1st as 3rd).** Bonus action to cast, 90', concentration up to 8 hours. The fathomer designates a creature as hexed. The fathomer deals an extra 1d6 necrotic damage to a hexed creature whenever it hits the creature, and the creature has disadvantage on checks with an ability the fathomer chooses. If the target drops to 0 HP, the fathomer can use a bonus action to designate a new hexed creature.

**Invisibility (2nd as 3rd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Vampiric Touch (3rd).** Action to cast, self, concentration up to 1 minute. The fathomer can make a melee spell attack (+4) to do 3d6 necrotic damage against a creature and regains half the damage dealt in HPs. The attack may be repeated as an action until the spell ends.

## ACTIONS

**Constrict (snake form).** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 9 (2d6+2) bludgeoning damage. If the target is Medium or smaller, it's grappled (escape DC 12), restrained, and the fathomer can't constrict another target.

**Dagger (human form).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5' or range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.

## LIZARDFOLK SUBCHIEF

Medium humanoid (lizardfolk), neutral  
CR 3 (700 XP)

AC 13 (studded leather)  
HPs 45 (7d8+14)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Saves Wis +5

Skills Athletics +4, Perception +5, Survival +5

Senses passive Perception 15

Languages Draconic

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Spellcasting:** 5th-level, Wis-based, DC 13, +5 to hit

1st  2nd  3rd

**Light (cantrip).** Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 13 Dex save.

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The lizardfolk attacks a target it can see, who must succeed on a DC 13 Dex check or take 2d8 radiant damage.

**Spare the Dying (cantrip).** Action to cast, touch, instantaneous. The lizardfolk stabilizes a living creature that has 0 HPs. The spell has no effect on constructs or undead.

**Thaumaturgy (cantrip).** Action to cast, 30', up to 1 minute. The lizardfolk can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the lizardfolk's own eyes. If cast more than once, the lizardfolk can have up to three effects occurring simultaneously.

**Command (1st).** Action to cast, 60', 1 round. The lizardfolk speaks one command word to a target. If the target fails a DC 13 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The lizardfolk can add another target for each slot level above 1st used to cast it.

**Guiding Bolt (1st).** Action to cast, 120', 1 round. The lizardfolk makes a ranged spell attack (+5) against a target. On a hit, the target takes 4d6 radiant damage (plus 1d6 per slot level above 1st used to cast it), and the next attack against the target before the end of the lizardfolk's next turn has advantage.

**Purify Food and Drink (1st).** Action to cast, 10', instantaneous. All food in a 5'-radius sphere is purified and freed from poison and disease.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 13 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

**Lesser Restoration (2nd).** Action to cast, touch, instantaneous. The lizardfolk touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

**Silence (2nd).** Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 13 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the lizardfolk; 3) the target must succeed on DC 13 Wis save at the start of each of its turns in order to act; or 4) the lizardfolk's attacks and spells do an extra 1d8 necrotic damage to the target.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The lizardfolk dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the lizardfolk must succeed on a Wis (+1) ability check (DC 10+level of the effect).

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.

**Spectral Jaws (recharge ⓧⓧ).** A target the lizardfolk can see within 60' takes 22 (5d8) piercing damage and frightened until the end of its next turn (DC 13 Dex save for half damage and no frightened).

## PIRATE WIZARD

Medium humanoid (any race), any alignment  
CR 1 (200 XP)

AC 12 (15 with *Mage Armor*)  
HPs 32 (5d8+10)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

**Sea Legs.** The pirate has advantage on ability checks and saves to resist being knocked prone.

**Spellcasting:** 4th-level, Int-based, DC 13, +5 to hit

1st  2nd

**Friends (cantrip).** Action to cast, self, concentration up to 1 minute. The pirate has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The pirate creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The pirate creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1' cubed of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the pirate's next turn. If cast more than once, the pirate can have up to three effects occurring simultaneously.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The pirate makes a ranged spell attack (+5 to hit). On a hit, the target takes 1d8 cold damage, and its speed is reduced to 10' until the start of the pirate's next turn.

**Disguise Self (1st).** Action to cast, self, 1 hour. The pirate makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the pirate is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.

**Fog Cloud (1st).** Action to cast, 120', concentration up to 1 hour. The pirate creates a 20'-radius sphere centered on a point within range. Its area is heavily obscured. The fog spreads around corners, and it is dispersed by a wind of at least 10 mph.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The pirate creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Mage Armor (1st).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Witch Bolt (1st).** Action to cast, 30', concentration up to 1 minute. The pirate makes a ranged spell attack (+5). On a hit, the target takes 1d12 lightning damage per spell slot used to cast the spell. On each of the pirate's turns, the pirate can use its action to deal 1d12 lightning damage to the target automatically.

**Gust of Wind (2nd).** Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the pirate in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 13 Str save or be pushed 15' along the line.

**Melf's Acid Arrow (2nd).** Action to cast, 90', instantaneous. The pirate makes a ranged spell attack (+5) against a target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the target takes half if the initial damage and no other damage. The damage (both initial and later) increases by 1d4 for every level above 2nd at which it is cast.

**Misty Step (2nd).** Bonus action to cast, self, instantaneous. The pirate teleports up to 30' to an unoccupied space it can see.

## ACTIONS

**Quarterstaff. Melee Weapon Attack:** +2 to hit, reach 5', one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) if used two-handed.

## PIRATE PRIEST

Medium humanoid (any race), any alignment  
CR 2 (450 XP)

AC 13 (chain shirt)  
HPs 52 (8d8+16)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Skills** Deception +5, Religion +2, Stealth +2

**Senses** passive Perception 10

**Languages** Aquan, Common

**Spellcasting:** 5th-level, Cha-based, DC 13, +5 to hit

1st  2nd  3rd

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The pirate makes a ranged spell attack (+5) doing 2d8 necrotic damage and prevents the target from regaining HPs until the start of the pirate's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the pirate's next turn.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The pirate creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The pirate creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 13 Investigation check.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The pirate creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1' cubed of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the pirate's next turn. If cast more than once, the pirate can have up to three effects occurring simultaneously.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The pirate makes a ranged spell attack (+5 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the pirate's next turn.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the pirate casts the spell, and then as a bonus action in subsequent rounds, the pirate can take the Dash action.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The pirate creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Shield (1st).** Reaction to a hit on the pirate, self, 1 round. Until the start of its next turn, the pirate gains a +5 bonus to AC, including against the triggering attack, and immunity to *Magic Missile*.

**Blur (2nd).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the pirate.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 13 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

**Sleet Storm (3rd).** Action to cast, 150', concentration up to 1 minute. A 20' tall, 40' radius cylinder is heavily obscured with sleet, dousing exposed flames within it. The ground is difficult terrain, and when a creature enters it for the first time, or starts its turn there, it must succeed on a DC 13 Dex save or fall prone. If the creature is concentrating on a spell, it must succeed on a DC 13 Con save or lose concentration.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 6 (1d8+2) bludgeoning damage, or 7 (1d10+2) if used two-handed.

## SAHUAGIN HIGH PRIESTESS

Medium humanoid (sahuagin), lawful evil  
CR 5 (1,800 XP)

AC 14 (natural armor)  
HPs 71 (11d8+22)  
Speed 30', swim 40'

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

Saves Wis +6  
Skills Insight +6, Perception +6  
Senses darkvision 120', passive Perception 16  
Languages Sahuagin

**Bloodlust.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its HPs.

**Limited Amphibiousness.** The sahuagin can breathe air and water but needs to be submerged at least once every 4 hrs to avoid suffocating.

**Shark Affinity.** The sahuagin can magically command any shark within 120' of her using limited telepathy.

**Spellcasting:** 7th-level, Wis-based, DC 14, +6 to hit

1st  3rd   
2nd  4th

**Guidance (cantrip).** Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.

**Mending (cantrip).** 1 minute, touch, instantaneous. The sahuagin repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

**Thaumaturgy (cantrip).** Action to cast, 30', up to 1 minute. The sahuagin can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the sahuagin's own eyes. If cast more than once, the sahuagin can have up to three effects occurring simultaneously.

**Bless (1st).** Action to cast, 30', concentration up to 1 minute. The sahuagin blesses up to three targets. Whenever a target makes an attack roll or a save, the target can roll a d4 and add it to the roll. The sahuagin can target one additional creature for each slot level above 1st used to cast this spell.

**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The sahuagin can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Guiding Bolt (1st).** Action to cast, 120', 1 round. The sahuagin makes a ranged spell attack (+6) against a target. On a hit, the target takes 4d6 radiant damage (plus 1d6 per slot level above 1st used to cast it), and the next attack against the target before the end of the sahuagin's next turn has advantage.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The sahuagin creates a ghostly weapon and makes a melee spell attack (+6) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the sahuagin may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level the sahuagin uses to cast this spell, it does an extra 1d8 damage on a hit.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 14 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the sahuagin; 3) the target must succeed on DC 14 Wis save at the start of each of its turns in order to act; or 4) the sahuagin's attacks and spells do an extra 1d8 necrotic damage to the target.

**Fear (3rd).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 14 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the sahuagin as safely as possible. If the creature ends its turn without the sahuagin in sight, the creature may repeat the save.

**Mass Healing Word (3rd).** Bonus action to cast, 60', instantaneous. Up to six creatures the sahuagin can see regain 1d4+3 HPs (plus 1d4 for each slot above 3rd used to cast this spell). The spell has no effect on constructs or undead creatures.

**Tongues (3rd).** Action to cast, touch, 1 hour. The target can understand any spoken language, and when the target speaks, any creature knowing at least one language can understand the target.

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 14 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The sahuagin can add another target for each slot level above 4th used to cast it.

### ACTIONS

**Multiattack.** The sahuagin attacks twice with *Staff*, or once with *Bite* and once with *Claws*.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 4 (1d4+2) slashing damage.

**Staff.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 11 (2d8+2) piercing damage.

## SAHUAGIN WAVE SHAPER

*Medium humanoid (sahuagin), lawful evil*  
CR 5 (1,800 XP)

AC 14 (natural armor)

HPs 60 (11d8+11)

Speed 30', swim 40'

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

Saves Int +6

Skills Arcana +6, Intimidation +4, Perception +5

Senses darkvision 120', passive Perception 15

Languages Sahuagin

**Bloodlust.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its HPs.

**Innate Spellcasting: Message (at will).** Action to cast, 120', 1 round. The sahuagin can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**Innate Spellcasting: Comprehend Languages (1/day ☐).** Action to cast, self, 1 hour. For the duration, the sahuagin understands any spoken or written language, but cannot automatically decrypt coded messages.

**Limited Amphibiousness.** The sahuagin can breathe air and water but needs to be submerged at least once every 4 hrs to avoid suffocating.

**Shark Affinity.** The sahuagin can magically command any shark within 120' of her using limited telepathy.

### ACTIONS

**Multiattack.** The sahuagin attacks once with *Bite* and once with *Claws*.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 10 (2d8+1) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 10 (2d8+1) slashing damage.

**Whirlpool.** The wave shaper targets a body of water at least 50' square and 25' deep, causing a whirlpool to form at its center that lasts for 1 minute or until the wave shaper is incapacitated. The whirlpool is 25' tall, starting at 5' wide at the base and reaching up to 50' wide at the top. Any creature or object in the water and within 25' of the whirlpool is pulled 10 feet toward it. A creature can swim away from the whirlpool with a successful DC 14 Athletics check. When a creature enters the whirlpool for the first time on a turn, or starts its turn there, it takes 9 (2d8) bludgeoning damage and gets caught in the whirlpool until it ends (DC 14 Str save for half damage and not getting caught). A creature caught in the whirlpool can use its action to try to swim away from the whirlpool with a DC 14 Athletics check at disadvantage. The first time each turn that an object enters the whirlpool, the object takes 9 (2d8) bludgeoning damage, which occurs each round it remains in the whirlpool.

## SANBALET

Medium humanoid (human), neutral evil  
CR 1 (200 XP)

AC 11  
HPs 27 (6d8)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	16 (+3)	13 (+1)	14 (+2)

Skills Arcana +5  
Senses passive Perception 11  
Languages Common

**Spellcasting:** 3rd-level, Int-based, DC 13, +5 to hit

1st   
2nd

**Dancing Lights (cantrip).** Action to cast, 120', concentration up to 1 minute. The human creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the human can move them up to 60' to a spot within range.

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The human creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 13 Investigation check.

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The human makes a ranged spell attack (+5 to hit). On a hit, the target takes 1d8 cold damage, and its speed is reduced to 10' until the start of the pirate's next turn.

**Charm Person (1st).** Action to cast, 30', 1 hour. If the target humanoid fails a DC 13 Wis save (made with advantage if currently fighting the human), the target is charmed until the spell ends or the human attacks it. The human can add another target for each slot level above 1st used to cast it.

**Color Spray (1st).** Action to cast, self (15' cone), 1 round. This spell blinds 6d10 HPs of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

**Magic Missile (1st).** Action to cast, 120', instantaneous. The human creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Silent Image (1st).** Action to cast, 60', concentration up to 10 minutes. The human creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The human may use an action to move the image to any spot within range altering its appearance so that its movements appear natural for it. Physical interaction with the image or using an action to make a successful DC 13 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

**Magic Mouth (2nd).** 1 minute, 30', until dispelled. The human places a message (25 words or fewer delivered over no more than 10 minutes) in an unoccupied object that's triggered by a chosen condition. When the condition is met, the a mouth magically appears on the object and conveys the message in the human's voice at the volume spoken when placed.

**Scorching Ray (2nd).** Action to cast, 120', instantaneous. The human hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+4) that does 2d6 fire damage.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5' or ranged 20'/60', one target. Hit: 3 (1d4+1) piercing damage.

## SEMI-SCUM

Medium aberration, chaotic evil  
CR (5,900 XP)

AC 18 (leather armor and shield)  
HPs 170 (20d8+80)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	19 (+4)	14 (+2)	14 (+2)	16 (+3)

Saves Con +8, Wis +6

Skills Athletics +5, Perception +6, Stealth +9

Damage Immunities necrotic

Senses darkvision 60' passive Perception 16

Languages Abyssal, Common, Deep Speech, telepathy 60'

**Innate Spellcasting: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The semi-scum can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

**Innate Spellcasting: Detect Thoughts (at will).** Action to cast, self, concentration up to 1 minute. The semi-scum can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the semi-scum can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the semi-scum gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the semi-scum to end the effect.

**Innate Spellcasting: Fear (2/day ☐☐).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 15 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the semi-scum as safely as possible. If the creature ends its turn without the semi-scum in sight, the creature may repeat the save.

**Innate Spellcasting: Fireball (2/day ☐☐).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 15 Dex save for half damage). The fire spreads around corners.

**Innate Spellcasting: Fly (2/day ☐☐).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Cloudkill (1/day ☐).** Action to cast, 120', concentration up to 10 minutes. The semi-scum conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 15 Con save for half damage). The fog rolls away from the semi-scum at a rate of 10' per round.

**Innate Spellcasting: Etherealness (1/day ☐).** Action to cast, self, up to 8 hours or until an action to dispel. The semi-scum moves to the Ethereal Plane if that plane borders its current plane. It can move in any direction, but at half speed if moving up or down. The semi-scum can see (in grey) and hear everything within 60' in its original plane. Nothing on the original plane can normally affect the semi-scum, and the semi-scum can move through objects on the original plane as if not there. When the spell ends, the semi-scum appears in its current location on the original plane, being shunted to the nearest unoccupied space if appearing in a solid object (taking two the number of feet moved in force damage).

**Magic Resistance.** The semi-scum has advantage on saves against spells and other magical effects.

**Water-Dependent.** The semi-scum takes 6 (1d12) acid damage at the end of every hour it goes without exposure to water.

### ACTIONS

**Multiattack.** The semi-scum attacks thrice with *Rapier*.

**Rapier. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage and 7 (2d6) necrotic damage.

**Evil Eye (recharge ☐☐☐).** A creature the semi-scum can see within 30' takes 27 (5d10) necrotic damage and 27 (5d10) poison damage and then gains vulnerability to both necrotic and poison damage for 1 minute (DC 15 Con save for half damage and no vulnerabilities).