

DROWNED MARINERS

The black tides of death leave some evils unclaimed, the curse-bound and bloody-minded too wretched to accept even that grim reprieve. Upon the cruelest of seas these sickened souls sail their derelict hulks, hounded by slimy fog and murderous wave, by witchfire and rimefrost, their starving lungs and parched hearts sustained only by the spite that shackles them.

DROWNED MARINER LORE

Arcana 15: Crews of drowned mariners are often encountered sailing beyond the bounds of the materia; through the Deep Ethereal, the Astral Sea, the Elemental Plane of Water, the Shadowsea, and beyond.

Though these spectral crews echo the purposes they knew in life, their deathless suffering inevitably turns them cruel and hateful as the tides and centuries wear at their souls.

History DC 5: The sudden violence of the sea spawns haunting spirits aplenty, and their evil mischief spawns many more. Ships leaving port must always weigh whether the protection offered by a cleric passenger is worth the ire that may be drawn.

History DC 10: Strange phenomena at sea are often a sign that spirits are near, perhaps stalking a ship's passage from deep beneath the waves. Though casting offerings of strong drink and bawdy books may appease these haunts,

Religion DC 15: Seagoing folk of all kinds must maintain a working knowledge of curses, as any shift in the tides of fate at sea is likely to be fatal. Those who die shackled by such curses are bound to the sea by deeper ties than those of most land-bound spirits, and return eternally unless granted respite by a creature who bears a curse on their behalf.

OCEANIC APPARITIONS

#	Apparition	Description
1	Crimson Shadows	Shadows glow a dull crimson in the moonlight.
2	Dead Letters	A mouldering barrel full of madness-addled letters addressed to the long-dead bobs up from beneath the waves.
3	Fata Morgana	Illusory islands, ships and beacons appear on the horizon, or real ones are cloaked from view.
4	Fog Wall	A solid wall of inscrutable fog rises from the sea. Wind and currents flatly refuse to carry ships into or through it.
5	Haunting Melody	Grinding, groaning, keening, or scratching noises reverberate across the sea, sometimes forming intelligible words.
6	Lying Skies	The stars appear warped and displaced; compasses and other wayfinding devices become aimless and erratic.
7	Rogue Waves	A lone, titanic wave crashes through otherwise calm seas.
8	Slimy Seas	The ocean's surface becomes choked with rot, thickening to the point where a Small creature can stand upon it.
9	Uneasy Motion	Ships lurch and buck against wind and current, moving as though towed from deep below.
10	Witchfires	Multicolored, heatless flames flicker across the waves, clinging to vessels and slithering up their sides.

DROGSKOL CAPTAIN
PETER MOHRBACHER



DROWNED CONSCRIPT TACTICS

While able to pass through and emerge from the earth with no fear of damage due to the interaction between the Minion trait and Incorporeal Movement, drowned conscripts typically avoid doing so, rarely ever leaving sight of the sea. They do, however, often initiate attacks by passing through the lower reaches of a ship's hull, or by swooping in through a ceiling.

If they have a Frightened target available, they virtually always prefer to use their Ghastly Pangs over attacking, particularly if they can affect two or more creatures.

DROWNED CREWMATE TACTICS

Drowned crewmates typically stalk ships for several hours or days before attacking, waking sleeping creatures to afflict them with a Mariners' Curse, then quickly fleeing into the sea.

They initiate raids upon ships typically when land is out of sight; either in the dead of night or at the peak of foul weather.

They rarely try for surprise, instead they lurk at the edges of vision cloaked by fog or darkness and use their Ghastly Glare, targeting whichever creature is nearest the most Drowned Conscripts or their Drowned Captain; they close to melee and fight directly once one of their number is slain, or if raiding on land (in which case they fight much as Drowned Conscripts do).

DROWNED CAPTAIN TACTICS

Drowned captains tend to stay out of sight and bide their time until combat is well underway, waiting for a moment when all salient threats are bound in melee and they have an available target for their Blood-Thick Chill.

While they use their Blood-Thick Chill on the nearest Frightened creature whenever available, they generally direct their melee attacks at Curse-afflicted characters, particularly those illuminated by moonlight, trying to kill them and trigger the captain's Press Gang reaction.

They use their Wicked Whispers against allied Drowned Crewmates early in a fight, either to get those who are unlikely to survive another turn to safety or to allow those in melee to make an attack. As allies begin to fall, they prefer to use their Deny Rest on any fallen Drowned Crewmates to ensure they have allies available for their Damned Resistance. As their allies become more injured, they switch to using it against enemies, particularly Cursed ones they intend to recruit.

When reduced below 30 hit points, they flee, blocking pursuit with their Incorporeal Movement and using their Wicked Whispers on themselves for further protection against reprisal. If killed and revived, they seek revenge whenever their killer (or their killer's descendants) set out to sea, but do not pursue them beyond sight of the shore.

ASSOCIATED MONSTERS

- [Corpse-Candle Wisp](#)
- Ghost Ship
- [Griptide](#)
- [Harpy Siren](#)
- [Huecuva](#)
- [Hungry Fog](#)
- [Lacedon Ghoul](#)
- [Moon Wraith](#)
- [Necromancer Wraithcaller](#)
- [Nereid Fisher-of-Man](#)
- [Seamaw Vortex](#)
- [Ship Mimic](#)
- Shipwreck Golem
- [Wastrilith Krasis](#)

MARINER'S CURSES

#	Curse	Description
1	Curse of the Black Spot	Creatures with a swim speed become irrationally hostile toward the cursed creature, and can sense its presence from up to a mile away.
2	Curse of the Boiling Doom	Roiling, heavy mists rise from open waters within 100 feet of the creature, heavily obscuring all vision beyond a 15 foot radius for creatures in the area.
3	Curse of the Breathless Sails	The creature requires concentration to hold its breath, and wind fails to propel any ship the creature is onboard.
4	Curse of the Deadman's Eye	Creatures the cursed creature can see subtract 1 from Death saving throws they make.
5	Curse of the Dust-Dry Heart	The creature must drink twice as much water to stave off exhaustion, and becomes indifferent to the suffering of its allies.
6	Curse of the Godless Seas	While at sea, the creature is unaffected by any divine magic that would end a condition affecting it, and regains the minimum amount of hit points from any healing magic.
7	Curse of the Shackled Anchor	While swimming, the creature sinks 20 feet at the beginning of each of its turns.
8	Curse of the Stranger's Face	The creature's face fades from the memory of those who know it; it has disadvantage on checks made to convince others of its identity.
9	Curse of the Watch-Wear	While awake at night, the creature must succeed on a DC 10 Constitution check at the end of each hour or fall asleep. While asleep, the creature sleepwalks, suffers terrible nightmares, and may attack its allies.
10	Curse of the Wave-Chased	Foul weather follows the creature for as long as it remains at sea.

DROWNED CONSCRIPT

Medium undead, chaotic evil

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Damage Immunities Poison

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft. (penetrates obscuring fog), Passive Perception 10

Languages the languages it knew in life

Challenge M8 (485 XP)

Minion. If the conscript takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the conscript takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Damned Conscript. If the crewmate's captain is destroyed, the conscript is reduced to 0 hit points at the end of its next turn.

Incorporeal Movement. The crewmate can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spectral Weapons. The crewmate's attacks treat all creatures as unarmored (an unarmored creature's AC is usually 10 plus its Dexterity modifier.)

Actions

Cadaverous Blades (Group Attack). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 slashing damage.

Ghastly Pangs. The conscript moves up to its speed in a straight line without provoking opportunity attacks, dealing 3 necrotic damage to each Frightened creature whose space it moves through in this way.

DROWNED CREWMATE

Medium undead, chaotic evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Damage Immunities Poison

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft. (penetrates obscuring fog), Passive Perception 10

Languages the languages it knew in life

Challenge 2 (450 XP)

Damned Crew. If the crewmate's captain is destroyed, it gains one point of Exhaustion at the beginning of each of its turns.

Incorporeal Movement. The crewmate can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spectral Weapons. The crewmate's attacks treat all creatures as unarmored (an unarmored creature's AC is usually 10 plus its Dexterity modifier.)

Actions

Ghostlit Pike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage plus 7 (2d6) necrotic damage.

Ghastly Glare (Recharge 4-6). One creature the crewmate can see within 60 feet must succeed on a DC 12 Wisdom saving throw or be Frightened until the end of the crewmate's next turn.

An already Frightened creature that fails this saving throw additionally takes 22 (4d10) psychic damage.

Reactions

Drifting Apparition. When the crewmate is hit with a melee attack, it can move up to half its speed without provoking opportunity attacks.

Mariners' Curse (1/Day). When an Unconscious creature the crewmate can see within 30 feet awakens, the crewmate can force it to succeed on a DC 12 Charisma saving throw or be Cursed with a random effect from the Mariners' Curses table until it steps upon dry land.

DROWNED CAPTAIN

Medium undead, chaotic evil

Armor Class 14

Hit Points 178 (21d8 + 84)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	18 (+4)	14 (+2)	11 (+0)	18 (+4)

Damage Immunities Poison

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Turned

Senses Darkvision 60 ft. (penetrates obscuring fog), Passive Perception 10

Languages the languages it knew in life

Challenge 10 (5,800 XP)

Damned Resistance. If the captain is reduced to 0 hit points, it can reduce one friendly **Drowned Crewmate** it can see within 30 feet to 0 hit points.

If it does, the captain is instead reduced to 1 hit point and can end all Conditions affecting it.

Incorporeal Movement. The crewmate can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spectral Weapons. The captain's attacks treat all creatures as unarmored (an unarmored creature's AC is usually 10 plus its Dexterity modifier.)

Cursed Return. When the captain is killed, each living creature within 60 feet is Cursed with a random effect from the Mariners' Curses table until it steps upon dry land.

If each of those creatures dies or has its curse removed, the captain and its crew are restored to undeath at the next full moon in the ocean where they first died.

Actions

Multiattack. The captain makes two attacks with its Moonglare Cutlass, one of which it can replace with a use of its Blood-Thick Chill.

Moonglare Cutlass. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

This attack has advantage if its target is at least Dimly Lit by moonlight.

Blood-Thick Chill. One creature the captain can see within 60 feet must succeed on a DC 14 Wisdom saving throw or be Frightened until the end of the captain's next turn.

An already Frightened creature that fails this saving throw additionally takes 27 (6d8) cold damage and is Dazed for the same duration.

Reactions

Drifting Apparition. When the captain is hit with a melee attack, it can move up to half its speed without provoking opportunity attacks.

Press-Gang. When a Cursed living creature the captain can see within 30 feet dies, it can immediately raise the creature as a **Drowned Crewmate**.

At the beginning of each of the raised creature's turns, it must succeed on a DC 10 Charisma saving throw or be Dominated by the captain until the beginning of its next turn.

After three failed saving throws, this Domination lasts until dispelled.

Legendary Actions

The captain can take 2 legendary actions, choosing from the options below.

Deny Rest. The captain restores one **Drowned Conscript** or **Drowned Crewmate** within 60 feet that died in the last minute to undeath with 11 hit points.

Wicked Whispers. The captain echoes forth a profane and tyrannous command, dealing 7 (2d6) psychic damage to a creature within 30 feet that can hear it.

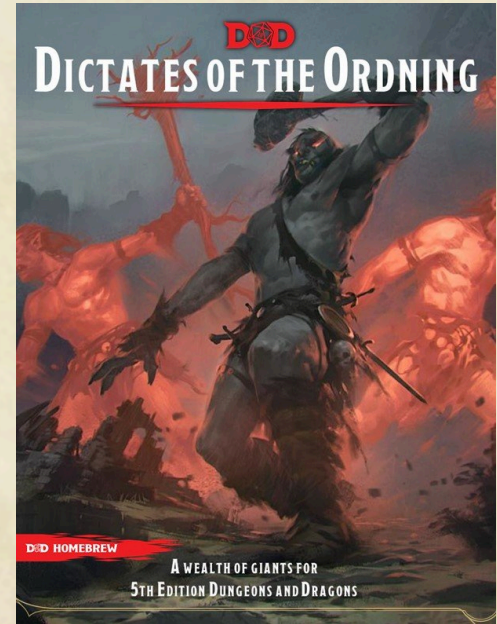
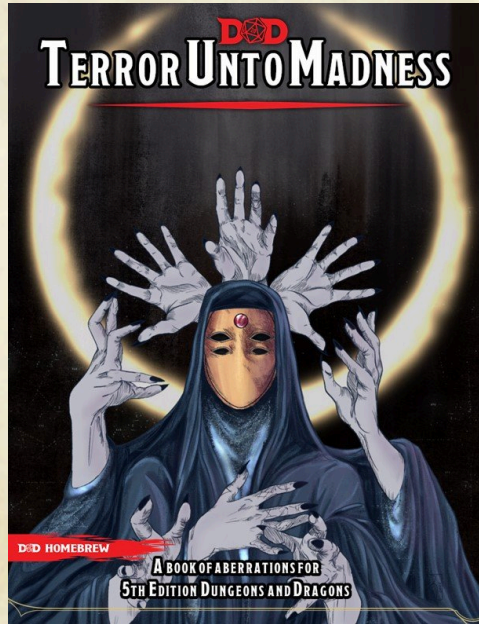
If the target is undead, it can use its reaction either to make a melee attack or turn to mist and disappear, reappearing at the beginning of its next turn in an unoccupied space within 30 feet of where it departed.

Moonglare Slash (Costs 2 Actions). The captain moves up to 15 feet and makes an attack with its Moonglare Cutlass.

ART CREDITS

- Drogskol Captain by Peter Mohrbacher
- Bisk, Goblin King by [Rae Elderidge](#)

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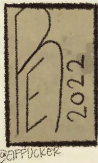
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Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A whimsical illustration of a green goblin-like creature with a crown and a large earring, sitting on a red patterned rug. The creature is holding a glowing orb with a 'Become a patron' button on it. Surrounding the creature are stacks of gold coins, a pineapple, a banana, a bag of loot, a small blue dragon, and a small lion. Several 'Become a patron' buttons are scattered around the scene. Books titled 'CONFLUX CREATURES', 'NASTY BOYS', and 'B.B.E.G. DIARY' are visible. A small box labeled 'EROTI' is also present. The background is a light, textured surface.



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