Sailor Take Warning

Sailor Take Warning is a Fifth Edition adventure for three to five characters, optimized for a party of 4 characters of 5th, 8th, or 11th level.

This adventure takes place in a coastal region. Its formal location is left intentionally blank so you can easily insert it into any campaign of your choice.

Background

A decade ago, ruthless pirates led by Graham Raipur, captain of the Sinner's Scythe, harassed the region, until they were driven off by the combined effort of several coastal towns. Raipur went in search of easier prey.

While in unfamiliar seas, a sudden swell smashed his ship onto a hidden reef. Wrecked without hope of relief, Raipur ritually killed an albatross, summoning a spectral ship bearing the demigods Death and Life-in-Death. Casting dice for the crew's souls, Life-in-Death won, transforming them into undead to spread suffering far and wide.

Raipur's rampages have finally brought him back to his old hunting grounds. However, his new spectral nature means he cannot be defeated without the aid of a special holy relic, *Triton's Net*.

Adventure Hooks

If one of the characters spent time as a sailor in their background (hereinafter referred to as "The Sailor"), you can relate that the ship they first served on a decade ago fell victim to the pirate Graham Raipur and the Sinner's Scythe. The Sailor was dumped unconscious in the ocean and eventually washed up on shore, presumably the only survivor.

This then connects directly to one or more of the following hooks:

Friendship. The Sailor receives a message from another member of the crew, presumed to have died in the attack. Apparently having actually survived, he beseeches the character to return.

Vengeance. The Sailor has sworn vengeance against Raipur and his crew for their evil acts.

Profit. When The Sailor's ship was captured, The Sailor lost a lucrative share of the voyage's earnings. Claiming Raipur's treasure will repay that loss with interest. Local authorities have also set bounties for bringing pirates to justice.

Meeting at the Half Mast

The crewmember's message or rumors picked up in port lead to the Half Mast, a rough-and-tumble tavern in a port town.

Upon arrival, you are surprised to see the ship's former cabin boy Herbert, now a young man, tending bar. Herbert uses a seat rigged to the ceiling in such a way that he can move back and forth behind the bar, pushing with a leg severed at the ankle. The other leg is severed above the knee. He motions the party to a table, sends over a barmaid with flagons, exits his swing, and walks over on crutches.

After making introductions, he tells his tale:

"Surprised to see me alive and not-quite-whole? When the Sinner's Scythe overtook our ship, I knew my fate would be dark, so I grabbed an empty cask and dived overboard.

After sharks snacked on my nether limbs I washed up on a remote rocky isle where I was found and bandaged by a hermit of Triton, a minor god of sailors, fishers, and kind sea folk. He adopted me, but when I grew up I decided to seek my fortune in civilization, or whatever you call this... "

What Herbert knows:

- Sick of piracy, coastal communities banded together with the support of local lords in a fleet which destroyed or drove off the pirates. Raipur's ship slipped the noose and was never seen again, presumed lost at sea.
- Herbert's "father," the Hermit, foresaw Raipur's return, and perhaps not coincidentally, many ships have gone missing lately. Washed-up debris indicates their destruction, but no survivors were found.
- The Hermit reported his visions to the Sea Temple in town and they sent him to fetch a holy relic.
- Strange people have started appearing in town sporting noticeable scars, brands, or piercings.

After speaking with Herbert for a few minutes, the tavern door bangs open and several menacing men and women enter and spread out across the room, casting dark looks at the characters. They all have unusual, painful-looking or infected piercings, brands, or scars.

Encounter: Ambush. While the characters observe the new entrants, Scylla, a chaotic evil mercenary sitting at a table behind the party, tries to attack the characters with surprise with her crossbow, at which point the cultists advance and attack. Other bar patrons scatter, crouching behind tables or chairs, or fleeing out the door or windows.

Ambush Encounter

Adventure Level	Encounter
5th	Scylla (**spy**), 2 **cult fanatics** and 3 **cultists**
8th	Scylla (**assassin**) and 4 **cultists**
11th	Scylla (**assassin**) and 6 **cultists**

The cultists fight to the death; Scylla will flee, hide, or surrender if seriously wounded.

The only information to be gained from captured or dying cultists is "The Hermit will lead us to the Net; then you will all learn the joy of Suffering!" Scylla knows only that she was paid to kill anyone looking into the Hermit's background.

After the battle, Herbert urges the party to report the attack to the Sea Temple or the Portmaster's office. In either location, the characters learn that the Hermit recently left on a well-armed galley to retrieve a holy relic called *Triton's Net* to neutralize the accursed power of pirates serving the Lady of Suffering, a minor goddess also known as Life-in-Death.

The priests' divinations reveal that the Hermit's ship was wrecked but he survived, and they will reward his rescue (offering 500 gp at 5th level, 1,000 gp at 8th, 3,000 gp at 11th). The Temple has no other ship available, but the Portmaster will lend a boat to fight the plague of piracy. Only the Hermit knows how to reach the relic but the characters can start by following the ship's initial route.

Sailing the Fate's Warning

The Portmaster provides the *Fate's Warning*, a small, single-masted sailing yacht recently confiscated for unpaid fees, and two paroled crew. They are chaotic neutral **commoners** who neither fight nor sail into clear danger, but otherwise follow orders. The ship can house two to three crew and five to six passengers and carries a single row boat (AC 11, 50 hp) which may hold five Medium creatures.

Wreck of the Trident

On the first day following the Hermit's planned route, the *Fate's Warning* comes across the wreck of the *Trident*, the Temple's galley, broken in half and sunk in waters about 30 feet deep. The masts that protrude above the surface still display the Temple's flag. Large sharks circle the wreck. As the party nears, a trio of very ugly mermaids climb the masts, all of them gnawing on human limbs.

Encounter: Under Coven. A coven of three **sea hags** (using Illusory Appearance) plans to make a home of this shipwreck, and is defended by three sharks (5th level: **reef sharks**; 8th level: **hunter sharks**; 11th level **giant sharks**).

The hags, named Bilgey Betty, Mucky Mary, and Silty Sally, take turns addressing the party. If questioned, they insist they had no role in the sinking, but plan to make a home of the new wreck.

They did witness the battle, and will gleefully describe how a ship flying the Jolly Raipur (black flag, smiling white skull over crossed scythes) sailed right across the *Trident*, splitting it in half and ignoring all counter attacks while its skeleton crew slew all survivors.

If asked about the Hermit, they do recall one priest being dragged into a ship's boat and rowed away. They offer a shark to guide the party along the boat's route, if they first pay the price.

The Price. Each hag's unique request must be met by at least one character in order to obtain the services of the guide shark: tell their true name, pluck and hand over one hair, and give a drop of fresh blood. The hags accept no substitutes or trickery.

If attacked, the coven submerge and defend themselves to their full ability using magic, while sharks keep attackers at bay. They retreat deep under the sea if they are losing.

The *Trident* carried no treasure, and the hags have brought no valuables with them.

The Hermit's Trail

If the party obtains a shark guide, they can follow it to the Smuggler's Cave.

If the characters refuse to deal with the coven, they will have to devise some other way of tracking the Hermit, with the GM adjudicating success or failure.

The Smuggler's Cave

The shark guides the party for two hours toward a barren shore near a cave half-submerged in a cliff face, then disappears under the waves. The cave is too small for the *Fate's Warning* to enter but there is room for the rowboat. The crew insists on staying with the ship half a mile (10-minutes' row) from shore. The party arrives at high tide.

Smuggler's Cave

1 square = 5 feet

General Features

This is a natural stone sea-cave eroded from the cliff, floored with gravel and sand. The entrance is 5 feet wide and 10 feet high, the inner chambers rising to a height of 15 feet.

Area 1 is submerged to a depth of 7 feet at high tide, and only 2 feet at low tide. The rest of the cave has dry floors.

There is no illumination inside the cave except what little sunlight reaches partway in the entrance.

The following locations are keyed to the map of the Smuggler's Cave.

1 – Submerged Cavern

Encounter: See Food. Giant crabs and octopi spread throughout this cave move toward and attack the characters and their boat from all sides including underneath, goaded by the dark powers of Life-in-Death. Octopi use their tentacles from underwater 10 or 15 feet away. Both they and the crabs try to draw grappled characters underwater.

Once the crabs and octopi attack, the skeletons in **areas 1A** and **2** stand and fire bows from positions of half cover along the walls, using their elevation to shoot over crabs at non-submerged, restrained targets, if possible. All fight to the death.

See the chart for the number of monsters depending on party level.

Submerged Cavern

Adventure Level	Encounter
5th	2 **giant octopuses** and 6 **giant crabs**
8th	2 **giant octopuses** and 8 **giant crabs**
11th	1 **chuul**, 2 **giant octopuses** and 8 **giant crabs**

Rough steps rise 10 feet to **area 1A** and **area 2**.

1A – Shelf

This elevated shelf sits above high tide. The jolly boat stored here is not seaworthy due to gaps between the strakes. (It is from the *Sinner's Scythe* and only floats for the skeletal crew.) Any skeletons located here (see chart in **area 2**) use the boat for half cover.

2 – Smuggler's Hole

This elevated shelf has been used over the years by various smugglers, pirates, or other shady actors. The alcove to the west has some boxes and barrels of old supplies: spoiled ale, rotted flour, salted pork, and ship's biscuits.

Encounter: Skeleton Crew. A number of **skeletons** rowed the hermit here and are now located in **areas 2, 2A**, and **1A**, as per the chart below. They "play dead" on the ground, then fire arrows at intruders in combat with creatures in **area 1** using cover wherever possible, or melee with any who approach, fighting to the death.

While fighting, the skeletons mock the characters with eerie laughs and pirate taunts (see Excursus on page 11).

Skeletons in Smuggler's Cave

Adventure Level	Area 2	Area 2A	Area 1A
5th	0	4	0
8th	1	4	1
11th	2	4	2

2A – Vestibule

The rock wall provides half cover for skeletons firing into **areas 1** or **2**.

To the north, scrap iron plates fastened to the floor and ceiling create a crude but solid wall with a locked metal gate. The gate (AC 19, 27 hp, immunity to poison and psychic damage) can be opened by a character with proficiency in thieves' tools with a successful DC 15 Dexterity check, or broken open with a successful DC 20 Strength check.

If the Hermit (see **area 3**) hears people fighting the monsters, he calls out for rescue.

3 – Strong Room

If the characters open the gate or observe through gaps, read:

> A man in simple robes is chained by one arm to the far wall between a simple bed and a small table. He calls out, "Help me, please!" in an exhausted voice. A large iron ring of keys lies in the middle of the floor.

The keys fit the gate and the shackles. If the characters converse with the man, he relates:

> We were on our way to retrieve *Triton's Net* when the *Sinner's Scythe* attacked. She crashed right across our decks, sending the *Trident* straight to the bottom—prayers, spells, and weapons were useless! Skeletal pirates swarmed us, killing all but me. A few tossed me in a jolly-boat and rowed me here.
>
> As they dragged me in, I grabbed a discarded conch and as they chained me up, used it as an improvised holy symbol and Turned them!
>
> They ran out the door and I slammed it behind them with *thaumaturgy*. But it locked when it slammed, and they seem to have lost the keys, so for the past few days I've been hanging here while they wait out there. For what, I don't know.

The Hermit (LG human male **priest**) has been stripped of all belongings, is suffering from four levels of exhaustion, and has 1 spell slot remaining each of levels 1, 2, and 3. He insists on guiding the party to the location of *Triton's Net*, the only way the *Sinner's Scythe* can be defeated.

(The skeletons were to transfer him to cultists to try to use him to retrieve and destroy the Net, but the cultists are overdue.)

The Shrine of Triton

Another half-day's voyage brings the party to Triton's shrine. As they travel, the *Sinner's Scythe* appears behind and gradually overtakes them. The Hermit explains that the *Scythe* cannot be harmed but that the shrine's waters will provide sanctuary if reached in time.

The *Scythe* gets near enough to launch a volley of arrows which fall short of the *Fate's Warning* before cutting off pursuit, lurking a few miles off shore. Narrate:

> You have reached the Shrine of Triton, standing alone on a small, rocky island. It resembles a double trident head wrapped in a shimmering net. Square entrances pierce the base of the shrine.
>
> The Hermit gives you a consecrated conch and tells you to go inside and blow it before the idol of Triton. He warns you to respect the sanctity of the shrine.

The *Fate's Warning* anchors nearby; the party can row the short distance to shore.


General Features

Construction. The Shrine is cut from solid rock. Ceilings are 10 feet high.

**Illumination.** There is no interior illumination, but the upper platform is open to the sky.

Doors. All doors are unlocked and made of solid stone 3 inches thick, 2.5 feet wide (in pairs) and 6 feet tall. They have AC 17, 27 hit points, and immunity to poison and psychic damage.

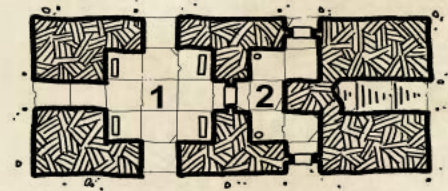The following locations are keyed to the map of the Shrine of Triton.

Shrine of Triton
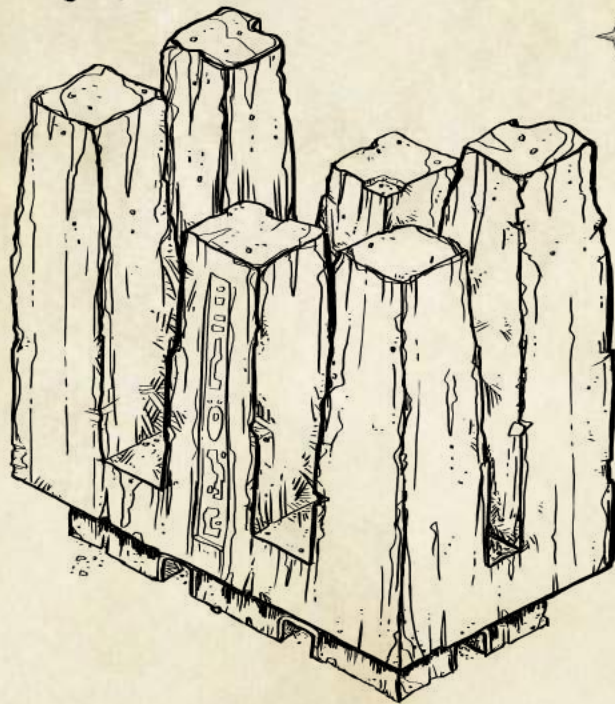
1 square = 5 feet

Upper platform
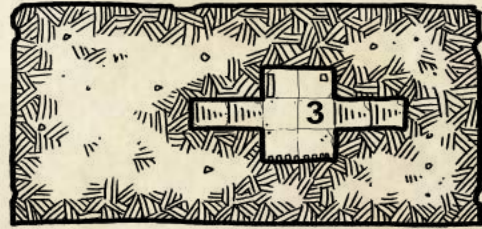
Middle level

Ground level

1 – Chamber of Legends

The walls of this room are tiled in wave patterns of blue and white, with four large stone tablets, each displaying a mosaic depicting Triton ruling wisely.

This room contains nothing else of interest.

2 – Hall of Battle

This hall's walls are painted with scenes of Triton and his forces valiantly battling various aquatic enemies. Two tridents stand in the corners.

The tridents are a *trident of fish command* and a *+2 trident*. If either is removed from the room by anyone other than a priest or paladin of Triton, that person is cursed with disadvantage on all Wisdom saving throws until *remove curse* is cast on them by a priest or paladin of Triton. Returning or discarding the trident does not end the curse.

3 – Test of Mettle

The stairway enters a 10-foot-by-15-foot room, then continues out the other side. The south wall has a rack of eight tridents; to the north, a stone tablet displays a mosaic of waves swirling under blue skies. A humanoid with scaly, blue skin holding a trident stands in the middle of the room. He asks why you have entered this holy shrine.

Encounter: Divine Riddler. This figure is a **couatl** using Change Shape. It has already cast *sanctuary* and *detect thoughts* on itself. If it senses the characters will attack, it shifts back to its natural form.

The couatl informs the characters that they cannot pass unless they answer a riddle (choose from or roll on the table below). It gives them three chances at the correct answer before they exhaust their chances. They can request starting over with another riddle but with one fewer guesses allowed.

If they succeed, it steps aside; if not, they must fight it to the death to pass.

If they kill the couatl, the entire party is cursed with disadvantage on Wisdom saving throws until they leave the island of the shrine.

d6	Riddle
1	I am four letters long / I can be seen in the sky / I am the ocean and I am the sea / Can you guess me? Answer: the color blue
2	What kind of stones are never found in the sea? Answer: dry stones
3	Where can you find an ocean with no water? Answer: on a map (or in a book)
4	What happens to a blue dragon that goes into the sea? Answer: it gets wet
5	I come after sea and rock, bath and table. What am I? Answer: salt
6	How does a dragon turtle like its seafood prepared? Answer: steamed

4 – Sky Net

> This area is open to the sky and ends in sheer drops of 30 feet with no railing. A shimmering net surrounds the platform, with a line leading from the top down to a statue near the center.
>
> Various scenes and inscriptions carved into the rock walls are too eroded to be made out. Dark sea birds circle high above.

If characters try to learn more about the "birds," they notice that their bodies have unnatural shapes (see "Death from Above" below).

The net functions as a *forcecage* that blocks spells from being cast through it and prevents teleportation in or out. Nothing other than gases, liquids, or powders can physically pass through.

In the central alcove stands a 10-foot-tall **stone golem** holding the line from the magic net. It will not respond to any stimulus except to defend itself from attack. If a creature stands in the empty alcove opposite and blows a conch consecrated to Triton, the golem retracts the net (which takes one minute) and hands it over. If this happens, read:

> The statue starts to move, pulling hand-over-hand on the line. Gradually, the net rises over the spires and is bundled up by the statue.
>
> Suddenly, strange shrieks and bewitching songs ring out from above and around the spires.

Encounter: Death from Above. The noises come from "birds" circling a thousand feet above that are actually monstrosities sent by Life-in-Death. As soon as the net begins to retract, they dive to attack. The harpies circle 200 feet up and 50 feet out, using their song to lure characters into walking off the edge of the platform (taking 10 (3d6) bludgeoning damage from the fall) until all characters have saved against each harpy's song, at which point they dive into melee.

Manticores or chimeras target characters using ranged attacks, or melee attacks against any who have fallen off the platform. All fight to the death.

Death from Above

Adventure Level	Encounter
5th	5 **harpies** and 1 **manticore**
8th	4 **harpies** and 1 **chimera**
11th	6 **harpies**, 1 **manticore** and 1 **chimera**

The couatl and golem do not join the fight, but allow characters to pass freely.

Once the monsters are defeated, the characters can take *Triton's Net* to the *Fate's Warning* and sail out to meet the *Sinner's Scythe*, which the Hermit insists will be hobbled by the holy relic. If they wish, the party can rest first.

The Sinner's Scythe

When Life-in-Death took Graham Raipur and his crew's souls, his ship became spectral. The ship and any crew aboard aren't affected by spells, powers, or physical effects (like weapons or weather), which just pass harmlessly through. It can ram (and sink) other ships with impunity, doing catastrophic physical and necrotic damage as it passes through them.

This invulnerability granted by Life-in-Death can only be overcome by another god's power, such as *Triton's Net*.

> As the *Fate's Warning* heads out to sea, the *Sinner's Scythe*, still lurking offshore, moves to engage. Despite shredded sails and no wind, it speeds toward the *Warning* as the crew dive below deck. Just as the *Scythe* touches the *Warning*, *Triton's Net* springs out and extends to wrap around both vessels, bringing the *Scythe* to a dead stop, flinging some of her skeletal crew prone around you.
>
> The Hermit shouts "I'll protect the *Fate's Warning* and her crew, you board the *Sinner's Scythe* and slay her captain before he finds a way to cut the Net!" He then summons *spirit guardians* which set upon the skeletons on the *Warning*'s deck.

Triton's Net

When the *Scythe* attempts to ram a ship carrying *Triton's Net*, it is stopped cold just as it makes contact and is held fast as the Net entangles it. Skeletons can still board the other ship and attack it or its crew, but the *Scythe* cannot escape unless the Net is destroyed, which Raipur can only do with his *Dreadblade*.

While held by the Net, the *Scythe* is easily boarded, and creatures inside and in contact with the ships deck, masts, or rigging can affect or harm the ship's crew with weapons or spells.

All skeletons on board have advantage on saving throws against effects that turn undead. Raipur knows the location of any creatures on the Scythe and can mentally command the ship to sail, using an action to set or change course. While he is aboard, his Grasp of the Grave can affect any area of the ship, but only deals damage within 30 feet of him.

General Features

Construction. The ship is wooden, including doors, which are unlocked. There are gaps between the strakes.

Illumination. The main deck is open to the sky. Lower decks have no artificial illumination, but sunlight shines through gaps in the hull providing dim light.

THE **WRECK** OF THE
Sinner's Scythe

Main Deck

Lower Deck

Hold

1 square = 5 feet
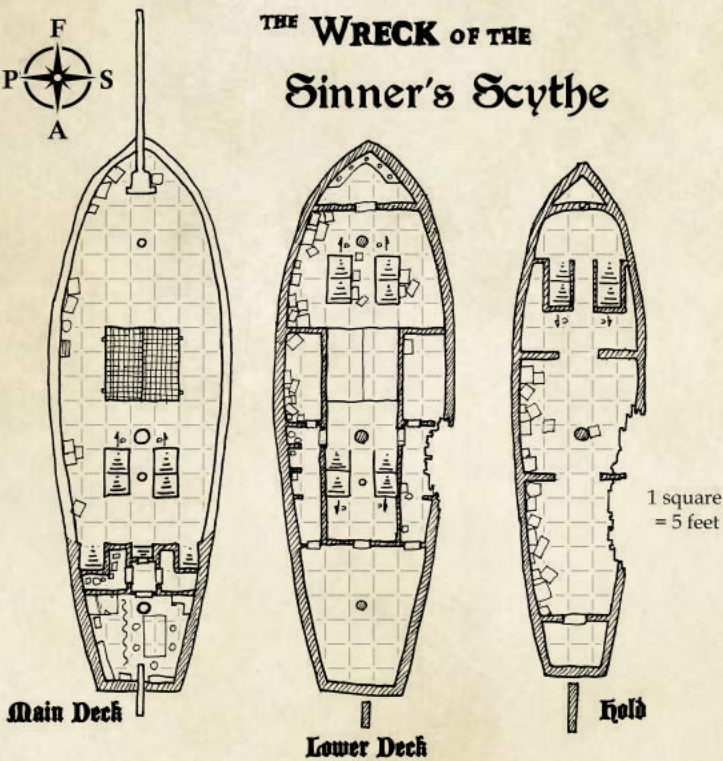
Cutting Triton's Net. It will take Graham Raipur 10 rounds to cut through *Triton's Net*. Keep a tally of how many rounds he has been slicing, starting the round after the ships collide. Any round he uses Grasp of the Grave or takes any other action does not add to the count.

If he succeeds in cutting the net, the *Sinner's Scythe* tears loose, Raipur sails it away for 5 rounds, then turns around and sails back to sink the *Fate's Warning* 5 rounds later. During this time the ship's crew can still be attacked.

Main Deck

Climbing the *Scythe*'s bow to reach her main deck requires 10 feet of regular movement. Characters cannot climb over or through the sides or stern due to the entanglement by *Triton's Net*.

When characters reach the deck, read:

> Blade-wielding skeletons swarm across the deck and rigging at you, hissing and chuckling, while others fire arrows, and ghostly skeletal hands reach out from the deck and hull to grasp you.

Encounter: Skeleton Crew. A number of **skeletons** (see the table below) are scattered around the deck and rigging. They move to melee until two are engaged with each character, while the rest use bows from the rigging, advancing in turn as their crewmates fall.

As soon as all characters have boarded, Raipur uses Grasp of the Grave (without damage) from below decks, using it again whenever at least half the characters are free.

Whenever he Grasps, characters hear Raipur's ghastly voice mocking them with laughter or pirate taunts (see Excursus on page 11).

Skeleton Crew

Adventure Level	Encounter
5th	14 **skeletons**
8th	13 **skeletons** and 1 **minotaur skeleton**
11th	10 **skeletons** and 4 **minotaur skeletons**

Once the deck battle subsides, characters notice flashes from the starboard hull, in time with the net vibrating. Looking over the gunwales reveals a large hole in the lower hull and someone inside slicing the net with a glowing blade.

Two stairways and a closed hatch lead to the lower deck. An unlocked door leads to the captain's rooms in the aft.

Searching for treasure

Searching a room for valuables takes 1 round for a small room or 2 rounds for a larger room. For each room, a character must make a DC 15 Intelligence (Investigation) check. On a success, roll on the table below. On a failure, there is nothing of value in the room.

Treasure Table

1d4 + 1d8	Treasure Found
2	2d4 *+1 arrows*
3	1d4 *potions of greater healing*
4	50 pp
5	100 gp
6	250 ep
7	500 sp
8	1,000 cp
9	bolt of silk worth 1d4 x 100 gp
10	box of spices worth 1d6 x 100 gp
11	2d6 gems worth 50 gp each
12	jewelry worth 1d8 x 100 gp

Lower Deck

This level is empty of undead or other creatures but the rooms may be searched for treasure. While characters are on this deck, Raipur focuses on cutting the net.

Hold

Due to the hole in the hull, this level is submerged with 5 feet of water.

Encounter: Pirate King (and Skelesharks). Graham Raipur (**monarch skeleton**, see Appendix page 11) stands by the center of the hole in the hull, cutting at the net with his *Dreadsword*, a dead albatross hanging around his neck.

For 8th- and 11th-level parties, he is guarded by several shark skeletons (see table), which use the standard stat blocks but are lawful evil undead vulnerable to bludgeoning damage but immune to poison damage and the exhausted or poisoned conditions.

Adventure Level	Encounter
8th	3 **reef sharks**
11th	5 **hunter sharks**

When characters reach this level, Rapier uses Grasp of the Grave, then continues cutting the net each round until he is attacked, at which point he shifts his attention to killing the characters. He (and his skelesharks) fight to the death while he continues to taunt the characters.

If he sees The Sailor, he concentrates both his taunts and attacks against that character, shouting "Ye'll not escape my blade again, I'll cleave ye to the brisket, ye worthless, mangy stowaway!"

Once Raipur is slain, his ship rapidly takes on water and sinks within 1 minute; any remaining skeletons fall apart.

Treasure. Raipur wears jeweled rings, chains, and bracelets worth a total of 500 gp. His *Dreadblade* could be sold to a necromancer for 1,000 gp.

Aftermath

If the characters destroy Raipur and the Scythe, they can collect the reward from the Temple plus bounties from grateful nearby coastal communities totalling 1,000 gp (5th level), 2,000 gp (8th level) or 7,000 gp (11th level).

The *Fate's Warning* and *Triton's Net*, if intact, must be returned.

Excursus – Pirate Taunts

Graham Raipur and his skeleton crew can use these taunts on the characters:

Any pirate:

d10 Taunt

1	To the briny deep wit' ye, lily-livered scallywag!
2	Away wi' ye, ye scabby sea bass!
3	Go eat a bilge rate, ye picaroon!
4	Ye lubbers'll soon find yer feet on the bottom!
5	Give up, ye cowardly swabs!
6	Ye'll never take us alive—we're already dead!
7	Take a long walk off a short plank, shark bait!
8	I can only imagine how much *that* hurts—really! I don't feel pain, ha ha ha!
9	Blow me down, ye pitiful, barnacle-covered codfish!
10	Blast ye, ye bilge-drinkin' lummox!

Raipur only:

d6 Taunt

1	My *Sinner's Scythe* will send ye straight to the bottom!
2	Dead men tell no tales, ye stinkin' mongrels!
3	I'll nail your gizzard to the mast, ye stumblin' parrot!
4	You'll wish ye'd never looked at *my* booty, ye pestilent cur!
5	Ye've come just in time to feed my sharks!
6	I'll hang ye by yer ears 'til ye rot, ye scurvy dog!

Appendix – New Monster: Monarch Skeleton

An undead monarch, tight white skin clinging to its skeletal visage and a crooked oversized crown dangling precariously from the top of its skull, stares with glee at the coming battle.

Undead King. Necromantic energy seeps from the monarch and warps the reality of the mortal world it corrupts. It brings all that appear before it to their knees in reverence. A powerful arcane necromancer could discover and unlock the ability to command armies of undead with the remains of a monarch skeleton, but such research risks madness.

Dread Blade. The blade the monarch wields is a powerful and cursed weapon when in the hands of the monarch. Infused with corruption, it slices through what remains of a mortal coil.

Ghostly Minions. The monarch skeleton can call upon the greatest warriors who have fallen before to rise and hold its enemies at bay. The monarch is often accompanied by a royal guard of skeletons eager to defend their sovereign.

Undead Nature. The monarch skeleton doesn't require air, food, drink, or sleep.

Monarch Skeleton
Medium undead, neutral evil

Armor Class 16 (chain mail)
Hit Points 142 (15d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Wis +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Master Tactician. The monarch skeleton and any skeletons within 30 feet of it have advantage on attack rolls against a creature if at least one of the skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sovereign's Command. As a bonus action, the monarch commands a skeleton within 30 feet of it to make one attack as a reaction against a creature the monarch attacked this round.

Turning Defiance. The monarch skeleton and any skeletons within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The monarch skeleton makes two Dreadblade attacks

Dreadblade. *Melee Weapon Attack:* +9 to hit, Reach 5ft., one target. *Hit* 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Grasp of the Grave (Recharge 5-6). Each non-skeleton creature within 30 feet of the monarch must succeed on a DC 16 Dexterity saving throw or be restrained by ghostly, skeletal hands for 1 minute. A restrained target takes 10 (3d6) necrotic damage at the start of each of its turns. A creature, including the target, can take its action to break the ghostly restraints by succeeding on a DC 16 Strength check.

Sailor Take Warning

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