



Art: Midjourney

Sea Dog's Regalia

Set Items

1/10 PG

Mariner's Mantle

Armor (any light armor), rare (requires attunement)

This dark blue, almost black, pirate coat is adorned with silver buttons and intricate stitching depicting naval battles.

While wearing this coat, you have a +1 bonus to AC and saving throws.

As an action, you can call upon the coat's magic by speaking the coat's command word to create an illusory, ghostly crew that fights alongside you. For the next minute, once on each of your turns when you hit a creature with an attack, you can deal an extra 1d6 force damage to the target, which takes the form of spectral crew members lashing out. You regain the ability to activate this at dawn.

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Sea Dog's Thunder

Weapon (firearm), uncommon (requires attunement)

This sturdy blunderbuss, etched with maritime symbols, has a wider barrel end, designed to unleash a devastating shot.

It has the following properties:

- **Ammunition.** This weapon can be fired at a range of 30/90.
- **Reload.** This weapon can fire one shot before needing to be reloaded.
- **Two-handed.** This weapon requires two hands to use.
- **Damage.** On a successful hit, it deals 2d10 piercing damage.

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Corsair's Cinch

Wondrous item, very rare (requires attunement)

This rugged leather belt features a gleaming silver buckle.

While wearing this belt, your Constitution score increases by 2, to a maximum of 22.

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Sea Dog's Compass

Wondrous item, legendary

Forged from ancient sea-worn brass, inset with a luminescent sapphire

Treasure Sense. The compass needle points to the largest accumulation of wealth (as determined by raw monetary value) within 1,000 feet. The needle does not indicate the nature of the wealth or its exact location, only its general direction.

Guiding Hand. When you hold the compass and use an action to speak its command word, it begins to spin and then points to the safest route to your destination, as long as that destination is on the same plane of existence as you. The compass remains pointing in the direction of your destination until you reach it or until you speak the command word again.

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2-Set Bonus: Ghostly Firepower

When you have the Mariner's Mantle and Sea Dog's Thunder attuned and when you activate Mariner's Mantle's ghostly crew, your next shot with the Sea Dog's Thunder before the end of your next turn deals an additional 2d6 force damage. The spectral crew members assist in aiming and firing the weapon, resulting in a punishing, combined assault.

4-Set Bonus: Legendary Sea Dog

With the complete Sea Dog's Regalia, you command both respect and fear from seafaring folk. You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks when dealing with sailors, pirates, and others of the sea.

Furthermore, once per week, by paying tribute to the waters with offerings worth at least 100 gold pieces, you can summon the SEA DOG'S GALLEON. This spectral ship responds to your command and can be controlled for one week. Aboard this ship are 4d6 ghostly pirates who regard you as their captain and obey your orders.

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These spectral crew members cannot interact with anything other than the SEA DOG'S GALLEON. Failure to make the weekly tribute results in the spectral crew turning hostile, becoming a menace to you and your allies.



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SEA DOG'S GALLEON

Gargantuan Vehicle (120 ft. by 30 ft.)

Creature Capacity. 30 crew, 20 passengers

Cargo Capacity. 150 tons

Travel Pace. 4 miles per hour (96 miles per day)

STR 22 (+6)

DEX 5 (-3)

CON 20 (+5)

INT 0

WIS 0

CHA 0

Damage Immunities. poison, psychic

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

Actions. On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2

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actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

- Fire Cannons. The ship can fire its cannons.
- Move. The ship can use its helm to move with its sails.

Hull.

Armor Class 16

Hit Points 400 (damage threshold 20)

Control: Helm.

Armor Class 18

Hit Points 75

Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails.

Armor Class 12

Hit Points 150; -5 ft. speed per 25 damage taken

Speed (water) 40 ft.; 15 ft. while sailing into the wind; 55 ft. while sailing with the wind

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Weapon: Cannons.

Armor Class 15

Hit Points 75

Ranged Weapon Attack: +6 to hit, range 200/800 ft., one target. Hit: 22 (4d10) bludgeoning damage.

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