

CLIFFS OF LONGING



TITANIUM TOMES

The cliffs are calling—will you answer?

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RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this represent descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the GM's discretion.

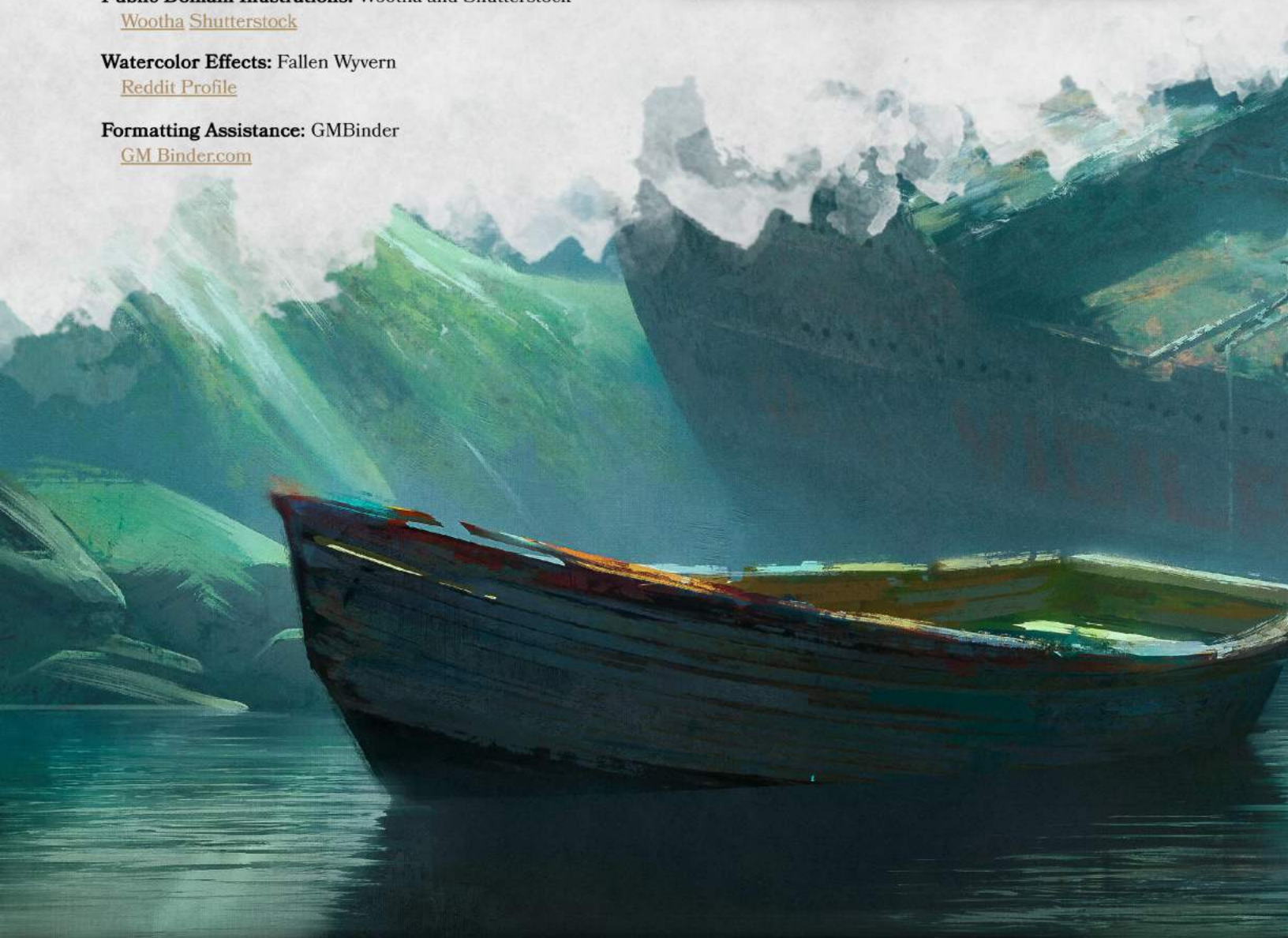
In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, *Spells*, and *Equipment* will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in the attached Appendix.

SPECIAL THANKS

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ADVENTURE PRIMER

Cliffs of Longing is designed for three to seven 5th-7th-level characters and is optimized for four characters with an average party level (APL) of 6. Characters who complete this adventure should earn enough experience to reach halfway to level 7.

The party must combat a nefarious coven of sea hags to prevent them from terrorizing the island in their newly-raised ghost ship. Thanks to the hags' necromancy, even the jungles around the cliffs are perilous hunting grounds of the ever-hungry undead. Then, they'll have to go up against a myriad of servants, thralls, pets, and many crafty traps before they can face the coven itself.

This adventure is setting-agnostic and can easily be adapted to any tropical island or coastal cliff area. This adventure is most suited for parties that have the means to combat undead spirits, petrification and charm effects, and desperate, crafty hags.

BACKGROUND

In years past, the Cliffs of Longing were utilized by the notorious Captain Fogbeard and his band of vicious pirates as a base of operations. Though no one is quite certain of the exact cause, the Captain and his crew ran their ship *Vigilant* aground against the very cliffs they called home. After several years, the Icklan Coven of sea hags moved in. For a time, they enjoyed their island home and made occasional ventures to spread their plots—until the island became cloaked in a magical storm that left them unable to leave. Now, desperate to escape their confines, the hags have enacted a plan to raise the *Vigilant* as a ghost ship and enslave her fallen crew to man it.

In service to this plan, the hags have bargained with a nest of harpies to help lure islanders to the cliffs with their music. The hags intend to use these individuals as sacrifices to raise the *Vigilant's* spectral form, and then bind their spirits to the ship as additional crew members for the dead pirates they have been raising. Only semi-aware that their ethereal forms are being tortured and will soon be enslaved, Captain Fogbeard and his remaining ghost pirates desperately and violently ward off travelers in the southwestern jungles.



ADVENTURE HOOKS

Consider including one of the following scenarios to introduce your players to the Cliffs of Longing.

Best Laid Escape Plans. While exploring the island, the party hears rumors about other castaways gone missing while visiting the southwestern jungles. Their friends and loved ones are terrified of what might have transpired and beg that the adventurers investigate.

Haunting Melodies. As they traverse the island's jungle, a faint melodic singing carries upon the breeze and into their ears. What individual on this forsaken island would be singing so beautifully? Perhaps the party should get a closer look.

Pirates Ahoy. Various hints and whispers among the islanders suggest that the cliffs on the southwestern corner of the isle hide an old pirate's treasure trove. In addition, any practical resources from the shipwreck rumored to be there could prove useful.

TRAVELING TO THE CLIFFS

As the party approaches the southwestern jungles of the island, the following events should occur as the ghost pirates try to prevent them from reaching the cliffs. Choose the order of the pirate encounters that best fits the party's progress.

As they get closer, the harpies' singing grows louder and the party will eventually need to make saving throws against their Luring Song (see "Humanoid Corral").

BOOBY-TRAPS

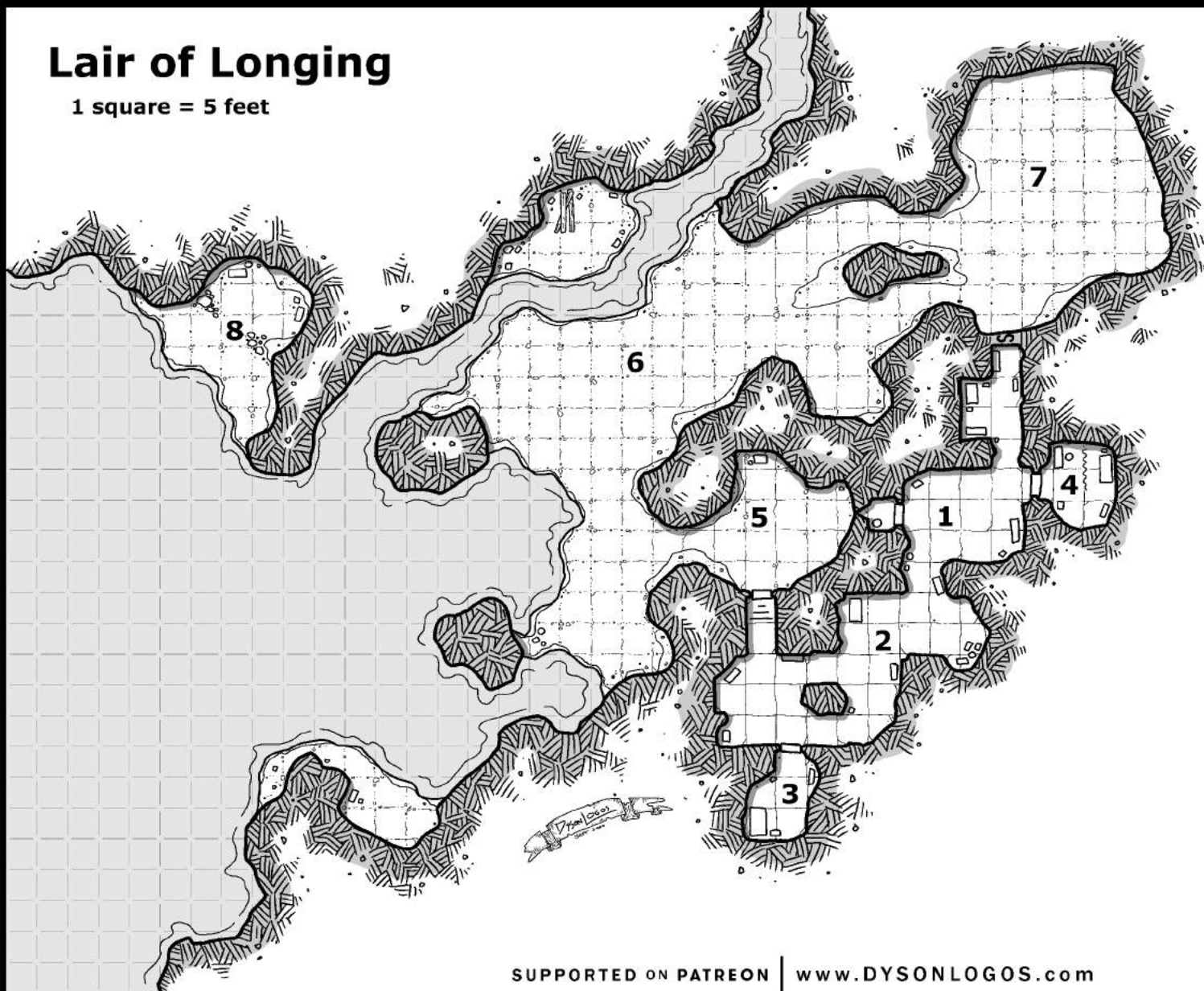
To protect their bountiful booty and hideout from the island's dinosaurs and would-be thieves, the swashbucklers under Captain Fogbeard laid numerous magical traps across the jungle floor. Over the years, the area has become more sparsely populated as local fauna besides birds and insects try to avoid the dangerous traps. A successful Intelligence (Nature) check discerns that the wildlife is avoiding the region due to some sort of threat on the ground.

For each hour of travel at a normal pace in the southwestern jungle, roll a d20 for each character. Traveling at a slow rate gives each creature advantage on the roll, and a fast pace incurs disadvantage. On a 3 or below, the character steps on a trap. Each creature in a 5-foot radius must make a DC 17 Dexterity saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much on a successful one. Creatures with passive Wisdom (Perception) checks of 13 or higher have advantage on this saving throw. For especially skilled or powerful parties, consider marking locations during combat with the ghost pirates as additional trap locations.



Lair of Longing

1 square = 5 feet



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GHOST PIRATES

As they traverse the jungle, read the following text:

The jungle is perpetually hot and humid, full of life, but the weather seems to turn and a strangely frigid breeze whispers in. As a thick mist begins to form and flow across the ground, ethereal blue-green sailors appear, ready to attack!

Encounter: Desperate Pirates. Two **ghosts** attack the party with reckless abandon. While fighting, the only noise evident from the spectral pirates is a throaty, gurgling moan as their drowned lungs fail to properly convey sound. With extremely limited communication skills and very little control over their abilities, the pirates have little recourse besides slaughter and welcome the sweet return to their eternal slumber. All that matters to them is preventing more victims from falling into the hands of the coven.

Treasure: Favorite Cloak. Upon releasing the pirates from their tortured half-life, one pirate's spectral cloak drops and materializes as a fully physical *forecaster's cloak* (see Appendix A).

GHOST PIRATE CAPTAIN

At some point, likely after the release of the pirates under his command, Captain Fogbeard himself will appear, bringing all his might to bear in an attempt to halt the party's progression.

Encounter: Captain Fogbeard. The ghost pirate **Captain Fogbeard** (see Appendix B) attacks from behind, shifting from the Ethereal Plane in an attempt to surprise one of the party members. He focuses his efforts on the individuals who show signs of magical prowess. Like his crew, only wet burbles and grunts accompany his onslaught.

Treasure: Fogbeard's Outfit. Upon returning to the beyond, Captain Fogbeard's spirit drops his *mistwalker armor* (see Appendix A), the anchor used by the hags to bring him back.



PARROTS AND MONKEYS

When the Icklan Coven first attempted to bring back the spirits of the *Vigilant's* crew, they decided to start small. Their raising of the ship's beloved pet monkeys Shriek and Hum, along with the parrots Chartreuse and Vermilion, was a horrible, horrible mistake. The remains of the pets fused together through the necromantic power and grew dramatically, creating two monstrous skeletal beasts wreathed in black energy.

Enthralled by their revolting form but with little control over their actions, the coven reluctantly left the beasts to roam the jungle. With only their ties to the *Vigilant* and its spectral crew, the tortured creatures stalk the jungles causing wanton chaos and destruction.

The soft dirt and vegetation of the jungle floor begin to rustle, disturbed by the approaching footfalls of two fast-approaching forms, pinpricks of violet energy in their eye sockets alight with reckless abandon.

Encounter: Anguished Horrors. The two **skeletal amalgamations** attack (see Appendix B). They fight with complete disregard for their own safety, fueled by their anguish and torturous existence.

HUMANOID CORRAL

After the jungle encounters, the party finds a small, secluded grove a short distance from the cliffs. Once they progress beyond this area, they'll be susceptible to the song of the harpies, which will use their Luring Song to lead them into the trap as per their agreement with the coven. If they manage to avoid the trap, the harpies gleefully lure their prey over the edge of the cliffs to Area 8, revealing their nest and the oceanside entrance to the Lair of Longing. Creatures charmed by the harpies and their song make ability checks around the cliff with disadvantage.

Trap: Concealed Pit. Near the edge of the cliffside is a large pressure-sensitive pit trap that leads 80 feet down, directly into Area 1. When triggered, cleverly disguised ground cover in a 10-foot radius falls away and any characters in the radius fall 80 feet. It is possible that either charmed characters will be led into this trap, or characters investigating the area might trigger the trap. The coven magically warded the trap to avoid killing their captives. Creatures will take 28 (8d6) nonlethal bludgeoning damage from the fall, and are knocked unconscious if the fall reduces their hit points to 0.

A successful DC 18 Wisdom (Perception) or Intelligence (Investigation) check will reveal the position of the trap before it is triggered. Any weight or force greater than 100 pounds can be used to safely trigger the trap.

LAIR OF LONGING

The Lair of Longing is a small grotto at the base of the island's southwestern cliffs. There, a coven of sea hags is sacrificing and pressing both the living and the dead into service as they prepare to raise a ghost ship from the nearby wreckage. In addition to various protective measures, the hags have enlisted harpies to lure islanders into a trap atop the cliff for their use.

GENERAL FEATURES

If the harpies in Area 8 are still alive, their song echoes through the entire lair but has no magical effect due to magical wards placed by the coven. All Wisdom (Perception) checks based on hearing are made with disadvantage within the lair.

Unless noted otherwise, areas of the Lair of Longing have the following features.

Ceilings. The 10-foot-tall ceilings are rough-hewn stone with some hanging stalactites in undisturbed areas unless otherwise noted.

Floors and Walls. The walls and floors are made from limestone and loose sand.

Doors. The few doors in the lair are made from driftwood with rusty iron hinges. They have an AC of 13 and 10 hp. Locked doors require a DC 18 Dexterity check by someone proficient with thieves' tools to open. A stuck door can be opened with a successful DC 11 Strength check.

Climate. The lair is warm and humid, completely permeated by the strong scent of the ocean's brine.

Illumination. Unless otherwise indicated, areas within the lair that are not open to the elements are pitch black, as there are no natural light sources.

Eclectic Hags. The Icklan Coven has acquired a vast collection of random junk and detritus. Unless otherwise noted, the floor is considered difficult terrain, and dashing through the debris deals 1 piercing damage for every 5 feet of movement used.

KEYED LOCATIONS

The following locations are keyed locations on the map of the Lair of Longing.

1. THRALL STORAGE

This room has an open archway to the south leading to Area 2 and doors on the east and west sides. The western door leads to a closet with a small peephole viewing area 5, and the eastern door leads to Area 4 and is locked. In the northernmost corner of the room, a single, exquisitely carved statue of a sailor faces the north wall.

Encounter: Violent Innocents. There are eight thugs charmed by the coven within this room. They are initially indifferent to the party if the party enters the room via the trap directly above them. If the characters begin poking around the room or speak aloud, the thugs attack. It is plainly evident that they are not in control of their faculties and are missing islanders being held as prisoners. If knocked unconscious and then revived, the charm is broken, and they return to their true selves.

Surviving thralls can inform the party of the basic layout of the lair, and that the statue to the north is a petrified innocent who saw a basilisk.

Secret Door. The secret door to Area 7 can be discovered with a DC 18 Intelligence (Investigation) check. If the party was informed about the petrified sailor, they make this check with advantage, as his stone hand is pointed roughly towards the lever to his left that opens the limestone door ahead of him.

2. MAIN QUARTERS

This somewhat sprawling room is the main lounge for the coven, with numerous ugly couches and cushions thrown about haphazardly.

Trick: Dying Plant. Remarkable for being the only plant within the room, a small flower in the corner barely hangs on to life. It gives off a blatantly obvious magical abjuration aura and a wispy purple glow, but with an indeterminate purpose. If a creature touches the flower, it casts the *geas* spell (save DC 18) on the individual, commanding them to protect, not harm, the coven's members.

3. STORAGE CLOSET

Trap: Good Luck Charms. Opening this unlocked door activates a magical ward. A creature with a passive Wisdom (Perception) of 16 or higher can tell that this door being unlocked is indicative of danger. Any creature other than a hag that opens the door while standing directly in front of it must make a DC 18 Intelligence saving throw. The creature takes 44 (8d10) psychic damage on a failed save. The room is full of random sharp-edged junk like mirror shards.

Treasure: Salvage. A small, unlocked chest with 4 gold bars worth 50 gp each lies hidden among the jagged splinters, requiring a successful DC 18 Intelligence (Investigation) check to find.

4. CAULDRON OF EYES

Opening the locked door to this room reveals a small closet-like chamber with a cauldron of swirling, glowing blue liquid.

A beaten-up cauldron lies surrounded by broken tools, instruments, and other implements. The shimmering azure brew gently swirls of its own accord, smooth except for a number of differently sized and colored eyeballs. It seems to call, wanting attention, to be gazed upon.

If a creature touches the cauldron or its brew, it begins to spin faster, and the creature in question goes still as its eyes turn milky white. The creature hears in its mind, "What do you want to know, to see, upon this island?" The creature can use the cauldron to cast *augury*, or *legend lore*, but only targeting the island, the coven, the *Vigilant*, or its captain. Once either spell has been cast, the item loses its magic permanently and is simply an empty black cauldron.

5. DETRITUS ROOM

This room leads to Area 6 via an open archway to the west (allowing daylight to spill into the room), and to Area 2 via a door to the south. Mostly empty, this room is only notable due to the elaborate and intricately-woven rug in the center of the room and its ceiling sloping to the southwest.

Trap: Junk. Stepping on the rug activates a *glyph of warding* with the *disintegrate* spell (save DC 19). The hags know to avoid it, but their enthralled servants and other allies do not.

THE ICKLAN COVEN

The sea hags of the Icklan Coven are named Madame Myrtle, Lady Lualla, and Grandmother Gertruvia. If you'd like to distinguish them further in combat, give Gertruvia a maximum hit point total of 77, and Madame Myrtle a maximum hit point total of 38.

6. RITUALISTIC SHIPWRIGHTS

This large, open-air cavern with a 60-foot-high ceiling opens to the sea in the southwest and leads to Area 7 to the northeast. Here, the Icklan Coven and their manticores allies are performing the ritual to raise the *Vigilant* as a ghost ship and permanently enslave the ghost pirates as its crew. When they become aware of the adventurers, the coven redoubles their efforts as the *Vigilant's* spectral form begins to materialize just off the shore.

Three horrendously ugly and slimy creatures, along with two vicious winged monstrosities, encircle a large, green-flamed bonfire. The hags are chanting, and low gurgling moans of drowned sailors ebb and flow like the tides. Just offshore, the image of a ship is blinking back and forth into and out of existence.

Encounter: Desperate Hags. Three **sea hags** and two **manticores** attack immediately. The manticores were promised immortality by the hags, and thus fight to the death with full faith that they will be resurrected. If the four **basilisks** in Area 7 have not already been defeated, the hags will telepathically call for them on the first round of combat, and they arrive two rounds later. The coven will complete their ritual on the second round of combat on Initiative Count 20, and once one of the hags falls below 10 hit points, the hags' *contingency* spells activate, causing them to *teleport* onto the newly risen *Vigilant*.

7. BASILISK PEN

This large, pitch black, and soundproofed cavern holds the coven's four tame basilisks, tasked with guarding the pirate's plundered treasure. Petrified flesh is scattered in chunks across the sandy ground, making it difficult terrain.

Encounter: Basilisk Herd. Four **basilisks** attack anyone that enters except the coven, having been trained to protect their pen. Any noise in this area does not alert the creatures in Area 1 or 6, as it's magically soundproofed with a permanent *private sanctum* spell.

Treasure: Pirate Plunder. A chest shallowly buried in the sand contains *hour and minute* (see Appendix A), four bottles of ale, three bottles of wine, 327 cp, 7,994 sp, 1,703 gp, 108 pp, and twelve gems worth 100 gp each (three pearls, three chrysoberyls, two amethysts, one tourmaline, one garnet, one jade, and one spinel).

8. NEST OF HARPIES

Encounter: Starving Harpies. There are 8 hungry **harpies** in their nest, surviving off the scraps of the basilisks and manticores and the humanoids unlucky enough to follow their song over the cliff's edge. The Icklan Coven has an ongoing deal with them to attract islanders and draw attention away from the lair itself. They attack as soon as they sense movement.

Treasure: Building the Nest. Three fine silk outfits worth 200 gp each are intact but woven into the harpies' nest, requiring a successful DC 15 Intelligence (Investigation) check to find among the other materials.





AFTERMATH

After confronting the Icklan Coven and their forces, the party learns that the *Vigilant* rose and her crew was bound unto it. Unless the party has dispatched the hags, the coven retains command of the vessel, which they will use to terrorize the island as they strive to find a way through the magical storm. If the party manages to wrest control of the vessel (at your discretion, this could require them to clear the entire ship like a dungeon and confront a newly-empowered coven), the ghost ship *Vigilant* may become a valuable resource for navigating around the island quickly until they can find a way to escape. In either case, the adventurers can make their way (with any surviving prisoners in tow) out of the lair and up the cliffside in some fashion, to continue their various quests.

HOOK RESOLUTIONS

Best Laid Escape Plans. Having found and possibly rescued a number of islanders, the party can now bring the individuals back to their loved ones. The survivors are immensely grateful and prepare a meager but welcome island feast in their honor.

Haunting Melodies. After discovering the Lair of Longing and its resident hags and harpies, along with potential treasure and history about the island, the party members are now that much stronger and wiser.

Pirates Ahoy. The party successfully found and looted the treasure of the dread Captain Fogbeard and may have also uncovered information about other locations on the island with valuable resources.

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APPENDIX A

FORECASTER'S CLOAK

Wondrous item, common

This warm, fur-lined cloak creates illusory representations of the impending weather. While wearing this cloak, you can use an action to open it and speak its command word to create a harmless, sensory effect within the cloak that represents what the weather will be at your location for the next 8 hours. This effect persists for 1 minute or until you close the cloak.

HOURLY AND MINUTE

Weapon (a dagger and shortsword), very rare (requires attunement)

These two magical weapons are bound by a powerful force. Despite there being two weapons, you only need to attune to one of them to use their properties. While holding one of the weapons, you can use an action to determine the distance and direction of the other paired weapon as long as you're on the same plane of existence.

If you attune to one of the weapons while another creature is attuned to the other, you are each aware of the other creature's attunement and must make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The creature that wins the contest remains attuned to the item, and for the next 24 hours, its attunement cannot be broken by another creature attempting to attune to the other weapon. The creature that loses the contest is no longer attuned to the weapon.

While holding both weapons in either hand, you gain several benefits:

*You gain a +1 bonus to attack and damage rolls made with these magic weapons. *Your perception of time is slightly quickened: allowing you to dodge attacks that would have normally hit you. You gain a +1 bonus to AC. *When you roll a 20 on an attack roll using Hour (the dagger) against a creature, that creature is under the effects of the *slow* spell until the end of your next turn. *When you roll a 20 on an attack roll using Minute (the shortsword), you're under the effects of the *haste* spell until the start of your next turn. When the effect ends, you don't suffer the normal effects of the spell ending.

- In addition, you can use an action to lay the two weapons down on the ground. When you do, they magically point north before spinning around to align and tell the current time. When they do, 12:00 is always facing north.

MISTWALKER ARMOR

Armor (leather), rare (requires attunement)

This dark leather armor releases thin wisps of fog from its seams. While wearing this armor, you can use an action to cast the *fog cloud* spell (2nd-level version) from it. Once this property of the armor has been used, it can't be used again until the next dawn.

In addition, fog doesn't obscure your vision, and while you're in opaque fog, you can use your movement to teleport to an unoccupied space that you can see in the fog. Doing so costs an amount of movement equal to the distance you teleport.

FORECASTER'S CLOAK



HOURLY AND MINUTE



MISTWALKER
ARMOR



APPENDIX B

CAPTAIN FOGBEARD

Medium undead, chaotic evil

Armor Class 1 (mistwalker armor)

Hit Points 81 (18d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +5, Int +5, Wis +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Ethereal Sight. Captain Fogbeard can see 60 ft. into the Ethereal Plane when he is on the Material Plane, and vice versa.

Fog's Ally. Captain Fogbeard can see through both magical and mundane fog without any impediment to his vision.

Incorporeal Nature. Captain Fogbeard can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Legendary Resistance (3/Day). If Captain Fogbeard fails a saving throw, he can choose to succeed instead.

Special Equipment. Captain Fogbeard is wearing *mistwalker armor*.

Actions

Multiattack. Captain Fogbeard makes two attacks with his Withering Touch, or two attacks with his Brine Fist.

Brine Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 22 (4d10) force damage, and the target must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion.

Etherealness. Captain Fogbeard enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of Captain Fogbeard that can see him must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Captain Fogbeard's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that Captain Fogbeard can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by Captain Fogbeard; Captain Fogbeard then disappears, and the target is incapacitated and loses control of its body. Captain Fogbeard now controls the body but doesn't deprive the target of awareness. Fogbeard can't be targeted by any attack, spell, or other effect, except ones that turn undead, and he retains his alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Captain Fogbeard ends it as a bonus action, or Captain Fogbeard is turned or forced out by an effect like the *dispel evil* and *good* spell. When the possession ends, Fogbeard reappears in an unoccupied space within 5 feet of the body. The target is immune to Captain Fogbeard's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Legendary Actions

Captain Fogbeard can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Captain Fogbeard regains spent legendary actions at the start of its turn.

Move. Captain Fogbeard moves up to his speed without provoking attacks of opportunity.

Brine Fist (Costs 2 Actions). Captain Fogbeard makes an attack with his Brine Fist.

Summon Undead (Costs 3 Actions). Up to three **skeletons** or **zombies** appear in unoccupied spaces within 30 feet of Captain Fogbeard and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. Captain Fogbeard can have up to three undead summoned by this ability at a time.

CAPTAIN FOGBEARD

The fallen leader of the Vigilant, Captain Fogbeard, was a notorious pirate in life known for both his bushy white-gray beard and his supernaturally lucky penchant for attacking his foes during unusual bouts of fog. Known across the seas as terrible forces to be reckoned with, a ghost pirate captain commands their crew and ghost ship as they continue their life's work in undeath. With a ravenous hunger for plunder and treasure, areas frequented by ghost ships are marked upon naval charts as impossible to navigate to all but the most foolhardy of sailors.

SKELETAL AMALGAMATION

A skeletal amalgamation is an unlucky result of necromancers raising multiple beasts simultaneously. Only the most powerful necromancers can assert control over these undead, which means that most of them run amok and cause rampant mayhem. Strengths and weaknesses can differ based on the animals used, in this case parrots and monkeys grant the amalgamations flight, strength, and other abilities.



SKELETAL AMALGAMATION (AVIAN/PRIMATE)

Large undead, unaligned

Armor Class 13

Hit Points 147 (14d10 + 70)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	20 (+5)	6 (-2)	17 (+3)	8 (-1)

Skills. Athletics +6

Damage Resistances acid, cold, fire, lightning, thunder; piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Mimicry. The skeletal amalgamation can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Two Heads. The skeletal amalgamation has advantage on Wisdom (Perception) checks.

Actions

Multiattack. The skeletal amalgamation use its Mockery and makes two attacks with its fists.

Fists. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 19 (3d10 + 3) bludgeoning damage.

Mockery. The amalgamation taunts its prey with vicious sailors' insults and curses. One creature within 60 feet that can hear the skeletal amalgamation must make a DC 16 Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.