



THE SURPRISE & CREW

Dwarven schooner turned light war cruiser, the *Surprise* regularly patrols the Breakwater Coast out of Haven for six to eight week-long cruises. At 100 feet long and a 25 ft beam, she carries a full complement of 60 battle-ready crew and an armament of nine ballista. A privateer during the Great War, she now sails under the Freelands banner for the Dwarven Sea Wolf Clan.

She's called the *Surprise* not only because she is painted in swirls of blues and whites (the colors of the Sea Wolf clan) and difficult to see on the water, but she's also surprisingly nimble for her size. This is because of her tendency to only have two-thirds the typical crew and ammunition. This means she has much shorter cruise length and combat capacity but is much lighter and therefore quicker on the water, with 7 knots being her average speed, almost 50% faster than other schooners her size.

BRENNAN FOAMBEARD (CAPTAIN)

Accomplished Sea Captain Like all members of the Sea Wolves clan, Brennan prefers the sea over dry land. He quickly rose through the ranks to take command of his own ship at the young age of 50 years old. Quickly losing his taste for working the trade routes, he took a privateering license from the Z'hing-Tao Empire, and recommissioned his schooner for hit and run tactics against their enemy, the Holy Ignis Empire. After the war he took to protecting dwarven trading vessels from the pirates that now infested the Breakwater coastal waters.

TRAITS & MANNERISMS

Ideal I do whatever it takes to protect my crew and my clan.
Bond The sea is my home; I will live and die at her whim.
Flaw My crew and clan mean more to me than anything or anyone

FAN YONGZHENG (FIRST MATE)

Loyal Right Hand A former officer in the Z'hing-Tao Royal Marines, Fan joined the crew as a representative of the empire. His entire family was killed in a raid by the Ignis soldiers during the Great War. He hates that the war is over and has a burning desire to continue the fight. Captain Brennan has saved his life on numerous occasions and for that he has his undying loyalty.

TRAITS & MANNERISMS

Ideal I serve with honor and respect my commanding officer.
Bond I will find the soldiers that destroyed my village and end them.
Flaw I burn with the desire to crush the Ignis empire.

BRIM FIREBREATH (QUARTERMASTER)

Grizzled Veteran Growing up on a fishing vessel, Grim was quick to join the crew of the *Surprise* to get away from hauling nets the rest of his life. His gruff and direct approach earned him respect from the crew who quickly voted him in as quartermaster. He considers himself lucky to serve under an honorable captain and keeps the crew grumbling to a minimum. He hopes to one day own his own ship but has trouble not spending his salary on luxury baubles for his wife back home.

TRAITS & MANNERISMS

Ideal The crew is my family and I will see them treated fairly.
Bond I will be Captain of my own ship one day.
Flaw My wife loves expensive presents and I want to make her happy because I rarely see her.

BRENNAN FOAMBEARD

SHIP CAPTAIN

medium humanoid (dwarf), neutral good

- **Armor Class** 18 (chain mail and shield)
- **Hit Points** 65 (10d8+20)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +4
Skills Athletics +6, Perception +5, Intimidation +7
Senses passive Perception 15
Languages Common, Dwarven
Challenge 4 (1,100 XP)

Special Traits

Sailor 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel.
Brave The captain has advantage on all saving throws against fear.
Leadership (recharges after a short or long rest) For 1 minute, the captain can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Actions

Multiattack The captain makes three melee attacks.
Longsword Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands
Heavy Crossbow Ranged Weapon Attack: +2 to hit, range 100/400, one target. Hit: 5 (1d10) piercing damage.



FAN YONGZHENG

SHIP FIRST MATE

medium humanoid (elf), lawful neutral

- **Armor Class** 15 (chain shirt)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +5
Tools Navigator's Tools, Water Vehicles
Skills Perception +4
Senses passive Perception 14
Languages Common, Elven
Challenge 2 (450 XP)

Special Traits

Sailor 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel.
Direct Crew When a non-hostile creature is within hearing distance of Jin'Tao and about to make an attack roll or saving throw, Jin'Tao can utter a direct command or warning. The creature adds 1d6 to its roll provided they can understand Jin'Tao
Sneak Attack Once per turn, the first mate deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jin'Tao that isn't incapacitated and Jin'Tao doesn't have disadvantage on the attack roll.

Actions

Multiattack Jin'Tao makes two attacks with his longsword or two with his heavy crossbow.
Longsword Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage and if the target is a creature it must succeed on a DC11 Constitution saving throw or take 10 (3d6) poison damage.
Dagger Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

BRIM FIREBREATH

SHIP QUARTERMASTER

medium humanoid (dwarf), chaotic good

- **Armor Class** 14 (studded leather)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 17 (+3) 14 (+2) 10 (+0) 11 (+1) 10 (+0)

Saving Throws Dex +5

Tools Thieves' tools

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Special Traits

Sailor 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel.

Sneak Attack Once per turn, Brim deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Brim that isn't incapacitated and Brim doesn't have disadvantage on the attack roll.

Actions

Multiattack Brim makes two attacks with his shortsword, or two attacks with his heavy crossbow.

Short sword Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Heavy crossbow Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 5 (1d10 + 2) piercing damage.

THE CREW

MARINES & SAILORS

medium humanoid (dwarf), various non-evil alignments

- **Armor Class** 16 (leather armor)
- **Hit Points** 85 (10d8+40)
- **Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 20 (+5) 18 (+4) 10 (+0) 12 (+1) 10 (+0)

Saving Throws Str +5, Con +7

Skills Acrobatics +7, Athletics +5, Intimidation +3

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned;

Senses passive Perception 11

Languages Common, Elven, Dwarven

Challenge 6 (2,300 XP)

Special Traits

Sailor The crew has a 30 ft. climb speed and gain advantage on Athletics and Acrobatics checks when on a naval vessel. Sneaking Surround. Any creature ending its turn adjacent or within two or more squares the crew occupies, the crew deals them 10 (3d6) piercing damage.

Troop The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid.

Actions

Skirmish Melee Weapon Attack: +8 to hit, 5 ft. reach. Hit: 16 (4d6 + 2) piercing damage. Every target within reach takes 1d3 > attacks.

Volley Ranged Weapon Attack: +8 to hit, 100/400 ft. range, 1 target. Hit: 21 (3d10+5) piercing damage.





1 SQUARE = 5 FEET

CREDITS

This module was created with the help of all of these talented people:

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