

BREEZEPORT

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WELCOME TO BREEZEPORT

Colorful, cheerful, and filled with many unique characters, Breezeport is a coastal bay city spread over lush green hills. For the most part, the weather is cool and calm in Breezeport. Summers sometimes get hot, but winters are always mild. Thanks to the presence of a local sect of druids, local water and air currents supply the bay with ample warm water and sailable skies. At any point, dozens of small, colorful sailboats can be seen dotting the bay's rich blue water. Thanks to its central location between several large regional cities, its culture became a rich tapestry of art, history, and commerce. As such, Breezeport is a common stop for resting and resupplying for hundreds of importers, exporters, and merchants.

Breezeport is a city that believes in two principles. First, every sentient creature has the right to be free and do as they please so long as it doesn't affect others. Second, every creature is entirely responsible for the consequences of its actions. Many locals carry at least some form of light, but practical, means of protection, as their shared responsibility for the law sometimes means enforcing it. With hundreds of adventurers making their home in this sprawling city of 15,000, Breezeport's citizens have little to fear from outside dangers.

Before the city was safe for the average citizen, however, it was a minor port for dangerous pirates and outcast sailors. Two centuries ago, over a period of ten years, all but the most resolute pirates up and left the then rough-and-tumble city. A relentless series of inexplicable and extraordinary circumstances—pranks—drove the pirates to the brink of exasperation. Convinced that the city itself was out to get them, the dangerous sort that once called Breezeport home left in a bloodless exodus that made way for others to thrive there.

Despite Breezeport's vastly improved outlook, it still has its share of troubles. Economic woes run rampant through the city as its figurehead, Duke Rhodes, drains the city's coffers to pay for his frequent flights of fancy. Criminal masterminds lurk in the shadows, taking advantage of the city's *laissez-fair* attitude. And a band of experienced dragon hunters haunts the streets, convinced that a mighty metallic dragon was responsible for the founders' departure.

CITIZENRY

A sprawling coastal town, the homes and businesses of Breezeport cascade down from the hills that surround it. A vast majority of Breezeport's citizens live a transient life, sailing from one point to the next. Those who remain are retired sailors, businesses to support the nautical culture, or those who view Breezeport as a safe haven. Despite the copious amount of gold coins that trade hands in Breezeport, many of its citizens are relatively poor. Fortunately, the good weather allows them to forego the creature comforts of larger, inland cities. Homelessness is less a burden in Breezeport than it is a way of life.

While traditional wealth certainly funds plenty of luxuries within Breezeport, one's social status often relies on one's social currency. Those who perform good deeds, help others, and maintain a positive outlook earn high marks among the city's predominantly liberty-minded inhabitants. Meanwhile, those who have poison in their hearts, do little to

assist others, or only think for themselves find themselves at the bottom rungs of Breezeport society. Not even gold will buy these ne'er-do-wells entry into the city's finest halls.

DEMOGRAPHICS

Breezeport is home to roughly 15,000 citizens and it is a melting pot of cultures and ethnicities. A visitor is just as likely to run across a human fighter dressed in the finest military regalia as they are to come across a dragonborn sorcerer from lands distant and exotic.

LANGUAGES AND DIALECTS

Most of Breezeport's citizens speak Common by virtue of convenience, especially when it comes to trade. Other popular trade languages include Dwarven, Goblin, and, to some extent, Draconic.

ATMOSPHERE

Just as the rush of warm, comfortable air tackles the unfurled sails of Breezeport's countless vessels, a feeling of hospitality and friendliness fills the air in Breezeport. Bunting flags, paper lanterns, and wreathes of flowers decorate the buildings, streets, and ships. The smell of fresh baked goods, salted meats, and fresh fish is everywhere. Children play without fear of reprisal, couples laugh and hold hands, and burly sailors emit raucous laughter heard everywhere. If a fight breaks out, it's all in good fun—friends laughing as they bloody noses and bruised eyes. There are guards, certainly, but for the most part they ensure that newcomers understand that Breezeport is a city that exists by the goodwill of its people. In the rare times of trouble, it's Breezeport's citizens—and innumerable adventurers—who take to arms, repelling those who would disrupt the city's utopia.

GOVERNMENT

Labeling Breezeport's government a "ruling body" is erroneous at best. Although the city has a "leader" by the name of Duke Rhodes, the city more or less manages itself. This *laissez-faire* attitude towards rulership requires its citizens to stand up for themselves, of course, so there are plenty who view the libertine nature of Breezeport as a burden. But the city functions best when its citizens are left to their own devices.

DUVRA

Duvra is an ancient silver dragon (see the appendix). He is the one responsible for chasing the city's bloodthirsty founders from the city. Of course, he didn't rid the city of the pirates on purpose. Duvra loves pranks, especially when made against those with little-to-no sense of humor. The angrier the pirates got, the more pranks Duvra pulled. Of course, very few of Breezeport's citizens actually know that Duvra exists. To them, Duvra is nothing more than a legend, or a bedtime story Breezeport's working-class tells their children to warn them from taking life too seriously.

The few pirates who stayed in town revere the silver dragon, remembering the chaos it caused in the early days. Most

of Breezeport's citizens are skeptical of the pirates' claims. They believe that the pirates left Breezeport because of in-fighting and increased military patrols in foreign waters. Duvra does little to disprove these rumors.

Duvra appears among people in any number of humanoid disguises, but often assumes the form of a young boy in a green tunic. He also takes on the guise of various beasts, like crows or stray cats, that whisper riddles or collect unguarded trinkets. In general, the dragon's favorite pranks are the ones that either embarrass or leave more questions than answers. They're almost always physically harmless.

Duvra's lair hides beneath the docks at the Southern edge of the bay. Accessible by a series of magically concealed trap doors and false walls, this underground coastal cave is home to the dragon's centuries of stolen wealth and coveted trinkets. Stuffed animals that once belonged to pirate captains, scandalous love letters between notorious socialites, glass frogs, and more unusual nicknacks comprise the dragon's whimsical collection.

DUKE RHODES

Duke Rhodes (CN male human **noble**) is the self-proclaimed leader of Breezeport. Although Rhodes is a spendthrift and incorrigible brat, ultimately, he is a kind and friendly person who, despite his braggadocious manner, always puts the needs of the city before his own. For this reason, Breezeport's citizens allow him to continue his charade. Furthermore, he's a merchant of scandal and gossip, who isn't afraid to blackmail others into submission.

A distant relative of an original Breezeport pirate, Rhodes is an active believer in Duvra who takes extraordinary precautions against Duvra's attempts to bully him into leaving. Half of his lavish spending and activities are made in defiance of Duvra in an almost supernatural game of cat and mouse between the two. Rhodes finds the game to be a keen exercise in wits. While Duvra believes he's finally found a target worth pranking. Round and round it goes.

Little does the old dragon realize that the Duke's job is to draw its attention away from one of Breezeport's biggest power players, Mister Marble (see below). The Duke suffers Duvra's games, allowing Mister Marble to serve as Breezeport's true shadow lord.

THE SILVER LORDS

If there were any one true ruling body in Breezeport, that title would go to its merchant guilds. Although the guilds are not official, they ensure the quality and service of Breezeport's myriad vendors. Those who hope to achieve membership in a guild must serve as an apprentice for at least two years with a guild's master crafter or trader, at which point they may graduate to journeyman status and earn membership. A journeyman must then prove their worth with four years of service to the city. At the end of this duration, the journeyman may test for master's status, awarded by their respective guild's master crafters.

Certainly, a merchant may sell their wares without a guild membership. However, most Breezeporters know that spending hard-earned coin on a non-member merchant is a risky bet.

While these guilds exist to ensure the customer experience in Breezeport, their control of the city's coin gives them immeasurable power over the city's economy. As such, Breezeport's citizens refer to those who manage the guilds as The Silver Lords.

MISTER MARBLE

Perhaps the most well-known and important of all of Breezeport's Silver Lords, Mister Marble is an influential guild master in the Glassblower's Guild. As his true name is unpronounceable to those from the Prime Material plane, Mister Marble gained his monicker from the polished, stone-like surface of his dark skin.

Because glass products and windows are one of the most profitable ventures and exports in the city, Mister Marble uses his considerable sway to direct the city's trade any way he pleases. He is responsible for many of the city's civic projects, too, including the roadways, docks, and general maintenance. Even the city's defense owes its existence to Mister Marble's deep coin purse. Marble doesn't outwardly come off as a villain, but those who get in the way of his desires or work against him often find themselves at odds with all of the city's guilds for fear of retribution.

DEFENSE

There are no official guards in the city beyond a handful of volunteers who work as the eyes and the ears of Breezeport's true defenders, the multitudinous adventurers, bodyguards, and swords-for-hire who frequent the city. In the rare instance the city comes under attack or a violent event breaks out, every hero in town rises to the occasion to squash the trouble.

The closest thing the city has to an organized militia is Mister Marble's bodyguard retinue, The Blocks. True to their name, the Blocks are a group of two dozen or so earth elementals who keep their rough edges chiseled, giving them a brick-like appearance. The Blocks answer only to Marble.

COMMERCE

Breezeport earns nearly three times as much as any other city of its size in the region. The sheer volume of coinage flowing through its businesses owes its existence to the lack of governance in the city, the presence of The Silver Lords (see above), and its prime location. While Breezeport creates plenty of its own goods, the majority of its earnings come from services. Heroes offer their services for adventuring needs while bodyguards offer to protect warehouses holding valuables. Because there are no laws preventing illegal products, it's also a good place to store and trade items other settlements would deem "black market" goods. While traditional taxes aren't collected on such services, those who earn a living in Breezeport are expected to pay their "fair share" to ensure the success of the city. This tithe earns entrepreneurs social currency and protects them from the ire of the city's higher-ups.

Many of Breezeport's citizens forego earning an income altogether. Referred to as Janglers (for the sound their cups make when begging for coins) by the nobles, this caste relies on the generosity of the wealthy elite who seek to improve their social status in Breezeport.

OTHER FACTIONS AND ORGANIZATIONS

Other notable factions in the city include the following groups.

BLACK WARTHOG RIDERS

Look out! The Black Warthog Riders are crashing down the street! This group of screaming goblins comprises one of Breezeport's most notorious gangs. And as the name suggests, they ride on the back of black-furred warthogs. Leading the gang is a snaggle-toothed **goblin** named Hickory Stick. A few years back, Hickory Stick woke up hungover in a pig sty. Broke and tired of Breezeport's other goblinoids bullying him, he decided to train the biggest and ugliest boar to serve as his mount. That boar—Cuddlebug—helped Hickory Stick earn his status as one of the toughest goblins in town. Quickly, other small goblins in similar situations begged to join the gang. "Train a pig and you can ride with us," Hickory told them. So they did. Although the Black Warthog Riders qualify as a gang, they target only those they consider bullies. After chasing away the hobgoblins from Breezeport, they turned their attention to Mister Marble and his cronies. They haven't yet affected enough of Marble's business for the shadow lord to take notice, but they are persistent.

CAPTAIN HUIK AND THE SILENT DECEIT

One of the few holdovers from Breezeport's age of piracy, Captain Huik (pronounced "HUE-ick") and the crew of the *Silent Deceit* keep anchor a few thousand yards away from Breezeport's docks. Like most of the old pirates who haunted this part of the coast, Huik believes that it was a silver dragon that chased away the area's criminal element. With every waking breath, he swears vengeance against his unseen foe, spending the fortune gained in his younger years to identify, track, and ultimately, kill the dragon. Ivo the Invincible is just one of many hunters employed by Huik. Happy to continue their age-old games, Duvra humors the venerable pirate and tricks the old man by transforming into various gulls, rats, and even fish that whisper nonsensical riddles to him when no one else is there to see. Some wonder what old Huik would even do if he caught the dragon. Would he actually try and kill Duvra? Or would he turn the other way, recognizing that Duvra might be the only purpose driving him in his twilight years? Huik's recent involvement with the Duvran cults around the city point toward the latter.

DAISY Z AND THE FEATHERED MASKS

Second maybe only to Mister Marble, Daisy Z is possibly Breezeport's most influential personality. Daisy Z runs the Feathered Masks, an escort house higher up Breezeport's hillside. Be wary of your tongue—Daisy Z's is not some common bordello. Her veritable army of masked escorts does more than just cater to their callers' physical needs. Daisy Z's masks serve as companions, confidants, and sometimes even spies. Earning one's mask requires years of training, education, and oversight. As such, Feathered Masks are the best-educated people in the city, some rivaling even the region's top sages. Daisy Z herself is a lawful neutral female half-elf using the **Feathered Mask leader** stat block (see the appendix), but she hides her magical abilities from everyone, including the masks.



IVO THE INVINCIBLE AND HIS FOUR AWESOME AXES

The dragon hunter Ivo the Invincible hails from lands cold and distant where white dragons frequently terrorize villages. Ivo stands almost seven feet tall and has a barrel of a chest. His face is scarred from dragon claws and frostbite and he rarely laughs. Always at his side are his Four Awesome Axes, his entourage. Ironically, none of them carry an axe and there are actually five of them. Captain Huik of the Silent Deceit (see below) hired Ivo to track and kill the silver dragon Duvra—that was six years ago. Each report Ivo gives claims that he is “one step closer” to finding the beast. Of course, it’s all a ploy. Ivo actually works for Duvra. The two are old friends from Ivo’s youth. The pair split the egregious sums of silver that Huik pays to keep Ivo and his squad on the payroll. However, if Huik ever found out about this deception, he might offer an adventuring party even more silver to punish Ivo for the slight.

CONFLICTS

Although Breezeport is hardly what one would label a “troubled city,” it isn’t without its conflicts. These conflicts open doorways to adventure in Breezeport.

CAPTAIN HUIK VERSUS DUVRA

Captain Huik of the Silent Deceit knows that there is a dragon somewhere in Breezeport—if only he could find proof! Once a wealthy pirate, Huik has drained nearly all of his old treasure horde to find and kill the dragon responsible for chasing away Breezeport’s pirate founders and his old way of life. Countless hunters on Huik’s payroll have tried to find the so-called “Dragon of Breezeport.” So far, all have failed. Only Ivo the Invincible and His Four Awesome Axes (see above) remain, claiming to find new leads every week. Meanwhile, Duvra, in disguise as an “ageless boy in a green tunic” hires adventurers to pull pranks on the elderly pirate.

BREEZEPORT’S SHADOW LORD

Duke Rhodes may claim to be Breezeport’s leader, but he is only a puppet. Mister Marble is the true puppet master, and one of the few people who know for certain of Duvra’s existence. Marble pays the Duke to maintain a visible profile and encourages Rhodes’ extravagant events. The shadow lord uses this tactic to distract the dragon while he amasses more and more power among Breezeport’s elite. Although Marble’s business originally manufactured and exported glass products, it now stretches into nearly every other business venture in the city. An expert at gaining social currency, Marble hides behind a facade of philanthropy and kindness. But Marble only wants one thing—power. Sooner or later, he will have enough resources to remove Duvra, the one thing keeping him from true power in Breezeport. Adventurers might uncover Marble’s true plot. In doing so, they invite the attention of a deadly and well-connected enemy, one of whom hides behind countless layers of misdirection.

TERROR OF THE GREILLE

There is a secret menace in Breezeport. Colloquially called “pilfurrs,” but known by the fae as **greille** (see the appendix), these creatures are responsible for stealing countless coin purses, magic items, and even shoelaces all over the city. Quick and stealthy, very few catch a glimpse of the culprits. Those who do report that the creatures look like large chipmunks with large, almost alien eyes. They sneak up on unsuspecting targets, grab their money or weapons, then stuff the stolen item in their mouths and vanish. Rumor has it that they’re servants of Duvra, and Duke Rhodes can’t be bothered to deal with the issues of the “lower class.” In truth, the greille first arrived on an elven caravan from afar, but have exploded in numbers and made the city their home on the Material Plane. Fortunately, the Black Warthog Riders recognize the problem the creatures cause Breezeport’s commonfolk and actively seek to end the Terror of the Greille. The Riders’ leader, Hickory Stick, offers considerable social currency (mostly in the form of protection or muscle) for any group of adventurers willing to help find the troublemakers.

If the players can successfully find a greille burrow, they’re likely to find a tidy sum of gold and other valuable trinkets. If a large burrow were to exist, its fortunes could potentially make even Duvra jealous.

THE GHOUL

Recently, two of Daisy Z’s masks turned up dead. Both masks were poisoned and a large bite was left on their right forearms. Daisy Z hired a band of adventurers to find the killer (or killers), but then they, too, were found dead—also poisoned with bites on their arms. Legend quickly spread of a serial killer dubbed “The Ghoul.” As one of the most intelligent and capable groups in Breezeport, the Feathered Masks rarely know fear. But The Ghoul causes Daisy Z considerable concern. If the Feathered Masks can’t find the one responsible for the murders, who can? Much to her chagrin, Daisy Z put out a call for the region’s best investigators. Perhaps one of the characters will answer her call and put an end to The Ghoul’s reign of terror?

If the Ghoul is pursued and found by the players, it’s revealed that the Ghoul is actually a **wereboar** that remains in boar form and ridden by the Black Boar Riders. Whether or not its goblin rider knows the boar’s identity and is complicit in the murders remains to be seen.

LOCATIONS IN BREEZEPORT

This section lists some of Breezeport’s most popular locations.

THE TWO DRUNK LOVERS

Once upon a time, there were two three-story taverns in Breezeport situated across the street from each other. The two tavern owners were fierce competitors. Few nights would pass without the two shouting drunken slurs at each other from their respective windows. As fate would have it, both buildings were poorly built, hastily assembled from the gutted remnants of wrecked pirate ships. With each passing year, both buildings started to lean into the narrow street

until eventually, the tops touched each other, creating an unusual arch. Breezeporters, thinking the pair of taverns resembled a couple of sots keeping each other propped up, renamed them The Two Drunk Lovers. Now, hardly anyone even remembers the taverns' old names. Eventually, the two tavern owners stopped their bickering and recognized they have more in common than they originally thought. This year marks their seventh wedding anniversary.

DAGGERS BY JÖL

Breezeport's most famous high-end shop, Daggers by Jöl (pronounced Y-ewww-l), does not seem like a high-end shop at all. In fact, one might be forgiven for completely walking past it without noticing it. There are no signs on the door, nor is it in a commercial district. With little more than a 15-foot-square workroom floor, it is nearly indistinguishable from a residential shack. And eponymous Jöl is a plain-looking human man with a plain-looking apron who creates plain-looking daggers. Every dagger is nearly identical with the exception of the number carved into the pommel. Since Jöl only makes one dagger each month, he has only crafted 98 in the 10 years he's been in business. What makes Jöl's so extraordinary, however, is the price he charges per dagger: 100,000 gp. Newcomers to town scoff at the ridiculous price, believing it a joke. But Jöl is not known for his incredible sense of humor. "That's the price," he always responds. "And not a copper less."

As the story goes, Jöl was just a simple smith trying to eke out a living in Breezeport. Duvra, in his "ageless boy in a green tunic" form, took pity on the man and offered to pay 100,000 gp for a dagger. Jöl obliged and created the dagger—his sixth. Duvra wore the dagger proudly, showing it off at parties, bragging about how it was only the sixth in the collection, and how only "those who truly want to demonstrate their value as a Breezeporter simply *must* have one." The hype worked and soon the wealthy aristocrats scrambled to get their own dagger by Jöl.

With no family and no desire for luxuries, Jöl donates almost all of his money to various charities and civic projects around the city. Duvra chose wisely.

WHO OWNS WHICH DAGGER?

Dagger	Owner
1	Jöl's estranged son Kielle
2	Jöl
6	Duvra (as the "ageless boy in a green tunic")
7	Duke Rhodes
19	Mister Marble
28	Daisy Z
54	Antonis the Elder of Polaris

CHATEAU RHODES

A testament to the Duke's ridiculously extravagant nature, Chateau Rhodes is a colossal eyesore on the Breezeport skyline. Marble towers traced with gold and pearl, courtyards filled with exotic pets, and room after room filled with

overpriced furniture, trophies, and art objects are just a few of the egregious touches the Duke's palace possesses.

Nearly every night of the week the Duke holds a festival, soiree, parade, or other outrageous ceremonies to celebrate whatever he currently fancies. Frequent partygoers use the Duke's numerous guest rooms to collapse after long nights filled with debauchery.

TEMPLE OF FORTUNE

The Temple of Fortune assumes the appearance of an ascetic monastery on the outskirts of Breezeport. Monks dressed in plain, brown robes mill about the premises, offering blessings to those who approach. Each day, the great iron bell atop the main chapel's bell tower signals sunrise, noon, and sunset.

Of course, it's all a gimmick. The Temple of Fortune is not a temple at all, but a casino. The "monks" are actually actors playing the role of clergy dedicated to some nameless god of fortune. Within the actual monastery, patrons partake in games of chance while drinking the so-called monks' finest ales and wines.

The Temple of Fortune is one of Mister Marble's (see above) many ventures, but few realize it. A bald-headed monk with a warty nose named Brother Aethelstan acts as the casino's manager, hiding all clues of Marble's involvement.



SAILBOAT RACES

Characters looking to do something outside of the norm might turn their attention to Breezeport's sailboat races. Held during the summer months when the storms are few, the sailboat races are the pride of the city's wealthy, poor, and everyone in between. A typical race day has three races: short, medium, and long-distance. Short-distance race courses are 5 miles long and take roughly an hour for most ships to complete. Medium-distance courses are 40 miles long and take a full day of sailing. And long-distance races cover a total distance of 1,000 miles and can take as long as a week to complete.

There are two ways the characters may participate: as betters, or as sailors.

BETTING ON THE RACES

Characters can bet on the sailors in the races to earn some extra gold. The racers, the available odds, and the chance to win are listed on the Betting of the Sailboat Races tables below. Bets can range from 1 cp to 500 gp. Once bets are placed, roll a die for each bet. Losing bets cost the full amount of the water. Winning bets payout according to the table. The bookies expect losers to pay up in a timely fashion. Those who don't are visited by a debt collector, usually employees of one of Mister Marble's organizations (1d4 + 1 **thugs**, **pirate bruisers**—see the appendix—or **gladiators**, depending on the level of the party). Failure to pay a financial debt often hurts one's social currency.

BETTING ON SAILBOAT RACES

Odds	Roll	Win on	Payout	Racer Example
7:1	d8	2–8	Wager/7	The Luxury
5:1	d6	2–6	Wager/5	Invention
3:1	d4	2–4	Wager/3	Delicacy
2:1	d3	2–3	Wager/2	Enthusiasm
1:1	Any	Any	Wager	Signal
1:2	d3	1	Wager x 2	Twist
1:3	d4	1	Wager x 3	The Curiosity
1:5	d6	1	Wager x 5	The Honored
1:7	d8	1	Wager x 7	The Question

RACING

Sailboat races are one of Breezeport's most beloved pastimes and sports, often attracting hundreds of spectators to any given race. Fans cheer on their favored vessels and crews, waving colorful banners and flags high and shouting all manner of encouragement (and profanities) as they sail by. Player characters may get involved in sailing races, either through their own interest, to settle a wager or earn social currency, or at the behest of a quest-giver. The players must decide which race they wish to join: short, medium, or long-distance. The characters must supply their own vessel. If they can't afford to own one, they may rent one from the list below. The ship's speed rating is the average number of miles it travels in an hour so long as it isn't sailing into the wind. Dexterity represents the ship's ease of handling.

SAILBOAT RENTALS

Sailboat Quality	Rental Fee (per day)	Speed Rating	Dexterity
Wretched	5 gp	4	5 (-3)
Poor	7 gp	4	6 (-2)
Modest	10 gp	5	7 (-2)
Elite	15 gp	5	8 (-1)
Top-of-the-Line	25 gp	6	10 (+0)

Regardless of the race in which they choose to participate, have the characters perform a skill challenge. A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to death saving throws. This skill challenge consists of the following elements:

Goal and Context. The characters must win a sailboat race.

Difficulty. Primary skill checks related to this skill challenge are made against DC 15. Secondary checks are made against DC 20, as are repeat checks made during short or medium-distance races. A character who performs more than one check related to a short- or medium-distance skill challenge makes each subsequent check after the first with disadvantage.

Complexity. Complexity refers to the number of ability checks that the characters must make related to the challenge. The more successes they score, the better their odds are of winning the race. The length of the race determines the number of ability checks required, as shown on the Sailboat Skill Challenge table below.

Primary Checks. When the characters partake in a skill challenge, each character may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge depend on the length of the race, as shown below.

- *Short-Distance Races.* Intelligence using proficiency in water vehicles and a special Strength (Athletics) check that has a bonus or penalty equal to the ship's Dexterity modifier.
- *Medium-Distance Races.* Intelligence using proficiency in water vehicles, Wisdom (Perception), and a special Strength (Athletics) check that has a bonus or penalty equal to the ship's Dexterity modifier.
- *Long-Distance Races.* Intelligence using proficiency in water vehicles, Intelligence (Nature), Wisdom (Perception), a special Constitution check that has a bonus equal to a roll of the character's largest Hit Die (which doesn't spend the Die), and a special Strength (Athletics) check that has a bonus or penalty equal to the ship's Dexterity modifier.

Secondary Checks. Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.

Other Conditions. The length of time it takes to complete the skill challenge depends on the length of the race and the number of successes the characters earn.

If the first check that a character succeeds on is a DC 15 Intelligence check using proficiency in water vehicles, the characters gain a +2 on all other primary checks related to the skill challenge.

Consequences. Tally all of the characters' successes. Refer to the Time Bonus per Success column on the Sailboat Skill Challenge below to determine how much time the characters saved during the race. Subtract that amount from the maximum time to come up with the party's result. Then, compare their results to the respective table to determine where they placed among the other competitors. Each table shows the payout for winning that particular race in that position.

Example: the party participates in a long-distance race in a poor-quality racing vessel. They succeed on 10 of the 14 required checks. For each success they earned, they rolled a d4 and multiplied the result by 4 (their ship's Speed Rating) for a total of 65 hours. Subtracting 65 hours from 168 hours (or 7 days) it takes the party 103 hours to complete the long-distance race (or 4 days and 7 hours). Comparing their results to the rest of the competitors on the Long-Distance Finishing Times table below, they see that they finished after *The Dimple* but before *The Path*. They finished fourth.

SAILBOAT SKILL CHALLENGE

Race Length	Checks	Maximum Time	Time Bonus per Success
Long-Distance	14	168 hours (7 days)	Subtract a number of hours equal to the ship's speed rating plus 1d4
Medium-Distance	6	1,440 minutes (1 day)	Subtract a number of minutes equal to the ship's speed rating times 1d4
Short-Distance	3	60 minutes (1 hour)	Subtract a number of minutes equal to the ship's speed rating plus 1d4

SHORT-DISTANCE FINISHING TIMES

Place	Competitor	Finish Time	Payout
1st	The Guide	34 minutes	50 gp
2nd	The Sliver	38 minutes	25 gp
3rd	The Elite	42 minutes	10 gp
4th	The Magnificent	44 minutes	—
5th	Amusement	47 minutes	—
6th	Patience	50 minutes	—
7th	Peaceful	51 minutes	—
8th	The Whisper	54 minutes	—
9th	The Surprise	57 minutes	—
10th	Loyalty	59 minutes	—

MEDIUM-DISTANCE FINISHING TIMES

Place	Competitor	Finish Time	Payout
1st	The Home Stretch	1,326 minutes (22 hours, 6 minutes)	250 gp
2nd	The Course	1,332 minutes (22 hours, 12 minutes)	100 gp
3rd	The Escape	1,340 minutes (22 hours, 30 minutes)	50 gp
4th	Future	1,355 minutes (22 hours, 45 minutes)	—
5th	The Eternity	1,363 minutes (22 hours, 53 minutes)	—
6th	Jewel	1,392 minutes (23 hours, 12 minutes)	—
7th	Pleasure	1,398 minutes (23 hours, 18 minutes)	—
8th	Cushion	1,405 minutes (23 hours, 25 minutes)	—
9th	The Reward	1,407 minutes (23 hours, 27 minutes)	—
10th	The Thrill	1,420 minutes (23 hours, 40 minutes)	—

LONG-DISTANCE FINISHING TIMES

Place	Competitor	Finish Time	Payout
1st	Celebration	70 hours (2 days, 22 hours)	2,500 gp
2nd	The Elite	86 hours (3 days, 14 hours)	1,000 gp
3rd	The Dimple	98 hours (4 days, 2 hours)	500 gp
4th	The Path	115 hours (4 days, 19 hours)	—
5th	Fascination	118 (4 days, 22 hours)	—
6th	The Equilibrium	126 (5 days, 6 hours)	—
7th	Voyager	134 (5 days, 14 hours)	—
8th	The Gift	147 hours (6 days, 3 hours)	—
9th	The Fortune	156 hours (6 days, 12 hours)	—
10th	Presence	164 hours (6 days, 20 hours)	—

RANDOM ENCOUNTERS

A party will find it hard not to find something to do while they are in Breezeport. However, if the characters spend enough time exploring the city, a random encounter or two will help underline some of the city's unique details. Roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll a d12 and check the Random Encounters in Breezeport table to determine what the characters encounter or simply choose one that you like.

RANDOM ENCOUNTERS IN BREEZEPORT

d12 Encounter

- 1 A colorful parrot berates one of the characters.
A crane drops a crate holding a **tiger**. Scared and confused, the tiger goes on a rampage and must be calmed, restrained, or killed.
- 2 "Gangway!" a voice shouts. A gang of 1d4 + 1 **goblins** riding **boars** charge down the street after a **greille** (see the appendix) that stole from a local vendor. The goblins are members of the Black Warthog Riders.
A surly-looking sailor (**scout**) with a peg leg stops the characters and asks if they wish to "Join the Hunt!" The woman's name is Hot Foot Jo and she works for Captain Huik. She wants to recruit more dragon hunters.
- 3 One of the feathered masks (**spy** that can cast *charm person* and *command* each once per day; save DC 13) nearly crashes into the characters. The mask says nothing and continues on their way.
"Huzzah!" shouts a young boy wearing a long green tunic. With wooden sword in hand, the boy leads a group of other youths to fight imaginary dragons. The youth is actually the **ancient silver dragon** Duvra in its "ageless boy in a green tunic" disguise.
- 4 A character with a relatively low passive Wisdom (Perception) score spots a **greille** (see the appendix) a few feet ahead. The fey holds one of the character's prized possessions in its hands. As soon as the greille realizes that it's been spotted, it dashes away with the coveted item.
- 5 A guard tosses a bucket of water onto a **noble** who fell asleep in an alley. The noble scoffs and yawns, then asks the characters to escort them back to the Chateau Rhodes.
"Look, sir! A clue!" shouts a strange old man with a ridiculous magnification contraption strapped to his head. The old man is Kimber (**commoner**), one of the Four Awesome Axes. Just behind Kimber stands the imposing Ivo the Invincible (**veteran**).
"Da!" Ivo says proudly. "Mark it, Kimber! We're one step closer to finding that dragon. Soon he shall be ours!" Kimber cheers, "Aye, sir!" and makes a note in his leather journal.
- 6
- 7
- 8
- 9

d12 Encounter

- 10 One of the characters spots a dead body stuffed into a dung cart. The corpse is another one of The Ghoul's victims, with the telltale bite marks on their left arm.
An aggressive pair of pirates (a **pirate bruiser** and **pirate demonlitionist**; see the appendix) are harassing and threatening shop owners in search of easy money.
- 11 In a dark alley, one of the characters sees a group of hooded figures whispering in a circle. Further investigation reveals that it's a group of 1d4 + 1 **Duvran fanaticists** (see the appendix) giggling about their latest acts of trickery and ill-gotten trinkets.
- 12

EXAMPLE TREASURE

Most magic items in Breezeport are in some ways connected to ocean travel, pirating, commerce, or simple luxuries. That said, the frequent stream of adventurers and transients moving through the city (and gambling away their hard-earned treasures) mean that, if you look hard enough, you're likely to find at least *something* out of the ordinary. Sample treasures for this city include the *ambitious medic's box*, *amulet of buoyancy*, *angler's armor*, *brawler's ring*, *camper's respite*, *captain's pride*, *dragon turtle gumbo*, *diorama die*, *fortune's fivepence*, *helm of the deep sea knight*, *helmsman's shelter*, *Horatio's impossible ship in a bottle*, *incredible mending tape*, *seafarer's jacket*, *singing stein*, *staff of the magpie*, *storm seer lamp*, *tea weird*, and *tide turner*. For obvious reasons, the *silver coin of Duvra* originates from Breezeport. If you're looking for thematic weaponry, the *courtesan's fanblade*, *crashing tide hammer*, *giant captain's hook*, *marlin lunger*, *Medzo's crossbow and blade*, *riptide crossbow*, and *wavecutter* are all excellently suited for the culture and people of Breezeport.

APPENDIX: BREEZEPORT STAT BLOCKS

DUVRA

As the guardian and patron of Breezeport, the metallic dragon Duvra is a mighty force of chaos and good. Through his copious use of transmutation magic and polymorphing effects, the trickster has mastered the art of shapechanging and altered his very essence accordingly. Although his age and power mean that his true form is still that of a behemoth dragon, he considers the form of a younger dragon or humanoid to be a better representation of his capricious soul.

DUVRAN FANATICIST

Covetous cultists devoted to praising Duvra's trickery—and matching it in kind with their own. Duvran fanaticists range from seemingly deranged swindlers to master cutpurses.

DUVRA

Gargantuan dragon (shapechanger), chaotic good

Armor Class 18 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft. (use creature's speed in beast or humanoid form)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	27 (+8)	18 (+4)	15 (+2)	23 (+6)

Saves Dex +11, Con +16, Wis +9, Cha +13

Skills Deception +13, Perception +16, Sleight of Hand +11, Stealth +18

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Thieves' Cant

Challenge 24 (62,000 XP)

Innate Spellcasting. Duvra's innate spellcasting ability is Charisma (spell save DC 21). Duvra can innately cast the following spells, requiring no material components:

At will: *mage hand*, *minor illusion*

3/day each: *mirror image*, *suggestion*

1/day each: *hypnotic pattern*, *mislead*

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

Shapechanger. Duvra can use his action to polymorph into a humanoid or beast that has a challenge rating no higher than his own, or into a Medium or larger silver dragon, or back into his true form, which is a young silver dragon. His statistics, other than his speed, are the same in each form, as appropriate to his form; for example, in the form of a panther, he would have a walking speed of 50 feet and a climbing speed of 40 feet, and he wouldn't be able to use his tail attack. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Sneak Attack (Humanoid Form Only; 1/Turn). Duvra deals an extra 21 (6d6) 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 Duvra that isn't incapacitated and Duvra doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Duvra can use his Frightful Presence. In beast or dragon form, he then makes three attacks: one with his bite and two with his claws, if able. In humanoid form, he instead makes two attacks with his daggers.

Bite (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 10 ft. (or 15 ft. if Gargantuan), one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 5 ft. (or 10 ft. if Gargantuan), one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 10 ft. (or 20 ft. if Gargantuan), one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d4 + 9) piercing damage.

Frightful Presence (Dragon Form Only). Each creature of Duvra's choice that is within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Duvra's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Duvra uses one of the following breath weapons.

Cold Breath. Duvra exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Polymorphing Breath. Duvra exhales a wave of shapechanging magic in a 90-foot cone. An unwilling creature in the area must succeed on a DC 17 Wisdom saving throw to resist the transformation, and an unwilling shapechanger automatically succeeds on the save.

The transformation lasts on each target for 1 minute, until the target drops to 0 hit points or dies, or until Duvra's concentration ends (as if concentrating on a spell). The new form is the same for each target and can be any beast whose challenge rating is equal to or less than that of the target with the lowest challenge rating that failed the save (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

Each target assumes the hit points of its new form. When it reverts to its normal form, the target returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the target's normal form to 0 hit points, it isn't knocked unconscious. The target is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment.

LEGENDARY ACTIONS

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

Hide/Seek. Duvra makes a Dexterity (Stealth) check or a Wisdom (Perception) check.

Move. Duvra moves up to his speed.

Tail Attack (Beast or Dragon Form Only). Duvra makes a tail attack.

Wing Attack (Dragon Form Only; Costs 2 Actions). Duvra beats his wings. Each creature within 15 feet of Duvra must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Duvra can then fly up to half his flying speed.

DUVRAN FANATICIST

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

Skills Deception +4, Sleight of Hand +7, Stealth +5

Senses passive Perception 11

Languages Common, Draconic, Thieves' Cant

Challenge 1 (200 XP)

Duvran Devotion. The fanaticist has advantage on saving throws against being frightened and against any spell or effect that would alter its form.

Sneak Attack (1/Turn). The fanaticist deals an extra 7 (2d6) damage when it 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 the fanaticist that isn't incapacitated and the fanaticist doesn't have disadvantage on the attack roll.

Spellcasting. The fanaticist is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *mage hand* (appears as a dragon's claw), *minor illusion*

1st–2nd level (2 2nd-level slots): *charm person*, *expeditious retreat*, *mirror image*, *suggestion*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

FEATHERED MASK LEADER (DAISY Z)

Medium humanoid (any race), any lawful alignment

Armor Class 15 (studded leather armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +6, Cha +8

Skills Acrobatics +6, Insight +6, Performance +11, Persuasion +11

Senses passive Perception 13

Languages Common plus two other languages

Challenge 8 (3,900 XP)

Emphatic Enchantment (2/Day). As a bonus action, the Feathered Mask leader can temporarily empower its magical prowess. The next time the Feathered Mask leader casts a spell before the end of its turn, it can give one target of the spell disadvantage on its first saving throw against the spell.

Magic Resistance. The guild leader has advantage on saving throws against spells and other magical effects.

Spellcasting. The feathered mask leader is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It knows the following bard spells:

Cantrips (at will): *dancing lights*, *message*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *command*, *illusory script*, *unseen servant*

2nd level (3 slots): *calm emotions*, *enthral*, *shatter*

3rd level (3 slots): *hypnotic pattern*, *sending*

4th level (2 slots): *compulsion*, *phantasmal killer*

5th level (2 slots): *scrying*, *seeming*

6th level (1 slot): *irresistible dance*, *mass suggestion*

7th level (1 slot): *prismatic spray*

ACTIONS

Multiattack. The Feathered Mask leader makes two attacks with its rapier or hand crossbow. It can cast a spell of 3rd level or lower in place of one attack.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



DUVRAN FANATICIST

GREILLE

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 21 (6d4 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	9 (-1)	13 (+1)	10 (+0)

Saving Throws Dex +5

Skills Sleight of Hand +7, Stealth +7

Senses passive Perception 11

Languages understands Common and Sylvan but can't speak

Challenge 1/2 (100 XP)

Cheeky Thief. The inside of the greille's cheeks are connected to an extradimensional space. This extradimensional space can hold up to 50 pounds of Tiny objects, not exceeding a volume of 2 cubic feet. The greille can magically retrieve any object it chooses from the extradimensional space as a bonus action on its turn. If the greille dies, the contents of its extradimensional space spill forth from its body in the nearest unoccupied space to it.

Magic Resistance. The greille has advantage on saving throws against spells and other magical effects.

Nimble Escape. The greille can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

PIRATE BRUISER

Medium humanoid (any race), any alignment

Armor Class 14 (Unarmored Defense)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +3, Con +5

Skills Athletics +6, Intimidation +6

Senses passive Perception 11

Languages Common plus one other language

Challenge 3 (700 XP)

Brawler. If the bruiser successfully grapples or shoves a creature on its turn, or if it is already grappling a creature at the start of its turn, it can use its bonus action to make one fist attack against that creature.

Brute. The bruiser deals one extra die of damage when it hits a creature with a melee attack (included in the attack).

Unarmored Defense. While the bruiser is wearing no armor, its AC includes its Constitution modifier.

ACTIONS

Multiattack. The bruiser makes two fist attacks. It can attempt to grapple or shove a creature in place of any attack.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

FEATHERED MASK LEADER (DAISY Z)

The current Feathered Mask leader, Daisy Z, is a powerful spellcaster and masterful socialite. Her work to establish a reknowned and respected organization of companions is nothing short of impressive, and is capable of defending herself and her own with or without force, as necessary.

GREILLE

Commonly called pilfurrs, these chipmunk-like fey are a frequent nuisance to travelers and shoppers. Greille are incredibly adept at sneaking into purses and bags, stuffing whatever coins and small objects they can find into their expansive cheeks before running off again. Their burrows can contain anything from gold and gems to worthless collections of junk. Some burrows in Breezeport are already known to Duvra, having spent time disguised as a greille himself, and he'll help himself to anything of value he finds there to add to his own hoard.

GREILLE



PIRATE DEMOLITIONIST

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	13 (+1)

Skills Investigation +3, Perception +3

Senses passive Perception 13

Languages Common plus one other language

Challenge 4 (1,100 XP)

Evasion. If the demolitionist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the demolitionist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Trap Adept. The demolitionist has advantage on any ability check it makes to set, disarm, or search for traps.

ACTIONS

Multiattack. The demolitionist makes two rapier attacks. It can use its demolitionist's fire or bomb in place of one attack.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Demolitionist's Fire (Recharges After a Short or Long Rest). *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 5 (2d4) piercing damage. Hit or miss, each creature within 5 feet of the target must succeed on a DC 14 Dexterity saving throw or ignite. A flammable object in the area that isn't being worn or carried automatically ignites. Until a creature uses an action to extinguish a creature or object ignited in this way, it takes 5 (1d10) fire damage at the start of each of its turns.

Bomb (3/Day). The demolitionist ignites the fuse of one of its handheld bombs, tossing the bomb to a point it can see within 30 feet of it. The bomb then detonates, exploding in a 10-foot-radius sphere of fire and shrapnel. Each creature in the area must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire damage and 5 (2d4) piercing damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

SEA NAVIGATOR

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

Skills Nature +3, Perception +5

Senses passive Perception 15

Languages Common plus one other language

Challenge 1 (200 XP)

Navigation Expert. The navigator has advantage on any ability check it makes that involves navigator's tools.

Spellcasting. The navigator is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The navigator has the following druid spells prepared:

Cantrips (at will): *guidance, produce flame*

1st level (4 slots): *create or destroy water, fog cloud, thunderwave*

2nd level (2 slots): *animal messenger, gust of wind, moonbeam*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.



STORM DRUID

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	10 (+0)	18 (+4)	13 (+1)

Skills Nature +3, Perception +7

Damage Resistances lightning

Senses passive Perception 17

Languages Common, Druidic, and any one language

Challenge 6 (2,300 XP)

Lightning Body. If the druid is hit by a melee attack while it has temporary hit points from its Lightning Leap action, the attacker takes 5 (1d10) lightning damage.

Spellcasting. The druid is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, shillelagh, shocking grasp* (range of 30 feet)

1st level (4 slots): *fog cloud, jump, thunderwave*

2nd level (3 slots): *gust of wind, hold person, shatter*

3rd level (3 slots): *call lightning, lightning bolt, sleet storm, wind wall*

4th level (3 slots): *control water, ice storm*

5th level (2 slots): *commune with nature, conjure elemental*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Lightning Leap (2/Day). The druid transforms into a streaking bolt of lightning, which surges forward in a line that's 5 feet wide and up to 60 feet long in a direction it chooses. The druid returns to its normal form in the nearest unoccupied space at the end of the line. Twice while transformed, it can stop the line short and continue in a different direction for up to the remaining length of the line before transforming back into its normal form.

Each creature within the line of lightning must make a DC 15 Dexterity saving throw. A creature takes 21 (2d10 + 10) lightning damage on a failed save, or half as much damage on a successful one. The druid then returns to its normal form and gains 15 temporary hit points. These temporary hit points remain for 10 minutes.

PIRATE BRUISER

Musclemen and women working for illicit seafaring privateers—pirates—can also find work in taverns as guards and other means of intimidation. Bruisers typically prefer to use their fists before other weapons, and can pummel targets and grapple them into submission with ease.

PIRATE DEMOLITIONIST

Sailors with a penchant for the explosive are demolitionists. On vessels with cannonry, these characters often serve as their munitions experts and fire mitigation experts. On vessels without, demolitionists find satisfying work with makeshift bombs using small explosives and alchemical know-how.

SEA NAVIGATOR

Ships need navigators to direct them through dangerous weather conditions. Sea navigators that rise to the top will often be capable of exercising a degree of control over such weather, allowing them to either avoid, dismiss, or create such hazards to the ship's benefit.

STORM DRUID

Members of a circle of druids that revere the might of the world's tempests, storm druids sometimes find passage on ships around as navigators themselves. Druids of this circle can transform their bodies into streaking bolts of lightning, allowing them to reach far-flung locations in a single (dangerous) bound.



CIRCLE OF THE STORM

NEW DRUID CIRCLE

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF THE STORM

Druids of the Circle of the Storm revel in the roar of an unbridled thunderstorm, either finding kinship in its chaos or in the stillness found between them. These circle members tend to meet in open fields or on tower rooftops during storms, rather than in the quiet forest glens of other druidic circles. They feel the push and pull of positive and negative forces within nature, using it to transform into streaking bolts of devastating lightning.

LIGHTNING LEAP

When you choose this circle at 2nd level, you gain the ability to harness the natural power of storms. As an action, you can transform into a streaking bolt of lightning, which surges forward in a line that's 5 feet wide and up to 15 feet long. You choose the direction of the line. You return to your previous form in the nearest unoccupied space at the end of the line.

The length of the lightning changes as you gain levels in this class, becoming up to 30 feet long at 6th level, 60 feet at 10th level, and 90 feet at 14th level. Each creature within the line of lightning must make a Dexterity saving throw against your druid spell DC. A creature takes lightning damage equal to $2d8 +$ your druid level on a failed saving throw, and half as much damage on a successful one.

You can use this feature twice and regain all expended uses of it when you finish a short or long rest.

In addition, when you use your Lightning Leap, you can also transform into a beast at the end of the lightning's line, expending a use of your Wild Shape and following the normal rules for doing so. When you transform in this way, you gain 10 temporary hit points, which last for as long as you remain transformed. While you have these temporary hit points, any creature within 5 feet of you that hits you with a melee attack takes 2 lightning damage. The number of temporary hit points gained and the lightning damage dealt in this way increases by 10 and 1, respectively, when you reach certain levels in this class: 6th level (20 and 3), 10th level (30 and 4), and 14th level (40 and 5).

IMPROVED SHOCKING GRASP

Starting at 2nd level, you also learn the *shocking grasp* cantrip, which has a range of 30 feet for you, rather than touch, as powerful arcs of electricity shoot from your fingers when you cast the spell. In addition, you can use your *shocking grasp* while transformed into a beast, even if you wouldn't normally be able to perform the verbal or somatic components for the spell.

PERFECT STORM

By 6th level, when you use your Lightning Leap feature, you can stop the line short and continue in a different direction for up to the remaining length of the line before transforming back into your normal form. You can change directions in this way once per use of your Lightning Leap, but can do so twice per use starting at 10th level, and three times at 14th level. Even if you pass through a target multiple times with your Lightning Leap in this way, it can't take damage from it more than once on a turn.

When you return to your normal or beast form after using your Lightning Leap feature and are within 5 feet of a creature, you can use a bonus action to make a single weapon attack against that creature.

In addition, you always have the *call lightning*, *lightning bolt*, and *sleet storm* spells prepared, which don't count against the number of spells you can prepare each day.

LIVE WIRE

When you reach 10th level, you gain resistance to lightning

damage. In addition, when you roll for initiative and have no uses of Lightning Leap remaining, you regain one use.

LIVING TEMPEST

At 14th level, you are an embodiment of the storm. You have resistance to thunder damage and can't be deafened. Further, you can't be moved against your will by wind or water, and your shocking grasp cantrip has a range of 60 feet, instead of 30. In addition, magical and nonmagical fog doesn't impede your vision, and if you're in a rainstorm, you can choose where the rain lands within a 30-foot radius of you.

THIS CONTENT IS MADE POSSIBLE BY HEROES LIKE YOU

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