

# HULLS AND FIGUREHEADS

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# I. FIGUREHEADS

## Aboleth Figurehead

**Cost: 15,000 gp**

This figurehead depicts an aboleth with its tentacles wrapped across the bow. As an action the ship can activate this item to spray slime in a 60 foot cone originating from the figurehead. Creatures in the area of the cone must succeed on a DC 13 Constitution saving throw or become diseased for 1 minute. Diseased creatures can only breathe underwater. A creature affected by this figurehead can't be affected again for 24 hours. Once a ship uses this action, it can't use it again for 1 minute.

## Bard Figurehead

**Cost: 15,000 gp**

This figurehead depicts a blindfolded bard clutching a lyre. As an action, the ship can activate this item to produce a deafening screech of sound. Each creature of the captain's choice that they can see within 30 feet of the figurehead must make a DC 14 Constitution saving throw or take 10 (3d6) thunder damage and become deafened for 1 minute. A creature that succeeds on its saving throw takes half as much damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. Once a ship uses this action, it can't use it again for 1 minute.

## Bullywug Figurehead

**Cost: 10,000 gp**

This figurehead depicts a bullywug stretched in lithe mid-leap. As an action, the ship can activate this item to improve the jumping ability of all crew members for 1 minute. During this time, affected creatures' jump distance is doubled, they don't need to move before making a full long jump or high jump, and they don't need to make a Strength

(Athletics) check to clear a low obstacle. Once a ship uses this action, it can't use it again for 1 hour.

## Flumph Figurehead

**Cost: 15,000 gp**

This figurehead depicts a flumph with its eyes bulging in alarm, and seems to change color depending on the crew's overall morale. As an action, the ship can activate this item to create a spray of foul-smelling liquid in a 30-foot cone that originates from the figurehead. Each creature in the cone must succeed on a DC 12 Dexterity saving throw or be coated in the liquid. Creatures covered in the liquid are poisoned for 1 minute. Once a ship uses this action, it can't use it again for 1 minute.



## Flustered Mage Figurehead

**Cost: 15,000 gp**

This figurehead depicts a robed spellcaster with arms upraised wizard hat askew. As an action, the ship can activate this item and target any creature of the captain's choice they can see on the deck of the ship. The target creature immediately rolls on the sorcerer's Wild Magic Surge table. The figurehead has 3 charges, regaining 1 expended charge each day at dawn.

## Minotaur Figurehead

**Cost: 15,000 gp**

This figurehead depicts a roaring minotaur with horns pointed forward. As an action, the ship can activate this item to empower its ramming ability for 1 minute, dealing double crash damage to objects and structures it collides with. Once a ship uses this action, it can't use it again for 24 hours. Additionally, a ship with this figurehead has advantage on Constitution saving throws made against crash damage and has resistance to nonmagical damage sustained from crashing.



## Peryton Figurehead

**Cost: 8,000 gp**

This figurehead depicts a ferocious peryton with wings spread. A ship with this figurehead casts no shadow, but its crew still does.

## Sphinx Figurehead

**Cost: 15,000 gp**

This figurehead depicts the humanoid-lion features of a sphinx with white diamond eyes. As an action, the ship can activate this item to reverse the flow of time around the ship, undoing any damage to its hull that occurred within the last minute. This effect can repair physical features of the ship like ballistae, but doesn't restore things like ammunition or other expended resources used during the past minute. Once a ship uses this action, the diamond eyes of the sphinx crumble. Each diamond has a cost of 500 gold pieces and must be restored before the ship can use this feature again.

## Yugoloth Figurehead

**Cost: 15,000 gp**

This figurehead depicts a specific type of yugoloth. As an action, the ship can activate this item, causing it to vanish and a real version of the yugoloth to appear on the bow of the ship in its place. The yugoloth acts on the ship's turn when the captain uses one of the ship's actions to control it. The yugoloth remains active for 1 minute. At the end of that time or if the yugoloth dies, it teleports back to its position as a figurehead. Once a ship uses this action, it can't use it again for 24 hours. In addition, to use the figurehead again coins or gems must be offered to the figurehead by pouring them into its mouth or open hand; the coins and gems vanish immediately. The offering amount depends on the type of yugoloth as shown on the table below.

Yugoloth Type	Offering	Notes
Mezzoloth	500gp	
Hydroloth	900gp	Unable to Steal Memory.
Nycaloth	900gp	
Merrenoloth	2500gp	Treats the ship as its lair.





## II. SHIP HULLS

### Blurred Hull

**Cost: 12,000 gp**

To those not on this ship, its outline appears blurred and wavering. Attack rolls against the ship are made with disadvantage unless it has been damaged since its last turn.

### Crystal Hull

**Cost: 15,000 gp**

The ship's hull is made from solid crystal. Creatures within 20 feet of the ship that can see it must succeed on a DC 12 Constitution saving throw when they damage the hull or become blinded by a dizzying flash of light. The ship must be in direct sunlight or moonlight for this effect to occur.



### Chitinous Hull

**Cost: 15,000 gp**

The ship's hull comprised of massive chitinous plates, often from creatures like ankhegs or purple worms. This hull has resistance to acid damage.

### Death Dell Hull

**Cost: 15,000 gp (Usually used by an NPC)**

The ship's hull is made from what few trees can be found in the barren hills of the Abyss where the demon lord Yeenoghu makes its home. Creatures slain by a gnoll aboard this ship transform over the course of 24 hours into a witherling (*Volo's Guide to Monsters*) under the command of the highest-ranking gnoll aboard.

### Earthen Hull

**Cost: 15,000 gp**

The ship's hull was crafted using materials from the Plane of Earth and has the appearance of slate. As an action, the ship can harden its hull by producing layers of thick stone, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. The ship's movement speed is halved for the duration.

### Feywild Timber Hull

**Cost: 15,000 gp**

The ship's hull is made from ancient trees of the Feywild and carries the strange, transient properties of that plane. As an action, the ship can change the appearance of its hull to resemble any mundane wood painted in a color or pattern of the activating creature's choice, including a different designation or name. When this glamour is not active, the hull has a deep burnt umber color that seems to glimmer faintly in sunlight and moonlight.

### Flametouched Brass Hull

**Cost: 15,000 gp**

The ship's hull is plated in gleaming brass from the Plane of Fire itself, where vessels are tempered against heat to sail over lava seas. A ship with this hull is immune to fire damage.

### Moontouched Hull

**Cost: 15,000 gp (Usually used by an NPC)**

The ship's hull has been cursed with evil magic, along with its crew. Any humanoid creature that stays aboard the ship on the night of a full moon becomes cursed with lycanthropy. The type of lycanthropy is random between werewolf (50% chance), wererat (30% chance) and wereboar (20% chance).





## **Screaming Hull**

**Cost: 6,000 gp**

The ship's hull is enchanted so that a *magic mouth* appears and screams obscenities whenever it is damaged. No one is certain why this hull was invented.

## **Trollsblood Hull**

**Cost: 15,000 gp**

The ship's hull is mottled green and warm to the touch; the application of enchanted troll blood to the exterior has given it properties similar to troll flesh. The ship's hull regains 5 hit points at the start of each of its turns. If the hull takes acid or fire damage, this trait doesn't function at the start of the ship's next turn.

## **Undetectable Hull**

**Cost: 15,000 gp**

The ship's hull is warded against divination, with faintly sparkling diamond dust worked into the wood and thin layers of lead between the wood. The ship itself cannot be found with spells like the *locate object* spell and creatures aboard the ship have advantage on their saving throws against spells like *scrying* or any magical effect to divine their location.

## **Wightcursed Hull**

**Cost: 15,000 gp (Usually used by an NPC)**

The ship's hull is made from an ash-gray wood and emits a sinister whisper that can be heard with a successful DC 16 Wisdom (Perception) check by any creature aboard. A humanoid that dies aboard this ship rises 24 hours later as a zombie. If the captain of the ship is an intelligent undead creature, the zombie is under the captain's control.