

# GHOST SHIP

For many, the greatest horrors of the sea are those that can unpeople a craft while leaving its hull intact, leaving vessels silent and purposeless to drift across the main 'till the sea takes them.

While many such derelicts carry still the lingering deaths that found their crews, it is not these ships that instill in all seagoing folk a speechless terror at the sight of a hulk gleaming in the mist.

No, the true terror that stills their breath and whites their knuckles is that of those ships so sodden and weeping with the evils they carried in unliving life that they surface once more in living death, often dragging their breathless crews out of death as they do.

## GHOST SHIP TACTICS

Ghost ships rarely attack directly, more often glimmering at a distance in fog or beneath the waves to lure ships into other dangers, or using their 9 Fathoms Tread to drag them into such areas directly.

They are more aggressive when crewed by drowned mariners, but their goals may diverge from those of their crew; drowned mariners have no fear of defeat, while ghost ships typically will flee when reduced to half their hit points.

In combat, they tend to begin combat with a series of attacks with their Encrusted Cannonade as they approach, diving in and out of the fog and surf as they do to evade attacks. Once within melee range, they charge and use their Bleakrime Gust whenever available, otherwise stripping crew from enemy vessels with their Hangman's Rigging, and using their Dread Ram only if they believe they can finish a foe off with it, or as a parting shot before fleeing.

## GHOST SHIP LORE

**Arcana DC 10:** Though most haunting spirits are not so averse to sunlight as folklore might lead one to believe, some are in truth, though such creatures tend to cloak themselves in fog or darkness to block it if they must venture out in daytime.

**Nature DC 10:** Sometimes called "omenfog", the freezing mists that boil forth from seas flickering with ghostfire are considered among the worst of portents for a journey, and ships frequently ground themselves or take enormous detours to avoid passing through such areas.

**Nature DC 15:** Unusually strong currents are often conjured by oceanic fey or evil spirits following beneath, either of which will happily tow an unsuspecting vessel into deadly waters unless their magical tethers can be strained to breaking by the efforts of the crew and the aid of a lucky wind.

**Religion DC 10:** Sailors often describe sensing the life or spirit of a ship after a time onboard it, a sort of pervasive energy that hangs about it, one which grows stronger and clearer as the ship nears its final voyage.

**Religion DC 15:** Such a ship that is ill treated, or one befouled by the malfeasance of its captain or crew, may in its final moments reject its end, willing itself into new and ghastly motion and setting out to dispense its suffering to others, and cursing all onboard to follow them into undeath.

GHOST SHIP  
BASTIEN L. DEHARME



# GHOST SHIP

*Gargantuan undead/vehicle, chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 250 (Damage Threshold 15)

**Speed** 50 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	7 (-2)	13 (+1)	1 (-5)

**Damage Immunities** Poison, Necrotic

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Stunned, Turned, Unconscious

**Senses** Darkvision 120 ft., Passive Perception 11

**Challenge** 16 (15,000 XP)

**Omenfog Harbinger.** Air within 1,000 is filled with a freezing and malevolent fog, Heavily Obscuring all vision beyond a range of 30 feet.

Creatures in the fog subtract 1d4 from saving throws they make against being Frightened or against effects that deal cold damage.

**Ghostfire Wreath.** The ship is cloaked in dim, blue flames, and is visible as a faint glow from up to 120 feet away, even when Heavily Obscured by fog or water.

**Liquid Grave.** Frightened creatures within 120 feet of the ship must Concentrate to hold their breath.

**Sunlit Decay.** While illuminated by sunlight, the ghost ship loses its damage resistances and damage threshold, and can't take reactions.

## Actions

**Multiattack.** The ship makes two attacks, one of which can be with its Dread Ram.

**Dread Ram.** Melee Weapon Attack: +12 to hit, reach 5 ft., one Large or larger target. Hit: The target must succeed on a DC 20 Strength saving throw or take 88 (16d10) bludgeoning damage, or half as much on a success.

If this does not reduce the target to 0 hit points, the ship takes half the attack's damage.

**Hangman's Rigging.** Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: The target is grappled and suspended 10 feet above the ship's deck (escape DC 20) until the rope is cut (AC 10, 5 hit point).

A creature grappled in this way is [Choking](#) and takes 17 (5d6) bludgeoning damage at the beginning of each of its turns.

**Encrusted Cannonade (Above Water Only).** Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Whenever the ship misses with this attack, it gains a cumulative +1 to hit with this attack for the next minute, to a total maximum bonus of +12.

**Bleakrime Gust (Recharge 4-6).** The ship and each creature on it turn briefly to mist, then the ship moves up to its speed without provoking opportunity attacks.

Each living creature it moves through in this way must succeed on a DC 19 Wisdom saving throw or take 18 (4d8) cold plus 16 (3d10) psychic damage and be Frightened until the end of its next turn, or take half as much damage on a success.

A creature can't be reduced below 1 hit point by this damage.

**9 Fathoms Tread (1/Day).** The ship binds itself to a vehicle directly above it within 60 feet, Cursing it until the vehicle moves more than 60 feet away. On a failure, the ship instead controls the vehicle's movement.

## Reactions

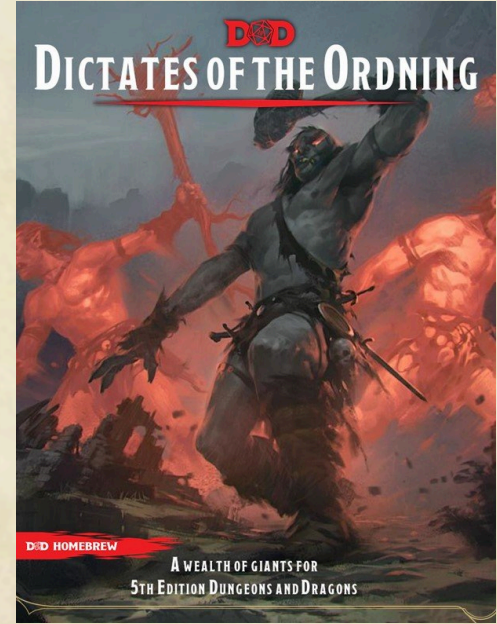
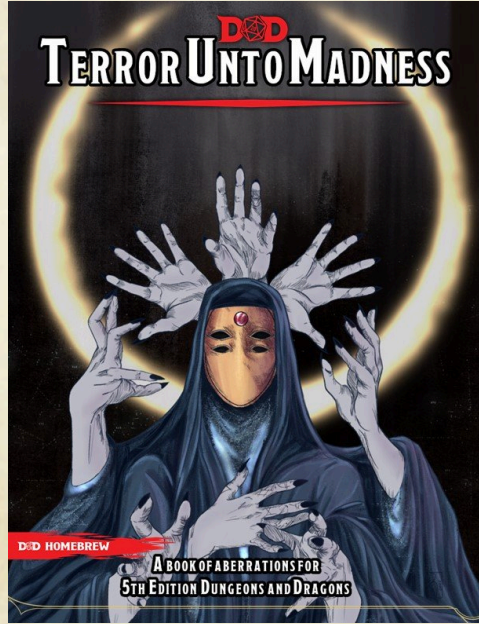
**Leaden Plunge.** When the ship is targeted with an attack, it can dive 30 feet directly downward, adding +5 to its AC against the triggering attack.

If it does, the ship can't take actions on its following turn.

## ART CREDITS

- Ghost Ship by Bastien L. DeHarme
- Bisk, Goblin King by [Rae Elderidge](#)

## YOU FOUND THE FREE BOOKS!



## I'VE GOT A SUBREDDIT!

Want more monsters like this? Come check out [r/bettermonsters](#), where I post all my work. Don't see something there? Drop a request and I'll usually get it to you within a day if I've got something on hand, and I'll shoot you a message when it's ready if not.

## THE PART WHERE I SHILL MY PATREON

Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A large illustration of a green goblin-like character with a crown, sitting on a pile of gold coins. The character is holding a glowing blue orb. Surrounding the character are stacks of gold coins, a pineapple, a banana, a small blue dragon, and several books titled 'CONFLUX CREATURES', 'NASTY BOYS', and 'B.B.E.G. DIARY'. There are also several dice and a small brown bag. Multiple red buttons with the text 'Become a patron' and the Patreon logo are overlaid on the scene. A large red button with the same text is at the bottom center. A small signature '©GFFUCKER' is in the bottom right corner.

