



# 106 GHOST PIRATE SHIPS

"I remember two things from that day. How itchy the noose felt on my sunburned neck, and coming back to surrounded by dead bodies and a severed noose clutched in my numb hand."

“ Beau Brandyflute, retired pirate recounting his rescue by the Hangman’s Bane ”



1. **[Redfang’s Casket]** A cathedral-esque ship under the command of Cpt Redtide, a chivalrous vampire who takes matters of piracy and naval warfare very seriously. The ship’s razor-sharp sails can flap about and shred enemy sails, while a trebuchet can launch coffins onto the decks of distant ships. When the coffins explode, they release giant rats, swarms of bats, and even ghosts on the enemy vessel.
2. **[The Anchored Soul]** Many ages ago, this loyal crew of privateers were betrayed by their government patron who wished to keep the pirates under their control indefinitely. The privateers’ massacred bodies were strapped to anchors and plunged to the bottom of the sea, while their indentured souls were tethered to the ship’s main sail. The kingdom fell several centuries ago, but this undead crew continues to sail its unrecognizable shores in search of treasures to plunder and enemy ships to sink.
3. **[The Hangman’s Bane]** This infamous pirate ship flies a black flag marked with a single white dagger, and is said to appear wherever pirates are set to be hung. Its captain, a green-eyed orc revenant named Swog Stormeater, picks at his teeth and neck scar with a ghostly white dagger he has sworn will one day kill his treacherous second mate who was responsible for his hanging. Until then, Swog will spare as many pirates from the gallows as possible.
4. **[The Sea Legs]** Under the command of an awoken giant centipede who goes by the name Cpt. Scar [his bite always leaves a terrible scar]. Pays necromancers large sums of coin to sever his crew members’ legs which are then affixed to the bottom of the ship and reanimated which allows to ship to scuttle across dry land. Cpt Scar’s crew can’t move very fast, but their peg legs end in spikes laced with Cpt. Scar’s venom.
5. **[Trallul’s Shell]** This nameless ship sat at the bottom of the sea for centuries before the ghost of a giant hermit crab instinctually claimed it as its shell. The hermit crab is no captain, but a tribe of evil crabfolk worship it as a demi-god and serve it as a loyal pirate crew. Anytime Trallul scuttles near a surface-dweller settlement, the crabfolk are quick to raid it for food, treasures, and sacrifices.
6. **[Wreck of the Coralhook]** The shattered wreckage of a ship whose entire crew perished when it crashed against a coral reef. Wreckage is still visible, and the ghostly pirates fire grappling hooks from rusty cannons at any ships they get too close to try and pull them close enough to board.



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4. **{The Sea Legs}** Under the command of an awoken giant centipede who goes by the name Cpt. Scar [his bite always leaves a terrible scar], Pays necromancers large sums of coin to sever his crew members’ legs which are then affixed to the bottom of the ship and reanimated which allows to ship to scuttle across dry land. Cpt Scar’s crew can’t move very fast, but their peg legs end in spikes laced with Cpt. Scar’s venom.
5. **{Trallul’s Shell}** This nameless ship sat at the bottom of the sea for centuries before the ghost of a giant hermit crab instinctually claimed it as its shell. The hermit crab is no captain, but a tribe of evil crabfolk worship it as a demi-god and serve it as a loyal pirate crew. Anytime Trallul scuttles near a surface-dweller settlement, the crabfolk are quick to raid it for food, treasures, and sacrifices.
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