

WHALEBONE PILK

CREATURE 6

UNIQUE**CE****MEDIUM****UNDEAD****AMPHIBIOUS**

converted by VaranSL

Perception +13; darkvision

Languages Common

Skills Athletics +10 (+12 to Climb or Swim), Intimidation +13, Stealth +17, Sailing Lore +12

Str +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +3

Items chain shirt, +1 *seeking harpoon*

AC 23; **Fort** +12, **Ref** +17, **Will** +13

HP 105 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Rejuvenation (arcane, necromancy) When Whalebone Pilk and the ship *Deathknell* are destroyed, they and everything they are carrying dissolve into mist for 1d3 days. Whalebone Pilk and *Deathknell* can only be destroyed by destroying the ship's bell. This instantly slays Pilk, his crew, and the *Deathknell*, which immediately sinks to the bottom of the sea.

Speed 25 feet, swim 40 feet

Melee ♦ claw +17 [+13/+9] (agile, finesse), **Damage** 2d4+6 piercing plus Grab

Melee ♦ harpoon +13 [+8/+3] (grapple, two-hand d10), **Damage** 2d6+7 piercing

Ranged ♦ harpoon +18 [+13/+8] (thrown 20 feet), **Damage** 2d6+7 piercing

Steal Air ♦♦ (air, attack, conjuration) Pilk makes a claw Strike against a grappled creature. On a hit, the target takes the normal damage for the attack and also must attempt a DC 22 Fortitude save.

Critical Success The target is unaffected.

Success The target is fatigued as their air is drawn out of them.

Failure The target is fatigued, drained 1, and is holding its breath. The target can take a single action to attempt the Fortitude save, regaining its ability to breathe on a success.

Critical Failure The target is fatigued, drained 2, and is holding its breath. The target only has half of its normal breath and can take a single action to attempt the Fortitude save, regaining its ability to breathe on a success.

Seeking Rune / Item 5

Magical / Evocation

Price 150 gp

Usage etched onto a weapon

This rune guides your attacks, striking those who would hide from you.

Activate Free Action command (mental); **Frequency** Once per day; **Requirements** A creature you are targeting is concealed from you

Effect You automatically succeed on the flat check to hit a concealed creature.

Harpoon / Martial Weapon

Price 1 gp **Hands** 2 **Bulk** 2

Group Spear **Traits** grapple, thrown 20 ft., two-hand d10

Damage 1d6 P

A harpoon is a barbed spear with an attached rope 50 feet or less in length (included in price).

Whalebone Pilk sails the ghost ship *Deathknell* across the Shackles, attacking any vessel they find. Pilk has been cursed with undeath until he has taken at least the skulls of 1,000 victims.

