

# WHALEBONE PILK

## CREATURE 6

**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*

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**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.

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**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.

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**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.

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**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).

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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.

