

JAY AFRICA PRESENTS **HER MAJESTY'S CONTINGENT**

A shadow blots out the sun as a massive ship descends from the skies above. Doors open on its underbelly, unleashing a company of giff that swarm the battlefield. Some of the hippomen ride wyverns into the sky and shoot lightning bolts down onto targets below. Others rush the front lines, pummeling enemy foot-soldiers into submission. A number of giff hang back, hurling a variety of explosives into crowds to lay them low. And a few remain aboard the hovering ship, picking off key targets from a distance.

Her Majesty's Contingent is a supplement that provides information about a giff mercenary organization. It is easily modified to fit into any campaign setting for
Dungeons & Dragons, 5th Edition.

**A RULES SUPPLEMENT PROVIDING
NEW CREATURES AND LORE FOR YOUR CAMPAIGN**



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PART 1. INTRODUCTION

Welcome to *Her Majesty's Contingent*, a short rules supplement for D&D 5th Edition. The mercenary group presented here is *setting neutral*—it does not belong to any specific location or campaign setting. Rather, it is meant to either be dropped into an existing campaign or to act as a starting point for a new campaign.

If you are a player who may encounter the creatures presented within this supplement, PLEASE STOP READING HERE!

The materials presented in this pages are meant for the Dungeon Master only. Reading through these materials may ruin surprises for players who are playing through it!

ABOUT THIS SUPPLEMENT

This supplement contains information for Dungeon Masters, providing lore and details that allow you to bring to life the mercenary group detailed in these pages. How you use them in your game is up to you. You may simply use them as antagonists that challenge your players, or you may use them as parts of a more complex plot.

This supplement is divided into several parts:

- **Part 1** is the Introduction, which you are now reading.
- **Part 2** details lore about Her Majesty's Contingent. Within these pages, you'll learn how the mercenary group operates and what motivates them. You'll also discover some of the mysteries surrounding their origins. In this part, you'll find guidance on how to incorporate the Contingent into your campaign. A table of giff ranks and names is provided in this section as well.
- **Part 3** presents stat blocks for 4 new giff creatures for use in your game. Each stat block represents a unit in Her Majesty's Contingent and specializes in one specific form of combat.
- **Part 4** details the Contingent's lair: the massive flying ship known as the Hunger. This part gives information regarding a number of key locations within the lair, as well as guidance on how to use the Hunger in your game. It also details statistics for the ship, should you decide to incorporate it into an encounter for your players.
- **Part 5** is a short adventure that features some of the new creatures found in this supplement. You may drop it into your current campaign or use it as a launching point for a new campaign involving Her Majesty's Contingent.

- Finally, the last few pages present **handouts** that you may show your players when they encounter Her Majesty's Contingent. These include full-color illustrations of the new creatures found in this supplement, as well as a handout depicting the Contingent's emblem.

Please note that the H.M.S. Hunger map and handouts are NOT INCLUDED in this print-friendly version of the supplement. You may find them in the accompanying full version

I hope that you and your players enjoy this supplement and find creative, interesting ways to incorporate the giff of Her Majesty's Contingent into your game!

ABOUT THE DESIGNER

JAY AFRICA is a freelance game designer, graphic designer, theatre designer, and occasional actor and musician. He lives in Los Angeles CA, United States, and is the father of two cool kids.

Jay was a Local & Regional Coordinator for the D&D Adventurers League and has designed several published adventures for the organized play program. He continues to run games and design adventures for the Adventurers League, taking great joy in playing D&D nationwide and meeting players from all walks of life.

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PART 2. HER MAJESTY'S CONTINGENT

"THERE IS NO LIFE MORE FREE THAN THAT OF A MERCENARY IN SERVICE OF HER MAJESTY. WE SAIL THE STARS. WE VISIT EXOTIC WORLDS. WE MEET THE MOST INTERESTING CREATURES. IF YOU WANT SUCH A LIFE, YOU MUST SIMPLY PLEDGE ALLEGIANCE TO HER MAJESTY. OTHERWISE, GET OUT OF OUR WAY OR WE'LL JUST HAVE TO BLOW A PATH THROUGH YOU."

- LIEUTENANT BASTIVAL GARRUMPHALUMF IV, BLUE UNIT

In the skies above, a Blue Unit Dragoon spurs a wyvern into a dizzying downward spiral, her lance raining bolts of lightning down onto the battlefield below. Sneaking through the reeds, a Green Unit Pugilist bursts out of the marsh to knock an unsuspecting guard's lights out. At the gate of an army encampment, an Orange Unit Grenadier detonates a bandolier of explosives, blasting the fortification open. From the cover of the treetops half a mile away, a Yellow Unit Nimrod sends a bullet streaking through the air to silently end a watchman's life.

The giff of Her Majesty's Contingent ply the skies of the various planes, seeking the next bounty with which to fill their coffers. From their massive hammership, the H.M.S. Hunger, these hippomen sell their mercenary services to the highest bidder. The hire is sometimes innocuous, but oftentimes not. To Her Majesty's Contingent, morality and ethics take a back seat to chests of gold and platinum and magic items. This frequently causes them to butt heads with adventuring bands looking to "do the right thing" and work for "the greater good."

WELL-ORGANIZED AND WELL-EQUIPPED MERCENARIES

Like their fellow giff, Her Majesty's Contingent live their lives centered on war and combat, operating under an order of military ranks and positions. They follow strict training regimens and routines, always preparing for the next big operation or campaign. The organization is a meritocracy, with those who achieve the most ascending to the ranks of command. Its members are fiercely loyal to the company, and reports of dissent or discontent within the ranks are few and far between.

In addition to their ranks, the company is broken up into a number of "units," each denoted by a particular color. The most common of these units are as follows:

- **Blue Unit** is the Contingent's cavalry. These giff ride wyverns into battle wielding magical lances that shoot bolts of lightning like bows shoot arrows.
- **Green Unit** is the company's corps of foot soldiers. They specialize in hand-to-hand, close quarters combat and are trained to make their way to their target quickly to engage and incapacitate. They

wear gloves studded with magically enhanced metals that increase their striking power.

- **Orange Unit** is a team of explosives and demolitions experts. These giff use arcane means to concoct new ways to make things go "boom!"
- **Yellow Unit** is the Contingent's corps of snipers. These hippomen are trained to deal with opponents from afar, using enchanted muskets to shoot targets down from across great distances.

The members of each unit wear at least some form of their color on their uniform, if not entire uniforms of their color. Blue and Yellow Unit tends to be more buttoned up, while Orange and Green Unit tend to be more rough-and-tumble in appearance.

There are rumors of a fifth unit—a shadow unit—that acts as the Contingent's spies and covert operatives. However, proof of this unit's existence is yet to be proven (and the Contingent certainly isn't revealing any details).

The group funds itself almost exclusively from its mercenary earnings. They also profit from the sale of magic items and goods claimed from their prisoners.

HER MYSTERIOUS HIGHNESS

Like other giff, the hippomen of Her Majesty's Contingent are nomadic, with the location of their home world lost to time. They serve "Her Majesty", though no one seems to know who this sovereign is. The Contingent are either protecting Her Majesty's identity or (like the location of their home world) Her Majesty's identity has been lost to the giff as well. If the giff of the company are to be believed, Her Majesty is a grand monarch who rules a vast, faraway kingdom. The Contingent are merely one of many groups spreading her influence throughout the planes.

NO JOB TOO LARGE

As mercenaries, the giff of the Contingent travel from location to location, making their living as guns-for-hire. When asked, they claim to have been working their noble profession for generations. Questions about their origins get no answer beyond that.

The company is based out of their planar vessel, the Hunger. There, they eat, sleep, train, raise their wyvern mounts, build their weapons, make their plans, and execute their operations. They always operate as a group and almost always unaided by allies—their forces are generally numerous enough

to accomplish the tasks to which they agree. They have been known to work with other mercenary groups in the past, as well as being regulars for some governments. Trusting their own kind above all others, Her Majesty's Contingent are exclusively giff and take no other races into their ranks. Other races willing to pledge allegiance to Her Majesty are free to form their own companies or to act on their own.

The Contingent is tenacious and skilled. Their upper ranks are charismatic leaders, savvy negotiators, and tactical geniuses. They relish perilous assignments, seeing them as tests of their perseverance and ingenuity. Simpler assignments as hired muscle scratch their itch for feats of combat and intimidation. They are generally hired for situations that require a strong arm, though stealth, subterfuge, and political finesse are not beyond their *modus operandi*. The Contingent has rarely ever had to back down from an escalated situation. Their forces have historically been strong enough and wily enough to overcome the obstacles that get in their way. In a conflict, they are unlikely to retreat unless ordered by their employers, opting instead to fight to the last hippoman.

Due to their numbers and expertise, the cost of their services is understandably high. For compensation, Her Majesty's Contingent accepts various forms of payment: coin, jewels, precious art objects, antiquities, information (if valuable enough), etc. Typically, kingdoms and empires are the only entities with enough coin to hire the company. However, wealthy nobles and well-stocked wizards have been able to afford Her Majesty's Contingent, oftentimes with alternative forms of payment.

AN INSATIABLE DESIRE FOR MAGIC ITEMS

Unlike other giff, the Contingent embraces the use of magic items. In fact, they seem to have an overwhelming need to seek out and acquire magic items. Operations to gain magic items seem to be the only activities the Contingent does independent of a patron. And when it comes to employment, the company accepts caches of magic items as payment—quantity and quality taken into consideration, of course. The company is unlikely to accept a handful of simple magic wands, but may offer services for a legendary artifact.

Oddly enough, they don't seem to make use of the magic items they acquire. As with the mysterious nature of their homeworld and the sovereign they serve, no one knows what happens to the magic items they get their hands on. Some say the items decorate the lower halls of the Hunger, like trophies. Others say they are simply locked up in a hold within the hammership. Yet others say that the giff deliver these items to some unknown destination, perhaps to Her Majesty. And then there are those who

question just how the Contingent replenishes their lightning lances, magical studded gloves, arcane grenades, enchanted muskets, and other magical weapons.

This obsession with magic items and their race to acquire them (along with their rather limited worldview) could be the keys to undermining Her Majesty's Contingent.

HER MAJESTY'S CONTINGENT IN YOUR GAME

The giff of the Contingent are not evil, merely amoral. They are suitable as NPCs that may start out as allies, but suddenly turn into enemies and vice versa. They could fill the role of the characters' recurring nemeses, with the Contingent's various ranks crossing the characters' paths throughout a campaign. You may use them as obstacles for your players (as a team racing against the party to gain a magic item, a group seeking to kidnap a key NPC for a rival kingdom, or rowdy trouble-makers in a bar or tavern, for example) or you make them part of a much bigger threat (as the main army of an attacking nation, for example). Her Majesty's Contingent may also provide the characters with a means of travel to new locations via the Hunger.

The following are adventure seeds that can inject these mercenary giff into your campaign:

- A lord recruits the adventurers to deal with a company of Her Majesty's Contingent that are coming to raze a small town under the orders of a rival baron.
- The characters seek out a magic item, only to discover that it was stolen away by Her Majesty's Contingent mere minutes ago. The adventurers must chase the giff and reclaim the magic item.
- The party must travel to a far-off continent, but the only way to get there is to stow away on the Hunger. The adventurers must get past the Contingent units guarding the hammership and avoid being detected during the journey.
- A small unit of the Contingent must ask for the adventurers help to deal with a rogue giff.

PLAYER CHARACTERS IN HER MAJESTY'S CONTINGENT

If you have players who are interested in playing giff characters somehow tied to Her Majesty's Contingent, use the lore in this supplement to help define and guide their characters' creation and actions.

If you need giff racial stats, consider downloading GIFF, A NEW PLAYABLE RACE FOR D&D 5E by Sterling Vermin, available from the Dungeon Masters Guild: <https://www.dmsguild.com/product/242663>.

NAMING THE RANKS

Roll 1d20 on each column of the table below to generate ranks and names for your giff NPCs. Note that these ranks are not meant to simulate real-world military ranks and are merely provided for inspiration. If you have a greater familiarity with systems of military ranking, use your knowledge to create a ranking system that suits you.

1d20	RANK	FIRST NAME, FEMALE	FIRST NAME, MALE	SURNAME	TRAIT
1	Recruit	Abigail	Alistaire	Amphibius	Aloof
2	Trainee	Brittainy	Belarius	Belvedere	Bombastic
3	Cadet	Calliope	Coriolanus	Choeropsis	Capricious
4	Giff-at-Arms	Daphne	Dominick	Drompstomp	Dismissive
5	Private	Euphemia	Ebenezer	Everbulk	Emotional
6	Corporal	Frederica	Ferdinand	Flotsamson	Flighty
7	Lance-Corporal	Gwendolyn	Grayson	Glumpuff	Gloating
8	Ensign	Henrietta	Hannibal	Hexaprotodon	Hungry
9	Chief Officer	Imogen	Ignatius	Insulatus	Ignoble
10	1st Officer	Jeraldine	Julius	Jigglewhump	Juvenile
11	2nd Lieutenant	Katherine	Kendrick	Kapensis	Knackered
12	Lieutenant	Lavender	Lancelot	Lumberstep	Lascivious
13	Squad Leader	Mirabelle	Montgomery	Massimorph	Morose
14	Commander	Nanette	Newton	Nocturnae	Nihilistic
15	Captain	Octavia	Oswald	Oggipoggi	Oafish
16	Major	Pandora	Peregrine	Pottaford	Paranoid
17	Colonel	Queenie	Quincy	Quiboko	Quixotic
18	Brigadier	Rosemary	Remington	Robusto	Raucous
19	Commodore	Siobhanne	Sylvester	Snuffleton	Sarcastic
20	Marshal	Theodora	Thaddeus	Tschadensis	Tactless

PART 3. NEW CREATURE/NPC STATISTICS

This section presents new stat blocks you may use for your campaign, in addition to the **giff** stat block found in *MORDENKAINEN'S TOME OF FOES*.

BLUE UNIT DRAGOON

Medium humanoid (giff), lawful neutral

Armor Class 13 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Keen Aim. The giff's ranged weapon attacks ignore half cover and three-quarters cover.

Mounted Warrior. The giff has advantage on Strength and Dexterity saving throws made against effects that would knock it prone or cause it to fall from its mount.

ACTIONS

Multiattack. The giff makes two *shortsword* attacks or two *lightning lance* attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lightning Lance. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) lightning damage. This lightning damage is magical.

GREEN UNIT PUGILIST

Medium humanoid (giff), lawful neutral

Armor Class 13 (leather armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3, Stealth +3

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Close the Gap. The giff can dash as a bonus action.

Pugilist's Punch (3/day). As a bonus action, the giff can add one of the following effects when it hits a target with its *studded knuckles* attack:

- The target becomes incapacitated until the start of the giff's next turn.
- The target becomes grappled by the giff.
- The target is knocked prone.
- The target is shoved 5 feet.
- The target takes an extra 3 (1d6) bludgeoning damage.

ACTIONS

Multiattack. The giff makes two *studded knuckles* attacks.

Studded Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage. This bludgeoning damage is magical.

Rock Throw. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Choke Hold. One creature grappled by the giff must make a DC 13 Constitution saving throw, taking 19 (3d10+3) bludgeoning damage on a failed save, or half as much damage on a successful one. This bludgeoning damage is magical.

ORANGE UNIT GRENAДИER

Medium humanoid (giff), lawful neutral

Armor Class 14 (hide armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Athletics +5, Perception +4, Stealth +7

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

ACTIONS

Multiattack. The giff makes two *punch* attacks or two *pistol* attacks.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Incendiary Grenade. The giff throws a grenade up to 60 feet. Each creature within a 5-foot radius of the grenade's detonation must succeed in a DC 14 Dexterity saving throw or take 14 (4d6) fire damage. This fire damage is magical.

Smoke Grenade (3/day). The giff throws a grenade up to 60 feet. The grenade explodes in a cloud of smoke that covers a 10-foot radius sphere originating from the point where the grenade was thrown. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature that enters the cloud or starts its turn within the cloud must succeed in a DC 14 Constitution saving throw or take 3 (1d6) poison damage. This poison damage is magical.

Sticky Grenade (2/day). The giff throws a grenade up to 60 feet. The grenade explodes in a viscous, tar-like fluid that covers the ground in a 10-foot radius area originating from the point where the grenade was thrown. Any creature caught in the radius of the explosion must succeed in a DC 14 Dexterity saving throw or be restrained. A character restrained in this way may repeat the saving throw at the end of their turn to end this effect.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 14 Dexterity saving throw, taking 31 (9d6) piercing damage on a failed save, or half as much damage on a successful one.

YELLOW UNIT NIMROD

Medium humanoid (giff), lawful neutral

Armor Class 13 (leather armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3, Stealth +6

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Hunter's Aim. The giff does not roll at disadvantage when making a pistol or sniper musket attack at long range. Additionally, its ranged weapon attacks ignore half cover and three-quarters cover.

Sniper's Eye (3/day). As a bonus action, the giff can add 5 (1d10) to its next attack or damage roll with a pistol or musket.

ACTIONS

Multiattack. The giff makes two *punch* attacks or two *pistol* attacks.

Punch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 2) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Sniper Musket. *Ranged Weapon Attack:* +6 to hit, range 375/1,500 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. This piercing damage is magical.

PART 4. H.M.S. HUNGER

“LET IT BE KNOWN THAT—ON THE 10TH DAY OF THE 11TH MONTH OF THE 12TH YEAR OF HER MAJESTY’S 13TH REIGN—THIS VESSEL, CHRISTENED HER MAJESTY’S SHIP, HUNGER, IS HEREBY COMMISSIONED AND INDUCTED INTO THE ROYAL FLEET. IT IS HER SOLEMN DUTY (AND THE DUTY OF HER CREW) TO GO FORTH AND SPREAD HER MAJESTY’S REIGN AND INFLUENCE, TO ACT IN THE HER MAJESTY’S BEST INTERESTS, AND TO CRUSH ALL WHO WOULD OPPOSE HER MAJESTY’S GOOD WILL.”

- SUPREME ADMIRAL EGLANTINE KNUFFLEHOX, DEDICATION PLAQUE ON THE HUNGER’S HELM

In the middle of a skirmish, a soldier looks up in confusion as a massive shadow covers the field, despite the day having been sunny and clear all morning. Squinting through the last remnant of sunlight before its rays are snuffed out, the soldier gasps as his eyes adjust, revealing a harrowing sight: a massive figure as large as an island blots out the sun. As the soldier’s eyes adjust further to the dim light of the figure’s shadow, he realizes that the figure is a large vessel of some sort. The vessel’s belly opens up, unleashing a horde of flying creatures into the battlefield. The flying creatures rain lightning down on the battlefield, and the screams of death from both sides of the skirmish fill the soldier’s ears. Up above, the vessel hovers, watching the death toll rise below.

The Hunger is an immense, planes-travelling craft crewed by Her Majesty’s Contingent. Its many decks contain living quarters, mess halls, infirmaries, armories, cargo holds, and all other facilities the giff need to call the ship their home. The Hunger is an imposing vessel, measuring nearly $\frac{1}{3}$ of a mile long and resembling a gigantic sailing ship without masts. It is a space-faring vessel known as a hammership: two large sections stem from the starboard and port sides of the ship’s bow, and a number of fin-like sections protrude along its hull, giving the vessel an appearance similar to that of a hammerhead shark. No one knows how many giff occupy the Hunger, but the number should be considerable, considering the ship’s size. Some speculate that the mercenary company that dwells within the Hunger is the largest known population of giff outside their homeworld (wherever it may be).

SECRETIVE HOLDS

The origins of both the Hunger and Her Majesty’s Contingent are unknown. The giff that crew the ship refuse to divulge those details. A handful of individuals have been allowed on board the ship for various matters of business. Those few individuals report seeing labyrinthine hallways weaving through the craft, hundreds of giff darting through those hallways, elaborate control rooms, bustling training facilities, and impressive armories. The sections seen are only a fraction of the vessel, however, and much of the vessel still remains unexplored by non-giff eyes.

WORN BY WAR

No one can tell precisely how old the Hunger is. The giff crew either wishes to keep the vessel’s age a secret or have forgotten that information. While sturdy and well-maintained by Her Majesty’s Contingent, the Hunger shows much wear and tear, upon closer inspection. Its hull is riddled with dents, holes, scratches, gouges, and scorch marks from the many battles that have erupted around it. Joints and hinges creak in places and metal surfaces show early signs of rust. The state of maintaining the ship falls on the shoulders of the Contingent’s Repair and Maintenance Unit, and that unit has been steadily getting busier and busier as the ship gets older and older.

EXOTIC CARGO

Rumors abound about the contents that might fill the Hunger’s cargo holds. Her Majesty’s Contingent demands high prices for their services, often in the form of coin or jewels or magic items. No one knows where the giff take their treasures, but there is speculation. Some say that the Contingent has a secret base in a distant star cluster or in another plane, to where they spirit away their acquired magic items. Others insist that the mercenaries are in league with the Nine Hells, selling magic items to the devils in order to bolster their diabolical forces in the Blood War. While others say that the magic items are used to fuel the Hunger, which would allegedly cease to function without the arcane energies stored within various magic items.

KEY LOCATIONS WITHIN H.M.S. HUNGER

The Hunger is comprised of a dozen or so decks that house the Contingent’s various facilities. The following are descriptions of a number of prominent locations within the hammership.

- **Top Deck.** About a quarter of the ship’s surface is the top deck. When the vessel is travelling or docked in breathable atmosphere, the giff of the Contingent train on this deck. When the giff need to meet with outside parties, the top deck is usually where the meetings are held, limiting those outside parties’ access to the ship.

- **Bridge and War Room.** The vessel's bridge is a large portion of its forward hull, spanning several decks. From the bridge, the Continent's leaders survey their surroundings, assess the situation, and issue commands. The bottom-most level of the bridge is the company's war-room, where the company's highest ranks strategize and plan their latest operations.
- **Cannon Arrays.** The Hunger's main lines of defense/offense are the series of cannons that line its port and starboard sides. These immense batteries fire magic shells that can cause a variety of damage.
- **Barracks and Training Halls.** Her Majesty's Contingent spends most of their downtime in the ship's training halls. The barracks are generally used only during sleeping hours and rarely do any of the giff spend personal time there.
- **Cargo Holds and Vaults.** All of the Continent's food and sundry goods are stored in the cargo holds. Acquired coin and magical items are placed in an extensive vault. The vault is located in the innermost reaches of the ship and is heavily guarded.
- **Wyvern Rookery.** Blue Unit's Wyvern mounts are bred, raised, trained, and cared for in the rookery. The Contingent's wyverns are extremely valued by the giff and treated as members of the company. While the wyverns are trained to bear any of the company, each wyvern bonds with a specific giff. Bonded mounts and riders form a tight relationship, and both wyvern and giff work best when bonded.
- **Deployment Bays.** When the time comes to deploy the cavalry, these large doors on the ventral side of the ship open, unleashing waves of Blue Unit Dragoons onto the battlefield. Other Units deploy from here as well, either on skiffs or from drop lines.
- **Skiffs.** The vessel is equipped with a number of skiffs that the Contingent may use for operations that don't require the full bulk of the Hunger. These skiffs are larger than their sailing equivalents, able to accommodate two dozen giff and their equipment.
- **Lifeboats.** Should the Hunger eventually succumb to the ravages of war, there are lifeboats to evacuate most of the ship's population. Of course, no self-respecting member of Her Majesty's Contingent would abandon ship, unless exceptional circumstances warrant doing so.

USING THE HUNGER IN YOUR GAME

The Hunger may play a variety of roles in your campaign.

- During a heated battle, the ship arrives to deploy its forces, drastically changing the course of battle for the adventurers.
- The adventures track a giff raiding party that has run off with a magic item back to the Hunger.
- The Hunger is the only vessel that can take the adventurers where they need to go, so the adventurers must either stow away or somehow convince the Contingency to give them a ride.
- A noble seeks to bargain with the Contingency, offering a magic item to stop them from attacking her kingdom. The adventures have been hired as bodyguards and must accompany the noble on a diplomatic mission to the giffs' lair.

STATISTICS

From a mechanical standpoint, the Hunger is meant to be used more as a narrative device than as a fully-functioning creature or vehicle. Considering its size and payload, characters are unlikely able to tackle the ship at full strength. Should characters decide to engage with the vessel, you may use the following guidance to help you adjudicate the results of their actions.

Hull. Each 5 foot section of the Hunger's hull has the following statistics:

- **Armor Class** 18
- **Hit Points** 50
- **Damage Threshold** 20 hp (attacks dealing less than 20 hp of total damage instead cause 0 damage)
- **Damage Immunities** poison, psychic
- **Damage Resistances** necrotic, radiant, thunder

Cannons. Each individual barrel can fire once per round at a range of up to 2,500 feet. Cannon shells explode in a 40-foot radius. Any creature caught in that radius must make a DC 18 dexterity or constitution saving throw, taking 52 (8d12) damage of your choice on a failed save (choosing from the following damage types: bludgeoning, piercing, fire, lightning, or thunder) or half as much damage on a successful one.

Traits. When describing the vessel's environment or its performance, you may use the following traits to inspire your narration.

- **Personality:** My strength and determination are unmatched throughout all the planes.
The universe needs Her Majesty's benevolent rule.
- **Ideals: Power.** I will enforce Her Majesty's will by overcoming any who would oppose it.
- **Bonds:** I shall serve Her Majesty's Contingent until the day I break down.
- **Flaws:** My age is beginning to show, but I won't let that hold me back from anything.

PART 5. AFTERNOON DELIGHT

A SHORT SCENARIO FEATURING HER MAJESTY'S CONTINGENT.

In AFTERNOON DELIGHT, the adventurers must defend a caravan from attacking giff. The scenario is most suited for three to five 4th level characters and uses the stat blocks found in Part 3 of this supplement. The creatures/NPC stats within this scenario that aren't found in this supplement can be found in the D&D 5TH EDITION MONSTER MANUAL.

This scenario is *setting-neutral*—not set in any specific location or campaign setting. Rather, it is meant to either be dropped into an existing campaign or to act as a starting point for a new campaign. Whether you are playing this scenario as a one-shot or dropping it into your campaign, feel free to create the details around the adventure's circumstances.

You may use the map at the end of this adventure for the general layout of the camp site.

THE HOOK

The adventurers have been hired as bodyguards for a caravan of **three wagons**. Two wagons contain a variety of mundane goods. The third contains a **magic relic** that is being delivered to a town, city, or other location several days away for safekeeping.

THE SCENARIO

The caravan is two days into the journey, its destination being two more days of travel away. It is late afternoon and the caravan has pulled off to the side of its trade route to camp for the night.

In addition to the characters, there are 3 wagon drivers travelling with the caravan (each uses the **commoner** stat block). Each wagon is drawn by 2 **draft horses** (for a total of 6 horses). Neither the commoners nor the horses participate in combat if a fight breaks out.

Currently, 2 of the wagon-drivers are preparing the evening meal for everyone over 2 camp fires. The third wagon-driver has taken the horses to a stream a dozen or so yards away for a drink. The adventurers may prepare for camp as they see fit.

THE ANTAGONISTS

2 **Green Unit pugilists** of Her Majesty's Contingent are sneaking up on the campsite. Their goal is to stealthily make their way to the second wagon (the blue covered wagon on the map) and steal the magic relic inside. They are approaching from the woods

(the top portion of the map) and are trying to approach undetected in the cover of the trees.

THE COMPLICATION

Unknown to the giff, the chest containing the relic is enchanted with a **magical alarm**: if it is moved from its spot in the wagon, it emits the sound of a loud bell ringing until it is returned to its position. If the adventurers don't detect the giff approaching from the woods, the mercenaries reveal themselves when they try to lift the chest.

DEVELOPMENTS

Use the sections below to guide the narrative as the giff attempt to steal the magic relic from under the characters' noses.

If the giff are detected in the woods, they rush into the campsite, fighting their way through the characters as necessary and making a bee-line to the blue wagon. They focus on grabbing the chest and fleeing the scene to their skiff, which is a couple of hundred yards in a clearing in the woods.

If the giff are detected in the cart, one of the pugilists picks up the chest and the two mercenaries fight their way out of the scene. The giff carrying the chest makes checks, saves, and attacks at Disadvantage, unless they put the chest down. While the chest isn't large, it is solid and heavy enough that it requires an action to pick up.

To increase the difficulty of this encounter, add 1 or 2 **Blue Unit dragoons** on foot. If you add these dragoons, the giff have two **wyverns** tethered up in the clearing, rather than a skiff. If the giff manage to escape into the clearing, they all hop aboard the skiff or the wyverns and fly off, back to their ship.

If the adventurers successfully prevent the giff from stealing the relic, the caravan continues its journey without any more trouble and the relic is safely delivered to its destination. Each character is awarded 100 gp for their services, and the party receives 2 *potions of healing*.

If the giff successfully steal the relic, barring extreme circumstances during the encounter, the caravan eventually arrives at its destination. The adventurers are compensated 10 gp each for their trouble.

WHAT THE GIFF KNOW

The mercenaries' motivation for acquiring the relic is dependent on how this scenario fits into your

campaign. Perhaps Her Majesty's Contingent has been hired by the campaign's villain to steal the relic. Perhaps the Contingent needs the item for its own purposes.

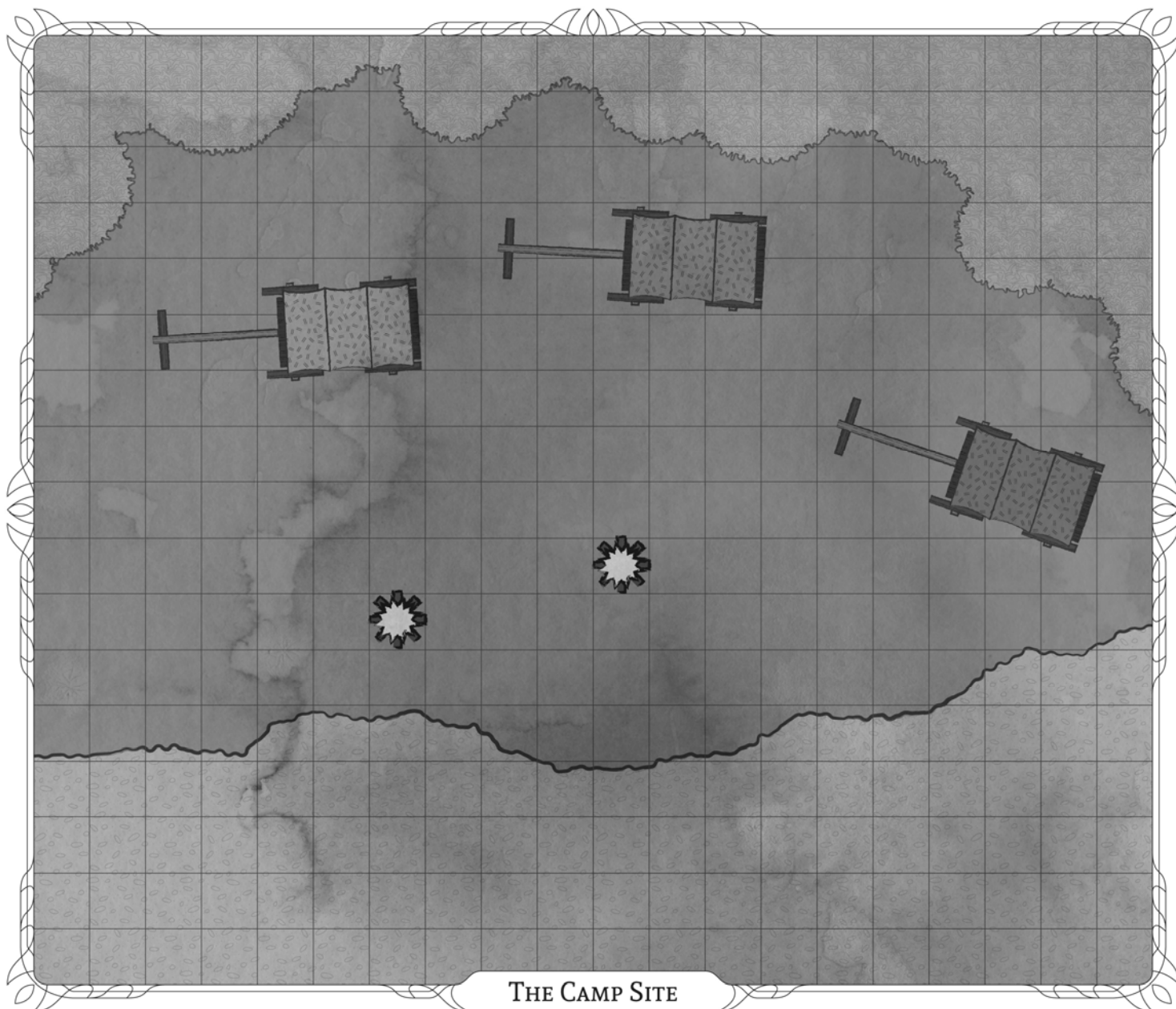
If the adventurers subdue and interrogate the giff, feel free to have them reveal their affiliation with Her Majesty's Contingent. If you are playing this as part of a campaign, this scenario can be the players' introduction to the mercenary group and the troubles the group may cause. Use the lore in this supplement to inspire what the giff reveal to the adventurers, in addition to your own story details.

EXPANDING THIS ADVENTURE

If you are playing this as part of a campaign, there are several ways you can expand the adventure from here.

- **If the relic was successfully delivered**, the owner of the relic receives word that Her Majesty's Contingent is sending a larger force to acquire the relic. The adventurers must defend the relic and the surrounding area from the giff assault.
- **If the relic was stolen**, the relic's owner hires the adventurers to take the relic back from the giff. Perhaps the giff are delivering the relic to the campaign's villain. Of perhaps the adventurers need to find and sneak into the Hunger to get the relic back.

In either case, Her Majesty's Contingent can play as large or as small a role in your campaign as you see fit.



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