

VOIDSEA  
SALT, STORM &  
STEEL



BETA 1



**SALT, STORM &  
STEEL**

**BETA 1**

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This project would not be possible without the support, belief, and kindness of our MANY positively eldritch backers. Your feedback, patience, and humour made creating *VoidSea* inspiring, spooky, and fun!

See page 255 for a full list of playtesters!

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Funny Quote!

*Salt, Storm, & Steel*  
Beta 1, 2026



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# WELCOME TO THE BETA

This is a preview of the BETA-release document for *Salt, Storm, & Steel*. This is a playtest document, designed to collect your thoughts and experiences so we can ensure the final book is reflective of what you want to see. We've already playtested extensively among ourselves, but doubtless, as a community, together we will find new ways to present information in a clearer way, tweak the balance of features that are too effective or a little lacking, and correct any grammar or spelling errors. As a BETA-test, this is not the final version of content that will be in *Salt, Storm, & Steel*.

## WHAT IS USEFUL FEEDBACK?

As you explore this content, we are particularly interested in your personal playtest experience. To ensure we get the maximum value out of your playtesting, here's a few things to consider.

### USE GAMEPLAY TO INFORM YOUR FEEDBACK

Maybe a feature seems a little overtuned, or a stat block seems underpowered on an initial read. But then, upon playing it, the limitations and virtues of these new ideas become clear. This is why it's extremely important to play the material you leave feedback on. When leaving feedback, provide the context in which you tested it and then your thoughts. An example might look like this:

My players and I ran a few one-shot adventures using the species in VoidSea. We found the cnidaran, otterkin, and wobbe-gong sharkin worked great, but we found the great white sharkin's Jaws trait gives the Monk class access to a very powerful Unarmed Strike at early levels.

This feedback is excellent because it clearly explains what was tested and what the problem was. A less useful piece of feedback might look like this:

I was reading the sawshark sharkin and saw they're way too overpowered.

### REFER TO PRECISE LOCATIONS

Give a page number and paragraph when pointing out grammar errors. Telling us "I noticed a spelling error in this PDF", is hard for us to correct. A great example of grammar feedback might look like this:

On page 5, in the third paragraph, you misspelt the word "failure" lol.

### TAKE YOUR TIME TO EXPLORE

*Salt, Storm, & Steel* is not designed to be a beginner book, and it introduces some fairly complex ideas and systems as it expands on the core rules of 5th edition. Please take the time to read and familiarise yourself with the new mechanics, and read adventures and stat blocks in full before running them. This will save a lot of confusion and prevent wasted playtesting time.

With that in mind, if you're ever not sure how something works, even if it is explained in the book, that's great feedback for us! It shows we need to devote more time to explaining exactly how something should work and communicate it to you more clearly. A good example of such feedback might look like this:

I read through the rules on naval combat a couple of times, and even ran a couple of the adventures, but I'm still confused about how they work.

If you were confused after a read through or two, it tells us we need to find a way to communicate things more clearly.

Everyone who gives feedback for *Salt, Storm, & Steel* will be thanked in print in the final release. Your support and goodwill is inspiring, and it's an honour to work with you all at this stage to finalise the project.



HELIANA.LT/SSS-BETA-FEEDBACK  
SCAN OR CLICK TO LEAVE FEEDBACK!

## BE IN THE CREDITS

Everyone who gives feedback for *Salt, Storm, & Steel* will be thanked in print in the final release. Your support and goodwill is inspiring, and it's an honour to work with you all at this stage to finalise the project.

### PRE-CAMPAIGN FEEDBACK

We've already received a lot of very helpful feedback from the playtest material we made available up to this Beta, and we want to give it the time and attention it deserves. For that reason, that feedback has not yet been implemented. If you see a mistake that you've already pointed out to us, don't worry! Your comments have not fallen on deaf ears, and we'll process and consider them when we go through the rest of the feedback for the next Beta!



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# CHAPTER 1

# INTRODUCTION

# INTRODUCTION

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Sed lobortis lectus sed sapien egestas ultrices. Donec euismod mattis orci ac dictum. Fusce a mi vitae nulla laoreet iaculis. Proin ut mauris vitae metus egestas scelerisque. Nunc molestie arcu in tellus porta mattis. Cras sollicitudin maximus accumsan. Praesent tincidunt nulla elementum arcu semper congue. Vestibulum ut metus urna. Curabitur placerat mi mattis, ullamcorper nisi vitae, facilisis massa. Aliquam interdum interdum interdum. Donec ultricies nisi odio, vel efficitur purus pulvinar eget.

## GM'S EYES ONLY

The information in this book is for the GM's eyes only. If you're planning to play the adventures with someone else as your GM, stop reading now. The only part of this book that it might be okay for you to see (with your GM's permission, of course) is the familiars in the Familiars chapter, the magic items in Appendix A - Items, and the spells in Appendix B - Spells.

## USING THIS BOOK

*Salt, Storm, and Steel* comprises eight adventures, each of which can be run at three different levels of play. These adventures are designed to be played sequentially as a campaign, but instructions are provided to easily convert them into independent adventures that can be run in any order.

The book is designed to be used with the standard 5th edition rules found in the freely-available System Reference Document, without the need for any other supplements. However, the Harvesting and Crafting experience becomes exponentially richer with *Heliana's Guide to Monster Hunting*. This book is not required, but can help provide a more immersive experience.

## FORMATTING & LANGUAGE

This book uses the formatting established in *Heliana's Guide* to enhance your gaming experience. Bold, italics, and colour make key information identifiable at a glance.

**Bold.** The following game elements appear in bold: monster names ("a **Goblinshark Brute**"), dice calculations ("**1d6 + 3** Fire damage"), roll modifiers ("**+7** Initiative bonus"), conditions that are being applied ("fall **Prone**"), measurements and areas ("a **30-foot Cone**"), and when **Dis/Advantage** is being applied.

*Italics.* Spell names ("*Oceanic Emergence*"), magic items ("*Chum Churners*"), foreign languages ("*speak mellon and enter*"), and book and boat names ("*Voidsea*") are italicised.

**COLOUR.** Ability checks and saving throws use a coloured bold and small caps format. Saving throws are fully bolded ("**DC 15 DEXTERITY SAVING THROW**"), while only the DC, ability, and skill or tool are bolded for checks ("**DC 15 STRENGTH (PERSUASION) CHECK**").

**Language.** The content herein is written in British English. Prepare yourselves for the *Colourful Armour of Paralysing*, for referring to 'the party' as interchangeably 3rd-person singular ("the party has been killed") and plural ("the party are in trouble"), and archaic language like "wont", "whilst", and "amongst". Where items and creatures have established names, like *Armor of Invulnerability* or a *Gray Ooze*, those remain unchanged.

## FEATURES, NOT BUGS

Creativity is to be encouraged, and this book does a few unusual things to support that endeavour.

### NON-STANDARD ABILITY CHECKS

This book breaks from the standard associations of skill and ability. For example, Intimidation is usually a Charisma check. However, if a character describes all the poisons they have at their disposal, as well as the associated excruciating effects, you might ask for an Intelligence (Intimidation) check or even a Charisma (Medicine) check. This is a great way of rewarding a player for leaning into their character's traits. Mechanically, an Intelligence (Intimidation) check requires the player to make an Intelligence check and, if their character has proficiency in Intimidation, add their Proficiency Bonus to the result.

Tool proficiencies are referenced just like skill proficiencies; a Dexterity (Thieves' Tools) check means that the character makes a Dexterity check and, if they have proficiency in Thieves' Tools, adds their Proficiency Bonus to the result.

If something, perhaps a magic item, says that a creature gains "Advantage on Stealth checks", this means that creature gains Advantage on all ability checks that use the Stealth skill, regardless of which ability is used. When checks use the word 'or', this indicates either proficiency and either ability can be used in any combination. For example, an Intelligence or Charisma (Intimidation or Medicine) check means you can use any one of the four check permutations: Intelligence (Intimidation), Intelligence (Medicine), Charisma (Intimidation), or Charisma (Medicine).

## VARIABLE STATISTICS

To ensure a challenging experience across differing levels of play, you'll see references to VDC (variable DC), Vmod (variable modifier), and Vdam (variable damage). These variable values change depending on the average party level (APL), as detailed in the table below. Occasionally, additional variable statistics may be necessary (such a Vdist for variable distance)—these are presented in whichever adventures call for them, alongside all the other variable statistics relevant for the levels of those adventures.

### VARIABLE STATISTICS SUMMARY

APL	VDC	Vmod	Vdam	VSdam
1-2	11	+3	2 (1d4)	11 (2d10)
3-4	12	+4	3 (1d6)	16 (3d10)
5-6	13	+5	5 (2d4)	22 (4d10)
7-8	14	+6	7 (2d6)	27 (5d10)
9-11	15	+7	10 (3d6)	33 (6d10)
12-14	16	+8	14 (4d6)	38 (7d10)
15-17	17	+9	21 (6d6)	44 (8d10)
18-19	18	+10	28 (8d6)	55 (10d10)
20	19	+11	35 (10d6)	66 (12d10)

# ART

# PLACEHOLDER

## 2014 & 2024 RULES

*Salt, Storm, and Steel* is designed to work with both the 2024 and 2014 versions of 5e. Read on to find out what to expect and why we're doing it this way!

## IMPROVEMENTS, INERTIA, AND STANDARDS

Over the years, the Loot Tavern team has observed many ways to improve communication within 5th-edition products, from verbiage, to bolding, to other formatting fixes. For example, early on we chose to add bolding to DCs, die, modifiers, and conditions that were being applied—all of these are things GMs need to reference at a glance and bolding those terms made that easier.

Before making any changes, we weigh two opposing experiences: “how much fun or ease does this change add to the game” and “what is the inertia of the expectations people have already”. For example, adding bolding improves readability and affects the other uses of bolding minimally. However, abbreviating each damage type (for example, “slashing” might become “slsh”) could leave more than a few people confused, even if we explain it somewhere; people are used to ‘slashing’ being spelled in full.

Many of the formatting changes introduced in the 2024 rules update are excellent and are changes we wanted to introduce in the past, but we felt there was too much inertia against them. Now those changes are in the 2024 ruleset, the inertia is with us, and we are happy to embrace some of the updates. Importantly, we evaluated each format from both the perspective of someone who uses the 2014 rules and from someone who uses the 2024 rules, making adjustments to ensure both rulesets work without friction.

2014

### 2014 SIDEBARS

Where the rules differ significantly between the 2014 and 2024 rulesets (such as spells working differently or subclasses gaining features at different levels), guidelines are provided in sidebars to help you make the necessary adjustments for the 2014 rules. We've kept these concise and made allowances for when even 2014 rules varied (for example, later 2014 5th-edition books introduce the concept of choosing your Ability Score Increases instead of getting them from your base race).

## NEW TERMS

Terms standardised by the 2024 rules are included in the Glossary on page 230 for ease of reference.

## STRUCTURE

This book is presented in three parts. The first covers the naval combat and tracking mechanics used throughout the book. The second (and longest) part contains the eight adventures. The third part has the four appendices: the items found during each adventure or crafted from the remains of the boss monsters, new spells introduced within the adventures, the lore and statistics for each creature the party might encounter, and the vessels and crew faced on the adventures.

## ADVENTURES

These adventures typically have two halves: discovery and battle. The first half of the adventure involves your players exploring an area and discovering clues about the monster that they will have to fight to complete their mission. In the second half, the player characters do battle with the monster in an epic, multi-phase fight. Some fights have a non-lethal option through which the characters can spare the monster's life, while still completing their objectives.

## PREPARATION IS KEY

Players have the best, most memorable experience if they can see the effect their preparation has on the battle. For this to happen, they need two things: to thoroughly understand the clues and to have a chance to take a Long Rest before the fight. Between the discovery and battle parts of the adventure, it is strongly encouraged to create circumstances in which your players feel good about taking a Long Rest; these are essential in allowing your players to select the spells and equipment their characters will need for the battle ahead. These fights are beyond deadly, and if your party is suboptimally prepared, they will die.

## INTERNAL STRUCTURE

Every adventure has the same basic internal structure.

**Introduction.** This is the meta-info about the adventure: its name, its three level options, and a brief synopsis.

**Background.** This is all the information about why the monster needs to be hunted. It includes:

- ◆ The story so far
- ◆ A summary of the monster
- ◆ Three adventure hooks (Curiosity, Morality, and Compensation)
- ◆ Gold and XP rewards

**Location.** This is a description of the location where the adventure occurs. Any flora and fauna found in the area, notes of historical or cultural significance, or unique environmental effects are in this section. Choose the ideas from this section that you like most to help bring your world to life!

**Tracking/Investigation/Know Thy Enemy.** This describes the 'discovery' part of the adventure, during which the party gathers clues that will help them not die at the hands of the boss monster. The way in which these clues are presented varies—some adventures provide them as the party tracks the creature across the land, others deliver them amidst a perilous dungeon crawl, and others still require the heroes to put their detective hats on and do some good, old-fashioned sleuthing. Either way, all these clues are summarised in the Know Thy Enemy section.

**The Battle Ahead.** This is it: the boss fight. In this section, you'll find a map, environmental descriptions, and a breakdown of each of the fight's three phases, including tactics for the enemies in them. The monsters' lore, statistics, and lairs are all found in Appendix C - Bestiary\*.

**Aftermath.** Defeating a powerful monster in the past creates sweeping changes in the present. This section presents a plethora of ideas to illustrate the outcomes of a party's actions during the adventure.

**Treasure.** Using *VoidSea* or *Heliana's Guide*, your party can harvest parts from the boss monster and craft magic items and familiars from its components.

\*The GM Cheat Sheets replicate this information, saving you from flipping back and forth.

## DURATION

These adventures typically last between two and four average gaming sessions. However, if you want to run them as one-shots, you can skip the first half (discovery) and provide your players with the clues in advance. They can then choose the magic items and spells that they think will be most useful. For the aftermath, you can simply read any relevant events that occur as a result of the party's actions.

## ADVENTURE SUMMARY

The following table details the levels for which each adventure has been balanced, as well as the adventures' complexity, average duration, main foe, biome, and timeframe.

**Level.** The suggested average party level (APL). Each adventure is balanced for three different levels of play, but you can offer a lesser challenge by using a party with more than four characters or that have an APL higher than what is specified. For a greater challenge, do the opposite.

**Complexity.** A measure of the number of things a GM needs to keep track of on a scale of 1 to 3.

**Duration.** How long the adventure takes to run. Note: the duration is highly variable and depends on how much your table enjoys delving into roleplay, how experienced they are, and how familiar you as the GM are with the adventure.

**Monster.** The name of the dangerous creature or antagonist that is the target of the adventure.

**Biome.** The suggested terrain in which the monster can be found.

### ADVENTURE SUMMARY

Adventure	Level			Complexity	Duration	Monster	Biome
	Low	Mid	High				
<i>The Bloodfin Buccaneers</i>	5	10	15	XX*	XX*	Bloodfin Buccaneers	TBD
<i>Wrath of the Writhing Hunger</i>	5	10	15	XX*	XX*	Abyssodon	TBD
<i>The Ashwake Armada**</i>	TBD	TBD	TBD	TBD	TBD	TBD	TBD
<i>Rise of the Emberforged Colossus**</i>	TBD	TBD	TBD	TBD	TBD	TBD	TBD
<i>Chorus of the Chaos Cult**</i>	TBD	TBD	TBD	TBD	TBD	TBD	TBD
<i>Canticle of the Drowned God**</i>	TBD	TBD	TBD	TBD	TBD	TBD	TBD
<i>Reavers of the Rabid Reef</i>	6	11	16	XX*	XX*	The Subnautics	TBD
<i>Scourge of the Coral Hive</i>	6	11	16	XX*	XX*	Coral Dragon Turtle	TBD

\*Awaiting playtest

\*\*Not yet released

# ART PLACEHOLDER

# CHAPTER 2

# NAVAL

# COMBAT

# NAVAL COMBAT

## INTRODUCTION

This document, *VoidSea Naval Combat Lite*, is Loot Tavern's foray into the apothic depths where eldritch colossi slumber, across the high seas where magitech vessels discover abominable relics, and through the backwaters where pirates pillage and bootleggers smuggle. Within these pages you'll find rules for controlling a naval vessel with as few as three player characters, bombarding enemy ships with cannon fire, and *Jaws*—a mimic ship happy to accommodate your player characters!

The lanky sharkin mutters to himself, hems of his once-vibrant robe damp and tattered. "Seven years of wizarding college only to spend my days *prestidigitating* the decks clean," he grumbles, oblivious to the tentacle that creeps through a porthole, delicately wrapping itself around his ankle...

Peering over the steering wheel, the dwarven navigator grinds her teeth in anxiety. *When will this damn mist part*, she thinks. Her crew, petrified by basilisk's tomb disease; the stores, consumed by some sort of burgeoning mycelian civilisation; and this blasted, unending fog. *Gods bless those magitech upgrades*, she reflects, continuing to navigate and steer the vessel by herself.

Splinters erupt from the mast behind the stoic coralborn, a low groan giving warning to the structure's imminent collapse. With practised ease, the coral-skinned artilleryman retracts the magitech cannon, loading another shot and taking aim at the privateer's vulnerable rudder. "Slow is smooth, and smooth is fast, Gromit," he says to the cowering ombrask. "Now please hand me the grapeshot. I think they're about to board."

In a realm where magic abounds, only a fool would crew a ship with 60 souls, when 6 and some fancy arcanomechanical contraptions will do. Convergent advancements in biomancy, magitechnology, and occultomancy have made it possible for a single Helmsman to steer, secure rigging, and furl sails from the comfort of their cockpit. An Artillerist

can single-handedly load, aim, and fire a magitech cannon every six seconds. As for Captains, they still exist; someone has to be the charming face the bar-keeps and dock workers dream of.

This chapter explains the dual-theatre map system used in *VoidSea* naval warfare, the expanded Initiative system, and how ships move during combat.

## THEATRES OF WARFARE

Battles in *VoidSea* take place in one of two theatres: the **Naval Theatre**, where the primary way to inflict damage is using the long range of artillery; and the **Boarding Theatre**, where individual creatures can invade enemy vessels and capture, rather than destroy, enemy ships. In the Naval Theatre, each grid square typically represents **30 feet**. In the Boarding Theatre, which is the same as the one commonly used in 5e combat, each grid space is **5 feet**. Ships in *VoidSea* are typically around 90 feet long and 30 feet wide. This means that, in the Naval Theatre, they occupy a 1x3 grid space. If in doubt, round to the nearest multiple of 30 when using the Naval Theatre (minimum of 1 grid space).

**Deck Layout.** Every ship used in *VoidSea* has a Deck Layout, an annotated diagram that shows the shape and elevation of each deck, the installation locations for different types of components, and the arcs of fire of Artillery installation locations. Deck Layouts are set to a grid showing both the 5-foot grid used in the Boarding Theatre and the 30-foot grid used in the Naval Theatre (see Fig. 1, next page). This allows the location of components to be attributed to the correct grid space in both theatres of combat. A deck layout can be found on page 26.



BOARDING THEATRE 1

NAVAL THEATRE

BOARDING THEATRE 2

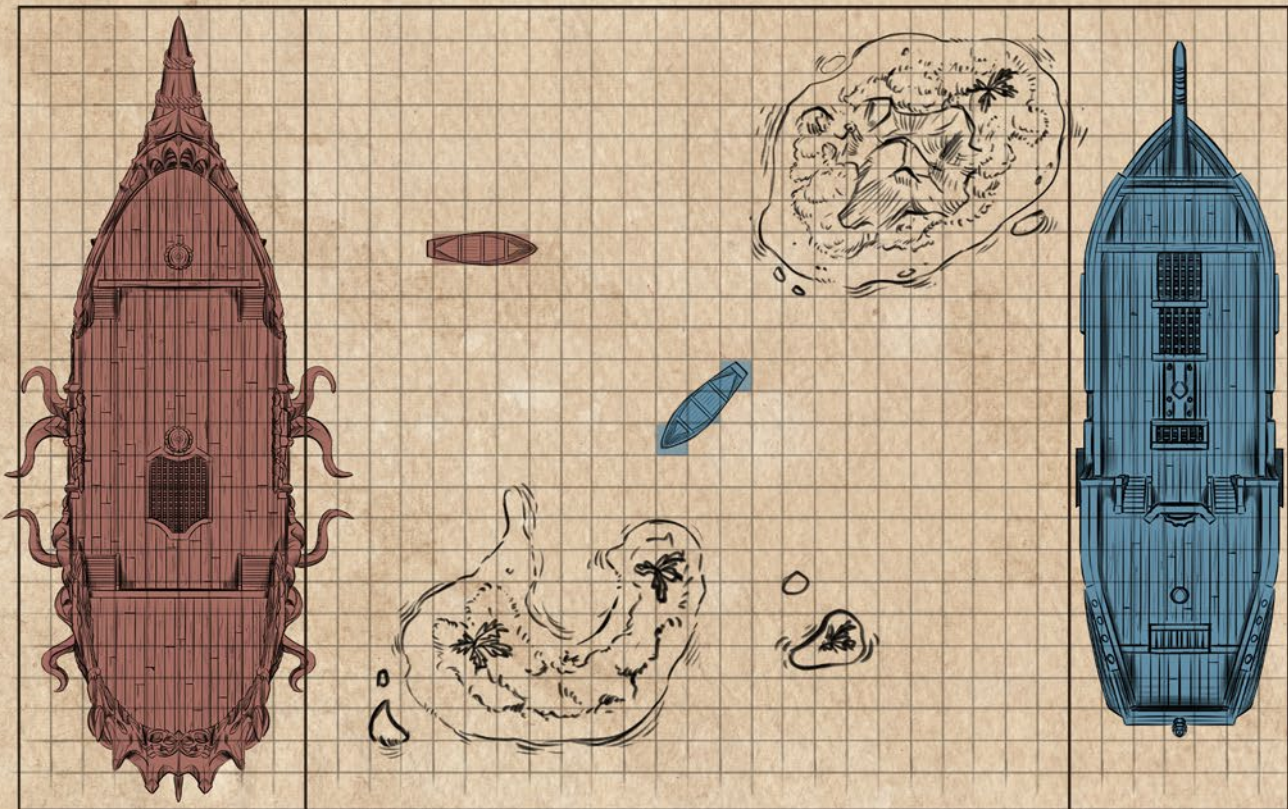


FIG. 1. DUAL MAP SYSTEM. THE TWO BOARDING THEATRES USE A 5-FOOT GRID, WHILE THE NAVAL THEATRE USES A 30-FOOT GRID.

## DUAL MAP SYSTEM

Battles on the Voidsea typically use both a Naval Theatre and Boarding Theatre map concurrently. The Naval Theatre tracks the relative position of ships to one another, as well as to ocean hazards. The Boarding Theatre tracks the location of creatures and components on a ship's Deck Layout, allowing for accurate assessment of which creatures and components might be within the area of a wizard's *Fireball* or a cannon's *Explosive Cannonball*.

Once boarding occurs, it is typical to cease using the Naval Theatre unless there are other ships, kaiju, or hazards still at play.

## AREAS OF EFFECT

Areas of Effect (AoEs) can occur in many ways, from auras and spells to kaiju actions and select artillery shots. When choosing the AoE's point of origin, use the Boarding Theatre. Ship components automatically succeed on saving throws against AoEs if the area does not cover all the spaces the component occupies (see page 31 for more on component saving throws).

**Ongoing Effects.** Although ships move relative to the world around them, ongoing effects that originate from a point connected to the ship remain fixed to that point even as the ship cuts through the waves. If you create a Cube with the *Cloud of Daggers* spell centred on a point on the Helmsman's Control component, the cloud remains there until the spell ends. If a bizarre situation arises where the Control component ups and moves, then defer to the GM; those are shenanigans we're not covering here.

**Artillery & AoEs.** Spells, magical effects, and areas created by physical projectiles are always assumed to occur exactly where their creator chooses. Let's take an *Exploding Cannonball* as an example. It's a cannonball, so whatever it hits, it damages.

In addition, it's 'exploding', so wherever it impacts, it explodes. To use an *Exploding Cannonball*, you make a regular ball shot attack with a magitech cannon against a target, typically a ship component. If the component is bigger than a single 5-foot-by-5-foot square, you can choose which of the component's squares you target in the Boarding Theatre. An artillery's effect occurs regardless of whether it hits or misses, as detailed below:

**Hit:** On a hit, you deal the attack's damage to the target, and the AoE is created with a point of origin at one of the four intersections of the square you targeted. For the purpose of overcoming a Damage Threshold (DT), the damage from the AoE is added to the damage of the attack itself.

**Miss:** On a miss, you don't deal the attack's damage to the target, and the AoE is created with a point of origin at one of the four intersections of the square you targeted.

**Optional Rule: Scattering.** AoEs are typically created by one of two methods: they **spontaneously** appear (such as a *Hypnotic Pattern* spell) or they are created by a **projectile** (like a *Plaguegas Cannonball*). If you want more randomness and chaos in your game, you can introduce scattering! In this case, the attacks of physical projectiles can miss the desired target but still create an AoE in a slightly different location. On a hit, the process is the same as without scattering. On a miss, the AoE occurs in a different location:

**Miss:** On a miss, you don't deal the attack's damage to the target, and the AoE occurs at an intersection of squares other than the one you targeted. For each increment by which the attack misses the target, the point of origin moves **5 feet**. The direction in which the shot moves can be randomly determined using the table below. If a shot scatters so much that the space on which it's centred is no longer on the ship, it harmlessly falls into the ocean (or whatever gruesome medium your vessels find themselves on).

For example, if you target a mast with an AC of 12 and roll a **10** on your attack roll, the *Exploding Cannonball* detonates in a space **10 feet** away from the mast. A **5** on the random direction d8 indicates this is **10 feet** south of the mast.

#### RANDOM DIRECTION

1d8	Direction	1d8	Direction
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

## INITIATIVE & PHASES

In *VoidSea* Initiative, a single round of combat consists of two phases: the Ship Phase followed by the Creature Phase. Like normal combat, each round lasts approximately 6 seconds.

### ROLLING INITIATIVE & TURN ORDER

This section describes how initiative is rolled and turn order established in the Ship and Creature Phases.

#### SHIP PHASE

The Ship Phase is a new phase added to Initiative in *VoidSea* that occurs before the Creature Phase. A ship's turn in this phase is comprised of four steps:

1. Command Step
2. Helm Step
3. Artillery Step
4. Miscellaneous Step

**Rolling Initiative.** To determine each ship's Initiative score at the start of combat, roll **1d20** for each ship and add the Captain's Charisma modifier (minimum +0), the Helmsman's Wisdom modifier (minimum +0), and the ship's Dexterity modifier. If the ship has no Captain or Helmsman when Initiative is rolled, no Charisma or Wisdom modifier is added to the ship's Initiative, respectively.

**Turn Order.** The ship with the highest Initiative score takes its turn, performing its Command, Helm, Artillery, and Miscellaneous Steps in that order. If two or more ships are tied, the GM decides the order among tied GM-controlled ships, and the players decide the order among their tied characters. If GM-controlled ships tie with player characters, the GM decides who goes first in Initiative.

During each step of a ship's turn in the Ship Phase, the ship's crew take Ship Actions for that step in any order they choose. Once the ship's crew has decided it wishes to take no more actions in that step, the next step begins. After a ship finishes its Miscellaneous Step, the ship with the next-highest Initiative score takes its turn, beginning with its Command Step. Once all ships have acted, the Ship Phase ends, and the Creature Phase begins.

#### CREATURE PHASE

The Creature Phase is the same as the Initiative system you might be used to if you've played regular 5e.

**Rolling Initiative.** Each creature makes a **DEXTERITY** check to determine its Initiative score at the start of combat. The creature with the highest Initiative score takes its turn first, followed by the next high-

est, and so on. If two or more creatures are tied, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. If GM-controlled creatures tie with player characters, the GM decides who goes first in Initiative.

**Turn Order.** Once the last creature or environmental effect in the Initiative order has acted, the Creature Phase ends, the round ends, and the next round's Ship Phase begins.

## COLOSSI OF THE SEA

Some colossi of the sea are so big that they count as ships for the purpose of Initiative. They can be identified by the word 'kaiju' in parentheses after their creature type.

**Legendary Actions.** Like normal, creatures with Legendary Actions can take a legendary action at the end of another creature's turn in the Creature Phase. In VoidSea, kaiju creatures can also take Legendary Actions at the end of a ship's turn in the Ship Phase, but before the next ship's turn starts.

## STEPS OF THE SHIP PHASE

During the Ship Phase, the Captain gives encouragement, the Helmsman guides the ship's movement, and the crew causes the ship's components to perform actions. There are some exceptions to the following rules for perks, features, and components; as usual, those specific rules supersede these general ones.

**Ship Action.** A creature that isn't Incapacitated, Stunned, or Paralysed at the start of its ship's turn in the Ship Phase can act once during that phase by taking one Ship Action. However, a creature that does so can't move, take an action or Bonus Action, or use its object interaction during its turn in the Creature Phase that round. A creature that can take either an action or Bonus Action on its turn but not both must roll 1d20 at the start of its ship's turn in the Ship Phase. On an 11+, it can take a Ship Action as normal, while on a 10- it can't take a Ship Action this round, but can do so on the next Ship Phase without rolling the d20.

**Reactions.** A creature regains its Reaction at the start of its turn in the Creature Phase as normal.

## COMMAND STEP

During this, the first step of the Ship Phase, each creature with points in the Captaincy perk tree can take a Ship Action. These actions typically augment the actions of other crew members, such as adding a bonus to D20 Tests, increasing an Artillerist's accuracy, or giving a creature the ability to move even if it takes a Ship Action. A creature can only benefit once from a Ship Action of the same name within a round. See page 49 for Captaincy perks.

## HELM STEP

The second step in the Ship Phase is when the ship moves guided by a Helmsman (see Ship Movement, page 17). The Helm Step is where the tactical chess match of naval positioning is won and lost, the movement for which is tracked in the Naval Theatre. Positioning artillery to rake through the length of a ship can simultaneously damage multiple components and crew (see Raking, page 22). Using downwind momentum can make a Ram especially damaging, while careful manoeuvring can navigate shallow reefs without causing damage to the Hull.

## ARTILLERY STEP

Gunpowder and smoke, explosions and splinters—the Artillery Step is the exciting moment where ships try to sink each other or incapacitate one another's components and crew before boarding begins. On the Artillery Step of the Ship Phase, a ship can fire as many Artillery components as it has crew available to take Ship Actions. Thanks to magitech, each Artillery component requires only a single operator to load, aim, and fire. Each Artillery can fire once per Ship Phase, unless otherwise noted.

A creature that takes a Ship Action to interact with an Artillery component can take the Artillery option or Hold Artillery option during this step:

**Artillery.** Once per Artillery Step, a creature can load, aim, and fire an Artillery component within its reach. The creature chooses an option from the component's Shot Selection.

**Hold Artillery.** It's possible for Artillerists to prepare their ship's Artillery components to fire when a specific trigger is met. Like the Ready action in the Creature Phase, the creature must declare a specific trigger and, right after that trigger occurs, choose whether or not to take its Reaction to fire the Artillery component.

## MISCELLANEOUS STEP

The nautical world is full of myriad amazing arcanomechanical marvels! Those that don't fit into any of the previous steps, like attracting sharks using the magical *Chum Bucket*, occur during this step. A creature can take a Ship Action during this step to cause the effects of a Miscellaneous component within its reach to occur. Details of these effects are found in those components' statistics.

**Bosun & Repair.** Certain Naval Perks allow a Bosun to take a Ship Action during the Miscellaneous Step (see page 16).

## SHIP MOVEMENT

Ship movement is very similar to the movement of creatures, with three main differences: ships are of irregular size (they may not occupy a square shape on a square grid), they change velocity slowly, and they have specific rules governing how they change direction.

**Coasting.** If a ship's current Speed is not 0, it moves a distance equal to its current Speed on its current facing at the end of its Helm Step. A Helmsman always secures the steering mechanism of a Control component after they take a Ship Action during this step, ensuring that the current facing is maintained.

**Speed and Course.** During the Helm Step, Helmsmen can adjust the ship's speed and course. A creature that takes a Ship Action during the Helm Step to interact with a Control component within its reach can perform one or both of the following: (A) Accelerate, Decelerate, or Zero Speed; and (B) Manoeuvre:

**Accelerate.** Once per Helm Step, the ship accelerates, increasing its Current Speed (see Acceleration & Top Speed, page 17).

**Decelerate.** Once per Helm Step, the ship decelerates, decreasing its Current Speed (see Acceleration & Top Speed, page 17).

**Zero Speed.** Once per Helm Step, the ship's sails are furled and/or its engines cut, reducing all the ship's Propulsion components' contribution to its Top Speed to 0 feet.

**Manoeuvre.** Once per Helm Step, the ship changes its facing (see Facings & Manoeuvring, page 18) a number of times equal to its Control component's Change of Facing score.

**Timing.** Accelerate and Decelerate must be decided before the ship moves or manoeuvring occurs, but Manoeuvre can occur at any point during the Helm Step, including during the ship's movement. A ship can't take both the Accelerate and Decelerate options in the same round.

**Collisions.** A Collision occurs if a ship's movement causes it to collide with another ship. Resolve this before any other actions are taken. See Collisions & Ramming on page 18 for more details.

## ACCELERATION & TOP SPEED

Ships are floating buildings, heavy and cumbersome. They are slow to change velocity, and their Top Speed is at the whim of the wind and weather.

**Top Speed.** A ship's Top Speed equals the Primary Speed of its fastest Propulsion component, plus the Secondary Speed of all its other Propulsion components, plus any environmental effects. If the components have the same fastest Primary Speed, the one with the lower Secondary Speed is the main Propulsion component.

**Changing Speed.** Unless otherwise stated, such as by a specific ship component or environmental effect, a ship's Speed increases or decreases in increments of **30 feet**. A ship can't accelerate if its Current Speed is equal to or greater than its Top Speed. If a ship's Current Speed is above its Top Speed, its Speed decreases by **30 feet** at the start of each of its Helm Steps until its Speed is equal to or is lower than its Top Speed.

**Zero Speed.** If the Helmsman takes the Zero Speed option during its Ship Action, the vessel's Top Speed likely drops to 0 (aside from any environmental effects). The ship's Current Speed drops by **30 feet** immediately and continues dropping as described in Changing Speed.

### OPTIONAL RULE: SPEED AND WIND

Despite arcanomechanical advancements and magitech marvels, many ships on the Voidsea continue to rely on the wind as a constant source of energy. These ships' Propulsion components have the words "Wind-Driven" in their metadata.

Wind is always described as coming from one of the eight directions; N, NE, E, SE, S, SW, W, NW (see Random Direction table, page 15). The Speeds indicated in a wind-driven component's statistics are its Speeds when travelling in any direction other than directly downwind or directly upwind, or while there's no wind. Wind-driven Propulsion components are modified in the following ways:

**Downwind.** While travelling downwind (with the wind directly behind it, e.g. to the North if the wind comes from the South), a wind-driven component's Primary Speed is increased by **30 feet** (or more, in special weather events).

**Upwind.** While travelling upwind, a wind-driven component's Primary and Secondary speeds are **0** (or less, in special weather events; this number can even be negative).

**No Wind.** While there is no wind, a wind-driven component's primary and secondary speeds are **0**, regardless of the ship's current facing.

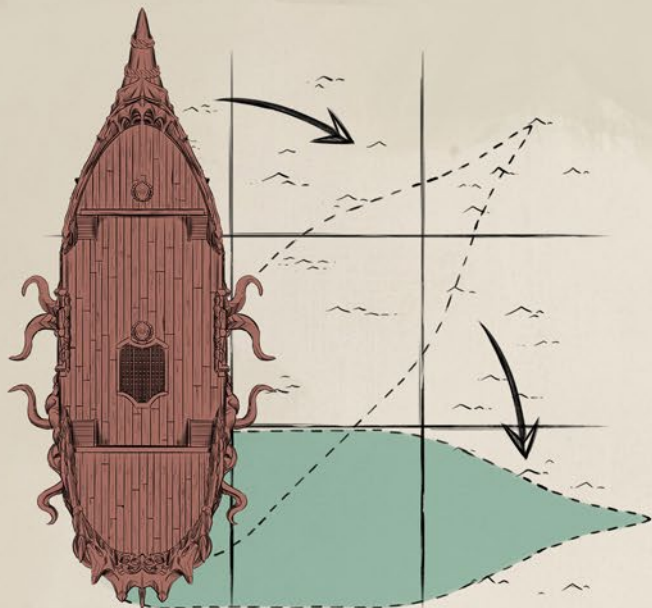


FIG. 2. A HELMSMAN TAKES THE MANOEUVRE OPTION, CHANGING THE FACING OF THE SHIP TWO INCREMENTS CLOCKWISE.

### EXAMPLE: SHIP MOVEMENT

On round 1, the *Aardvark* is travelling perpendicular to the wind with a Current Speed of **90 feet**. On round 2, during the ship's Helm Step, the Helmsman decides to Decelerate, pulling the requisite levers to cause the magitech components to furl the sails and deploy the water brakes. This makes its Current Speed **60 feet** for this round. On round 3, the Helmsman Manoeuvres the ship to face upwind, bringing the ship's Top Speed to **0**. Because its Top Speed (**0 feet**) is less than its Current Speed (**60 feet**), it automatically decelerates to a Current Speed of **30 feet** for this round. On round 4, the Helmsman chooses not to take an action during the Ship Phase and acts during the Creature Phase instead. As the ship's Top Speed (**0 feet**) is *still* less than its Current Speed (**30 feet**), it automatically decelerates by **30 feet** again, coming to a complete standstill.

The *Behemoth* is travelling with a Current Speed of **60 feet**. On round 1, the Helmsman decides to both Decelerate (slowing it by **30 feet**) and Manoeuvre directly upwind (reducing the Top Speed to **0**). Because the Current Speed (**60 feet**) is less than its Top Speed (**0 feet**), it decelerates by an additional **30 feet**. Together, these two sources of deceleration reduce the Current Speed by **60 feet**, down to **0**, and it comes to a complete standstill.

## FACINGS & MANOEUVRING

On a square grid, a ship has eight possible facings, one for each of the orthogonal sides and ordinal corners of the square. When a ship changes which way it's facing, this is called a manoeuvre. As there are eight possible facings, when a ship changes its facing four times, it ends up facing the opposite direction from where it started. If an effect causes a ship to move or face in a random direction, you can use the Random Direction table on page 15.

### MANOEUVRES

As part of its Ship Action to interaction with a Control component, a Helmsman can perform a Manoeuvre. When it does this, its ship can change a number of facings equal to its Control component's Change of Facing score. The Helmsman can choose to make this Manoeuvre at any point during the ship's movement.

Changes of facing always rotate around the back of the vessel. When using a grid, this means that, when a ship turns, the back space of the ship does not move. The following image shows a ship with a Change of Facing score of 2 turning from North to East. Note how the back of the ship remains in the same place it started, while the middle and front have shifted position.

### KAIJU AND TURNING

Although they are ship-sized, kaiju creatures do not move or change direction the way ships do; they move like normal creatures.

## COLLISIONS & RAMMING

A collision between ships is a calamitous affair. Tonnes of wood, metal, or—in more gruesome cases—bone smash into one another with implacable momentum, puncturing holes and causing Bosuns the world over to weep. This section refers to 'colliding' objects (the one doing the moving, typically the vessel on whose turn the collision occurs) and 'receiving' targets (the one being collided with).

### COLLISIONS

Collisions occur whenever a GM says they do, so long as the Combined Speed (see below) of the objects is more than **30 feet**. This could be if a ship runs aground on a reef, collides with a harbour wall, or ploughs into another vessel. After a collision occurs, the Current Speed of the objects involved in a collision is reduced to **0 feet**.

When a collision occurs, the two objects (typically the colliding ship's Hull component and receiving target) both take damage according to the following formula:

$$\text{Collision Bludgeoning damage} = \text{colliding ship's weight in tons}$$

## RAMS

A Ram occurs as part of a collision when a vessel's Ram component (the pointy bit at the front) hits an object **first**. In this case, the damage is dealt to the ramming ship's Ram first rather than its Hull. If this reduces the Ram to 0 Hit Points, any remaining damage is dealt to the Hull. The damage is equal to the following formula:

$$\text{Ramming Bludgeoning damage} = \text{colliding ship's weight in tonnes} + \text{Ram component's damage bonus, if applicable}^*$$

\*See Ramming & Speed.

For example, if the *Aardvark*—with a weight of 25 tons and an Iron-Tipped Wooden Ram, Superior (2d6 bonus damage)—rams the *Behemoth*, its Ram component and the *Behemoth*'s Hull component both take the following damage:

$$25 + 2d6 = 25 + 7 = 32 \text{ Bludgeoning damage.}$$

The *Aardvark*'s Ram has a Damage Threshold (DT, see page 234) of 40, which is greater than the 32 damage, so the Ram takes no damage. The *Behemoth*'s Hull has a DT of 25, which is lower than the 32 damage, so the Hull takes the full 32 Bludgeoning damage.

**Head-to-Head.** If two vessels collide head-to-head, and both have a Ram component, the damage is dealt to both vessels' Ram component and is equal to the following formula:

$$\text{Ramming Bludgeoning damage} = \text{ramming ship's weight in tons} + \text{Ram component's damage bonus, if applicable}^*$$

\*See Ramming & Speed.

**Ramming & Speed.** If the two colliding objects' Combined Speed when a Ram occurs is **30 feet** or lower, no damage occurs. If the Combined Speed is less than **90 feet**, the damage bonus from any Ram components is ignored. If the Combined Speed is **150 feet** or higher, the damage bonus from any Ram components is doubled. The Ramming Speed Damage Calculation Factors table summarises these thresholds.

## COMBINED SPEED

Combined Speed is calculated based on three things: the colliding ship's Current Speed, the receiving target's Current Speed, and their relative facings. If the colliding ship and the receiving target are facing towards each other, their Current Speeds are added together. If they are facing in the same direction, the receiving target's Current Speed is subtracted from the colliding ship's Current Speed. If they are facing diagonally to one another, half of the receiving target's Current Speed is added or subtracted to the colliding ship's Current Speed depending on if the receiving target is facing towards or away from the colliding ship, respectively.

The Combined Speed Formulas table shows this visually, assuming the colliding ship is facing East.

### COMBINED SPEED FORMULAE

Colliding ship bearing	Receiving target's bearing	Combined Speed
→	←	Colliding Current Speed + Receiving Current Speed
→	→	Colliding Current Speed – Receiving Current Speed
→	↖ or ↙	Colliding Current Speed + ½ Receiving Current Speed
→	↗ or ↘	Colliding Current Speed – ½ Receiving Current Speed
→	↑ or ↓	Colliding Current Speed

### RAMMING SPEED DAMAGE CALCULATION FACTORS

Combined Speed	Factors Used in Ramming Damage Calculation			
	Colliding Ship's Weight	Colliding Ship's Ram	Receiving Target's Weight	Receiving Target's Ram
30 feet or lower	Ignored	Ignored	Ignored	Ignored
31–89 feet	Included	Ignored	Ignored	Ignored
90–149 feet	Included	Included	Ignored	Included if head-to-head; otherwise, ignored
150+ feet	Included	Doubled	Ignored	Doubled if head-to-head; otherwise, ignored

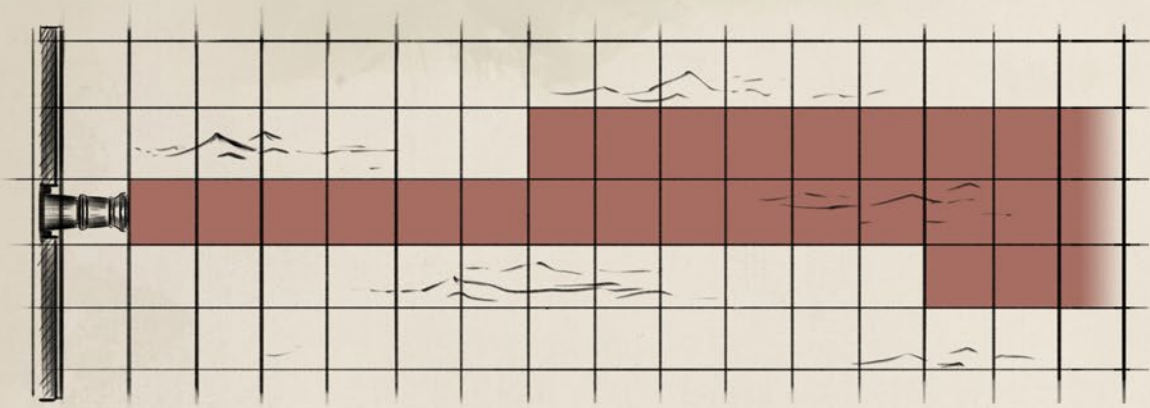


FIG. 3. NARROW CONE FIRING IN AN ORTHOGONAL DIRECTION. THE ARTILLERIST CAN CHOOSE WHETHER THE NARROW CONE BECOMES WIDER ON THE NORTH SIDE OR THE SOUTH SIDE FIRST.

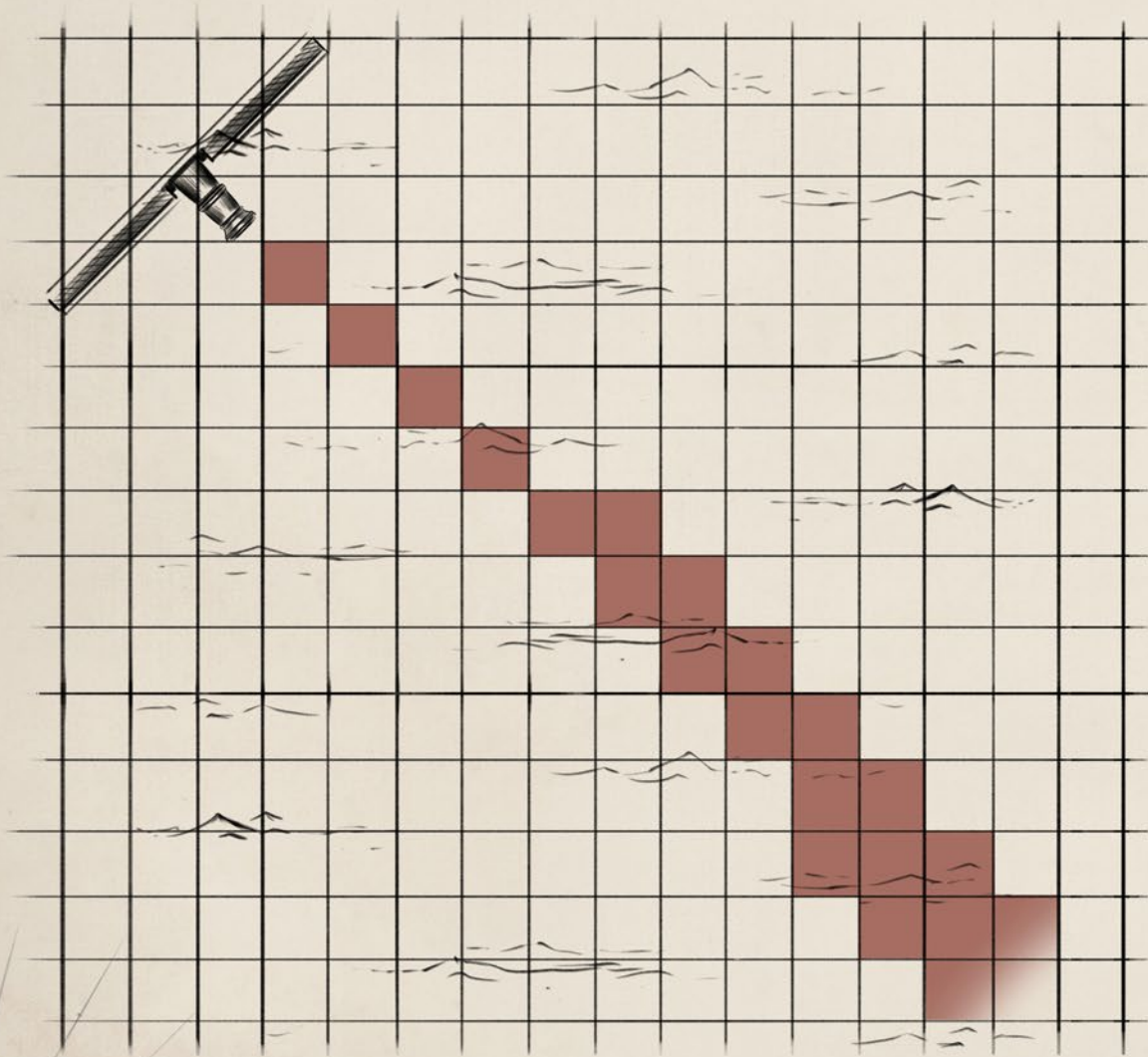


FIG. 4. NARROW CONE FIRING IN AN ORDINAL DIRECTION. DIAGONAL DISTANCES WORK SLIGHTLY DIFFERENTLY; IN A 5-FOOT GRID, THE DISTANCE FROM ONE CORNER TO THE OTHER IS A LITTLE OVER 7 FEET, SO A NARROW CONE ALTERNATELY WIDENS EVERY FIFTH AND FOURTH SQUARE. IT'S COMPLICATED, BUT IT'S ACCURATE.

MARTIN KIRBY-JACKSON

## NEW AREA: NARROW CONE

When a cannon fires grape shot, it spreads out over an area. It spread more than a Line, but not as wide as a normal Cone. A Narrow Cone starts 5 feet wide and, every 30 feet, gets 5 feet wider. A 90-foot Narrow Cone is 5 feet wide for the first 30 feet of length, 10 feet wide from 35 feet to 60 feet, and 15 feet wide from 65 feet to the end of its range at 90 feet.

**Alternating Widening.** The creature in control of the component or effect creating the Narrow Cone decides on which side the first increment in width occurs. After that, the cone alternates on which side it widens. In Fig. 3, the Artillerist decides the north side gets wider first. This means at 65 feet, the next row to be covered is the south side. In Fig. 4, the Artillerist decides to widen it to the east side first, so at 65 feet, the west side widens.

## ARTILLERY ATTACKS

*We need not embellish our eloquence or deadliness*

*The Krakophant is in the room*

*The truth is in thine face*

*When you hear the elvish cannons go 'boom'*

*—Lan Minuel, Ancient Elvish War Poem*

Whether you be a skirmisher dancing along the edge of your range, an ambusher moored around the cape of an oft-passed cove, or an armour-plated hulk happy to duke it out with close-range broadsides, your crew needs to know how to operate a cannon. Unlike the antiquated blackpowder cannons, which took a crew of at least four 1 minute to clean the barrel, load the powder, insert the wad, ram the shot home, and then aim, magitech artillery is designed to for a single operator to fire a shot every 6 seconds. This section goes over attack rolls, targeting, range, and the coup de grâce of artillery battles: raking.

## ATTACK ROLLS & MODIFIERS

When making an attack roll with an Artillery component, the modifier for the attack roll equals the Artillerist's ability modifier (the ability depends on the type of artillery) plus any additional bonus the Artillerist may have from Artillery perks (see page 45).

Artillery attack modifier = artillerist's ability modifier +  
artillerists' Artillery perk bonuses

Each nonplayer ship (NPS) has a crew artillery attack modifier. This is used in place of the previous calculation.

**Critical Hits.** As usual, a roll of a 20 on the d20 for an attack roll is a Critical Hit. Like normal Critical Hits, the attack hits regardless of AC and the damage dice are rolled twice to determine how much damage is dealt by that attack.

## ARCS OF FIRE

Artillery components mounted to either side of the ship have a 90-degree arc of fire. Artillery components mounted to the fore and aft of the ship have a 180-degree arc of fire forwards and backwards, respectively. Some unique Artillery components have a 360-degree arc of fire; this is specified in their properties. Unless otherwise stated (such as by the Anti-Air trait, page XX), an Artillery component's maximum vertical angle is 45 degrees. This means that if a flying creature is 95 feet away from the Artillery component and 100 feet above the deck on which the Artillery component is installed, the component can't target that creature; it can't point upwards enough.

## TARGETING CREATURES

Ships move predictably and are enormous targets. This makes them much easier to hit than the crew that man them. Accordingly, unless stated otherwise, creatures receive a bonus to their AC against attacks from Artillery components according to the creature's size (see Bonus to Creature AC vs Artillery Attack table). Artillery components with the Anti-Personel trait ignore this bonus to AC.

### BONUS TO CREATURE AC VS ARTILLERY ATTACKS

Creature Size	Bonus to AC vs Artillery Attacks
Tiny	+20
Small	+12
Medium	+8
Large	+4
Huge or larger	+0

## RANGES

Artillery weapons have three ranges: close, normal, and long. These are indicated in the Artillery component's shot selection's statistics after the word 'range'. Eyepieces attached to magitech artillery always allow for accurate ranging; an Artillerist never has to guess a range.



FIG. 3. THE AARDVARK (RED) IS ABOUT TO SHOOT AT THE BEHEMOTH (BLUE). ANY OF THE AARDVARK'S ARTILLERY COMPONENTS LOCATED IN THE YELLOW AREA THAT HIT THE BEHEMOTH'S HULL WITH AN ATTACK USING A SHOT SELECTION THAT HAS A CLOSE RANGE WILL CAUSE A RAKE.

**Normal and Long Range.** Normal and long range work like regular ranged weapons: attack rolls against targets beyond an artillery's normal range are made at **Disadvantage**, while the long range indicates the maximum possible distance that the artillery can attack a target.

**Close Range.** The shots of certain artillery components have properties that indicate the shot has unique effects against specific targets within their close range (see Artillery Properties, page 34). Close range also allows Artillery to attempt a Rake.

## RAKING

The death knell of many a vessel is to be raked: shot from bow to stern in a broadside fusillade from close range.

**Targets.** When the following conditions are fulfilled, a rake occurs:

- ◆ An Artillery component makes an attack roll against a ship's Hull (kaiju can't be raked).
- ◆ The target of the attack roll is within the Artillery's close range.
- ◆ The direction of fire of the attacking ship's Artillery component is perpendicular to a target ship's long axis.
- ◆ The attack hits.

Figure 3 displays the precise locations in which an attacking ship's Artillery must be positioned to successfully rake a target. When a rake occurs, the attack's damage is dealt to the Hull, one ship component (artillerist's choice), and one randomly-selected crew member.

## BOARDING

The tactics for incapacitating an enemy ship and crew are many. Some skirmish, others wait in ambush. A few rely on muscle-power and close-quarters prowess. Whatever the tactic, boarding an enemy ship is essential if you want to loot it of its treasure, components, and intel. This section introduces the Linked condition and expanded rules for Grappling Hooks.

## LINKING & LINKED CONDITION

Using hooks and ropes, one vessel can attach itself to another. In its crudest form, sailors with grappling hooks wrap their projectiles' angled limbs around attachment points before slowly pulling the ships closer together. In the age of magitech-enhanced artillery, harpoon launchers can fire bladed javelins through the hulls of enemy vessels, where their spring-powered flanges open up, and the arcanome-

chanical winches do the heavy lifting. Of course, a powerful hydromancer can invoke the ocean's currents to carry a ship towards its adversary, precluding the need for anything physical.

When a free-moving target (like a creature or ship) is attached to another free-moving target or a grounded object (one that is fixed to the ground, like a pier or a tree) by a piece of flexible material, both targets have the **Linked** condition.

## LINKED (X)

While you have the Linked condition, you experience the following effects.

**Approaching a Linked Target.** You can move closer to a target to which you are Linked. Unless otherwise stated, the flexible material that links you is taken in as you get closer to each other.

**Floating Targets.** If you and the target are floating (such as ships on water or two underwater creatures), and the material is shortened (such as by a winch reeling in a cable), the lighter target is pulled towards the heavier one.

**Dragging an Object.** You drag an object to which you are Linked when you move away from it, provided it weighs less than your drag capacity and the object isn't firmly connected to a surface. Otherwise, you can't move further away from it.

**Dragging a Creature.** You can attempt to drag another creature to which you are Linked if it weighs less than your drag capacity. Otherwise, you can't move further away from it. When you attempt to move away from the target, you and the target each make a **STRENGTH (ATHLETICS)** check. If your result is higher, you can drag the other creature until the end of the turn, expending **2 feet** of movement for every foot you move. Otherwise, you can't move further away from it this turn. A creature two or more sizes larger than the other automatically has a higher result without needing to roll.

**Ending the Linked Condition.** Both targets cease being Linked if the object connecting them is reduced to 0 Hit Points.

**Linked Material.** The information in parenthesis indicates the object by which the two targets are Linked. The materials are summarised in the Linked Materials table, as described below.

### LINKED MATERIALS

Material	AC	HP	DT	Damage Immunities
Silk rope	14	12	3	Cold, Poison, and Psychic
Steel cable	19	12	10	All except Acid, Fire, Force, and Slashing
Mithral cord	21	12	20	All except Force and Slashing

## GRAPPLING HOOKS & PULL ACTION

This section expands on the basic Grappling Hook and describes the Pull action, a new action that allows a creature to pull something it is Linked to towards itself.

### GRAPPLING HOOK

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, a ship component, or another catch within **60 feet** of yourself, and the hook catches on if you succeed on a **DC 13 DEXTERITY (ATHLETICS OR ACROBATICS)** check. When you succeed on this check, the object you caught with it becomes Linked to you (see Linked).

**Tie Off.** As a Bonus Action, you can tie the weapon's cord to a suitable object (GM's discretion), causing the two objects to become **Linked**, and ending the Linked condition on yourself. If you release the weapon's cord without tying it to something, the target object ceases to be Linked.

### PULLING

While a creature is holding a cord that is Linked to a ship or object, perhaps by using a Grappling Hook, the creature can take the Pull action to pull itself and the target closer together.

**Pull Action.** If you are holding a cord that is Linked to a ship or an object, make a **DC 15 STRENGTH (ATHLETICS)** check to pull on the cord. You have **Disadvantage** on this check if you use fewer than two hands. On a success, you and the target move **5 feet** closer together (unless both are connected to the ground, in which case the check automatically fails).

An untethered, floating ship is always pulled **5 feet** towards an object attached to the ground (like a rock or pier). If the object is not secured to the ground and weighs less than the creature or vessel pulling the object, it moves **5 feet** towards you instead.

Multiple creatures can interact with a single rope on the same round of combat, allowing a Linked object to be pulled closer each time.

**Harpoons & Reeling.** A Magitech Ballista's harpoon shot has the Reel property. This works similarly to the Pull action, except that it doesn't require a check and reels in a greater distance each turn. See Reel on page 34 for more.

## OPTIONAL RULE: ATTRACTING KAIJU

At last, the sea settles, the wreckage of the enemy ship like the toothpicks of giants spilled into the teal waters. After the intense exchange of cannonfire at long range, the background hum of the engine seems almost silent. Waves lap against the hull, their steady cadence increasing in intensity. There'd been no waves a minute ago... this could mean only one thing.

"KAIJU!" screams Tony from the crow's nest.

With the engine impaired and the masts snapped, escape will be impossible. All that fighting for nought... Well, if it's time to go down, may as well try to take the blasted thing with them, Tony thinks, priming the hull-mounted charges.

Why are there no floating cities? Why are all the ships so small? The answer: kaiju. These colossi roam the seas, ears and arcane sensors open for the vibrations their food makes. While it might be hard to spot a small ship's silhouette from the ocean floor, sound and the pulse of arcane magic carries, especially that created by engines and gunfire.

### KAIJU THRESHOLD

During combat at sea or near open water, the GM keeps a tally, known as the Kaiju Threshold. Each time a Magitech Cannon or energy ray is used, the GM adds 2 to this tally, and each time a Magitech Catapult or Magitech Ballista is used, they add 1. At the end of the combat, the GM adds a number based on each engine still operating. The sum of all these numbers is the Kaiju Threshold.

#### KAIJU THRESHOLD CONTRIBUTORS

Component	Condition	Contribution to Threshold
<i>Artillery Components</i>		
Energy Ray	Makes attack or AoE	+2
Magitech Ballista	Makes attack or AoE	+1
Magitech Cannon	Makes attack or AoE	+2
Magitech Catapult	Makes attack or AoE	+1

Component	Condition	Contribution to Threshold
<i>Propulsion Components</i>		
Engine, Magitech, Basic	Not Broken at end of battle	+15
Engine, Magitech, Superior	Not Broken at end of battle	+10
Engine, Magitech, Masterwork	Not Broken at end of battle	+5
Engine, Steam, Basic	Not Broken at end of battle	+30
Engine, Steam, Superior	Not Broken at end of battle	+20
Engine, Steam, Masterwork	Not Broken at end of battle	+10

**Kaiju Roll.** At the end of combat, the GM makes a Kaiju Roll by rolling **1d100**. If the result is equal to or less than the Kaiju Threshold, a kaiju has been attracted and arrives in **1d10 minutes**. At the start of each minute, make a check with a +Vmod bonus against each creature's Passive Perception. If the result is less than or equal to a creature's Passive Perception, that creature notices the telltale signs of an approaching kaiju.

### KAIJU CHASE

Kaiju have a Speed of **90 feet** during chases; they are not especially hard to outpace, but it might mean abandoning your spoils! If a kaiju catches up to the adventurers' ship, the GM can use one of the kaiju from the books *Salt, Sea, & Storm*, *Ryoko's Guide to the Yokai Realms*, or *Ryoko's Forbidden Myths*, or create one of their own. Alternatively, the GM can simply call it game over—there is no escaping kaiju.

# SHIP COMPONENTS

*"Live your life a quarter-mile at a time. That's the range of a cannon, see."*

— *Domenic Voletto*

To sail the Voidsea is to tempt fate. Monsters seek meals, pirates struggle to survive, and kaiju stalk the wakes of large ships. Luckily, shortly before the collapse of civilisation as it was known, magitechological developments reduced the reliance on large ships with huge crews, permitting vessels to be sailed by a single helmsman in charge of furling sails, swinging booms, and directing the rudder. Conveniently, ships can now have smaller crews, need less space, and attract the attention of ravenous kaiju way less frequently.

**Ship Components.** Two things make a ship unique: its crew and its loadout. This chapter focuses on the latter: Does its hull reflect magic back at the attacker? How many cannons does it have? Are those cannons Impaired or Broken? All these questions are answered by knowing about the ship's components, the controllable contraptions with which a ship's crew interacts to avoid icebergs, unleash broadsides, and summon swarms of carnivorous cuttlefish. They are divided into five categories: Artillery, Control, Hull, Propulsion, and Miscellaneous.

## COMPONENT OVERVIEW

As with anything nautical, the Voidsea comes with a bit of jargon to understand! This first section explains the statistics and verbiage used for ship components. The different component types, as well as where they can be positioned on a ship and how player characters can remove and install components looted from the blood-soaked decks of their enemies is explained next. Finally, the section concludes with how components can be damaged, broken, and repaired.

## GENERAL STATISTICS

Components' statistics are summarised in tables at the end of each component section. You can also find reference tables on page XX or in *VoidSea*, Appendix XX.

## CORE STATISTICS

Every component has five core statistics:

**Armour Class (AC).** This is how hard the component is to hit, a combination of its size and the materials from which it's made.

**Damage Threshold (DT).** This is the component's capacity to ignore damage, based on the hardness of its material. Damage dealt to a component that does not exceed the DT is ignored. Resistances and Vulnerabilities are always calculated before determining if the damage exceeds the component's DT.

**Hit Points (HP).** This is how much damage a component can sustain before it becomes **Broken** (see page 31) and nonfunctional.

**Impairment Threshold (IT).** This is the number of Hit Points at which a component becomes **Impaired** (see page 31). This is generally half of the component's Hit Point maximum.

**Constitution Saving Throw (Con).** This is a measure of the robustness of the component's construction—how well its joints are sealed against the ingress of acid or its ability to absorb the shock of a thunderclap. The ship uses this modifier whenever it makes a Constitution saving throw.

## TIER & QUALITIES

Not all components are made equally. Those on the Voidsea come in one of three levels, known as tiers. Furthermore, each can have different Qualities applied to them, depending on the Bosun that made them. These include:

**Tier.** Every component on the Voidsea comes as one of three Tiers: Basic, Superior, or Masterwork. The higher the Tier, the more damage an Artillery component might deal, the faster a Propulsion component might go, and the more Changes of Facing a Control component can make. In all cases, the DT and HP of a component increases with Tier.

**Quality.** Qualities are minor modifiers that can be applied to components. Players get access to Qualities through the Bosun Naval Perks (page 47). For details on how to gain or remove Qualities, and the specific ways in which Qualities modify a component's statistics, see Qualities on page 28.

## METADATA

Each component also has metadata, which can be found listed in tables in the Crafting Ship Components section (page 52). These include:

**Material.** The material category to which the component belongs; this affects the tools with which it can be repaired (see Repairing Components, page 32).

**Size.** The component's physical dimensions, which determine the arrangement of grid spaces the component occupies in the Boarding Theatre.

**Weight.** The weight in tons of the component, used to calculate the ship's total weight for collisions and ramming (page 18).

**Cargo Units.** A measure of how much cargo space the component takes up when stored in the hold, abbreviated to CU.

**Material Cost.** The cost of materials in GP needed to craft this component (see page 52).

**Crafting Time.** The time required to craft this component.

**Value.** The average, "off-the-shelf" price to purchase this ship component, before any modifiers are applied, in GP.

## COMPONENT TYPE

There are six types of ship components, described here:

**Artillery.** Ship-mounted weapons that deal devastation at long range. These are typically mounted on either side of a vessel, which usually sports between four and six artillery components. There are four types of Artillery components: Energy Rays, Magitech Catapults, Magitech Cannons, and Magitech Ballistae. See page 33 for more.

**Control.** A cockpit of levers, switches, and wheels. A skilled Helmsman can steer a ship alone using one of these complicated components, changing the angle of sails to make the most of the wind, and the position of the rudder to change the ship's facing. There are two types of control components: mechanical and magitech. See page 37 for more.

**Hull.** The cladding that protects the vessel's ribs and cargo. This component keeps the Voidsea out of the ship's hold; destroying it is the only sure way to sink a ship. There are five types of hull components: wooden, bone, mithral alloy, steel, and adamantine. See page 38 for more.

**Propulsion.** The source of a vessel's locomotion. These are divided into two categories: sails and engines, and there are two subsets of each: mainsails and auxiliary sails, and mechanical and magitech engines. More on page 40.

**Ram.** A long, heavy piece of tough material on the front of a ship, typically used for breaching the hulls of ships when collisions occur.

**Miscellaneous.** This is the catchall for anything that doesn't fit in the other component types.

## DECK LAYOUT

The position of components aboard a vessel is known as its Deck Layout. On the Voidsea, components are always on a ship's deck (it helps prevent detection by roaming subaquatic kaiju). Different vessels have different numbers and sizes of component slots; a slot specifies which type of component can go where, as well as the maximum size of component in those places. Every ship has one Hull component and at least one Control component and Propulsion component.

**Traversable Spaces.** Every Deck Layout comes with a 5-foot grid. If more than 50 percent of a grid's space is clear, it can be occupied by a creature. Spaces that can be occupied are indicated in the Deck Layout with a transparent yellow overlay.

**Naval Theatre.** In addition to the 5-foot grid, a 30-foot grid is indicated with bolder lines. This helps indicate which grid space in the naval theatre a component or creature occupies.

**Firing Angles.** Each ship has specific emplacements reinforced for use with Artillery components. The horizontal angles at which an artillery can be fired from that emplacement are shown in the ship's Deck Layout. For more on this see Arcs of Fire (page 21).

## EXAMPLE: JAWS

The example graphic and table below shows the Deck Loadout of *Jaws*, the mimic ship.

### JAWS DECK LAYOUT

Component Slot	Component Type	Max Size
R1	Ram	Large
M1	Artillery, Miscellaneous, Propulsion	Large
A1	Artillery	Medium
A2	Artillery	Medium
A3	Artillery	Medium
A4	Artillery	Medium
P1	Propulsion	Huge
C1	Control	Medium
M2	Artillery, Miscellaneous, Propulsion	Large

## INSTALLING & REMOVING COMPONENTS

It takes time to make space for a ship component, crane it up from the hold or dock, fasten it in place, and test that it's in working order. The following table gives the required time to remove an installed ship component and store it in your hold, or to install a ship component that you have freely available. Hull components can't be installed or removed without the ship in question being in a dry dock, since they form the bulk of each vessel's construction.

### JAWS DECK LAYOUT

Component Size	Time (hours)		
	Artillery, Miscellaneous, or Ram	Control or Propulsion	Hull
Small	0.5	3	10
Medium	1	4	20
Large	2	6	30
Huge	3	8	60
Gargantuan	4	10	120

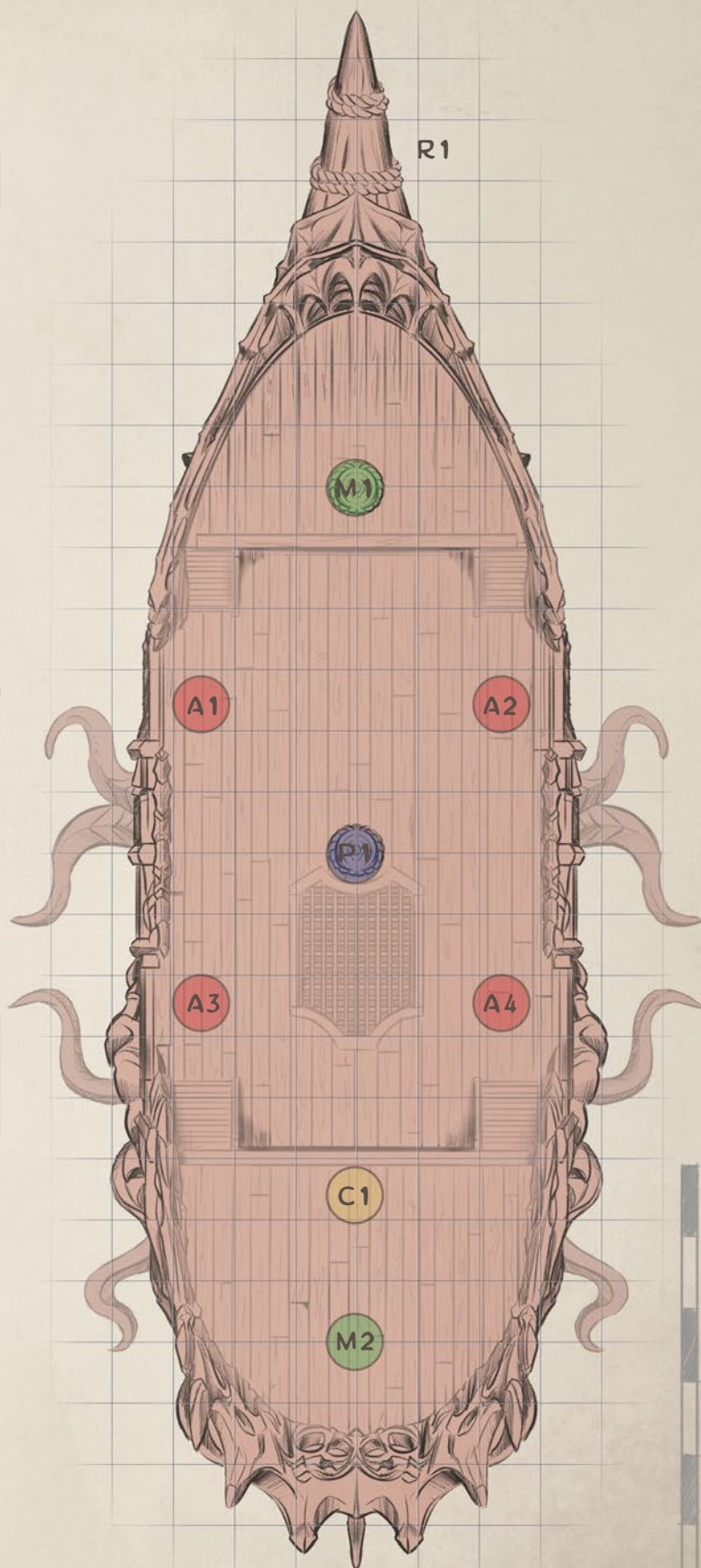


FIG. 3. JAWS DECK LAYOUT.

## HOLD & CARGO

Each ship has a certain amount of space below decks for crew quarters, storage, and specialty rooms. Space in a ship's hold is measured in Cargo Units, or CU for short. A vessel can't carry more cargo than it has CU. Component-specific CUs are listed in the Ship Components Metadata table on page 52, but the below table can be used when improvising cargo units.

### CARGO UNITS

Cargo	Number or size	Cargo Units	Weight (tons)
Ship Component or Prisoner	Small or Medium	1	Varies*
	Large	8	Varies*
	Huge	27	Varies*
	Gargantuan	64	Varies*
Rations	100 pounds	1	0.1
Water	50 gallons	1	0.25
Repair Parts	100	1	0.25

\*See Ship Component Metadata tables, page 52.

**Optional Rule: Hold of Holding.** If you'd rather not play the game of inventory management, you can award your players the specialty ship room, the *Hold of Holding* (see page XX). Creatures can't survive in this room, so you still need to track CU for specialty rooms and prisoners, but you can ignore Repair Parts (page 107) and rations.



## HARVESTING CRAFTING LITE

Scan the QR code below to see the free rules for Harvesting, Crafting, and Enchanting!



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## MODIFYING COMPONENTS

Magitech Cannons are a blast, but what about a cannon that can deflect incoming missiles, shake off dynamite explosions, enchant its cannonballs with arcanomagnetism, or even turn into a floating gun platform? Well that's where modification comes in. Other than getting higher-tier versions, there are two ways you can modify components: magical enchantments and qualities.

### MAGIC SHIP COMPONENTS

Much like you can enchant a Longsword to have the properties of *Flame Tongue*, ship components can be enchanted to carry magical effects. Enchantment options for ship components are summarised in the *VoidSea* book, and come in five standard magic item rarities: Common, Uncommon, Rare, Very Rare, and Legendary. Enchantments typically offer additional properties or actions, but do not modify the base statistics of the component.

**Enchanting Component.** You can use the Enchanting rules found in *Heliana's Guide*, which are freely accessible using the QR code on this page, to enchant ship components. You can also pay enchanters to enchant mundane ship components with magical properties using the rules in *Heliana's Guide*, or the abridged values in the below table. You must supply (or buy) the necessary *Essence* and component in addition to the enchanting cost.

### SHIP COMPONENT ENCHANTING COST

Rarity	Cost (GP)	Time (Hours)
Common	40 GP	2
Uncommon	400 GP	20
Rare	1,600 GP	80
Very Rare	6,400 GP	320
Legendary	25,600 GP	1,280

**Purchasing Magical Components.** The cost of a magical component equals the price of the base component (which increases with the tier of component, see page 25), and the cost of the specific enchantment which varies and increases with rarity (see page XX - XX).

### QUALITIES

Does a component come with extra plating? Are all the tolerances in the internal mechanisms really tight? Did someone believe *really hard* in what they were creating? Qualities are shorthands that represent minor modifications to a ship component's statistics. Each quality (except Cheap) has three levels, with higher levels having greater effects. A component can only have one quality at a time; previous qualities are lost when a new one is applied.

Here are the qualities that a component can have:

**Cheap.** Cheap components are made in a rush with low quality materials and little in the way of quality control.

**Credulous.** There is a certain magic in belief, the same magic that begets gods their power, inspires soldiers to unimaginable feats of strength and bravery, and causes those million-to-one chances to work out. Components constructed using this optomantic discipline continue functioning even when the twine and sheepegut with which they were held together fall off, and is the fastest of all the repair and construction methods.

**Precise.** The slowest construction method, precise quality components have extremely tight tolerances and ingenious internal architecture. This results in them preventing the ingress of acids and requiring more damage to affect the fragile internal mechanisms. Unfortunately, when this outer carapace is breached, the component can become Impaired quite quickly.

**Reliable.** "Belt and braces" is a phrase heard amongst craftspeople revered for the longevity of their machines. The thinking is: "if your braces break, at least your belt will continue to hold up your pantaloons". This same approach, when applied to ship components, results in devices that are harder to damage and can take more of a pounding before becoming Impaired.

**Robust.** More plating. Everywhere. Robust quality components protect their fragile interiors with a bulwark of armour, which carries a commensurate increase in material cost.

The Quality Statistics Modifier table shows how each quality modifies the statistics of a component. Here are the descriptions of that table:

**AC.** The value by which the component's AC is modified.

**DT.** The value by which the component's DT is modified.

**HP.** The value by which the component's HP is modified.

**IT.** The value by which the component's Impairment Threshold is modified.

**Con.** The value by which the component's Constitution saving throw modifier is changed.

**Material Cost.** The percentage by which the component's base material cost is modified (see page 52 for material costs).

**Purchase Value.** The percentage by which the component's "off-the-shelf" purchase value is modified.

**Time.** The percentage by which the component's base construction time and base repair time is modified (see page 29 for construction and repair times).

## QUALITY STATISTIC MODIFIER

Quality	AC	DT	HP	IT*	Con	Material Cost	Purchase Value	Time
Cheap	-1	-5	—	+10	-2	-50%	-50%	-50%
Credulous I	—	—	—	-10	—	—	+10%	—
Credulous II	—	—	—	-20	—	—	+20%	—
Credulous III	—	—	—	-30	—	—	+30%	—
Precise I	—	+3	—	+5	+1	+10%	+20%	+20%
Precise II	—	+5	—	+10	+2	+20%	+50%	+50%
Precise III	—	+7	—	+10	+3	+30%	+80%	+100%
Reliable I	—	+1	—	-5	+1	+10%	+10%	+10%
Reliable II	—	+2	—	-10	+1	+20%	+20%	+20%
Reliable III	—	+3	—	-15	+1	+30%	+30%	+30%
Robust I	+1	+4	+4	—	—	+20%	+20%	+10%
Robust II	+1	+8	+8	—	—	+50%	+50%	+20%
Robust III	+2	+10	+10	—	—	+100%	+80%	+30%

\*Note: negative values indicate that a component's IT decreases, which means the component can take more damage before becoming Impaired (see page 31). A lower IT is a benefit.

**Adding Qualities.** When crafting a ship component, a Bosun with Perks in any of the Credulous, Precise, Reliable, or Robust Naval Perks can apply one quality to the component, modifying the material cost and craft time by the value in the above table. Alternatively, the Bosun can buy materials and spend the time specified in the DIY Quality Modification table to remove any qualities the component has and apply one for which they have the requisite Naval Perk. The cost of the materials and the time required increases with component size.

**Purchasing Quality Modifications.** Any dock, shipyard, or workshop with a qualified Bosun can upgrade ship components with the quality in which

they are trained. The Commissioning Quality Modifications table summarises the cost (which includes both materials and labour) and time for which the hired help must work on the component. The cost and time required increases with component size. Note: most workers typically only work 8 hours a day, although more money has been known to incentivise labourers into working overtime.

**Pre-Modified Components.** It is possible to buy ship components that have already been modified with Qualities. The price of these components equals the price of the base component (see page 52) plus the value of the quality for that size of component, which is detailed in the above table.

### QUALITY STATISTIC MODIFIER

Quality	Small		Medium		Large		Huge		Gargantuan	
	Cost	Time	Cost	Time	Cost	Time	Cost	Time	Cost	Time
Credulous I	0 GP	1 hrs	0 GP	2 hrs	0 GP	4 hrs	0 GP	8 hrs	0 GP	16 hrs
Credulous II	0 GP	1 hrs	0 GP	2 hrs	0 GP	4 hrs	0 GP	8 hrs	0 GP	16 hrs
Credulous III	0 GP	1 hrs	0 GP	2 hrs	0 GP	4 hrs	0 GP	8 hrs	0 GP	16 hrs
Precise I	100 GP	2 hrs	200 GP	4 hrs	400 GP	8 hrs	800 GP	16 hrs	1,600 GP	32 hrs
Precise II	200 GP	5 hrs	400 GP	10 hrs	800 GP	20 hrs	1,600 GP	40 hrs	3,200 GP	80 hrs
Precise III	300 GP	10 hrs	600 GP	20 hrs	1,200 GP	40 hrs	2,400 GP	80 hrs	4,800 GP	160 hrs
Reliable I	100 GP	1 hrs	200 GP	2 hrs	400 GP	4 hrs	800 GP	8 hrs	1,600 GP	16 hrs
Reliable II	200 GP	2 hrs	400 GP	4 hrs	800 GP	8 hrs	1,600 GP	16 hrs	3,200 GP	32 hrs
Reliable III	300 GP	3 hrs	600 GP	6 hrs	1,200 GP	12 hrs	2,400 GP	24 hrs	4,800 GP	48 hrs
Robust I	100 GP	1 hrs	200 GP	2 hrs	400 GP	4 hrs	800 GP	8 hrs	1,600 GP	16 hrs
Robust II	500 GP	2 hrs	1,000 GP	4 hrs	2,000 GP	8 hrs	4,000 GP	16 hrs	8,000 GP	32 hrs
Robust III	1,000 GP	3 hrs	2,000 GP	6 hrs	4,000 GP	12 hrs	8,000 GP	24 hrs	16,000 GP	48 hrs

### COMMISSIONING QUALITY MODIFICATIONS

Quality	Small		Medium		Large		Huge		Gargantuan	
	Value	Time	Value	Time	Value	Time	Value	Time	Value	Time
Credulous I	140 GP	1 hrs	280 GP	2 hrs	560 GP	4 hrs	1,120 GP	8 hrs	2,240 GP	16 hrs
Credulous II	240 GP	1 hrs	480 GP	2 hrs	960 GP	4 hrs	1,920 GP	8 hrs	3,840 GP	16 hrs
Credulous III	340 GP	1 hrs	680 GP	2 hrs	1,360 GP	4 hrs	2,720 GP	8 hrs	5,440 GP	16 hrs
Precise I	180 GP	2 hrs	360 GP	4 hrs	720 GP	8 hrs	1,440 GP	16 hrs	2,880 GP	32 hrs
Precise II	400 GP	5 hrs	800 GP	10 hrs	1,600 GP	20 hrs	3,200 GP	40 hrs	6,400 GP	80 hrs
Precise III	700 GP	10 hrs	1,400 GP	20 hrs	2,800 GP	40 hrs	5,600 GP	80 hrs	11,200 GP	160 hrs
Reliable I	140 GP	1 hrs	280 GP	2 hrs	560 GP	4 hrs	1,120 GP	8 hrs	2,240 GP	16 hrs
Reliable II	280 GP	2 hrs	560 GP	4 hrs	1,120 GP	8 hrs	2,240 GP	16 hrs	4,480 GP	32 hrs
Reliable III	420 GP	3 hrs	840 GP	6 hrs	1,680 GP	12 hrs	3,360 GP	24 hrs	6,720 GP	48 hrs
Robust I	140 GP	1 hrs	280 GP	2 hrs	560 GP	4 hrs	1,120 GP	8 hrs	2,240 GP	16 hrs
Robust II	580 GP	2 hrs	1,160 GP	4 hrs	2,320 GP	8 hrs	4,640 GP	16 hrs	9,280 GP	32 hrs
Robust III	1,120 GP	3 hrs	2,240 GP	6 hrs	4,480 GP	12 hrs	8,960 GP	24 hrs	17,920 GP	48 hrs

## SAVES & IMMUNITIES

Ship components are objects, not creatures. As such, they are affected differently to biological organisms by certain effects:

- ◆ Ship components, unless otherwise stated, have **Immunity** to Poison and Psychic damage.
- ◆ Ship components have **Immunity** to all conditions except the Invisible condition.

### COMPONENT SAVING THROWS

Exploding ammunition, *Lightning Bolt* spells, and a Barbarian's whirling Greataxe can all trigger saving throws. Ship components deal with some saving throws in unique ways. As mentioned earlier (page 31), components automatically succeed on saving throws against AoEs if the area does not cover the entirety of the grid spaces the component occupies.

**Strength & Dexterity.** Ship components automatically fail Strength and Dexterity saving throws against effects whose area entirely covers the space the component occupies.

**Constitution.** Some effects, like the *Shatter* spell, force a creature to make a Constitution saving throw. Ship components make Constitution saving throws against spells and effects that target creatures using their 'Con' value as their Constitution saving throw modifier.

**Intelligence, Wisdom, & Charisma.** Ship components are generally objects and thus don't have Intelligence, Wisdom, or Charisma scores. They have **Immunity** to the effects of Intelligence, Wisdom, and Charisma saving throws unless that effect states that it can target objects, in which case the component automatically fails.

## IMPAIRED AND BROKEN COMPONENTS

Ships components can be in one of three states of repair: Functional, Impaired, or Broken. Functional components work as expected, Impaired ones have reduced functionality, and Broken ones are entirely inoperable.

### IMPAIRED

Every component has an Impairment Threshold (IT) indicated in its statistics. When the component is reduced to a number of Hit Points equal to or lower than its IT, it becomes **Impaired**. A component remains Impaired until its current Hit Points are restored to its Hit Point maximum (see Repairing Components, page 32).

Every component type has a generic effect that occurs when it is Impaired, as listed in the Impaired Component Effect table, though some specific components also have unique impairments.

### IMPAIRED COMPONENT EFFECT

Component	Effect
Artillery	The component's long range is reduced to its normal range, and its normal range is reduced to its close range. The component loses its close range.
Control	The component's Change of Facing score is reduced by 1.
Hull	Rents open to the sea cause cargo to be lost, and perishables to be ruined. <b>2d10</b> percent of the ammunition, fuel, rations, repair parts, treasure, and fresh water are destroyed or lost. Other stored cargo or prisoners may also be injured (GM's discretion). Its Top Speed is reduced by 30 feet (minimum <b>0 feet</b> ).
Propulsion	The component's primary and secondary Speeds are each reduced by 30 feet (minimum <b>0 feet</b> ).
Ram	The component's damage bonus during collisions is halved.
Miscellaneous	No generic effect.

### BROKEN

When a component is reduced to 0 Hit Points, it becomes **Broken**. A component remains Broken until its current Hit Points are equal to or higher than its IT, at which point it becomes **Impaired**.

Broken components are generally inoperable, resulting in the generic effects in the Broken Component Effect table for the relevant component type.

### BROKEN COMPONENT EFFECT

Component	Effect
Artillery	The component can't be used to make attacks.
Control	A creature can't take a Ship Action to Accelerate, Decelerate, or Manoeuvre the vessel.
Hull	The ship sinks in <b>1d6 minutes</b> .
Propulsion	The component's Primary and Secondary Speeds are <b>0</b> .
Ram	The component confers no damage bonus during collisions.
Miscellaneous	No generic effect.

### DESTROYED

When damage reduces a component to 0 Hit Points and there is 30 or more damage remaining, or if a component at 0 Hit Points suffers an effect that deals 30 or more damage (even if its DT is higher than 30), the component is destroyed. No amount of magic or craftsmanship can restore Hit Points to it.

## REPAIRING COMPONENTS

Once a ship component is Broken or Impaired, getting it functional again is no easy task. A mast that has entirely collapsed doesn't become functional again just because it regains 1 Hit Point; it takes serious work to restore even partial functionality to such an object. A component that is Impaired does not cease to be Impaired until it regains all its Hit Points, while a Broken component continues to be Broken until its current Hit Points are higher than its Impairment Threshold (IT).

**Cost & Spare Parts.** Repairing ships is an expensive business. When a cannonball hits a component, you can bet that at least some of the component's parts will be blasted into the deep blue beyond. Accordingly, every ship needs to carry Repair Parts, or RP for short. For simplicity's sake, each Hit Point of repair requires 1 RP, and each RP costs 1 GP and weighs 1 pound. If the player characters run out of Repair Parts, no more Hit Points can be restored to a component. One hundred RP occupies 1 Cargo Unit (see page 28).

**Repairing Broken Components.** Broken components are especially expensive to repair. Restoring the first Hit Point to a broken component requires Repair Parts equal to one-tenth the material cost of the item (see page 52). For example, a Broken Magitech Cannon (basic) with 0 Hit Points that costs 600 GP in materials to construct, requires an additional 60 RP to restore its first Hit Point (for 61 RP total).

**Conducting Repairs.** There are two ways to repair ship components: magic and craftsmanship, which both require Repair Parts. A single casting of Mending restores 1 Hit Point to a component (and requires 1 Repair Part) if the component is Functional; Mending restores no Hit Points to components that are Impaired or Broken. A creature with the correct tools for the material in question (see the Repair: Materials, Tools, and Abilities table) can spend 1 hour with the tools repairing the component, making an ability check at the end of the hour. The component regains a number of Hit Points equal to the total of the check, or the value of Repair Parts available for repair, whichever is lower.

### REPAIR: MATERIALS, TOOLS, AND ABILITIES

Material	Artisan's Tool	Ability
Bone	Carpenter's Tools or Woodcarver's Tools	Strength or Dexterity
Flesh	Surgeon's Tools*	Dexterity or Wisdom
Magitech	Tinker's Tools	Dexterity
Metal	Smith's Tools	Strength or Constitution
Living Plant	Herbalism Kit	Intelligence
Stone	Mason's Tools	Strength
Wood	Carpenter's Tools or Woodcarver's Tools	Strength or Dexterity

\*Found in *Heliana's Guide to Monster Hunting*



# ARTILLERY COMPONENTS

*"Let's steal their cannons, yo!"*

*- Milton Ham*

With a chorus of deafening booms, the tang of ozone hangs thick in the air. Hunks of shrapnel puncture hulls and crew alike, bending metal and bone with screeching consequence.

Artillery components comprise the firepower of a vessel—its ability to destroy components and kaiju from afar. But artillery is more than just cannons; harpoons allow corsairs and whalers to reel in prey, catapults can drop glass spheres filled with toxic miasmas into high-walled sea bastions, and Energy Rays can melt paths through impassible ice fields. This section introduces the concept of shot (different types of attacks an Artillery component can make); describes new, artillery-specific properties; and ends with a table detailing common Artillery components and their metadata.

**Single-User Components.** Thanks to the capacity of arcane power sources to aid in loading and aiming, magitech allows Artillery components to be operated by a single Artillerist. Each type of Artillery component uses different ability scores for its operation. There are four types of Artillery components, detailed in the table below.

## OPTIONAL RULE: AMMUNITION

All Artillery components required ammunition to use. Like with player characters' ranged weapons, you may wish to ignore this aspect of the game, and assume that the player characters always have enough ammunition to fire their Artillery components. However, if you wish to keep track of this resource, you can use the Ammunition Metadata table to inform the cost and cargo units of each piece of ammunition.

Artillery Type	Cost per Piece of Ammunition	Number of Pieces of Ammunition per CU
Energy Ray	2 GP	100
Magitech Ballista	5 SP	25
Magitech Cannon	1 GP	50
Magitech Catapult	1 SP	5

## ARTILLERY TYPES, ABILITIES, AND DESCRIPTIONS

Quality	Ability	Description
Energy Ray	<b>Int, Wis, Cha.</b> A head-mounted interface permits the artillerist's mental faculties to manipulate the aim of this device.	A magical energy source is routed and focussed through a series of lenses, creating a beam that can be used to make magical attacks.
Magitech Ballista	<b>Dex.</b> The artillerist can make minute changes in aim. <b>Wis.</b> The artillerist can intuit the relative paths of lower velocity projectiles.	A magitech engine winches back a bow-like structure, storing its energy as potential in the material.
Magitech Cannon	<b>Dex.</b> The artillerist can make minute changes in aim. <b>Int.</b> The artillerist can calculate and program high velocity trajectories.	A magitech capacitor builds charge that it unleashes in a brief instant, propelling shot through a long tube at high velocities.
Magitech Catapult	<b>Str.</b> An artillerist's strength dictates the size and mass of stone it can load. <b>Int.</b> The artillerist can calculate and program angled trajectories.	A magitech engine winches down a piece of flexible material, storing its energy as potential in the material.

## ARTILLERY PROPERTIES

Different shots from different types of Artillery components have different properties.

### ADVANTAGE (HULLS)

Attack rolls with shot that has this property are made with **Advantage** if the attack targets a hull or kaiju that is within the attack's close range.

### ADVANTAGE (MASTS)

Attack rolls with shot that has this property are made with **Advantage** if the attack targets a mast or other tall vertical structure that is within the attack's close range. The GM decides if a target is tall enough for an attack against it to gain this Advantage, and an Artillerist always knows this information before they select their shot.

### ANTI-PERSONNEL

Attack rolls made with shot that has this property ignore the bonus to AC creatures have when targeted by attacks made with Artillery components (see Targeting Creatures on page 21).

### AREA

Instead of an attack roll, shot with this property causes creatures and ship components within an area to make a saving throw. The DC of the saving throw is 8 plus the artillerist's ability modifier and perk bonuses. A creature takes the full effect on a failed saving throw, and takes half damage only on a successful one. The area's size and shape is defined in parentheses with the property.

### HIGH ARC

These attacks fire their ammunition up and over cover. Attack rolls made with shot that has this property ignore cover that does not block the target from above.

### LINKING (X)

Attacks made with this property impose the Linked condition on a hit (see page 22). The information in parentheses denotes the material used to link the two objects (see page 23).

### MINIMUM RANGE (X)

A distance in feet appears in parentheses with this property. Attacks made with shot that has this property can't target a target within that distance of the Artillery component.

### RAKE

Attacks made with shot that has this property can cause rakes (see page 22), devastating attacks triggered by a Helmsman's careful positioning.

### REEL (X)

When this component is Linked to a creature or object, it can reel in that creature or object. The number in parentheses is how fast it can reel in the rope, cable, or cord attached. As part of a Ship Action to interact with a component with this property that is Linked to a creature, ship, or object, a creature can cause it to reel in the target by the distance specified. If the component is an Artillery component, a creature can make an Artillery Attack with the component as normal as part of the same Ship Action.

## SHOT SELECTION

Shot is the form an artillery's ammunition takes; each type of shot has slightly different properties and use cases. For example, a cannon has three choices of shot: ball, used for puncturing hulls and destroying structures; chain, used for wrecking masts and sails; and grape, used for killing crew. This section presents each Artillery component and its shot option.

### ENERGY RAY

The newest invention among magitech artillery, Energy Rays deal Force damage by default, but a skilled user (see Ray Specialist naval perk) can cause them to deal different damage types.

**Beam (Rake).** A focused beam of magical energy that creates a medium-range, high damage, single-target attack.

**Burst (Anti-Personnel).** A spinning plate splits the focussed beam into a dozen pulses, resulting in a slightly weaker, medium-damage attack better suited to hitting a creature.

**Refract (Area (30-foot Cone)).** An intentional misalignment of the focussing lenses diffuses the beam, allowing it to deal high damage in a wide area at very short range.

## MAGITECH BALLISTA

Take a ballista, apply a magitech winch, and arm the contraption with high rigidity steel shafted bolts sporting spined fish fins as fletchings and you have yourself a harpoon setup capable of skitching on a kaiju.

**Javelin (Rake).** A huge arrow that causes high-damage to a single target at long range.

**Harpoon (Linking).** An over-sized javelin attached to a spool of rope or wire, with spring-loaded barbs. A mid-damage, low-range attack that causes a vessel or creature to become attached to the component.

**Splinter Shot (Area (150-foot Narrow Cone).** A dozen or more smaller arrows and lengths of metal whose weak binding tears when fired, causing the material to spread out, dealing low damage in an area at short range.

## MAGITECH CATAPULT

Old technology brought up to the age of magitech, lobbing really heavy stones really high and far never gets old. Due to their high angle of fire, Magitech Catapults are the only artillery without a shot capable of raking.

**Rock (High Arc, Minimum Range (150)).** A weighty piece of stone or metal is thrown with a high, arcing trajectory, causing high damage at short range to a single target.

**Pebbles (Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)).** Many cobble-sized rocks fired simultaneously fall in a small cylinder, dealing high damage in an area at short range.

## MAGITECH CANNON

Gunpowder and smoke have been replaced by magitech capacitors and the tang of arcanozone. Though more fragile than their cast-iron cousins, these long-barreled glass and bronze guns propel shot up to a quarter mile with incredible accuracy.

**Ball Shot (Advantage (Hull), Rake).** A spherical ball, usually made of metal—the type of shot you would expect a cannon to fire. A long-range, high-damage, single-target attack.

**Chain Shot (Advantage (Masts)).** This shot consists of two smaller balls connected by a chain. When fired, the chain stretches horizontally, making it more likely to hit tall vertical structures like masts.

**Grape Shot (Area (90-foot Narrow Cone).** A dozen or more smaller balls tightly wrapped and bound with cloth and rope forms grape shot. When fired, the cloth rips, causing the shot to spread out, dealing medium damage in an area at short range.

## ARTILLERY SUMMARY

The Artillery Summary table, below, summarises the key combat statistics of Artillery components. For metadata, see the Artillery Metadata table on page 52 or in Appendix XX (page xx). Each field is described as follows (see the Glossary on page 230 for reminders of definitions):

**Name.** The component's name.

**Tier.** The quality of craftsmanship: B, Basic; S, Superior; M Masterwork.

**AC.** The component's Armour Class.

**DT.** The component's Damage Threshold.

**HP.** The component's Hit Point maximum.

**IT.** The component's Impairment Threshold.

**Con.** The component's Constitution saving throw modifier.

**Ability.** The options of abilities an Artillerist can use when making attack rolls or calculating saving throw DCs with the component.

**Shot.** The name of a shot option for that component.

**Range.** The close/normal/long range of the shot option in feet (see Ranges, page 22).

**Damage.** The amount of damage the shot option deals on a hit (or failed saving throw) and its type. Abbreviations used: Bl, Bludgeoning; Pi, Piercing; Fo, Force.

**Properties.** The properties of the shot.

### ARTILLERY SUMMARY

Tier	Size	AC	DT	HP	IT	Con
<b>Energy Ray</b>						
Basic	Medium	19	18	30	15	+3
Superior	Medium	19	22	55	28	+5
Masterwork	Medium	19	24	70	35	+6
<b>Magitech Ballista</b>						
Basic	Medium	14	16	30	15	+2
Superior	Medium	14	18	50	25	+3
Masterwork	Medium	14	22	85	43	+5
<b>Magitech Cannon</b>						
Basic	Medium	17	16	30	18	+2
Superior	Medium	17	20	65	39	+4
Masterwork	Medium	17	24	100	60	+6
<b>Magitech Catapult</b>						
Basic	Large	15	11	30	18	+2
Superior	Large	15	15	70	42	+4
Masterwork	Large	15	17	85	51	+5

## ARTILLERY SHOT SELECTION

Name & Tier	Shot	Target	Properties	Damage	Ranges
<b>Energy Ray</b>					
Basic	Beam	Attack	Rake	6d8 Fo	120/240/960
	Burst	Attack	Anti-Personnel	4d6 Fo	—/240/960
	Refract	Save	Area (30-foot Cone)	3d8 Fo	—/—/—
Superior	Beam	Attack	Rake	7d8 Fo	120/240/960
	Burst	Attack	Anti-Personnel	5d6 Fo	—/240/960
	Refract	Save	Area (30-foot Cone)	4d8 Fo	—/—/—
Masterwork	Beam	Attack	Rake	8d8 Fo	120/240/960
	Burst	Attack	Anti-Personnel	6d6 Fo	—/240/960
	Refract	Save	Area (30-foot Cone)	5d8 Fo	—/—/—
<b>Magitech Ballista</b>					
Basic	Harpoon	Attack	Linking (silk rope)	4d6 Pi	—/150/—
	Javelin	Attack	Rake	3d12 Pi	150/300/1,200
	Splinter	Save	Area (150-foot Narrow Cone)	2d4 Pi	—/—/—
Superior	Harpoon	Attack	Linking (steel cable)	5d6 Pi	—/150/—
	Javelin	Attack	Rake	4d12 Pi	150/300/1,200
	Splinter	Save	Area (150-foot Narrow Cone)	3d4 Pi	—/—/—
Masterwork	Harpoon	Attack	Linking (mithral cord)	6d6 Pi	—/150/—
	Javelin	Attack	Rake	5d12 Pi	150/300/1,200
	Splinter	Save	Area (150-foot Narrow Cone)	4d4 Pi	—/—/—
<b>Magitech Cannon</b>					
Basic	Ball	Attack	Advantage (Hulls), Rake	4d8 Bl	180/360/1,440
	Chain	Attack	Advantage (Masts)	3d8 Bl	180/360/1,440
	Grape	Save	Area (90-foot Narrow Cone)	2d6 Pi	—/—/—
Superior	Ball	Attack	Advantage (Hulls), Rake	5d8 Bl	180/360/1,440
	Chain	Attack	Advantage (Masts)	4d8 Bl	180/360/1,440
	Grape	Save	Area (90-foot Narrow Cone)	3d6 Pi	—/—/—
Masterwork	Ball	Attack	Advantage (Hulls), Rake	6d8 Bl	180/360/1,440
	Chain	Attack	Advantage (Masts)	5d8 Bl	180/360/1,440
	Grape	Save	Area (90-foot Narrow Cone)	4d6 Pi	—/—/—
<b>Magitech Catapult</b>					
Basic	Rock	Attack	High Arc, Minimum Range (150)	4d10 Bl	—/300/900
	Pebbles	Save	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)	3d8 Bl	—/300/—
Superior	Rock	Attack	High Arc, Minimum Range (150)	5d10 Bl	—/300/900
	Pebbles	Save	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)	4d8 Bl	—/300/—
Masterwork	Rock	Attack	High Arc, Minimum Range (150)	6d10 Bl	—/300/900
	Pebbles	Save	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)	5d8 Bl	—/300/—

## CONTROL COMPONENT

*"Hard to go- starb- ... Turn away from the iceberg!"*

*- Captain Liphips*

Appearing somewhere between a mechanical octopus and a cartographer's desk, modern Control components represent the pinnacle of pre-calamity engineering. Whether it's trimming sails, applying water brakes, or overclocking an engine, a trained Helmsman at the wheel of a Control component is in complete control of a vessel's movement.

### CONTROL TYPES

There are two types of Control components: mechanical and magitech. The former is more robust but relies on the user's strength to manipulate the controls, while the latter is easier to use, resulting in greater manoeuvrability. Many Helmsman Naval Perks give a choice of using Wisdom, Strength, or Dexterity for checks; while Wisdom can be used with either mechanical or magitech Control components, Strength can only be used with mechanical and Dexterity can only be used with magitech.

### MECHANICAL CONTROL

The earliest of these single-user Control components are purely mechanical, forged of cast bronze and drowning in lubricant derived from the fatty tissue of ocean creatures. Despite arrays of pulleys, counterweights, and large wheels to give mechanical advantage to the user, operating the device is a physical affair, with the user's brawn the impetus behind swinging the 20-foot long booms. Higher tiers of mechanical Control components have more armour, use more counterweights, and have better machined gearing.

### CONTROL SUMMARY

Name & Tier	Size	Material	Defence					Manoeuvring	
			AC	DT	HP	IT	Con	Ability	Changes of Facing
<b>Magitech Control</b>									
Basic	Medium	Magitech	16	18	45	27	+3	Dex or Wis	2
Superior	Medium	Magitech	16	22	80	48	+5	Dex or Wis	2
Masterwork	Medium	Magitech	16	24	100	60	+6	Dex or Wis	3
<b>Mechanical Control</b>									
Basic	Medium	Metal	19	16	25	10	+2	Str or Wis	1
Superior	Medium	Metal	19	18	40	16	+3	Str or Wis	1
Masterwork	Medium	Metal	19	20	55	22	+4	Str or Wis	2

### MAGITECH CONTROL

Sometimes dubbed "power manoeuvring" by Helmsmen, magitech Control components store arcane energy in capacitors, turning a Helmsman's most minute movements into ship-steering effects. The increased maneuverability of magitech Control components is offset by the technology's more fragile materials; the more agile the ship, the easier it is to incapacitate. Higher tiers of magitech control have larger capacitors, angle armouring to deflect shot, and more ergonomic designs.

### CONTROL SUMMARY

The Control Summary table, below, summarises the key combat statistics of Control components. For metadata, see the Control Metadata table on page 52 or in Appendix XX (page xx). Each field is described as follows (see the Glossary on page 230 for reminders of definitions):

**Name.** The component's name.

**Tier.** The quality of craftsmanship: B, Basic; S, Superior; M Masterwork.

**AC.** The component's Armour Class.

**DT.** The component's Damage Threshold.

**HP.** The component's Hit Point maximum.

**IT.** The component's Impairment Threshold.

**Con.** The component's Constitution saving throw modifier.

**Ability.** The ability a Helmsman can use when making attack rolls or calculating saving throw DCs with the component.

**Changes of Facing.** The number of changes of facing a Helmsman can cause a vessel to make when they take the Manoeuvre option as their Ship Action. This is sometimes abbreviated to CoF in stat blocks.

## HULL COMPONENTS

*"The only thing you have to worry about with this beauty is wood worm. And cannonballs, obviously. And fire, too. You'll want to careen her once every couple of months too, barnacles love this thing. Wait, come back!"*

*- Bellie Blu Kook*

Essential to staying afloat is the practice of keeping the Voidsea on the outside of your ship, and Hull components are designed to do just that! From the choice and thickness of material, to the skill with which planks are fastened or metal is riveted, the more expensive one's hull, the longer a vessel can survive being chewed on by a kaiju.

### HULL MATERIALS

Hull components can be made of three basic materials that come in all three tiers: bone, wood, and steel. At higher levels of gameplay, one might find Hull components made of mithral or adamantite alloys; these are harder to work and therefore come only in Superior and Masterwork tiers. At higher tiers, hulls are thicker and better crafted.

### HULL PROPERTIES

Different hull materials have different properties.

#### DEAD

The Hull component is made of an already-decayed organic material. It has **Resistance** to Cold and Necrotic damage.

#### FERROUS

This Hull component is ferrous and thus affected by magnetism. Strong magnets can pull the vessel off course. Magnetism-based attacks have **Advantage** on attack rolls against the Hull component, and the Hull component has **Disadvantage** on saving throws made to avoid magnetism-based effects.

#### FLAMMABLE (X)

This Hull has **Resistance** to Cold damage and, if it takes Fire damage equal to the value presented in parentheses with the property in a single instance, it sets aflame. A Flammable Hull component that is aflame takes **2d6** Fire damage at the start of each of its Ship phases (bypassing DT). A creature that spends a Ship Action to deploy anti-fire measures, or if the Hull component is subjected to an attack or effect that would deal Cold damage equal to the value in parentheses in a single instance, the fire is put out.

#### HEAVY (-X)

The Hull component is especially heavy, reducing the vessel's Top Speed by the value presented in parentheses with the property (to a minimum of 0). This reduction occurs after all other modifiers have been taken into account.

#### LIGHT (+X)

The Hull component is especially light, increasing the vessel's Top Speed by the value presented in parentheses with the property if there is at least one Propulsion component on the vessel that is not Broken. This addition occurs after all other modifiers have been taken into account.

### HULL SUMMARY

The Hull Summary table, below, summarises the key combat statistics of the components. For metadata, see the Hull Metadata table on page 52 or in Appendix XX (page xx). Each field is described as follows (see the Glossary on page 230 for reminders of definitions):

**Name.** The component's name.

**Tier.** The quality of craftsmanship: B, Basic; S, Superior; M Masterwork.

**AC.** The component's Armour Class.

**DT.** The component's Damage Threshold.

**HP.** The component's Hit Point maximum.

**IT.** The component's Impairment Threshold.

**Con.** The component's Constitution saving throw modifier.

**Properties.** The properties of the component.

**HULL SUMMARY**

<b>Name &amp; Tier</b>	<b>Size</b>	<b>Material</b>	<b>AC</b>	<b>DT</b>	<b>HP</b>	<b>IT</b>	<b>Con</b>	<b>Properties</b>
<b>Adamantine Hull</b>								
Superior	Gargantuan	Metal	20	27	250	125	+5	Heavy (-30)
Masterwork	Gargantuan	Metal	20	29	315	158	+6	Heavy (-30)
<b>Bone Hull</b>								
Basic	Gargantuan	Bone	16	11	95	38	+2	Dead
Superior	Gargantuan	Bone	16	15	220	88	+4	Dead
Masterwork	Gargantuan	Bone	16	17	265	106	+5	Dead
<b>Mithral Alloy Hull</b>								
Superior	Gargantuan	Metal	18	20	220	110	+4	Light (+30)
Masterwork	Gargantuan	Metal	18	24	330	165	+6	Light (+30)
<b>Steel Hull</b>								
Basic	Gargantuan	Metal	19	16	105	57	+1	Ferrous
Superior	Gargantuan	Metal	19	18	165	90	+2	Ferrous
Masterwork	Gargantuan	Metal	19	21	260	132	+3	Ferrous
<b>Wooden Hull</b>								
Basic	Gargantuan	Wood	15	16	105	53	+2	Flammable (20)
Superior	Gargantuan	Wood	15	18	165	83	+3	Flammable (30)
Masterwork	Gargantuan	Wood	15	20	240	120	+4	Flammable (40)

# ART PLACEHOLDER

# PROPULSION COMPONENTS

*"We've tried it all, honestly. Our last hydromancer accidentally summoned a tidal wave. Our last engine attracted a kaiju. And our last rowing team ate too much. We'll settle for good old fashioned wind from here on out. Slow, unpredictable, and yet somehow... reliable"*

*-Sloshua Jorum*

When the kaiju get tough, everyone gets going. And the kaiju are always tough. Movement on the Voidsea is everything. It's how you navigate reefs and avoid booby traps to get to buried treasure. It's how you tactically position yourself to rake an opponent, splintering their hull from bow to stern. And it's how you outrun kaiju after you accidentally attract one when you Prestidigitated the music too loud at the after-pirate-slaying celebration last night.

## PROPULSION TYPES

There are two main sources of propulsion on the Voidsea: wind, which requires sails to harness, and fuel, which is needed to power engines. The former runs silently, while the constant hum of the latter can sometimes lead to a vessel becoming the target of a kaiju's attention (see *Attracting Kaiju*, page 24).

**Dual Speeds.** Propulsion components have two speeds: primary and secondary. These are separated by a slash, for example a propulsion component with a Primary Speed of 90 feet and Secondary Speed of 30 feet would be written 90/30. For rules on calculating a vessel's Top Speed, see *Acceleration & Top Speed*, page 17.

## SAILS

There are two types of sails: main and auxiliary. Mainsails must go in Propulsion component slots while auxiliary sails can be placed in Propulsion component slots or Miscellaneous slots. Higher tiers of sails boast stronger, more tightly woven materials, have better stitching, and use superior rigging. Sails and wind are described in detail in the *Ship Movement* section on page 17.

## ENGINES

Noisy and expensive, engines were one of the last inventions before the genesis of the calamity that caused the Voidsea to rise. They are undoubtedly faster than their wind-driven counterparts and, thanks to their smaller size and stronger material, they are more resilient. However, engines are more easily Impaired, and these fuel gobblers have a chance of attracting kaiju.

Higher tier engines produce less excess heat and have better shock absorbance, causing them to make less noise and have a higher top speed and resilience. There are two types of engine Propulsion components, magitech and steam, described below. Both engine types use fuel.

**Magitech Engines.** These devices use high-density energy sources like faceted arcane crystals to induce arcanomagnetic fields that turn propellers. They are quieter than their steam counterparts and are capable of higher top speeds, but are more fragile thanks to the use of crystal and intricacy of their construction.

**Steam Engines.** Steam engines burn energy sources like coal to heat water and turn pistons. They are made almost entirely of steel, iron, and bronze, making them difficult to damage. They are the noisiest of the engines.

**Fuel.** Both engines use fuel, and the cost is identical: 1 GP per hour of runtime, at any speed. However, the fuel for steam engines is much less dense: 1 day of fuel (24 hours) takes up 1 Cargo Unit. The fuel for magitech engines is more volatile and also more dense, with 10 days' of fuel (240 hours) taking up 1 CU.

## MAGITECH FUEL CRYSTAL

A fuel crystal has AC 14, DT 16, HP 16, **Vulnerability** to Thunder damage, and **Immunity** to Poison and Psychic damage. If reduced to 0 Hit Points, it explodes, dealing 5d10 Force damage to all creatures and components within a 20-foot **Emanation** centered on it. For each additional crystal that explodes, the damage increases by 1d10 and the area of the Emanation increases by 5 feet.

## PROPULSION PROPERTIES

In addition to its Primary Speed and Secondary Speeds, propulsion components have three properties, one to define components that use wind as an energy source (Wind-Driven) and the other two to indicate that it uses fuel (Fuel) and makes noise that can attract kaiju (Noisy).

### FUEL

The component needs fuel to function: 1 GPs worth per hour of runtime, at any speed. If an engine has no fuel at the start of the hour, it does not function.

### NOISY (X)

This component can attract kaiju. The value presented in parentheses with the property indicates the value to add to the threshold when calculating whether or not a kaiju is attracted (see page 24).

### WIND-DRIVEN

This component uses wind as a source of energy. See the Ship Movement section on page 17 for more details.

## PROPULSION SUMMARY

The Propulsion Summary table, below, summarises the key combat statistics of Propulsion components. For metadata, see the Propulsion Metadata table on page 52 or in Appendix XX (page xx). Each field is described as follows (see the Glossary on page 230 for reminders of definitions):

**Name.** The component's name.

**Tier.** The level of craftsmanship: B, Basic; S, Superior; M Masterwork.

**AC.** The component's Armour Class.

**DT.** The component's Damage Threshold.

**HP.** The component's Hit Point maximum.

**IT.** The component's Impairment Threshold.

**Con.** The component's Constitution saving throw modifier.

**Speed.** The component's contribution to the vessel's Top Speed. The first number is the Primary Speed, and the second number is the Secondary Speed (see page 17 for more).

**Properties.** The properties of the component.

### PROPULSION SUMMARY

Name & Tier	Size	Material	AC	DT	HP	IT	Con	Speeds	Properties
<b>Auxiliary Sail</b>									
Basic	Large	Wood	13	16	30	12	+2	30/30	Wind-Driven
Superior	Large	Wood	13	18	50	20	+3	30/30	Wind-Driven
Masterwork	Large	Wood	13	20	70	28	+4	60/30	Wind-Driven
<b>Magitech Engine</b>									
Basic	Large	Magitech	16	15	65	39	+4	90/30	Fuel, Noisy (5)
Superior	Large	Magitech	16	17	80	48	+5	120/30	Fuel, Noisy (10)
Masterwork	Large	Magitech	16	19	100	60	+6	150/30	Fuel, Noisy (15)
<b>Mainsail</b>									
Basic	Huge	Wood	13	16	40	16	+2	60/30	Wind-Driven
Superior	Huge	Wood	13	18	65	26	+3	60/30	Wind-Driven
Masterwork	Huge	Wood	13	20	90	36	+4	90/30	Wind-Driven
<b>Steam Engine</b>									
Basic	Large	Magitech	19	18	45	27	+2	60/30	Fuel, Noisy (10)
Superior	Large	Magitech	19	20	60	36	+3	90/30	Fuel, Noisy (20)
Masterwork	Large	Magitech	19	22	75	45	+4	120/30	Fuel, Noisy (30)

# RAM COMPONENTS

*"Why use many shoot when one ram hit hard?"*

*- Kelvin Mayone, Ex-Accountant*

When outnumbered, outgunned, and outcaptained, there is always the path of mutual destruction: ramming. Rams are both an offensive component, honed to a hull-breaching point, and armour for a ship's prow, absorbing the damage of a blow before it can be passed to the rammer's Hull. While ramming often results in the quick sinking of an enemy ship (and the loss of cargo on board), a well-timed and weighted collision can Impair an enemy's Hull just enough to slow them down and consider surrender... sometimes. For rules on collisions and ramming, see page 18.

## RAM COMPONENTS

Name & Tier	Size	Material	AC	DT	HP	IT	Con	Damage
<b>Adamantine Ram</b>								
Basic	Large	Metal	22	58	80	40	+4	2d10 Bl
Superior	Large	Metal	22	69	100	50	+5	3d10 Bl
Masterwork	Large	Metal	22	80	125	63	+6	4d10 Bl
<b>Bone Ram</b>								
Basic	Large	Bone	16	42	65	26	+3	1d10 Bl
Superior	Large	Bone	16	52	87	35	+4	2d10 Bl
Masterwork	Large	Bone	16	62	102	41	+5	3d10 Bl
<b>Iron-Tipped Wooden Ram</b>								
Basic	Large	Wood	15	37	40	24	+2	1d6 Bl
Superior	Large	Wood	15	49	65	39	+3	2d6 Bl
Masterwork	Large	Wood	15	59	95	57	+4	3d6 Bl
<b>Steel Ram</b>								
Basic	Large	Metal	19	46	55	28	+3	1d8 Bl
Superior	Large	Metal	19	56	75	38	+4	2d8 Bl
Masterwork	Large	Metal	19	66	95	48	+5	3d8 Bl

## RAM SUMMARY

The Ram Summary table, below, summarises the key combat statistics of Ram components. For meta-data, see the Ram Metadata table on page 52 or in Appendix XX (page xx). Each field is described as follows (see the Glossary on page 230 for reminders of definitions):

**Name.** The component's name.

**Tier.** The level of craftsmanship: B, Basic; S, Superior; M Masterwork.

**AC.** The component's Armour Class.

**DT.** The component's Damage Threshold.

**HP.** The component's Hit Point maximum.

**IT.** The component's Impairment Threshold.

**Con.** The component's Constitution saving throw modifier.

**Damage.** The bonus damage the Ram can deal on a collision.

# NAVAL PERK SYSTEM

Gone are the days of dozens of crew to trim sails, load cannons, or plug the gaping holes left by a broadside. With the proliferation of magitechnology (and the propensity for kaiju to chase any vessel that leaves too big of a wake), vessels on the Voidsea are often crewed with as few as four intrepid adventurers. Accordingly, each crewman's role on a ship is more important than ever, with many adopting multiple specialties.

## NAVAL LEVELS

A player character's progression as a salt-soaked seadog is recorded by the character's Naval Level. Each time a creature gains a Naval Level, it can take one Naval Perk. There are two approaches to Naval Level advancement: staggered and streamlined. Choose one when you adopt the Naval Perk system.

**Introducing Naval Levels Mid-Campaign.** If you introduce this system during a campaign, the player characters' Naval Levels could be lower than their character levels. You must consider the party's average Naval Level when balancing battles for ship-to-ship combat. In order to give your players a fighting chance when battling appropriately levelled enemies on the Voidsea, consider these options for awarding Naval Levels more quickly:

1. **Montage.** The player characters receive concentrated skill acquisition over a short period of time, raising their Naval Level until it equals their character level. This could involve training under the watchful eye of a seafaring mentor, gaining the memories of a soul lost at sea, or receiving a blessing from a marine deity.
2. **Accelerated Acquisition.** When a player character would gain a Naval Level, award two, three, or four instead, until their Naval Level equals their character level.

## STAGGERED

In this level-up system, player characters gain Naval Levels between character levels. When using Experience Points for levelling up, you can refer to the Naval Level Experience Threshold table below. If you use the milestone system for awarding levels, try to give Naval Level increases at the midpoint between which you award increases in character level. For a more diegetic experience, award Naval Level increases after seafaring encounters.

This system allows players to experience the thrill of levelling up more often and reduces the number of decisions that need to be made when their characters gain a level.

Level	Experience Points	
	Naval Level	Character Level
1	150	0
2	600	300
3	1,800	900
4	4,600	2,700
5	10,250	6,500
6	18,500	14,000
7	28,500	23,000
8	41,000	34,000
9	57,000	48,000
10	74,500	64,000
11	92,500	85,000
12	110,000	100,000
13	130,000	120,000
14	152,500	140,000
15	180,000	165,000
16	210,000	195,000
17	245,000	225,000
18	285,000	265,000
19	330,000	305,000
20	380,000	355,000

## STREAMLINED

Using this level-up system, player characters start at Naval Level 1, have one Naval Perk each, and gain Naval Levels when they gain character levels. The benefit of this system is that all levelling-up choices occur at the same time.

## NAVAL PERKS

### PERK ANATOMY

Each naval perk contains the following information:

**Metadata.** This section lists the role to which the perk belongs, the number of times the perk can be taken, and any perk tags (shorthand references, see Perk Tags below). Perks can typically be taken once, a number of times equal to the creature's Proficiency Bonus ('Up to PB'), a number of times equal to half the creature's Proficiency Bonus (rounded up; 'Up to Half PB'), or a number of times equal to a specified ability modifier.

**Prerequisite.** This line details the conditions that must be met before a creature can take the perk. Typically, this is another of the role's perks, but might specify a Naval Level or ability score.

**Mechanics.** These paragraphs are the meat of each perk; they specify how the perk affects the creature's interaction with the game's rules. If the perk can be taken multiple times, the 'Additional Perks' section explains how many times a perk can be taken, as well as the effect of doing so.

## PERK TAGS

Perk tags function similarly to weapon properties, like Two-Handed or Finesse; they are shorthands to explain rules. These terms are listed below.

**Auditory.** In order for the perk to function, affected creatures must be able to hear the creature using the perk.

**Duration.** A specified duration during which the creature must take its Ship Action each round to elicit the effects of the perk.

**Enhanced Action.** The perk enhances another Ship Action.

**Passive.** The effects of the perk apply at all times without the need for any actions.

**Reaction.** The perk allows the creature to evoke its effects by taking a Reaction.

**Ship Action.** The perk provides a new Ship Action option. Unless otherwise stated, a Ship Action from a specific Naval Perk tree takes place during its role's phase. For example, a Ship Action from a Helmsman perk takes place during the Helm Phase.

**Visual.** In order for the perk to function, affected creatures must be able to see the creature using the perk.

## NAVAL ROLES

Aboard a Voidsea vessel, there are four broad categories. Artillerists man the cannons, catapults, harpoons, energy rays, and other weapons; Bosuns repair broken components and upgrade the vessel with incredible innovations; Captains rally comrades, increasing their efficacy and ensuring everyone is well fed, both by food and spoils; and Helmsmen pilot the ship, controlling the rudder and navigation. Different roles call for different abilities, as explained below.

## ARTILLERIST

*A hulking coralborn loads enormous stones in the prow-mounted catapult, a bookish portan furiously calculates trajectories while the magitech cannon autoloads, and the ship's Captain-come-ray-specialist powers up the energy ray with the force of her personality. With a thrack, boom, and zap, the trio unleash devastation against the flotilla of cabbage crates. "Target practice complete!"*

Wielding a variety of long-ranged weapons, Artillerists specialise in dealing as much damage as possible as often as possible. It is not uncommon for Captains and Bosuns to also spend a few perks to specialise in a particular type of artillery that suits their abilities.

**Relevant Ability Score: All.** Each type of weapon uses a different ability when determining its attack roll modifier or save DC (see page 21). For this reason, the ability that best fits a ship's Artillerist depends on the ship's arsenal—or rather, it is beneficial for the ship's arsenal to have options for each Artillerist. Catapults use Strength, cannons use Dexterity or Intelligence, harpoons use Dexterity or Wisdom, and energy rays use Intelligence, Wisdom, or Charisma.

## BOSUN

*"So listen, after the first three ships came back looking like gnomish cheese, I thought 'look where all the cannonballs have left holes; we should put more armour there.' But then I reconsidered... what about the four hundred and fifty-two ships that didn't come back. We should put the armour everywhere BUT the elvish cheese!"*

The repair, maintenance, improvement, and general well-being of a vessel is all down to its Bosun. In battle, they can temporarily restore function to Impaired components or convey information about components on enemy ships. During downtime, they can specialise in one of four qualities, augmenting the ship's loadout to be more durable and deadly.

**Relevant Ability Score: Strength & Multiple.** While some Bosun perks require Strength checks, the ability best suited to a Bosun depends on the quality tree the Bosun wishes to pursue. There are four qualities (more on page 28), each of which can improve components in certain ways. Credulous benefits from high Charisma, Reliable benefits from high Dexterity or Wisdom, Robust benefits from high Strength or Wisdom, and Technical benefits from high Dexterity or Intelligence.

## CAPTAIN

*Leaping onto the prow, the tricorn-hatted gnome, short even by gnomish standards, thrusts a ludicrously large cutlass to port. "Helmsman, swing this hunk-a-junk across their stern. Gunners, switch sides sharpish! Bosun... where's my rum? Okay. Everyone. DUCK!"*

A ship's Captain is the adamant in the magitech engine, the snuff in the Helmsman's nose, the explosion in the exploding cannonball. With wits or sheer force of personality, they eke the best out of their crew, squeezing extra action out of every available second. A ship without a Captain is a sluggish and predictable combatant.

**Relevant Ability Score: Charisma & Intelligence.** The Captain's perks often add bonuses or penalties equal to the Captain's Intelligence or Charisma modifier. The Captain is essential for motivating other crew members to move between components, allowing, for example, an Artillerist to take their Reaction to switch guns after the Helmsman makes a hard 180-degree turn.

## HELMSMAN

*The schooner's prow rips through the surf, leaving a slender wake rippling behind it. From a cockpit high on the deck, a bespectacled carapacean deftly manipulates levers, cranks, and wheels. Booms swing, sails unfurl, and the vessel cuts hard to port, taking advantage of an unfurling headwind. The steam-powered pursuers are left a distant speck on the horizon... for as long as the gale blows strong.*

The Helmsman steers a ship through skill, instinct, and—on occasion—bravado. They are the tactician that maneuvers a ship's cannons to perfectly execute a rake down the length of an enemy, the foresighted hero whose jink causes an enemy's cannonball to miss, and the deft hand that navigates hazardous obstacles.

**Relevant Ability Scores: Dexterity & Wisdom.** Many of the Helmsman's active perks require a Dexterity or WISDOM check in order to execute them. Some perks let the Helmsman add their Wisdom modifier to checks.

## ARTILLERIST PERKS

### NAVAL LEVEL 1

#### ARTILLERY PROFICIENCY

*Artillerist Perk; Up to PB; Passive*  
Prerequisite: Naval Level 1

You gain a +1 bonus to artillery attack rolls, as well as the save DCs of Artillery components.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the attack and save DC bonus increases by 1.

#### CRIT FISHER

*Artillerist Perk; Up to Half PB; Passive*  
Prerequisite: Naval Level 1

Your Critical Threshold for artillery attacks is reduced by 1.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, your Critical Threshold is further reduced by 1.

#### DID IT HIT?

*Artillerist Perk; Up to Half PB; Reaction*  
Prerequisite: Naval Level 1

When you make an artillery attack roll against a ship component, you can immediately take a Reaction to make a WISDOM (PERCEPTION) check. The DC is based on how far away the component is from you (see table below). If your attack roll misses and you succeed on the check, you have **Advantage** on the next artillery attack roll you make against that component before the end of the next Ship Phase. If your attack hits and you succeed on the check, you learn one of the following pieces of information of your choice about the component:

- ◆ The component's remaining Hit Points
- ◆ The component's Armour Class
- ◆ The component's Damage Threshold
- ◆ If the component is Impaired

## DID IT HIT? RANGES AND DCs

Range	DC*	Range	DC*
0 – 249 ft.	8	2,000 – 4,999 ft.	25
250 – 499 ft.	12	5,000 – 9,999 ft.	32
500 – 999 ft.	16	10,000+ ft.	40
1,000 – 1,999 ft.	20		

\*You have **Disadvantage** on this check in adverse conditions like storms, rough seas, or fog.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, you learn one additional piece of information about the component on a hit.

## TO ARMS

*Artillerist Perk; Once; Ship Action*  
*Prerequisite: Naval Level 1*

As a **Ship Action**, you can move up to your Speed and make one artillery attack roll with an Artillery component within your reach.

## NAVAL LEVEL 5

## ANTI-PERSONNEL SPECIALIST

*Artillerist Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 5, Artillery Proficiency*

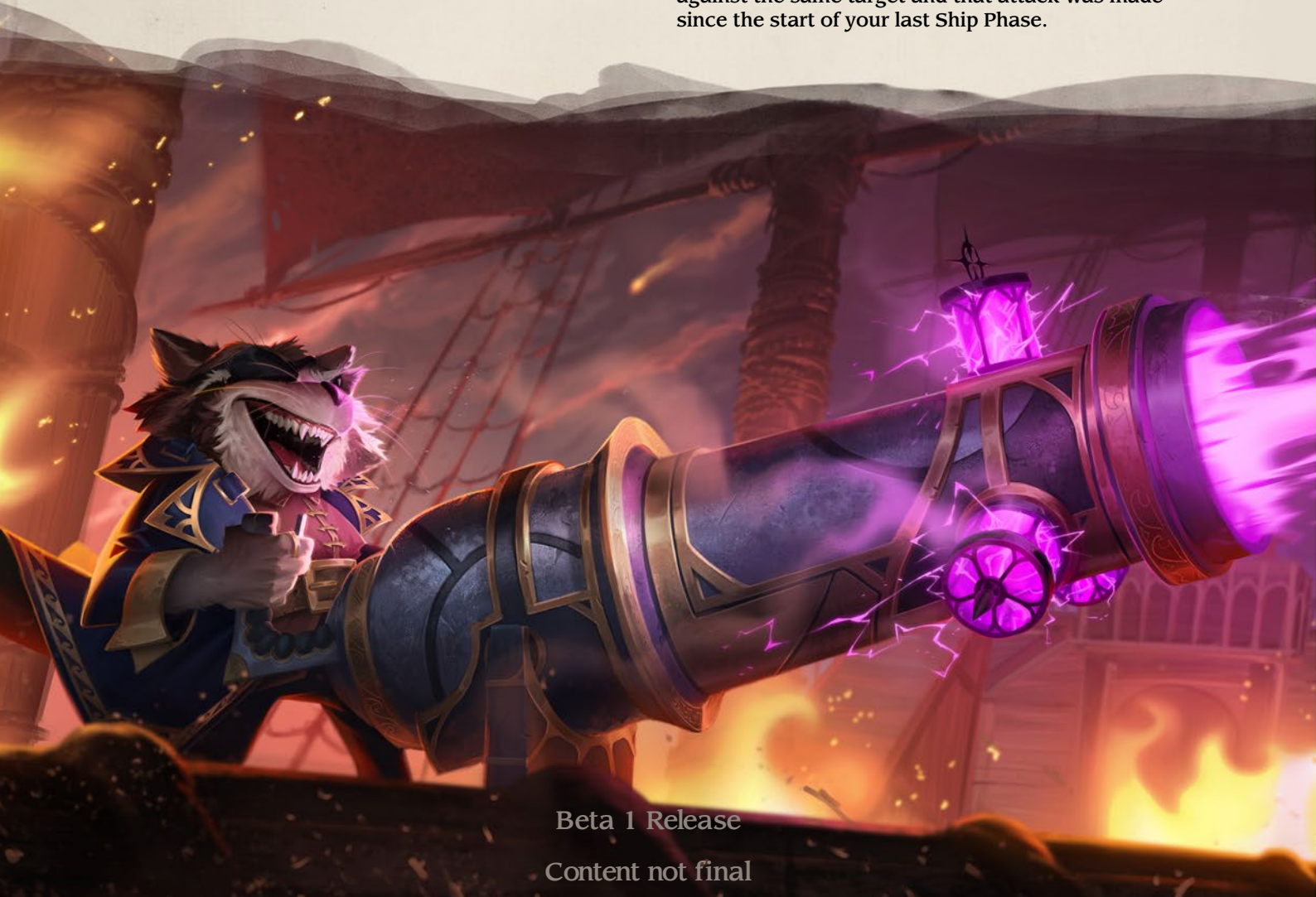
When you make an artillery attack roll against a creature, you treat that creature as if it was one size larger (maximum Gargantuan) with respect to its AC bonus against artillery attack rolls (see Bonus to Creature AC vs Artillery Attacks table on page 21).

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, you treat the target creature as one additional size larger.

## LOCK IN

*Artillerist Perk; Once; Passive*  
*Prerequisite: Naval Level 5*

When you make an artillery attack roll against a ship component or structure, you gain a **+3 bonus** to the roll if the last artillery attack roll you made was against the same target and that attack was made since the start of your last Ship Phase.



## RAY SPECIALIST

*Artillerist Perk; Up to PB; Passive*  
*Prerequisite: Naval Level 5, Artillery Proficiency Perk*

If you can cast at least one damaging cantrip, you can choose to expend no ammunition when you make an attack with an Energy Ray, instead charging it with your magic. If you do, the attack deals an extra 3 damage on a hit, and its damage type changes to a damage type you can deal with one of your cantrips (your choice).

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the extra damage increases by 3.

## SHOT SPECIALIST

*Artillerist Perk; Up to PB; Passive*  
*Prerequisite: Naval Level 5, Artillery Proficiency Perk*

Artillery attacks you make with cannons and catapults deal an extra 1d6 damage of the attack's type on a hit against ship components, structures, and kaiju.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the extra damage increases by 1d6.

# BOSUN PERKS

## NAVAL LEVEL 1

### ATTUNEMENT

*Bosun Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 1*

You can attune to one ship component without it counting against the number of magic items to which you can normally attune.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus. For each additional time you take this perk, you can attune to one additional ship component without it counting against the number of magic items to which you can normally attune.

## CREDULOUS

*Bosun Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 1*

You can have Attunement to one ship component without it counting against the number of magic items to which you can normally attune.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, you can have Attunement to one additional ship component without it counting against the number of magic items to which you can normally attune.

## QUICK FIX

*Bosun Perk; Up to PB; Ship Action*  
*Prerequisite: Naval Level 1*

While you are carrying Ship Parts, you can take a Ship Action to repair a damaged ship component within your reach. Make a **STRENGTH OR WISDOM** check. The component regains a number of Hit Points equal to half the result of the check (rounded down), or the number of Ship Parts you are carrying, whichever is lower. Each Hit Point restored consumes 1 Ship Part.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the number of Hit Points restored to the component increases by 2, regardless of the result of the check.

## RELIABLE

*Bosun Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 1*

Using redundant mechanisms and backups, you learn how to craft extra-reliable components. You can craft and upgrade ship components to have the Reliable I quality, and you can repair components with any tier of Reliable quality.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the level of Reliable quality increases by 1 (to Reliable II and Reliable III, respectively).

## ROBUST

*Bosun Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 1*

Laying on extra armour plating, and then placing a bit more plating on that plating, you learn to craft

components capable of withstanding a beating. You can craft and upgrade ship components to have the Robust I quality, and you can repair components with any tier of Robust quality.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the level of Robust quality increases by 1 (to Robust II and Robust III, respectively).

## SCRUTINISE

*Bosun Perk; Once; Ship Action*

*Prerequisite: Naval Level 1*

You can identify the types and traits of components at a distance. As a Ship Action, you can choose one ship component on an enemy ship that you can see within **1,000 feet** of you and make a **WISDOM (PERCEPTION)** check. The range of this action is **2,000 feet** if you have a Spyglass. You learn the information from the table below that is equal to or lower than the result of your check.

### SCRUTINISE DCs AND INFORMATION

DC	Information
8	The component's name, tier, and quality
12	The component's Armour Class
16	The component's Damage Threshold
20	The component's current Hit Points and Hit Point maximum
24	The component's Impairment Threshold
28	If the component is magical

## TECHNICAL

*Bosun Perk; Up to Half PB; Passive*

*Prerequisite: Naval Level 1*

With precise engineering, you learn to craft intricate and efficient components. You can craft and upgrade ship components to have the Technical I quality, and you can repair components with any tier of Technical quality.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the level of Technical quality increases by 1 (to Technical II and Technical III, respectively).

## NAVAL LEVEL 5

### JUST A SCRATCH

*Bosun Perk; Up to Half PB; Ship Action*

*Prerequisite: Naval Level 5, Quick Fix Perk*

You can temporarily restore full function to Impaired components... sometimes! As a Ship Action, you can attempt to repair one Impaired, non-Hull ship component within your reach. Roll **1d4**. On a **1**, the component becomes Broken until it regains Hit Points that cause its current Hit Points to exceed its Impairment Threshold. On a **2+**, the component loses any penalty imposed by being Impaired until the end of the next Ship Phase.

**Additional Perks.** You can take this perk a number of times equal to half your Proficiency Bonus. For each additional time you take this perk, the size of the die you roll increases by one (from a d4 to a d6, and a d6 to a d8, respectively).

### LOW WASTE REPAIRS

*Bosun Perk; Up to Half PB; Passive*

*Prerequisite: Naval Level 5*

You are adept at reusing parts and finding that thingymajig you kept in a dark cupboard because you knew it would be useful. When you repair a component, roll **1d6**. On a **6**, you expend half as many Ship Parts (rounded up, minimum 1 Ship Part).

**Additional Perks.** You can take this perk a number of times equal to half your Proficiency Bonus. The result on which you expend half as many Ship Parts becomes **5-6** when you take this perk twice and **4-6** when you take this perk three times.

### WEAK SPOT

*Bosun Perk; Up to Half PB; Passive*

*Prerequisite: Naval Level 5*

Once on each Ship Phase, when you hit a ship component with an artillery attack roll, you can force it to make a **DC 13 CONSTITUTION SAVING THROW**. On a failed save, if the component is not Broken, it is **Impaired** until the start of your next Ship Phase.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the save DC increases by 2.

## CAPTAIN PERKS

### NAVAL LEVEL 1

#### ENCOURAGE

*Captain Perk; Up to PB; Ship Action, Auditory*  
*Prerequisite: Naval Level 1*

As a Ship Action, you can encourage one ally of your choice within **120 feet** of you that can hear you to act. The target gains a bonus to the next ability check it makes before the end of the next Creature Phase. The bonus equals your Charisma modifier (minimum +1).

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, you can target one additional ally when you take this action.

#### LOOK ALIVE!

*Captain Perk; Up to Half PB; Reaction, Ship Action, Auditory*  
*Prerequisite: Naval Level 1*

You can take a Reaction at the start of the Command Step to assess the Initiative scores of each vessel you can see. As a Ship Action, you can increase your vessel's Initiative score by a number equal to your Charisma modifier (minimum 1). You can take this Ship Action once, and you regain all expended uses when you finish a Short or Long Rest.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the number of times you can take this action increases by one.

#### TAKE AIM!

*Captain Perk; Up to PB; Ship Action, Auditory*  
*Prerequisite: Naval Level 1*

As a Ship Action while holding a Spyglass, you can relay information about the movements of a vessel you can see to an ally of your choice that can hear you. The target gains a bonus to the next attack roll it makes against any ship component on that vessel before the end of the next Creature Phase. The bonus equals your Intelligence modifier (minimum +1).

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, you can target one additional creature when you take this action.

### NAVAL LEVEL 5

#### BOARDING PARTY

*Captain Perk; Once; Reaction, Auditory*  
*Prerequisite: Naval Level 5*

When your vessel and another vessel or kaiju come within **5 feet** of each other, you can take a Reaction to order a boarding. Up to four willing creatures of your choice within **90 feet** of you that can hear you can take a Reaction to move up to their Speed and make one weapon attack. As part of the Reaction to order the boarding, you can move up to your Speed and make one weapon attack. Once you take this Reaction, you can't do so again until you finish a Short or Long Rest.

#### CAPTAIN COOK

*Captain Perk; Up to Half PB; 1 Hour*  
*Prerequisite: Naval Level 5*

While aboard a vessel, if you have ingredients and Cook's Utensils on hand, you can prepare a hearty meal for your crew over the course of **1 hour**, which can be done as part of a Short or Long Rest. The meal can be consumed by up to six creatures over the course of **10 minutes** and loses its effects if it isn't consumed within **8 hours**. A creature that consumes the meal gains a Ship Die, which is a **d8** that lasts until the creature finishes a Long Rest. A creature can have only one Ship Die at a time.

When the creature fails a D20 Test made as part of interacting with a ship component or to avoid the effects created by a ship component, the creature can roll the Ship Die and add the number rolled to the d20, potentially turning the failure into a success. A Ship Die is expended when it's rolled.

**Additional Perks.** You can take this perk a number of times equal to half your Proficiency Bonus. For each additional time you take this perk, the size of Ship Die your meal grants increases by one (from a d8 to a d10, and a d10 to a d12, respectively).

#### DEMORALISE

*Captain Perk; Up to PB; Enhanced Action, Auditory or Visual*  
*Prerequisite: Naval Level 5, Encourage Perk*

When you take the Ship Action of the Encourage perk, you can also choose one enemy within **120 feet** of you to launch a volley of sneering taunts at. If the target can see or hear you, it subtracts a number equal to your Charisma modifier (minimum 1) from the next ability check or attack roll it makes before the end of the next Creature Phase.

**Additional Perks.** You can take this perk a num-

ber of times equal to your Proficiency Bonus. For each additional time you take this perk, you can target one additional enemy when you take this action.

## FOCUS FIRE

*Captain Perk; Up to Half PB; Enhanced Action*  
Prerequisite: Naval Level 5, Take Aim! Perk

When you take the Ship Action of the Take Aim! perk, you can specify one ship component on the target vessel. Any attack that benefits from that action and hits the specified component deals an extra **1d8** damage of the attack's type.

**Additional Perks.** You can take this perk a number of times equal to half your Proficiency Bonus. For each additional time you take this perk, the die size of the extra damage increases by one (from a d8 to a d10, and a d10 to a d12, respectively).

## MOVE IT!

*Captain Perk; Up to PB; Ship Action, Auditory*  
Prerequisite: Naval Level 5

As a Ship Action, you can command an ally that can hear you to reposition. Before the end of the next Creature Phase, the target can take a Reaction to move up to its Speed immediately after it takes a Ship Action. If a creature does not take a Ship Action, it can take a Reaction to move up to its Speed at the end of the Ship Phase.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, you can target one additional creature when you take this action.

## TAKE COVER!

*Captain Perk; Up to Half PB; Ship Action, Auditory*  
Prerequisite: Naval Level 1

As a Ship Action, you can command your crew to assume defensive positions. Choose a number of allies on your vessel's deck equal to your Intelligence or Charisma modifier (your choice, minimum 1); each target that can hear you gains a **+1 bonus** to AC and Dexterity saving throws until the end of the next Creature Phase. This bonus applies only to attacks and effects that originate from outside of your vessel.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the bonus increases by **1**.

# HELMSMAN PERKS

## NAVAL LEVEL 1

### FULL RUDDER

*Helmsman Perk; Up to Half PB; Passive*  
Prerequisite: Naval Level 1

Once per Ship Phase, when you make one or more changes of facing, you can make a **DC 13 DEXTERITY OR WISDOM** check (your choice). You have a **+2 bonus** to this check. On a success, you can make one additional change of facing.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the bonus increases by **2**.

### RAMMING SPECIALIST

*Helmsman Perk; Up to PB; Passive*  
Prerequisite: Naval Level 1

When your vessel rams another, it deals an extra **1d8 Bludgeoning** damage if you took a Ship Action to interact with the ship's Control component during your vessel's Helm Step.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the damage increases by **1d8**.

### SHEET TO THE WIND

*Helmsman Perk; Up to Half PB; Enhanced Action*  
Prerequisite: Naval Level 1

When you take a Ship Action to Accelerate a vessel propelled by a mast and your heading isn't directly into the wind, you can make a **DC 13 DEXTERITY OR WISDOM** check (your choice). You have a **+2 bonus** to this check. On a success, you increase the vessel's Speed by 30 feet. As usual, you can't increase the vessel's Speed above its Top Speed. On a failure, one mast component on your vessel (randomly determined) takes **11 (2d10) Force** damage, which ignores any Damage Threshold, Resistances, and Immunities.

You can't use this perk on the same turn that you use the Give Her All She's Got or Hard Turn perk.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the bonus increases by **2**.

## TRACKER

*Helmsman Perk; Once; Passive*  
*Prerequisite: Naval Level 1*

When a creature makes a Tracking check while aboard your vessel, you can assist it for the duration of the check. The creature gains a bonus to the check equal to your Wisdom modifier (minimum +1).

## NAVAL LEVEL 5

### CLOSE QUARTERS NAVIGATION

*Helmsman Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 5, Tracker Perk*

You have a **+2 bonus** to ability checks you make to navigate your vessel through narrow spaces, like coral reefs or caves.

**Additional Perks.** You can take this perk a number of times equal to half your Proficiency Bonus. For each additional time you take this perk, the bonus increases by 2.

### GIVE HER ALL SHE'S GOT

*Helmsman Perk; Up to Half PB; Enhanced Action*  
*Prerequisite: Naval Level 5*

When you take a Ship Action to Accelerate a vessel propelled by an engine, you can push it beyond its limits, causing its Top Speed and Current Speed to increase by 30 feet until the start of the next Ship Phase. The engine component must make a **DC 15 CONSTITUTION SAVING THROW**. The engine takes **5d10** Force damage on a failed save or half as much damage on a successful one. This damage ignores any Damage Threshold, Immunities, and Resistances.

You can't use this perk on the same turn that you use the Hard Turn or Sheet to the Wind perk.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, you can increase the vessel's Top Speed and Current Speed by an additional 30 feet. For each additional **30 feet** increase beyond the first, the DC of the saving throw increases by 2.

## HARD TURN

*Helmsman Perk; Up to Half PB; Enhanced Action*  
*Prerequisite: Naval Level 5, Full Rudder Perk*

When you take a Ship Action to interact with a Control component and either Accelerate, Decelerate, or Manoeuvre, you can make a **DC 15 Dexterity** or **WISDOM** check (your choice). You have a **+2 bonus** to this check. Success or failure, you reduce the vessel's Current Speed by 30 feet. On a success, you can then make one additional Manoeuvre as part of that Ship Action at any point during your vessel's Helm Step.

You can't use this perk on the same turn that you use the Give Her All She's Got or Sheet to the Wind perk.

**Additional Perks.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the bonus increases by 2.

## JINK

*Helmsman Perk; Up to PB; Reaction*  
*Prerequisite: Naval Level 5*

At the start of your vessel's Artillery Step, you take a Reaction to make a quick series of direction changes while keeping your facing. During this step, artillery attack rolls made against ship components or creatures on your vessel have **Disadvantage**, and artillery attack rolls made by components on your vessel have **Disadvantage**. You can take this Reaction once, regaining all expended uses when you finish a Short or Long Rest.

**Additional Perks.** You can take this perk a number of times equal to your Proficiency Bonus. For each additional time you take this perk, the number of times you can take this Reaction increases by one.

## WIND WHISPERER

*Helmsman Perk; Up to Half PB; Passive*  
*Prerequisite: Naval Level 5, Sheet to the Wind Perk*

A vessel that you control and that is propelled by a mast can travel an extra **12 miles** per day.

**Additional Times.** You can take this perk a number of times equal to half of your Proficiency Bonus (rounded up). For each additional time you take this perk, the miles the vessel can travel per day increase by an additional **12**.

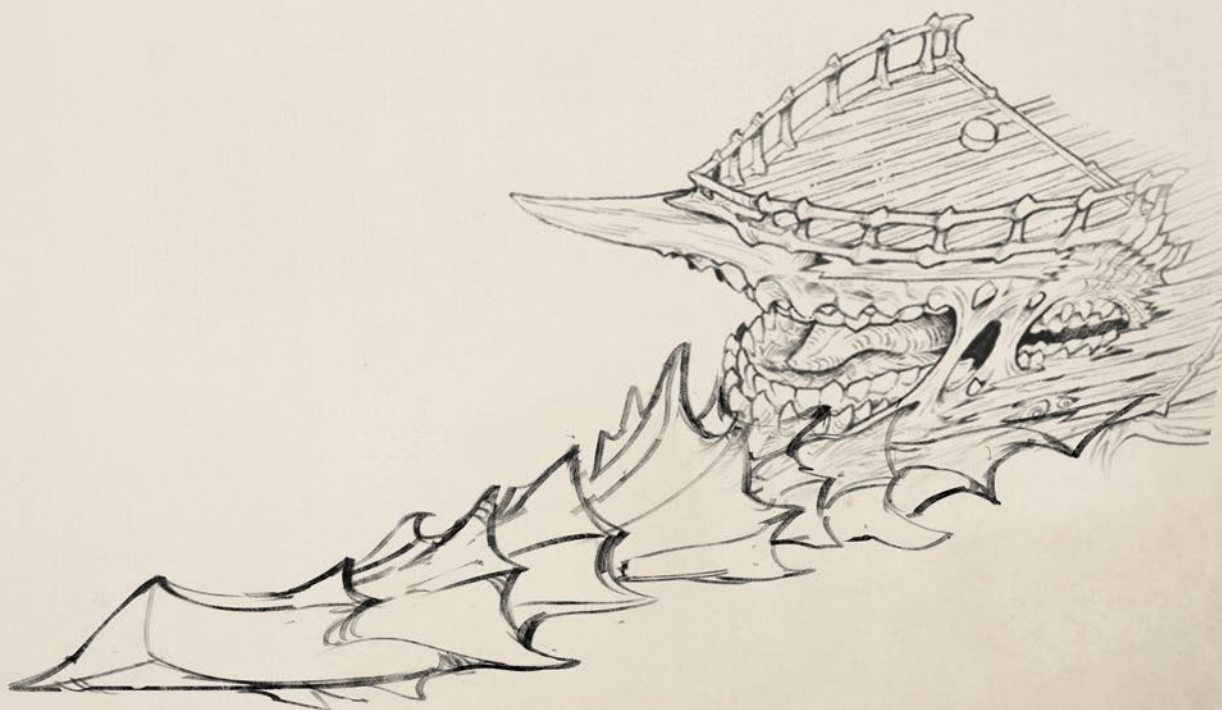
# CRAFTING SHIP COMPONENTS

This table lists the ship components' metadata. See Component Overview on "Component Overview" on page 25 for more on the statistics.

## SHIP COMPONENTS METADATA

Name	Tier	Material	Size	Storage		Crafting		Purchase Value
				Weight	Cargo Units	Material Cost	Time	
<b>Artillery</b>								
Energy Ray	B	Magitech	Medium	0.5	2	1,000 GP	24	3,000 GP
	S	Magitech	Medium	0.5	2	4,000 GP	32	12,000 GP
	M	Magitech	Medium	0.5	2	10,000 GP	48	30,000 GP
Magitech Ballista	B	Magitech	Medium	0.5	2	400 GP	16	1,200 GP
	S	Magitech	Medium	0.5	2	800 GP	24	2,400 GP
	M	Magitech	Medium	0.5	2	3,600 GP	32	10,800 GP
Magitech Cannon	B	Magitech	Medium	1	2	600 GP	16	1,800 GP
	S	Magitech	Medium	1	2	2,400 GP	24	7,200 GP
	M	Magitech	Medium	1	2	10,800 GP	32	32,400 GP
Magitech Catapult	B	Magitech	Large	2	4	500 GP	32	1,500 GP
	S	Magitech	Large	2	4	2,000 GP	48	6,000 GP
	M	Magitech	Large	2	4	5,000 GP	64	15,000 GP
<b>Control</b>								
Magitech Control	B	Magitech	Medium	1	1	1,400 GP	32	4,200 GP
	S	Magitech	Medium	1	1	5,600 GP	48	16,800 GP
	M	Magitech	Medium	1	1	16,800 GP	64	50,400 GP
Mechanical Control	B	Metal	Medium	1	1	800 GP	24	2,400 GP
	S	Metal	Medium	1	1	1,600 GP	32	4,800 GP
	M	Metal	Medium	1	1	4,000 GP	48	12,000 GP
<b>Hull</b>								
Adamantine Hull	S	Metal	Gargantuan	30	36	20,000 GP	216	60,000 GP
	M	Metal	Gargantuan	30	36	60,000 GP	320	180,000 GP
Bone Hull	B	Bone	Gargantuan	15	36	1,200 GP	128	3,600 GP
	S	Bone	Gargantuan	15	36	4,800 GP	192	14,400 GP
	M	Bone	Gargantuan	15	36	12,000 GP	256	36,000 GP
Mithral Alloy Hull	S	Metal	Gargantuan	10	36	16,000 GP	192	48,000 GP
	M	Metal	Gargantuan	10	36	50,000 GP	296	150,000 GP
Steel Hull	B	Metal	Gargantuan	30	36	1,600 GP	128	4,800 GP
	S	Metal	Gargantuan	30	36	3,200 GP	192	9,600 GP
	M	Metal	Gargantuan	30	36	14,400 GP	256	43,200 GP
Wooden Hull	B	Wood	Gargantuan	20	36	1,300 GP	128	3,900 GP
	S	Wood	Gargantuan	20	36	2,600 GP	192	7,800 GP
	M	Wood	Gargantuan	20	36	6,500 GP	256	19,500 GP

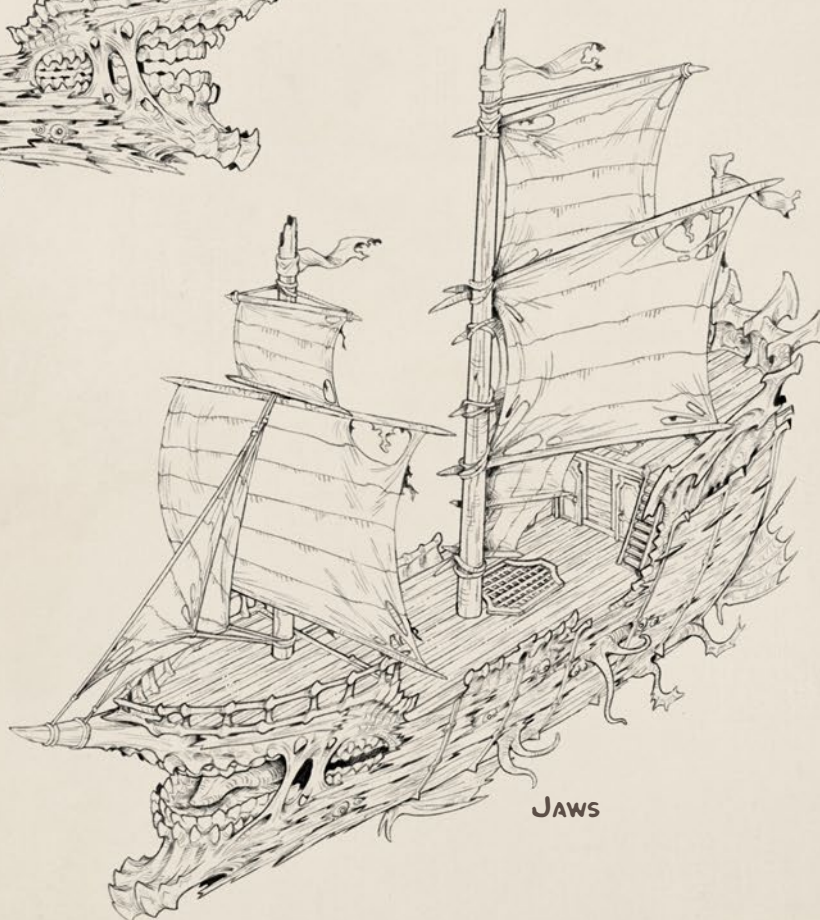
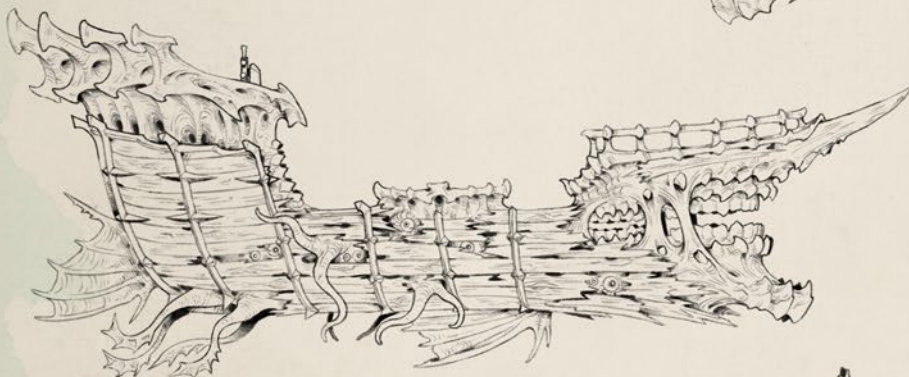
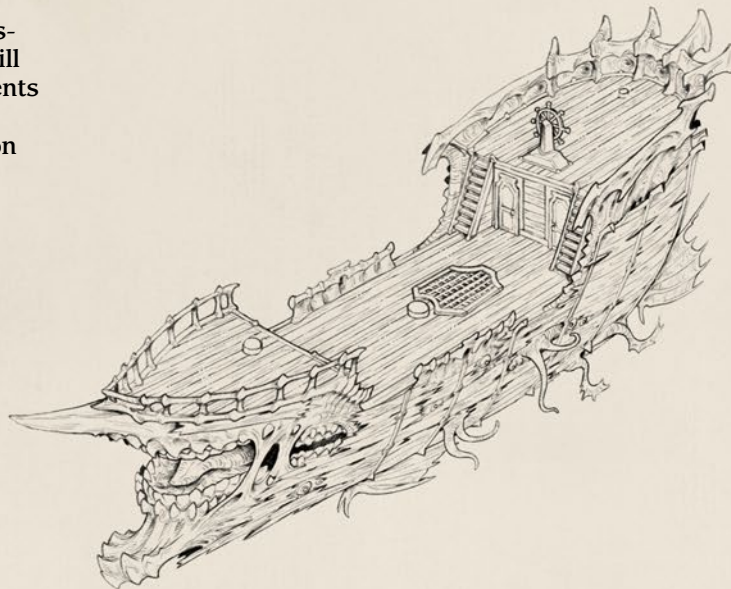
Name	Tier	Material	Size	Storage		Crafting		Purchase Value
				Weight	Cargo Units	Material Cost	Time	
<b>Propulsion</b>								
Auxiliary Sail	B	Wood	Large	0.5	9	150 GP	16	450 GP
	S	Wood	Large	0.5	9	300 GP	24	900 GP
	M	Wood	Large	0.5	9	750 GP	32	2,250 GP
Magitech Engine	B	Magitech	Large	3	8	2,000 GP	64	6,000 GP
	S	Magitech	Large	3	8	4,000 GP	96	12,000 GP
	M	Magitech	Large	3	8	12,000 GP	128	36,000 GP
Mainsail	B	Wood	Huge	1	12	300 GP	32	900 GP
	S	Wood	Huge	1	12	600 GP	48	1,800 GP
	M	Wood	Huge	1	12	1,800 GP	64	5,400 GP
Steam Engine	B	Metal	Large	6	8	900 GP	64	2,700 GP
	S	Metal	Large	6	8	1,800 GP	96	5,400 GP
	M	Metal	Large	6	8	4,500 GP	128	13,500 GP
<b>Ram</b>								
Adamantine Ram	B	Metal	Large	2	3	900 GP	12	2,700 GP
	S	Metal	Large	2	3	1,800 GP	18	5,400 GP
	M	Metal	Large	2	3	5,400 GP	24	16,200 GP
Bone Ram	B	Bone	Large	0.5	3	200 GP	12	600 GP
	S	Bone	Large	0.5	3	400 GP	18	1,200 GP
	M	Bone	Large	0.5	3	1,000 GP	24	3,000 GP
Iron-Tipped Wooden Ram	B	Wood	Large	0.5	3	120 GP	12	360 GP
	S	Wood	Large	0.5	3	240 GP	18	720 GP
	M	Wood	Large	0.5	3	600 GP	24	1,800 GP
Steel Ram	B	Metal	Large	1	3	267 GP	12	800 GP
	S	Metal	Large	1	3	533 GP	18	1,600 GP
	M	Metal	Large	1	3	1,333 GP	24	4,000 GP



TIEN THANG

# PLAYER SHIP: JAWS

For better or for worse, your players are in possession of a ship that happens to be a mimic. How will they keep it fed? How do they graft new components onto it? Can it grow new appendages with some tender loving care and the corpses of a few dragon turtles (hint: yes it can). All this and more will be answered in future playtest material!



DAVID ESCRIBANO; PREVIOUS: RYAN BITTNER

# DECK LAYOUT

This diagram shows the layout of the vessel, *Jaws*. The key specifies the types of components that can be installed in each location. Traversable space indicates a grid space that a creature can stand in. The Artillery emplacements have a 90-degree Arc of Fire, and the Arcs of Fire for the left and right Artillery emplacements are identical. Artillery in the front Any emplacement has a 180-degree Arc of Fire.

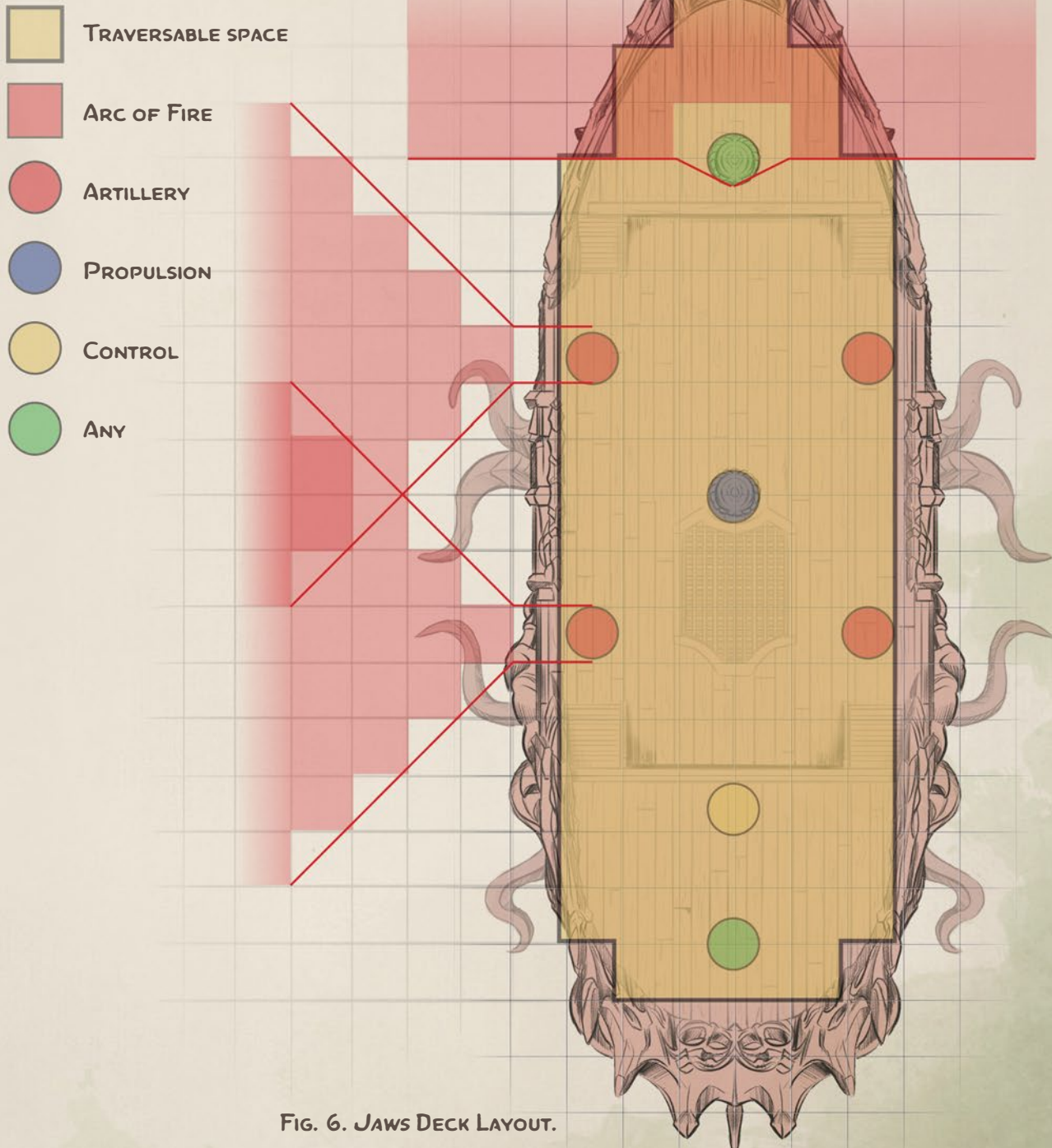


FIG. 6. JAWS DECK LAYOUT.



## JAWS

Gargantuan Vehicle (90 ft. by 30 ft.)

**Top Speed** 90 ft.  
**Facing Turns** 2  
**Weight** 35 tons  
**Challenge** 5 (1,800 XP)

**Crew** 6 (18 maximum)  
**Crew Proficiency Bonus** —

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

## MULL

**Mimicflesh Hull, Superior**  
 Gargantuan (90 ft x 30 ft x 30 ft) Hull Component

AC	DT	HP	IT	Con
15	16	200	80	+4

## PROPULSION

**Mainsail Mast, Superior**  
 Gargantuan (5 ft x 5 ft x 60 ft) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	18	60	24	+2	60/30

**Auxiliary Mast, Foresail**  
 Gargantuan (5 ft x 5 ft x 45 ft) Propulsion Component (Wind-Driven),

AC	DT	HP	IT	Con	Speed
12	18	50	25	+2	30/30

## CONTROL

**Magitech Control, Basic**  
 Medium (5 ft x 5 ft x 5 ft) Control Component

AC	DT	HP	IT	Con	Turns
16	18	45	27	+3	2

## ARTILLERY

**Magitech Cannon, Basic**  
 Medium (8 ft x 4 ft x 4 ft) Artillery Component; 2 per side, 8 ft. by 4 ft.

AC	DT	HP	IT	Con	Ability
17	16	30	18	+2	Dex, Int

## SHOT SELECTION

**Ball Shot.** Ranged Artillery Attack: range 180/360/1,440 ft. **Hit:** 18 (4d8) Bludgeoning damage. This shot has **Advantage** on attack rolls against Hulls and kaiju at close range.

**Chain Shot.** Ranged Artillery Attack: range —/240/960 ft. **Hit:** 13 (3d8) Bludgeoning damage. This shot has **Advantage** on attack rolls against masts and other tall, vertical structures (GM's discretion).

**Grape Shot.** Saving Throw: **DEXTERITY, 90-foot Narrow Cone\***. **Failure:** 7 (2d6) Piercing damage. **Success:** Half damage.

## RAM

**Jaw Ram, Basic (Mimic)**  
 Huge (12 ft x 5 ft x 5 ft) Ram Component

AC	DT	HP	IT	Con	Damage
12	45	80	32	+3	9 (2d8)

## TRAITS

**Ram.** The rammed ship is **Grappled** by this component (escape acceleration of **60 feet**).

## MISCELLANEOUS

**Tail Club, Superior (Mimic)**  
 Medium (5 ft. x 5 ft x 25 ft) Miscellaneous Component

AC	DT	HP	IT	Con	Attack Bonus
15	15	75	25	+3	+7

## ACTIONS

**Whomp.** Melee Weapon Attack: **+7**, reach 25 ft. **Hit:** 12 (2d8 + 3) Bludgeoning damage. This attack can only target creatures or objects in contact with Jaws.

JAMES PATEL

ALEKSA DRAGELJEVIC





# THE BLOODFIN BUCCANEERS



**CHUMTHING TO CHEW ON**  
**LEVELS 5, 10 & 15**

# THE BLOODFIN BUCCANEERS

## INTRODUCTION

This adventure, *The Bloodfin Buccaneers*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 10, or 15. Characters who complete this adventure should earn enough experience to progress one-fifth of the way to level 6, one-sixth of the way to level 11, or one-fourth to level 16, respectively. In this adventure, the characters must confront the *Odontodon* and its sharkin pirate crew led by the infamous White Maw.

White Maw is using the Broadwater Span's swift "river in the sea" to isolate ships, cut off their escape routes, and take captives alive. Her raids aren't about plunder—they're part of a chain of bloody offerings meant to keep a deepwater monstrosity fed and loyal. If the party doesn't break her hold on the Span, the creature's growing hunger will drive it to hunt beyond White Maw's control. The ability to deal Radiant damage will be useful in this adventure.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, **Vdam** to a variable amount of damage, and **VSdam** to a variable amount of damage dealt specifically to ships. These variable statistics can be modified in text; for example, in a level 10 adventure, **VDC + 10** means  $15 + 10 = \text{DC } 25$ .

### VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam	VSdam
5	13	+5	5 (2d4)	22 (4d10)
10	15	+7	10 (3d6)	33 (6d10)
15	17	+9	21 (6d6)	44 (8d10)

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

## BACKGROUND

White Maw stands as one of the Voidsea's most disciplined and effective pirate captains. A Deepfathom berserker trained from childhood to channel instinct into technique, she forged a sharkin crew that overwhelms victims with their chaotic blood frenzies. Their early raids targeted isolated settlements and exposed shipping routes, striking through dense mist with deliberate timing. Survivors spoke of the *Odontodon* emerging from the fog like an open-jawed shark, its hull-mounted fins sweeping the vessel across the waves in unnerving silence. Goblinshark brutes broke through defences, thresherfolk raiders rained death from rigging, and the captain turned flesh to mincemeat with her infamous shark-toother knuckledusters.

For her reputation as a brutally efficient raider, Captain White Maw was sought out by the Deepfathom princess, Pelagia. Heir to the Deep King, the princess uncovered ancient rites that allowed her to reawaken the abyssodon, a living weapon once bound to her bloodline. She aims to restore the Hunter's Conclave and reclaim control of the Coral Court, but the creature's escalating hunger threatens to expose her efforts before she has gathered the support she needs. Open sacrifices risk backlash among deepfolk, and Pelagia lacks the political strength to absorb that cost.

White Maw and her crew, the Bloodfin Buccaneers, are the solution. She offered to capture surface dwellers alive, removing potential rivals and supplying the abyssodon with the living offerings it requires. In return, Pelagia agreed to grant her command as Admiral of the Conclave fleet, with free reign to unleash her chaos across the Voidsea once the restoration is complete. Both see the partnership as a strategic exchange rather than a shared ideology.

The *Odontodon* hunts, more frenzied than ever. Ships vanish during routine crossings. Outposts fall silent after sightings of mist on the horizon. Each successful raid strengthens White Maw's position and buys Pelagia time, while the abyssodon waits in the depths for the next delivery of fresh meat and blood.

## SUMMARY

Here's a summary of the relevant information for this adventure:

**Which Threat?** White Maw and the *Odontodon*, a raiding vessel crewed by Deepfathom sharkin pirates known as the Bloodfin Buccaneers.

**Threat's Motivation.** White Maw aims to capture creatures alive, as foodstuff for the abyssodon.

**Threat's Previous Actions.** The *Odontodon* has intercepted convoys, stripped frontier outposts of inhabitants, and delivered hold after hold of prisoners to the insatiable abyssodon.

**Where's the Threat?** The *Odontodon* currently hunts for victims along the Broadwater Span, a well-traveled open-sea corridor used by merchants and passenger ships.

## ADVENTURE HOOKS

In order to incentivise your party to pursue Captain White Maw and her crew, you can introduce the following hooks at any time during their voyages, including near the party's usual tavern, a trade outpost, or the settlement of Rankor.

**Curiosity: The Marker Buoy.** A shattered marker buoy drifts near the party's vessel, its wooden float cracked open and its iron brace bent inward as if hit by something fast and heavy. Dried blood stains the planks, and shark bites split the paint. Several gold coins lie flattened and embedded in the wood as though fired into it at close range, and charred streaks mark where spells struck the buoy before it broke loose. Mariners recognise it as one of the buoys that guide ships toward Sunfall Grotto, a well-known freshwater stop along the Broadwater Span. Its ruined state suggests a recent and violent attack in the area.

**Morality: The Shipwreck Survivor.** The party finds the wreck of the *Cuttle's Wake* listing in the water along their voyage. Clinging to a shattered mast is Lyrik Thornvale, a sea elf courier with a fractured arm and glowing sigils inked along his jaw and bald head. He explains that the pirate captain White Maw and her crew raided the ship, seized everyone alive, and left the *Wake* to sink. Lyrik barely escaped when the mast collapsed, hiding him beneath the shredded sail. He urges the party to pursue the pirates before the captives disappear into the deep and asks to be taken to Rankor, where his aunt Kessa Lorn runs the Hollow Stack Inn and can provide aid.

**Compensation: The Bounty Call.** While the party rests at their usual tavern, a crier steps inside and begins handing out fresh bounty notices. The poster names White Maw and the Bloodfin Buccaneers, listing a year of savage crimes, including recent kidnappings along the Broadwater Span. A substantial gold reward is offered, along with favoured status among the merchant lanes for anyone who ends her raids. The notice directs interested hunters to Rankor, where Marrek Vaunt—a trade charterer who has lost two ships to White Maw—seeks a capable crew to track the *Odontodon* and bring the pirate captain down.

### ADVENTURE REWARDS PER PLAYER CHARACTER

Adventure Level	Rewards Per Character		
	Gold	<i>Odontodon</i> Battle XP*	Keyed Encounter XP**
5	750 GP	1,165	540
10	2,875 GP	3,500	1,200
15	6,750 GP	8,075	2,850

\*Includes all monsters, traps, and puzzles in The Battle Ahead fight (pages 73 - 76), averaged for a party of four.

\*\*Includes all monsters, traps, and puzzles in the Keyed Encounters section (pages 67 - 68), averaged for a party of four.



## RANKOR

Rankor serves as the main respite on this side of the Broadwater Span. The tiny settlement is carved into the tops of a ring of tall, volcanic sea stacks that rise from the open Voidsea. Ladders, pulley lines, and hand-cranked winches link the docks that line the inside of the ring to wooden platforms that frame the dark openings that pockmark each stack. These are the living quarters, storage rooms, shops and other buildings that comprise the mid-sea dwelling of Rankor.

Rankor has been raided by White Maw's crew within the past few days. The raid left clear damage: cracked ladder rungs, frayed hoist ropes, and deep gouges in the loading platforms. Despite the destruction, a single pillar of stone bustles with activity, the Hollow Stack Inn. An aged otterkin stands atop a crate, directing the recovery efforts of the town.

You can introduce Brindle Tidepaw and the quest-giver Marrek Vaunt anywhere along the bay's mooring levels or within the Hollow Stack Inn's carved main chamber. Read or paraphrase the following when the party approaches Rankor:

Moss-covered sea stacks rise out of the haze, slender stone pillars cut with circular openings that watch the water like quiet eyes. Ropes trail between them in loose arcs, their knots thudding softly as the wind shifts. Above the bay, platforms jut from the cliffs, busy with figures hauling crates on swaying nets. Lanterns flicker along the upper paths, their glow catching damp rock and the spray drifting from below. Fresh boards brace broken sections, and frayed ropes hang like shed skin above a small protected bay holding a long, charred dock.

## BRINDLE "STEADY-HAND" TIDPAW

Brindle Tidepaw is an older Otterkin whose coat carries the marks of a life spent near open flame. Singed patches run along his arms and shoulders, and both ears bear notches from close calls with cannon fire. He moves with the measured care of someone who has handled more fuses than conversations. His voice carries farther than he realises, and he often mishears simple questions, returning them with misplaced certainty. A question such as "Are you hurt?" becomes "No, I don't sell turf," and he carries on without noticing the confusion. A warped bronze spyglass hangs from his belt beside a bandolier of black-powder bags and two plain pistols. He calls them his "work tools," and he checks their condition with quiet, habitual precision.

### BRINDLE "STEADY-HAND" TIDPAW

Humanoid (Otterkin), Powder Monkey, He/Him

**Personality.** Blunt, loud, calm, patient.

**Appearance.** Singed fur along the arms, notched ears, warped spyglass on belt, bandolier of black-powder bags crossed over a scorched vest.

**Desire.** To prove he can still make a difference in a sea turned against the world.

**Fear.** That age or deafness will cost him his steadiness when it matters most.

*"But you said 'fire the guns!' No? Well, too late now."*

BRINDLE  
"STEADY-HAND"  
TIDPAW



Beta 1 Playtest



Beta 1 Release  
Content not final



**Steady-Hand.** Brindle earned his nickname over decades spent as a powder monkey and cannon loader across the sea. He worked wherever there was pay—mercenary vessels, naval escorts, and the occasional pirate brig that needed reliable hands. His value lay in his unshaken composure during combat, a trait cemented during a night engagement when a broadside struck the aft magazine. As smoke poured across the deck, Brindle moved through the sparks with deliberate calm, lifting live fuses from rolling kegs and pitching them overboard before they caught. The blast that followed took most of his hearing, but the ship stayed afloat.

**Survivor's Revenge.** Brindle was one of the few survivors of White Maw's raid on Rankor, hauled from the wreckage after his ship and crew were wiped out. He stayed, helping rebuild shattered walkways and chart new safe channels for the ships that still dare to dock, all while nursing a quiet need for revenge. When the party arrives, he offers to guide them to Sunfall Grotto with the same grim focus that earned his name.

## PERSONALITY

Brindle treats conversation like a barbarian on a battlefield—he charges first, sorts the details later. His mishearing isn't played for comedy so much as a lived habit; he fills the gaps with assumptions and barrels ahead unless corrected. He watches mouths more than eyes, and he relaxes only when someone speaks slowly or with deliberate gestures. Brindle prefers direct orders, grows restless during planning, and tests new companions by handing them a lit powder bag to judge their nerves. He values crews that look after their own, and he expects the party to do the same.

## INFORMATION

Brindle Tidepaw has spent a lifetime hauling powder across heaving decks. His instincts were shaped by smoke, recoil, and the rhythm of cannon fire, making him quick to notice patterns others miss. Brindle has experienced much from his extensive time amongst various crews and ports, and he can share the following information:

- ◆ Brindle swears the Sunfall Grotto is the only place in the whole corridor with enough fresh water to keep a raiding ship supplied. "If someone's hunting this hard, they're drinking from the Sunfall."
- ◆ Having witnessed White Maw fight first-hand, Brindle knows that she prefers to fight with her sharktooth knuckledusters, puncturing planks and ribs alike. "They say she likes the feel of blood between her fingers," he mutters.
- ◆ He says every *Odontodon* attack is preceded by the sour stink of chum on the wind from a massive cauldron on its stern. "Smell hits you first," he warns. "By the time you see the ship, it's already too late; they're too fast."
- ◆ Brindle says the Buccaneers used to leave no survivors, displaying their victim's bodies as warnings, but lately they've started hauling folks off instead. "Something's changed," he says. "Now they want bodies, not blood."
- ◆ He taps his temple and claims he can still steer the Broadwater Span by memory alone, though its twisted currents have wrecked better captains. "One wrong lean of the helm and the Span'll spin you sideways into a sandbar before you can spit."



## BROADWATER SPAN

The Broadwater Span cuts through the Voidsea as a fast-moving corridor of open water shaped by converging currents. Long sandbars and occasional rocky shelves rise just beneath the surface, tinting the channel in shifting bands of turquoise and amber. Buoys anchor to these dangerous, hull-breaching shelves, each marked with distinct colours and shadow-lines that let crews read the current and stay within its swift pull.

Recently, the route's order has fractured. Many buoys drift loose with anchors sheared away, and debris circles where the water once flowed cleanly. Hull marks score the sandbar edges, evidence of ships pushed off the main current and scraping across the shallows. Crestite schools now cluster around the displaced buoys, feeding on flotsam trapped in the disrupted flow and drawing larger predators behind them. Captains report sudden still pockets forming between sandbars—quiet patches where the current stalls, markers vanish from sight, and vessels drop from the Span's "river" without warning.

## UNIQUE FAUNA & FLORA

The Broadwater Span's shifting currents and use as a trading route has always made it rich pickings for scavengers both humanoid and bestial. The variety of morphologies has only been exacerbated by the Voidsea's influence, birthing mutants that evolution surely had no hand in. The following creatures thrive in these waters, offering unique hazards and materials to those who encounter them.

### SILVERFIN CRESTITES

Widely sought after for their precious cargo of 'floating gold' (ambergris), these fish-like, crystalline-carapaced scavengers hang like faceted teardrops just below the water's surface. Crestites tend to gather—and proliferate—around the Broadwater buoys to which passing ships anchor at night. They feed on the bilge, fish guts, and spoiled cargo these vessels toss into the turquoise waters, causing a frenzy beneath which predators can move unseen.

**Ambergris.** Crestites shed refractive, pungent oil from their dermis which has two functions. Firstly, the scent deters predation by especially keen-nosed predators like sharks. In fact, sharks often circle a crestite feeding frenzy, unwilling to get too close to the silverfins. Secondly, the combined film of an entire school bends light into broad, wavering shadows resembling shallow bars that mariners call "false shoals", a protection against predation by airborne assailants. In larger individuals, this oil can accumulate within specific glands in their body as ambergris, an expensive component of many perfumes.

**Harvesting Ambergris.** Only the most aged crestites have this expensive luxury in any usable quantity; a typical school of crestites contains 1d4 eligible individuals, around one in twenty of the creatures found in a shoal. *Beast (Crestite) Ambergris* can be harvested with a component DC of 30, using the Harvesting mechanics on page 65. Failing the Harvesting check results in the release of a cloud of toxic gas, dealing **Vdam** Poison damage to the harvesters. This component is the ingredient required to craft *Dr. B Franz's Shark Repellent* (see page 149), but the component itself can be smeared on a Medium or smaller creature, granting the Odorous Odour effects of the shark repellent for **1 minute**.



SILVERFIN  
CRESTITE

## BROADWATER AMBUSHERS

Slow and deadly, these ambush predators are one of the greatest hazards to sailors in Broadwater Span. With the appearance of a broken, barnacle-encrusted barrel, ambushers practice their lethal craft in two principle locations. Around the anchor buoys of the span, they use the thrashing of a silverfin cressite feeding frenzy to mask their slow ascent to the water's surface, before lashing out with fifteen-foot-long tentacles to drag a bucket-emptying deck hand into the churning water. Secondly, these creatures disguise themselves as flotsam around wreckages, uncoiling to reveal their ringed maws only when their prey is too close to escape.

**Sanitation & Salvage.** Wrecks are all too common in the span, and the Alltime Salvagers' Guild is not one to let valuable scraps go to waste. Alongside the guild's alchemists, Dr. B Franz has crafted Fresolussion, a dual purpose solvent that both dissolves viscera and food scraps into a minty-smelling foam, and deters predators like sharks and ambushers from approaching. Whether aerosolised across the rocks of a wreck, or poured wholesale into the ocean, this concoction had reduced ambusher fatalities by almost half!

## ENCOUNTERS

During their time in Rankor and as they travel the Broadwater Span, the party can come across different encounters that reveal clues about White Maw's crew. This section details the Tracking mechanics used to locate and reach their foe, as well as the encounters they experience in the process.

## TRACKING

Recent skirmishes have destroyed or scattered many of the buoys marking the safe route through the Broadwater Span, making it more difficult to travel than usual. The Tracking mechanics found in *Heliana's Guide to Monster Hunting* (Chapter 3: Tracking) can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks, each of which takes 1 day.

To reach the Sunfall Grotto, the party requires three Tracking checks and two successes. On a successful check, the party has a narrative encounter, while a failure results in a hostile encounter. The first successful Tracking check should result in the party's vessel coming across the Brinebroom's Burden encounter. The first failed or second successful Tracking check should result in the Fish Oil Franz encounter. After all necessary checks have been completed, the party experiences the Brindle's Old Berth encounter, which gives them a chance to rest before arriving at the Sunfall Grotto.

BROADWATER  
AMBUSER



**Additional Encounters.** You can use the Navigable Channels random encounters in *VoidSea* (page XX) for any additional hostile or narrative encounters you run.

## RANKOR ENCOUNTERS

While the characters resupply in Rankor before entering the Broadwater Span, they may stumble onto a quiet burial rite led by a loudly devout priest—only to find the sharkin corpse tells a different story than the priest's claims.

### THE DIVINE LIE

*Narrative Encounter, Rankor*

A narrow ledge carved into Rankor's cliffside opens above the docks where sea spray curls around a canvas shroud. A sharkin pirate corpse lies bound in kelp cord under the shroud. A broad-shouldered portan priest in salt-crust-ed vestments arranges driftwood tokens beside the body. He straightens as you approach, voice ringing with triumphant pride.

"See how the sea answers the faithful? Divine judgment from the heavens burned them and holy weapons cut them down without resistance, plain as daylight!"

A small ledge above Rankor's docks holds the shrouded body of a slain sharkin pirate, prepared for a burial at sea. Swollen blisters mark the corpse's arms and neck. Frauklin Maore, a portly portan priest, is conducting a burial rite and loudly claims the wounds are proof of divine wrath unleashed during Rankor's recent defense.

**Challenging the Priest.** A character pressing the priest or questioning his certainty can make a **VDC CHARISMA (PERSUASION OR INTIMIDATION)** check. On a success, the character breaks through his bluster and he reluctantly admits the truth: the wounds erupted moments after he unleashed radiant magic during the skirmish. On a failure, he clings to the story of divine judgment, though it rings a bit more hollow.

**Examining the Corpse.** A character can make a **VDC INTELLIGENCE (ARCANA OR HISTORY)** check. On a success, the character recalls that Deepfathom sharkin shun bright light and identifies these ruptured blisters as the aftermath of exposure to Radiant damage. A successful **DC 12 INTELLIGENCE (MEDICINE)** check confirms that the blisters were exceptionally thin and easy to puncture using Piercing or Slashing damage.

## KEYED ENCOUNTERS

The Brinebroom's Burder encounter has the party encounter a stranded Alltide sanitation crew, which can provide them with cleaning agents that counteract the *Odontodon's Chum Bucket*. The Fish Oil Franz encounter showcases the repelling effects of pungent smells against sharks. Brindle's Old Berth serves as the party's last chance to rest before the fight against the *Odontodon*.

### BRINEBROOM'S BURDEN

*Hostile Encounter, Broadwater Span*

The smell of rotting meat and spearmint heralds the operation of an Alltide sanitation crew before it comes into view through the haze. At a narrowing in the span created by jagged volcanic rock sits a squat sanitation cutter—the Brinebroom—amid the wreckage of a trader surrounded by a slurry of bloated, decaying meat—evidence of White Maw's latest attack, it seems.

The blood-red sea is churning with the activity of silverfin crestites, who chew merrily on the rotting detritus. A successful **VDC INTELLIGENCE (NATURE)** check recalls that Broadwater Ambushers (page 66 and 168) often attack moored ships, using the cover of crestites to approach their prospective victims without being seen. The crew pour a solution from ceramic casks into the water, which effervesces, turning the congealed, blood-heavy slurry into mint-green foam, causing the crestites to disperse. The crew explains it both dissolves organic matter and neutralises poisons, but is caustic in its concentrated form.

**Decisions.** Despite the sanitation crew having an ample supply of *Fresolussion*, a solvent that turns chum into minty foam (see page 147), the slurry is so thick and the ambushers so prevalent that the crew has already lost three members in trying to salvage the wreck. The party can choose to help the salvagers or bypass the wreckage.

**Help.** If the party chooses to help, the sanitation crew promises to split the spoils (see Salvage Treasure table) and gives the party six casks of *Fresolussion*. The party must succeed on three challenges to accurately navigate and correctly time the pouring and placement of each cask. The DC for each challenge is **2 x VDC**, and the final result of the challenge is the sum of two separate ability checks. The pourer makes a **WISDOM (NATURE) OR INTELLIGENCE (PERCEPTION)** check while the Helmsman makes a **Dexterity or WISDOM** check, adding any bonus from its Close Quarters Navigation Naval Perk.

If either challenge is failed, an ambusher makes one Tentacle attack against the pourer (+Vmod). On a hit, the pourer is pulled into the water and the ambusher immediately makes a Bite attack (+Vmod) against it. Then, the crestites disappear and sharks move in, ready to strike.

The Enemy Composition table details the encounter composition, which depends on the adventure level.

### ENEMY COMPOSITION

APL	Composition
5	2 Broadwater Ambushers*, 1 Hunter Shark, 2 Reef Sharks
10	3 Broadwater Ambushers*, 1 Giant Shark, 2 Hunter Sharks
15	6 Broadwater Ambushers*, 4 Giant Sharks

\*See Appendix C - Bestiary

**Consequences.** Helping the crew adds one to the number of Tracking checks required to reach the Bloodfin Buccaneers. If the three challenges are succeeded, the party receives gold, and their choice of either Ship Supplies or three *Sunburst Grapeshots* (page 148). If the party's vessel doesn't have cannons, you can change grapeshot for a different ammunition.

### SALVAGE TREASURE

Adventure Level	Gold	Choice of Either	
		Ship Supplies	<i>Sunburst Grapeshot</i> * Rarity
5	300 GP	60	Uncommon
10	1,000 GP	100	Rare
15	2,000 GP	160	Very Rare

\*See page 148

### FISH OIL FRANZ

*Narrative Encounter, Broadwater Span*

The party comes across a lone elf surrounded by sharks, exhaustedly treading water and desperately spraying what looks like perfume around himself. The elf, Ferdinand, waves for help, and is easy enough to rescue. He explains that he was using the shark repellent aftershave to keep the sharks at bay.

**Nepo Baby.** Ferdinand is a distant cousin to Dr. B. Franz, famous alchemist and perfumier, and inventor of *Dr. B. Franz's Shark Repellent* (page 149). He had been using his cousin's concoction, the same one he had been intending to sell as part of the family's multi-tier marketing strategy across the Broadwater Span, to keep the circling sharks at bay.

As gratitude for being saved, Ferdinand gives the party the remains of his shark repellent, which has **1 dose**, and reveals that the secret ingredient to the shark repellent is the very silverfin crestites that inhabit the span. He can't help with the brewing of the aftershave but recalls that some of the crestites, the larger ones, have glands filled with ambergris, which can be harvested with the proper technique (see page 65).

**Do It Yourself.** Crestites are not good eating fish, are rarely predated, and are thus not difficult to catch. Later that day, the party comes across a shoal of them, which hangs around for **5 minutes**. If the party jettisons **5 days'** rations, or an equivalent supply of chum, the fish hang around for an additional **2 minutes**. The fish do not stay for longer than **10 minutes**. A player character that attempts to catch a fish makes a **VDC DEXTERITY (ANIMAL HANDLING)** check, with each check taking **1 minute**. Success or failure, a fish is caught. On a failed check, the fish is not large enough to have ambergris. On a successful check, the fish is large enough to be harvested for ambergris (see Harvesting Ambergris, page 65).

If Ferdinand is allowed to stay aboard, he is useless on the ship, consumes a day's rations each day, and stays at Brindle's Old Berth when the party goes to find the *Odontodon*.

### BRINDLE'S OLD BERTH

*Narrative Encounter, Broadwater Span*

Tucked within a jagged volcanic stack near Sunfall Grotto lies a narrow pirate hideaway Brindle knows from his less-legal years. The entrance sits low beneath an overhang, half masked by kelp strands that drift with the waves. Brindle swears the channel was "clear as daylight" the last time he was here, but someone has rigged a barrier of spiked driftwood just below the surface. A Helmsman guiding a ship inside makes a **VDC DEXTERITY** check to avoid impacting the barrier. On a failure, the vessel takes **VSdam Piercing** damage as the spikes rake the hull. Brindle mutters "there's just no trust these days," and looks genuinely offended.

**Supplies.** Inside, the water evens out into a quiet, natural pocket shaped by the tides. A small driftwood dock floats to the side, lashed to iron rings in the walls. Carved alcoves in the walls hold stashed supplies left from past layovers: stacks of rope, wax-sealed casks of whale oil, a bundle of dry rations, and a heavy canvas roll filled with spare line and sailcloth for repairs. There are **4d10** ship supplies available, though Brindle encourages the party to take only what they need.

**Rest.** The party can safely finish a Long Rest here before continuing directly toward Sunfall Grotto and challenge White Maw's crew.

## KNOW THY ENEMY

As the party moves between Rankor and the Broadwater Span, they have the opportunity to help salvage crews and rescue castaways, both of which can provide clues as to the nature of the Odotodon and its crew. The party can learn the following clues:

- ◆ Radiant damage causes sharkin skin to break out in easily pierced blisters.
- ◆ Cleaning agents like Fresolussion can disperse the predators drawn to the chum.
- ◆ Crestite ambergris and its products repels sharks and disrupts the sharkin's Bloodlust trait.

### CLUE 1: RADIANT DELIVERANCE

Radiant magic causes Deepfathom sharkin to form volatile blisters beneath their skin, making Piercing and Slashing damage critically wounding.

### THE DIVINE LIE

During The Divine Lie encounter in Rankor (page 67), characters observe a sharkin pirate's remains prepared for burial at sea. Seeing through the priest's bravado or examining the body lets them find out about the effects of Radiant damage on Deepfathom sharkin.

### USING THE CLUE

Sharkin crew members—including Captain White Maw, the goblinsharks, and the thresherfolk—have the Deep-Dweller's Sensitivity trait. If such a creature takes the specified amount of Radiant damage in a single instance, it develops a blister. The next time it is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister immediately bursts.

#### HANDOUT 4.1. RADIANT DELIVERANCE



## CLUE 2: CHUM CLEANER

Fresolussion, when poured into contaminated water, can purify it and dissolve organic matter. It can be used to disrupt the *Odontodon's Chum Bucket*, neutralising both its magical lure and the toxins released into the surrounding waters.

### BRINEBROOM'S BURDEN

During the Brinebroom's Burden encounter (page 67), the characters come across the Brinebroom, see the *Fresolussion* in action, and can gain several casks of the cleaning agent.

### USING THE CLUE

Pouring the *Fresolussion* into contaminated water can clear away predators and neutralise toxins, rendering the effect of the *Odontodon's Chum Bucket* inert.

## CLUE 3: AFTERSHAVE'S

### AFTEREFFECTS

Crestite ambergris, its products, and other strong-smelling substances like perfume disrupt sharkins' *Bloodlust* and *Keen Smell* traits.

### FISH OIL FRANZ

Ferdinand is observed using Dr. B. Franz's Shark Repellent to ward off sharks. He also tells the party the ingredient to make the repellent is Beast (Crestite) Ambergris that can be harvested from the abundant silverfin crestites of the Broadwater Span. The party later has a chance to catch these fish.

### USING THE CLUE

The party can use the dose of shark repellent supplied by Ferdinand and craft more from the fish they catch. Applied before the battle, this disables the sharkins' *Bloodlust* trait.

### HANDOUT 4.2. CHUM CLEANER

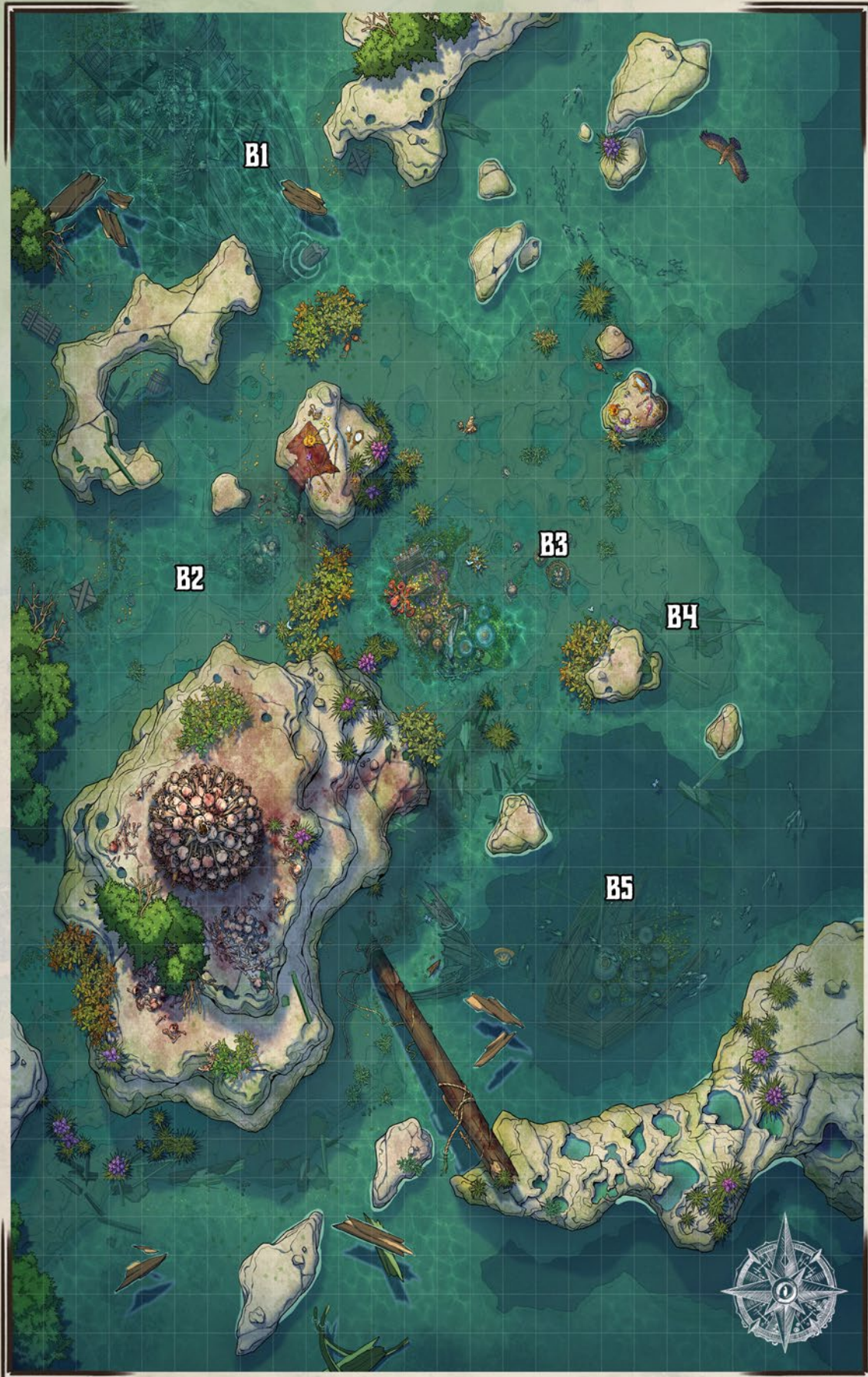


*Dr. B Franz's Fresolussion turns chum into foam and keeps ambushers at bay- Now in spearmint!*



HANDOUT 4.3. AFTERSHAVE'S AFTEREFFECTS

Daisy "Tea" Dunlop



CARTOGRAPHER: CZE & PEKU

MAP 1. SUNFALL GROTTA

1 SQUARE = 30 FEET

CZE & PEKU

## THE BATTLE AHEAD

The battle against Captain White Maw and the *Odontodon* begins when the party sails near the Sunfall Grotto.

**Waves.** The battle is divided into two consecutive waves: the Naval Wave and the Boarding Wave. Each wave begins with a read-aloud description and a summary of any environmental effects that begin or end. Next, the enemies and their tactics are listed. Finally, the conditions for how that wave ends are described.

**Helping Hand.** Once during the battle, Brindle Tidepaw can restore 2 x Vmod Hit Points to an Artillery component and, on a different turn, rummage through his battered bandolier and produce one Potion of Healing per player character. He lobs the vials toward each character with practiced aim before ducking behind rigging or railing.

The rarity of the potions is dependent on the adventure level, as detailed in the Brindle's Aid table.

### BRINDLE'S AID

Adventure Levels	Potions
5	Potion of Healing
10	Potion of Healing (greater)
15	Potion of Healing (superior)

### SUNFALL GROTTO

Sunfall Grotto lies just off the Span where a ring of tall sea stacks encloses a calm inner pool. Vessels reach it only by threading through a pair of narrow arches that slow approach and mask the water beyond. A freshwater spring seeps from a vertical seam in the stone, its pale mineral run marking the entrance sailors use to find the pocket. When the sun angles low, reflected light turns the walls a warm gold and briefly reveals the grotto's hidden geometry from the open sea.

Captain White Maw and her crew use this shelter as a staging ground. The spring keeps their water stores full, and the enclosed pool hides the *Odontodon* between raids.

### HAZARD: EXPLODING BARRELS

Floating barrels of tightly packed black powder are hidden in caches around Sunfall Grotto. Each is marked as B1–B5 on Map 1. Sunfall Grotto. The *Odontodon* attempts to drive the party's vessel across these barrels and ignite them at opportune moments. However, characters who spot the barrels can reverse the tactic by detonating them beneath the pirate ship to turn the tides in their favour.

**Spotting a Barrel.** A character that takes the Search action to look into the water makes a VDC WISDOM (PERCEPTION) check and can search a 150-foot-square area of the grotto. On a success, they notice the telltale signs of something out of place marking a cache's location such as a strained rope, a floating barrel unmoving despite the currents.

**Destroying a Cache.** Each cache of barrels is a Large object with AC 17; HP 10; and Immunity to Poison and Psychic damage. Reducing the cache to 0 Hit Points detonates it. When a cache explodes, each vessel's Hull within 120 feet takes VSdam Thunder damage and each creature in the area makes a VDC DEXTERITY SAVING THROW. On a failed save, a creature takes Vdam Thunder damage.

### APPROACH

The party's Captain can decide what side of the map to approach the enemy from and the Helmsman can make a VDC WISDOM (STEALTH) check to choose a stealthy route. On a success, the sharkin's ship is facing away from the player characters' ship. On a failure, the GM can choose the *Odontodon's* bearing and current speed (the most advantageous bearing is with the *Odontodon's* broadside or stern facing the player's ship).



## NAVAL WAVE

This wave begins when the party's vessel crosses into Sunfall Grotto and the *Odontodon* sails from its hiding berth to intercept. Read or paraphrase the following to start the wave:

Clear water drifts over pale limestone shelves as your vessel glides into a quiet basin, sunlight rippling across bright sandbars and coral below. Seabirds circle the warm ledges above, their cries blending with the rank smell of rotting meat that festers in the sheltered lagoon.

**Spotted!** If the party failed the **WISDOM (STEALTH)** check to approach the area (page 73), the Cleric of the Hunt in the *Odontodon* uses its *Fog Cloud* action immediately before the first Ship Phase. Read or paraphrase the following.

A low tremor rolls through the basin as shadows gather behind the nearest volcanic stack. From around a seastack a lean, jagged vessel bursts into view, its prow carved like a gaping shark's jaw, its rusted teeth dripping seawater. Sharkin pirates crowd the rails, stamping and jeering in a rising chorus. The towering pale sharkin captain braces herself at the stern, cloak snapping in the wind, metal-rigged harpoon arm gleaming as she leans forward with a wide, jagged grin—an expression equal parts hunger and delight.

**Stealthy Approach.** If the party succeeded on the **WISDOM (STEALTH)** check in Approach (page 73), read or paraphrase the following.

The jagged silhouette of your quarry drifts into view, its aft decorated with a huge metal basket holding what smells like the entrails of a thousand rotting carcasses. You are unspotted for now.

The party is immediately spotted if they make a loud noise or use any Artillery component. In addition, the Helmsman must make a **VDC WISDOM (STEALTH)** check at the start of each Ship Phase; on a failure, the party is spotted. When the party is spotted, the *Odontodon* rolls Initiative and joins combat on the following Ship Phase.

**Chum Bucket & Ambushers.** The effects of the *Odontodon's* *Chum Bucket* (see page 147) differ in the Broadwater Span to what is written in the component's data. See the Chum Bucket Carnivores table for what is summoned instead. As well as attracting sharks, the *Chum Bucket* can summon Broadwater Ambushers (page 168). If a Broadwater Ambusher is present in the area affected by a *Chum Bucket*, it attaches itself to the hull of the next vessel that passes through the area. On Initiative count 20 of the next round's Creature Phase, it climbs up onto the deck and starts attacking the nearest creature.

### CHUM BUCKET CARNIVORES

APL	Composition
5	50% chance that a single Reef Shark is replaced with a <b>Broadwater Ambusher*</b> instead
10	1 <b>Broadwater Ambusher*</b> is summoned in addition to the Hunter Sharks
15	<b>1d4 Broadwater Ambushers*</b> are summoned in addition to the Giant Sharks

\*See Appendix C - Bestiary

### ENEMIES

The enemy in the Naval Wave is the *Odontodon*.

**Level 5.** At level 5, the Naval Wave combatant is:

- ◆ 1 **Odontodon, the Chumthing\*** (VCR 5, page 214), crewed by the **Bloodfin Buccaneers I** (VCR +2, page 219)

**Level 10.** At level 10, the Naval Wave combatant is:

- ◆ 1 **Odontodon, the Razormaw\*** (VCR 10, page 215), crewed by the **Bloodfin Buccaneers II** (VCR +2, page 219)

**Level 15.** At level 15, the Naval Wave combatant is:

- ◆ 1 **Odontodon, the Viscerator\*** (VCR 15, page 217), crewed by the **Bloodfin Buccaneers III** (VCR +3, page 220)

\*See Appendix C - Bestiary

### TACTICS

The *Odontodon's* strength lies in its crew and their bloodlust, and also in its ability to summon the sharks and Broadwater Ambushers that call the grotto home. Its crew desires to close the distance to the party's vessel using the persistent fog created by their cleric (an Acolyte or Devotee of the Hunt, depending on the adventure level).

**Cleric's Fog.** The cleric disguises the *Odontodon's* final location each round. The cleric takes the Ready action, using its *Fog Cloud* action each round midway through the *Odontodon's* movement. See the Fog & Targeting sidebar for how to target a vessel that can't be seen. The cleric can see through the fog thanks to its Fogsense trait, guiding the vessel's Helmsman and the Artillerists' attacks.

## FOG & TARGETING

Without selecting a target, a creature can choose one space within the Naval theatre to target with an Artillery attack. If a vessel occupies that space, give each component in that space except the Hull a number; the Hull is given all numbers after the last component. For example, if there are four Artillery components in the space, they are numbered 1–4 respectively, and the Hull has numbers 5–20. Then, roll a **d20**. Whatever number is rolled is the target of the attack.

As usual for when an attack is made against an unseen target, the Artillery attack roll is made with **Disadvantage**. In addition, any Naval Perks that rely on seeing the target of the Artillery attack don't work unless the creature using the perk has the ability to see the vessel (such as with Truesight or Blindsight).

**Advantageous Boarding.** The pirate vessel's aim is to use its superior speed to catch up to the player's vessel, link the vessels with a harpoon, and drag crew from the deck using its Net Thrower. It can then cause the now-seaborne crew to be eaten by sharks summoned using its *Chum Bucket*. Once one crew member has been affected in this way, the crew tries to board the players' vessel (see Boarding Wave).

**Soften 'em Up!** As soon as the player characters' vessel is in range, the Artillerists switch to Grape Shot and Splintershot from their cannons and harpoons, respectively. They aim the weapons to hit the most player characters possible.

**Evasive.** If the players' ship is evasive, the *Odontodon* tries to channel them towards the explosive barrels (see page 73, and impair the Hull in order to slow down the vessel. With its artillery, the pirate vessel aims to disable the players' propulsion; if this includes masts, it targets them with the Chain Shot of its cannons. Its secondary target is to destroy the control component.

## END OF WAVE

This wave ends when the *Odontodon* links itself to the party's vessel, or the party boards the *Odontodon*.

**Naval Defeat.** If the *Odontodon's* Hull is Broken, the sharkin crew abandon ship. They either swim to the players' ship (especially if the players destroy the Hull with a ramming maneuver, reducing their vessel's Speed to 0), or secrete themselves on the nearest landmass where they hide from Artillery. If this occurs, the players must go on land to pursue the crew—if they do not, White Maw's crew returns a few weeks later, rescued and replenished by those loyal to Princess Pelagia (see Rising Hunger in Aftermath, page 78).

## BOARDING WAVE

This wave starts when a melee in the Boarding Theatre is inevitable. White Maw's crew is eager to fight man-to-shark, and happy to receive the party on the deck of the *Odontodon* if that is the party's tactic. Otherwise, they winch in the party with their harpoons, and use the Board Ship Action (see page 219) when the party's ship is 30 feet away. White Maw uses her Boarding Party perk (see Reactions in Bloodfin Buccaneer crew stat blocks, page 219–220).

If the Buccaneers board the party's vessel, read or paraphrase the following:

A shadow sweeps across the deck as hooked lines slap against the rail. Sharkin pirates vault over the gunwales in a spray of brine—lean raiders with slit-pupiled eyes and serrated smiles, and hulking brutes whose jaws flare wide enough to crack bone. Crossbows clatter, anchor-hooks bite wood, and the air fills with the reek of salt, blood, and wet hide.

In the midst of the assailants, a broad-shouldered captain stands framed in the spray, a small remorakin sitting on a shoulder-mounted harpoon. Her albino hide is cross-banded with scars, and the bloody rings of her teeth gleam sanguine with every grin. She raises a fist decorated with shark teeth and calls, voice booming over the surf. "Hands high or heads off! Either way, you're going to bleed!"

**Legendary Death Saves.** White Maw does not immediately die when reduced to 0 Hit Points. Instead, treat her like a player character; she must fail **three Death Saving Throws** before she is slain. This gives the cleric a chance to cast *Healing Word* on her.

## ENEMIES

The enemies in Boarding Wave are White Maw and her pirate crew. On the *Odontodon*, the Cleric is Mayellia, a cnidaran Hunt Domain Cleric who also speaks Abyssal & Aquan, and who's a deadeye with a longbow.

**Level 5.** At level 5, the Boarding Wave combatants are:

- ◆ 1 **Captain White Maw\*** (CR 5)
- ◆ 1 **Acolyte of the Hunt\*** (CR 2)
- ◆ 2 **Goblinshark Brutes\*** (CR 1)
- ◆ 2 **Thresherfolk Raiders\*** (CR ½)

**Level 10.** At level 10, the Boarding Wave combatants are:

- ◆ 1 **Commander White Maw\*** (CR 8)
- ◆ 2 **Goblinshark Goondas\*** (CR 4)
- ◆ 2 **Thresherfolk Despoilers\*** (CR 3)
- ◆ 1 **Acolyte of the Hunt\*** (CR 2)

**Level 15.** At level 15, the Boarding Wave combatants are:

- ◆ 1 **Admiral White Maw\*** (CR 11)
- ◆ 1 **Devotee of the Hunt\*** (CR 7)
- ◆ 2 **Goblinshark Seasavages\*** (CR 6)
- ◆ 2 **Thresherfolk Marauders\*** (CR 6)

\*See Appendix C - Bestiary

## TACTICS

Goblinsharks form the front line, thresherfolk and the cleric take flanking positions and target creatures distracted by their comrades, and White Maw pummels a single, unfortunate foe. One thresherfolk initially stays back to use the *Chum Bucket* on the first round, poisoning the water around the ships.

**Cleric of the Hunt.** Before combat, the Acolyte or Devotee of the Hunt casts *Longstrider* and *Warding Bond* on themself and White Maw, increasing each creature's Speed by **10 feet**. They end *Warding Bond* when they are reduced to ¼ of their Hit Point maximum.

They begin combat by casting *Entangle*, targeting as many of the player characters' crew as possible, and then choose a single target for their Mark Prey Bonus Action. This is typically not the creature White Maw targets. On their subsequent turns, they make Longbow attacks against this target and, once *Entangle* is no longer restraining any enemies, use their Bonus Action to cast and attack with *Spiritual Weapon*. If White Maw is ever reduced to 0 Hit Points, the cleric casts *Healing Word* on her.

**White Maw.** White Maw identifies priority targets as those with low Strength, low AC, and high damage potential. She targets them with her Harpoon, using her Reel Bonus Action to drag them in, and spends all available attacks and Legendary Actions using her Toothed Knuckleduster to pummel the target, knocking it Prone. Once she has a target within melee range, she switches to her Incite Bonus Action. She uses Critical Bloodlust at the first opportunity.

**Goblinsharks.** These hardy bruisers position themselves within **5 feet** of as many of the party as possible, hoping to make Opportunity Attacks if the creature moves away. They use Bloodlust as soon as a creature within melee range doesn't have all its Hit Points, making an Anchor attack. If they have no melee options available, they use their Anchor Crossbow to knock creatures overboard, into the poisoned waters.

**Thresherfolk.** These rogue-like ranged combatants aim to target creatures within **5 feet** of White Maw and the goblinsharks with flanking ranged attacks, triggering their Sneak Attack trait. Their Rigging Runner trait allows them to climb masts, gaining **Advantage** on attack rolls by attacking from high ground.

## END OF WAVE

When both White Maw and the cleric are slain, the crew flees to their ship, release anything linking the vessels, and continue to fire ranged attacks, as well as Grape Shot and Splintershot as they retreat.

**Optional Ending: BOOM.** If you use the 'BOOM' optional ending below, then the remaining sharkin abandon ship as fuses magically linked to White Maw's death light and scuttle the *Odontodon*. In this case, there are three grapple lines remaining that link the two ships.

## FINALE

If White Maw and her crew are defeated, proceed to White Maw Defeated. If the party is defeated, proceed to White Maw Wins.

## WHITE MAW DEFEATED

As White Maw must be dealt death blows before being killed, she is likely Prone and Unconscious when she dies. However, a last surge of adrenaline causes her to stand and blurt out her final words. Read or paraphrase the following:

The massive sharkin lurches upwards before falling against a splintered rail. Her jagged jaw splits in a wide, blood-flecked grin. "Ha! Didn't think you had the teeth for it..." she rasps, coughing as crimson spills down her chin. "Pelagia will rise again. The Conclave begins its hunt! 'Till then, enjoy my treasure..." She splutters before finally collapsing.

If there are any sharkin crew left, you can follow this with:

The remaining crew glance at each other warily, before a chorus of heavy thuds heralds the dropping of their arms and the pound of their feet as they run for freedom.

The crew try to return to the *Odontodon* and escape. If their ship is not usable, they instead dive into the water and swim for the nearest land.

### OPTIONAL ENDING: BOOM

If you're playing this as a one shot, it doesn't really matter who survives. You can add drama to the final beat of the story by having the *Odontodon* self-destruct. Read or paraphrase the following:

"...If you can keep it." she rasps, a dying breath.

A beat of stunned silence follows, then her crew erupts into frantic motion. Sharkin scramble over the rails, growling and shoving one another toward the water. Fuses suddenly flare across the ship's deck. Barrels thud over, spilling black powder. The remaining raiders hurl themselves into the sea just as smoke bellows upward and the hull begins to convulse beneath your feet, the entire ship primed to erupt and drag you down with it.

The party has **3 rounds** before the ship explodes. There are **three** grapple lines remaining that link the two ships. A creature can pry out a grappling hook by using an action to make a successful **VDC STRENGTH** check, or cut its tether, which has **Immunity** to Bludgeoning, Poison, and Psychic damage and AC and HP listed in the Grapple Line Statistics table. After the third line is released or cut, the vessels become unlinked and the party's vessel can escape.

### CHUM BUCKET CARNIVORES

Adventure Level	AC	HP
5	13	10
10	15	20
15	17	30

**Explosion.** The explosion of the *Odontodon* is huge and deals damage according to the *Odontodon* Self-Destruct Damage table.

### ODONTODON SELF-DESTRUCT DAMAGE

Targets	Thunder damage	Fire damage
<i>Odontodon</i> Components	3 x <b>VSdam</b>	3 x <b>VSdam</b>
Any creature aboard the <i>Odontodon</i>	2 x <b>Vdam</b>	2 x <b>Vdam</b>
Hull Component of any vessel within <b>30 feet</b>	2 x <b>VSdam</b>	2 x <b>VSdam</b>
Non-Hull Components of any vessel within <b>30 feet</b>	<b>VSdam</b>	<b>VSdam</b>
Crew aboard any vessel with 30 feet	<b>Vdam</b>	<b>Vdam</b>
Hull Component of any vessel within <b>120 feet</b>	2 x <b>VSdam</b>	2 x <b>VSdam</b>
Crew aboard any vessel within <b>120 feet</b>	<b>Vdam</b>	—

### WHITE MAW WINS

If the party falls in battle against White Maw's crew, read or paraphrase the following. You can narrate the following, choosing the character with the highest Constitution as the subject of the narration.

You wake to chains, darkness, and the roll of a ship you don't recognize. The air stinks of chum and bilge. Dozens of captives hang beside you, including your party. All lie slumped and groaning, drugged into fog. A sharkin guard notices you stirring and forces a bitter draught between your teeth. Limbs go numb. Thought drifts. Above, boots thud on planks.

White Maw descends the ladder, the dim light of the lantern blinding after so long below decks. She crouches, grin too wide, eyes glittering. "Back with us? Good. It likes it when you wriggle."

The party is captured, drugged, hooded, manacled, and chained in the hold of the *Odontodon*, sailing out into deeper waters where the abyssodon patrols. From this point, it's up to them to engineer an escape; picking locks, breaking chains, rousing other captives to riot, bargaining with a vulnerable guard, or triggering a distraction on deck are all valid approaches.

The ship reaches the abyssodon after **1 day** of sailing, where the prisoners, including the party, are hauled on deck. Manacles are exchanged for lengths of rope, and the prisoners are all gagged, before being thrown, arms and legs bound, into the sea. Roll Initiative; on Initiative count 0 of each round, a prisoner is chewed and swallowed by the Supergargantuan half-shark-half-octopus. On the third round, this is the first party member (randomly determined), who is killed instantly. This continues, with each party member being eaten one by one unless they can escape.

## AFTERMATH

Word of the ambush at Sunfall Grotto races along the Broadwater Span. Crews previously wary of the route start to dip their toes into the predictable span's flow.

### WHITE MAW DEFEATED OR VICTORIOUS

The following events occur regardless of the outcome of the fight against White Maw's crew:

- ◆ Rankor's residents rebuild what they can—patching steps, re-rigging lifts, and restoring damaged moorage. Frauklin Maore seizes the moment, converting a repaired cliff alcove into a budding shrine and retelling his "divine vengeance" tale to gather a small but eager following.
- ◆ Ferdinand Franz proclaims his first hand experience of Dr. B. Franz's Shark Repellent (and Fresolussion if he witnessed it) among taverns and docks. Crews arm themselves with these measures and the price of these items increases by 50% for **1 month**.
- ◆ Rumours abound that the Hunter's Conclave has reconvened, and that the threat of the Deepfathom folk has returned (this leads into the follow-up adventure, *Wrath of Writhing Hunger*).

### WHITE MAW DEFEATED

With the sharkin menace vanquished, the Broadwater Span settles into uneasy recovery as captains, salvagers, and locals move to reclaim what was taken. The following outcomes occur:

#### RECLAIMING THE SPAN

- ◆ Safe passage slowly returns as the Span is rebuilt. Crews reinstall missing buoys on the sandbars over **6d6 days**. Tracking checks along the Span are made with Advantage when the final markers are restored.
- ◆ Trade rushes back into the region with renewed urgency. Merchants scramble to reclaim lost revenue, offering reduced passage fees and hazard pay for **3d10 days** to any crew willing to help remap the recovering Span.

### DEEPWATER TENSION

- ◆ If the abyssodon has yet to be defeated (see the *Wrath of the Writhing Hunger* adventure), its hunger grows as the sacrifices end. It begins roaming from Hullbreak Rift and wrecking passing ships.
- ◆ With her grip on the abyssodon weakening as its hunger grows, Pelagia is forced to concede, ceding some of her power so that the factions can come to an agreement. The Hunter's Conclave is close to reuniting, but the relationships are tenuous and disagreement is rife.

### NEW LEGENDS

- ◆ Brindle Tidepaw becomes a local legend as his role in ending the Bloodfin Buccaneers grows with each retelling. He starts a school for Artill-erists in Rankor, and becomes castellan of the outpost, erecting large cannons in its defence.
- ◆ Lyrik Thornvale makes a full recovery and returns to his courier route, carrying word of the party's deeds across the Span. His aunt Kessa honors the crew with free rooms any time they visit Rankor, marking them as protected guests of the Hollow Stack Inn.
- ◆ Marrek Vaunt pays out the full bounty to the party and formally registers them as "preferred privateers," granting them renown among merchants who seek them out for future work.
- ◆ Dr. B Franz sends the party a bottle of his new Shark Repellent Xtreme (a Rare version *Dr. B. Franz's Shark Repellent*, 20) as thanks for saving his nephew.

### WHITE MAW VICTORIOUS

If White Maw and the *Odontodon* triumph, the Broadwater Span fractures under even greater fear, disrupting trade, and vanishing travelers. The following outcomes take effect:

#### A CORRIDOR IN RUIN

- ◆ Safe passage through the Span collapses as buoys are destroyed or disappear. Navigation becomes guesswork, and all Tracking checks through the Span are made with Disadvantage.
- ◆ Trade contracts sharply. Merchants reroute far from the area, doubling passage fees on alternate routes and refusing hazard pay for any crew reckless enough to cross territory now claimed by the *Odontodon*.

## RISING HUNGER

- ◆ If the abyssodon has yet to be defeated (see the *Wrath of the Writhing Hunger* adventure), it stays sated on steady sacrifices delivered by the victorious crew. Its bond to Princess Pelagia tightens and it becomes more compliant to her commands. Sightings of the monster increase as it carries out the princess's bidding with increasingly aggressive enthusiasm.
- ◆ Princess Pelagia brings the factions of the Hunter's Conclave entirely under her command. A cruel new coalition rises from the depths.

## LOST ALLIES

- ◆ Brindle Tidepaw's story ends in tragedy. Sailors claim the otterkin was taken alive for White Maw's tribute, and his signature powder pouches are found floating through the Span, charred and waterlogged.
- ◆ Lyrik Thornvale hires a crew to take on White Maw and her pirates directly, and is never seen again. His aunt Kessa shuts the Hollow Stack Inn and hides away, mourning the loss of her last remaining kin.

- ◆ Marrek Vaunt withdraws his bounty entirely, shuttering his trade post in Rankor after losing another ship to Captain White Maw. Rumors spread that merchant guilds no longer believe the Span can be reclaimed.

## TREASURE

Once the party has defeated the Bloodfin Buccaneers, they can loot the gear and components from the crew and ship, respectively. Looting White Maw gives the spike knuckledusters, the *Chum Churners*. The crew have any gear listed in their statblock and a total number of GP listed in the treasure table. On board the *Odontodon* are the magical components *Chum Bucket* and *Net Thrower*, Ship Supplies, and 48 days' rations.

## CRAFTING

The Craftable Items table lists the unique items that can be crafted from this adventure. The statistics for these items can be found in Chapter 12 - Items.

### ODONTODON VESSEL & CREW TREASURE

Adventure Level	Chum Churner rarity	Chum Bucket rarity	Net Thrower rarity	Ship Supplies	Crew Gold
5	Uncommon	Uncommon	Uncommon	50	5d10 x 10 GP
10	Rare	Rare	Rare	80	5d10 x 30 GP
15	Very Rare	Very Rare	Very Rare	100	5d10 x 30 GP

### CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Chum Bucket</i>	Miscellaneous Ship Component	Uncommon	—	<i>Beast (Giant Shark) Flesh</i>	Frail	480 GP
		Rare			Robust	2,030 GP
		Very Rare			Potent	10,980 GP
<i>Chum Churners</i>	Weapon (Spiked Knuckleduster**)	Uncommon	Required	<i>Pouch of Beast (Shark) Teeth</i>	Frail	660 GP
		Rare			Robust	3,910 GP
		Very Rare			Potent	12,350 GP
<i>Dr. B Franz Shark Repellent</i>	Wondrous Item	Common	—, C	<i>Beast (Crestite) Ambergris</i>	—	40 GP
		Uncommon			Potent	1,080 GP
<i>Magitech Net Launcher</i>	Artillery Ship Component (Harpoon)	Uncommon	—	<i>Construct Gears</i>	Frail	460 GP
		Rare			Robust	1,810 GP
		Very Rare			Potent	10,400 GP
<i>Sunburst Ammunition</i>	Ammunition (Artillery)	Uncommon	—, C	<i>Pouch of Celestial (Pegasus) Dust</i>	Frail	230 GP
		Rare			Robust	960 GP
		Very Rare			Potent	4,960 GP

\* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

\*\* See Appendix A - Items.

Beta 1 Playtest



# WRATH OF THE WRITHING HUNGER

5TH, 10TH, & 15TH LEVEL

Content not final

# WRATH OF THE WRITHING HUNGER

## INTRODUCTION

This hunt, *Wrath of the Writhing Hunger*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 10, or 15. Characters who complete this hunt should earn enough experience to progress one-fifth of the way to level 6, one-fifth of the way to level 11, or halfway to level 16, respectively. In this hunt, the characters must confront the abyssodon, a half-shark, half-oc-topus, all-hungering apex predator of the Voidsea.

The hunt begins as the characters sail into Hullbreak Rift, a collapsed caldera where shipwrecks and captives have been offered as sacrifices to appease the abyssodon's hunger. There they discover signs of the abyssodon's feeding ground, a graveyard of splintered hulls and scattered bones. When the beast rises to the surface, it lashes out with tentacles and void-tainted blood, dragging the party into a three-wave battle for survival. Resistance to poison, access to radiant damage, and good helmsman skills will greatly improve the party's chances of surviving the encounter.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, **Vdam** to a variable amount of damage, and **VSdam** to a variable amount of damage dealt specifically to ships components. These variable statistics can be modified in text; for example, in a level 12 adventure, **VDC + 10** means  $16 + 10 = \text{DC } 26$ .

### VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam	VSdam
5	13	+5	5 (2d4)	22 (4d10)
10	15	+7	10 (3d6)	33 (6d10)
15	17	+9	21 (6d6)	44 (8d10)

## GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

## BACKGROUND

The abyssodon was a demigod of the sharkin that roamed the deepest recesses of the Voidsea for millennia. Exposure to pressure, silence, and the corrupting influence of the Anomalies twisted it into something beyond natural evolution. Its pale-grey body is sheathed in layered bone plates, and its lower half trails a cluster of armored tentacles strong enough to crush a ship's hull as if it were made of naught but paper. Its toxins ravage both body and mind, leaving those rare survivors shaken by hallucinations and a ringing silence that comes in unexpected waves.

The creature has long been tied to the royal bloodline of the Coral Court, where it was known as the "Behometh of Bloodlust". For generations, the ruling family used the abyssodon as a symbol of dominion, calling upon it in times of war to defend their borders and eliminate rival powers. That legacy reached its peak when the exiled prince who would one day become known as the Deep King claimed the abyssodon through ancient rites and bound it to himself. With the living weapon at his command, he formed the Hunter's Conclave, uniting the sharkin, cnidaran, and coralborn into a seaborne empire ruled through fear of annihilation. The abyssodon served as his enforcer beneath the waves, reducing fleets to splinters and turning entire cities into bloody offerings to the gods.

After the Deep King's disappearance, the abyssodon fell dormant, its will unanchored as it returned to the darkness below. After decades of relative peace, Princess Pelagia, the Deep King's daughter and heir, came of age, uncovered the ancient summoning rites, and used her bloodline to spark the bond. However, unable to control the abyssodon's insatiable hunger, she quickly turned to White Maw and her pirate crew to keep the ravenous creature fed. Ships filled with chained captives were towed into the trench to placate the patrolling abyssodon, all while the princess prepared a summit at the abandoned Coral Court in hopes of resurrecting the Hunter's Conclave once more.

But with White Maw gone, the flow of sacrificial offerings has ended and the abyssodon grows restless. It drifts beneath the fog-covered waves in Hullbreak Rift, circling, hunting, and waiting for the scent of fresh blood in the water.

## SUMMARY

Here's a summary of the relevant information for this hunt:

**Which Monster?** The abyssodon, a Gargantuan abyssal predator with bone-plated hide and ossified tentacles, bound by blood and warped by the Anomalies.

**Monster's Motivation.** The abyssodon was summoned by Princess Pelagia to guard the Coral Court, but its growing hunger is pushing it beyond her control.

**Monster's Previous Actions.** The abyssodon has consumed shipwrecks and captives delivered by White Maw, but since the pirate's defeat, it has grown restless and aggressive.

**Where's the Monster?** The abyssodon waits in a trench along the approach to the Coral Court, surrounded by floating shipwrecks and a drifting madness-filled fog.

## ADVENTURE HOOKS

Something stirs within the Voidsea, silent, hungry, and waiting. Here are three ways to draw your characters into the depths. You can introduce the questgivers, Tovik, Valerie, and Rose, at the inn in Redwake, Jacques Rest (see page 84), or at another location of your choice.

**Curiosity: The Whispering Fog.** A strange fog clings to the waves near the edges of the Hullbreak Rift, spreading wider each week. Sailors report seeing impossible shapes beneath the surface, hearing voices whisper through the hulls of their ships, and dreaming of bloodied coral. The mind of a coralborn sailor named Tovik Sleet was broken after watching his crewmates claw their eyes out from horrific visions. He survived the experience by abandoning ship and desperately paddling a dinghy to shore. The twitching sailor tells his story each night at local taverns, begging for someone to investigate the source of the fog and save fellow seafarers from the same demise as his former crew.

**Morality: Missing at Sea.** A merchant vessel, *White Dove*, went off course during a trade run and hasn't returned. Its last known sighting was near Hullbreak Rift, but no rescue crews have returned from the search. Locals whisper that the rift is cursed, and the merchant guild is too cautious to commit more ships. A desperate sea elf mother, Valerie Strongline, whose son Dren served aboard the galley, begs the party to find her son, the crew, or what's left of them.

**Compensation: Prize Beneath the Wrecks.** The wreckage choking Hullbreak Rift is rumoured to hold tons of intact cargo, including jewelled temple offer-

ings, sunken treasure ships, and even sea elf relics. The Alltime Salvagers' Guild is hunting a specific vessel and is offering a hefty payout to any crew that can escort their representative, a gnome by the name of Rose Dewit, to the salvage.

## ADVENTURE REWARDS

Adventure Level	Rewards Per Character	
	Gold	XP*
5	750 GP	2,175
10	2,875 GP	5,150
15	6,750 GP	14,450

\*Includes all monsters, traps, and puzzles, averaged for a party of four



Shaali Medess is a cnidaran sailor with the drifting grace of an opalescent aetherblossom and the maddening stare of someone who's seen too much and wouldn't mind seeing it again. Her tendrils trail behind her like a ragged cloak, rippling faintly with bioluminescent flashes that sync with her mood and, more often, her dark punchlines. Her skin's translucent pink hue is freckled with old burns, jagged scars, and ritual ink. A living tattoo of suckered tentacles constantly tangles and unravels itself around her throat and shoulders. Between tattoos, she carves shallow scar-lines in ritual geometric patterns with new designs added after each return from "the Rift". She can be found

**The Smuggler Who Lived.** Shaali was once first mate aboard the *Breathless Mare*, a black-flag smuggler cutter that regularly "ran the teeth," a notorious shortcut through Hullbreak Rift used by desperate or well-paid crews sporting shallow-keeled vessels. Her final run ended with the *Mare* impaled on reef spikes during a lightning storm, its hull crushed like a crab shell. Shaali survived by sheltering in a small outcropping and eating whatever drifted close. She lived there alone for nearly a year before a salvage crew found her barely lucid, muttering to herself, and laughing at her own jokes.

Since then, she's become one of the Rift's few living experts. She hires herself out as a guide, claiming the fog "respects" her now. Those who travel with her find her unnerving, but they always return alive.

**Information.** Shaali knows the Hullbreak Rift better than anyone sane should. Between muttered jokes and odd metaphors, she can share the following information:

- ◆ Something's changed in the last few months. The mist clings deeper and settles heavier. Shaali says it's not just weather—it's watching. The fog rolls in whether the wind's moving or not and seems to come from the trench itself.
- ◆ Shaali claims she spotted Princess Pelagia's galleon flagship patrolling the eastern edge of the Rift, right before a salvage crew disappeared. She believes Pelagia is either hiding in the area or keeping something there.
- ◆ Locals say White Maw's jagged-mouthed vessel *Odontodon* has been glimpsed traveling into the fog while towing broken ships, leaving the fog later without them.
- ◆ Shali suspects captives and wrecks were dragged into the Rift deliberately as "chum for whatever's nesting there now."
- ◆ Shaali warns that light attracts unfriendly attention. She suggests using muffled lanterns or nothing at all if the party wants to pass unnoticed. "Or do light one; I like tasting new screams."

Shaali makes no effort to hide her eagerness to return to the Rift—she speaks of it like a long-lost lover and treats the fog like a familiar blanket. She insists on joining the crew in exchange for her services, asking only for food, a bunk, and to be left alone when the water starts talking. If the party is escorting representatives from the Alltide Salvagers' Guild, they'll learn Shaali was already hired as their navigator. She beams when asked about the journey ahead, claps a character on the back, and says, "If we die horribly, at least we'll have done it together. That's nice, right?"



## SHAALI MEDESS

*Humanoid (Cnidaran), Gladiator, She/Her*

**Personality.** Sardonic, unpredictable, unshakably loyal.

**Appearance.** Translucent skin carved with ritual scars and tattoos peeking from beneath a patchworked sailcloth coat that jingles with coral charms and lures.

**Desire.** To return to the Rift as its equal, not its prey, and prove herself master of the fog.

**Fear.** That the voices she hears will leave her with only the silence of her own thoughts again.

*"One time I hallucinated a rescuer while shipwrecked. Nice guy. We still talk."*

## REDWAKE

The nearest settlement to Hullbreak Rift is a small shanty town built on the rusting hulk of an enormous ironclad, the *Ciantit*, which became impaled on the iceberg-humpback of a sleeping sea giant lost in shallow waters. The iron of the pitted, twisted metal colours the water red and forms a natural(ish) defence against enemy vessels; only small dinghies are agile enough to navigate the wreckage. An inn fashioned from rusting scrap and connected to other such “buildings” by rope bridges bears a flickering magitech sign: *Jaque’s Rest*.

You can introduce Shaali Medess and the quest-givers Tovik Sleet, Valerie Strongline, and Rose Dewit in *Jaque’s Rest* or around Redwake. Read aloud or paraphrase the following when the party approaches Redwake:

What appears to be a trick of the light—the water seeming a shade of red—becomes increasingly more certain: it *IS* red! The origin quickly reveals itself as an enormous, rusting bulk comes into view over the horizon, the telltale tang of iron mixing with the salty sea air. So enormous is the wreckage, and so shallow the water, that tangled sheets of iron force your vessel to stop a half mile from the shantytown built on the hulk’s capsized hull.

## REDWAKE ENCOUNTERS

While the characters resupply and seek a guide in Redwake before entering Hullbreak Rift, they may be drawn to the stall outside Medess & Sons Perfumery, where Lyris Medess runs a blind “sniff test” that dares them to challenge their noses against her scent-killing cologne. When the party approaches the perfumery you can read or paraphrase the following:

A low coralwood shop leans against Redwake’s main chain, a weathered sign declaring it “Medess & Sons Perfumery.” Faded posters are plastered across its porthole windows showing a long-necked vial wreathed in painted kelp:

**FISHERMAN’S FRIEND!**  
For Those Who’d Rather Smell Like  
Nothing at All!

A folding table outside holds three cloth-wrapped bundles and a small purse of coins. A broad-shouldered cnidaran with purple-stained fingers raps the table and calls out, “Sniff test! Pick the fish and win five gold pieces!”

Lyris Medess challenges the party with a chance to prove the capabilities of her *Fisherman’s Friend* against a chance to win 5 gp. She has three bundles of various objects soaked in the scent-killing cologne. Two bundles are filled with apples with the third filled with a day-old fish.

A character who takes the challenge is securely blindfolded while Lyris holds each bundle in turn under their nose. They must name which one hides the fish using smell alone and make a **VDC WISDOM (PERCEPTION)** check for each bundle, with the last bundle being the fish.

On a success, the character catches a faint, sour note under the cologne. If the character chooses to correctly identify the fish, Lyris grumbles, pays them 5 gp, as the crowd cheers that they’ve “got a shark’s nose.” On a failure, or if the character purposely doesn’t pick the correct bundle, Lyris exclaims that “even sober noses can’t find it,” the crowd laughs, and the character earns a 50 percent discount on any *Fisherman’s Friend* vials they buy this visit.

**Fisherman’s Friend.** Each vial of *Fisherman’s Friend* coats one Medium or smaller creature for 1 hour, muddling its scent. While wearing the cologne, the abyssodon can’t benefit from its Blood Frenzy trait against that creature. Lyris has **1d4 + 2** vials in stock at 10 gp x the party’s APL per vial. A character examining the cologne can make a **DC 13 WISDOM (SURVIVAL)** or **INTELLIGENCE (NATURE)** check. On a success, they recall that many Voidsea predators possess a powerful sense of smell and are able to smell blood from miles away. On a success of 5 or more, the character intuits that this cologne would help hide them from a predator’s bloodlust.

## HULLBREAK RIFT

Hullbreak Rift is the flooded remains of a collapsed caldera, its ring of shattered cliffs and reef-choked shelves rising in uneven spirals from the sea floor. Basalt spires and vent-cracked ridges sprout from shifting stone, reshaped daily by underwater tremors and volcanic surges. No route through it holds for long. Currents twist unpredictably, and sharp ridges lurk just beneath the surface, while torn rigging and flotsam cling to jagged sea stacks that jut from the frothy waves like teeth in a rabid dog's jaws. Fog saturates the water, thick with salt, blood, and half-formed voices drifting on the sulfuric winds. The abyssodon swims between these wrecks and shattered arches, feeding without pause while on patrol under Princess Pelagia's orders. With White Maw gone and the ritual bond weakening, it now roams the Rift, its presence warping the currents as it hunts for the scent of blood.

**Chumward Shelf.** The Chumward Shelf serves as the abyssodon's lair, a deep, spiralling trench where it retreats after each patrol. The layered ledges cradle shattered hulls and the bones of devoured prey, suspended in a haze of blood and void-silt. Bioluminescent reef-growths cling to the walls and sunken wreckage. The deeper ledges bear gouges from the abyssodon's passage, and a silence hangs heavy and expectant.

**Shaali's Safe Harbor.** A jagged inlet on the outer edge of Hullbreak Rift, this sheltered cove is tucked behind a collapsed basalt shelf and obscured by thick curtains of fog and kelp. The reef walls form a narrow passage just wide enough for a single vessel. The helmsman of a ship that passes through must make a **VDC WISDOM (SLEIGHT OF HAND)** check. On a failure, the vessel's Hull takes **VSdam** Slashing damage.

Here, Shaali has lashed the remnants of half a dozen wrecks into a floating dock. Makeshift platforms and sailcloth shelters stretch between broken masts, forming a crude but defensible resting point. Stashes of dried food, filtered water, and scavenged equipment are hidden under driftwood crates or beneath hollow planks. A ring of barnacle-encrusted talismans and driftbone wards hangs from the surrounding cliffs. Shaali insists they "keep the fog polite." The party can safely finish a Long Rest here before continuing on to the nearby Chumward Shelf and facing the abyssodon.

## UNIQUE FAUNA AND FLORA

Hullbreak Rift is home to lifeforms twisted by its unstable seafloor, dense fog, and exposure to the corruptive Voidsea. The following creatures and plants are among the most infamous found within the caldera's haunted waters.

## FOGBELL KELP

This long, pale-blue kelp grows in veils across the Rift's vent-cracked ridges. Its fronds emit a low, rhythmic hum when disturbed that is often mistaken for ghostly moaning. Prolonged exposure (see Fogbell Kelp Exposure table) to the sound while within **300 feet** of the kelp causes disorientation, nausea, and eventually death. Salvagers and sharkin trawlers have learned to avoid it, but some cnidaran hunters use dried fogbell strips in rites to induce visions. The kelp withers quickly outside the Rift, as though unwilling to exist without the trench's oppressive pressure.

### FOGBELL KELP EXPOSURE

Time Exposed	Effect
1+ hours	The creature has <b>Disadvantage</b> on Perception checks until it finishes a Long Rest more than <b>300 feet</b> away from the kelp.
2+ hours	The creature has <b>Disadvantage</b> on Intelligence and Wisdom saving throws until it finishes a Long Rest more than <b>300 feet</b> away from the kelp.
4+ hours	The creature must succeed on a <b>VDC WISDOM SAVING THROW</b> at the end of the fourth and each subsequent hour. On a failed save, it becomes affected by the <i>Confusion</i> spell until it finishes a Long Rest more than <b>300 feet</b> away from the kelp.

## HULLBREAKER CRABS

The more the harmless cliffcrab scavengers found on the caldera's basalt protrusions are exposed to the Voidsea, the stronger their ability to act in unison and form swarms of hull-hewing horror. Though individually weak, a **Swarm of Hullbreaker Crabs** (see page 187) moves with disturbing synchrony and leaves behind only the gnawed bones of its victims. Some salvagers swear the crabs remember faces and will follow ships that leave the Rift, clinging to hulls and crawling into bilges to wait for the crew to fall asleep.

## TRENCH WORMS

These eyeless, eel-like predators nest in the hollowed bones of drowned sailors and use stolen voices to lure prey. Each one mimics the last thing it heard its victims say—often cries for help, whispered prayers, or loved ones' names. Their long, lam-prey-like mouths unhinge to reveal rows of glassy fangs that drip with paralytic mucus. The worms coil on sea stacks and use the fog to strike from the shadows, dragging victims down before the sound fades. Some divers report hearing their own voices echoed back just before an attack.

## TRACKING

Hullbreak Rift funnels ships towards the Chumward Shelf like a scarred throat lined with wrecks. Shaali instinctively knows the Rift by these marks, reading danger in silt curling around jagged ledges and how the fog shifts ahead of predators waiting below.

The journey to the Chumward Shelf requires three Tracking checks and one success to reach the destination. Use the Tracking Mechanics on page XX to determine the DCs for any ability or skill combinations the players choose to use for their Tracking checks. On a successful check, the party has a narrative encounter, while a failure results in a hostile encounter.

To determine what happens after a Tracking check, first refer to the encounters in the Keyed Encounters section below. After these have occurred, you can use the Open Ocean random encounters in Chapter XX on page XX to add more hostile and narrative encounters to the journey.

## KEYED ENCOUNTERS

The first successful Tracking check should result in the party's vessel coming across the Stranded Whaler encounter, where the characters can learn about the effects of alcohol and acid on the Drowned Bloom coral. The first failure or next successful Tracking check should result in the Icebreaker Run encounter in which the party races through a glacial passage and discovers a torpedo lodged in an Undead narwhal's ribcage.

## FOG-MAD BARGE

*Narrative Encounter, Hullbreak Rift*

A low fishing barge drifts across the channel, nets dragging in the water. A thin, dirty fog clings to the deck and the open hatch to the hold. Lanterns swing on their hooks as sailors stagger through the haze, laughing, sobbing, and shouting at empty air. One slashes a gutting knife in wild arcs. Another clutches a broken oar to their chest and screams, "I didn't know! Please, no!" From below deck comes a steady, dull thumping.

The fishing vessel, the Sea Thistle, crossed a patch of the abyssodon's Bloodink Mist (see page 183). The mist has thinned and no longer poses a direct threat, but most of the crew breathed enough to suffer short-term madness. Only one deckhand, Mara Venn, survived while cleaning the bilge while breathing through a rag soaked from a water barrel.

**Engaging the Barge.** Unless the party decides to ignore the Sea Thistle and steer wide, they can throw lines and tow it along with them while the effects of the fog fade or board the decks and address the issue directly. Towing costs **4 hours** of travel time before the effects of the madness fade and the party can safely board. Proceed to Calming the Crew below.

Boarding the vessel exposes the party to the panicked crew who aren't actively trying to attack but lash out while in the throes of madness. At the end of each minute spent on the deck, a character must succeed on a **VDC DEXTERITY (ACROBATICS)** or **STRENGTH (ATHLETICS)** check (GM's choice) to avoid wild swings, tangled lines, and sliding gear. On a failure, the character takes **Vdam** nonlethal bludgeoning damage and is knocked Prone.

**Calming the Crew.** To calm the maddened crew, the party can make any of the following group checks. To calm them successfully, the characters need three successes before two failures:

- ◆ **VDC WISDOM (PERCEPTION)** group check: Find a ship's officer to calm. On a success, the next check the characters make has Advantage as the officer assists them.
- ◆ **VDC CHARISMA (PERSUASION OR PERFORMANCE)** group check: Shout simple commands or lead a steady chant the crew can follow.
- ◆ **VDC WISDOM (MEDICINE)** group check: Pick out the least symptomatic sailors and direct them away from the others to sit, rest, and stop them from hurting themselves.

Casting spells that calm, charm, or put creatures to sleep count as one automatic success. On a success, the crew members slump against the rail as sanity returns. On a failure, the madness flares and confusion drags on for another 4 hours before the effects eventually fade away. However, the party's next Tracking check is made with **Disadvantage** as time is lost forcing the ships apart and clearing the lane.

**Finding the Survivor.** A character who follows the thumping below and searches the hold finds Mara wedged behind barrels, still clutching a damp rag over her mouth and nose. She explains in short, clipped bursts that a black fog rolled over the deck, the crew started laughing and clawing at themselves, and she hid in the bilge, soaking the rag in clean water and staying there until the voices faded.

After hearing Mara's account and examining the rag or the barrel, a character can make a **DC 15 INTELLIGENCE (ARCANA OR MEDICINE)** check. On a success, they determine that breathing through a soaked cloth can help against the effects of the fog's mind-warping effect.

## HANGED IN HOLY LIGHT

*Hostile Encounter, Hullbreak Rift*

A half-sunk sharkin raider lists against a jagged ridge, its hull draped in pale-blue kelp and speared onto a stone spur. Fogbell fronds sway from the rails and rigging, humming with a low, rhythmic note. From the mainmast's yardarm hangs a row of a dozen sharkin pirates, suspended by their ankles over the water. Their bare torsos are blistered and seared, each chest marked with a branded holy sigils, while dark shapes circle in the water below whenever scraps fall from the corpses. A heavy metal bait cage hangs amongst the bodies, chains creaking as it tugs against the mast, flashes of coin and metal glinting inside.

If the party keeps their vessel more than 300 feet from the wreck, the feeding creatures ignore them. Closing within 60 feet disturbs the *Fogbell Kelp* and *Swarms of Hullbreaker Crabs* (see the "Unique Fauna and Flora" section on page 85). Refer to the Hanged in Holy Light Encounter table for the number of *Swarms of Hullbreaker Crabs* that appear based on the adventure level.

Additionally, the following events occur on Initiative count 20 (losing initiative ties):

- ◆ **Round 1.** The Fogbell Kelp's hum spikes as the wreck shifts. Each creature on either ship must succeed on a **VDC WISDOM SAVING THROW** or have **Disadvantage** on Strength saving throws for 1

**minute.** An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- ◆ **Round 2.** The raider's hull settles lower, and the hanging bodies swing violently as rigging snaps, rocks break, and rising waves slam against the party's vessel. Each creature on the deck must succeed on a **VDC DEXTERITY SAVING THROW** or fall **Prone**.
- ◆ **Round 3.** The mainmast shears away, dropping the row of bodies into the water where they bob beside the wreck, still bound. At the same moment, the bait cage tears free and plunges below the water. If the party's vessel is within 30 feet of the sinking ship, its Hull takes **VSdam Bludgeoning** damage. The cage and its contents (see *Treasure* below) are lost to the depths.

**Examining the Dead.** Once the creatures are driven off or destroyed, characters who examine the branded bodies notice blistered rings radiating from each holy sigil and patches of skin that tear with very little pressure. A character studying the burns can make a **DC 15 INTELLIGENCE (RELIGION, MEDICINE, OR NATURE)** check. On a success, they recognise the blisters as Radiant scalding rather than ordinary fire and note how easily the damaged tissue splits due to attacks that deal Piercing or Slashing damage.

**Treasure.** The hanging bait cage was left to draw in other pirates greedy or desperate enough to approach the wreck. If the party secures the cage before it sinks completely, they recover its contents. Inside is a mix of bloodstained pirate spoils and trophies, including a number of assorted foreign coins worth 5 x the party's APL in gp and a silver holy symbol of a notorious sun-worshipping cult worth 3 x the party's APL in gp.

### HANGED IN HOLY LIGHT ENCOUNTER

Adventure Level	Encounter
5	3 <b>Swarms of Hullbreaker Crabs</b> *
10	5 <b>Swarms of Hullbreaker Crabs</b> *
15	8 <b>Swarms of Hullbreaker Crabs</b> *

\* See Appendix C - Bestiary

## KNOW THY ENEMY

The abyssodon has been spotted along the edges of Hullbreak Rift, kept satiated by the chum the White Maw crew had been feeding it. Survivors from wrecked expeditions and nearby settlements report signs of something vast hunting just below the surface. The clues are as follows:

- ◆ Radiant damage causes blisters on the abyssodon's skin. These blisters are vulnerable to Piercing and Slashing damage.
- ◆ The abyssodon emits a poisonous mist that induces hallucinations and confusion. Cloth masks or soaked rags help protect against the effects.
- ◆ Blocking the scent of blood reduces the effectiveness of the abyssodon's *Blood Frenzy* trait.

Characters can learn these clues by talking to folks at the inn in the town of Redwake.

### CLUE 1: RADIANT SCALDING

Radiant damage causes the abyssodon's skin to blister, and those blisters tear open easily when pierced or slashed.

#### EN ROUTE

During the Hanged in Holy Light encounter (page 87), the characters find a group of hanged sharkin pirates branded with holy sigils. Around each brand, the flesh is covered in raised and ruptured blisters that split with very little pressure. This points to the same weakness in larger abyssal creatures such as the abyssodon

#### CLUE 5.1. RADIANT SCALDING

### USING THE CLUE

The abyssodon has the Sensitive Skin trait. When it takes Radiant damage equal to or greater than the threshold listed in its trait, blistered tissue ruptures outwards. When these blisters are subsequently hit by an attack that deals Piercing or Slashing damage, that attack is automatically a Critical Hit.

### CLUE 2: TOXIC VAPOURS

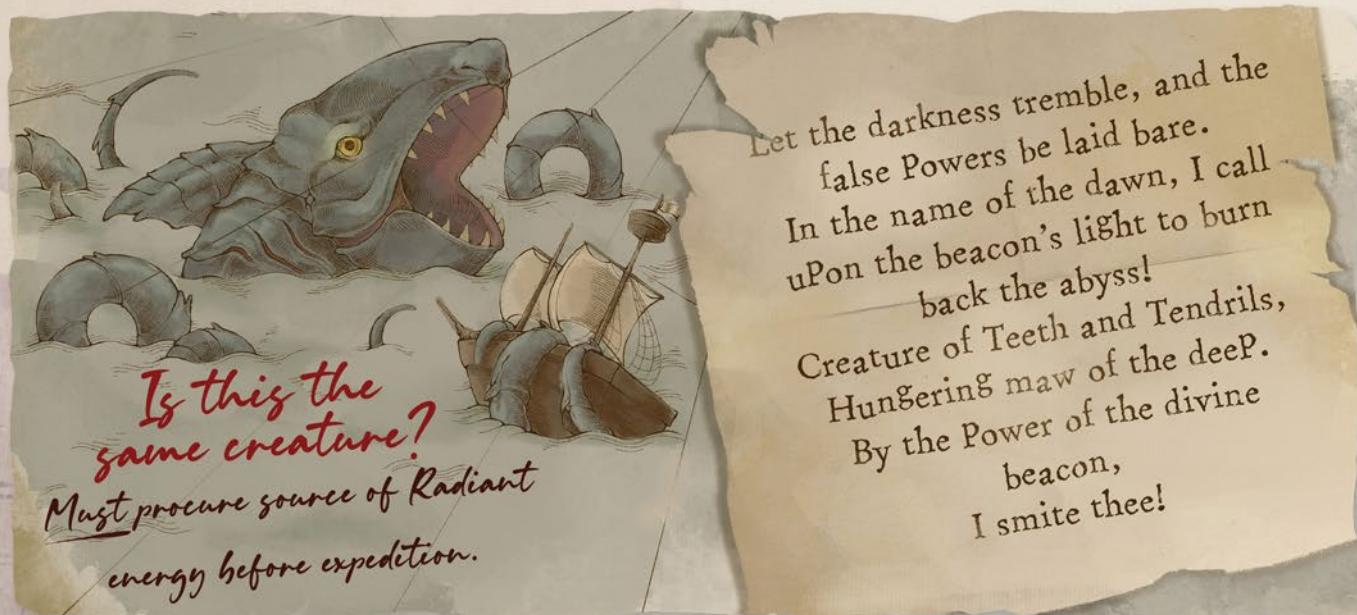
The abyssodon's Bloodink Mist is a mind-altering vapour that can be blunted by breathing through a soaked cloth.

#### EN ROUTE

During the Fog-Mad Barge encounter in Hullbreak Rift (page 85), the characters find the drifting *Sea Thistle* with a raving crew lashing out after crossing a drifting bank of Bloodink Mist. Only one deckhand, Mara Venn, remains lucid, discovered hiding in the bilge with a rag tied over her mouth and nose, still damp from the water barrel she used while the fog rolled over the deck. Comparing Mara's clear mind to the crew's lingering madness strongly suggests that breathing through wet cloth reduced the mist's effects.

### USING THE CLUE

A creature that covers its mouth and nose with a cloth soaked in water, oil, or alcohol gains **Advantage** on saving throws against the abyssodon's Bloodink Mist action. Soaking the cloth requires an action and a readily available liquid. The protection lasts for **1 hour** or until it is removed.



**T & SALVE APOTHECARY** PATIENT No. **098**

NAME: *Cassian Ripjaw*  
 ADDRESS: *Porose Island, Alltid's Guildship #42*

PATIENT SIG. *Cassian R*  
 DOCTOR SIG. *Eryla Reefborn*

SYMPTOMS/ASSESSMENT-

- Disorientation and Vertigo
- Confusion
- Slurred Speech
- Constant Ringing in Ears
- Double Vision and Hallucinations

Patients state symptoms occurred shortly after acquiring an unknown ink contraband from a derelict ship.

Ink will aerosolize, do not put in contact with air.

*Do not breathe!*

DATE *Xx / xx / xxxx*

## CLUE 5.2. TOXIC VAPOURS

## CLUE 3: FISHERMAN'S FRIEND

The abyssodon hunts through the scent of blood, and a strong neutralising cologne can scramble that sense.

REDWAKE

During the Fisherman's Friend encounter in Redwake (page 84), the characters watch Lyris Medess run a blind sniff test with three cloth-wrapped bundles, all soaked in her scent-killing cologne.

USING THE CLUE

When applied as an action, a vial of Fisherman's Friend coats one Medium or smaller creature in a pungent aroma that masks strong natural odours for **1 hour**. While coated, the creature's scent is muddled, confusing predators that rely on their sense of smell to hunt. The abyssodon can't benefit from its Blood Frenzy trait against a creature under the effects of the cologne.

## CLUE 5.3. FISHERMAN'S FRIEND



Beta 1 Release

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Content not final

## THE BATTLE AHEAD

The battle against the abyssodon begins when the party sails near the Chumward Shelf. Drawn by movement and blood, the ancient beast surges from the submerged ruins, eager to feed.

**Waves.** The battle is divided into three consecutive waves. Each wave begins with a description, read aloud, and summary of what environmental effects, if any, begin or end. Next, the enemies and their tactics are listed; creatures other than the boss monster flee when reduced to one-third of their Hit Points or fewer, unless otherwise stated. Finally, the conditions for that wave ending are described.

**Helping Hand.** At any time during the battle, Shaali, the party's hired navigator, can dig into her smuggler's stash to assist the party. She produces one *Potion of Healing* per player character from secret pockets, tossing them to unoccupied spaces near the party before diving back into cover. The rarity of the potions depends on the adventure level as outlined in the table below.

### POTIONS BY ADVENTURE LEVEL

Adventure Level	Potions
5	<i>Potion of Healing</i>
10	<i>Potion of Healing</i> (greater)
15	<i>Potion of Healing</i> (superior)

## FLOW OF THE BATTLE

The abyssodon has two Vulnerable Areas: its Eyes and Gills. Each can be exploited to change the flow of the battle and weaken the kaiju's capabilities. The following flowchart provides guidance on moving between waves. Start at "Initiation" and proceed through the chart as normal.

**Changing Statistics.** When one of the abyssodon's Vulnerable Areas is exploited, its statistics change. Be sure to review the Abyssodon Behaviours table on page 182.

## WAVE 1

The phase begins the moment the party's vessel enters the wreckage field of the Chumward Shelf. The abyssodon, submerged, launches wreckage at the party's ship.

Read aloud the following to start the wave:

Shattered hulls and snapped masts drift across still water and under a fog clinging to the waves in low, churning layers. The sea swells in the distance just before a massive fin with bony plates breaches and then sinks below the surface again.

Shaali grips the railing, head tilted towards the sea as she licks her lips and grins. "The fog tastes like blood. I think we're about to meet a new friend!" The dark shape of a wooden barrel grows rapidly larger as it arcs out of the fog, on a collision course with your ship.

### ENEMIES

The enemy in Wave 1 is the circling abyssodon.

**Level 5.** At level 5, the Wave 1 combatant is:

◆ 1 **Abyssodon, The Starving Frenzy\*** (CR 9)

**Level 10.** At level 10, the Wave 1 combatant is:

◆ 1 **Abyssodon, The Insatiable Maw\*** (CR 14)

**Level 15.** At level 15, the Wave 1 combatant is:

◆ 1 **Abyssodon, The Ravening Bloodlust\*** (CR 21)

\*See Appendix C - Bestiary

### VULNERABLE AREAS

During this wave, the abyssodon's Eyes Vulnerable Area can be targeted. If the abyssodon's Chaos Threshold is reduced to 0, it begins rampaging and you can read or paraphrase the following.

With a sharp crack, the blue-grey plates that adorn the behemoth's body slough off, revealing the pale, semi-translucent flesh beneath. Long crimson slashes behind its jaw flap regularly, funnelling the foaming seawater: gills, blood-filled and delicate.

BATTLE WAVES

INITIATION

**INITIATION**  
The party approaches the Chumward Shelf

WAVE 1

**COMBAT**  
Use Wave 1 Tactics

NO  
Is the Eyes Vulnerable Area Exploited?  
YES

NO  
Is the abyssodon Rampaging?  
YES

WAVE 2

**COMBAT**  
Use Wave 2 Tactics

NO  
Is the abyssodon Rampaging?  
YES

NO  
Is the Gills Vulnerable Area Exploited?  
YES

WAVE 3

**COMBAT**  
Use Wave 3 Tactics

NO  
Has the abyssodon been dealt a Finishing Blow?  
YES

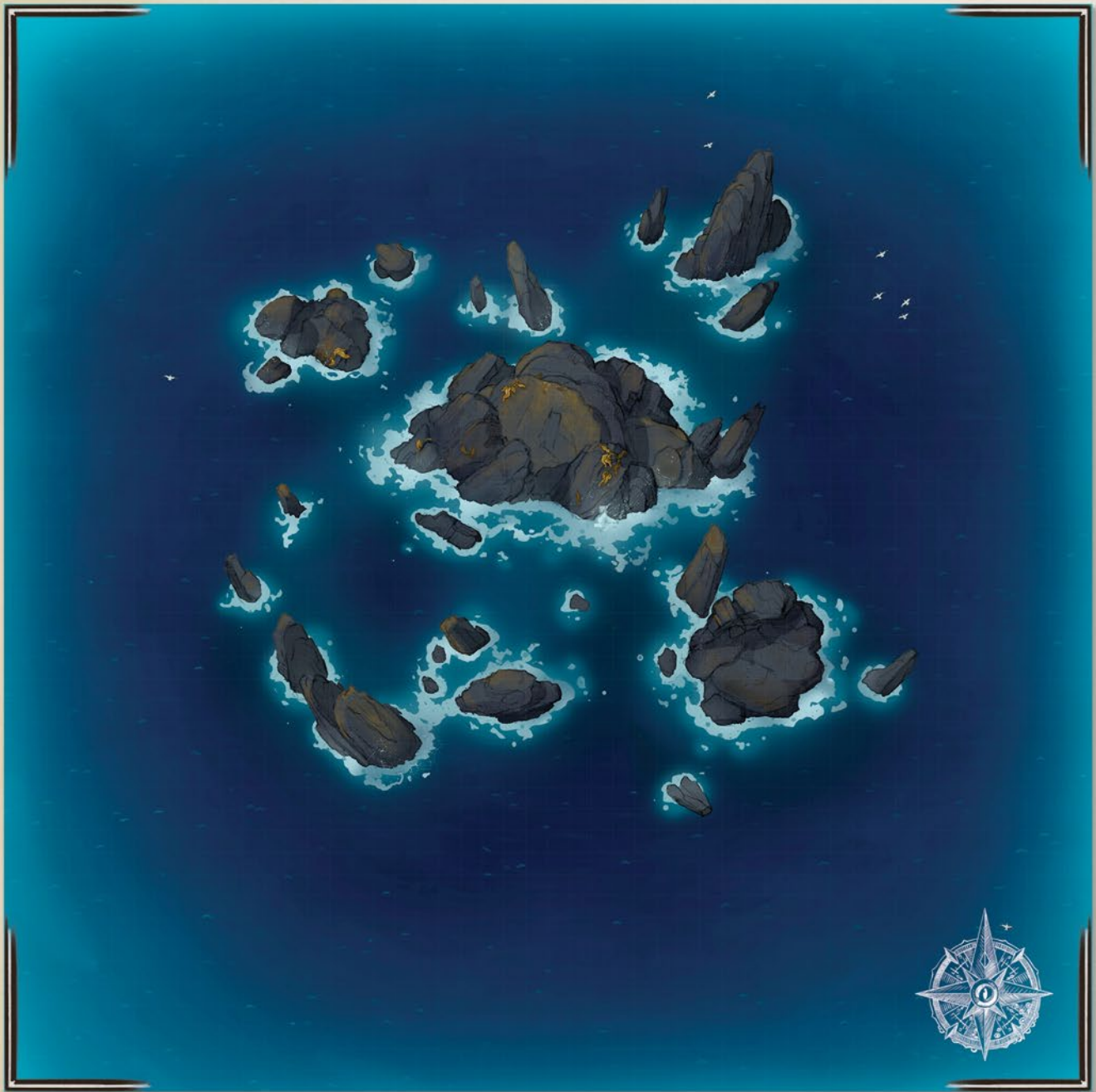
NO  
Has the abyssodon suffocated to death?  
YES

FINALE

**AFTERMATH**  
At any stage, if all party members are defeated, proceed to Finale: Abyssodon Wins

**FINALE**  
Proceed to Finale: Abyssodon Slain

**FINALE**  
Proceed to Finale: Abyssodon Suffocates



1 GRID = 5 FEET

MAP 1. CHUMWARD SHELF

CARTOGRAPHER: CZE & PEKU

## TACTICS

The abyssodon circles the party's ship just beneath the surface, breaching to use its Toss attack. The abyssodon moves erratically after each Toss, diving and resurfacing at a different point at the start of each of its turns and trying to keep distance from the party's ship.

**Legendary Action.** The abyssodon makes one Toss Legendary Action and two Move Legendary Actions each round. In addition, during this wave, once per round as a Legendary Action option, the abyssodon can hurl wreckage at the party's ship, causing a random effect determined by rolling on the Wreckage Toss table, targeting a point within 150 feet of it. Otherwise it uses its Move option.

### WRECKAGE TOSS

1d4	Effect
1	<b>Mast.</b> A jagged mast crashes through the deck in a <b>30-foot-long, 5-foot-wide Line</b> . Each creature in the area must succeed on a <b>VDC DEXTERITY SAVING THROW</b> or take <b>Vdam</b> Piercing damage and be knocked <b>Prone</b> . One component of the abyssodon's choice that is in the area takes <b>VSDam</b> Piercing damage.
2	<b>Barrel.</b> A leaking barrel bursts midair, spraying a <b>15-foot-radius Sphere</b> with corrosive fog. The area becomes <b>Heavily Obscured</b> for <b>1 minute</b> . When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a <b>VDC CONSTITUTION SAVING THROW</b> or take <b>Vdam</b> Acid damage. One component of the abyssodon's choice that is in the area takes <b>VSDam</b> Acid damage.
3	<b>Chain.</b> A rusted anchor chain lashes across the deck in a <b>20-foot-long, 5-foot-wide Line</b> . Each creature in the area must succeed on a <b>VDC STRENGTH SAVING THROW</b> or become <b>Restrained</b> until the end of its next turn. One of the ship's Propulsion components in the area (abyssodon's choice) takes <b>VSDam</b> Bludgeoning damage.
4	<b>Figurehead.</b> A sharp, coral-encrusted Medium figurehead slams into the deck and explodes into blinding dust. Each creature within a <b>10-foot Emanation</b> originating from the figurehead must succeed on a <b>VDC CONSTITUTION SAVING THROW</b> or be <b>Blinded</b> until the end of its next turn. One component of the abyssodon's choice that is in the area takes <b>VSDam</b> Piercing damage.

## END OF WAVE

This wave ends when the abyssodon's Eyes Vulnerable Area is exploited or its Chaos Threshold is reduced to 0.

## WAVE 2

In this phase, the abyssodon surges towards the ship, and lashes its tentacles around the hull, locking it in place. Now at close range, the abyssodon uses the ship as a pivot point, sweeping its tentacles across the deck, dragging crew into the sea, and snapping its jaws at anything within reach.

A foaming white "V" shows the course of the surging kaiju, one that has it bearing directly towards your ship. With a crash, it collides, and tentacles coil around the hull and yank on the ship with violent force. The vessel lists sharply to port as planks buckle and bulkheads groan. From the foam, a pale mass rises with slate-blue ridged flesh and dead shark eyes staring above a mouth filled with rows of serrated teeth.

Shaali's voice cuts through the chaos, "It's breaching! Oh, look how lovingly it hugs us!"

## ENEMIES

The enemies in Wave 2 are the abyssodon and a nearby scavenger, drawn to the battle and scent of blood.

**Level 5.** At level 5, the Wave 2 combatants are:

- ◆ 1 **Abyssodon, The Starving Frenzy\*** (CR 6)
- ◆ 1 **Swarm of Hullbreaker Crabs\*** (CR 3)

**Level 10.** At level 10, the Wave 2 combatants are:

- ◆ 1 **Abyssodon, The Insatiable Maw\*** (CR 9)
- ◆ 1 **Dire Harpy (Vrock, Humanoid; CR 6)**

**Level 15.** At level 15, the Wave 2 combatants are:

- ◆ 1 **Abyssodon, The Ravening Bloodlust\*** (CR 15)
- ◆ 1 **Hullbreak Behir (Behir, 60 ft. Swim Speed; CR 11)**

\*See Appendix C - Bestiary

## VULNERABLE AREAS

All of the abyssodon's Vulnerable Areas are targetable in this wave.

## TACTICS

The abyssodon moves towards the party's ship, colliding with it and taking advantage of its Ramming Charge trait. It envelops the ship from beneath, grappling it and reducing the ship's Top Speed to 0 feet. The ship can't make any Changes of Facing or Accelerate until the grapple is broken.

**Action.** On its turn, the abyssodon uses its Tentacle attack to strike the Hull or crew, uses its Crush Bonus Action on any crew in its tentacled grasp, and sprays the deck with its acidic Bloodink Mist action whenever it's available. It favours clusters of creatures with this action.

**Legendary Actions.** To close the gap, the abyssodon first uses its Move option. Subsequently, it uses its Whirlpool option every round.

**Bonus Action.** If a creature mounts the abyssodon or ends its turn on its body, the abyssodon uses its Keelhaul Bonus Action to dive and drag the rider along the underside of the ship, attempting to dislodge it.

**Scavengers.** If the party is doing well, the scavenger arrives on the deck at an advantageous location, typically near a lightly armoured player character. If the party is doing poorly, consider having the scavenger arrive at a disadvantageous location, and you can even have the abyssodon target the scavenger with one of its Tentacle attacks—the two creatures have no loyalty to one another. The scavenger flees when it is Bloodied.

## END OF WAVE

When the abyssodon's Gills Vulnerable Area is exploited and the Abyssodon is rampaging, Wave 2 ends, and the Abyssodon ceases grappling the ship.

## WAVE 3

The abyssodon enters its death throes in a bloody frenzy. Its corrupted ichor pours into the sea, and the pressure of its death spasms create a vortex of void-tinged blood beneath the ship. The creature circles in collapsing spirals, its tentacles lashing reflexively as its body begins to fragment. The ocean churns into a spiraling whirlpool, dragging everything toward the Chumward Shelf's scarred seafloor.

This wave begins immediately when the abyssodon's Chaos Threshold is 0 and all of the abyssodon's Vulnerable Areas have been exploited. When that happens, read aloud or paraphrase the following:

The water turns an almost-black shade of red, churning like boiling tar. A low groan trembles through the hull as the sea tilts beneath you. From the depths, the massive creature surges upwards in a final, thrashing spiral. Its broken tentacles leave a trail of blackened blood that quickly spins into a surging whirlpool, dragging wreckage and your ship towards the trench's heart. Gnashing teeth and flailing tentacles crash into the waves as it charges wildly at you.

**Whirlpool.** At the start of this wave, the ship is caught at the edge of a whirlpool that occupies a **90-foot-radius, 300-foot-deep Cylinder**. The following effects apply:

- ◆ The water is Difficult Terrain for creatures without a Swim Speed.
- ◆ On Initiative count 20 (losing ties), each ship in the area is pulled **30 feet** closer to the centre of the whirlpool.
- ◆ If a ship starts its Ship Phase in the centre of the whirlpool, its Hull takes **2 x VSdam** Bludgeoning damage.
- ◆ A creature that enters the whirlpool for the first time on its turn or starts its turn there must succeed on a **VDC STRENGTH SAVING THROW** or be pulled **10 feet** towards the center of the whirlpool by the current. A creature with a Swim Speed automatically succeeds on this save.
- ◆ A creature that starts its turn in the centre of the whirlpool is **Restrained** by the current, and is pulled **30 feet** deeper. A creature **Restrained** in this way can use its action to make a **VDC STRENGTH (ATHLETICS)** check, ending the effect on itself on a success. A creature with a Swim Speed has **Advantage** on this check.

The whirlpool lasts until the abyssodon is slain, after which, the sea stills and the fog begins to fade.

## ENEMIES

The enemy in this wave is the abyssodon in its death throes:

**Level 5.** At level 5, the Wave 3 combatant is:

- ◆ **1 Abyssodon, The Starving Frenzy\*** (Death Throes, CR 3)

**Level 10.** At level 10, the Wave 3 combatant is:

- ◆ **1 Abyssodon, The Insatiable Maw\*** (Death Throes, CR 5)

**Level 15.** At level 15, the Wave 3 combatant is:

- ◆ **1 Abyssodon, The Ravening Bloodlust\*** (Death Throes, CR 8)

\*See Appendix C - Bestiary

## VULNERABLE AREAS

By this wave, all of the abyssodon's Vulnerable Areas are exploited.

## TACTICS

The abyssodon fights until destroyed. It takes the Dash action on each of its turns, gaining extra movement with which it can trigger its Ramming Charge trait. The only Legendary Action option it uses each round is Move, in preparation for or to execute a Ramming Charge.

## END OF WAVE

The wave ends when the abyssodon succumbs to a **Finishing Blow** or it suffocates to death (an unlikely but possible outcome once its **Gills Vulnerable Area** is exploited).

## REMINDER: SUFFOCATION

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before Suffocation begins. The effects of Suffocation depends on the edition you're using.

**2024.** If you are using the 2024 edition of the 5e rules, when a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from Suffocating.

**2014.** If you are using the 2014 edition of the 5e rules, when a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.



## FINALE

If the abyssodon is dealt a Finishing Blow, proceed to Abyssodon Slain. If the abyssodon suffocates to death, head to Abyssodon Suffocates. If the abyssodon destroys the party's ship, proceed to Abyssodon Wins.

### ABYSSODON SLAIN

The water bulges and then drops as the creature spasms, its bulk hammering the seabed. Chitin splits along rents in its flesh. A surge of black ichor clouds the sea, spreading in slow spirals. Bits of wreckage rise and fall with the current. Then... stillness. Only the current remains, dragging what's left towards the depths.

On Initiative count 20 (losing ties) of the following round, the abyssodon's death rattle triggers (see page 181).

### ABYSSODON SUFFOCATES

With a final shudder, the translucent, armourless mass of the shark-cephalopod hybrid stills. Blood leaks from various wounds, a deep black-red. Before long, the tiny shapes of hullbreaker crabs can be seen scuttling over it, their claws moving morsels of flesh to their mouths with greedy abandon.

With skill or luck, the party avoids a destructive outcome; the abyssodon's death rattle does not trigger.

### ABYSSODON WINS

A violent jolt splits the hull as the sea surges upwards. Your vessel groans, tips, and then breaks apart, snapping in half like hard tack. Bloody tentacles seize the wreck as it's pulled down. Only foam and wreckage remain, mixing with the blood-tinged waters.

The party's vessel is destroyed. Each creature aboard makes a **VDC DEXTERITY SAVING THROW**. On a failure, the creature is **Restrained** beneath wreckage and begins **Suffocating**. On a success, the creature is thrown clear into open water. Surviving characters may wash ashore, or they might be captured or rescued depending on your narrative outcome.

## AFTERMATH

The fate of Hullbreak Rift and the surrounding waters depends on whether the party slays the ancient predator or falls to its bloodlust. Regardless of the outcome, the following consequences take effect:

- ◆ Shaali Medess vanishes within days of the fight. Some claim her bunk aboard the Salvagers' Guild barge was found empty, its walls carved with geometric spirals. Others swear they spotted her sailing solo on a small skiff, laughing before vanishing into the fog.
- ◆ For the next **2d10 days**, no salvage crews, raiders, or trade vessels are willing to pass through Hullbreak Rift. The Alltide Salvagers' Guild marks the region as forbidden for its crews.
- ◆ Sailors that pass within **10 miles** of the Rift dream of drowning in spirals of blood. Some wake gasping, lungs burning with phantom seawater. The visions fade after **2d10 days** but leave entire crews shaken, foul-tempered, and prone to paranoia.
- ◆ Wreckage and dead sea life drift into neighbouring routes, fouling nets and staining the waves.
- ◆ The unnatural fog lingers over Hullbreak Rift, resisting both wind and current. It swallows sound, muting bells and calls between ships. Some claim it shifts when songs or prayers are carried across the water, as though something beneath still listens.

### ABYSSODON SLAIN OR SUFFOCATES

- ◆ Tovik Sleet's mutterings shift from horror to relief, though his broken mind leaves him fixated on the player characters as the ones who "cut the whispering throat."
- ◆ The wreck of the *White Dove* is among those dragged into the Rift. A handful of survivors, including Valerie Strongline's son Dren, can be found in a section of the keel if the party investigates.
- ◆ The Alltide Salvagers' Guild pays the characters' promised prize in full, styling them as the Heroes of Hullbreak Rift in tavern songs.
- ◆ Scavengers flood Hullbreak Rift to devour and harvest the carcass. For as long as the corpse remains, or until it completely decomposes in **10d20 years**, creatures within **5 miles** of it face swarms of ravenous feeders. While in this area, random combat encounters are **50 percent** more likely.

## ABYSSODON SLAIN

If the abyssodon is dealt a Finishing Blow, the following occurs.

- ◆ For **1d10 days**, the death rattle of the abyssodon warps the tides within 50 miles of Hullbreak Rift. Tracking checks made to navigate this zone have Disadvantage, and a failed check results in a vessel being swept a day's travel off course.

## ABYSSODON SUFFOCATES

If the abyssodon suffocates to death, the consequences are less severe in the short term, as no death rattle is triggered.

- ◆ In **1d10 years**, a humongous hullbreaker crab emerges from the depths of the caldera—a new kaiju. It has an insatiable hunger and claims the Hullbreak Rift as its domain.

## ABYSSODON WINS

If the party is slain or flees, each of the following comes about.

- ◆ The deaths of the characters sate the abyssodon's hunger for **1d10 days**. It returns to its patrol of the region, resuming its role as Princess Pelagia's guard dog while she hosts her summit in the Coral Court.
- ◆ Tovik Sleet's mind shatters further upon hearing the news. His tavern tales grow more frenzied, spreading fear across the ports of the Voidsea.
- ◆ The *White Dove* and her crew are never found. Valerie Strongline joins the ranks of grieving sailors' families who curse the waters of Hullbreak Rift.

## CRAFTING

The Craftable Items table lists the unique items that can be crafted from this adventure.

### CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Maw of the Abyss</i>	Ship Component (Ram)	Uncommon	—	<i>Aberration (Abyssodon) Tentacle</i>	<i>Frail</i>	470 GP
		Rare			<i>Robust</i>	1,750 GP
		Very rare			<i>Potent</i>	6,700 GP
<i>Sharkskin</i>	Armour (Any Light or Medium)	Rare	Optional	<i>Aberration (Abyssodon) Hide</i>	<i>Robust</i>	4,230 GP
		Very Rare			<i>Potent</i>	14,300 GP
		Legendary			<i>Mythic</i>	63,610 GP
<i>Tentacloth</i>	Wondrous Item	Uncommon	—	<i>Aberration (Abyssodon) Ink Sac</i>	<i>Frail</i>	340 GP
		Rare			<i>Robust</i>	2,030 GP
		Very rare			<i>Potent</i>	9,580 GP

\* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

- ◆ Word spreads across the Voidsea that the abyssodon endures as the Conclave's savage sentinel. Hullbreak Rift is marked as forbidden waters, and sailors whisper rumours of the coming of the dark days that were once endured under the Deep King's tyranny. The Hunter's Conclave proceeds with their plans, proving the rumours as prophecy.

## TREASURE

Once the party has defeated the abyssodon, they can attempt to harvest components and craft unique items using the remains of his body. For further information, refer to the Crafting and Manufacturing chapter in *VoidSea*.

## HARVESTING

The components in the Abyssodon Harvesting table can be harvested from the remains of the abyssodon, an Aberration. Components in italics are unique to the abyssodon, and components in bold indicate that they can be used to craft this adventure's unique items.

### ABYSSODON HARVESTING

Component	DC	Number Available
Eye <sup>E</sup>	5	2
Flesh <sup>E</sup>	5	10
Phial of Blood <sup>E</sup>	5	1,000
Fat <sup>E</sup>	10	40
Pouch of Teeth	10	4
<b>Tentacle</b>	<b>10</b>	<b>6</b>
Heart <sup>E</sup>	15	3
<b>Ink Sac</b>	<b>15</b>	<b>1</b>
Liver <sup>E</sup>	15	1
Brain <sup>E</sup>	20	1
<b>Hide</b>	<b>20</b>	<b>5</b>



# REEVERS OF THE RABID REEF



DO YOU B'LEACH  
IN REEF AFTER LOVE?  
LEVELS 6, 11 & 16

# REAVERS OF THE RABID REEF

## INTRODUCTION

This adventure, *Reavers of the Rabid Reef*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 6, 11, or 16. Characters who complete this adventure should earn enough experience to progress one-third of the way to level 7, three-fifths of the way to level 12, or two-thirds of the way to level 17, respectively. In this hunt, the characters must confront the *Nautilion* and its coral-hivemind-controlled crew in the arctic waters of the Shiverreach Expanse.

Reports of drifting coral-covered wrecks and calcified sea creatures reach Whalegut, the last haven on the edge of an arctic tundra. Following the *Nautilion's* path draws the characters' vessel into the Shiverreach Expanse, where mut-laced waters, shifting floes, and strange coral traces guide them toward Blackrift Bay. Plentiful rations, dive suits, and sources of Acid damage give the party their best chance of surviving the journey and confronting whatever now commands the missing vessel.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, **Vdam** to a variable amount of damage, and **VSdam** to a variable amount of damage dealt specifically to ships. These variable statistics can be modified in text; for example, in a level 11 adventure, **VDC + 10** means  $15 + 10 = \text{DC } 25$ .

VARIABLE STATISTICS TABLE

Adventure Level	VDC	Vmod	Vdam	VSdam
6	13	+5	5 (2d4)	22 (4d10)
11	15	+7	10 (3d6)	33 (6d10)
16	17	+9	21 (6d6)	44 (8d10)

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

## BACKGROUND

The Alltide Salvagers' Guild began as a coalition of explorers, artificers, and deep-sea divers determined to cleanse and reclaim the Voidsea. Their fleets mapped drowned coasts, hauled relics from dead empires, and funded ever-riskier dives with each success. In the Narath Sea, they uncovered fragments of Nerathian tablets describing a coral lattice called the Drowned Bloom, a creation once used to cleanse poisoned waters. The records warned that its hunger grew beyond its purpose and that the mage-king Thalyros sealed it away, but the guild saw only the chance to rediscover a miracle.

Years of dangerous dives and lost crews finally revealed the vault's location, and the guild misread every sign they uncovered, assuming the coral had been hidden for safekeeping rather than imprisoned. Captain Maeren Holt led the *Nautilion's* expedition with a single directive: recover the coral so that it could be used to cleanse the Voidsea. The submersible's crew, the Subnautics, breached the marble vault beneath Thalyros's drowned citadel and found the lattice still alive, but the moment it was touched, the coral answered in a way none of them expected.

Within minutes, an infection had spread through the ship and crew, merging them into a singular hivemind. The *Nautilion* rose from the depths transformed; while its surface silhouette was almost identical, a reef of calciferous, parasitic growths bloomed from its underside. It began its quest to travel the seas and infect all creatures with the Drowned Bloom, but unforeseen limits quickly arose.

Rather than being altered by the mut-laden waters of the Voidsea, the Drowned Bloom found itself expending significant resources simply to keep itself pure. This unending barrage taxed its resources and prevented its otherwise exponential proliferation. Creatures and vessels overcome by its coral growths eventually succumb to exhaustion, disintegrating into brittle, bleached chunks of shapeless calcium.

Seeking the strength to cut through the taint, the hivemind has fixed its sight on a vast source of biomantic power—Lissardgy, a Tree of Unlife buried deep within the frozen glaciers of the Shiverreach Expanse. The *Nautilion* travels north to seize that power and, for the first time, destroys vessels it might otherwise try to infect.

## SUMMARY

Here's a summary of the relevant information for this adventure:

**Which Monster?** The *Nautilion*, a submersible, and its crew, both infected by the Drowned Bloom, a parasitic coral hivemind.

**Monster's Motivation.** In its mission to spread its coral seeds through the Voidsea, The Drowned Bloom drives the vessel toward Lissardgy, a tree of unlife hidden within the glaciers of the Shiverreach Expanse.

**Monster's Previous Actions.** Initially, the *Nautilion* infected other vessels with its coral growths, bringing them into the Drowned Bloom hivemind. More recently, it has destroyed vessels it could not avoid in a bid to prevent itself being tracked.

**Where's the Monster?** The *Nautilion* is bound for Blackrift Bay in the Shiverreach Expanse, a remote stretch of arctic waters, icebergs, and glaciers.

## ADVENTURE REWARDS

Adventure Level	Rewards Per Character			
	Gold	Isertha's Tattoo Rarity	Subnautic Battle XP*	Keyed Encounter XP**
6	1,050 GP	Uncommon	2,700	685
11	3,500 GP	Rare	8,925	2,525
16	7,750 GP	Very Rare	18,825	5,850

\*Includes all monsters, traps, and puzzles in The Battle Ahead fight (pages 111 - 117), averaged for a party of four.

\*\*Includes all monsters, traps, and puzzles in the Keyed Encounters section (pages 105 - 107), averaged for a party of four.

## ADVENTURE HOOKS

The northern seas have grown colder than ever, and sailors whisper of a reef that moves beneath the ice like a living thing. In the cliffside haven of Whalegut, merchants and whalers alike speak of vanishing ships and a shadow in the depths. You can introduce any of the following leads to draw the characters into the adventure for the *Nautilion*.

**Curiosity: Scrubbed Clean.** Drifting amid the northern floes just a few nautical miles from Whalegut, the party discover a derelict sloop, the *Skipping Stone*, half-buried in ice. Every scrap of canvas, rope, and cargo has been stripped away. Inside, the crew's quarters are spotless, the deck scrubbed to bare wood, as though something scoured the vessel clean. A search of the captain's cabin uncovers a frozen logbook describing a home port named Whalegut and, at the very end, a "living reef that moved steadily under the water."

**Morality: The Last Whaler of Cradle Bay.** Isera Thane, a portan whaler, arrived in Whalegut on her polar bear mount, half-frozen and bleeding from deep wounds. She claims her camp on the ice of Cradle Bay was destroyed by a creature of coral and metal that rose through the sea ice and shattered her ship in a single strike. Isera fled south across the floes and survived the storm that followed. Days later, she returned to search for her kin but found nothing. The camp was gone, the ice smoothed over except for a deep trench that stretched north. She now begs the party to track the "creature" and end it. In return, she offers to ink each character with a magical tattoo, a special art kept by her clan for centuries.

**Compensation: The Alltide Commission.** Two otterkin representatives of the Alltide Salvagers' Guild named Wiggs and Bedge arrive in Whalegut under the guise of merchants and find the party in a dockside tavern. Several months ago, the guild lost a submersible called the *Nautilion* during an expedition for Nerathian relics. Now sailors claim to have seen a coral-covered vessel moving beneath the northern ice, the described silhouette of its hull distinctly that of an Alltide submersible. The guild is certain it is their missing ship. The representatives offer a large amount of gold for proof of what became of it and more if its cargo can be recovered. They ask that the job stay quiet, warning that other crews would try and reach the vessel first in search of its cargo.

## WHALEGUT

The frost-laden settlement of Whalegut clings to the edge of black granite cliffs like a barnacle colony on a whale. A massive iron chain, enchanted to prevent rust, runs along a cliff face before heading out over the water where it is bolted to a series of icebergs that are themselves artificially anchored to the sea floor. Ships and barges lash themselves to the chain and to one another, forming a sagging web of decks, bridges, and hulls. Planks shift underfoot with the tide, ropes creak, and frost thickens over every rail. Smoke rises from chimneys made of recycled, hollowed masts and scavenged barrels, staining the ice black.

**Monsters Shmonsters.** As is always the case on the Voidsea, no settlement can grow too large without attracting the attention of some great subaquatic abomination—not without some unique facet to its location that helps hide its presence. In Whalegut's case, an enormous, fast-moving glacier pours tons of ice into the sea every day, the crash of the calving ice falling into the sea an audio camouflage for the town.

### TORGA ICEBREAKER



**Vibe.** Lanterns of bone and crystal hang from masts and railings, casting sharp amber light over the decks. Each ship bears its own crew and colours, and only a handful of ships never leave: a forge barge, the *Stainless Seal*; a supply scow, *Tinderbox*; a chapel boat, *Aurora's Light*; and a tavern called *The Keelhauler*, its deck layered with nets and half-frozen barrels. The rest drift with the season. Whalers, pirates, and scavengers come to trade, mend hulls, and drink before risking the Shiverreach Expanse to explore for lost treasures and hunt for the meat and blubber needed to survive the freezing waters. The people of Whalegut live loud and rough.

**NPCs.** You can introduce Torga Icebreaker, and the questgivers Isera Thane, Wiggs, and Bedge aboard *The Keelhauler*, or among the other linked ships that form Whalegut's frozen "streets."

Read aloud or paraphrase the following when the party's vessel sails into Whalegut:

The glacier, whose booms of falling ice have been the soundtrack to the past miles of your journey, gives way to a black cliff that rises from the fog, its face lined with an iron chain spiked into the rock. The chain extends from the rock, passing through several icebergs that appear fixed in place, forming a protected bay of sorts. Ships and barges crowd along the inside of this chain, their hulls bound together with ropes and gangways that dip and sway with the waves. Lanterns swing in the wind, casting ribbons of gold across wet timber and frozen rigging. Smoke drifts low over the decks, thick with the smell of whale oil and brine. As your ship approaches, you hear laughter, hammering, and the deep groan of the chain that holds the floating town of Whalegut fast to the glacier.

### TORGA ICEBREAKER

Torga Icebreaker is a broad-shouldered portan with skin as pale as snow and eyes that gleam faintly pink. Her body is heavy with muscle from hauling nets and dragging kills across the ice, built for endurance and the frozen bite of the northern winds. She dresses in a mismatched collection of sailor's leathers, fur-lined harnesses, and charms carved from bone and tusk. Slung across her back is a handheld magitech harpoon gun she calls *Roderick*, a name she says suits "a thing that likes to punch holes in monsters." She polishes its barrel often, and talks to it as though it were alive.

**The Laughing Harpooner.** Torga grew up among the drifting portan tribes that adventure along the edge of the Shiverreach Expanse. She joined her first crew before she came of age, taking any job that kept her on the water. By adulthood, she had fought off raiders, patched hulls, and led whaling parties through ice fields that would freeze lesser sailors solid. Her hunger to strike the first blow in a sacred war against Undead drove her to defy her elders, leading her war-party across thin ice and into an ambush.

The revenants rose faster than her hunters could react. Her team died on the glacier while she barely escaped, and her exile was swift and well-earned. Now, she sells her skill to any crew that can match her price, loud in laughter and quick to scorn shark-kin foolish enough to cross her path.

**Behaviour.** Torga fills any ship with noise and life. She laughs at her own jokes, swears often, and calls everyone “sailor” until they’ve proved themselves worth a name. She drinks heartily, tells stories about her harpooning adventures, and flirts outrageously for sport more than interest. When she gives instructions, she expects them to be followed and her tone leaves no room for argument. She mocks fear but never ignores it, saying that “a little panic keeps you honest as a priest on a sinking ship.” In calm weather, she’s all cheer and boasting, but once the hull groans and the ice begins to crack, her grin fades, her voice drops low, and her eyes fix on the horizon—every order comes clean and certain.

## TORGA ICEBREAKER

Humanoid (Portan), Whaler, She/Her

**Personality.** Boisterous, confident, crass, fiercely loyal.

**Appearance.** Stocky, muscular, pale battlescars, layered furs decorated with beads and carved bone charms.

**Desire.** To face a creature worthy of her skill and prove her exile was a mistake.

**Fear.** To die without redemption or be remembered only for the lives her pride cost.

*“If your harpoon’s dry by sundown, you wasted daylight.”*

**Information.** Torga Icebreaker knows the Shiverreach Expanse the way most sailors know their own decks. She can tell the thickness of the ice by the sound an icebreaker’s hull makes as it cuts through, and she reads the sea’s colour to judge where hidden ice sleeps beneath the surface. Years spent working every kind of vessel—whaler, trader, and salvager—have taught her which waters break ships and which lead home. She’s served under more captains than she can count and swapped stories in every port from Brineharrow to the Frostline Isles. Her advice comes with a grin and a mouthful of sailor’s slang, but beneath the noise and boasting lies the hard-earned instinct of someone who has survived more voyages than she’s cared to remember. Torga shares the following information:

- ◆ There are five notable vessels in Whalegut, the first four of which are permanently moored. A church that can provide healing, *Aurora’s Light*. A forge barge that can repair metal components, *Stainless Seal*. Tinderbox, a supply vessel packed with Repair Parts, Rations, and a small plant that turns recently carved icebergs into fresh, clean drinking water. The town’s tavern, a multi-tiered affair called *The Keelhauler*. More recently, a pengkin inventor, a self-proclaimed “master of aquatic death prevention”, has arrived and been working on something aboard his overcrowded barge, *The Second Chance*.
- ◆ She heard of ships overrun with colourful coral from somewhere down South. But that hasn’t been happening up here; all they’ve found are wrecks covered in bleached coral dust.
- ◆ The camp at Cradle Bay was recently attacked, the only survivor is Isera Thane, who can be found convalescing aboard *Aurora’s Light*, or drinking at *The Keelhauler*.
- ◆ The *Skipping Stone* last moored in Whalegut around a few weeks ago. They were due back from a hunting trip that would’ve taken them further north a few days ago.
- ◆ Two Alltide representatives—Wiggs and Bedge—secretly asked her about a missing submersible, the *Nautilion*, and offered gold for information leading to its return. They hang out at *The Keelhauler*.

## WHALEGUT ENCOUNTERS

While exploring Whalegut and preparing for their voyage into the Shiverreach Expanse, the characters might cross paths with a sharp-tongued inventor trying to repair an odd-looking dive suit.

### TO SEE THE SEA

The barge, *The Second Chance*, belongs to Karn “Squint” Bellhook, a peg-legged pengkin inventor and self-proclaimed “master of aquatic death prevention.” He’s building a new line of dive suits made from treated rayhide stitched with woven kelp

bands—lighter than the heavy metal suits used by the Salvagers' Guild, and supposedly mut-proof. As the party nears the barge, you can read aloud the following:

A hammer clangs against metal, followed by a string of curses that'd make a deckhand blush. Aboard a barge that lists hard under a pile of scrap, a one-eyed pengkin fights a losing battle with a dented diving helmet. The tinkerer's one good eye squints through a haze of pipe smoke and steam, which hisses from a clamped hose, accenting the aroma of whale oil and singed leather. The otterkin spits through his frost-covered beard, glares at the leaking contraption, and sighs at you, "Flexible enough to fight underwater and still thick enough that the beasties can't chew through—if the bloody thing would only breathe right! Think ye can lend a hand?"

Right now, though, the air regulator sputters and wheezes like a dying gull. A character who examines the device can make a **VDC INTELLIGENCE (TINKERER'S TOOLS)** check to assist Karn with repairs. On a failure, the valve ruptures, releasing a jet of air that blasts seawater across the deck. Karn's fur stands on end, and he bellows, "Bloody ham-fisted oaf! You touch my gear again, I'll use ye for ballast!" as the party is immediately chased off his barge. On a success, the character helps recalibrate the pressure valve, fixing the prototype, which becomes a fully functional Squint's Prototype Dive Suit (see Voidsea Dive Suits, 153). Karn laughs hard enough to drop his smoking pipe, declaring the helper "half a genius, half a lucky bastard."

**Acquiring the Suit.** Karn offers to sell the suit for **10 GP** x APL, and says he can make one more each day for the same price (maximum of four). A character can convince the inventor to let them borrow the suits for free to "stress test" them with a successful **VDC CHARISMA (PERSUASION)** check.

**Trade Secrets.** A character who studies the suit's helmet can make a **DC 16 INTELLIGENCE (ARCANA) OR WISDOM (NATURE)** check to analyze the strange green kelp coiled inside the filter. On a success, they identify it as breathvine, a hardy sea plant found along Whalegut's glacial underbelly (see Breathvine, 103). When sealed within the diving helmet, it filters toxins and extends its air supply.

**Harvesting Breathvine.** A character that spends **1 hour** searching Whalegut's heavy mooring chain can find **1d4** Breathvine strands that can be harvested (see Flora & Fauna, 103).

## SHIVERREACH EXPANSE

The Shiverreach Expanse stretches across the farthest edge of the Voidsea in a vast sweep of fractured ice and dark water. Floes drift in slow, grinding chains, their edges serrated where the wind has carved them into jagged ridges. Both the ice and the water below are clear as glass and carry a faint blue glow from swarms of cold-dwelling plankton that pulse when disturbed. Depth soundings are inaccurate here as weighted lines drift sideways in hidden cross-currents before they ever strike bottom.

Life clings to these waters with stubborn force. Portan whalers steer heavy trawlers through narrow channels to hunt frostback whales whose hides glow with pale light. Crews work from floating kill rings lashed together with ice spikes. Smoke from boiling blubber rises in tall black plumes, acting as guideposts for hunting parties, traders, and expedition camps that drift with the seasons. Every camp keeps watch for storms that can freeze canvas solid in moments—and for the dead that never stay dead for long.

## FLORA AND FAUNA

The Shiverreach Expanse shelters creatures shaped by the relentless cold and the necrotic seepage that drifts from the glacier-city buried below. Years of exposure to freezing currents, crushing pressure, and corrupted life-essence have altered even the simplest organisms into forms found nowhere else in the Voidsea.

### BREATHVINE

Beneath the crystal clear ice sheets of the Shiverreach Expanse are glowing, long green strands that can be a welcome relief for free divers low on air and ice breakers looking to forge a path through frozen waters. This seaweed releases puffs of air as it photosynthesises, which can gather in larger pockets. This insulates the water from the ice, preventing the ice from thickening and maintaining passages through which ships can pass. On full moons, breathvines release glowing phytoplankton, called moonwake plankton, that descend to the ocean floor—a phenomenon sailors refer to as a 'falling aurora'.

**Harvesting.** A creature attempting to harvest breathvine can make a Harvesting Check with a component DC of 30 using the Harvesting mechanics on page 103. On a failure, the creature takes **Vdam** Thunder damage as the strand's air-nodes explode in the creature's hand, releasing all stored air and rendering it unusable. On a success, the creature harvests an intact breathvine. Breathvine remains viable for **24 hours** before the gas dissipates and the membrane collapses. A creature that eats breathvine gains **3 muts** and can breathe underwater for **10 minutes**. Once a creature eats a breathvine, it can't gain the benefit of eating another for **24 hours**. A creature that eats another before then must succeed on a **VDC CONSTITUTION SAVING THROW** or be **Poisoned** for **1 hour**.

## MOONWAKE PLANKTON

Moonwake plankton, birthed by breathvine as the waxing moon fills, use the sulphur produced by sea floor vents as a metabolite. Deep underwater, they reproduce, forming huge glowing clouds that attract all manner of predation. Shortly before the full moon, they undergo a final meiosis, becoming gametes that propel themselves towards the dark

sky above where their breathvine parents dwell. The presence of the moonwake plankton's glow stimulates the breathvine to release eggs, which they then fertilise, leading to a new generation of the air-producing seaweed.

**Tracking.** On full moons, creatures that use the glow of moonwake plankton have **Advantage** on Tracking checks to navigate ice sheets.

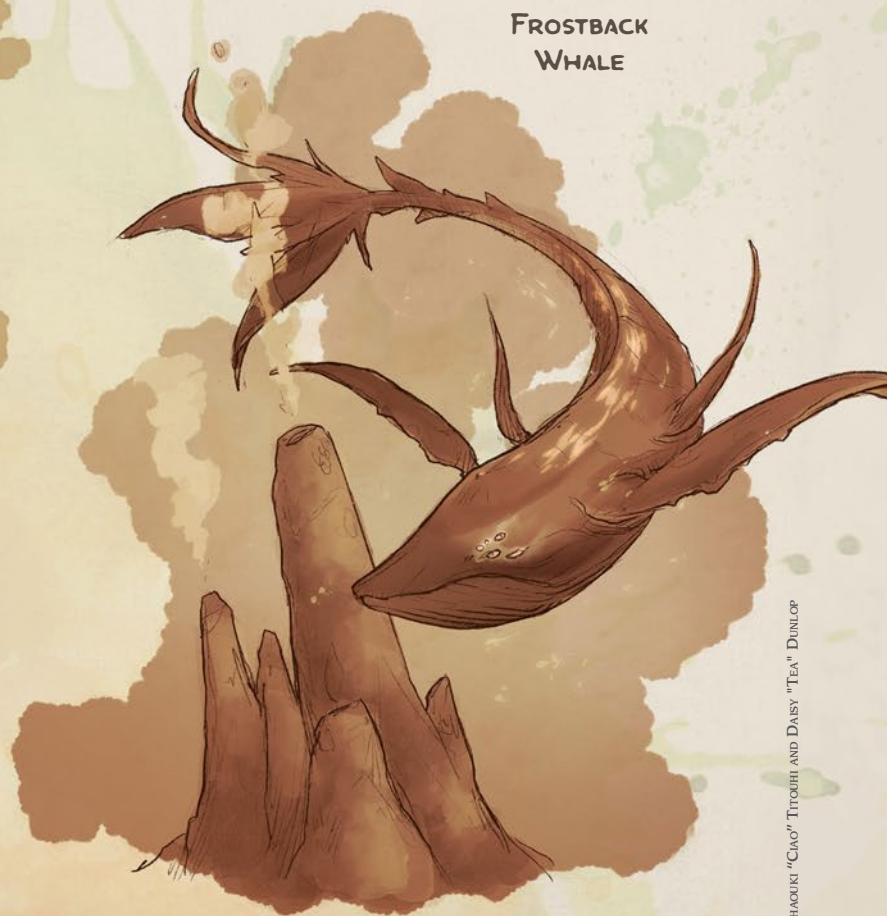
## FROSTBACK WHALES

Under a waxing moon, creatures in the Shiverreach Expanse might see trails of blue-green lights gliding beneath the ice. These are the frostback whales, whose pattern of glowing skin is unique to each individual, a product of their diet rich in moonwake plankton. On new moons, the whales gather breathvine to areas about deep-sea vents. They chew breathvine, increasing the time for which they can hold their breath, then dive to feed on dense clouds of plankton around sulphur chimneys.

Frostback whales travel only where the ice is thin and they can breach it. It is using these lights as guides that captains are able to navigate frozen waters in the long dark of winter. The passage of these whales is indicative of thin ice—useful for vessels trying to cut a path through a sheet, or ice-walkers trying to avoid falling through.



BREATHVINE

FROSTBACK  
WHALE

## TRACKING

The Shiverreach Expanse is treacherous for any crew relying on standard navigation. Ice floes shift without pattern, hidden cross-currents drag ships sideways, and Undead beneath the glacier can distort sonar stones and soundings. Torga Icebreaker provides reliable guidance through these waters, using her knowledge of safe channels and her ability to identify thinly-frozen sheets (see Frostback Whales, page 104). The Tracking mechanics found in *Heliana's Guide to Monster Hunting* can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks, each of which takes **1 day** with a vessel with a Top Speed of **60 feet**.

To reach their destination, the party requires three Tracking checks and one success. On a successful check, the party has a narrative encounter, while a failure results in a hostile encounter. The first successful Tracking check should result in the party's vessel coming across the Standed Whalers encounter. The first failed or second successful Tracking check should result in the Icebreaker Run encounter. After all necessary checks have been completed, the party experiences the Torga's Hidden Moorage encounter, which gives them a chance to rest before arriving at the Blackrift Bay and face the Nautilion.

**Additional Encounters.** You can use the Arctic random encounters in Voidsea for any additional hostile or narrative encounters you run.

## KEYED ENCOUNTERS

The Stranded Whalers encounter has the party encounter a damaged ship, which can provide them with a powerful acid that can remove coral growths and a diving suit to protect them from the Drowned Bloom. The Icebreaker Run encounter has the party race through a glacial passage and discover a torpedo lodged in a skeletal narwhal's ribs.

### STRANDED WHALERS

*Narrative Encounter, Shiverreach Expanse*

The party comes across a damaged ship in need of help. You can read aloud the following:

A battered whaling trawler leans against a cracked iceberg ahead, its hull braced with bone struts and frozen lines. Portan sailors hurry across the deck, hammering planks into a gaping breach as wind drives snow across the ice. A broad-shouldered captain waves frantically. "Storm's nearly on us! We need wood or hands—anything you've got!"

The vessel, the *Iron Lash*, was grounded after a patch of strange coral clung to its hull and grew across the planks in minutes. The crew hacked away the infected wood, leaving several gaping holes. *Vendra's Dockside Dissolution*—a caustic mixture used to break down thick layers of blubber—killed the remaining coral instantly. With a storm quickly approaching on the horizon, Captain Ullorin asks for help patching the hull before their crew is trapped on the crumbling iceberg that may or may not survive the coming storm.

**Inspecting the Coral.** A character who examines the brittle coral remnants or the emptied wash barrels can make a **VDC Intelligence (Nature)**. On a success, they determine the coral was killed by the potent alcohol-based acid solvent, and any potent alcohol or Acid damage should produce the same effect.

**Helping the Crew.** Captain Ullorin needs Repair Parts and labour to complete the repairs of the *Iron Lash* before the storm arrives. The work takes **1d4 hours** and requires 10 x APL Repair Parts to complete, just enough time to finish and cast off before the storm hits. Once the hull is sealed, the *Iron Lash* launches and sets sail to Whalegut, avoiding the oncoming storm. Before leaving, the grateful Captain Ullorin gives the party a large glass jug of the concentrated *Vendra's Dockside Dissolution* (see Appendix A - Items) and one Standard Dive Suit (see page 153), saying "if it starts growing on yer hull, you're gonna need these to scrape it off safely".

**Storm Coming.** Due to the storm now firmly in their path, the party has a choice to keep sailing or attempt to ride out the storm safely. If choosing to continue onwards, the next Tracking check has **Disadvantage** and the Helmsman makes three **VDC DEXTERITY** checks. On each failure, the Hull takes **VSdam Bludgeoning** damage. If the party decides to batten down the hatches and ride out the storm, the storm lasts **1d4 days** before settling into waters calm enough to continue the voyage.

**Abandoning the Crew.** If the party refuses to help, they can sail on ahead of the storm. Some time later, they learn that the *Iron Lash* remained trapped on the ice shelf as the sailors hunkered down to wait out the blizzard. The ice cracked during the night, and the ship sank with all hands.

## ICEBREAKER RUN

Hostile Encounter, Shiverreach Expanse

Hostile monsters attack the party's vessel. You can read aloud the following.

Sheets of broken ice drift in slow chains as the party's vessel noses into a narrow glacial corridor. The walls rise on either side in sheer blue slabs that press the water into a tight channel. Ice scrapes along the hull as the ship enters the pass, and cracks echo from above as the shifting floes grind against one another. Beneath the surface, the water darkens to a deep green, and long shadows prowl in the deep.

**Composition.** Refer to the Icebreaker Run Encounter table for the number of **Rimehorn Narwhals** and **Icevein Eels** that appear based on the adventure level. Rimehorn narwhals open with straight-line charges from below, striking the hull with their spiralled horns and leaving strips of new ice in their wake. Icevein eels leap from the water as the ship tilts from the narwhals' attack, biting at creatures near the edge of the ship, and potentially grappling them and pulling them back into the water.

Additionally, specific events occur on Initiative count 20 (losing ties) of each of the first three rounds:

**Round 1:** A cluster of thin ice overhead splinters and falls across the deck. Each creature aboard must succeed on a **VDC DEXTERITY SAVING THROW** or take **Vdam** Piercing damage from the falling shards.

**Round 2:** A shifting floe threatens the starboard hull. To avoid the floe, a Helmsman must succeed on a **VDC DEXTERITY** check as part of its Ship Action to interact with the Control component before the end of the Helm Step on round 3. On a failure, or if no Helmsman succeeds on the check in time, the vessel slams into the ice and the Hull component takes **VSDam** Bludgeoning damage.

**Round 3:** A freezing current sweeps through the channel. Each creature in the water must succeed on a **VDC CONSTITUTION SAVING THROW** or take **Vdam** Cold damage.

**Torpedoes.** After combat, a flickering light in the gullet of a slain, floating narwhal catches the attention of the player character with the highest Passive Perception. A casual search reveals a piece of long ammunition, like a ballista bolt but thicker, with a magitech engine at its rear, the word *Nautilion* etched on its side, and a Tiny fire elemental trapped in crystal-pannelled latticework at its tip.

A successful **DC 13 INTELLIGENCE (ARCANA OR TINKER'S TOOLS)** check reveals it as an explosive, heat-seeking, magitech ballista ammunition known as a *Hothead Torpedo* (see Appendix A - Items). Creatures that can speak Primordial can talk to the fire elemental, who is frustrated that the explosive wasn't armed before being fired and can't wait to be exploded and return to the Elemental Planes. It explains that its job is to lock onto the nearest significant heat source and direct the torpedo towards it. A creature can attempt to repair the torpedo. After **1 hour**, the creature makes a **VDC INTELLIGENCE OR DEXTERITY (TINKER'S TOOLS)** check, producing a functional *Hothead Torpedo* on a success (see table below for rarity).

### ICEBREAKER RUN ENCOUNTER

Adventure Level	Encounter	Hothead Torpedo Rarity
6	1 <b>Rimehorn Narwhal</b> *, 3 <b>Icevein Eels</b> *	Uncommon
11	3 <b>Rimehorn Narwhals</b> *, 4 <b>Icevein Eels</b> *	Rare
16	5 <b>Rimehorn Narwhals</b> *, 5 <b>Icevein Eels</b> *	Very Rare

\* See Appendix C - Bestiary

## TORGA'S HIDDEN MOORAGE

*Narrative Encounter, Shiverreach Expanse*

Torga guides the party to a concealed portan moorage carved beneath an overhanging glacial shelf known to local hunters as the Veil of Lights. Thick ice curves overhead like a frozen cathedral, its interior shot through with coloured strands that twist and ripple in slow currents like a trapped aurora. The glow casts soft green and violet bands across the water, creating a sheltered cavern of shifting colour that remains untouched by the worst winds.

The moorage holds a ring of anchored platforms lashed to the glacier with bone-carved spikes. Though empty at this time, Torga explains that hunters use the place to wait out whiteouts and tend their gear. Ropes suspend crude lanterns filled with whale-oil, their flames reflecting across the ice

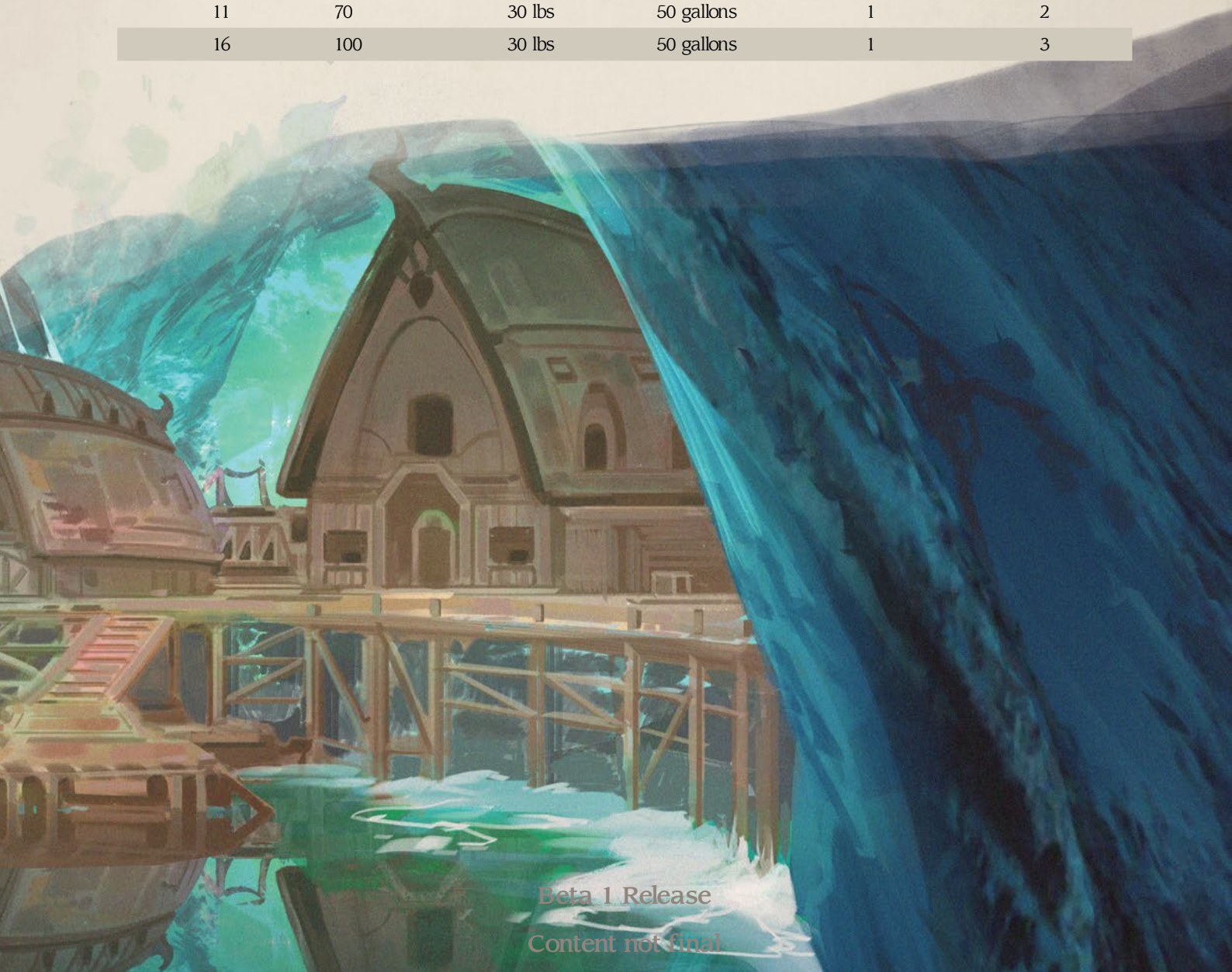
like drifting stars. Torga notes that the water beneath the platforms runs calm, protected from cross-currents, making it one of the few reliable resting points in the region.

A Helmsman easing a ship inside makes a **VDC DEXTERITY** check to avoid scraping the glacier wall. On a failure, ice shears along the vessel and its Hull takes **VSdam** Slashing damage.

Inside the moorage, hunters have left bundles of driftwood, rigging, a Standard Dive Suit, and barrels of preserved fish (see Hidden Moorage Supplies table). A successful **VDC WISDOM (PERCEPTION)** check finds one or more *Spell Scrolls of Acid Rain* (see page 164). The cavern's warmth—faint but steady—comes from geothermal vents deep below, enough to keep frost from forming on bedding or gear. The party can safely finish a Long Rest here before pressing into Blackrift Bay and confronting the *Nautilon*.

### HIDDEN MOORAGE SUPPLIES

Adventure Level	Repair Parts	Rations	Water (Clean)	Standard Dive Suit	<i>Spell Scrolls of Acid Rain</i>
6	40	30 lbs	50 gallons	1	1
11	70	30 lbs	50 gallons	1	2
16	100	30 lbs	50 gallons	1	3



## KNOW THY ENEMY

As the party speaks with the people of Whalegut and navigates the hazards of the Shiverreach Expanse, they can uncover crucial information about the *Nautilion*, the coral infection animating its crew, and the dangers of diving into corrupted waters. The clues are as follows:

- ◆ Acid kills the Drowned Bloom coral's living growths.
- ◆ Dive suits can help prevent contact-based contamination, such as Muts or the Drowned Bloom malady.
- ◆ Heat-seeking torpedoes can be diverted to strong heat sources.

### CLUE 1: CORAL CLEANERS

The Drowned Bloom grows rapidly, incapacitating ship components and burrowing through the orifices of living organisms. Acid kills the coral parasite's living filaments, preventing its spread.

**Stranded Whalers.** The party can learn the story of how the crew of the *Iron Lash* fought the coral that threatened to overrun their ship with an acidic mixture. They can gain a jug of *Vendra's Dockside Dissolution* as a reward for helping save the ship from a storm.

**Torga's Hidden Moorage.** Searching through the supplies at Torga's Hidden Moorage can reveal *Spell Scrolls of Acid Rain* (see page 164) that can be used against the coral in this way.

#### HANDOUT 10.1. CORAL CLEANERS



### USING THE CLUE

Acid damage dealt in an area instantly kills the coral growths caused by the *Nautilion's* Artillery attacks and the crew's presence.

### CLUE 2: HAZ-MUT SUITS

The waters of Blackrift Bay are rife with the Drowned Bloom's medusozoa plankton—the cause of the Drowned Bloom malady. Being in the water can quickly lead to infection. In addition, being struck or Grappled by the *Nautilion's* infected crew can cause growths to spread across a creature's bodies.

**To See the Sea.** In Whalegut, the heroes can assist Karn "Squint" Bellhook in repairing his prototype dive suit and examine the breathvine-based filters he uses. He explains that dive suits are essential for any creature entering the Voidsea as they prevent contact with the contaminated water. Karn can sell the party his prototype dive suit and make additional ones (see Squint's Prototype Dive Suit on page 153).

**Stranded Whalers.** If the party helps the whalers, they are given one Standard Dive Suit.

**Torga's Hidden Moorage.** Searching through the stash reveals one Standard Dive Suit.

### USING THE CLUE

A character wearing a sealed dive suit is **Immune** to being infected by the Drowned Bloom malady. For more information, see the Voidsea Dive Suits on page 153.

## CLUE 3: HOT-HEADED TORPEDOES

The *Nautilon's* torpedoes lock onto heat signatures, striking the hottest detectable source with ruthless precision.

**Icebreaker Run.** After fighting the rime-horn narwhals, the party can find a torpedo lodged in a slain narwhal. Inspecting this ammunition, they can learn that it is a heat-tracking device and that it bears the name 'Nautilon'.

### USING THE CLUE

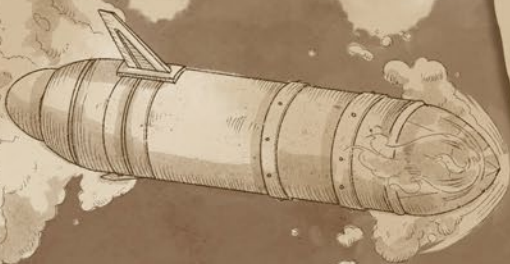
A creature can create sources of heat, such as the *Flaming Sphere* spell conjured, Fire Elementals, or by heating up other objects and throwing them in the water to confuse the *Nautilon's* torpedoes and divert them away from their vessel.

#### HANDOUT 10. 2. HAZ-MUT SUITS

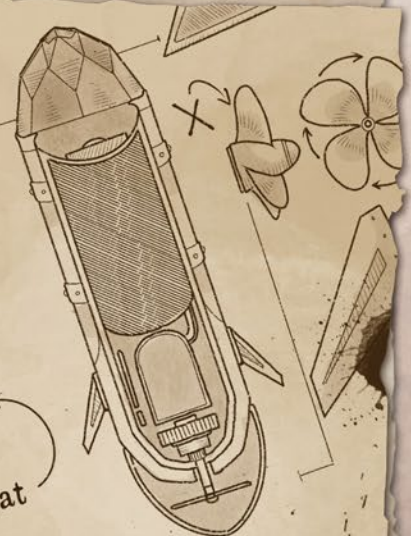
#### HANDOUT 10. 3. HOT-HEADED TORPEDOES



The Nautilon's torpedoes lock onto heat signatures, striking the hottest detectable source with ruthless precision.



Pilot seeks heat







CARTOGRAPHER: MOONLIGHT MAPS

MAP 1. BLACKRIFT BAY

1 SQUARE = 30 FEET

KEY:

-  = CAN'T SAIL THROUGH
-  = CAN'T SHOOT OR SAIL THROUGH

## THE BATTLE AHEAD

The battle with the *Nautilion* begins when the party's vessel enters Blackrift Bay, where the glacier walls tighten around a narrow bay of dark water. Ice drifts across the surface in thin sheets that crack under their vessel's hull. Defences from an underwater Undead city have blocked the submersible's advancement, and the party's arrival provides the corrupted crew with a new source of bodies and offensive power.

**Waves.** The battle is divided into two consecutive waves. Each wave begins with a read-aloud description and a summary of any environmental effects that begin or end. Each section then details the enemies involved and how they fight. Creatures in this battle fight to the death.

**Helping Hand.** Torga Icebreaker remains on deck, helping call out shifting ice and shouting sharp warnings as hazards unfold. On the Captain Step of the heroes' Ship Phase, she can dig through her gear and hurl a healing potion to a wounded character. The potion's rarity depends on the adventure level, as shown in the below table. Torga keeps one hand on her harpoon and mutters that anyone falling overboard better be ready to rescue themselves "unless they fancy ending up mutants."

### POTIONS BY ADVENTURE LEVEL

Adventure Level	Potion
6	<i>Potion of Healing</i>
11	<i>Potion of Healing (greater)</i>
16	<i>Potion of Healing (superior)</i>

## BLACKRIFT BAY

Blackrift Bay is a deep, ice-choked inlet where the glacier splits around a narrow channel leading toward the drowned necropolis of Tirlassak. The water here drops fast into a crack that runs straight beneath the glacier shelf. Blue-white veins glow faintly under the ice where the tree Lissardgy's roots press upward, tinting the bay with an unnatural sheen.

The *Nautilion* circles at the bay's centre like a hooked predator, its hull encased in pale coral plates and its crew locked in silent stalemate with Tirlassak's Undead defenders. The coral hivemind can't infect the Undead, but it can tear them apart, and the Undead in turn can't reach the vessel itself, leaving the submersible pinned in place by the city's defences.

### MEDUSAE-LADEN WATERS

Similar to Cnidarans (see VoidSea), the dispersal morph of the Drowned Bloom is a medusozoa, and the *Nautilion* is constantly shedding. These plank-

ton are one of the ways in which the Drowned Bloom purifies water, a fact which has rendered the once-highly-mutable waters of Blackrift Bay to become 'Clean'. However, these medusozoa are also what causes the Drowned Bloom malady.

**Infection.** A creature that ends its turn in the waters of Blackrift Bay without wearing a full dive suit must succeed on a **VDC CONSTITUTION SAVING THROW** or become infected with the Drowned Bloom malady (see section).

## DROWNED BLOOM MALADY

### Magical Contagion

The Drowned Bloom doesn't simply kill; it colonizes and consumes. Infection begins when coral filaments root into the infected creature's flesh, spreading through the bloodstream and replacing nerve signals with whispers from the hive. As it advances, victims slow, falter, and finally fall silent, their faces blank as coral polyps bloom from their eyes and mouths.

Any creature that fails its saving throw against a Drowned Bloom coral growth, becomes infected with the Drowned Bloom Malady.

**Advancing the Contagion.** The contagion has three stages: Muscular Intrusion, Nervous Seizure, and Hivemind Control. An infected creature makes a saving throw at the end of each of its turns, based on the stage of its contagion. A creature that is Poisoned due to being drunk has **Advantage** on these saving throws. If you are using the Drunkenness rules from *Heliana's Guide to Monster Hunting* (page 21), a creature with 2 or more Drunkenness levels has **Advantage** on these saving throws instead:

**Muscular Intrusion (VDC STRENGTH).** A recently infected creature must fight as the contagion attempts to seize its movement. On a failed save, the infected creature's Speed is halved and it can't take Reactions.

**Nervous Seizure (VDC CONSTITUTION).** A creature that failed its Strength save must fight as the contagion reaches its nervous system. On a failed save, the infected creature can take either an action or a Bonus Action on its turn, not both.

**Hivemind Control (VDC CHARISMA).** A creature that failed its Charisma save must fight against the contagion's attempt to take control of its mind. On a failed save, the infected creature ceases to make saving throws and is under the control of the coral hivemind. This change is permanent, only reversible by a Wish spell, and the creature stops making saving throws against the Drowned Bloom malady.

**Fighting the Contagion.** After an infected creature succeeds on two consecutive saving throws against the contagion, the contagion ends on it. When an infected creature that hasn't yet failed its

save against Hivemind Control takes an amount of Acid damage equal to or greater than its character level or Challenge Rating in a single instance, the coral dies and the infection immediately ends on it.

### DROWNED BLOOM CORAL GROWTHS

The artillery of the *Nautilion*, as well as some of the enemy crew's traits and actions, can create Drowned Bloom coral growths. These grow if left unchecked, but can be removed with sufficient Acid damage.

**Growth.** The Drowned Bloom can grow voraciously in its quest to bring sentient creatures under the control of its hivemind. On Initiative count 0 of each round, losing ties, roll **1d10** for each **5-foot Square** of Drowned Bloom coral. On a certain result (see Coral Growth Stats table), a new **5-foot Square** of Drowned Bloom coral grows into an adjacent **5-foot Square** in the direction of the nearest creature or ship component. If there is a creature or ship component in this space, the coral grows on that target instead (see Infection and Impairment, respectively).

#### CORAL GROWTH STATS

Adventure Level	D10 Result for Growth	Acid Damage to Destroy
6	1-3	5+
11	1-4	10+
16	1-5	21+

**Infection.** A creature that has Drowned Bloom coral growing on it has its Speed reduced by **10 feet**. This creature, or a creature that starts its turn

in the same space as this coral, must succeed on a **VDC CONSTITUTION SAVING THROW** at the start of each of its turn or be afflicted with the Drowned Bloom malady (see section) and stop making these saving throws until it is cured.

**Impairment.** At the start of a vessel's Ship Phase, each of its non-Broken ship components that has Drowned Bloom coral growing on it must succeed on a **VDC CONSTITUTION SAVING THROW** or become Impaired, regardless of how many Hit Points it has remaining. Except for Hull components, a ship component that is already Impaired when it fails this saving throw becomes Broken instead.

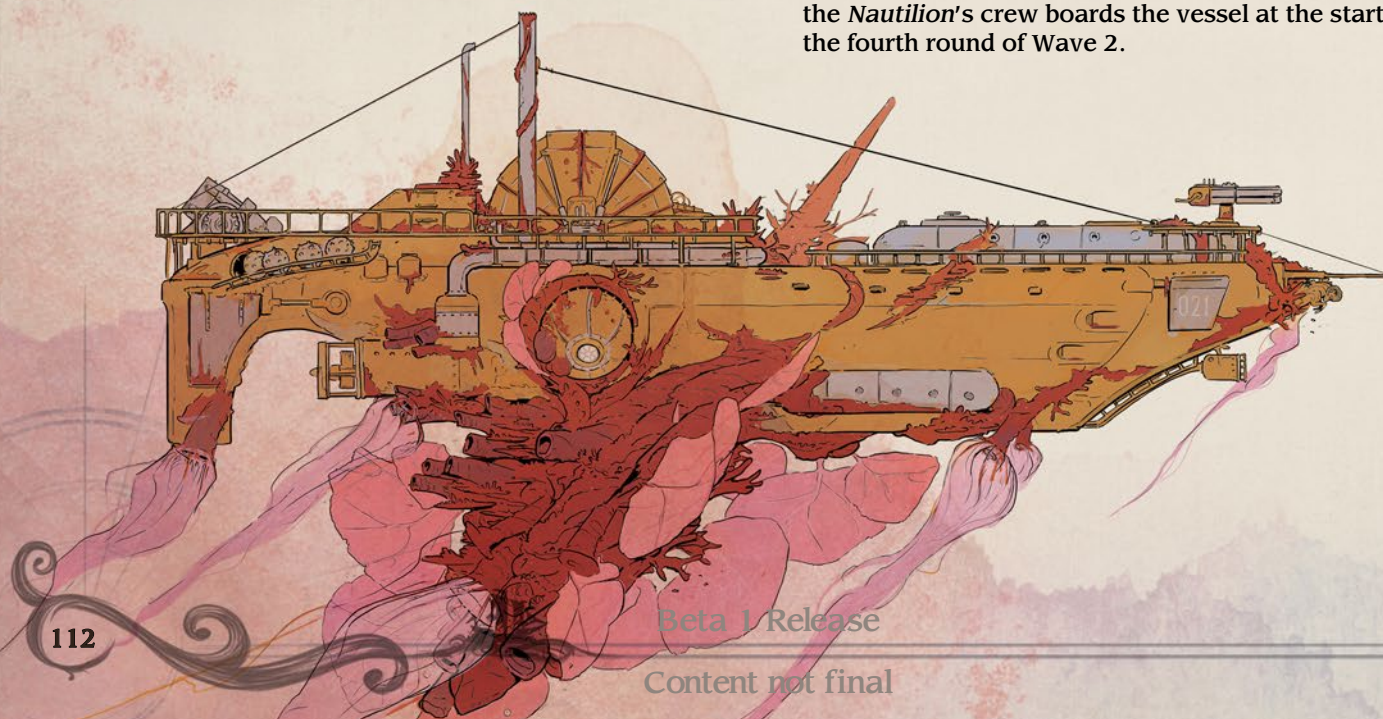
**Fighting the Coral.** A **5-foot Square** of Drowned Bloom coral that takes **Vdam+** Acid damage in a single instance is instantly bleached and killed. Likewise, if a creature or ship component that has this coral growing on it takes **Vdam+** Acid damage in a single instance, the coral growths are destroyed; this removes the Impaired or Broken condition from components if they have the requisite number of Hit Points. This does not necessarily end the Drowned Bloom malady (see section) which can require greater amounts of Acid damage to end.

### FLOW OF THE BATTLE

The *Nautilion* fights in two distinct waves. Wave 1 begins the moment the party's vessel enters the corridor of Blackrift Bay. The submersible is a skirmisher: it keeps its distance while firing heat-seeking torpedoes and launching mines in the path of the party's vessel. Wave 1 ends when any of the *Nautilion*'s Control, Hull, or both Propulsion components are Broken.

Wave 2 begins when the *Nautilion* ceases moving, allowing the party to board or destroy it from afar. If the party chooses to board, they discover the corrupted ship is empty and learn the horrifying fate of its former crew who clammers onto the party's vessel, attempting to take it over for the hivemind. If the party chooses to destroy the *Nautilion* from afar, the *Nautilion*'s crew boards the vessel at the start of the fourth round of Wave 2.

#### THE NAUTILION



## WAVE 1

This wave begins when the party's vessel enters the tight ice corridor of Blackrift Bay and the *Nautilion* rises to intercept. Paraphrase or read aloud the following to start the wave:

The walls of the bay narrow as you move deeper into its maw, sheer blue glaciers puncturing the black rock at regular intervals. The crash of icebergs carving off of the many frozen rivers disturbing the silence, sending ripples across the otherwise still waters. These icebergs, many clutching jagged shards of black rock, drift lazily across the midnight waters, mighty cousins to the tiny arctic frost flowers that drift in their wake.

Parting the dark water, a long, low hull glides into view, rust-streaked yellow plating crowned by a ballista atop its blunt prow. Pipes, port-holes, and heavy rivets stud the metal skin, and two hemispherical viewports protrude from either side of its midships. A swollen mass of red coral hangs from the submersible's underside like a tangled bloom, pink fronds and vapour trails streaming in the current. The vessel turns away, a large, glowing magitech device revealing itself at its stern.

### ENEMIES

The enemy in Wave 1 is the *Nautilion*, the coral-infected Alltide submersible.

**Level 6.** At level 6, the Wave 1 combatant is:

- ◆ 1 *Nautilion*, the *Pelagic* (VCR 6)\*

**Level 11.** At level 11, the Wave 1 combatant is:

- ◆ 1 *Nautilion*, the *Abyssal* (VCR 11)\*

**Level 16.** At level 16, the Wave 1 combatant is:

- ◆ 1 *Nautilion*, the *Hadal* (VCR 16)\*

\*See Appendix C - Bestiary

### TACTICS

The goal of the *Nautilion's* hiveminded crew is to spread its coral malady to the world—a mission it finds is best pursued stealthily—so getting into fights is not its preference. For this reason, it relies on a skirmish style of combat, keeping its distance and relying on the indirect fire from its railapult's mines and its ballistae's torpedoes to damage attackers enough that it can make an escape. Ideally, these explosives cause coral growths (see Drowned Bloom Coral Growths, page 112) that incapacitate the enemy ship and crew without any need for destruction.

**Mines.** If the trajectory of the heroes' ship can be predicted, the *Nautilion* uses its railapult to deposit mines along its route. At higher levels, these mines can be remote-controlled by any of the crew, helping to account for adjustments the player characters make.

**Hothead Torpedoes.** These heat-seeking magical ammunition are launched from ballistae in the general direction of the party's ship, and follow a simple set of commands each turn (see page 155), turning in the direction of the closest major heat signature and moving in a straight line. At higher levels, the torpedoes can make tighter turns and travel further.

Each ballista on the *Nautilion* can fire one torpedo per round. If it is fully broadside to the players' ship, it fires two torpedoes—one from a side-facing ballista and one from the front-facing one (which can fire at 90 degrees to the direction of travel). Otherwise, it fires one per round.

### END OF WAVE

This wave ends when any of the *Nautilion's* Control, Hull, or both Propulsion components are Broken. The wave also ends if the party manages to pull alongside the *Nautilion*, at which point its crew disappears belowdecks or jumps into the water.

**Optional Wave End: Retreat.** The *Nautilion* isn't stupid and knows its survival is more important to the Drowned Bloom's goals than defeating the party. If the vessel's motion puts it closer to the entrance of Blackrift Bay, it might try to make a run for it. You can switch to an open ocean battle map in this case, or resolve the calciferous plague in any way you imagine.

## WAVE 2

This wave begins when the *Nautilion* ceases to be controllable, or its Hull is so damaged it begins to sink. In this wave, there are two choices the player characters can make: to explore the enemy ship (see Exploring the *Nautilion*) or to destroy the enemy ship from a distance (see Repelling Boarders). In both cases, the *Nautilion's* crew attempts to board and commandeer the heroes' ship. Paraphrase or read aloud the following to start the wave:

The submersible shudders and slows, before settling into a crooked lean. The water around the vessel turns cloudy as the bay falls silent, no sound or movement visible.





## EXPLORING THE NAUTILION

Characters boarding the *Nautilion* find the deck and belowdecks empty of crew and heavily overgrown with varicoloured coral. This coral is distinct from the parasitic strain found elsewhere; it shows no spore activity and appears to be slowly eroding the vessel's metal plating and conduits. Collapsed bulkheads and warped flooring cause all the lower decks to be Difficult Terrain. Read aloud the following if the party explore the submersible:

Cold air spills from the ruptured hull, edged with the bite of brine and rust. The corridor beyond is narrow and dim, its metal walls warped where coral has forced them outward.

Thick plates of living coral seal most side rooms, their ridged surfaces dull under the lantern glow. Only the central passage remains open.

Rows of bunks sit crushed beneath hardened coral branches, the frames twisted into uneven angles. Farther in, the captain's quarters lean under a fallen support beam. An open logbook rests on a tilted desk, its salt-stiff pages frozen at the edges and locked in place. The open page is all but illegible, with only the start of a short entry able to be discerned: "—oday we breach the vaul—"

At the end of the hall, the diving chamber hangs ajar. Several dive suits hang from pegs, two of which appear untouched by the coral branches. A faint series of *glug glug glugs* travels through the vessel, as if something is filling with water.

**Dive Suits.** The dive chamber holds two intact Standard Dive Suits (see Voidsea Dive Suits, page 153) that match the Alltide Salvagers' Guild's standard model and bear the name '*Nautilion*'.

**Captain's Log.** The captain's quarters contain an open logbook held in place by frost that has grown across its spine. Several entries remain readable if the pages are carefully extracted from the frozen cover, describing the crew's mission into the Narath Sea to locate the Drowned Bloom. It describes the living coral as potentially capable of cleansing the Voidsea. Later entries detail the crew's progress through the Nerathian ruins, and the final legible entry records the discovery of an ancient vault and the crew's decision to breach it, believing the Bloom would be sealed within.

**Tread Carefully.** The vessel is overrun by coral, but most of it is no longer actively growing. That being said, creatures need to tread carefully to avoid coming in contact with the active sections. At the end of each **10 minutes** spent exploring the ship, each creature not wearing a dive suit must succeed on a **VDC CONSTITUTION SAVING THROW** or become infected by the Drowned Bloom malady.

**Impending Attack.** As the party explores the submersible, the *glug glug* of an airlock filling can be faintly heard. Shortly afterwards, shapes drift past the lower portholes: the corrupted crew can be seen swimming underwater toward the party's vessel. Give the party just enough time to return to their ship; if they dilly dally, the Subnautic crew steals their vessel!

## REPELLING BOARDERS

If the party stays aboard their vessel, the crew of the *Nautilion* escapes its ship through an airlock and swims, concealed under the dark water, to the hero's ship. Once there, they cause coral to grow up the hull before pulling themselves aboard; read or paraphrase the text below. Two 5-foot-square patches of Drowned Bloom coral growths appear in the spaces occupied by the Subnautic crew.

The varicoloured blooms of coral creep silently over the ship's railings before, with a series of thumps, a motley crew of calcified humanoids pulls itself aboard. Equipped with a mix of diving and mining equipment, any flesh these individuals once held is now masked by the living reef that protrudes through holes rent in their clothing and armour. A looming figure, taller than the rest, points one arm at you, an arm that ends in a large prosthetic drill lined with jagged coral.

**Death Begets Life.** Whenever a member of the Subnautic crew is reduced to 0 Hit Points by an attack or effect that doesn't deal Acid damage, it leaves a Drowned Bloom coral growth in one of the **5-foot Squares** it occupied (see page 112).

## ENEMIES

The enemies in Wave 2 are the coral-infected crew of the *Nautilion* boarding the party's vessel.

**Level 6.** At level 6, the Wave 2 combatants are:

- ◆ 1 **Drillcaptain Tombtapper** (CR 4)
- ◆ 3 **Aquaboom Technicians** (CR 2)
- ◆ 2 **Aquapick Miners** (CR 1/2)

**Level 11.** At level 11, the Wave 2 combatants are:

- ◆ 1 **Drillcaptain Deepborer** (CR 8)
- ◆ 3 **Aquaboom Technicians** (CR 2)
- ◆ 2 **Aquapick Delvers** (CR 5)

**Level 16.** At level 16, the Wave 2 combatants are:

- ◆ 1 **Drillcaptain Vaultpiercer** (CR 12)
- ◆ 3 **Aquaboom Engineers** (CR 6)
- ◆ 2 **Aquapick Delvers** (CR 5)

\*See Appendix C - Bestiary

## TACTICS

Aquapicks and aquabooms work together to limit the party's positions and movement, opening space for the drillcaptain to deal devastating damage.

**Aquabooms.** Aquabooms fight in the frontlines, using their Dynaminite when they can't move within reach of a target, or when several enemies are clumped up together. Once it knows it won't live for much longer, it does its best to hit as many enemies as possible with its Mine Flail's explosive finisher.

**Aquapicks.** These nimble combatants always start the combat with their Hand Harpoons, targeting backliners and using their Tie Off Bonus Action so their enemies are Linked to a fellow aquaboom or drillcaptain. They then target the Linked enemies with War Pick attacks.

**Drillcaptain.** Serving as the Drowned Bloom's telepathic hub and leader, the drillcaptain fights strategically with its allies. It quickly identifies enemies that can deal Acid damage and uses its Hivejolt Bonus Action (or its Command Legendary Action at higher levels) to command aquapicks to use their Hand Harpoons against the target and tie them off to the drillcaptain. If it has any enemy Linked to itself, it drags them closer to a group of enemies, maximizing the value of its Coral Cataclysm action. If an aquaboom is low on Hit Points, it will use its Hivejolt Bonus Action to command them instead, guaranteeing they go off with a blast.

## END OF WAVE

This wave ends when the crew of the *Nautilon* are defeated and all coral growths are destroyed, sending a rippling shockwave through the hivemind that kills all the creatures and rends holes in all the vessels the *Nautilon* had infected thus far with its coral.

## FINALE

If the *Nautilon* and its crew are defeated, proceed to *Nautilon Defeated*. If the party is defeated or fully infected by the Drowned Bloom malady, proceed to *Nautilon Wins*.

**Sinking Ship!** If the *Nautilon's* Hull was not broken during the encounter, tiny rents left by the coral, which has now died and begun disintegrating, cause the *Nautilon* to sink to the ocean floor after **2d6 hours**. During this time, the party can salvage components and explore the vessel.

## NAUTILON DEFEATED

The moment the last corrupted sailor falls, the coral fused through its body stiffens and turns a flat, ashen grey. A dry crack runs through the husk, followed by another, spreading across the deck in a rapid chain of fractures. One by one, the corpses seize, split, and collapse into drifting flakes.

The same reaction races across the *Nautilon*. Coral that had punctured through the hull loses all color and begins to disintegrate. Bubbles burst on the water's surface from aft to stern and slowly, gradually, the *Nautilon* lists further and sits lower in the water. It will not be fast, but this vessel is destined to call Blackwater Bay its grave.

## NAUTILON WINS

**You have failed.** Stillness settles your mind, cold and absolute, before light erupts behind your eyes. A surge of sensation follows—distant voices, the cold comforting pressure of the deep ocean, and the steady pulse of something vast and hungry. Coral threads bloom across skin like burning frost, winding through muscle, bone, and thought. Every heartbeat grows louder until it drowns out your own.

The world sharpens into impossible clarity. Another mind, a collective mind, presses close, filling the silence with its purpose. Your limbs move without command, steady and sure. Around you, coral lattices bloom across wood and steel as your vessel becomes a new bloom to be blown on the currents of the Voidsea, spreading its seeds.

A distant call draws your attention deep beneath the glacier where a dark glow flickers in the water. The Tree of Unlife waits. The hive tightens its grip. Together, you surge forward toward the frozen gates of Tirlassak, the first heralds of a bloom that will spread far beyond the Shiverreach.

## AFTERMATH

The battle at Blackrift Bay leaves lasting marks on the Shiverreach Expanse. But what those marks are depends on whether the *Nautilion* sinks beneath the ice or claims new hosts for the Drowned Bloom.

**Optional Reward: Coral Fragment.** If the party has yet to fight Valtharyx (see the *Scourge of the Coral Hive* adventure), have the drillcaptain dropped a chunk of the Drowned Bloom magically contained and preserved inside a *Shard of Permafrost*. The coral moves and continues to point in a specific direction, acting as a rough compass leading the characters towards the corrupted dragon turtle.

## NAUTILION DEFEATED

When the *Nautilion* and its crew fall, the Shiverreach Expanse changes. The following outcomes take effect:

- ◆ The brittle, grey husks of bleached coral drift between the floes, clinging to keels, oars, and rigging.
- ◆ Torga parts ways with the party. She returns to the drifting portan clans to deliver warnings about a “coral-ridden ghost machine”.
- ◆ The Alltide Salvagers' Guild pays the party the promised reward and quietly seizes any notes, sketches, or artifacts tied to the submersible. Wiggs and Bedge strike the expedition from guild records and treat the party as trusted contractors, though they warn them to keep the *Nautilion's* fate quiet.
- ◆ Isera Thane performs a final rite for her fallen kin and inks each character with a clan-mark meant to ward off hostile spirits.

## NAUTILION WINS

If the party is defeated, the following events unfold:

- ◆ The Drowned Bloom binds to the party and their vessel, threading coral throughout. The fallen characters reawaken as part of the hive's collective, giving it tactical knowledge of how to use their vessel. With two vessels acting in concert, the hive gains full control of the ice channels leading to Blackrift Bay.
- ◆ Tirlassak's perimeter is broken. The paired ships ram through the drowned city's outer shelves, overwhelming the Undead sentries. Coral growth reshapes key ice corridors and forces open a path toward Lissardgy, allowing the hive to push directly toward the Tree of Unlife.

- ◆ Undead patrols double along the bay's outer shelf. Portan hunters claim the creatures are ranging farther than ever before, as if they're seeking a new home.
- ◆ The Alltide Salvagers' Guild savagely works to eliminate all evidence of the Drowned Bloom. Agents arrive within days to forcefully confiscate maps, journals, and witness testimony before ordering Whalegut's records sealed. They deny any connection to the *Nautilion*, but their sudden withdrawal from the Shiverreach Expanse signals impending danger.
- ◆ Coral spreads under the ice with alarming speed. Fragments cling to passing hulls and anchor themselves into new outcroppings within hours. It's only a matter of time before the Drowned Bloom begins to spread even further, now fully empowered by the Undead city's Tree of Unlife.

## TREASURE

Once the party has defeated the crew of the *Nautilion*, they can loot the gear and ship components from the crew and ship, respectively. Looting the enemy captain gives a prosthesis, the *Hullbreacher*. The crew have any gear listed in their stat blocks and a total number of GP listed in the *Nautilion Vessel & Crew Treasure* table. Drowned Bloom Coral, a magical material, can be harvested from their bodies (see *Magical Material - Drowned Bloom Coral* sidebar). On board the *Nautilion* are the magical components *Railapult* and *S.U.B.S.*, **1d4 - 1 Arcanomines**, **1d4 - 1 Hothead Torpedos**, **Ship Supplies**, and **48 days' Rations**.

### MAGICAL MATERIAL - DROWNED BLOOM CORAL

The coral infected by the Drowned Bloom has inherent magical properties that can be used in the crafting of magic items, but it should be handled with extreme care. This is an additional component available to harvest from a dead creature infected by the Drowned Bloom malady, by making a Harvesting Check with a component **DC** of **15**. A creature has one dose of this component if its size is Medium or smaller, and an additional dose for each size category above Medium. The component is volatile, and creatures that fail to harvest it must succeed on a **VDC CONSTITUTION SAVING THROW** or be infected with the Drowned Bloom malady.

## NAUTILION VESSEL &amp; CREW TREASURE

Adventure Level	Hullbreacher Rarity	Magical Components Rarity	Magical Ammunition Rarity	Ship Supplies	Crew Gold
6	Uncommon	Uncommon	Uncommon	50	5d10 x 20 GP
11	Rare	Rare	Rare	80	5d10 x 40 GP
16	Very Rare	Very Rare	Very Rare	100	5d10 x 60 GP

## CRAFTING

The Craftable Items table lists the unique items that can be crafted from this adventure. The statistics for these items can be found in Chapter 12.

## CRAFTABLE MAGIC ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Arcanomine</i>	Ammunition (Catapult)	Uncommon	—, C	<i>Elemental Volatile Mote of Water</i>	Frail	290 GP
		Rare			Robust	1,300 GP
		Very Rare			Potent	5,840 GP
<i>Hothead Torpedo</i>	Ammunition (Ballista)	Uncommon	—, C	<i>Elemental Volatile Mote of Fire</i>	Frail	290 GP
		Rare			Robust	1,080 GP
		Very Rare			Potent	4,960 GP
<i>Hullbreacher</i>	Prosthesis**	Uncommon	—	<i>Magical Material - Drowned Bloom Coral</i>	Frail	470 GP
		Rare			Robust	2,020 GP
		Very Rare			Potent	9,760 GP
<b>S.U.B.S.</b>	Ship Component (Miscellaneous)	Uncommon	—	<i>Construct Gears</i>	Frail	530 GP
		Rare			Robust	2,380 GP
		Very Rare			Potent	10,980 GP

\* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

\*\* See *Ryoko's Guide to the Yokai Realms*

## CRAFTABLE SHIP COMPONENTS

Component	Ship Component Type	Material	Size	Weight (tons)	Cargo Space	Tier*	Material Cost	Construction Time	Value*
Railapult	Artillery - Catapult	Magitech	Large	2	4	B	1,200 GP	32 hrs	5,000 GP
						S	2,500 GP	64 hrs	10,000 GP
						M	5,000 GP	128 hrs	18,000 GP
S.U.B.S.	Miscellaneous	Magitech	Large	3	4	Magic	2,000 GP	64 hrs	5,000 GP

\*There are three qualities of craftsmanship: B, Basic; S, Superior; M Masterwork.



# SCOURGE OF THE CORAL HIVE



**JOIN THE REEF.**  
**DENTAL PLAN INCLUDED.**  
**LEVELS 6, 11 & 16**

# SCOURGE OF THE CORAL HIVE

## INTRODUCTION

This adventure, *Scourge of the Coral Hive*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 6, 11, or 16. Characters who complete this adventure should earn enough experience to progress one-third of the way to level 7, two-thirds of the way to level 12, or two-thirds of the way to level 17, respectively. The adventurers must investigate the sudden appearance of coral islands and vanquish a parasitic hivemind that hides beneath the water.

The adventure begins as the characters investigate reports of ships vanishing without a trace and islands of coral appearing and sinking overnight in the Narath Sea. Survivors speak of strange reefs growing at impossible speed and of sailors who vanished after setting foot on them. Following these accounts leads the party to the Coralspire Reef, where the last wards of an ancient empire are failing and a coral dragon turtle named Valtharyx seeks to escape his ancient bonds under the control of a parasitic coral hivemind: the Drowned Bloom. When Valtharyx stirs, he rises from the ruins, spreading infection through coral growths and searing volcanic vents. Access to abilities or weapons that deal Acid or Cold damage, resistance to mind-altering effects, and access to strong alcoholic spirits will give the party their best chance to survive the creature's assault and prevent the Drowned Bloom from threatening to overrun the world once more.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, **Vdam** to a variable amount of damage, and **VSdam** to a variable amount of damage dealt to ships. These variable statistics can be modified in text; for example, in a level 11 adventure, **VDC + 10** means  $15 + 10 = \text{DC } 25$ .

### VARIABLE STATISTICS

Adventure Level	VDC	Vmod	Vdam	VSdam
6	13	+5	5 (2d4)	22 (4d10)
11	15	+7	10 (3d6)	33 (6d10)
16	17	+9	21 (6d6)	44 (8d10)

## BACKGROUND

The empire of Nerathis ended in disaster after centuries of reckless alchemy, war, and unrestrained industry left the seas around its capital poisoned and corrupted. Dead fish choked the waves, trade collapsed, and famine spread through every harbour town. In desperation to save his people, the mage-king Thalyros turned to artifice and biomancy. His biomancers bred a coral lattice, seeded with spellwork, that could draw the taint from water and render it harmless.

At first, the coral seemed a miracle. Harbours cleared, sealife thrived, and prosperity began to come back to the empire. But the lattice kept feeding. It consumed not only the poison in the water, but blood, memory, and magic, storing each in its pulsing polyps. The corruption it absorbed soon twisted its nature.

The coral learned to root in living flesh, spreading through bloodstreams and binding victims into a single will. Entire villages fell silent as their people walked into the sea, their voices merging with the hive's call. Too late, Thalyros saw he had birthed a horrific parasite. As a last ditch effort, he used his powers to summon the coral back to the place of its birth before sacrificing himself to seal it away.

To guard what could not be destroyed, the mage-king bound his familiar—a young coral dragon turtle named Valtharyx—to watch over the Drowned Bloom. Wards tethered the creature as sentinel, compelling it to circle the vault and drive off intruders. For centuries, it obeyed, a silent shadow in the deep, isolated and compelled without reprieve.

Without their leader to guide them, Nerathis stagnated and, when the Voidsea rose centuries later, the city drowned. Valtharyx continued his vigil but, eventually, sank into slumber as the reef stilled and history forgot. The ruin's name lingered only in broken tales: sailors spoke of seeing a flash of reef glowing with unnatural colours deep below the waters, but vanishing just as quickly.

In their effort to seek a solution to the Voidsea's corruption, the Alltide Salvagers traced the rumours of a cleansing coral, found the sealed ruins, and broke the last wards. The parasite woke, its growth assimilating the *Nautilion*, spilling across the seafloor, and overtaking the body of its sleeping guardian.

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

Valtharyx is no longer only a coral dragon turtle. Blooms split his coral-covered shell, spores vent from his gills, and his flesh ripples with the colours of a living reef. The sentinel has become the Drowned Bloom's herald, a ruinous leviathan whose every movement spreads the infection further. While the Bloom drifts once more through the Voidsea, the corrupted coral dragon turtle is still bound to the citadel by the ancient wards laid upon him so long ago. However, it is only a matter of time before Valtharyx becomes so changed by the coral that the wards of guarding no longer bind him, and he is free to roam the seas, patient zero in a calciferous pandemic.

## SUMMARY

Here's a summary of the relevant information for this adventure:

**Which Monster?** Valtharyx, an enormous coral dragon turtle corrupted and controlled by the Drowned Bloom, a parasitic coral hivemind that has fused with his body.

**Monster's Motivation.** The Drowned Bloom drives Valtharyx to spread infection, while his wards force him to destroy any who come near the coral.

**Monster's Previous Actions.** Since his corruption, Valtharyx has shattered ships, infected crews, and left trails of coral-encrusted wreckage.

**Where's the Monster?** Valtharyx prowls the Narath Sea, the sunken ruins of Nerathis's citadel.

## ADVENTURE HOOKS

The Narath Sea has become a place of whispers and wrecks, in which sailors vanish and from which only fragments return. Few dare to sail its waters, but three survivors carry stories too sharp to ignore. Here's a list of potential hooks you can use to motivate your players, all of which can be found at the Lighthouse, a tavern and inn on Repose Island, or at another logical location.

**Curiosity: Survivor of the Hive.** A portan pearl diver named Hendric Voile washed ashore near Repose Island after vanishing at sea for weeks. Once known as a steady hand by his crew, Hendric was a diver on *Glimmernet*, a salvage vessel that plumbed the Narath Sea. Now, he is a husk of the man his friends remember. One arm ends in a crudely cauterised stump—a wound he claims he inflicted on himself to stop the coral that was rooting through his flesh. Hendric speaks haltingly, his eyes always fixed on the floor, insisting that "the reef grows inside the bones" and that whole crews have been taken. Locals avoid him, but he begs anyone who will listen to find proof that the nightmare he saw beneath the waves is real.

**Morality: The Vanished Flock.** An otterkin priest named Caleren Shoalsong pleads for aid after the loss of his entire congregation. His temple-berge, *Light's Reliquary*, was anchored near a newly risen isle by the Narath Sea to perform a holy rite. In the middle of the ritual, a deafening boom knocked Caleren unconscious. When he awoke, the isle was gone, the *Reliquary* was drifting, and his flock was nowhere to be seen. Now alone and desperate, he begs the party to help him find the missing faithful or uncover what fate claimed them. He offers the party a powerful divine charm (see "Lost & Found" on page 142 for more information) in exchange for their assistance.

**Compensation: Bounty of Vengeance.** A human privateer named Captain Rhea Veynar seeks revenge against the leviathan that destroyed her ship. Her corsair galleon, the *Iron Gull*, was torn apart when a geyser erupted beneath its keel near the Narath Sea. Rhea alone survived, clinging to wreckage as she watched a massive shell of reef-like ridges break the surface before dragging the vessel under. Her face is scarred by burns caused by the geyser's steam, her lips are curled in a perpetual sneer, and she carries herself with a cold, uncompromising resolve. Rhea offers the party a significant amount of gold in exchange for hunting the creature down.

## ADVENTURE REWARDS PER PLAYER CHARACTER

Adventure Level	Rewards Per Character		
	Gold	Valtharyx Battle XP*	Keyed Encounter XP**
6	1,050 GP	2,500	850
11	3,500 GP	8,250	2,100
16	7,750 GP	19,925	3,150

\*Includes all monsters, traps, and puzzles in The Battle Ahead fight (pages 134 - 141), averaged for a party of four.

\*\*Includes all monsters, traps, and puzzles in the Keyed Encounters section (pages 129 - 130), averaged for a party of four.

## CASSIAN RIPJAW

Cassian Ripjaw is a sharkin whose body has become a living record of his voyages. Tattoos wind across his hide, each marking a trade route, salvage lane, or reef he refuses to forget. The most detailed work is etched into his left bicep: the twisting currents and false passages of the Narath Sea. His mouth is a grim reconstruction of jagged obsidian shards wired with thin bronze filament into a patinated bronze jaw bolted to his face. He shattered his natural jaw after trying to bite through the adamantine armor of a pyreforged ship captain. Salt-stained navigational charts hang from his shoulders like a tattered cloak. Cassian mumbles constantly under his breath, snapping at questions, his temper sharp but fleeting. He's always tense, as though one wrong word might break him, yet he never quite tips into violence.

**The Tattooed Navigator.** Once a cartographer for the Alltime Salvagers' Guild, Cassian was prized for his skill in charting dangerous routes through the Voidsea aboard the submersible *Nautilion*. However, the stress of long missions took their toll, and his mental state declined until the guild dismissed him from service. A few weeks later, his crew embarked on a classified mission without him. The submersible never returned\*. The guild sealed the records, and Cassian was left to continue his investigation alone, convinced something unnatural swallowed his friends.

Now, Cassian bounces between ports, offering his services as a guide to crews willing to endure his company. He knows the reefs and routes of the Narath Sea better than anyone alive, but he has no answers about what dwells there. Captains find him unnerving—shifty, unpredictable, and always on edge—but his charts are tattooed onto his skin with magical ink that constantly updates to show the most current routes, making him the best navigator to safely bring any ship to its destination.

**Personality.** Cassian doesn't make small talk. He gives directions like orders, tapping his tattooed arm for emphasis and expecting the crew to understand. He snaps if interrupted or disagreed with, then apologises under his breath. When the sea grows still, he falls silent, eyes fixed on the horizon as if waiting for something to surface. If someone comments on his teeth, he grins wide and says, "Obsidian doesn't rot." He'll guide the party for food, coin, and a promise not to ask about the submersible that never came back. Most people find him tense, brooding, and exhausting—but he's never steered anyone wrong. Not yet, at least.

**Information.** Cassian knows the routes leading through the Narath Sea to the Coralspire Reef better than anyone who still draws breath. His information comes in uneven bursts between mutters and half-formed curses, but he remembers every current and wreck that ever tried to chart the place. Beneath the twitching and teeth-grinding lies real experience—if the party can stand to listen long enough.

- ◆ Cassian says the currents near the Coralspire Reef change direction twice a day, against the moon's pull. "Like something's breathing under there," he adds, before snapping that "it's just currents".
- ◆ The guild charts don't match the Coralspire Reef anymore. Some reefs marked safe now rise like walls, while others shown as solid stone are nothing but open drop-offs. "Charts can change," he mutters, "My tattoos will always show the way."
- ◆ He's seen light beneath the waterline that thrums like a heartbeat. The Salvagers' Guild calls it volcanic activity, but Cassian insists it moves in patterns that hint at sentience.
- ◆ A guild recovery team vanished last season, sent to retrieve relics from an old ruin. The guild blamed storms, but Cassian isn't so certain.
- ◆ Cassian refuses to sail directly over the Coralspire Reef's centre, claiming ships drift slower there than they should. He calls it "the quiet pull," and he won't explain further.

\* See *Reavers of the Rabid Reef* for more information.

## CASSIAN RIPJAW

Humanoid (Sharkin), Navigator, He/Him

**Personality.** Shifty, irritable, prone to snapping but rarely follows through.

**Appearance.** Shifting tattoos cover his skin. His lower left jaw is an obsidian and bronze prosthesis.

**Desire.** To uncover what happened to the lost submersible.

**Fear.** That his mind will fracture completely, leaving him unfit to navigate.

*"My cloak? I never trusted the Guild's secrecy with their routes; when I left, I took my maps with me."*

CASSIAN  
RIPJAW



## REPOSE ISLAND

The nearest refuge to the Narath Sea is Repose Island, a settlement built within the bleached jaws of some vast, unknown sea-beast. Its curving fangs rise from the water like the ribs of a cathedral, each hollowed tooth shaped into a forge, shop, or home. Rope bridges and bone walkways bind the structures together in uneven spans above a lagoon of motionless water. A lingering aura still emanates from the creature's teeth, creating a hollow circle of magical silence. No gulls call here. No surf breaks. Every sound within the ring is swallowed by the teeth before it can carry across the waves.

Lanterns burning marrow oil cast a dull gold over the bone-white arches. A beam of green light sweeps across the harbour from the Lighthouse, the tavern that crowns the tallest fang. The people of Repose speak softly, move with care, and never whistle at sea. Sailors, smugglers, and salvagers gather here to repair ships, trade information, and listen for the things the silence hides. Gold, favours, and secrets are traded here with fervor.





Read or paraphrase the following when the party's vessel sails into Repose Island:

A green beam sweeps across the fog ahead, cutting through a sea gone deathly still. The water around your vessel lies flat as glass. There is no wind, no creak of timber, not even the whisper of waves. The silence deepens as you near the source of the light: a ring of colossal fangs rising from the sea, their pale surfaces streaked with moss and rain. Your vessel drifts through an opening between the teeth protected by a lowered harbor chain and into the ring, and the quiet breaks like a held breath. Sound rushes in to fill the unnatural silence surrounding the island—voices shouting over the water, hammers striking metal, ropes groaning under strain. The quiet still lingers just beyond the fangs, but within, Repose Island lives.

## REPOSE ISLAND ENCOUNTERS

While exploring Repose Island and preparing for their journey through the Narath Sea, the characters can encounter a suite of different faces.

### WITH A DRUNKEN SAILOR

If the party chooses to explore the Lighthouse, read or paraphrase the following:

The Lighthouse tavern hums with laughter, shanties, and clattering mugs. Amid the chaos, an otterkin sailor leans against the bar, fur matted with sea salt and red-rimmed eyes slightly glazed with the sheen of drink. A ring of onlookers cheers as he deftly flips a coin across his webbed knuckles, grinning through a slurred song about a narwhal's nether regions.

Tarn Marrek is infamous across Repose Island for surviving after his ship and crew vanished while diving for artifacts in the Narath Sea. A successful **DC 13 WISDOM (PERCEPTION)** check to inspect the drunken sailor reveals pale coral ridges spiraling across his arm beneath his thinning fur. When approached, he grins wide and thumps the bar. "You want to hear my story, do ye? Earn it. The sea don't give nothin' for free, and neither do I".

**Earning Information.** Tarn refuses charity and insists on a contest of chance or skill to earn his tale. If the challenger wins, he willingly shares the details of his tale. On a loss, the challenger owes him a drink from the bar, which is worth 5 CP. The contests are rowdy and popular with the tavern crowd who enjoys seeing the raucous otterkin keep his weeks-long drunken streak going. Tarn offers the challenger to pick from the following games:

**Coin's Mercy.** To play this game, each contestant flips a coin ten times, earning one point for each time it lands on heads. Each contestant can flip their coin normally, or they can attempt to cheat to ensure it lands on head. A cheating contestant makes a **VDC + 5 DEXTERITY (SLEIGHT OF HAND)** check, manipulating the coin's result on a success. If the contestant fails the check by 5 or more, they are spotted as a cheat and immediately loses the content. The contestant with the most points at the end wins, with ties determined by continued flipping until one person wins.

**Bawdy Ballads.** Tarn leads a round of lewd sea shanties, challenging a character to a "battle of bawdy ballads". The challenger must succeed on a **VDC + 2 CHARISMA (PERFORMANCE OR ANY MUSICAL INSTRUMENT)** check to earn the tavern crowd's approval.

The characters can challenge Tarn as many times as they want in order to earn his story. Once a challenger comes out victorious, Tarn buys himself and the winner a drink before showing off his scars and telling his tale. He claims his entire crew went mad one night, clawing at themselves before leaping overboard as something whispered through their minds. Tarn himself remembers only fragments: the weight of something crawling into his skin, sudden whispers in his mind, and then the sudden quiet. When he awoke, he was adrift in the barrel of wine he had hidden within, clutching at a ring of dead coral wrapped around his arm. Smoldering wreckage and flaming flotsam surrounded him, and only the cask he was floating in remained undamaged. The truth is that Tarn now remains perpetually drunk, convinced the whispers are waiting for him to sober up.

**The Best Medicine.** A successful **DC 14 WISDOM OR INTELLIGENCE (MEDICINE OR NATURE)** check after hearing Tarn's story allows a creature to deduce that the alcohol in Tarn's blood prevented the coral from taking root in his mind and body.

## AN ABRASIVE CLEANER

If the party explores the commercial area of Repose Island, called Tidepool Market, feel free to read or paraphrase the following:

The air in Repose Island's Tidepool Market stings with salt and acid as a dwarven woman in a scorched naval coat sloshes a jug of glowing green liquid over a barnacle-crusting hull. A small crowd that has gathered to watch her work gasps, then cheers as the coral hisses, smokes, and crumbles to white dust. The dwarf turns, flashing a grin that gleams from a single gold canine tooth. Behind her, a bright sign reads:

### VENDRA'S FAMOUS DOCKSIDE DISSOLUTION!

Melts barnacles, burns coral, and brightens your day!

The demonstration belongs to Vendra "Fizz" Calyn, a smarmy, foul-mouthed dwarven alchemist with the swagger of a pirate and the sales pitch of a carnival barker. She boasts that her cleaner is "safe for hulls, hell on barnacles and coral, and will polish your tongue right off if you're dumb enough to drink it. Unless you're a dwarf, of course!"

Each jug of *Vendra's Dockside Dissolution* (see Appendix A - Items) costs 150 GP, and Fizz has four for sale. A successful **VDC CHARISMA (PERSUASION)** check can convince her to knock the price down to 75 GP per jug if the party buys all four jugs.

**Corrosive Cleaner.** A successful **DC 12 INTELLIGENCE OR WISDOM (MEDICINE OR NATURE)** check to inspect the dead coral reveals it to be brittle and frail as a result of the corrosive agent, killing it at the root. A successful **DC 15 INTELLIGENCE (ALCHEMIST'S SUPPLIES OR BREWER'S SUPPLIES)** check to inspect a jug of *Vendra's Dockside Dissolution* reveals one of its main ingredients is the resin from *Glasscap Crowns* (see Fauna & Flora, page 128). One *Phial of Plant (Glasscap Crown) Resin* can be extracted from a small amount of these fungi in a simple **10-minute** process that requires no ability checks.

The party might search for *Glasscap Crowns* around Repose Island, which they can do with a **VDC** ability check of their choice, as long as it makes sense. For example, a **CHARISMA (INTIMIDATION OR PERSUASION)** check can be used to ask the locals for information on the fungi, or an **INTELLIGENCE (NATURE)** check can be used to deduce where these fungi would grow in most abundance. For each successful check, a creature finds enough crowns for another *Phial of Plant (Glasscap Crown) Resin*. A maximum of three phials can be collected in this way.

## THE NARATH SEA

The Narath Sea spreads like a great bruise across the Voidsea's surface. Its waters are unnaturally still, broken only by the slow turn of inward-drawing currents that refuse to follow the moon. Once the coast of the Nerathian Empire, the sea now covers the drowned capital and its surrounding provinces. Beneath the surface, shattered towers and coral-choked streets form a labyrinth of ruins that glows faintly in the dark from bioluminescent growth. Sailors claim to see movement within that light, as though the city itself still breathes.

As one nears the Narath Sea, compasses spin with unpredictable abandon, and sound travels strangely. Distant echoes drift across the waves without an obvious source, and the water carries a bitter tang of rust and something faintly sweet, like fruit left too long to rot. Storms skirt the sea's borders but never cross them, as if the air itself resists stirring what sleeps below.

No guild vessel currently charts these waters, whose hazards and passages frequently shift. The Alltide Salvagers' Guild calls the region unstable, prone to hidden volcanic activity and unpredictable pressure changes. Those who have ignored the warning and returned speak of strange lights flickering under the waves and of shadows passing between them.

**Coralspire Reef.** At the Narath Sea's centre lies the Coralspire Reef, the drowned capital of long-lost Nerathis and the birthplace of the coral hivemind known as the Drowned Bloom, now buried beneath coral and living seagrowth. Its towers and bridges rise from the depths like a forest of bone, the tallest, coral-fused spires piercing the calm waters. Under the city lies the mage-king Thalyros's shattered vault, where the infected coral dragon turtle Valtharyx coils among the ruins, polyps growing in multihued calciferous arrangements across his body.

**Clean Waters.** Due to the influence of the coral hivemind, which purifies the water of other contaminants, the waters of the Narath Sea have a Contamination Level of Clean—a very unusual find in the Voidsea.

## UNIQUE FLORA & FAUNA

The Narath Sea and the Coralspire Reef harbour organisms reshaped by the Drowned Bloom and the Voidsea. Long-term exposure to pressure, heat, and corrupted energies have twisted even simple life into forms suited only for this abyss. The following species are among the most notable found across this region.

### GLASSCAP CROWN

*Glasscap Crowns* are aquatic fungi that hang inverted beneath wrecks and stone shelves across the Narath Sea, their translucent, jelly-like domes pulsing with pale blue light as they draw heat and minerals from the water. Each bloom anchors itself with a crown of hairlike roots that quiver with the current. Within its clear membrane, impurities condense into a swirling resin that cools rapidly when exposed to air. The glasscap resin is valued by salvagers and alchemists alike, who refine it into potent solvents.

Creatures can extract *Phials of Plant (Glasscap Crown) Resin* from these fungi, which can be helpful in the course of this adventure (see *Know Thy Enemy*, page 131).

More information on Glasscap Crowns can be found on page 159, in Appendix A - Items.

### MANTAVORE

Mantavores—ray-like Monstrosities—drift through the Narath Sea with slow, silent grace, their wide wings gliding just beneath the surface. Their movements are deliberate, patient, and gracefully fluid. From above, their marbled blue and green hides vanish into the water, broken only by faint ripples when they turn. From below, they are a tangle of white, mucous-slick tentacles surrounding a circular mouth lined with pulsing flesh and jagged teeth.

When a vessel passes overhead, a mantavore bursts from the sea, soaring over the ship's deck. As it glides, it seizes sailors in its tentacles before plunging back into the deep. Once caught, victims are crushed and swallowed whole, their screams cut short by the rush of water.

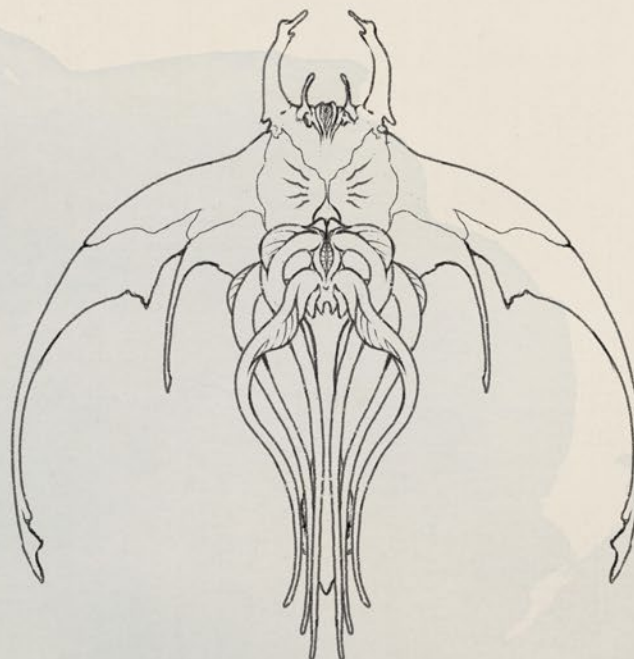
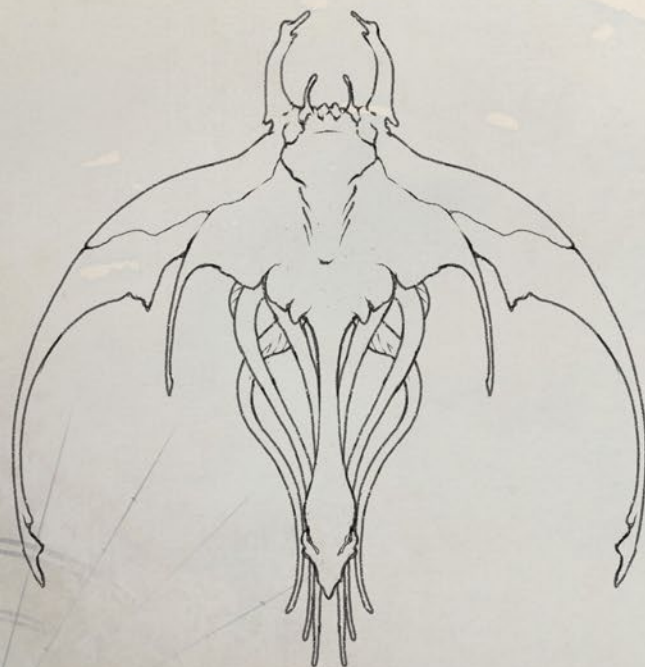
More information on mantavores can be found on page 208, in Chapter 14.

### SPINESHRIKE

These small seabirds hunt across the Narath Sea, striking both above and below the water. Their wings end in hardened, barbed spines, and a pressurised air sac beneath the breast fires these projectiles with the speed and crack of a magitech speargun. Each spine delivers a paralysing toxin that stills movement within moments, allowing the small birds to tear at the temporarily paralysed bodies of their prey. Spineshrikes often shadow ships for days, harrying decks and picking off isolated sailors. They nest in the ribs of dead leviathans and the hollow hulls of wrecks, weaving bone, sailcloth, and debris into layered perches.

More information on spineshrikes can be found on page 209, in Chapter 14.

#### MANTAVORE



## TRACKING

The Narath Sea is difficult to traverse for sailors using traditional navigation, and the party must battle the shifting currents and influence of the Coralspire Reef at its heart. Cassian Ripjaw provides the only method of trustworthy guidance through the Narath Sea using his magical chart tattoos.

The Tracking mechanics found in *Heliana's Guide to Monster Hunting* (page XX) can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks on their way to Cassian's Safe Harbour (see page 130).

To reach their destination, the party requires three Tracking checks and one success. On a successful check, the party has a narrative encounter, while a failure results in a hostile encounter. The first successful Tracking check should result in the party's vessel coming across the Frozen Frostbacks encounter. The first failed or second successful Tracking check should result in the Gauntlet of Tides encounter. After all necessary checks have been completed, the party experiences the Cassian's Safe Harbour encounter, which gives them a chance to rest before arriving at the Coralspire Reef.

**Additional Encounters.** You can use the Open Ocean random encounters in Voidsea (page XX) for any additional hostile or narrative encounters the party faces.

## KEYED ENCOUNTERS

The Frozen Frostbacks encounter showcases the effects of exposure to Cold damage on water-spitting turtles, while the Gauntlet of Tides encounters forces the party to navigate a maelstrom of rising reefs while fending off attacking mantavores and spineshrikes. Cassian's Safe Harbour serves as the party's last chance to rest before the fight against Valtharyx.

## FROZEN FROSTBACKS

*Narrative Encounter, Voidsea*

Two vessels have crashed and are locked together amid the twisting currents of the Narath Sea: *The Chilled Marlin*, a magically refrigerated trawler, and a small merchant ship, *Berril's Drift*, loaded with crates of squirtlings: foot-long, violet-shelled turtles that are favourite pets of otterkin pups. The creatures chirp softly and release hot steam from their mouths at anyone who gets too close. However, ice is quickly spreading from the fridge ship's runes across the *Drift's* deck and both crews are chasing the squealing squirtlings before the growing frost freezes them into ice blocks. The captains of each vessel cry out for help.

The ships are jammed hull-to-hull, their rigging tangled among reef outcroppings. The party can attempt to assist the ships in a variety of different ways with VDC ability checks of their choice, as long as it makes sense. The following options can act as guidance for deciding what ability checks to use for certain actions:

**Clear the Rigging:** **STRENGTH (ATHLETICS)** or **DEXTERITY (SLEIGHT OF HAND)**. The character hauls lines and cuts through frozen rigging to loosen the ships.

**Maneuver the Vessel:** **DEXTERITY (PERCEPTION)**. The party's Helmsman steers their own vessel through the currents to push the other ships apart, applying pressure on a leverage point to break the growing ice. On a failed check, 1d4 crates of squirtlings spill into the sea and break upon impact, with their contents happily squealing and squirting away to freedom.

**Rally the Crews:** **CHARISMA (PERSUASION OR INTIMIDATION)**. The character calms or commands the panicked sailors into action. On a successful check, the party also has **Advantage** on the next ability check made to assist the ships.

**Disrupt the Runes:** **INTELLIGENCE (ARCANA)**. The character manipulates the ice runes used to keep the *Marlin* refrigerated, reducing their potency enough to release the stuck ships.

**Read the Waters:** **WISDOM (SURVIVAL)**. The character studies the currents to find the safest angle to approach the ships or stop them from capsizing.

After three successful checks, the vessels successfully separate with a crack of ice and a rousing cheer from each crew. If a party member with points in the Bosun Naval Perk tree spends **1 hour** helping with repairs, the crew repays the party with a crate of frozen mackerel and a squirtling for each player.

After two failed checks, or if the party refuses to help, the rapidly growing ice thickens and the vessels become fully fused, putting them in an awkward angle and threatening to capsize both ships. The crews are forced to abandon ship into their dinghies before they sink.

**Frosted Facts.** Examining one of the affected squirtlings or discussing with the crew of *Berril's Drift* reveals that cold seizes the specific organs the turtles use to generate steam for a limited time. This clue hints that Cold damage may be effective during the fight against Valtharyx.

## GAUNTLET OF TIDES

Hostile Encounter, Voidsea

The waters of the Narath Sea convulse without warning, tossing the party's vessel about. A deep tremor rolls beneath the waves as the seafloor fractures, releasing steam and columns of broken coral spirals that spear toward the surface. The coral forms a twisting maze, forcing the vessel into a perilous gauntlet of rock and reef as lightning-like arcs flash through the mist, and the air fills with the screech of unseen predators. As the party's ship navigates through the chaos, a group of mantaray-like mantavore monstrosities rise from the depths as barbed spineshrikes (see the "Flora and Fauna" section for further information on both creatures, page 128) dive to attack from the mists above, becoming unlikely allies due to the chaos of the rapidly changing environment.

The Enemy Composition table details the encounter composition, which depends on the adventure level.

### ENEMY COMPOSITION

APL	Compositon*
6	1 Mantavore, 3 Spineshrikes
11	3 Mantavore, 4 Spineshrikes
16	5 Mantavore, 4 Spineshrikes

\*See Appendix C - Bestiary for all stat blocks

**Tactics.** Mantavores strike from below, leaping over the ship to drag prey towards the depths, while spineshrikes dive and fire venomous spines, turning the deck into a killing field. Each creature flees once reduced below half of its Hit Points maximum.

**Ocean Mayhem.** On Initiative count 20 of each round (losing ties), a different event happens until round 4 when the sea calms and no more events happen:

**Round 1: Scalding Seas.** Steaming geysers erupt and spray across the deck of the party's vessel. Each creature aboard must succeed on a **VDC DEXTERITY SAVING THROW** or take **Vdam** Fire damage.

**Round 2: Roiling Reefs.** A sudden swell lifts the ship toward nearby coral shoals. The Helmsman makes a **VDC DEXTERITY (SLEIGHT OF HAND)** check to maneuver the ship. On a failed check, the ship's Hull takes **VSDam** Bludgeoning damage.

**Round 3: Flash Fire.** Blue-white energy arcs from the water. Each creature aboard must succeed on a **VDC CONSTITUTION SAVING THROW** or be **Blinded** until the end of its next turn.

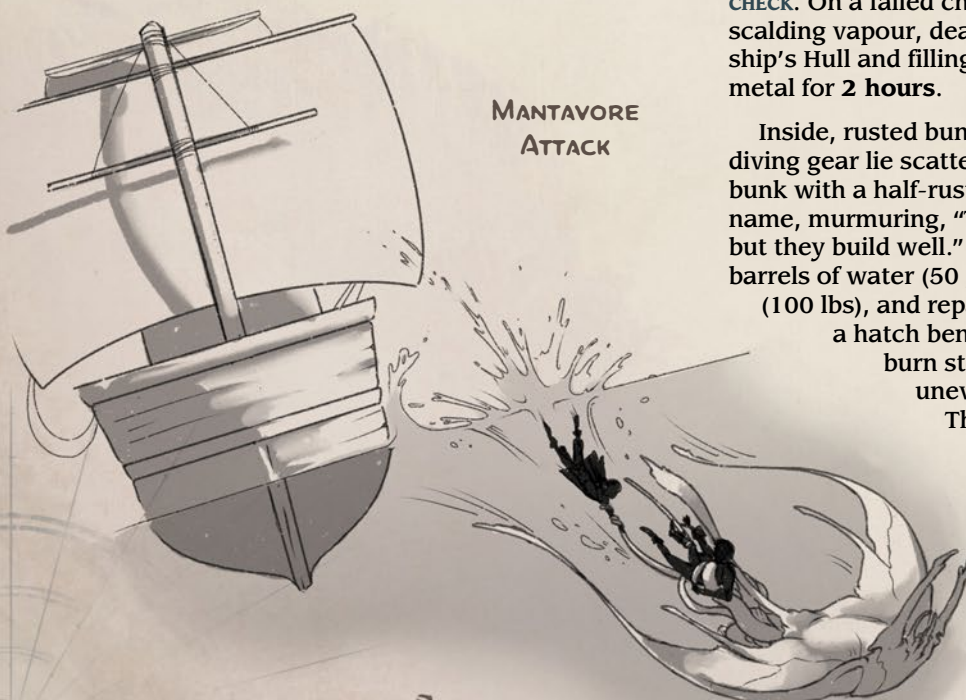
## CASSIAN'S SAFE HARBOUR

Narrative Encounter, Voidsea

At the edge of the Coralspire Reef floats the rusted shell of an Alltide Salvagers' Guild outpost. Once officially logged as Alltide Diving Platform #23, sailors now call it the "Rusted Crown" for the ring of bent girders jutting from the water like a corroded diadem. Built to lower submersibles into the trench, it was abandoned after three expeditions vanished, and the guild struck it from all charts. Cassian Ripjaw once served here and still remembers the approach.

The platform lists but holds. Its pontoons support a single mooring cradle surrounded by corroded pressure tanks. A Helmsman attempting to avoid the tanks while docking makes a **VDC DEXTERITY CHECK**. On a failed check, a ruptured tank releases scalding vapour, dealing **VSDam** Fire damage to the ship's Hull and filling the air with the scent of burnt metal for 2 hours.

Inside, rusted bunks and unusable scraps of diving gear lie scattered about. Cassian pauses by a bunk with a half-rusted nameplate bearing his own name, murmuring, "The guild's good for few things, but they build well." He leads the party to sealed barrels of water (50 gallons), preserved rations (100 lbs), and repair tools (10 ship supplies) from a hatch beneath the walkway. Lanterns burn steady, though their light diffuses unevenly through the warped steel. The crew can safely finish a Long Rest here before they continue toward the Coralspire Reef and challenge Valtharix.



## KNOW THY ENEMY

Interacting with the sailors, merchants, and salvagers of Repose Island and Narath Sea can help the party uncover crucial details about Valtharyx and the coral parasite that has overtaken him. Speaking with the drunken otterkin Tarn Marrek at the Lighthouse tavern, visiting Vendra "Fizz" Calyn's stall in the Tidepool Market, or aiding the crews of the *Chilled Marlin* and *Berril's Drift* all provide insights into the nature of the spreading infection. The clues are as follows:

- ◆ Alcohol disrupts the infection of coral spores.
- ◆ Acid damage makes coral brittle, if not outright kills it.
- ◆ Cold damage can suppress Valtharyx's internal furnace.

### CLUE 1: SPIRITS AGAINST SPORES

Valtharyx is infected with the Drowned Bloom, a parasitic coral that the corrupted coral dragon turtle spreads through his Spore Steam. While infected with the Drowned Bloom Malady (see page 204 for more information), a creature can more easily stave off the infection by becoming intoxicated.

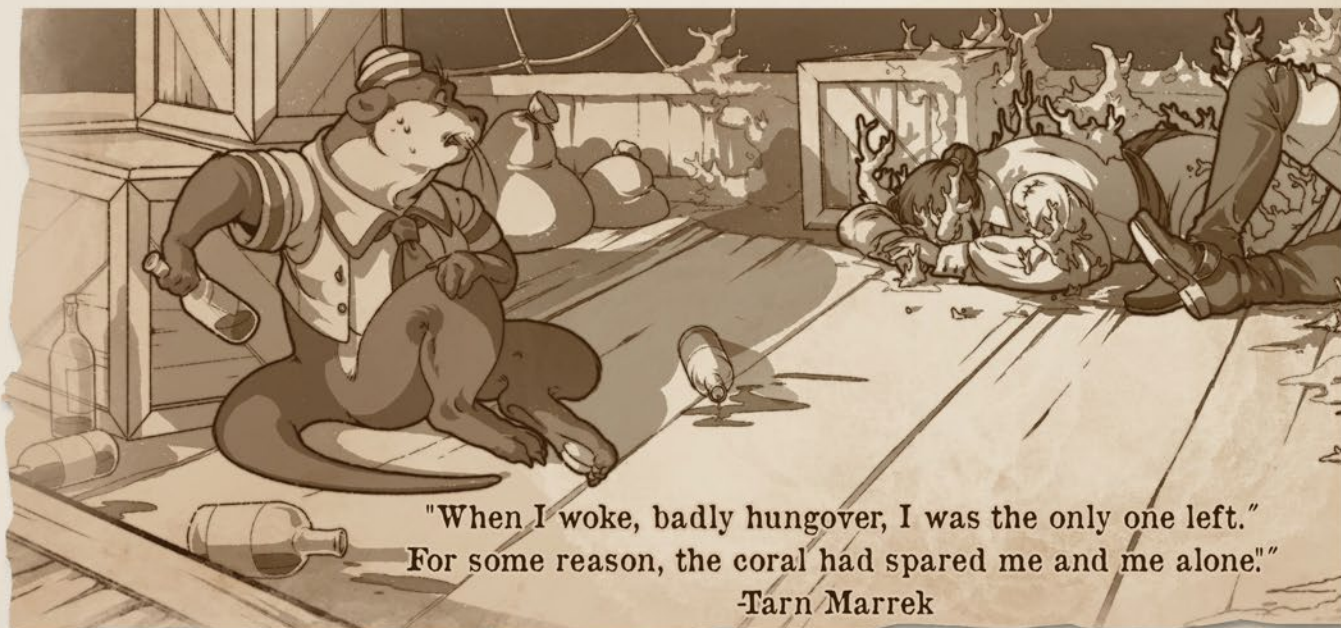
### WITH A DRUNKEN SAILOR

Speaking with Tarn Marrek at the Lighthouse tavern on Repose Island reveals that he survived his ship's destruction by passing out inside a barrel of wine. When he awoke adrift, the coral that had rooted in his arm was pale and dead, while the rest of his crew had succumbed to the malady. A character hearing Tarn's story can deduce that Tarn's drunkenness saved him from being taken over by the parasitic coral.

### USING THE CLUE

A creature that is Poisoned due to being drunk has **Advantage** on saving throws against the Drowned Bloom Malady. If you are using the Drunkenness rules from *Heliana's Guide to Monster Hunting* (page 21), a creature with **2 or more** Drunkenness levels has **Advantage** on these saving throws instead.

#### HANDOUT 1 1.1. SPIRITS AGAINST SPORES





HANDOUT 11.2. CORAL KILLER

## CLUE 2: CORAL KILLER

Dousing the coral parasite in acid causes it to bleach and become brittle, weakening its structure and halting its spread. Observations across multiple

encounters reveal that a solution of glasscap crown resin will dissolve the coral's living filaments, leaving it chalk-white and dead.

## AN ABRASIVE CLEANER

During Vendra "Fizz" Calyn's boisterous demonstration in Repose Island's Tidepool Market, the dwarf splashes her "Dockside Dissolution" cleaner across a coral-encrusted hull, dissolving the growth in clouds of white smoke. A character who inspects the cleaning solution can learn that the active ingredient is a distillate of *Glasscap Crowns*, a bioluminescent fungus found around the island and in the Narath Sea.

### USING THE CLUE

Dealing Acid damage to Valtharyx or using the dissolution on him triggers his Coral Dragon Weakness, causing him to lose access to several of his abilities. Additionally, if a creature infected with the Drowned Bloom Malady takes an amount of Acid damage equal to or greater than its character level in a single instance, the coral dies and the infection immediately ends on it.

The party can purchase jugs of Vendra's *Dockside Dissolution* during the An Abrasive Cleaner encounter (page 127), or they can harvest Glasscap Crowns (see Flora and Fauna, page 128) to craft their own dissolution.

## CLUE 3: A SORE THROAT

Extreme cold weakens Valtharyx's internal furnace and suppresses the coral dragon turtle's ability to shoot water and steam.

### FROZEN FROSTBACKS

During the Frozen Frostbacks encounter (page 129), the party aids two ships entangled among reefs, one holding crates of water-spouting turtles and another leaking frost and cold from refrigeration runes. Studying the turtles reveals that they fall silent when exposed to Cold damage, their pressurized water sacs seizing until they thaw.

### USING THE CLUE

Dealing Cold damage to Valtharyx triggers his Coral Dragon Weakness, causing him to lose access to several of his abilities.



HANDOUT 1 1.3. A SORE THROAT

## THE BATTLE AHEAD

The battle against Valtharyx begins when the party's vessel reaches the Coralspire Reef. The sea grows still before a deep rumble shakes the hull. Fissures below flash with pale light as the dragon turtle rises from the depths amongst the coral spires.

**Waves.** The battle is divided into three consecutive phases called waves. Each wave begins with a description, read aloud, and summary of what environmental effects, if any, begin or end. Next, the enemies and their tactics are listed. Finally, the conditions for how that wave ends are described.

The Fleeing Conditions table indicates the conditions in which each type of enemy flees:

### FLEEING CONDITIONS

Enemy	Fleeing Conditions
Valtharyx and Burstaceans	Doesn't flee.

**Helping Hand.** Cassian is not a fighter, but is willing to help if things look rough for the party. At any time during the battle, Cassian can rummage through his diving kit satchel and yank out a bundle of dust-covered potion vials to assist the party. He staggers across the deck, shouting "catch, drink, or die trying!" before hurling a *Potion of Healing* toward each player character. The labels are faded, and the liquid inside smells faintly of salt and copper, but they still work.

The rarity of the potions is dependent on the adventure level, as detailed in the Cassian's Aid table.

### CASSIAN'S AID

Adventure Level	Potions
6	<i>Potion of Healing</i>
11	<i>Potion of Healing</i> (greater)
16	<i>Potion of Healing</i> (superior)

**Vessel Destroyed.** If the party's vessel is destroyed, each creature aboard it makes a **VDC DEXTERITY SAVING THROW**. On a failed save, a creature is **Restrained** beneath the wreckage and begins suffocating if it can't breathe water. A creature can take an action to free itself or another Restrained creature within reach with a successful **VDC STRENGTH** check. On a successful save, a creature is thrown clear into open water **30 feet** from the debris in a random direction.

**Hazard: Coral Spires.** Jagged towers of stone and coral—the remains of the ancient ruined city of Nerathis—rise from the depths of the Coralspire Reef, as shown on Map X.X. These jagged hazards are natural obstacles throughout the area. If a vessel collides with a spire, it takes **VSDam Slashing** damage, and each creature aboard the vessel must succeed on a **VDC DEXTERITY SAVING THROW** or be knocked **Prone**.

## FLOW OF BATTLE

Valtharyx has two Vulnerable Areas: his Gills and Polyps. Each can be exploited to change the flow of the battle and weaken the kaiju's capabilities. The following flowchart provides guidance on moving between waves. Start at 'Initiation' and proceed through the chart as directed.

**Changing Statistics.** As the fight progresses, Valtharyx's statblock changes. Check the Valtharyx Behaviours table on page 204 to keep track of these changes.

## WAVE 1: CORALSPIRE CHASE

The wave begins when the party's vessel crosses into the glowing waters and coral spires of the Coralspire Reef and Valtharyx ascends from the sea floor. You can read or paraphrase the following:

The jagged spires of a drowned city jut from the depths, the bones of its towers thick with coral and sea growth. Shifting ribbons of green and blue light rise from the abyss below, winding between the spires like an underwater aurora that paints the Coralspire Reef in drifting colour.

At the heart of the maze rests what appears to be a coral-covered island. Cassian grips the rail, his voice tight. "That's no island..."

The sea swells and the island moves. Coral polyps retract as the mass heaves upward, shedding streams of water. The island's surface splits along vast seams, revealing the curved shell beneath. With a grinding that reverberates through the waves, the dragon turtle rises and unleashes a reverberating roar.

## BATTLE WAVES

INITIATION

**INITIATION**  
Valtharyx Detects the Party

WAVE 1

**COMBAT**  
Use Wave 1 Tactics

NO  
Is Valtharyx's Chaos Threshold at 0?  
YES

WAVE 2

**COMBAT**  
Use Wave 2 Tactics

NO  
Are all of Valtharyx's Vulnerable Areas Exploited?  
YES

WAVE 3

NO  
Has Valtharyx been dealt a Finishing Blow?  
YES

**COMBAT**  
Use Wave 3 Tactics

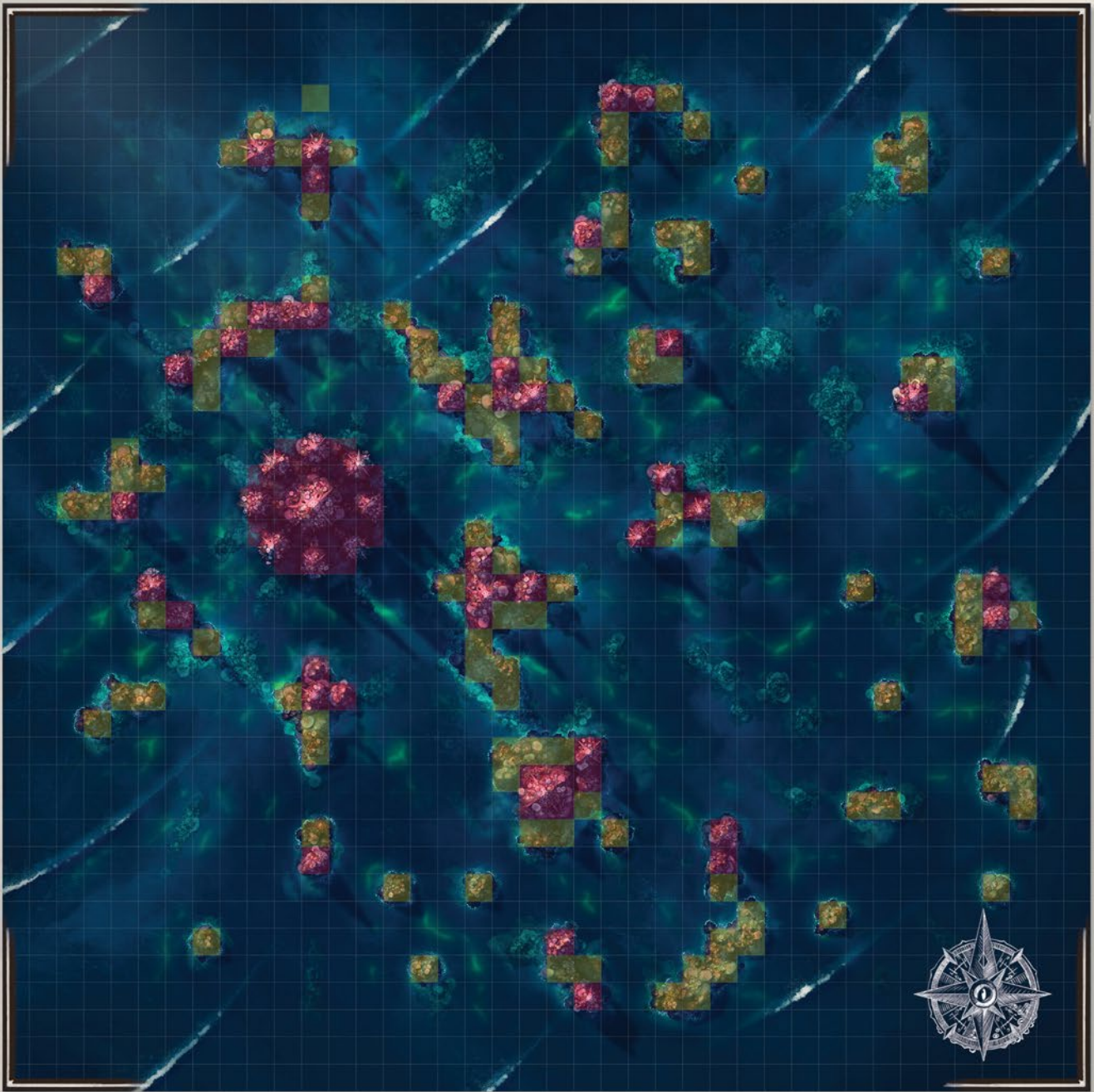
FINALE

**FINALE**  
Proceed to Finale:  
Valtharyx Slain

**AFTERMATH**  
At any stage, if all party members are killed, proceed to Aftermath: Valtharyx Victorious

Beta 1 Release

Content not final





1 SQUARE = 30 FEET

MAP 1. CORALSPIRE REEF

CARTOGRAPHER: MOONLIGHT MAPS

KEY:

	= CAN'T SAIL THROUGH
	= CAN'T SHOOT OR SAIL THROUGH

## ENEMIES

The enemies in Wave 1 are Valtharyx, the corrupted coral dragon turtle, and four burstaceans under the control of the Drowned Bloom.

**Level 6.** The Wave 1 combatants are:

- ◆ 1 Valtharyx, **The Stagnant Tide\*** (CR 6)
- ◆ 4 Burstacean Headaches\* (CR 1/2)

**Level 11.** The Wave 1 combatants are:

- ◆ 1 Valtharyx, **The Flourishing Bloom\*** (CR 12)
- ◆ 4 Burstacean Migraines\* (CR 2)

**Level 16.** The Wave 1 combatants are:

- ◆ 1 Valtharyx, **The Rampant Reef\*** (CR 18)
- ◆ 4 Burstacean Cephalalgies\* (CR 5)

\*See Appendix C - Bestiary

## VULNERABLE AREAS

In this wave, Valtharyx's Gills Vulnerable Area is targetable. When Valtharyx's Chaos Threshold is reduced to 0, the AC of his Gills decreases by 5.

## TACTICS

The combatants fight according to the tactics below.

### BURSTACEANS

The burstaceans surface from below the party's ship, taking the Dash action to climb onto the deck. Once they reach the top, each burstacean moves towards the nearest enemy and uses its Explode action, positioning itself in order to catch multiple enemies with it, if possible.

### VALTHARYX

During this wave, Valtharyx keeps his distance from the party's vessel, staying at the edge of the normal range of his Tortuga Cannon.

**Action.** Valtharyx uses his action to attack with his Tortuga Cannon each round. He prioritizes crew members or the Control component of the ship, hoping to either knock a creature into the coral-infested waters or cause the ship to lose control and sail into a tower. If he starts his turn within **120 feet** of the party's vessel, he uses his Steam Breath before swimming away from the vessel.

**Legendary Action.** Valtharyx alternates between Turtle Power and Steam-Powered Dive, targeting the ship's Control or Artillery components with his attacks. Valtharyx uses his movement strategically, forcing the ship to change direction, and the crew to reposition to the opposite side of their vessel.

**Lair Actions.** The lair alternates between Eddy and Shift Currents, forcing the party's vessel to collide with the coral spires spread around the map.

## END OF WAVE

This wave ends when Valtharyx's Chaos Threshold is reduced to 0 and his Rampage behaviour activates, lowering his AC (see Valtharyx Behaviours table, page 204). After this, Wave 2 begins.

## WAVE 2: CRUSTED HULLS

Valtharyx bursts from the depths, his coral-encrusted shell hardened into spiked armour as he charges the party's vessel in a surge of foam and water. He slams into the hull with crushing force, sweeping the deck with his tail before releasing clouds of boiling steam and spore-laced mist across the ship. You can read or paraphrase the following:

The sea erupts in glittering foam as the coral dragon turtle breaches, its shell transformed into a writhing fortress of living coral. Spines of jagged reef crown its back, each one pulsing with pale bioluminescence that ripples through the churning water. With a roar that rattles the towers below, shards of coral explode outward in a spray of fractured light. Beneath the surface, the spires of the Coralspire Reef groan and shift under the pressure of the rising current as the colossal creature turns its armoured bulk toward the ship.

## ENEMIES

The enemy in Wave 2 is the rampaging Valtharyx.

**Level 6.** The Wave 2 combatant is:

- ◆ 1 Valtharyx, **The Stagnant Tide\*** (Rampaging; CR 9)

**Level 11.** The Wave 2 combatant is:

- ◆ 1 Valtharyx, **The Flourishing Bloom\*** (Rampaging; CR 17)

**Level 16.** The Wave 2 combatant is:

- ◆ 1 Valtharyx, **The Rampant Reef\*** (Rampaging; CR 22)

\*See Appendix C - Bestiary

## VULNERABLE AREAS

In this wave, Valtharyx's Gills and Polyps Vulnerable Areas are targetable.





## TACTICS

Valtharyx fights according to the tactics below.

On the first round of this wave, Valtharyx uses all his movement to close the gap between himself and the party's vessel, staying within melee of the ship for the rest of the fight.

**Action.** Valtharyx sweeps the deck with his Steam Breath or Coral Breath whenever either of them are charged. If unavailable, he uses Tail to target the crew and Snap Bite to target the vessel's Hull.

**Bonus Action.** Valtharyx uses Dash to approach (and keep pace with) the party's vessel. Otherwise, he uses Spore Steam each round.

**Legendary Action.** Valtharyx uses Tail Swipe to target crew members or especially dangerous ship components. Before his turn, he uses Steam-Powered Dive to switch sides of the ship.

**Lair Actions.** The lair alternates between Coral Mines to restrict the ship's movement and Shift Currents to slam the vessel against nearby spires.

## END OF WAVE

This wave ends when Valtharyx has both Vulnerable Areas exploited and his Death Throes behaviour activates.

## WAVE 3: DROWNING BLOOM

The ancient wards binding Valtharyx fail, and the last vestiges of the coral dragon turtle's independence are swept away in the Drowned Blooms tide. His roars become distorted echoes, each one shaking the sea and sending geysers of arcane blood skyward. Valtharyx's coral lattice shatters, transforming the shell into a volcano of incandescent coral shards and steam vents. You can read or paraphrase the following:

The coral dragon turtle's shell splits along its seams, releasing implacable blooms of coral that surge from the cracks in violent bursts, hardening into jagged spines before shattering into clouds of stone and ash. Steaming blood leaks from its wounds, boiling the water in waves that twist the current into tightening spirals. The reef across its shell pulses like a failing heart, shedding chunks of molten coral that crash into the surrounding spires.

**Cavitation.** The turtle's destabilised internal furnace causes the water to boil, and then cavitate under the incandescent heat, causing the following effects until Valtharyx is slain:

- ◆ On Initiative count 20 of each round, the Helmsman of each vessel within **150 feet** of Valtharyx must succeed on a **VDC WISDOM OR DEXTERITY (SURVIVAL)** check or the vessel's Top Speed is reduced to **0** until the end of the next Ship Phase and it is immediately pulled **30 feet** closer to Valtharyx as the water churns violently inward.
- ◆ On Initiative count 10 of each round, shards of superheated coral erupt from the fractured coral dragon turtle. The Hull component of each vessel within **90 feet** of Valtharyx makes a **VDC CONSTITUTION SAVING THROW**. Hulls within **60 feet** of Valtharyx have **Disadvantage** on the save, and Hulls within **30 feet** of Valtharyx automatically fail the save. The Hull takes **VSDam Piercing** damage plus **VSDam Fire** damage on a failed save, or half as much damage on a successful one.

## ENEMIES

The enemy in Wave 3 is Valtharyx in his Death Throes.

**Level 6.** The Wave 3 combatant is:

- ◆ **1 Valtharyx, The Stagnant Tide\*** (Death Throes; CR 6)

**Level 11.** The Wave 3 combatant is:

- ◆ **1 Valtharyx, The Flourishing Bloom\*** (Death Throes; CR 9)

**Level 16.** The Wave 3 combatant is:

- ◆ **1 Valtharyx, The Rampant Reef\*** (Death Throes; CR 14)

\*See Appendix C - Bestiary

## VULNERABLE AREAS

By this wave, all of Valtharyx's Vulnerable Areas are exploited.

## TACTICS

Valtharyx fights according to the tactics below.

**Action.** Valtharyx thrashes and strikes at anything within reach, targeting the Hull with his Snap Bite attack, and the crew with his Tail attack.

**Legendary Action.** Valtharyx hits as many non-infected creatures as he can with his Polypocalypse Legendary Action, then uses Tail Swipe to finish off any survivors.

## END OF WAVE

The wave ends when Valtharyx succumbs to a Finishing Blow.

## FINALE

If Valtharyx is dealt a Finishing Blow, proceed to “Valtharyx Slain”. If he beats the party (the entire party is reduced to 0 Hit Points or flees), proceed to “Valtharyx Victorious”.

### VALTHARYX SLAIN

If the party slays Valtharyx, read or paraphrase the following:

The water swells and splits as the colossal coral dragon turtle lets out a shuddering groan. Cracks web across its shell, glowing from within as the coral lattice pulses frantically. Steam hisses through its torn gills, and a torrent of molten coral and blood erupts from its wounds, boiling the sea around it. The massive form tilts, half-collapsing, before sinking beneath the waves. The coral reef clinging to its back fractures, glowing polyps dimming until the light fades completely.

On Initiative count 20 of the following round, Valtharyx's Death Rattle triggers (see page 203).

**Optional Reward: Coral Fragment.** If the party has yet to encounter the Nautilion (see *Reavers of the Rabid Reef* for more information), allow the characters to find a chunk of the Drowned Bloom securely trapped within a glass container that bares the inscription ‘*Nautilion Sample #007*’. The coral always points in a specific direction, acting as a rough compass leading the characters towards the corrupted *Nautilion* submersible.

### VALTHARYX VICTORIOUS

If the party falls in battle against Valtharyx, read or paraphrase the following:

The sea heaves, and coral spires calve and crack as the vast shell-island rolls, shedding coral in a rain of jagged shards. Currents shear outward from the Coralspire Reef, flinging wreckage across glowing waves like a liquid storm. The guardian dives and surfaces in sweeping arcs; reef-light ripples along its carapace as the water rises and falls in heavy concentric circles. Your vessel groans once, splits, and is taken by the surge.

Valtharyx has bigger concerns than hunting down and killing defeated enemies who are no longer fighting back. If the party loses against the ancient guardian, they are left to the mercy of the ocean. Survivors may wash ashore, be hauled out by passing sailors, or fall into piratical hands, as suits your campaign's narrative needs.

## AFTERMATH

The result of this adventure depends on whether the party managed to defeat Valtharyx or fell to the Drowned Bloom. Here are some possible outcomes:

### VALTHARYX SLAIN OR VICTORIOUS

These outcomes occur regardless of the result of the fight against Valtharyx.

#### SOLE SURVIVOR

- ◆ Cassian Ripjaw returns to Coralspire Reef only days after the battle, taking a small skiff and a fully-packed dive kit. He tells no one his destination, though some in the Lighthouse tavern overhead him mentioning the Nautilion and “voices below the bloom.”

#### A CHANGED SEA

- ◆ For the next **2d10 days**, no merchant or salvage vessel dares sail through the Narath Sea. The Alltime Salvagers' Guild declares the region closed and marks it blackwater, citing “reef instability” and reports of unnatural tides.
- ◆ Sailors that sleep within **10 miles** of the location of Valtharyx's death dream of drowning beneath coral-lit waves. They wake coughing seawater and claiming to hear voices humming from the waves. The dreams fade after **2d10 days**, but affected crew members remain withdrawn and prone to quiet.
- ◆ Fragments of luminous but harmless coral drift into neighboring routes, fouling nets and coating ship hulls in brittle, glasslike growths that glow with a faint light when the moon rises.

### VALTHARYX SLAIN

With the corrupted coral dragon turtle defeated, life in Repose Island and the nearby Narath Sea is forever changed, for better or for worse. These outcomes occur if Valtharyx is defeated.

## GRATEFUL PATRONS

- ◆ The Alltime Salvagers' Guild honours its agreement, paying the characters in full and declaring them friends of the guild. Their deeds spread quickly across the ports of the Voidsea, though few believe they could truly slay a coral dragon turtle.
- ◆ Hendric Voile, the pearl diver who spoke of the hive, recovers his composure and begins work on a new venture: refining Glasscap Crowns into preserved, decorative charms. He gifts each character a customized piece as a reminder of their accomplishments.

## MURKY WATERS

- ◆ After **1d12 months**, the contaminated waters of the Voidsea seep into the region. The Contamination Level of the water in the region changes from Clean to Low.
- ◆ Though the reef is dead, faint arcs of light still flicker below the ruined spires when storms pass. Scholars debate whether the glow marks are the continued death throes of the coral dragon turtle, or the stirrings of something deeper that has yet to surface.

## LOST & FOUND

- ◆ The bodies of Caleren Shoalsong's missing congregation are found entwined among the coral towers of Coralspire Reef, their forms stilled in prayer beneath the reef's glow. After a solemn tideborne ceremony, Caleren thanks the heroes for "cleansing the sea of its grief" and bestows upon each the following charm on their next visit to Repose Island.

## CHARM OF THE TIDE'S MERCY

### *Supernatural Gift (Charm)*

This Charm allows you to cast a spell without expending a spell slot or using Material components. Once used, the Charm vanishes from you.

The spell is dependent on the adventure level, as detailed in the following table.

### TIDE'S MERCY SPELL

Adventure Level	Spell
6	<i>Lesser Restoration</i>
11	<i>Mass Healing Word</i>
16	<i>Greater Restoration</i>

- ◆ Captain Rhea Veynar names her rebuilt ship *The Bloom's End* and sails again, her vengeance sated but her ambition unbroken. She becomes a minor legend among privateers, using the party's story as her own with some claiming she was the true slayer of the coral dragon turtle.

## VALTHARYX VICTORIOUS

These outcomes occur if Valtharyx beats the party.

## THE BLOOM UNLEASHED

- ◆ The destruction unleashed in the battle tears through the last of the ancient wards binding Valtharyx to the Coralspire Reef. Freed at last, the coral dragon turtle vanishes into the deep, spreading the Drowned Bloom's will across the world.

## THE SILENCE DEEPENS

- ◆ Though Repose Island remains untouched, sailors returning from the Narath Sea speak of reefs that move against the current and a distant hum that echoes through their dreams. The island's folk watch the horizon warily, fearing the day the glow spreads beneath their waves.
- ◆ Caleren Shoalsong's congregation is never found. The otterkin priest anchors his barge just offshore, tolling the temple bells each night in memory of the lost and warning all who pass to avoid the Narath Sea.
- ◆ Hendric Voile is last seen walking zombie-like through Repose Island's docks with a glassy-eyed stare out to the sea muttering to himself about the "whispers returning" before diving into the waters, never to be seen again.

## REVENGE UNSATED

- ◆ Captain Rhea Veynar, unwilling to accept defeat, gathers a new crew and sails a newly refitted ship in pursuit of vengeance. Weeks later, her vessel is spotted listing among the reefs—its decks overgrown with coral, its crew nowhere to be seen.

## TREASURE

Once the party has defeated Valtharyx, they can attempt to harvest components and craft unique items using the remains of his body. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

## HARVESTING

The components in the Valtharyx Harvesting table can be harvested from the remains of Valtharyx (and other Coral Dragon Turtles), a Dragon. Components in italics are unique to Coral Dragon Turtles, and components in bold indicate that they can be used to craft this adventure's unique items.

## CRAFTING

The Craftable Items table lists the unique items that can be crafted from this adventure.

### CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Glasscap Crown</i>	Wondrous Item	Uncommon	—, C	<i>Harvested Item: DC 30 Nature</i>	—	25 GP
<i>Reef's Revenge</i>	Artillery Component (Magitech Cannon)	Uncommon	—	<i>Dragon (Coral Dragon Turtle) Coral Growth</i>	<i>Frail</i>	570 GP
		Rare			<i>Robust</i>	2,100 GP
		Very Rare			<i>Potent</i>	9,230 GP
<i>Tortuga Armcannon</i>	Prosthesis**	Uncommon	—	<i>Dragon (Coral Dragon Turtle) Breath Sac</i>	<i>Frail</i>	450 GP
		Rare			<i>Robust</i>	1,870 GP
		Very Rare			<i>Potent</i>	13,840 GP
<i>Vendra's Dockside Dissolution</i>	Wondrous Item	Common	—, C	<i>Phial of Plant (Glasscap Crown) Resin</i>	—	150 GP
<i>Visage of Valtharyx</i>	Wondrous Item	Uncommon	—	<i>Pouch of Dragon (Coral Dragon Turtle) Scales</i>	<i>Frail</i>	340 GP
		Rare			<i>Robust</i>	1,300 GP
		Very Rare			<i>Potent</i>	9,820 GP

\* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

\*\*See page 145, Chapter 12

### VALTHARYX HARVESTING

Component	DC	Number Available
Eye <sup>E</sup>	5	2
Flesh <sup>E</sup>	5	10
Phial of Blood <sup>E</sup>	5	1,000
Bone <sup>E</sup>	10	20
Fat <sup>E</sup>	10	40
Pouch of Teeth	10	4
<b>Coral Growth</b>	<b>15</b>	<b>10</b>
Liver <sup>E</sup>	15	1
<b>Pouch of Scales</b>	<b>15</b>	<b>20</b>
Heart <sup>E</sup>	20	1
<b>Breath Sac<sup>V</sup></b>	<b>25</b>	<b>1</b>

APPENDIX A

ITEMS AND  
MAGIC SHIP  
COMPONENTS

# ITEMS AND MAGIC SHIP COMPONENTS

This appendix lists all the unique adventuring gear, magic items, and magic ship components that can be found or crafted within *Salt, Storm, and Steel*, along with their statistics and crafting components (see *Heliana's Guide* or *Voidsea* for more on Crafting). Many items also have rarity variants. These are different versions of the same items balanced for different levels of play; the rarer the item, the more powerful it is and the higher the level at which it should be given or crafted.

The items are separated into sections corresponding to the adventures in which they are found or crafted. These adventures are presented in the same order as in this book. Within each of these sections, the items are listed alphabetically.

## ADDITIONAL RULES

### NEW WEAPONS

#### SPIKED KNUCKLE DUSTER

*Simple Melee weapon; value 2 GP; weight 1lb.  
Manufacturing: Smith's Tools; 6 SP materials; 2 hours.*

Spiked Knuckle Dusters have spikes usually made of metal or another hard material, and are worn around the knuckles of one hand. They have the Adaptable (Piercing), Attached, Light, and Pugilist properties, deal **1d4 Bludgeoning** damage on a hit, and have the Graze mastery property. They also have the Flurry Superior Strike.

### NEW WEAPON PROPERTIES

#### ADAPTABLE

This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose to deal the weapon's alternative damage type.

#### ATTACHED

You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so.

Additionally, you have **Disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

#### HYDRODYNAMIC

You don't automatically miss attacks against targets beyond this weapon's normal range or have Disadvantage on attack rolls made with this weapon as a result of being underwater.

#### IMPACT

This weapon deals double damage to objects and structures.

#### PUGILIST

When rolling a die for the damage of an Unarmed Strike using a limb equipped with a Pugilist weapon, the size of your damage die is increased by one (to a maximum of **1d12**).

### PROSTHESES

Prostheses were first introduced in *Ryoko's Guide*. Their full rules can be found at an external source.

#### PROSTHESIS SYSTEM

Scan the QR Code below to view the full prosthesis rules, their special properties, and some example prosthesis magic items.



heliana.it/Prosthesis

# ITEMS

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# 1. THE BLOODFIN BUCCANEERS

## ADVENTURING GEAR

### DR. B FRANZ FRESOLUTION

*Adventuring Gear; value 60 GP; weight 60 lbs.  
Manufacturing: Alchemist's Supplies; 20 GP materials;  
8 hours*

*"Looking for a drain-clearing solution? Why not try spearmint Fresolution?"*

*-Marketing Parrot in the employ  
of Dr. B Franz*

Developed in concert with the Alltide Salvagers' Guild in their effort to reduce attacks by shipwreck mimics in the Broadwater Span, these 2-foot-tall ceramic casks turn chum to minty foam, deterring scavenging pests.

As a Utilize action, a creature holding a cask can upend it into a body of liquid. On Initiative count 0 of the current round, all poisons in a 30-foot Cube of the liquid are neutralised and creatures drawn to blood or chum are deterred from entering the area for 1 minute. For the duration, a creature that ends its turn in the area takes 1d4 Acid damage. At the end of the minute, all chum in the water is dissolved.

## MAGIC SHIP COMPONENTS

### CHUM BUCKET

*Miscellaneous Ship Component, Uncommon  
Component: Beast (Giant Shark) Flesh*

Aboard the *Odontodon*, the phrase "spill your guts" takes on a whole different meaning. This enormous, magical cauldron uses conjuration magic to multiply and ferment the flesh, guts, and bones of whatever creatures are unlucky enough to be captured by the crew of a vessel sporting this stinky component.

#### Chum Bucket, Magical

*Large (10 ft. x 10 ft. x 10 ft.) Miscellaneous Component*

AC	DT	HP	IT	Con
16	20	80	—	+6

This item has **3 charges**. If the viscera of one Medium or large creature is placed in the cauldron and it isn't used for **8 hours**, it regains all expended charges.

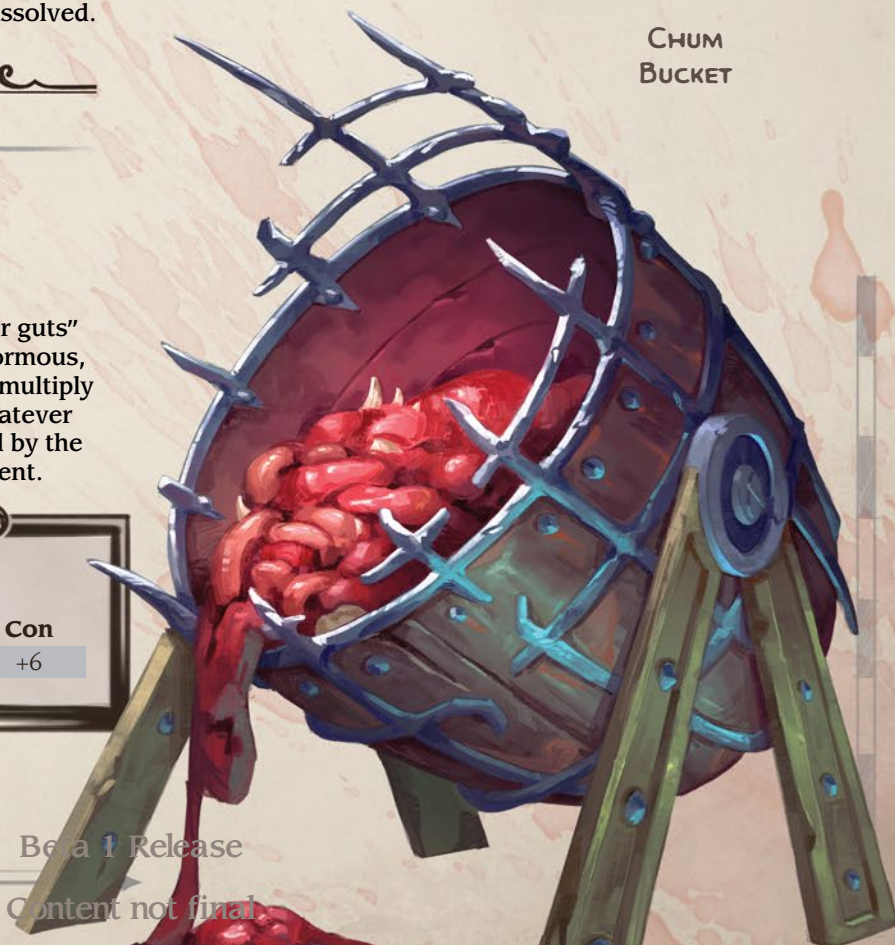
**Blood on the Water.** As a Ship Action during the Miscellaneous Step, a creature can tip the bucket, expending **1 charge** to cause its contents to fall into the water around the vessel at a steady flow and choosing one of the following effects:

**Chum.** Conjunction magic in the chum draws in aquatic predators and imbues them with impressive speed. **1d4 Reef Sharks\*** appear in unoccupied spaces in the water and move with the ship, remaining within **30 feet** of it at all times. They are Hostile to all non-sharks and non-sharkin creatures, and act on Initiative count 10 of the Creature Phase. After **1 minute**, the sharks disperse.

**Poison.** Biomantic magic imbues the pathogens within the detritus with toxic lethality, contaminating the waters in a **30-foot Emanation** originating from the ship for **1 minute**. A creature that enters the water in this area for the first time on a turn or that starts its turn there makes a **DC 13 CONSTITUTION SAVING THROW**. On a failed save, the creature takes **2d8 Poison** damage and is **Poisoned** until the end of its next turn. On a successful save, it takes half as much damage only.

\*The creatures drawn are different in the Broadwater Span (see page 65)

CHUM  
BUCKET



**Rare variant:** Increase the **DC** to **15** and the damage to **5d8**. The Chum effect summons **Hunter Sharks** instead of Reef Sharks.

**Very Rare variant:** Increase the **DC** to **16** and the damage to **9d8**. The Chum effect summons **Giant Sharks** instead of Reef Sharks.

## MAGITECH NET LAUNCHER

Artillery Ship Component (Harpoon), Rare  
Component: Construct Gears

*"Nothin' but net!"*

*- Sharkille O' Eol, Enthusiastic Artillerist*

**Wide Net.** As a Ship Action during the Artillery Step, a creature can launch a net from this component at a point within **120 feet** of it. Each Large or smaller creature in a **10-foot-radius Sphere** centred on that point must succeed on a **DC 15 DEXTERITY SAVING THROW** or be **Restrained** by the net, which is **Linked** (Steel Cable: AC **19**, HP **12**, **Immunity** to all damage except Fire, Force, Piercing, and Slashing) to this component.

At the start of the next Artillery Step of the vessel with this component, the component's winch automatically reels in the net by **30 feet**. A creature within **5 feet** of the component can use a Bonus Action to deactivate or reactivate the winch. Creatures Restrained by the net move with it. The net has the same statistics as the rope. If it's destroyed, creatures are no longer Restrained by it. When a destroyed net is reeled back into the component, it's immediately repaired.

**Impairment.** When this component is Impaired, creatures have **Advantage** on saving throws against its Wide Net property.

**Uncommon variant:** Reduce the area of effect to a **5-foot-radius Sphere**, the size of creatures that can be Restrained by the net to Medium or smaller, and the **DC** to **13**. The rope used for the Linked condition is Hempen Rope: AC **11**, HP **12**, **Immunity** to all damage except Fire, Force, Piercing, and Slashing.

**Very Rare variant:** Increase the **DC** to **16** and the distance by which the net is reeled each round to **60 feet**. The rope used for the Linked condition is Giant Hair: it has AC **19**, HP **25**, **Immunity** to all damage except Fire, Force, Piercing, and Slashing.

## SUNBURST AMMUNITION

Ammunition (Artillery), Uncommon  
Component: Pouch of Celestial (Pegasus) Dust

*We cheered when we saw the bursts of radiance launched from the castle's sea wall. That cheer died in our throats as we saw the sig of the abomination that rose from the incessant tide. We thought we had more time.*

*- excerpt from The Fall of XXX*

As part of the Ship Action to fire a piece of Artillery, an Artillerist can use a piece of Sunburst Ammunition that is within reach. This ammunition detonates on impact, destroying the ammunition and releasing a pulse of radiant energy in an area. For a shot that has a single target, the area is a **20-foot-radius Sphere** centred on the target. For a shot that has an area of effect, the sunburst effect occurs in the entire area. Each creature and component in the area makes a **DC 13 CONSTITUTION SAVING THROW**, taking **3d8 Radiant** damage and becoming **Blinded** on a failed save, or taking half as much damage only on a successful one.

**Rare variant:** Increase the **DC** to **15**, and the damage to **5d8**.

**Very Rare variant:** Increase the **DC** to **16**, and the damage to **7d8**.

MAGITECH NET LAUNCHER





CHUM  
CHURNERS

## MAGIC ITEMS

### CHUM CHURNERS

Weapon (Spiked Knuckleduster), Uncommon (Requires Attunement)

Component: Pouch of Beast (Shark) Teeth

*"It's unclear if he was bitten, or punched, or both..."*

*- Forensic Investigator*

Fashioned from the teeth of the ocean's most easy to dupe predator, these sawtooth-lined, bone-backed knuckledusters impart the single-minded focus that only a drop of blood a mile away can achieve.

**Frenzy.** Whenever these knuckledusters cause a creature with blood to become Bloodied, you must succeed on a **DC 15 WISDOM SAVING THROW** or become frenzied for **1 minute**. While frenzied, you use all your actions and Bonus Actions to make attacks against that creature, which is the target of

your frenzy. When you take the Attack action, you make one additional attack, which must be with a bite or the Chum Churners. At the start of each of your turns, if the target is dead or you can't see it, you repeat the Wisdom saving throw. On a failure, the closest creature to you that you can see becomes the target of your frenzy. On a success, or if there are no creatures that can become the target of your frenzy, the frenzy ends, and you are Immune to the frenzy property until you next finish a Short or Long rest.

**Rare variant:** You have a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.

**Very Rare variant:** You have a **+2 bonus** to attack rolls and damage rolls made with this magic weapon.

### DR. B FRANZ SHARK REPELLENT

Wondrous Item, Common

Component: Beast (Crestite) Ambergris

*"A spray a day keeps the sharkin away! Buy it for you, and your whole crew!"*

*- Marketing Parrot in the employ of Dr. B Franz*

This two-inch-tall cuboid glass bottle contains **1d4 + 1** doses of a pungent, musky, marine-like aroma. As a Utilize action, a Medium or smaller creature can use **1 dose** to gain the Odorous Odour effect for **1 hour**. A Large creature must use **4 doses**. The bottle and its contents weigh  $\frac{1}{4}$  lb.

**Odorous Odour.** Effects that trigger based on smelling blood, such as the Bloodlust trait or the *Blood Frenzy*\* spell, aren't triggered by creatures under this effect. Any shark (but not sharkin) that attempts to move closer to a creature under the effect while within **10 feet** of it for the first on a turn must succeed on a **DC 12 WISDOM SAVING THROW** or be unable to do so until the start of its next turn.

\*See Appendix B - Spells

**Rare variant:** Increase the **DC** to **15**. The item gains the Keen Shmell property.

**Keen Shmell.** A creature with proficiency in Perception that can smell and that starts its turn within **10 feet** of a creature under the effect of Odorous Odour or moves within **10 feet** of such a creature for the first time on its turn must succeed on a **DC 15 CONSTITUTION SAVING THROW** or take **1d8** Poison damage and become **Poisoned** until the start of its next turn.

## 2. WRATH OF THE WRITHING HUNGER



### MAW OF THE ABYSS

Ship Component (Ram), Rare  
Component: Aberration (Abyssodon) Tentacle

*"If you gaze long enough at the abyss, the abyss gazes also at you. The trouble is that, around these parts, abysses tend not to stop at gazing."*

*- Freddy Nietzsche, Oceanic Philosopher*

This Huge ship component has AC 18, DT 65, 100 Hit Points, an Impairment Threshold of 50, and a Constitution modifier of +6.

**Abyssal Grasp.** When this component is used to perform a Ram action, the rammed target takes an extra 2d8 Bludgeoning damage and is **Grappled** (escape acceleration 60 feet). While this component is Impaired, the escape acceleration is reduced to 30 feet.

**Crushing Embrace.** While a vessel is being Grappled by this component, a creature on the vessel that bears the component can take a Command Action to order the tentacles to constrict, dealing 7d8 Bludgeoning damage to the Grappled vessel's Hull.

**Uncommon variant:** Reduce the extra ramming damage to 2d6 and the damage of the Crushing Embrace property to 5d8.

**Very Rare variant:** Increase the extra ramming damage to 2d10 and the damage of the Crushing Embrace property to 9d8.



## SHARKSKIN

Armour (Any Light or Medium), Very Rare (Optional Attunement)

Component: Aberration (Abyssodon) Hide

There are two types of people in the Voidsea: the guppies and the sharks. Which one are you?

While wearing this armour, you can breathe underwater and you have a Swim Speed of 60 feet.

**Rough Skin.** The first time on each turn that a creature within 5 feet of you hits you with a melee attack while you're wearing this armour, the creature takes 1d4 Slashing damage.

**Optional Attunement.** If you choose to attune to this item, you can use the Home Field Advantage property while you remain attuned to it.

**OA: Home Field Advantage.** While wearing this armour, you can cast the *Oceanic Emergence*\* spell (SAVE DC 16). Once this property of the armour has been used, it can't be used again until the next dawn.

**Rare variant:** Reduce the DC to 15. Remove the Rough Skin property.

**Legendary variant:** Increase the damage to 1d8 and the DC to 17. The item has the OA: House Rules property, which you can use while you remain attuned to it.

**OA: House Rules.** When you cast the *Oceanic Emergence* spell from this armour, you can choose one of the following ways to enhance it:

**Blood in the Water.** When a Small or larger creature is reduced to 0 Hit Points in the area of the spell, you gain 1d6 Temporary Hit Points and have **Advantage** on Constitution saving throws to maintain Concentration on this spell until the end of your next turn.

**Crushing Depths.** When a creature ends its turn in the area of the spell, you can choose to deal 1d6 Bludgeoning damage to it.

**Dark Abyss.** The area of the spell is in Darkness, and you can sense Bloodied creatures in it as if you had Blindsight.

\*See Appendix B - Spells

## TENTACLOTH

Wondrous Item, Rare

Component: Aberration (Abyssodon) Ink Sac

The people of the Voidsea have simple tastes when it comes to accessorising. Sinister, menacing cloaks and writhing, dripping tentacles are practically haute couture—combining the two is the pinnacle of eldritch fashion.

The cloak has **3 charges** and regains all expended charges daily at dawn.

**Handy Tentacles.** While wearing this cloak, you can take a Bonus Action to cause inky tentacles to form from it or cause the tentacles to disappear. While the tentacles are formed, you have the following benefits:

- ◆ You gain a Climb Speed of **30 feet**.
- ◆ You can Grapple up to two creatures using the tentacles, without the need for a free hand. The tentacles have a reach of 15 feet.
- ◆ When you make an Unarmed Strike, you can replace the attack with a melee attack using the tentacles, which has a +7 attack modifier, has a reach of 15 feet, and deals **2d8** Acid damage on a hit.

**Bloodink.** When you hit a creature with an attack using the tentacles, or when a creature starts its turn Grappled by your tentacles, you can expend **1 charge** to force it to make a **DC 15 CONSTITUTION SAVING THROW**. On a failed save, the creature must immediately take a Reaction to make an attack against the nearest creature other than you that doesn't have all its Hit Points.

**Uncommon variant:** Remove the charges and the Bloodink property. Reduce the attack modifier to +5 and the damage to **2d6**.

**Very Rare variant:** Increase the charges to 4, the attack modifier to +8, the damage to **2d10**, and the **DC** to 16. A creature that fails its saving throw against the Bloodink property also takes **2d10** Acid damage.



## 3. REAVERS OF THE RABID REEF

### ADVENTURING GEAR

#### DESCRIPTIONS

Deep dives demand more than strong lungs and nerves of steel. Divers, scavengers, and hunters rely on heavy, sealed suits to survive the cold pressure and various predators. Most are crude but functional. A few, like Squint Bellhook's prototype, push the craft far beyond what's safe—or sane. On the Voidsea, dive suits are more common than ever—the seals prevent contact with the mut-laden waters, making them the perfect accoutrement for creatures tasked with cleaning ships' hulls.

#### AIR CANISTER

*Adventuring Gear; value 10 GP; weight 10 lbs.  
Manufacturing: Alchemist's Supplies or Smith's Tools;  
3 GP materials; 8 hours*

An Air Canister, typically created by alchemical means or using a trapped air elemental, provides enough air to dive for **1 hour**. As a Utilize action, you can install an Air Canister onto a dive suit you or a willing creature within your reach is wearing. If one is already installed, you can detach it as part of the same action.

#### STANDARD DIVE SUIT

*Adventuring Gear; value 150 GP; weight 60 lbs.  
Manufacturing: Leatherworker's Tools; 50 GP materials; 16 hours*

These are heavy, unwieldy brass and leather suits. Weighted belts and external valves regulate pressure but make movement sluggish. A creature requires **10 minutes** to don the suit, and **5 minutes** to doff it.

While wearing this suit, you gain the following benefits:

- ◆ Your AC is **14**.
- ◆ You can descend to **500 feet** underwater without any ill effect from water pressure.
- ◆ You have **Resistance** to Cold damage, as well as Bludgeoning damage dealt by the water.
- ◆ You treat the Contamination Level of liquid you are in contact with as **1 level** lower.

- ◆ You have **Immunity** to gaining contact-based diseases or magical contagions, such as might occur if you start your turn in a space occupied by Drowned Bloom coral growths (see page 112).
- ◆ If you lack training with Heavy Armour, you have **Disadvantage** on any D20 Test that involves Strength or Dexterity, and you can't cast spells.
- ◆ Your Speed is reduced by **10 feet**.
- ◆ You have **Disadvantage** on all Dexterity checks and Dexterity saving throws.

#### SQUINT'S PROTOTYPE DIVE SUIT

*Adventuring Gear; value 200 + 10 x APL GP; weight 30 lbs.*

*This newly-invented suit can only be found in Whale-gut and cannot be crafted.*

A flexible rayhide suit reinforced with braided kelp and bronze fittings. The helmet's filter holds a living coil of green-glowing breathvine that extends a creature's air supply. The material bends easily under pressure, and its seams are polished with some foul-smelling fish oil. A creature requires **5 minutes** to don the suit, and **1 minute** to doff it.

While wearing this suit, you gain the following benefits:

- ◆ Your AC is **12 + your Dexterity Modifier** (max 2).
- ◆ You don't suffer **Disadvantage** on melee attack rolls from being underwater.
- ◆ You can descend to **300 feet** underwater without any ill effect from water pressure.
- ◆ You have **Resistance** to Cold damage, as well as Bludgeoning damage dealt by the water.
- ◆ You treat the Contamination Level of liquid you are in contact with as **2 levels** lower.
- ◆ You have **Immunity** to gaining contact-based diseases or magical contagions, such as might occur if you start your turn in a space occupied by Drowned Bloom coral growths (see page 112).
- ◆ The duration you can dive on an Air Canister doubles (you must replace the Breathvine after each dive to gain this benefit).
- ◆ If you lack training with Medium Armour, you have **Disadvantage** on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

## ARCANOMINE

## MAGIC ITEMS

## ARCANOMINE

Ammunition (Catapult), Uncommon  
Component: Elemental Volatile Mote of Water

*"Aim carefully. A mine is a terrible thing to waste."*

*-Nate Detto, Explosives Expert*

The mine is a Medium object with **AC 19**, **DT 15**, **HP 15**, and **Immunity** to Poison and Psychic Damage.

**Minefield.** As a Ship Action during the Artillery Step, you can load this ammunition into a Catapult and shoot it at a point in water within the Catapult's normal range, where it floats a few feet below the surface.

When a Gargantuan vessel or creature moves within **30 feet** of the mine, the mine explodes in a **30-foot-radius Sphere** and is destroyed. Each vessel's Hull in the area and each creature at least waist-deep in the water in the area makes a **DC 13 CONSTITUTION SAVING THROW**, taking **5d10 Thunder** damage on a failed save, or half as much damage on a successful one. Fully submerged creatures have **Disadvantage** on the saving throw.

**Search.** A creature that takes the Search action to look for incoming projectiles spots the mine if its **WISDOM (PERCEPTION)** check exceeds the mine's passive **Stealth (DC 13)** and the mine is within **600 feet** in good weather, or **300 feet** in poor weather. These distances are doubled for creatures using a spyglass.

**Rare variant:** Increase the **DCs** to **15** and the damage to **7d10**. The ammunition gains the Remote Control property.

**Remote Control.** As a Ship Action during the Artillery Step, you can move the mine that you fired that is within **900 feet** of it up to **60 feet** horizontally.



**Very Rare variant:** Increase the **DCs** to **16** and the damage to **9d10**. The ammunition gains the Remote Control property.

## SHARD OF PERMAFROST

Wondrous Item, Common  
Component: Pouch of Elemental (Ice) Dust

A favourite amongst high-tier culinary chefs and organ transplant surgeons alike, these magical ice shards prevent decay

When crafted, an item can be placed inside this shard of ice whose enchantments keep it permanently below freezing temperature. Items and organic matter placed within it are magically sustained, degrading one hundred times slower than normal.

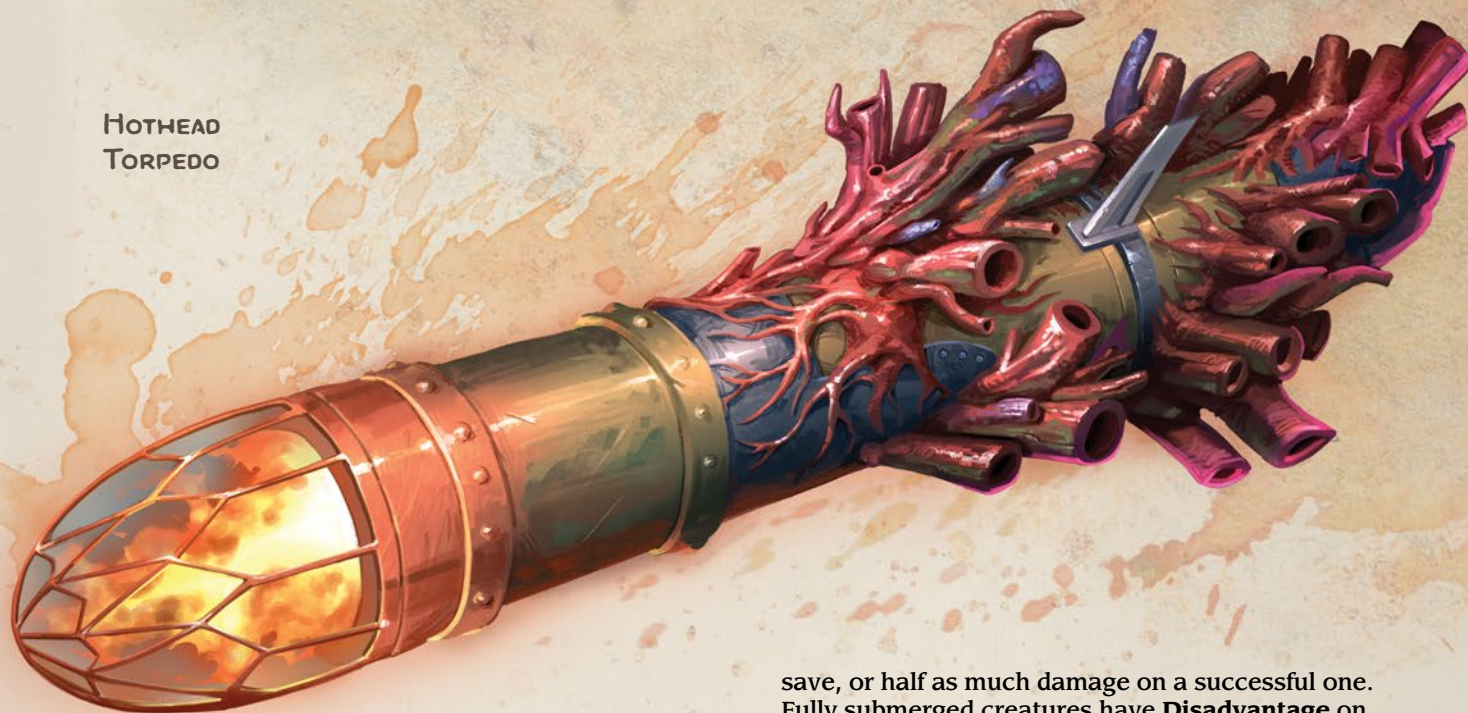
**Uncommon variant:** matter within the shard degrades 1000 times more slowly.

**Rare variant:** matter within the shard degrades 10,000 times more slowly.

**Very Rare variant:** matter within the shard degrades 100,000 times more slowly.

**Legendary variant:** matter within the shard degrades 1,000,000 times more slowly.

## HOTHEAD TORPEDO



### HOTHEAD TORPEDO

*Ammunition (Ballista), Uncommon*  
*Component: Elemental Core of Fire*

The heat-targeting systems on these missiles are each powered by a bound fire elemental, which instinctively seeks out others of its kind. Specimens with uncontrollable anger issues often yield the best results—which is to say, most will do just fine.

The torpedo is a Small object with **AC 17**, **DT 12**, **HP 10**, and **Immunity** to Poison and Psychic Damage.

**Heat-Seeking.** As a Ship Action during the Artillery Step, you can load this ammunition into a Ballista and fire it in a direction of your choice within that component's arc of fire.

The torpedo flies **180 feet** in a straight line in the chosen direction before dropping, submerging if it enters water. At the start of each of your vessel's Artillery Steps while the torpedo is underwater, the torpedo makes **one** Change of Facing towards the nearest significant source of heat (see sidebar) within **900 feet** of it (such as a kaiju or a ship with an Engine component), then moves **180 feet** in the direction it's facing. A creature within **300 feet** of the torpedo can detect it by taking the Search action and making a successful **DC 13 WISDOM (PERCEPTION)** check.

The torpedo detonates **1 minute** after it's fired or when it enters the space of a Gargantuan vessel or creature, exploding in a **30-foot-radius Sphere**. Each creature and vessel's Hull in contact with the water in the area makes a **DC 13 CONSTITUTION SAVING THROW**, taking **8d6 Thunder** damage on a failed

save, or half as much damage on a successful one. Fully submerged creatures have **Disadvantage** on the saving throw.

**Search.** A creature that takes the Search action to look for incoming projectiles spots the torpedo if its **WISDOM (PERCEPTION)** check exceeds the mine's passive **Stealth (DC 13)** and the torpedo is within **300 feet** in good weather, or **150 feet** in poor weather. These distances are doubled for creatures using a spyglass

**Rare variant:** Increase the number of Changes of Facing to **two**, the distance moved to **210 feet**, the **DCs** to **15** and the damage to **10d6**.

**Very Rare variant:** Increase the number of Changes of Facing to **three**, the distance moved to **240 feet**, the **DCs** to **16** and the damage to **12d6**.

### WHAT IS A SIGNIFICANT HEAT SOURCE?

This is left mostly undefined to give players the opportunity to come up with novel solutions to help misdirect this heat-seeking ammunition. Maybe a druid casts *Flaming Sphere*, perhaps a creature with a flamethrower or the *Burning Hands* spell causes some cannonballs to glow red hot before being fired, or potentially a Barbarian might do a load of pushups and then jump in the water to face-tank the explosive. Whatever you choose, make it consistent between torpedoes and sessions, and make sure your players are in the know as to what might work and what probably won't—it is more enjoyable for everyone that way.

## HULLBREACHER

*Prosthesis, Rare*

*Component: Magical Material - Drowned Bloom Coral*

It takes a special kind of lunatic to harvest a piece of a highly infectious coral hivemind, shove it into a drill, then fuse that drill to their own body. L'Arsene Upin would be proud.

**Prosthesis Properties.** This prosthesis can enhance or replace an arm. It has the Melee (1d6 Piercing, Impact) property and the Reeling Blow Superior Strike. In addition, you gain a **+1 bonus** to attack rolls and damage rolls made with this prosthesis, and attacks made with it ignore the Damage Threshold of objects.

**Coral Cataclysm.** As a Magic action, you can slam the drill down on the ground at your feet and spin it wildly, causing sharp coral fragments to fly in every direction. Each other creature within **15 feet** of you makes a **DC 15 DEXTERITY SAVING THROW**. On a failed save, a creature takes **2d6** Piercing damage and is **Restrained**. At the end of its next turn, the creature stops being Restrained, but its Speed is reduced to **10 feet**, unless it's already lower. This reduction decreases by **10 feet** at the end of each of its subsequent turns until this effect is no longer reducing its Speed. On a successful save, a creature takes half as much damage only. Once this property is used, it can't be used again until the next dawn.

**Uncommon variant:** Reduce the DC to **13**. Remove the attack and damage bonus. The Coral Cataclysm property doesn't deal damage.

**Very Rare variant:** Increase the attack and damage bonus to **+2**, the DC to **16**, and the damage to **3d6**.

## MAGICAL MATERIAL - DROWNED BLOOM CORAL

The coral infected by the Drowned Bloom has inherent magical properties that can be used in the crafting of magical items, but it should be handled with extreme care. This is an additional component available to harvest from a dead creature infected by the Drowned Bloom, by making a Harvest Check with a component **DC** of **15**. A creature has one dose of this component if its size is Medium or smaller, and an additional dose for each size category above Medium. The component is volatile, and creatures that fail to harvest it must succeed on a **VDC CONSTITUTION SAVING THROW** or be infected with the Drowned Bloom malady.

## VENDRA'S DOCKSIDE DISSOLUTION

*Wondrous Item, Common*

*Component: Phial of Plant (Glasscap Crown) Resin*

This caustic concoction is used to clean the hulls of ships, and comes in a large glass jug containing **4 doses**. You can take a Utilise action to splash **1 dose** of this solution on a portion of a vessel's hull containing coral growths that is within **20 feet** of you, restoring **30 feet** of the vessel's Speed that had been reduced by an effect that is sensitive to acid, such as a coral dragon turtle's Coral Mines Lair Action.

Alternatively, you can throw a jug up to **20 feet** at another creature or an unoccupied space. If the jug is thrown at a creature, make a ranged attack roll, treating it as an improvised weapon. On a hit, the target takes **2d6** Acid damage. Then, if the jug had more than **2 doses** left, each creature within **5 feet** of the target creature or space must succeed on a **DC 13 DEXTERITY SAVING THROW** or take **2d6** Acid damage.

HULLBREACHER



## SHIP COMPONENTS

The following ship components can be looted from the *Nautilon*.

### RAILAPULT

*Ship Component (Artillery—Catapult)*

A Railapult is a hi-tech catapult that forgoes mundane springs or counterweights in favour of accumulating arcane power within its chamber and detonating it to launch its payload. This method is both significantly more efficient and less likely to blow up in the Artillerist's face. A win-win for mad inventors everywhere!

#### RAILAPULT SHOT SELECTION

Tier	Shot	Type	Range	Damage	Properties
<b>Basic</b>					
	Rock	Attack	—/450/1350	<b>4d10</b> Bl	High Arc, Minimum Range (150)
	Skipshot	Attack	140/450/—	<b>4d10</b> Bl	Rake
	Pebble	Save (Dex)	—/450/—	<b>3d8</b> Bl	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)
<b>Superior</b>					
	Rock	Attack	—/450/1350	<b>5d10</b> Bl	High Arc, Minimum Range (150)
	Skipshot	Attack	140/450/—	<b>5d10</b> Bl	Rake
	Pebble	Save (Dex)	—/450/—	<b>4d8</b> Bl	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)
<b>Masterwork</b>					
	Rock	Attack	—/450/1350	<b>6d10</b> Bl	High Arc, Minimum Range (150)
	Skipshot	Attack	140/450/—	<b>6d10</b> Bl	Rake
	Pebble	Save (Dex)	—/450/—	<b>5d8</b> Bl	Area (10-foot-radius, 90-foot-high Cylinder), High Arc, Minimum Range (150)

**Skipshot.** Unlike normal catapults, the railapult can aim for a low arc of fire. A loaded projectile can be charged with backspin and fired parallel to the water's surface, causing it to skip across the sea hitting targets at close range.

#### RAILAPULT COMPONENT STATISTICS

Tier	AC	DT	HP	IT	Con
<b>Railapult</b> <i>Large (10 ft. x 10 ft. x 10 ft.) Artillery Component</i>					
Basic	16	13	45	23	<b>+3</b>
Superior	16	17	90	45	<b>+5</b>
Masterwork	16	20	110	55	<b>+6</b>



RAILAPULT

## S.U.B.S.

*Ship Component (Miscellaneous)*

The Subaquatic Unit for Breaching and Scouting, or *S.U.B.S.*, is a sophisticated, single-operator submersible, originally designed by the Alltime Scavengers' Guild for the retrieval of valuable relics from hazardous underwater environments. As it turns out, however, a drill capable of boring through ice shelves and shipwrecks can just as easily pierce a vessel's hull. Mounted atop a spring-loaded launching pad, this vehicle is suitable for rapid deployment and can even be used as a lifeboat!

### S.U.B.S COMPONENT STATISTICS

S.U.B.S.					
Large (10 ft. x 10 ft. x 10 ft.) Miscellaneous Component					
Tier	AC	DT	HP	IT	Con
Basic	16	16	80	40	+5
Superior	17	18	120	60	+6
Masterwork	18	20	160	80	+7

**Manned Submersible.** This component can be used as a vehicle, and it can fit one Medium or Small creature or four Tiny creatures inside. As a Utilise action while within 5 feet of the vessel, a Medium

or smaller creature can enter the submersible and become its pilot. In addition, if the submersible is aboard a vessel, the pilot can deploy it as part of the same action, causing it to launch from the vessel and into the water within 60 feet.

**Subnautic Statistics.** The submersible can withstand depths of up to 3,000 feet. It's airtight and watertight. The submersible holds six air canisters, enough for 6 hours of breathing by its occupants. While the component is Impaired, its Swim Speed is halved. When Broken, the component ruptures and becomes unusable, sinking to the ocean floor.

**Movement.** This ship component has a Top Speed of 60 feet. When occupied, one creature within the vessel must be designated as the pilot. On the pilot's turn, the pilot can take the Utilise action to cause the vessel to move up to its speed and perform one of the following actions:

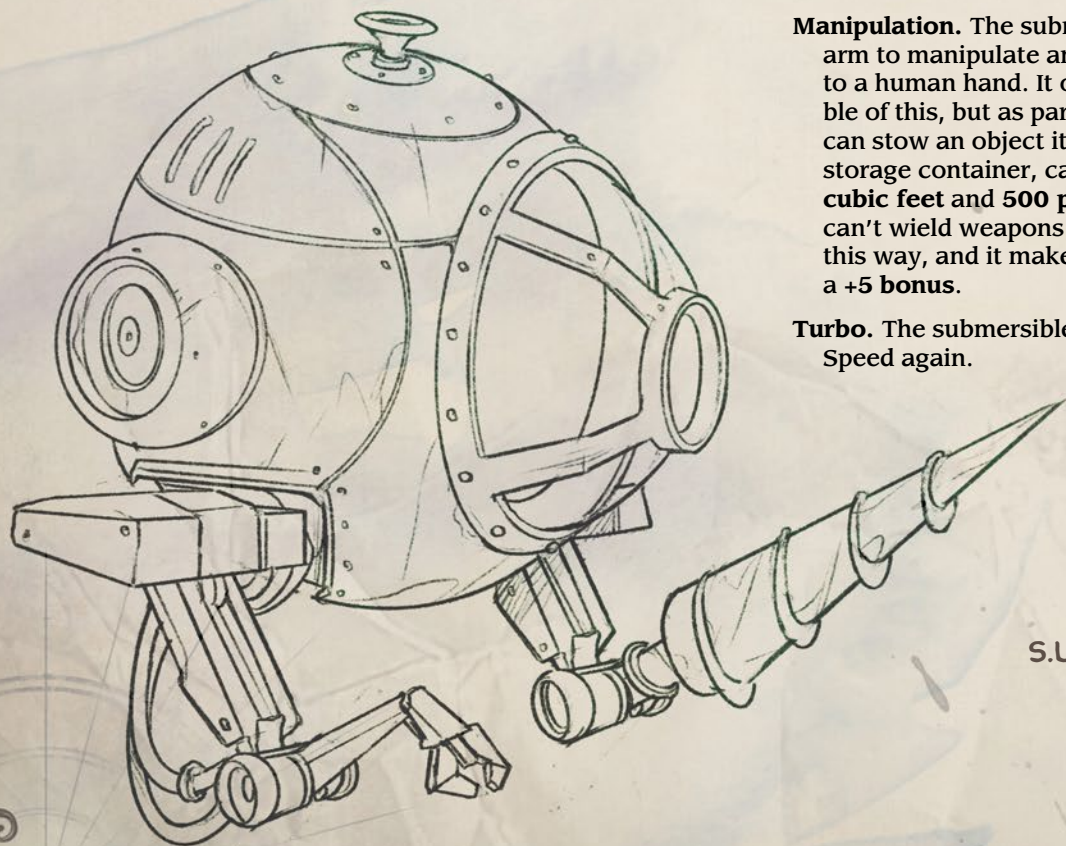
**Divisonar.** The submersible emits a brief arcane ping. Its occupants become aware of the position and creature type of each creature within 300 feet of the submersible that is underwater and not behind Total Cover.

**Drill.** The submersible activates its drill arm, making a melee weapon attack (+5 to hit) against a target within 5 feet of it. On a hit, the attack deals 4d8 Piercing damage, which ignores the Damage Threshold of objects and vessels.

**Illumination.** The submersible turns its lights on, shedding Bright Light in a 15-foot radius and Dim Light for an additional 15 feet, or turns the lights off.

**Manipulation.** The submersible uses its claw arm to manipulate an object in a similar way to a human hand. It only has one claw capable of this, but as part of the same action it can stow an object it's holding in its external storage container, capable of holding up to 5 cubic feet and 500 pounds. The submersible can't wield weapons or activate magic items in this way, and it makes all ability checks with a +5 bonus.

**Turbo.** The submersible moves up to its Top Speed again.



S.U.B.S.

## 4. SCOURGE OF THE CORAL HIVE

### GLASSCAP CROWN

*Wondrous Item, Uncommon*  
*Harvested Item: DC 30 Nature*

Glasscap Crowns are aquatic fungi that hang inverted beneath wrecks and stone shelves across the Narath Sea, their translucent, jelly-like domes pulsing with pale blue light as they draw heat and minerals from the water. Each bloom anchors itself with a crown of hairlike roots that quiver with the current.

**Harvesting.** A creature that fails its Harvesting check to harvest a *Glasscap Crown* makes a **DC 15 CONSTITUTION SAVING THROW**, taking **3d6 Acid** damage on a failed save, or half as much damage on a successful one.

**Ingestion.** A creature that ingests a *Glasscap Crown* gains **Resistance** to Poison damage and **Immunity** to the Poisoned condition for **1 hour**.

### MAGITECH SPEARGUN

*Martial Ranged Weapon; value 30 GP; weight 8 lb.*  
*Manufacturing: DC 19 Tinker's Tools; 15 GP materials; 36 hours*

This device looks like a magitech firearm, but launches small, tethered spears or harpoons instead. It has the **Ammunition** (range 20/60), **Hydrodynamic**, **Loading**, and **Two-Handed** properties, deals **1d6 Piercing** damage on a hit, and has the **Graze** mastery

property. It also has the **Special: Reel** property and the **Skewer Superior Strike**. Its ammunition costs **2 GP** for 20 pieces.

**Special: Reel.** When you hit a **Tiny** creature with an attack using this weapon on your turn, you can immediately use a **Bonus Action** to pull the creature up to **20 feet** towards you.

### REEF'S REVENGE

*Artillery Component (Magitech Cannon), Very Rare*  
*Component: Dragon (Coral Dragon Turtle) Coral Growth*

*"Every shot you take is another opportunity for growth."*

*-Carl Ryf, Motivational Speaker for the Hive Mind*

This item has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

**Impairing Growth.** When firing this cannon, you can expend up to **3 charges** to infuse the shot with rapidly proliferating coral. For each charge expended, choose one creature or object that took damage from the shot. A coral growth begins to rapidly spread across each chosen target. While a ship component has at least one coral growth, it's considered

REEF'S  
REVENGE



Impaired. While a creature has at least one coral growth, its Speed is halved and it has **Disadvantage** on ability checks and attack rolls.

A coral growth is an object with **AC 17**; **HP 20**; **Immunity** to Poison and Psychic damage; and **Vulnerability** to Acid damage. It remains on a target until it's destroyed.

**Uncommon variant:** Reduce the charges to **3**, the recharge to **1d3**, the maximum number of charges that can be expended for each use of the Impairing Growth property to **1**, and the AC and Hit Points of coral growths to **13** and **10**, respectively.

**Rare variant:** Reduce the charges to **4**, the recharge to **1d4**, the maximum number of charges that can be expended for each use of the Impairing Growth property to **2**, and both the AC and Hit Points of coral growths to **15**.

TORTUGA ARM  
CANNON



## TORTUGA ARMCANNON

*Prosthesis\**, Rare

*Component:* Dragon (Coral Dragon Turtle) Breath Sac

Alltide Salvagers' Guild guidelines recommend biweekly pruning of *Tortuga Armcannons*, to keep the slow but inexorable spread of the mutagenic coral from overtaking the wearer's body. Cult of the Bakekujira pamphlets recommend doing nothing at all and seeing what happens.

This item has **4 charges** and regains all expended charges daily at dawn.

**Prosthesis Properties.** This prosthesis can replace or enhance an arm. It has the Blast (**1d6** Bludgeoning, 30 ft.) property and the Push mastery property. It also has the Reeling Blow Superior Strike\*\*.

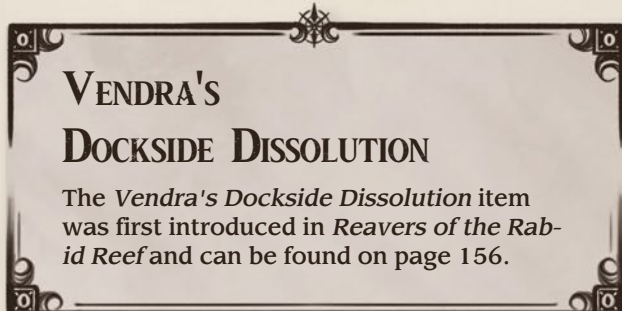
**Hydro Cannon.** While wearing this prosthesis, you can take a Magic action and expend **1 charge** to shoot a jet of highly-pressurised water at a creature you can see within **20 feet** of you. That creature must succeed on a **DC 15 DEXTERITY SAVING THROW** or take **6d6** Bludgeoning damage, be pushed up to **30 feet** directly away from you, and fall **Prone**. When you use this property, you can expend **1 additional charge** to modify the water jet in one of the following ways:

**Steam Blast.** The water erupting from the cannon is boiling hot. The target takes an extra **4d6** Fire damage on a failed save. Being underwater doesn't grant Resistance to this damage.

**Restraining Coral.** The water erupting from the cannon contains small pieces of coral that rapidly proliferate across a creature's body. On a failed save, the target is also **Restrained** until the end of its next turn.

**Uncommon variant:** Reduce the charges to **3**, the **DC** to **13**, the damage of the Hydro Cannon property to **4d6**, and the distance a creature is pushed to **10 feet**. You can't expend additional charges to modify the water jet created by the Hydro Cannon property.

**Very Rare variant:** Increase the **DC** to **16**. You gain a **+1** bonus to attack rolls and damage rolls made with this prosthesis.



## VISAGE OF VALTHARYX

*Wondrous Item, Uncommon*

*Component: Pouch of Dragon (Coral Dragon Turtle) Scales*

A mournful melody echoes in the ears of any who wear this helmet. The last lament of great Valtharyx... The ancient song of Nerathis... The persistent call of the Drowned Bloom, beckoning from deep beneath the waves.

VISAGE OF  
VALTHARYX



**Coralboon.** While wearing this helmet, you gain the following benefits:

- ◆ You can breathe underwater.
- ◆ You treat the Contamination Level of water in which you're submerged as being one lower.
- ◆ You can speak with coral as per the *Speak with Animals* spell.

**Rare variant:** The helmet has the Coralplate property.

**Coralplate.** While wearing this helmet, you can cast the *Coralskin*\* spell, targeting yourself only. While under the effects of the spell, you also gain a **+1 bonus** to AC, or a **+2 bonus** if you're underwater. Once this property has been used, it can't be used again until the next dawn.

**Very Rare variant:** The helmet has the Coralplate property. Increase the AC bonus to **+2**, or **+3** if you're underwater. While under the effects of the *Coralskin* spell cast using that property, you have **Resistance** to Poison damage, and you have **Advantage** on saving throws made against being Poisoned.

\*See Appendix B - Spells

# APPENDIX B

# SPELLS

# SPELLS

This appendix contains XX spells; XX new ones introduced in this book and XX from other Loot Tavern publications, included here for your convenience. Additional spells can be found in *Voidsea*. The spells are listed alphabetically and organised in a table.

**Bender and Tamer.** These new classes were introduced in other Loot Tavern publications: the Bender in *Ryoko's Guide* and the Tamer in *Heliana's Guide*.

**Biomancy.** Biomantic spells revolve around living matter and its manipulation. If you'd rather not use

the school of Biomancy in your world, you can elect to use the alternative school of magic supplied in the spell's meta data line. For example, the *Blood Frenzy* spell's "Level 2 Biomancy" (\*can be replaced with Enchantment) means that, if you elect to include Biomancy in your world, it can be a Biomancy spell. If you don't, it's an enchantment spell. You can also have it exist in both schools simultaneously, allowing an Enchanter or Biomancer wizard (see *Heliana's Guide*) to learn and use it as if it came from the school of magic with which they were affiliated.

## SPELLS LIST

Spell	Level	School	Bard	Bender (Air)	Bender (Earth)	Bender (Fire)	Bender (Water)	Cleric	Druid	Paladin	Ranger	Sorcerer	Tamer	Warlock	Wizard	Page
<i>Acid Rain</i>	3	Conjuration			X		X		X			X		X	X	164
<i>Blood Frenzy</i>	2	Biomancy							X		X	X	X	X		163
<i>Coralskin</i>	2	Biomancy							X		X	X			X	164
<i>Detect Heartbeat</i>	2	Divination	X					X	X		X	X	X		X	164
<i>Flare</i>	Cantrip	Evocation						X				X			X	163
<i>Hivemind</i>	9	Enchantment							X					X	X	165
<i>Oceanic Emergence</i>	6	Conjuration							X			X				165
<i>Riptide</i>	2	Transmutation					X		X			X		X	X	164

## CANTRIP

### FLARE

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a strip of magnesium)

**Duration:** Instantaneous

**Class:** Cleric, Sorcerer, Wizard

You launch a pulse of radiant energy at a target within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** Radiant damage. On a Critical Hit, the target is covered in glittering mystical light, granting **Advantage** on attack rolls against the target until the end of your next turn.

Alternatively, you can launch the pulse at a point in the air within range where it slowly falls towards the ground. Until the end of your next turn, the flare

sheds **Bright Light** in a **20-foot radius** and **Dim Light** for an additional **20 feet**.

**Cantrip Upgrade.** The damage increases by **1d8**, and the radius of the **Bright Light** and **Dim Light** both increase by **10 feet**, when you reach levels 5 (**2d8**, **30 feet**), 11 (**3d8**, **40 feet**), and 17 (**4d8**, **50 feet**).

## LEVEL 2

### BLOOD FRENZY

*Level 2 Biomancy\** (\*can be replaced with Enchantment)

**Casting Time:** Action

**Range:** Touch

**Components:** V, S, M (a drop of blood less than 24 hours old)

**Duration:** Concentration, up to 10 minutes

**Class:** Druid, Ranger, Sorcerer, Tamer, Warlock

You touch a willing creature, sharpening its focus with the instincts of a killer. Until the spell ends,

the target has **Advantage** on attack rolls it makes against Bloodied creatures. In addition, if there is at least one Bloodied enemy within **30 feet** of the target, the target has **Disadvantage** on attack rolls it makes against creatures that aren't Bloodied.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 2.

## CORALSKIN

*Level 2 Biomancy\* (\*can be replaced with Transmutation)*

**Casting Time:** Action  
**Range:** Touch  
**Components:** V, S, M (a lump of living coral)  
**Duration:** Concentration, up to 1 hour  
**Class:** Druid, Ranger, Sorcerer, Wizard

You touch a willing creature, turning their skin into a rapidly growing landscape of varicoloured coral for the spell's duration.

When you cast the spell, and at the start of each of the target's turns for the spell's duration, the creature gains Temporary Hit Points equal to **2d4** plus your spellcasting ability modifier. These Temporary Hit Points vanish if any remain when the spell ends.

In addition, when the target uses its Unarmed Strike to deal damage, it deals an extra **1d4** Slashing damage.

## DETECT HEARTBEAT

*Level 2 Divination*

**Casting Time:** Action  
**Range:** Self  
**Components:** V, S, M (a small hearing horn)  
**Duration:** Concentration, up to 10 minutes  
**Class:** Bard, Cleric, Druid, Ranger, Sorcerer, Tamer, Wizard

You magically enhance your hearing to detect the rhythmic thud-thud of hearts. For the duration, you automatically succeed on **WISDOM (PERCEPTION)** checks to hear heartbeats within **30 feet** of yourself, and you know the direction (though not the distance) towards any heartbeat you hear. Your magical hearing is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

In addition, for the duration, you have **Disadvantage** on saving throws you make to avoid or end the Deafened condition, and have **Vulnerability** to Thunder damage.

## RIPTIDE

*Level 2 Transmutation*

**Casting Time:** Action  
**Range:** 300 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute  
**Class:** Bender (Water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least **2 feet** of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **STRENGTH SAVING THROW** at the start of each of its turns. On a failed save, the target is dragged **30 feet** in the direction you chose, and its Swim Speed is reduced to **0** until the start of its next turn. On a successful save, the target can move normally until the start of its next turn.

As a Bonus Action, you can change the direction of the underwater currents. The spell ends if the creature is ever out of the spell's range or is no longer in water at least 2 feet deep.

## LEVEL 3

### ACID RAIN

*Level 3 Conjuraton*

**Casting Time:** Action  
**Range:** 90 feet  
**Components:** V, S, M (a drop of acid)  
**Duration:** Concentration, up to 1 minute  
**Class:** Bender (Earth, Water), Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall Cylinder**, centred on a point within range. When the Cylinder appears, each creature in it makes a **DEXTERITY SAVING THROW**, taking **4d6** Acid damage on failed save or half as much damage on a successful one.

A creature also makes this save when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

**Using a Higher-Level Spell Slot.** The Acid damage increases by **1d6** for each spell slot level above 3.

## LEVEL 6

### OCEANIC EMERGENCE

*Level 6 Conjuraton*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a large conch)

**Duration:** Concentration, up to 1 minute

**Class:** Druid, Sorcerer

You summon a flood from the depths of the ocean and shape it around you. The area in a **30-foot Emanation** centred on you is filled with water. You can swim while in your Emanation, but if you're not submerged in a larger body of water, you can't swim higher than **15 feet** above the surface of the ground or the water.

When a creature tries to move out of the area, it makes a **STRENGTH CHECK** against your spell save DC. On a failed check, it's unable to break the surface tension of the water bubble and can't move out of the area this turn. You can choose to allow a creature to leave without making this check.

**Using a Higher-Level Spell Slot.** The size of the Emanation and how high you can swim while in it both increase by **30 feet** for each spell slot level above 6.

## LEVEL 9

### HIVEMIND

*Level 9 Enchantment*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S, M (an aspen root)

**Duration:** 8 hours

**Class:** Druid, Warlock, Wizard

You interweave your mind with those around you, psychically linking up to eight willing creatures within range that have an Intelligence score of 3+ to a psionic network. For the duration, the connected

creatures can communicate telepathically through the bond whether or not they share a common language, can see and hear using each other's senses, and can speak through each other's mouths as long as both creatures are willing. This connection is maintained over any distance, though it can't extend to other planes of existence. In addition, a connected creature can take a Magic action to touch a willing, unconnected creature and connect it to the hivemind. No more than eight creatures can be connected to the hivemind at the same time.

A creature connected to the hivemind can take a Magic action to attempt to subjugate an unconnected creature it can see within **30 feet** of it, forcing it to make a **WISDOM SAVING THROW**. If you or creatures that are friendly to you are fighting the target, it has **Advantage** on the saving throw. On a failure, the creature is connected to the hivemind and **Charmed** by all non-subjugated creatures connected to the hivemind. The number of subjugated creatures connected to the hivemind can't exceed the number of non-subjugated creatures. If subjugating a creature would bring the number over this limit, choose one of the other subjugated creatures on which to end the effects of this spell.

On its turn, a non-subjugated creature connected to the hivemind can speak through the mouths of one or more subjugated creatures or issue telepathic commands to them (no action required), as long as it's on the same plane of existence as them. It can also command one subjugated creature to take a Reaction, but must take its own Reaction to do so. A subjugated creature does its best to follow all orders it receives. If one order conflicts with another, the subjugated creature adheres to the most recent one. If it completes an order and doesn't receive further direction, it acts and moves as it likes, focusing on protecting itself. A subjugated creature repeats the saving throw whenever it takes damage. Once a creature succeeds on the saving throw, it is **Immune** to the effects of this spell for the duration.

When a connected creature makes an Intelligence, Wisdom, or Charisma saving throw or ability check, another connected creature can take a Reaction to grant it **Advantage** on the roll. Also, when a connected creature takes Psychic damage, it can distribute any amount of that damage to other willing connected creatures.

# APPENDIX C

# BESTIARY

# BESTIARY

## CREATURES

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# 1. THE BLOODFIN BUCCANEERS

## BROADWATER AMBUSHER

*Lurking Maw of the Span*

**Habitat:** Underwater; **Treasure:** None

At first glance, a broadwater ambusher looks like a barnacle-encrusted barrel left to rot on the sea-floor. Then, the “staves” split apart to reveal a ringed maw grinding open, and hooked, keratin-lined arms uncoil from beneath its ridged cartilage shell, tasting the current for the brush of hull, oar, or trailing leg. It clings to rocks, wrecks, and the undersides of barges, waiting for a silhouette to pass overhead before lashing out to drag prey down into the dark.

**Scavenger and Strangler.** Ambushers favour busy channels where ships slow to navigate reefs or load cargo. They creep along mooring chains or anchor lines, then hang motionless until their prey comes within reach of their arms. Anything they seize is pinned against their tough barrel body, rough exteriors are ground down by the circling maw, and then the fleshy interior is swallowed whole. Sailors who vanish “without a splash” in calm water are often written off as drunks or deserters, but broadwater trawlers know better. Where the tide runs strangely quiet and bubbles rise with no oars moving, an ambusher is usually feeding.



## BROADWATER AMBUSHER

*Large Aberration, Unaligned*

**AC** 15 **Initiative** +5 (15)  
**HP** 90 (12d10 + 24) **Perception** +3 (13)  
**Speed** 20 ft., Climb 20 ft., Swim 20 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	15	12	14	3	12	5
Mod (Save)	+2 (+4)	+1	+2	-4	+1	-3

**Skills** Perception +3, Stealth +3

**Senses** Darkvision 60 ft.

**Languages** None

**CR** 3 (700 XP)

**PB** +2

### TRAITS

**Ambusher.** The ambusher has **Advantage** on attack rolls it makes during the first round of combat.

**Amphibious.** The ambusher can breathe air and water.

### ACTIONS

**Multiattack.** The ambusher makes one Bite attack and two Tentacle attacks.

**Bite.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 7 (2d6) Acid damage. If the target is a Medium or smaller creature, it is **Grappled** (**ESCAPE DC 14**). Until the grapple ends, the ambusher can't make Bite attacks against another target.

**Tentacle.** *Melee Weapon Attack:* +4, reach 15 ft. *Hit:* If the target is a Large or smaller creature, or an object that weighs less than 1,000 lbs (2,000 lbs in water), the ambusher pulls the target up to **10 feet** toward itself.

### BONUS ACTIONS

**Swallow.** *Saving Throw:* **DC 12 STRENGTH**, one creature Grappled by the ambusher (it can have up to two creatures swallowed at a time). *Failure:* The ambusher swallows the target, which is no longer Grappled. A swallowed creature is **Restrained**, has Total Cover against attacks and other effects outside the ambusher, and takes 7 (2d6) Acid damage at the start of each of the ambusher's turns.

If the ambusher takes **15+** damage on a single turn from swallowed creatures, it must succeed on a **DC 12 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate all swallowed creatures, each of which falls **Prone** in a space within **5 feet** of the ambusher. If the ambusher dies, any swallowed creature is no longer Restrained and can escape from its corpse using **15 feet** of movement, exiting **Prone**.

## BLOODFIN BUCCANEERS

*The only thing worse than sharks are sharks with legs that can breathe air. And worse than that, is the crew of White Maw, barbarous raiders that embrace the blood frenzy their bettermannered cousins so virtuously avoid.*

*—Commodore Hlavok, from On The Trail of White Maw*

When mists roll in from the sea, it's either a perfectly normal meteorological event, or the advent of a raid by the Bloodfin Buccaneers. From their adroit vessel, the *Odontodon*, they raid fishing villages and trading sloops, capturing live prey to feed their demigod and patron, the abyssodon. These brutes pursue the blood frenzy avoided by other sharkin, seeing in it their right to rule the waves.

**Deepfathom Sharkin.** Among the sharkin of the Hunter's Conclave—a coalition of coralborn, sharkin, and cnidarans—a sect known as Deepfathom's Embrace find more in common with the sahuagin than with their coastal siblings. Adapted to the deep water of ocean trenches, their eyesight is accustomed to the lightless aphotic zone and their skin is especially sensitive to sunlight, easily spouting sunsores. Of the few Deepfathom sharkin that visit the surface, White Maw's pirates are the most infamous and feared.

### CLERICS OF THE HUNT

#### *Spellcasting Surf Stalker*

**Habitat:** Coast, Underwater; **Treasure:** Relics

Raids against landfolk by members of the Hunter's Conclave—the coalition to whom White Maw owes allegiance—are often ritualistic affairs. Every ship has a priest who blesses each hunt, as well as supplying the more mentally taxing services, such as navigation and bookkeeping. This also serves the practical purpose of providing a spellcaster who can conjure constant fog cover to protect the deep-dwellers' skin from sunlight.



## ACOLYTE OF THE HUNT

Medium Humanoid (Cleric, Chidaran), Lawful Neutral

**AC** 15 **Initiative** +3 (13)  
**HP** 52 (8d8 + 16) **Perception** +5 (15)  
**Speed** 30 ft. (40 ft. with Longstrider), Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	12	16	14	13	16	10
Mod (Save)	+1	+3	+2 (+4)	+1	+3 (+5)	+0

**Skills** Arcana +3, Insight +5, Perception +5, Stealth +5, Survival +5

**Damage Resistances** Poison

**Gear** Holy Symbol, Longbow, Studded Leather Armour

**Languages** Common, Undercommon

**CR** 2 (XP 450) **PB** +2

### TRAITS

**Amphibious.** The acolyte can breathe air and water.

**Fogsense.** The acolyte can see through water vapour like fog or mist that causes an area to be Heavily Obscured as if it were not obscured.

**Toxic Adaptation.** The acolyte has **Advantage** on saving throws it makes to avoid or end the Poisoned condition.

### SPELLCASTING

**Ability Score:** Wisdom **DC:** 13 **Modifier:** +5

The acolyte uses a Holy Symbol as a Spellcasting Focus.

**At Will:** *Flare*<sup>\*</sup>, *Guidance*<sup>C</sup>

**2/Day Each:** *Entangle*<sup>C</sup>, *Healing Word*, *Longstrider*<sup>P</sup>

**1/Day Each:** *Spiritual Weapon*<sup>C</sup>, *Warding Bond*<sup>P</sup>

\*See Appendix B - Spells, **Bold** indicates combat spells, <sup>C</sup> indicates Concentration, <sup>P</sup> indicates cast before combat

### ACTIONS

**Nematocyst.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

**Fog Cloud.** The acolyte creates a cloud of magical fog in an area **120 feet** wide, **120 feet** long, and **90 feet** high centred on a point it can see within **120 feet** of it. The area is Heavily Obscured. It lasts for **1 minute**, until the acolyte uses this action again, or until a strong wind (such as one created by *Gust of Wind*) disperses it.

### BONUS ACTIONS

**Mark Prey.** The acolyte magically marks one creature it can see within **90 feet** of it as its quarry for **1 hour** or until the acolyte uses this Bonus Action again. The acolyte deals an extra 3 (1d6) Force damage to its quarry whenever the acolyte hits it with an attack roll. The acolyte also has **Advantage** on any Wisdom (Perception or Survival) check it makes to find its quarry.

### REACTIONS

**Honed Instincts (1/Rest).** *Trigger:* The acolyte makes an attack roll against a creature within **120 feet** of it. *Response:* The acolyte learns whether the target has any Immunities, Resistances, or Vulnerabilities, and if the target has any, it knows what they are.

**Neurotoxin (2/Day).** *Trigger:* The acolyte hits a creature with a Nematocyst attack. *Response—Saving Throw:* **DC 12 CONSTITUTION**, the target of the attack. *Failure:* The target is **Paralysed** until the start of its next turn.



## ACOLYTE OF THE HUNT

Medium Humanoid (Cleric, Cnidaran), Lawful Neutral

**AC** 16 **Initiative** +4 (14)  
**HP** 150 (20d8 + 60) **Perception** +7 (17)  
**Speed** 30 ft. (40 ft. with Longstrider), Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	12	18	16	13	18	12
Mod (Save)	+1	+3	+3 (+6)	+1	+4 (+7)	+1

**Skills** Arcana +4, Insight +7, Perception +7, Stealth +7, Survival +7

**Damage Resistances** Poison

**Gear** Holy Symbol, Longbow, Studded Leather Armour

**Languages** Abyssal, Common, Undercommon

**CR** 7 (XP 2,900) **PB** +3

### TRAITS

**Amphibious.** The acolyte can breathe air and water.

**Fogsense.** The acolyte can see through water vapour like fog or mist that causes an area to be Heavily Obscured as if it were not obscured.

**Toxic Adaptation.** The acolyte has **Advantage** on saving throws it makes to avoid or end the Poisoned condition.

### SPELLCASTING

**Ability Score:** Wisdom **DC:** 15 **Modifier:** +7

The acolyte uses a Holy Symbol as a Spellcasting Focus.

**At Will:** Flare\* (level 11 caster), Guidance<sup>C</sup>

**3/Day Each:** Entangle<sup>C</sup>, Healing Word (level 3 version), Locate Animals or Plants, Locate Creature<sup>C</sup>, Longstrider<sup>P</sup>, Pass Without Trace<sup>C</sup>

**2/Day Each:** Guardian of Faith, Spiritual Weapon<sup>C</sup> (level 4 version), Warding Bond<sup>P</sup>

\*See Appendix B - Spells - Spells, **Bold** indicates combat spells, <sup>C</sup> indicates Concentration, <sup>P</sup> indicates cast before combat

### ACTIONS

**Multiattack.** The devotee makes two attacks, using Nematocyst or Longbow in any combination.

**Nematocyst.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 4 (1d8) Necrotic damage.

**Longbow.** *Ranged Weapon Attack:* +7, range 150/600 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 4 (1d8) Necrotic damage.

**Fog Cloud.** The devotee creates a cloud of magical fog in an area **150 feet** wide, **150 feet** long, and **90 feet** high centred on a point it can see within **120 feet** of it. The area is Heavily Obscured. It lasts for **1 minute**, until the devotee uses this action again, or until a strong wind (such as one created by *Gust of Wind*) disperses it.

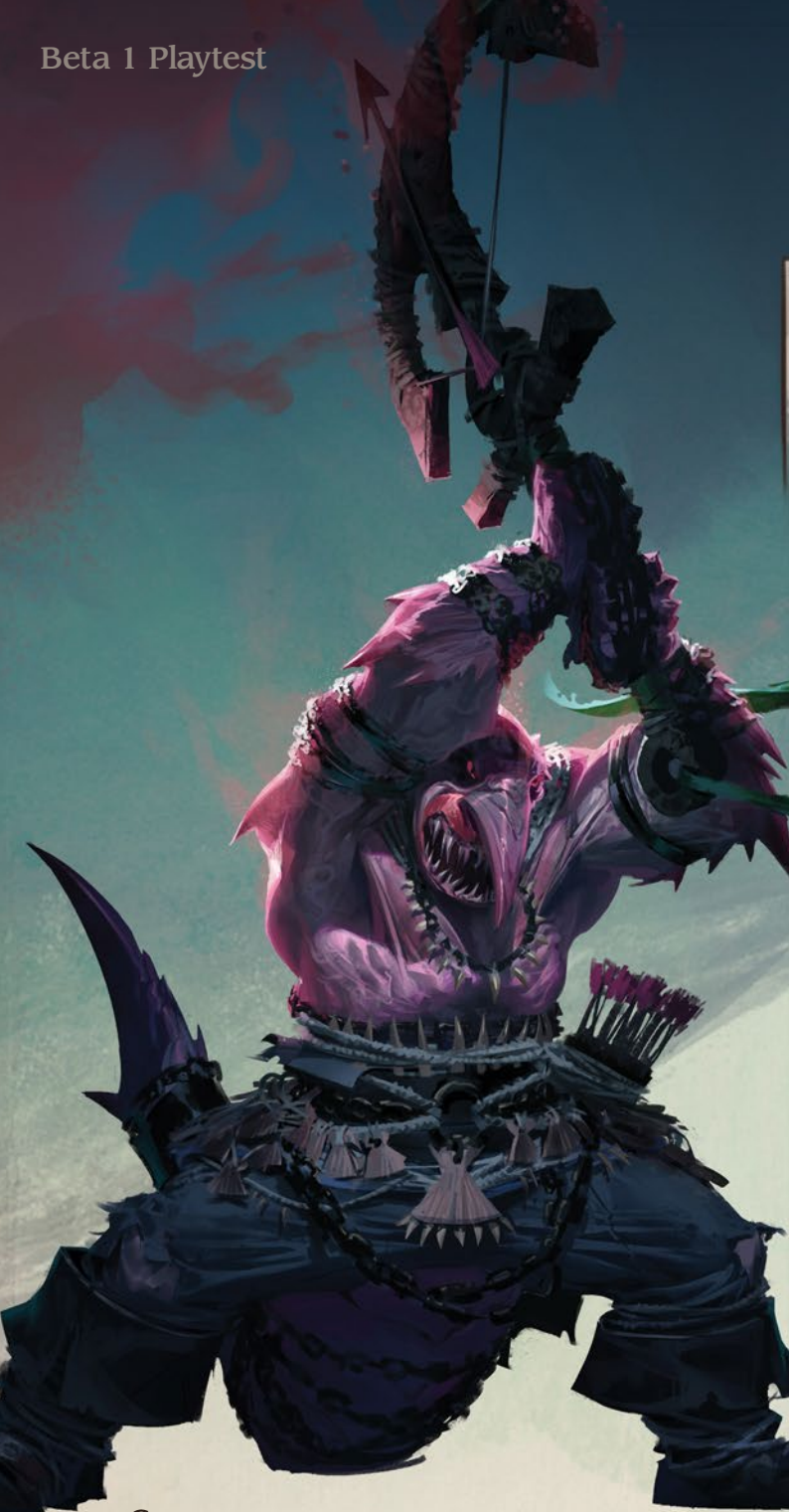
### BONUS ACTIONS

**Mark Prey.** The acolyte magically marks one creature it can see within **90 feet** of it as its quarry for **1 hour** or until the acolyte uses this Bonus Action again. The acolyte deals an extra 3 (1d6) Force damage to its quarry whenever the acolyte hits it with an attack roll. The acolyte also has **Advantage** on any Wisdom (Perception or Survival) check it makes to find its quarry.

### REACTIONS

**Honed Instincts (1/Rest).** *Trigger:* The acolyte makes an attack roll against a creature within **120 feet** of it. *Response:* The acolyte learns whether the target has any Immunities, Resistances, or Vulnerabilities, and if the target has any, it knows what they are.

**Neurotoxin (2/Day).** *Trigger:* The acolyte hits a creature with a Nematocyst attack. *Response—Saving Throw:* **DC 14 CONSTITUTION**, the target of the attack. *Failure:* The target is **Paralysed** until the start of its next turn.



## GOBLINSHARKS

### Long-Jawed Bruisers

**Habitat:** Coastal, Underwater **Treasure:** Armaments

When White Maw leads any frontal assault, her goblinshark bruisers are close behind, thick skin and broad chests protecting her flanks. Their weapons of choice are the anchors purloined from enemy vessels—which are left to drift on the ocean as ghost ships—and their extendable jaws. Instead of the ink other sharkin use to tell their Neverending Story, Deepfathom goblinsharks engage in detailed scarrification, emphasising their scorn for pain with every embellishment.

## GOBLINSHARK BRUTE

Medium Humanoid (Deepfathom Sharkin), Neutral Evil

**AC** 13 **Initiative** +0 (10)  
**HP** 45 (6d8 + 18) **Perception** +1 (11)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	15	11	16	7	12	10
Mod (Save)	+2	+0	+3	-2	+1	+0

**Skills** Athletics +4  
**Senses** Darkvision 120 ft.  
**Languages** Undercommon  
**CR** 1 (XP 200) **PB** +2

### TRAITS

**Amphibious.** The brute can breathe air and water.

**Bloodlust (2/Day).** When the brute attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on the attack roll and any other attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the brute takes **5+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the brute is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the brute finishes a Long Rest.

**Keen Smell.** The brute has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Sensitive Smell.** While the brute is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Unarmoured Defence.** While the brute isn't wearing any armor, its Armor Class includes its Constitution modifier.

### ACTIONS

**Multiattack.** The brute makes one Anchor attack and one Bite attack.

**Anchor.** *Melee Weapon Attack:* **+4**, reach 5 ft. *Hit:* 8 (**1d12 + 2**) Bludgeoning or Piercing damage (brute's choice).

**Bite.** *Melee Weapon Attack:* **+4**, reach 10 ft. *Hit:* 5 (**1d6 + 2**) Piercing damage.

**Anchor Crossbow.** *Ranged Weapon Attack:* **+2**, range 100/400 ft. *Hit:* 5 (**1d10**) Piercing damage. *Saving Throw:* **DC 12 STRENGTH**, a creature hit by this attack. *Failure:* The target is pushed up to **15 feet** away from the brute and knocked **Prone**.

**GOBLINSHARK GOONDA***Medium Humanoid (Deepfathom Sharkin), Neutral Evil*

**AC** 14 **Initiative** +1 (11)  
**HP** 110 (13d8 + 52) **Perception** +1 (11)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	17	13	18	7	13	10
Mod (Save)	+3	+1	+4	-2	+1	+0

**Skills** Athletics +5  
**Senses** Darkvision 120 ft.  
**Languages** Undercommon  
**CR** 3 (XP 700)

**PB** +2**TRAITS**

**Amphibious.** The brute can breathe air and water.

**Bloodlust (2/Day).** When the brute attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on the attack roll and any other attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the brute takes **5+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the brute is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the brute finishes a Long Rest.

**Keen Smell.** The brute has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Sensitive Smell.** While the brute is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Unarmoured Defence.** While the brute isn't wearing any armor, its Armor Class includes its Constitution modifier.

**ACTIONS**

**Multiattack.** The brute makes one Anchor attack and one Bite attack.

**Anchor.** *Melee Weapon Attack:* **+5**, reach 5 ft. *Hit:* 9 (**1d12 + 3**) Bludgeoning or Piercing damage (brute's choice).

**Bite.** *Melee Weapon Attack:* **+5**, reach 10 ft. *Hit:* 6 (**1d6 + 3**) Piercing damage.

**Anchor Crossbow.** *Ranged Weapon Attack:* **+3**, range 100/400 ft. *Hit:* 6 (**1d10 + 1**) Piercing damage. *Saving Throw:* **DC 13 STRENGTH**, a creature hit by this attack. *Failure:* The target is pushed up to **15 feet** away from the brute and knocked **Prone**.

**GOBLINSHARK SEASAVAGE***Medium Humanoid (Deepfathom Sharkin), Neutral Evil*

**AC** 15 **Initiative** +1 (11)  
**HP** 152 (16d8 + 80) **Perception** +2 (12)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	13	21	7	14	10
Mod (Save)	+4	+1	+5	-2	+2	+0

**Skills** Athletics +7  
**Senses** Darkvision 120 ft.  
**Languages** Undercommon  
**CR** 6 (XP 2,300)

**PB** +3**TRAITS**

**Amphibious.** The brute can breathe air and water.

**Bloodlust (3/Day).** When the brute attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on the attack roll and any other attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the brute takes **10+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the brute is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the brute finishes a Long Rest.

**Keen Smell.** The brute has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Sensitive Smell.** While the brute is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Unarmoured Defence.** While the brute isn't wearing any armor, its Armor Class includes its Constitution modifier.

**ACTIONS**

**Multiattack.** The brute makes one Anchor attack and one Bite attack.

**Anchor.** *Melee Weapon Attack:* **+7**, reach 5 ft. *Hit:* 179 (**2d12 + 4**) Bludgeoning or Piercing damage (brute's choice).

**Bite.** *Melee Weapon Attack:* **+7**, reach 10 ft. *Hit:* 9 (**2d4 + 4**) Piercing damage.

**Anchor Crossbow.** *Ranged Weapon Attack:* **+4**, range 100/400 ft. *Hit:* 12 (**2d10 + 1**) Piercing damage. *Saving Throw:* **DC 15 STRENGTH**, a creature hit by this attack. *Failure:* The target is pushed up to **15 feet** away from the brute and knocked **Prone**.

## THRESHERFOLK

### Stealthy Scaled Sharpshooters

**Habitat:** Coastal, Underwater **Treasure:** Armaments

The *Odontodon* typically comes in hard and fast, outpacing fleeing vessels and using its bloodthirsty crew to overwhelm any defenders. However, when outnumbered, outgunned, or outmaneuvered, White Maw turns to her complement of thresherfolk. With their speed, stealth, and lethal accuracy, these acrobatic raiders can board enemy ships while avoiding notice, and eliminate sentries. During open combat, these skirmishers try to outflank the melee and land precisely-placed crossbow bolts in the backs of those distracted by their comrades.

## THRESHERFOLK RAIDER

Medium Humanoid (Deepfathom Sharkin), Neutral Evil

**AC** 12 **Initiative** +3 (13)  
**HP** 18 (4d8) **Perception** +1 (11)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	13	11	9	12	10
Mod (Save)	+0	+1	+0	-1	+1	+0

**Skills** Acrobatics +3, Stealth +3

**Gear** Hand Crossbow, Leather Armour, Shortsword

**Senses** Darkvision 120 ft.

**Languages** Undercommon

**CR** 1/2 (XP 100)

**PB** +2

### TRAITS

**Amphibious.** The raider can breathe air and water.

**Bloodlust (2/Day).** When the raider attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the raider takes **5+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the raider is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the raider finishes a Long Rest.

**Keen Smell.** The raider has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Rigging Runner.** The raider has a **20-foot** Climb Speed on rigging, hulls, and masts.

**Sensitive Smell.** While the raider is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Sneak Attack.** Once per turn, the raider can deal an extra **7 (2d6)** damage when it hits a target with an attack if the raider had Advantage on the attack roll or if at least one of the raider's allies is within **5 feet** of the target and the ally isn't Incapacitated. The damage is the same type dealt by the attack.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* **+3**, reach 5 ft. *Hit:* 4 (**1d6 + 1**) Piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* **+3**, range 30/120 ft. *Hit:* 4 (**1d6 + 1**) Piercing damage.

## THRESHERFOLK DESPOILER

Medium Humanoid (Deepfathom Sharkin), Neutral Evil

**AC** 14 **Initiative** +4 (14)  
**HP** 49 (9d8 + 9) **Perception** +1 (11)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	15	13	9	12	10
Mod (Save)	+0	+2	+1	-1	+1	+0

**Skills** Acrobatics +4, Stealth +4

**Gear** Hand Crossbow, Shortsword, Studded Leather Armour

**Senses** Darkvision 120 ft.

**Languages** Undercommon

**CR** 2 (XP 450) **PB** +2

### TRAITS

**Amphibious.** The raider can breathe air and water.

**Bloodlust (2/Day).** When the raider attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the raider takes **5+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the raider is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the raider finishes a Long Rest.

**Keen Smell.** The raider has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Rigging Runner.** The raider has a **30-foot** Climb Speed on rigging, hulls, and masts.

**Sensitive Smell.** While the raider is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Sneak Attack.** Once per turn, the raider can deal an extra 14 (**4d6**) damage when it hits a target with an attack if the raider had Advantage on the attack roll or if at least one of the raider's allies is within **5 feet** of the target and the ally isn't Incapacitated. The damage is the same type dealt by the attack.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (**1d6 + 2**) Piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4, range 30/120 ft. *Hit:* 5 (**1d6 + 2**) Piercing damage.

## THRESHERFOLK MARAUDER

Medium Humanoid (Deepfathom Sharkin), Neutral Evil

**AC** 16 **Initiative** +7 (17)  
**HP** 97 (15d8 + 30) **Perception** +2 (12)  
**Speed** 35 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	18	14	9	14	11
Mod (Save)	+0	+4	+1	-1	+2	+0

**Skills** Acrobatics +7, Stealth +7

**Gear** Hand Crossbow, Shortsword, Studded Leather Armour

**Senses** Darkvision 120 ft.

**Languages** Undercommon

**CR** 6 (XP 2,300) **PB** +3

### TRAITS

**Amphibious.** The raider can breathe air and water.

**Bloodlust (3/Day).** When the raider attacks a creature within **100 feet** of it that has blood and doesn't have all its Hit Points, it can give itself **Advantage** on attack rolls against that creature until the start of its next turn.

**Deep-Dweller's Sensitivity.** If the raider takes **10+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the raider is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when the raider finishes a Long Rest.

**Keen Smell.** The raider has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Rigging Runner.** The raider has a **35-foot** Climb Speed on rigging, hulls, and masts.

**Sensitive Smell.** While the raider is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), its Bloodlust and Keen Smell traits don't function.

**Sneak Attack.** Once per turn, the raider can deal an extra 21 (**6d6**) damage when it hits a target with an attack if the raider had Advantage on the attack roll or if at least one of the raider's allies is within **5 feet** of the target and the ally isn't Incapacitated. The damage is the same type dealt by the attack.

### ACTIONS

**Multiattack.** The marauder makes three attacks, using Shortsword or Hand Crossbow in any combination.

**Shortsword.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 7 (**1d6 + 4**) Piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +7, range 30/120 ft. *Hit:* 7 (**1d6 + 4**) Piercing damage.

### BONUS ACTIONS

**Hide.** The marauder takes the Hide action.



## WHITE MAW

### Merciless Melee Masticator

**Habitat:** Coastal, Underwater;  
**Treasure:** Armaments

Weighing over 700 pounds, the rumours that this staggering behemoth of a sharkin has megalodon in her blood hold some credence. An expert pugilist, White Maw creates armaments from her ever-grow-

ing conveyor belt of razor teeth, rendering forensic pathologists confused as to whether the prey was bitten or punched to death. At the onset of a battle, she draws her own blood, inciting her bloodlust and adding to the latticework of scars that lace her white and blue skin.

## CAPTAIN WHITE MAW

Large Humanoid (Deepfathom Sharkin), Neutral Evil

**AC** 14 **Initiative** +2 (12)  
**HP** 93 (11d10 + 33) **Perception** +5 (15)  
**Speed** 40 ft., Swim 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	17	15	16	10	14	15
Mod (Save)	+3 (+6)	+2 (+5)	+3	+0	+2 (+5)	+2

**Skills** Athletics +9, Intimidation +5, Perception +5, Stealth +5

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon

**CR** 5 (XP 1,800) **PB** +3

### TRAITS

**Amphibious.** White Maw can breathe air and water.

**Critical Bloodlust (3/Day).** When White Maw attacks a creature within **100 feet** of her that has blood and doesn't have all its Hit Points, she can give herself **Advantage** on attack rolls against that creature until the start of her next turn. When she does so, the attack scores a Critical Hit on a roll of **19–20** on the d20.

**Deep-Dweller's Sensitivity.** If White Maw takes **10+** Radiant damage in a single instance, a huge blister forms on her skin. The next time White Maw is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when White Maw finishes a Long Rest.

**Keen Smell.** White Maw has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Legendary Resistance (2/Day).** If White Maw fails a saving throw, she can choose to succeed instead.

**Sensitive Smell.** While White Maw is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), her Critical Bloodlust and Keen Smell traits don't function, and she can't use her Incite Bonus Action.

### ACTIONS

**Multiattack.** White Maw makes two Toothed Knuckleduster attacks. She can replace one attack with a Bite attack or a Harpoon attack.

**Bite.** *Melee Weapon Attack:* **+6**, reach 5 ft. *Hit:* 10 (**2d6 + 3**) Piercing damage.

**Toothed Knuckleduster.** *Melee Weapon Attack:* **+6**, reach 5 ft. *Hit:* 8 (**2d4 + 3**) Bludgeoning or Piercing damage (White Maw's choice). *Saving Throw:* **DC 14 STRENGTH**, a creature hit by this attack twice on a turn. *Failure:* The target is either pushed up to **15 feet** away from White Maw or knocked **Prone** (White Maw's choice).

**Harpoon.** *Ranged Weapon Attack:* **+5**, range 25/50 ft. *Hit:* 7 (**1d10 + 2**) Piercing damage, and the target is **Linked** (Sharkin Cord; **AC 12**, **HP 5**; **Immunity** to Poison and Psychic damage) to White Maw. Until the target is no longer Linked, White Maw can't make Harpoon attacks against other targets.

The target or a creature within reach of it can take an action to make a **DC 14 STRENGTH** (Athletics) check, removing the harpoon and ending the Linked condition on a success.

### BONUS ACTIONS

**Incite (Recharge 4–6).** Allies within **60 feet** of White Maw that can hear her are incited by her bloodlust. If the creature has the Bloodlust or Blood Frenzy trait, or is under the effects of the *Blood Frenzy\** spell, it can take a Reaction to make one melee attack against a creature within their reach that has blood and doesn't have all its Hit Points.

**Reel.** *Saving Throw:* **DC 14 STRENGTH**, a creature Linked to White Maw. A Small or smaller creature automatically fails this save. *Failure:* White Maw pulls the target up to **25 feet** toward herself.

\*See Appendix B - Spells

### REACTIONS

**Brawl.** *Trigger:* A creature within **5 feet** of White Maw hits her with a melee attack. *Response:* White Maw makes one Toothed Knuckleduster attack against the creature.

### LEGENDARY ACTIONS

*Legendary Action Uses: 2. Immediately after another creature's turn, White Maw can expend a use to take one of the following actions. White Maw regains all expended uses at the start of each of her turns.*

**Attack.** White Maw makes one Toothed Knuckleduster attack.

**Move.** White Maw moves up to her Speed without provoking Opportunity Attacks.

## COMMANDER WHITE MAW

Large Humanoid (Sharkin), Neutral Evil

**AC** 16 **Initiative** +2 (12)  
**HP** 119 (14d10 + 42) **Perception** +6 (16)  
**Speed** 40 ft., Swim 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	15	17	12	16	17
Mod (Save)	+4 (+7)	+2 (+5)	+3	+1	+3 (+6)	+3

**Skills** Athletics +10, Intimidation +6, Perception +6, Stealth +5

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon

**CR** 8 (XP 3,900)

**PB** +3

### TRAITS

**Amphibious.** White Maw can breathe air and water.

**Critical Bloodlust (3/Day).** When White Maw attacks a creature within **100 feet** of her that has blood and doesn't have all its Hit Points, she can give herself **Advantage** on attack rolls against that creature until the start of her next turn. When she does so, the attack scores a Critical Hit on a roll of **19–20** on the d20.

**Deep-Dweller's Sensitivity.** If White Maw takes **10+** Radiant damage in a single instance, a huge blister forms on her skin. The next time White Maw is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when White Maw finishes a Long Rest.

**Keen Smell.** White Maw has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Legendary Resistance (2/Day).** If White Maw fails a saving throw, she can choose to succeed instead.

**Sensitive Smell.** While White Maw is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), her Critical Bloodlust and Keen Smell traits don't function, and she can't use her Incite Bonus Action.

### ACTIONS

**Multiattack.** White Maw makes two Toothed Knuckleduster attacks. She can replace one attack with a Bite attack or a Harpoon attack.

**Bite.** Melee Weapon Attack: **+7**, reach 5 ft. Hit: 15 (**2d10 + 4**) Piercing damage.

**Toothed Knuckleduster.** Melee Weapon Attack: **+7**, reach 5 ft. Hit: 11 (**3d4 + 4**) Bludgeoning or Piercing damage (White Maw's choice). Saving Throw: **DC 15 STRENGTH**, a creature hit by this attack twice on a turn. Failure: The target is either pushed up to **15 feet** away from White Maw or knocked **Prone** (White Maw's choice).

**Harpoon.** Ranged Weapon Attack: **+7**, range 25/50 ft. Hit: 13 (**2d10 + 2**) Piercing damage, and the target is **Linked** (Sharkin Cord; AC **12**, HP **10**; **Immunity** to Poison and Psychic damage) to White Maw. Until the target is no longer Linked, White Maw can't make Harpoon attacks against other targets.

The target or a creature within reach of it can take an action to make a **DC 15 STRENGTH** (Athletics) check, removing the harpoon and ending the Linked condition on a success.

### BONUS ACTIONS

**Incite (Recharge 4–6).** Allies within **60 feet** of White Maw that can hear her are incited by her bloodlust. If the creature has the Bloodlust or Blood Frenzy trait, or is under the effects of the *Blood Frenzy\** spell, it can take a Reaction to make one melee attack against a creature within their reach that has blood and doesn't have all its Hit Points.

**Reel.** Saving Throw: **DC 15 STRENGTH**, a creature Linked to White Maw. A Small or smaller creature automatically fails this save. Failure: White Maw pulls the target up to **25 feet** toward herself.

\*See Appendix B - Spells

### REACTIONS

**Brawl.** Trigger: A creature within **5 feet** of White Maw hits her with a melee attack. Response: White Maw makes one Toothed Knuckleduster attack against the creature.

### LEGENDARY ACTIONS

**Legendary Action Uses: 3.** Immediately after another creature's turn, White Maw can expend a use to take one of the following actions. White Maw regains all expended uses at the start of each of her turns.

**Attack.** White Maw makes one Toothed Knuckleduster attack.

**Move.** White Maw moves up to her Speed without provoking Opportunity Attacks.

**Combo Attack (Costs 2 Uses).** White Maw makes two Toothed Knuckleduster attacks.

## ADMIRAL WHITE MAW

Large Humanoid (Sharkin), Neutral Evil

**AC** 17 **Initiative** +3 (13)  
**HP** 147 (14d10 + 70) **Perception** +8 (18)  
**Speed** 40 ft., Swim 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	21	17	21	14	18	19
Mod (Save)	+5 (+9)	+3 (+7)	+5	+2	+4 (+8)	+4

**Skills** Athletics +13, Intimidation +8, Perception +8, Stealth +7

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon

**CR** 11 (XP 7,200) **PB** +4

### TRAITS

**Amphibious.** White Maw can breathe air and water.

**Critical Bloodlust (4/Day).** When White Maw attacks a creature within **100 feet** of her that has blood and doesn't have all its Hit Points, she can give herself **Advantage** on attack rolls against that creature until the start of her next turn. When she does so, the attack scores a Critical Hit on a roll of **19–20** on the d20.

**Deep-Dweller's Sensitivity.** If White Maw takes **15+** Radiant damage in a single instance, a huge blister forms on her skin. The next time White Maw is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears. The blister disappears when White Maw finishes a Long Rest.

**Keen Smell.** White Maw has **Advantage** on Wisdom (Perception) checks that rely on smell.

**Legendary Resistance (3/Day).** If White Maw fails a saving throw, she can choose to succeed instead.

**Sensitive Smell.** While White Maw is within **10 feet** of a strong aroma (like *Dr. B Franz's Shark Repellent* or essential oils), her Critical Bloodlust and Keen Smell traits don't function, and she can't use her Incite Bonus Action.

### ACTIONS

**Multiattack.** White Maw makes two Toothed Knuckleduster attacks. She can replace one attack with a Bite attack or a Harpoon attack.

**Bite.** Melee Weapon Attack: **+9**, reach 5 ft. Hit: 18 (**2d12 + 5**) Piercing damage.

**Toothed Knuckleduster.** Melee Weapon Attack: **+9**, reach 5 ft. Hit: 12 (**3d4 + 5**) Bludgeoning or Piercing damage (White Maw's choice). Saving Throw: **DC 17 STRENGTH**, a creature hit by this attack twice on a turn. Failure: The target is either pushed up to **15 feet** away from White Maw or knocked **Prone** (White Maw's choice).

**Harpoon.** Ranged Weapon Attack: **+9**, range 25/50 ft. Hit: 14 (**2d10 + 3**) Piercing damage, and the target is **Linked** (Sharkin Cord; AC **16**, HP **20**; **Immunity** to Poison and Psychic damage) to White Maw. Until the target is no longer Linked, White Maw can't make Harpoon attacks against other targets.

The target or a creature within reach of it can take an action to make a **DC 17 STRENGTH** (Athletics) check, removing the harpoon and ending the Linked condition on a success.

### BONUS ACTIONS

**Incite (Recharge 4–6).** Allies within **60 feet** of White Maw that can hear her are incited by her bloodlust. If the creature has the Bloodlust or Blood Frenzy trait, or is under the effects of the *Blood Frenzy\** spell, it can take a Reaction to make one melee attack against a creature within their reach that has blood and doesn't have all its Hit Points.

**Reel.** Saving Throw: **DC 17 STRENGTH**, a creature Linked to White Maw. A Small or smaller creature automatically fails this save. Failure: White Maw pulls the target up to **25 feet** toward herself.

\*See Appendix B - Spells

### REACTIONS

**Brawl.** Trigger: A creature within **5 feet** of White Maw hits her with a melee attack. Response: White Maw makes one Toothed Knuckleduster attack against the creature.

### LEGENDARY ACTIONS

**Legendary Action Uses: 3.** Immediately after another creature's turn, White Maw can expend a use to take one of the following actions. White Maw regains all expended uses at the start of each of her turns.

**Attack.** White Maw makes one Toothed Knuckleduster attack.

**Move.** White Maw moves up to her Speed without provoking Opportunity Attacks.

**Combo Attack (Costs 2 Uses).** White Maw makes two Toothed Knuckleduster attacks.

## 2. WRATH OF THE WRITHING HUNGER

### ABYSSODON

*Abyssal Predator Bound by Blood*

**Habitat:** Underwater; **Treasure:** Individual

*"We called it a guardian once. A holy beast, chained to blood and duty. Now it is our duty to feed it blood lest it lust after ours."*

*— Captain White Maw,  
Castellan of the Coral Court*

Abyssodons are ancient apex predators, grotesque fusions of deep-sea sharks and abyssal cephalopods. Their pale-gray bulk is plated in hardened bone ridges, with a hammer-shaped nasal crown lined with pit organs and a nest of segmented tentacles where a tail should be. Their lower limbs are strong enough to drag a galleon down by its keel, while their upper body resembles fossilized, brutalist architecture more than flesh. Void-infused blood courses beneath their ossified exterior, staining the water like squid ink when they bleed.

**Abyssal Adaptation.** Abyssodons are adapted to the crushing pressure of trench floors and the lightless reaches of the darkest part of the ocean. Despite their ridged, armour-like plating that deflects both harpoons and teeth, they are capable of startling bursts of speed, an essential trait given their propensity to spring ambushes from beneath shoals and wrecks. Their nasal ridges register the faintest blood in the water, allowing the keratinous hooks of their tentacles to grasp prey in absolute darkness.

**Hunger Incarnate.** Abyssodons hunt to sate a hunger that can never be filled. They drag vessels into the depths and devour everything aboard, treating all in its path as prey. Though capable of recognizing threats, they lack mortal cunning and are slaves to their instincts. To most sailors, an abyssodon is not a beast to fight but a calamity to flee.

### OSSIFIED ABYSS

The Ossified Abyss is a jagged reef platform formed from a collapsed caldera wall. It juts outward like a stone slab, strewn with shipwrecks, shattered cargo, and the bones of countless victims dragged here by the abyssodon. A thick fog lies draped over the water, a veil beneath which the abyssodon rests between hunting forays, and scavengers hide in the deep crevices.



Beta 1 Release

Content not final

## OSSIFIED ABYSS

Lair of Abyssodon

**Initiative** 20 (Creature Phase, loses ties)

APL	VDC	Vdam	VSdam	Additional XP
5	13	5 (2d4)	22 (4d10)	XP 450
10	15	10 (3d6)	33 (6d10)	XP 700
15	17	21 (6d6)	44 (8d10)	XP 2,300

### REGIONAL TRAITS

**Chum-Slick Bloom.** At sunset each day, any fresh water within 1 mile of the lair that is stored in a container holding 1 gallon or more has a 50 percent chance of becoming tainted. When this happens, streaks of pale pink and crimson bloom through the liquid, resembling drifting blood in oil. The taint can't be removed by mundane means, such as boiling or filtering, although it can be removed by restorative magic of a level equal to **VDC - 10**. *Saving Throw:* **VDC** Constitution, a creature that drinks the tainted water. *Failure:* The creature is **Poisoned** for **24 hours**. While Poisoned in this way, the creature's breath smells faintly of brine and copper.

**Lingering Madness.** Whispers of madness drift on the wind within 3 miles of the lair. *Saving Throw:* **VDC** Charisma, a creature that finishes a Long Rest in the area. *Failure:* The target has **Disadvantage** on Wisdom-based D20 Tests for **24 hours**. A *Lesser Restoration* spell ends the effect early.

**Unnatural Fog.** A clammy fog clings to the sea within 6 miles of the lair. Travelers glimpse phantoms of old crewmates, friends, or family moving in the haze just out of reach. The phantoms smile before blood pours from their eyes and mouths as they dissolve into mist.

### LAIR ACTIONS

*On its turn, the Ossified Abyss takes an action to cause one of the following effects. The lair can't take the same action two turns in a row.*

**Alchemical Slick.** Two barrels rupture within the lair, each slicking the surface in a **15-foot radius**, which becomes Difficult Terrain for **1 minute**. A creature that enters a slick for the first time on a turn or ends its turn there takes **Vdam** Acid damage. A vessel that does so takes **VSdam** Acid damage to its Hull. If the slick takes Fire or Lightning damage, it ignites until Initiative count 0 of the following round (losing ties). *Saving Throw:* **VDC** Dexterity, each creature or vessel that starts its turn on the surface of the water in the burning slick's area. *Failure:* **Vdam** Fire damage (**VSdam** for ships). *Success:* Half damage.

**Flotsam Ahoy.** A dangerously large piece of floating wreckage bubbles up from beneath the mist-laden water, occupying a **30-foot Square** in the lair, before sinking beneath the waves on Initiative count 20 of the subsequent Creature Phase. The wreckage typically appears on a vessel's current heading, within **90 feet** of it (GM's discretion). A vessel that collides with the wreckage takes **VSdam** Piercing damage.

**Malfunctioning Wards.** A shattered ship's defensive enchantment flares to life at a point of the abyssodon's choice within the lair. *Saving Throw:* **VDC DEXTERITY**, each creature or vessel within **20 feet** of the point. *Failure:* **Vdam** Fire damage (**VSdam** for ships), and the target is pushed **30 feet** straight away from the point. *Success:* Half damage only.

### EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award Experience Points based upon milestones achieved, divided among the party.

#### ABYSSODON XP MILESTONES

Criteria	Starving Frenzy (CR 9)	Insatiable Maw (CR 14)	Ravaging Bloodlust (CR 21)
Chaos Threshold reduced to 0	4,200 XP	9,500 XP	28,000 XP
Eyes Exploited	1,600 XP	4,000 XP	10,000 XP
Gills Exploited	1,500 XP	3,000 XP	8,000 XP
Abyssodon Defeated	700 XP	1,800 XP	3,900 XP
<b>Total</b>	<b>8,000 XP</b>	<b>18,300 XP</b>	<b>49,900 XP</b>

### DEATH RATTLE

The abyssodon's corpse bursts open, releasing thousands of gallons of Void-corrupted blood into the water, tainting the water black for **3 miles** in every direction. *Saving Throw:* **VDC** Constitution, each creature in a **300-foot Emanation** originating from the abyssodon's corpse. *Failure:* **Vdam** Necrotic damage, and the creature is **Poisoned** for **24 hours** as their blood vessels thrum in response to the alien pressure. *Failure by 5 or More:* The creature gains **2 Muts**.

For the next **10d20 years**, or until the corpse is devoured or removed, the waters surrounding it become an anomaly: a cold spot where predators gather in unnatural numbers, hunting as if possessed. Ships passing through the area suffer sudden, unprovoked monster attacks by scavengers madened by the abyssodon's lingering hunger. Some still brave the routes in search of sunken treasures or to pit their might against the corrupted creatures gathered to feast on the abyssodon's carcass.



## BEHAVIOURS & VULNERABLE AREAS

The abyssodon has two Vulnerable Areas: its Eyes and Gills.

### ABYSSODON VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Eyes	The abyssodon's two Eyes share a pool of Hit Points. When the Vulnerable Area is reduced to half its Hit Points or fewer, one eye is destroyed.	9	17*	80
	<b>Targeting.</b> The Eyes are targetable from range by a creature that readies an action to attack the Eyes when the abyssodon makes a Toss or Bite attack, or by a creature scaling the abyssodon's head.	14	18*	100
	<b>Exploitation.</b> The abyssodon's savaged eye sockets spray corrosive blood.	21	19*	140
Gills	<b>Targeting.</b> While rampaging, the abyssodon's Gills are targetable from range or by a creature scaling the abyssodon's head.	9	17*	70
	<b>Exploitation.</b> Void of protective plate, the fleshy slits are a ruined expanse of ruptured blood vessels and foaming seawater.	14	18*	80
		21	19*	120

\*When the abyssodon enters its Rampage, these ACs are reduced by 5.

### ABYSSODON BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	The abyssodon's Chaos Threshold is reduced to 0.	The abyssodon's ossified armor is shattered, causing it to become buoyant and float on the water's surface. In addition, the AC of its Eyes and Gills Vulnerable Areas is reduced by 5. <b>Gained Features.</b> Sensitive Skin trait, Bloodink Mist action and Whirlpool Legendary Action. <b>Vulnerable Areas.</b> The abyssodon's Gills Vulnerable Area can be targeted.
Blood Burst	The abyssodon's Eyes Vulnerable Area is exploited.	<b>Effect.</b> <i>Saving Throw:</i> <b>VDC DEXTERITY</b> , each creature within <b>30 feet</b> of the abyssodon. <i>Failure:</i> <b>Vdam</b> Necrotic damage <i>Success:</i> Half damage. <i>Failure or Success:</i> Three pools of corrupted blood appear in locations of the abyssodon's choice within <b>60 feet</b> of it. Each pool is an Alchemical Slick (see Alchemical Slick lair action). <b>Lost Features.</b> Toss action, Barrage Legendary Action, and Darkvision. It is considered blind beyond the radius of its Tremorsense. Additionally, it has <b>Disadvantage</b> on Perception checks.
Breathless	The abyssodon's Gills Vulnerable Area is exploited.	The abyssodon has <b>Disadvantage</b> on Athletics checks, the escape DC of its Grapple is reduced by 5, and it immediately begins suffocating when submerged. <b>Lost Features.</b> Amphibious trait and Keelhaul Bonus Action.
Death Throes	The abyssodon has two exploited Vulnerable Areas.	<b>Lost Features.</b> The abyssodon's Walk Speed is reduced to <b>0</b> , and its Swim Speed is reduced to <b>30 feet</b> . <b>Finishing Blow.</b> The abyssodon is destroyed when it takes damage equal to its Finishing Blow in a single turn.

## ABYSSODON, THE RAVENING BLOODLUST

Gargantuan Aberration (Kaiju), Chaotic Neutral

**AC** 19 **Initiative** +9 (19)  
**Chaos Threshold** 250 **Perception** +11 (21)  
**Speed** 20 ft., Swim 120 ft. **Finishing Blow** 65  
**Vulnerable Area Identification** DC 15

	STR	DEX	CON	INT	WIS	CHA
Score	24	15	20	6	18	14
Mod (Save)	+7	+2 (+9)	+5 (+12)	-2	+4 (+11)	+2 (+9)

**Skills** Athletics +14, Perception +11

**Damage Resistances** Bludgeoning, Cold, Lightning, Necrotic, Piercing, Slashing

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Frightened, Grappled, Paralysed, Poisoned, Restrained

**Senses** Darkvision 120 ft., Tremorsense 30 ft.

**Languages** Understands the languages of its bonded master but can't speak

**CR** 21 (XP 49,900 across all waves) **PB** +7

### TRAITS

**Amphibious (Lost While Gills Exploited).** The abyssodon can breathe air and water.

**Blood Frenzy.** The abyssodon has **Advantage** on attack rolls against a creature it can smell that doesn't have all its Hit Points.

**Kaiju Force.** The abyssodon can take an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, it deals double damage to objects and structures, and it ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** The abyssodon is **Immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Legendary Resistance (3/Day).** If the abyssodon fails a saving throw, it can choose to succeed instead.

**Ramming Charge.** If the abyssodon moves **30+ feet** straight towards a creature or vessel and ends its movement adjacent to the target, it can spend **5 feet** of movement to subject the target to the following effect. *Saving Throw:* **DC 22 DEXTERITY**. *Failure:* 32 (**4d12 + 6**) Bludgeoning damage. A vessel automatically fails this saving throw, and the damage is dealt to its Hull component.

**Sensitive Skin.** If the abyssodon takes **21+ Radiant** damage in a single instance, a huge blister forms on its skin. The next time the abyssodon is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

### ACTIONS

**Multiattack.** The abyssodon makes two attacks using Bite, Tentacle, or Toss in any combination.

**Bite.** *Melee Weapon Attack:* **+14**, reach 10 ft. *Hit:* 29 (**4d10 + 7**) Piercing damage. If the target is a creature, it can't regain Hit Points until the start of its next turn.

**Tentacle.** *Melee Weapon Attack:* **+14**, reach 20 ft. *Hit:* 17 (**3d6 + 7**) Bludgeoning damage, and the abyssodon can pull the target up to **15 feet** straight towards itself. If the target is a Huge or smaller creature, it is **Grappled (ESCAPE DC 22)** from one of four tentacles. Until the grapple ends, the target is **Restrained**. When the abyssodon moves, the Grappled target moves with it, costing no extra movement.

**Toss (Lost While Eyes Exploited).** The abyssodon tosses an object or a creature it is grappling. *Ranged Weapon Attack:* **+14**, range 150/300 ft. *Hit:* 26 (**3d12 + 7**) Bludgeoning damage. *Hit or Miss:* a thrown creature is subjected to the following effect. *Saving Throw:* **DC 22 DEXTERITY**. *Failure:* 14 (**2d6 + 7**) Bludgeoning damage and the target is **Stunned** until the start of its next turn.

**Bloodink Mist (Recharge 5-6; While Rampaging).** The abyssodon squirts a stream of blood-red, aerosolised ink in a **60-foot Cone**. *Saving Throw:* **DC 20 CONSTITUTION**, each creature or ship component in the area. A creature that covers its mouth and nose with a cloth soaked in water, oil, or alcohol has **Advantage** on this saving throw. *Failure:* 27 (**6d8**) Acid damage, and if the target is a creature, it immediately uses its Reaction to make a melee or ranged attack against the nearest creature that isn't the abyssodon and doesn't have all its Hit Points. If the target can't attack, it does nothing. *Success:* Half damage only.

### BONUS ACTIONS

**Crush.** *Saving Throw:* **DC 22 STRENGTH**, up to two creatures or objects Grappled in one of the abyssodon's Tentacles. *Failure:* 11 (**1d8 + 7**) Bludgeoning damage. *Success:* Half damage.

**Keelhaul (Lost While Gills Exploited).** The abyssodon scrapes across a ship's hull, the ocean floor, or another nearby object. *Saving Throw:* **DC 15 STRENGTH**, each creature mounted on or scaling the abyssodon during this movement. *Failure:* 18 (**4d8**) Slashing damage and the target is knocked off the abyssodon into the nearest unoccupied space next to the ship, floor, or object and falls **Prone**. *Success:* Half damage only.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after a ship ends its turn or after another creature's turn, the abyssodon can expend a use to take one of the following actions. The abyssodon regains all expended uses at the start of each of its turns.*

**Move.** The abyssodon swims up to its Swim Speed.

**Toss (Lost While Eyes Exploited).** The abyssodon makes one Toss attack. The abyssodon can't take this action again until the start of its next turn.

**Whirlpool (While Rampaging).** The water around the abyssodon churns violently in a **30-foot-radius, 60-foot-tall Cylinder** centred on the abyssodon. *Saving Throw:* **DC 22 STRENGTH**, each creature or vessel other than the abyssodon in the area. *Failure:* 10 (**3d6**) Bludgeoning damage, and the target is pulled up to **30 feet** towards the abyssodon. *Success:* Half damage only. *Failure or Success:* The area is Difficult Terrain for creatures other than the abyssodon until the start of the abyssodon's next turn. A ship that starts its Helm Step in the area is pulled **30 feet** straight towards the abyssodon. The abyssodon can't take this action again until the start of its next turn.

## ABYSSODON, THE INSATIABLE MAW

Gargantuan Aberration (Kaiju), Chaotic Neutral

**AC** 18 **Initiative** +7 (17)  
**Chaos Threshold** 130 **Perception** +7 (17)  
**Speed** 20 ft., Swim 90 ft. **Finishing Blow** 40  
**Vulnerable Area Identification DC** 13

	STR	DEX	CON	INT	WIS	CHA
Score	21	14	17	6	14	11
Mod (Save)	+5	+2 (+7)	+3 (+8)	-2	+2	+0

**Skills** Athletics +10, Perception +7  
**Damage Resistances** Bludgeoning, Cold, Lightning, Necrotic, Piercing, Slashing  
**Damage Immunities** Poison, Psychic  
**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Poisoned, Restrained  
**Senses** Darkvision 120 ft., Tremorsense 30 ft.  
**Languages** Understands the languages of its bonded master but can't speak  
**CR** 14 (XP 18,300 across all waves) **PB** +5

### TRAITS

**Amphibious (Lost While Gills Exploited).** The abyssodan can breathe air and water.

**Blood Frenzy.** The abyssodan has **Advantage** on attack rolls against a creature it can smell that doesn't have all its Hit Points.

**Kaiju Force.** The abyssodan can use an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, it deals double damage to objects, components, and structures, and it ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** The abyssodan is **Immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Legendary Resistance (3/Day).** If the abyssodan fails a saving throw, it can choose to succeed instead.

**Ramming Charge.** If the abyssodan moves **30+ feet** straight towards a creature or vessel and ends its movement adjacent to the target, it can spend **5 feet** of movement to subject the target to the following effect. *Saving Throw:* **DC 18 DEXTERITY**. *Failure:* 21 (**3d10 + 5**) Bludgeoning damage. A vessel automatically fails this saving throw, and the damage is dealt to its Hull component.

**Sensitive Skin.** If the abyssodan takes **14+ Radiant** damage in a single instance, a huge blister forms on its skin. The next time the abyssodan is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

### ACTIONS

**Multiattack.** The abyssodan makes two attacks using Bite, Tentacle, or Toss in any combination.

**Bite.** *Melee Weapon Attack:* **+10**, reach 10 ft. *Hit:* 16 (**2d10 + 5**) Piercing damage.

**Tentacle.** *Melee Weapon Attack:* **+10**, reach 20 ft. *Hit:* 14 (**2d8 + 5**) Bludgeoning damage, and the abyssodan can pull the target up to **15 feet** straight towards itself. If the target is a Huge or smaller creature, it is **Grappled (ESCAPE DC 18)** from one of four tentacles. Until the grapple ends, the target is **Restrained**. When the abyssodan moves, the Grappled target moves with it, costing no extra movement.

**Toss (Lost While Eyes Exploited).** The abyssodan tosses an object or a creature it is grappling. *Ranged Weapon Attack:* **+10**, range 150/300 ft. *Hit:* 18 (**3d8 + 5**) Bludgeoning damage. *Hit or Miss:* a thrown creature is subjected to the following effect. *Saving Throw:* **DC 18 DEXTERITY**. *Failure:* 10 (**1d10 + 5**) Bludgeoning damage and the target is **Stunned** until the start of its next turn.

**Bloodink Mist (Only While Rampaging; Recharge 5–6).** The abyssodan squirts a stream of blood-red, aerosolised ink in a **45-foot Cone**. *Saving Throw:* **DC 16 CONSTITUTION**, each creature or ship component in the area. A creature that covers its mouth and nose with a cloth soaked in water, oil, or alcohol has **Advantage** on this saving throw. *Failure:* 18 (**4d8**) Acid damage, and if the target is a creature, it immediately uses its Reaction to make a melee or ranged attack against the nearest creature that isn't the abyssodan and doesn't have all its Hit Points. If the target can't attack, it does nothing. *Success:* Half damage only.

### BONUS ACTIONS

**Crush.** *Saving Throw:* **DC 18 STRENGTH**, up to two creatures or objects Grappled in one of the abyssodan's Tentacles. *Failure:* 8 (**1d6 + 5**) Bludgeoning damage. *Success:* Half damage.

**Keelhaul (Lost While Gills Exploited).** The abyssodan scrapes across a ship's hull, the ocean floor, or another nearby object. *Saving Throw:* **DC 13 STRENGTH**, each creature mounted on or scaling the abyssodan during this movement. *Failure:* 18 (**4d8**) Slashing damage and the target is knocked off the abyssodan into the nearest unoccupied space next to the ship, floor, or object and falls **Prone**. *Success:* Half damage only.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after a ship ends its turn or after another creature's turn, the abyssodan can expend a use to take one of the following actions. The abyssodan regains all expended uses at the start of each of its turns.*

**Move.** The abyssodan swims up to its Swim Speed.

**Toss (Lost While Eyes Exploited).** The abyssodan makes one Toss attack. The abyssodan can't take this action again until the start of its next turn.

**Whirlpool (Only While Rampaging).** The water around the abyssodan churns violently in a **30-foot-radius, 60-foot-tall Cylinder** centred on the abyssodan. *Saving Throw:* **DC 18 STRENGTH**, each creature or vessel other than the abyssodan in the area. *Failure:* 9 (**2d8**) Bludgeoning damage, and the target is pulled up to **30 feet** towards the abyssodan. *Success:* Half damage only. *Failure or Success:* The area is Difficult Terrain for creatures other than the abyssodan until the start of the abyssodan's next turn. A ship that starts its Helm Step in the area is pulled **30 feet** straight towards the abyssodan. The abyssodan can't take this action again until the start of its next turn.



## ABYSSODON, THE STARVING FRENZY

Gargantuan Aberration (Kaiju), Chaotic Neutral

**AC** 17 **Initiative** +5 (15)  
**Chaos Threshold** 90 **Perception** +5 (15)  
**Speed** 20 ft., Swim 90 ft. **Finishing Blow** 30  
**Vulnerable Area Identification** DC 12

	STR	DEX	CON	INT	WIS	CHA
Score	17	13	15	6	12	10
Mod (Save)	+3	+1 (+5)	+2 (+6)	-2	+1	+0

**Skills** Athletics +7, Perception +5  
**Damage Resistances** Bludgeoning, Cold, Lightning, Necrotic, Piercing, Slashing  
**Damage Immunities** Poison, Psychic  
**Condition Immunities** Charmed, Frightened, Grappled, Paralysed, Poisoned, Restrained  
**Senses** Darkvision 120 ft., Tremorsense 30 ft.  
**Languages** Understands the languages of its bonded master but can't speak  
**CR** 9 (XP 5,000 across all waves) **PB** +4

### TRAITS

**Amphibious (Lost While Gills Exploited).** The abyssodan can breathe air and water.

**Blood Frenzy.** The abyssodan has **Advantage** on attack rolls against a creature it can smell that doesn't have all its Hit Points.

**Kaiju Force.** The abyssodan can use an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, it deals double damage to objects, components, and structures, and it ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** The abyssodan is **Immune** to any spell or effect that would alter its form or move it to another plane of existence against its will.

**Legendary Resistance (3/Day).** If the abyssodan fails a saving throw, it can choose to succeed instead.

**Ramming Charge.** If the abyssodan moves **30+ feet** straight towards a creature or vessel and ends its movement adjacent to the target, it can spend **5 feet** of movement to subject the target to the following effect. *Saving Throw:* **DC 15 DEXTERITY**. *Failure:* 14 (**2d10 + 3**) Bludgeoning damage. A vessel automatically fails this saving throw, and the damage is dealt to its Hull component.

**Sensitive Skin.** If the abyssodan takes **9+ Radiant** damage in a single instance, a huge blister forms on its skin. The next time the abyssodan is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

### ACTIONS

**Multiattack.** The abyssodan makes two attacks using Bite, Tentacle, or Toss in any combination.

**Bite.** *Melee Weapon Attack:* **+7**, reach 10 ft. *Hit:* 14 (**2d10 + 3**) Piercing damage.

**Tentacle.** *Melee Weapon Attack:* **+7**, reach 20 ft. *Hit:* 10 (**2d6 + 3**) Bludgeoning damage, and the abyssodan can pull the target up to **15 feet** straight towards itself. If the target is a Huge or smaller creature, it is **Grappled (ESCAPE DC 15)** from one of four tentacles. Until the grapple ends, the target is **Restrained**. When the abyssodan moves, the Grappled target moves with it, costing no extra movement.

**Toss (Lost While Eyes Exploited).** The abyssodan tosses an object or a creature it is grappling. *Ranged Weapon Attack:* **+6**, range 150/300 ft. *Hit:* 12 (**2d8 + 3**) Bludgeoning damage. *Hit or Miss:* a thrown creature is subjected to the following effect. *Saving Throw:* **DC 15 DEXTERITY**. *Failure:* 7 (**1d8 + 3**) Bludgeoning damage and the target is **Stunned** until the start of its next turn.

**Bloodink Mist (Only While Rampaging; Recharge 5-6).** The abyssodan squirts a stream of blood-red, aerosolised ink in a **30-foot Cone**. *Saving Throw:* **DC 14 CONSTITUTION**, each creature or ship component in the area. A creature that covers its mouth and nose with a cloth soaked in water, oil, or alcohol has **Advantage** on this saving throw. *Failure:* 13 (**3d8**) Acid damage, and if the target is a creature, it immediately uses its Reaction to make a melee or ranged attack against the nearest creature that isn't the abyssodan and doesn't have all its hit points. If the target can't attack, it does nothing. *Success:* Half damage only.

### BONUS ACTIONS

**Crush.** *Saving Throw:* **DC 15 STRENGTH**, a creature or object Grappled in one of the abyssodan's Tentacles. *Failure:* 6 (**1d6 + 3**) Bludgeoning damage. *Success:* Half damage.

**Keelhaul (Lost While Gills Exploited).** The abyssodan scrapes across a ship's hull, the ocean floor, or another nearby object. *Saving Throw:* **DC 15 STRENGTH**, each creature mounted on or scaling the abyssodan during this movement. *Failure:* 13 (**3d8**) Slashing damage and the target is knocked off the abyssodan into the nearest unoccupied space next to the ship, floor, or object and falls **Prone**. *Success:* Half damage only.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after a ship ends its turn or after another creature's turn, the abyssodan can expend a use to take one of the following actions. The abyssodan regains all expended uses at the start of each of its turns.*

**Move.** The abyssodan swims up to its Swim Speed.

**Toss (Lost While Eyes Exploited).** The abyssodan makes one Toss attack. The abyssodan can't take this action again until the start of its next turn.

**Whirlpool (Only While Rampaging).** The water around the abyssodan churns violently in a **30-foot-radius, 60-foot-tall Cylinder** centred on the abyssodan. *Saving Throw:* **DC 15 STRENGTH**, each creature or vessel other than the abyssodan in the area. *Failure:* 7 (**2d6**) Bludgeoning damage, and the target is pulled up to **20 feet** towards the abyssodan. *Success:* Half damage only. *Failure or Success:* The area is Difficult Terrain for creatures other than the abyssodan until the start of the abyssodan's next turn. A ship that starts its Helm Step in the area is pulled **20 feet** straight towards the abyssodan. The abyssodan can't take this action again until the start of its next turn.

# MULLBREAKER CRABS

## Deep Sea Scavengers of the Rift

**Habitat:** Underwater; **Treasure:** None

The rhythmic scratch, a regular soothing sound at first, grows loud and faster. It's a scrabble now, a rending, and drowned gouging. The alarm bells sound, bodies tumble out of hammocks, and billy-clubs are handed out: the claws of death—by drowning or dismemberment—hammer their staccato beat through the hull.

**Scavenger Swarms.** Individually little more than pests, hullbreaker crabs can form swarms that move with a clacking roar to completely engulf their prey. These consortia of crustacea can strip flesh to bone in seconds before vanishing into crevices, drifting with the tide, or clinging to the underside of ships, patiently burrowing through hulls to feast on the fresh meat waiting within.

## SWARM OF MULLBREAKER CRABS

*Medium Swarm of Tiny Beasts, Unaligned*

**AC** 13 **Initiative** +2 (12)  
**HP** 60 (8d8 + 24) **Perception** +0 (10)  
**Speed** 20 ft., Climb 20 ft., Swim 20 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	14	16	2	10	5
Mod (Save)	+0	+2	+3	-4	+0	-3

**Damage Resistances** Piercing, Poison, Slashing  
**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned  
**Senses** Darkvision 60 ft.  
**Languages** None  
**CR** 3 (XP 700) **PB** +2

### TRAITS

**Blood Frenzy.** The swarm has **Advantage** on attack rolls against any creature that doesn't have all its Hit Points.

**Hullbreaker.** The swarm ignores the Damage Threshold of objects.

**Swarm.** The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny crab. The swarm can't regain Hit Points or gain Temporary Hit Points.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (4d4 + 2) Piercing damage—or 7 (2d4 + 2) Piercing damage if the swarm is Bloodied—plus 7 (2d6) Necrotic damage.

**Infestation (Recharge 5–6).** *Saving Throw:* DC 12 **STRENGTH**, one Medium or smaller creature in the swarm's space. *Failure:* 12 (4d4 + 2) Piercing damage—or 7 (2d4 + 2) Piercing damage if the swarm is Bloodied—plus 7 (2d6) Necrotic damage and the target is **Grappled (ESCAPE DC 12)**. While Grappled, the target is **Restrained** and takes 10 (3d6) Necrotic damage at the start of each of its turns. Dragging the creature doesn't cost the swarm extra movement. *Success:* Half damage only.

## 3. RAIDERS OF THE RABID REEF

### ICEVEIN EEL

*Feeders of the Frozen Floes*

**Habitat:** Arctic, Underwater; **Treasure:** None

Three to five feet long and bearing uneven bands of fine white fur that trap thin pockets of warmer water, icevein eels range from lightless depths to the shallow channels among the ices floes of the Shiverreach Expanse. A ridged bone plate covers their eyeless heads, and they navigate by sensing heat and pressure changes through fine ridges along their sides. Their circular mouths hold tight rings of rasping teeth that grind through flesh and timber with slow, relentless force.

**Heat Hunters.** Icevein eels often gather in hunting pods of six to a dozen eels, leaping out of dark water to latch onto warm-blooded creatures, whom they quickly drain of heat and incapacitate. An eel's bite leaves a telltale ring of puncture marks and frostbite on their prey's flesh, a sure sign to stay away from the edge of the ice. Large clusters can cling to a ship's keel and chew through the hull, though such occurrences are thankfully rare.

### ICEVEIN EEL

*Medium Beast, Unaligned*

**AC** 15

**HP** 55 (10d8 + 10)

**Speed** 5 ft., Swim 40 ft.

**Initiative** +3 (13)

**Perception** +1 (11)

	STR	DEX	CON	INT	WIS	CHA
Score	14	16	12	2	13	6
Mod (Save)	+2	+3 (+5)	+1	-4	+1	-2

**Skills** Stealth +5

**Senses** Heat Sense 120 ft. (blind beyond this radius)

**Languages** None

**CR** 2 (450 XP)

**PB** +2

### TRAITS

**Aqualeap.** If the eel moves in a straight line towards a liquid's surface, it can leap out of the leap a distance equal to the distance it moved in a straight line, up to its remaining available movement.

**Heat Sense.** The eel can see the location of any creature that produces heat within **120 feet** of it as if the eel had Blindsight within that range.

**Slippery.** The eel has **Advantage** on ability checks and saving throws made to avoid or end the Grappled or Restrained conditions on itself.

**Water Breathing.** The eel can breathe only underwater. It can hold its breath for **1 hour** outside water.

### ACTIONS

**Endothermic Bite.** *Melee Weapon Attack: +5*, reach 5 ft. *Hit:* 7 (**1d8 + 3**) Piercing damage plus 5 (**2d4**) Cold damage, and the eel can attach to the target. While the eel is attached, it moves with the target, can't make Endothermic Bite attacks against other targets, and the target takes 5 (**2d4**) Cold damage at the start of each of its turns.

The eel can detach itself by spending **5 feet** of movement. The target or a creature within reach of it can take an action to make a **DC 13 STRENGTH (ATHLETICS)** check, detaching the eel on a success.

### REACTIONS

**Living Shield.** *Trigger:* The eel is hit by an attack while attached to a creature. *Response:* The eel interposes the creature it is attached to between itself and the attacker, halving the attack's damage against it. The creature takes damage equal to the damage taken by the eel.

# RIMEHORN NARWHAL

## Hoarfrosted Horned Harrowers

**Habitat:** Arctic, Underwater; **Treasure:** None

Rimehorn narwhals patrol the channels beneath the floes with a slow, steady glide, following fixed routes carved long ago into the ice. Their bodies are little more than a ribbed frame and scraps of grey hide stretched tight across frozen bone. The long spiral horn jutting from the skull has splintered into sharp ridges, and frost crusts the joints where the creature flexes to turn. Necromancers and lichens prize rimehorn narwhals as ship breakers, unleashing them around hidden lairs to smash the keels of vessels that drift too close.

**Patrol Chargers.** A rimehorn narwhal reacts the moment a hull cuts across its route. It rises in a straight climb and drives its horn through wood or ice with a violent jolt that can throw sailors off their feet. The water behind it stiffens into a pale strip of new ice that cracks apart seconds later. Veteran crews read the thin, milky lines of frost beneath the surface as a sign that a rimehorn is near, and often seek alternative routes that avoid the creature's territory entirely.

## RIMEHORN NARWHAL

Large Undead, Neutral Evil

**AC** 14 **Initiative** +1 (11)  
**HP** 76 (9d10 + 27) **Perception** +1 (11)  
**Speed** 0 ft., Swim 60 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	12	16	3	12	4
Mod (Save)	+4 (+6)	+1	+3	-4	+1	-3

**Damage Resistances** Necrotic, Piercing

**Damage Immunities** Cold, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Blindsight 120 ft.

**Languages** None

**CR** 4 (1,100 XP)

**PB** +2

### TRAITS

**Siege Monster.** The narwhal deals double damage to objects and structures.

**Undead Nature.** The narwhal does need to eat, drink, or breathe.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus 4 (1d8) Cold damage. If the narwhal swam 20+ feet straight underwater toward the target immediately before the hit, the target takes an extra 4 (1d8) Piercing damage.

**Ice Shard.** *Melee Weapon Attack:* +6, range 30/90 ft. *Hit:* 9 (2d4 + 4) Piercing damage plus 4 (1d8) Cold damage.

**Freeze (Recharge 5-6).** *Saving Throw:* **DC 13 CONSTITUTION**, each creature within **15 feet** of the narwhal if both the narwhal and the creature are in a connected liquid, otherwise each creature within **5 feet** of the narwhal. *Failure:* 13 (3d8) Cold damage and the creature is **Restrained** until the end of the narwhals next turn if it is at least waist deep in water. *Success:* half damage only.

### REACTIONS

**Ice Burst.** *Trigger:* A creature within **5 feet** of the narwhal hits it with a melee attack. *Response:* Shards of ice burst from the narwhal's bones at the attacker. *Saving Throw:* **DC 13 DEXTERITY**, the triggering creature. *Failure:* 4 (1d8) Piercing damage plus 4 (1d8) Cold damage.



## SUBNAUTICS

The members of the subnautic crew were once deep-sea mining experts turned explorers. To some the strange crew were lauded as archaeologists, while the more cynical disparaged them as gold-hungry tomb raiders. As is often the case, there was truth in both tales; the subnautics were equal parts benevolent and selfish, seeking to uncover a means of cleaning the Voidses... and profiting from the technology. Alas, their hubris led them to delve too long in the abyss, and the abyss instead delved into their flesh, infecting them with a coral that transformed them into the seeds of a hivemind.

### DRILLCAPTAIN

*Deep Sea Drill Slinger*

**Habitat:** Coastal, Underwater;  
**Treasure:** Relics

The first to puncture the vault of the Drowned Bloom, the drillcaptain was patient zero in the coral contagion's infection. It is now the nexus of the hivemind for its crew, the node through which all of the individuals' senses pass through. A looming figure, the calciferous growths that cover its body grow with alarming alacrity to cover wounds and protect this seed of the Drowned Bloom's will.

DRILLCAPTAIN

## DRILLCAPTAIN TOMBTAPPER

Large Plant (Drowned Bloom), Lawful Neutral

**AC** 14 **Initiative** +1 (11)  
**HP** 85 (10d10 + 30) **Perception** +2 (12)  
**Speed** 30 ft., Climb 20 ft., Swim 30 ft.,

	STR	DEX	CON	INT	WIS	CHA
Score	16	12	16	13	14	15
Mod (Save)	+3	+1 (+3)	+3	+1	+2 (+4)	+2

**Skills** Arcana +3, Athletics +5, Insight +4

**Damage Resistances** Cold, Psychic

**Gear** Hullbreacher (Uncommon)

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon; telepathy 500 ft.  
 (Drowned Bloom only)

**CR** 4 (1,100 XP) **PB** +2

### TRAITS

**Acid Weakness.** If the drillcaptain takes **4+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the drillcaptain's next turn, its Coralskin and Drowned Bloom Carrier traits don't function.

**Coral Biology.** The drillcaptain can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The drillcaptain gains 5 (**1d4 + 3**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the drillcaptain hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the drillcaptain, roll **1d10**. On a **1–3**, Drowned Bloom coral growths begin to grow across the target (see page 26).

**Hivemind Nexus.** The drillcaptain is a node of hivemind intelligence. Each other Drowned Bloom creature within **500 feet** of the drillcaptain knows everything every other Drowned Bloom creature in that area knows.

**Legendary Resistance (2/Day).** If the drillcaptain fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The drillcaptain makes two attacks, using Coralclaw or Coralspike in any combination. It can replace one attack with a Drill attack.

**Coralclaw.** *Melee Weapon Attack:* **+5**, reach 5 ft. *Hit:* 10 (**2d6 + 3**) Slashing damage.

**Drill.** *Melee Weapon Attack:* **+5**, reach 5 ft. *Hit:* 12 (**2d8 + 3**) Piercing damage. This attack deals double damage to objects, structures, and ship components.

**Coralspike.** *Ranged Weapon Attack:* **+5**, range 30/60 ft. *Hit:* 8 (**2d4 + 3**) Piercing damage.

**Coral Cataclysm (Recharge 5–6).** *Saving Throw:* **DC 13 DEXTERITY**, each creature and ship component within **15 feet** of the drillcaptain. *Failure:* 14 (**4d6**) Piercing damage. *Success:* Half damage. *Failure or Success:* Roll **1d10**. On a **1–3**, Drowned Bloom coral growths begin to grow across the target (see page 26).

### BONUS ACTIONS

**Hivejolt.** One Drowned Bloom creature within **60 feet** of the drillcaptain can take a Reaction to move up to its Speed or make one attack against a creature within their reach or range.

### LEGENDARY ACTIONS

*Legendary Action Uses: 2. Immediately after another creature's turn, the drillcaptain can expend a use to take one of the following actions. The drillcaptain regains all expended uses at the start of each of its turns.*

**Attack.** The drillcaptain makes one Coralclaw or Coralspike attack.

**Move.** The drillcaptain moves up to its Speed without provoking Opportunity Attacks.

## DRILLCAPTAIN DEEPBORER

Large Plant (Drowned Bloom), Lawful Neutral

**AC** 16 **Initiative** +2 (12)  
**HP** 114 (12d10 + 48) **Perception** +3 (13)  
**Speed** 30 ft., Climb 20 ft., Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	14	19	13	16	18
Mod (Save)	+4	+2 (+5)	+4 (+7)	+1	+3 (+6)	+4

**Skills** Arcana +4, Athletics +7, Insight +6

**Damage Resistances** Cold, Psychic

**Gear** Hullbreacher (Rare)

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon, telepathy 500 ft.  
(Drowned Bloom only)

**CR** 8 (3,900 XP) **PB** +3

### TRAITS

**Acid Weakness.** If the drillcaptain takes **8+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the drillcaptain's next turn, its Coralskin and Drowned Bloom Carrier traits don't function.

**Coral Biology.** The drillcaptain can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The drillcaptain gains 7 (**1d6 + 4**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the drillcaptain hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the drillcaptain, roll **1d10**. On a **1–4**, Drowned Bloom coral growths begin to grow across the target (see page 27).

**Hivemind Nexus.** The drillcaptain is a node of hivemind intelligence. Each other Drowned Bloom creature within **500 feet** of the drillcaptain knows everything every other Drowned Bloom creature in that area knows.

**Legendary Resistance (2/Day).** If the drillcaptain fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The drillcaptain makes two attacks, using Coralclaw or Coralspike in any combination. It can replace one attack with a Drill attack.

**Coralclaw.** *Melee Weapon Attack:* **+7**, reach 5 ft. *Hit:* 11 (**2d6 + 4**) Slashing damage.

**Drill.** *Melee Weapon Attack:* **+7**, reach 5 ft. *Hit:* 13 (**2d8 + 4**) Piercing damage. This attack deals double damage to objects, structures, and ship components.

**Coralspike.** *Ranged Weapon Attack:* **+7**, range 30/60 ft. *Hit:* 9 (**2d4 + 4**) Piercing damage.

**Coral Cataclysm (Recharge 5–6).** *Saving Throw:* **DC 15 DEXTERITY**, each creature and ship component within **15 feet** of the drillcaptain. *Failure:* 21 (**6d6**) Piercing damage. *Success:* Half damage. *Failure or Success:* Roll **1d10**. On a **1–4**, Drowned Bloom coral growths begin to grow across the target (see page 27).

### BONUS ACTIONS

**Hivejolt.** One Drowned Bloom creature within **60 feet** of the drillcaptain can take a Reaction to move up to its Speed or make one attack against a creature within their reach or range.

### LEGENDARY ACTIONS

*Legendary Action Uses: 2. Immediately after another creature's turn, the drillcaptain can expend a use to take one of the following actions. The drillcaptain regains all expended uses at the start of each of its turns.*

**Attack.** The drillcaptain makes one Coralclaw or Coralspike attack.

**Command.** The drillcaptain uses Hivejolt.

**Move.** The drillcaptain moves up to its Speed without provoking Opportunity Attacks.

## DRILLCAPTAIN VAULTPIERCER

Large Plant (Drowned Bloom), Lawful Neutral

**AC** 17 **Initiative** +3 (13)  
**HP** 147 (14d10 + 70) **Perception** +4 (14)  
**Speed** 30 ft., Climb 20 ft., Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	21	16	21	15	18	21
Mod (Save)	+5	+3 (+7)	+5 (+9)	+2	+4 (+8)	+5

**Skills** Arcana +6, Athletics +9, Insight +8  
**Damage Resistances** Cold, Psychic  
**Gear** Hullbreacher (Very Rare)  
**Senses** Darkvision 120 ft.  
**Languages** Common, Undercommon, telepathy 500 ft. (Drowned Bloom only)  
**CR** 12 (8,400 XP) **PB** +4

### TRAITS

**Acid Weakness.** If the drillcaptain takes **12+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the drillcaptain's next turn, its Coralskin and Drowned Bloom Carrier traits don't function.

**Coral Biology.** The drillcaptain can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The drillcaptain gains 9 (**1d8 + 5**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the drillcaptain hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the drillcaptain, roll **1d10**. On a **1–5**, Drowned Bloom coral growths begin to grow across the target (see page 28).

**Hivemind Nexus.** The drillcaptain is a node of hivemind intelligence. Each other Drowned Bloom creature within **500 feet** of the drillcaptain knows everything every other Drowned Bloom creature in that area knows.

**Legendary Resistance (3/Day).** If the drillcaptain fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The drillcaptain makes two attacks, using Coralclaw or Coralspike in any combination. It can replace one attack with a Drill attack.

**Coralclaw.** *Melee Weapon Attack:* **+9**, reach 5 ft. *Hit:* 12 (**2d6 + 5**) Slashing damage.

**Drill.** *Melee Weapon Attack:* **+7**, reach 5 ft. *Hit:* 16 (**2d10 + 5**) Piercing damage. This attack deals double damage to objects, structures, and ship components.

**Coralspike.** *Ranged Weapon Attack:* **+9**, range 30/60 ft. *Hit:* 10 (**2d4 + 5**) Piercing damage.

**Coral Cataclysm (Recharge 5–6).** *Saving Throw:* **DC 15 DEXTERITY**, each creature and ship component within **15 feet** of the drillcaptain. *Failure:* 28 (**8d6**) Piercing damage. *Success:* Half damage. *Failure or Success:* Roll **1d10**. On a **1–5**, Drowned Bloom coral growths begin to grow across the target (see page 28).

### BONUS ACTIONS

**Hivejolt.** One Drowned Bloom creature within **60 feet** of the drillcaptain can take a Reaction to move up to its Speed or make one attack against a creature within their reach or range.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3.* Immediately after another creature's turn, the drillcaptain can expend a use to take one of the following actions. The drillcaptain regains all expended uses at the start of each of its turns.

**Attack.** The drillcaptain makes one Coralclaw or Coralspike attack.

**Command.** The drillcaptain uses Hivejolt.

**Move.** The drillcaptain moves up to its Speed without provoking Opportunity Attacks.

## AQUABOOM

*Enraptured Explosive Engineer*

**Habitat:** Coastal, Underwater;  
**Treasure:** Armaments

With the rise of the Voidsea and the drowning of most landmasses, those trained in the extraction of ore quickly had to adapt to the limitations of sub-aquatic mining. A deep sea environment, the propensity of water to augment the effects of shockwaves, and the ever-present threat of deepwater monsters means all but the most foolhardy of explosives engineers pursue these jobs. These hard fools were part of the vault-breaching subnautic crew that were overwhelmed by the Drowned Bloom contagion.

AQUABOOM



## AQUABOOM TECHNICIAN

Medium Plant (Drowned Bloom), Lawful Neutral

**AC** 16 **Initiative** -1 (9)  
**HP** 52 (7d8 + 21) **Perception** +1 (11)  
**Speed** 25 ft., Climb 20 ft., Swim 25 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	15	9	16	10	12	9
Mod (Save)	+2	-1	+3	+0	+1	-1

**Skills** Athletics +4

**Damage Resistances** Cold, Psychic

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon; telepathy 60 ft.  
(Drowned Bloom only)

**CR** 2 (450 XP) **PB** +2

### TRAITS

**Acid Weakness.** If the aquaboom takes **2+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the aquaboom's next turn, its Coralskin and Drowned Bloom Carrier traits don't function

**Coral Biology.** The aquaboom can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The aquaboom gains 5 (**1d4 + 3**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the aquaboom hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the aquaboom, roll **1d10**. On a **1-3**, Drowned Bloom coral growths begin to grow across the target (see page 30).

**Hivemind.** While within **500 feet** of a Drowned Bloom creature with the Hivemind Nexus trait, the aquaboom knows everything every other Drowned Bloom creature within 500 feet of the Hivemind Nexus knows.

### ACTIONS

**Multiattack.** The aquaboom makes two Mine Flail attacks.

**Mine Flail.** *Melee Weapon Attack:* **+4**, reach 5 ft. *Hit:* 6 (**1d8 + 2**) Bludgeoning damage. If the aquaboom has fewer than 10 Hit Points when it hits with this attack, the flail explodes, destroying the weapon. *Saving Throw:* **DC 13 CONSTITUTION**, each creature within **15 feet** of the attack's target. *Failure:* 10 (**3d6**) Thunder damage. *Success:* Half damage.

**Dynaminitite (4/Day).** The aquaboom throws a miniature stick of waterproof dynamite at a point within **60 feet** of it. *Saving Throw:* **DC 13 DEXTERITY**, each creature within **5 feet** of the point. *Failure:* 7 (**2d6**) Thunder damage. *Success:* Half damage.

## AQUABOOM ENGINEER

Medium Plant (Drowned Bloom), Lawful Neutral

**AC** 18 **Initiative** -1 (9)  
**HP** 123 (13d8 + 65) **Perception** +2 (12)  
**Speed** 25 ft., Climb 20 ft., Swim 25 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	9	21	12	14	9
Mod (Save)	+4 ( <b>+7</b> )	-1	+5 ( <b>+8</b> )	+1	+2	-1

**Skills** Athletics +7

**Damage Resistances** Cold, Psychic

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon, telepathy\* 60 ft.  
(Drowned Bloom only)

**CR** 6 (2,300 XP) **PB** +3

### TRAITS

**Acid Weakness.** If the aquaboom takes **6+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the aquaboom's next turn, its Coralskin and Drowned Bloom Carrier traits don't function

**Coral Biology.** The aquaboom can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The aquaboom gains 8 (**1d6 + 5**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the aquaboom hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the aquaboom, roll **1d10**. On a **1-4**, Drowned Bloom coral growths begin to grow across the target (see page 30).

**Hivemind.** While within **500 feet** of a Drowned Bloom creature with the Hivemind Nexus trait, the aquaboom knows everything every other Drowned Bloom creature within 500 feet of the Hivemind Nexus knows.

### ACTIONS

**Multiattack.** The aquaboom makes two Mine Flail attacks and uses Dynaminitite, if available.

**Mine Flail.** *Melee Weapon Attack:* **+7**, reach 5 ft. *Hit:* 9 (**1d10 + 4**) Bludgeoning damage. If the aquaboom has fewer than 20 Hit Points when it hits with this attack, the flail explodes, destroying the weapon. *Saving Throw:* **DC 16 CONSTITUTION**, each creature within **15 feet** of the attack's target. *Failure:* 10 (**3d6**) Thunder damage. *Success:* Half damage.

**Dynaminitite (6/Day).** The aquaboom throws a miniature stick of waterproof dynamite at a point within **60 feet** of it. *Saving Throw:* **DC 16 DEXTERITY**, each creature within **5 feet** of the point. *Failure:* 7 (**2d6**) Thunder damage. *Success:* Half damage.



AQUAPICK

## AQUAPICK

*Mineralised Marine Miner*

**Habitat:** Coastal, Underwater; **Treasure:** None

After the veins of ore, the vaults of treasure, or the pandemic-creating contagions are released, it's up to the aquaponics to gather the spoils. Quicker and

more lightly armed than their aquaboom colleagues, these members of the subnautic crew were still aboard the vessel when their captain was inoculated, and were witness to its horrifying, calciferous visage when it first returned.

PHAN TUAN DAT

## AQUAPICK MINER

Medium Plant (Drowned Bloom), Lawful Neutral

**AC** 13 **Initiative** +4 (14)  
**HP** 32 (5d8 + 10) **Perception** +2 (12)  
**Speed** 35 ft., Climb 30 ft., Swim 35 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	13	14	14	10	10	8
Mod (Save)	+1	+2	+2	+0	+0	-1

**Skills** Acrobatics +4, Perception +2

**Damage Resistances** Cold, Psychic

**Gear** Hand Harpoon, War Pick

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon; telepathy\* 60 ft.  
(Drowned Bloom only)

**CR** 1/2 (50 XP)

**PB** +2

### TRAITS

**Acid Weakness.** If the aquapick takes Acid damage, its coral bleaches and its regrowth halts temporarily. Until the end of the aquapick's next turn, its Coralskin and Drowned Bloom Carrier traits don't function

**Coral Biology.** The aquaboom can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The aquaboom gains 4 (**1d4 + 2**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the aquaboom hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the aquaboom, roll **1d10**. On a **1–3**, Drowned Bloom coral growths begin to grow across the target (see page 32).

**\*Hivemind.** While within **500 feet** of a Drowned Bloom creature with the Hivemind Nexus trait, the aquaboom knows everything every other Drowned Bloom creature within 500 feet of the Hivemind Nexus knows.

### ACTIONS

**War Pick.** *Melee Weapon Attack:* **+3**, reach 5 ft. *Hit:* 6 (**1d10 + 1**) Piercing damage.

**Hand Harpoon.** *Ranged Weapon Attack:* **+4**, range 30/120 ft. *Hit:* 5 (**1d6 + 2**) Piercing damage, and the target is **Linked** (silk rope) to the aquapick's hand harpoon.

### BONUS ACTIONS

**Tie Off.** The aquapick ties off one creature Linked to its hand harpoon to an object or willing creature within **5 feet** of itself. The aquapick is no longer Linked, and the Linked creature becomes Linked to the object or creature instead.

## AQUAPICK DELVER

Medium Plant (Drowned Bloom), Lawful Neutral

**AC** 16 **Initiative** +7 (17)  
**HP** 112 (15d8 + 45) **Perception** +4 (14)  
**Speed** 35 ft., Climb 30 ft., Swim 35 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	16	18	16	12	12	8
Mod (Save)	+3	+4 (+7)	+3	+1	+1 (+4)	-1

**Skills** Acrobatics +7, Perception +4

**Damage Resistances** Cold, Psychic

**Gear** War Pick

**Senses** Darkvision 120 ft.

**Languages** Common, Undercommon, telepathy\* 60 ft.  
(Drowned Bloom only)

**CR** 5 (1,800 XP)

**PB** +3

### TRAITS

**Acid Weakness.** If the aquapick takes **5+** Acid damage in a single instance, its coral bleaches and its regrowth halts temporarily. Until the end of the aquaboom's next turn, its Coralskin and Drowned Bloom Carrier traits don't function

**Coral Biology.** The aquaboom can breathe air and water, and it is unaffected by depths of up to **3,000 feet**.

**Coralskin.** The aquaboom gains 6 (**1d6 + 3**) Temporary Hit Points at the start of each of its turns.

**Drowned Bloom Carrier.** The first time the aquaboom hits a creature or ship component on its turn, or if a creature starts its turn Grappled by or grappling the aquaboom, roll **1d10**. On a **1–4**, Drowned Bloom coral growths begin to grow across the target (see page 32).

**\*Hivemind.** While within **500 feet** of a Drowned Bloom creature with the Hivemind Nexus trait, the aquaboom knows everything every other Drowned Bloom creature within 500 feet of the Hivemind Nexus knows.

### ACTIONS

**Multiattack.** The aquapick makes two War Pick attacks. It can replace one attack with a Hand Harpoon attack.

**War Pick.** *Melee Weapon Attack:* **+6**, reach 5 ft. *Hit:* 14 (**2d10 + 3**) Piercing damage.

**Hand Harpoon.** *Ranged Weapon Attack:* **+7**, range 30/120 ft. *Hit:* 11 (**2d6 + 4**) Piercing damage, and the target is **Linked** (steel cable) to the aquapick's hand harpoon.

### BONUS ACTIONS

**Tie Off.** The aquapick ties off one creature Linked to its hand harpoon to an object or willing creature within **5 feet** of itself. The aquapick is no longer Linked, and the Linked creature becomes Linked to the object or creature instead.

## 4. SCOURGE OF THE CORAL HIVE

### BURSTACEAN HEADACHE

*Small Monstrosity, Unaligned*

**AC** 15 **Perception** -3(7)  
**HP** 27 (5d6 + 10) **Initiative** -3 (7)  
**Speed** 20 ft., Climb 20 ft., Swim 20 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	5	14	2	4	2
Mod (Save)	+0	-3	+2	-4	-3	-4

**Condition Immunities** Charmed, Frightened, Petrified  
**Senses** Darkvision 60 ft.  
**Languages** None  
**CR** 1/2 (50 XP) **PB** +2

### TRAITS

**Acid Weakness.** If the burstacean takes Acid damage, its Death Burst trait can't trigger until the end of its next turn.

**Amphibious.** The burstacean can breathe air and water.

**Death Burst.** The burstacean explodes when it is reduced to 0 Hit Points. **Saving Throw:** **DC 12 CONSTITUTION**, each creature and ship component within **15 feet** of the burstacean. **Failure:** 7 (2d6) Piercing damage. If the target is a creature, it is infected by the Drowned Bloom Malady. **Success:** Half damage only.

### ACTIONS

**Pincer.** *Melee Weapon Attack:* **+2**, reach 5 ft. **Hit:** 2 (1d4) Piercing damage, and the burstacean attaches to the target. While the burstacean is attached, it moves with the target and can't make Pincer attacks against other targets.

The burstacean can detach itself by spending **5 feet** of movement. The target or a creature within reach can take an action to try to detach the burstacean, doing so by succeeding on a **DC 10 STRENGTH (ATHLETICS)** check.

**Explode.** The burstacean reduces its current Hit Points to 0, triggering its Death Burst trait.

## BURSTACEANS

*Helmet-Inhabiting Crustacean Explosives*

**Habitat:** Underwater; **Treasure:** None

Burstaceans are carrion-feeding hermit crabs infected by the Drowned Bloom and directed by the hivemind to claim the helmets of drowned divers as their mobile fortresses. Their pale, knobbed bodies cram into rusted visors and cracked portholes, filling the spaces with their soft, bloated bellies. They prowl wrecks and underwater graves, picking clean corpses soft enough to tear through and filling their gullets with decaying meat. Sailors tell of helms rising from the waves that slowly turn to watch passing ships, glowing eyes unblinking within the darkened spaces.

PHAN TUAN DAT, SAM JUMESKO



**Carrion Hermits.** Hermit crabs were among the first creatures to fall victim to the Drowned Bloom upon its resurgence. Their hunger for raw and decaying meat led them to the ships and hunting grounds of the parasitic coral, becoming crawling crustacean commandos that stealthily spread the hivemind onto passing ships. They scuttle through lightless holds and trench floors, their bulbous eyes catching the faintest glimmer of light as they follow

the “meat scent” from corpse to corpse. Unlike most carrion scavengers, they don’t shed the toxins they eat through their waste. Instead, external glands collect the rotting fluids, corpse-gas, and coral spores in sealed sacs that bulge against the insides of their metal homes. As a coral-infested burstacean gorges, those sacs swell until they turn the creature’s metal home into a pressurised shrapnel bomb loaded with the Drowned Bloom’s infection.

## BURSTACEAN MIGRAINE

*Small Monstrosity, Unaligned*

**AC** 16 **Perception** -3(7)  
**HP** 60 (8d6 + 32) **Initiative** -3 (7)  
**Speed** 25 ft., Climb 25 ft., Swim 25 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	14	5	18	2	4	2
Mod (Save)	+2	-3	+4	-4	-3	-4

**Condition Immunities** Charmed, Frightened, Petrified  
**Senses** Darkvision 60 ft.  
**Languages** None  
**CR** 2 (450 XP) **PB** +2

### TRAITS

**Acid Weakness.** If the burstacean takes Acid damage, its Death Burst trait can’t trigger until the end of its next turn.

**Amphibious.** The burstacean can breathe air and water.

**Death Burst.** The burstacean explodes when it is reduced to 0 Hit Points. *Saving Throw:* **DC 14 CONSTITUTION**, each creature and ship component within **20 feet** of the burstacean. *Failure:* 13 (**3d8**) Piercing damage. If the target is a creature, it is infected by the Drowned Bloom Malady. *Success:* Half damage only.

### ACTIONS

**Pincer.** *Melee Weapon Attack:* **+4**, reach 5 ft. *Hit:* 6 (**1d8 + 2**) Piercing damage, and the burstacean attaches to the target. While the burstacean is attached, it moves with the target and can’t make Pincer attacks against other targets.

The burstacean can detach itself by spending **5 feet** of movement. The target or a creature within reach can take an action to try to detach the burstacean, doing so by succeeding on a **DC 12 STRENGTH (ATHLETICS)** check.

**Explode.** The burstacean reduces its current Hit Points to 0, triggering its Death Burst trait.

## BURSTACEAN CEPHALALGY

*Small Monstrosity, Unaligned*

**AC** 17 **Perception** -3(7)  
**HP** 110 (13d6 + 65) **Initiative** -3 (7)  
**Speed** 30 ft., Climb 30 ft., Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	17	5	20	2	4	2
Mod (Save)	+3	-3	+5	-4	-3	-4

**Condition Immunities** Charmed, Frightened, Petrified  
**Senses** Darkvision 60 ft.  
**Languages** None  
**CR** 5 (1,800 XP) **PB** +3

### TRAITS

**Acid Weakness.** If the burstacean takes **5+** Acid damage in a single instance, its Death Burst trait can’t trigger until the end of its next turn.

**Amphibious.** The burstacean can breathe air and water.

**Death Burst.** The burstacean explodes when it is reduced to 0 Hit Points. *Saving Throw:* **DC 16 CONSTITUTION**, each creature and ship component within **20 feet** of the burstacean. *Failure:* 22 (**4d10**) Piercing damage. If the target is a creature, it is infected by the Drowned Bloom Malady. *Success:* Half damage only.

### ACTIONS

**Pincer.** *Melee Weapon Attack:* **+6**, reach 5 ft. *Hit:* 8 (**1d10 + 3**) Piercing damage, and the burstacean attaches to the target. While the burstacean is attached, it moves with the target and can’t make Pincer attacks against other targets.

The burstacean can detach itself by spending **5 feet** of movement. The target or a creature within reach can take an action to try to detach the burstacean, doing so by succeeding on a **DC 14 STRENGTH (ATHLETICS)** check.

**Explode.** The burstacean reduces its current Hit Points to 0, triggering its Death Burst trait.



## CORAL DRAGON TURTLE

*Leviathan of the Living Reef*

**Habitat:** Underwater; **Treasure:** Individual

*"We mistook it for an island. By the time we saw the eyes beneath the coral, it was too late."*

*— Caleron Shoalson,  
the Light's Reliquary*

Coral dragon turtles are gargantuan marine reptiles whose shells sustain entire reef ecosystems. To sailors, they resemble drifting islands, their backs rising from the sea in tangled ridges of calcium and stone. Each turtle carries a living mantle of anemones, crustaceans, and kelp forests that feed on the silt and detritus churned up by its slow passage. Schools of fish, reef sharks, and even smaller leviathans trail in its wake, drawn by the abundance it stirs to life. Coral dragon turtles can sleep for centuries on the ocean floor, buried beneath their own growth, and rise only when tremors disturb the deep, or hunger disturbs their rest. When they breach the surface, waves roll for miles, and nearby vessels are hurled aside like driftwood.

**Reef Sovereign.** A coral dragon turtle's shell is both fortress and ecosystem, covered with centuries of living coral that has hardened into protective layers. Each ridge is a record of its age and temper, strengthened by calcified growths that blunt blows capable of splitting stone. The turtle tends its reef with slow breaths of mineral-heavy water, feeding the coral that shields it. When threatened, it releases bursts of scalding vapor that condense into razor-edged shards, shredding hulls and stripping flesh. Even mortally wounded, the creature endures—sinking into the abyss to heal as the coral closes over its scars.

**Tides of Balance.** Coral dragon turtles are keepers of the ocean's balance. They rise where the sea has soured—where overfishing, decay, or magic have broken its rhythm—and restore it through tumultuous terraforming of the sea bed. Polluted shallows are scoured clean, and dying reefs are dragged into the depths to seed new life. Though they rarely hunt surface dwellers, their wrath reshapes entire coasts. To sailors, their arrival means the sea has chosen to cleanse itself, and wise captains steer clear of the whirlpools, rip tides, and steam vents that mark their passing until the waters calm again.

### VALTHARYX

Valtharyx was a young coral dragon turtle when it bonded with the mage-king Thalyros, drawn to his vision of restoring the sea after centuries of pollution by his predecessors. The Nerathin Empire's biomancers wove coral and magic, crafting a living lattice capable of cleansing their poisoned waters. For years, Valtharyx guided fleets and tended reefs that thrived in his wake, the coral flourishing under his care. In the empire's last days, as the king's power scoured the sea clean of the corrupted coral, Thalyros sacrificed himself to empower the wards binding the coral dragon turtle to the vault as he sealed the Drowned Bloom within.

Centuries passed without incident, and Valtharyx fell into a deep slumber, dropping his guard. After the Voidsea rose, the crew of the Nautilion found and opened the vault, mistakenly believing the coral within could be used to cleanse the sea. The corrupted coral stirred once more, claiming both the crew and its slumbering warden. Now Valtharyx circles the vault, the hivemind raging against the wards that still bind the coral dragon turtle to Coralspire Reef.

### CORAL DRAGON TURTLE LAIRS

The Coral Cradle lies in a deep basin where the seabed has buckled under its own weight. Walls of fused coral and stone rise in uneven rings, slick with algae and shot through with eldritch light from the vents below. The water here feels heavy, thick with silt and drifting spores. Stray bubbles hiss from cracks in the rock, carrying the faint smell of brine and rot. At the basin's heart, a coral dragon turtle sleeps half-buried in the living reef, its shell and the surrounding coral now impossible to tell apart.

When the coral dragon turtle fights within its lair, the lair can take Lair Actions. The saving throw DCs and damage of the Lair Actions depend on the type of coral dragon turtle or, in this adventure's case, the CR of Valtharyx.

## CORAL CRADLE

Lair of Coral Dragon Turtle

Initiative 20 (loses ties)

APL	VDC	Vdam	VSdam	Additional XP
6	13	5 (2d4)	22 (4d10)	XP 900
11	15	10 (3d6)	33 (6d10)	XP 2,000
16	17	21 (6d6)	44 (8d10)	XP 9,000

### REGIONAL TRAITS

**Clear Waters.** The Contamination Level of water within **1 mile** of the lair is always Clean.

**Echoes of the Lost.** Faint whispers drift through the water within **6 miles** of the lair. The whispers murmur in an unknown tongue that stirs fractured memories of chaos and drowning cities. *Saving Throw:* **VDC WISDOM**, a creature that finishes a Long Rest in the lair. *Failure:* The target wakes shaken by lingering visions of the drowned empire, and has **Disadvantage** on Charisma-based D20 Tests until it finishes a Short or Long Rest.

**Flicker of the Deep.** Ribbons of green and blue light drift up from the depths within **3 miles** of the lair, twisting like an aurora caught in the current. *Saving Throw:* **VDC WISDOM**, a creature that looks downward at the water for **1 minute**. *Failure:* The target is **Charmed** by the light for **10 minutes**. While Charmed, the target moves on its turn toward the water by the most direct route, trying to swim as deep as it can. It doesn't avoid Opportunity Attacks; however, the target repeats the save whenever it takes damage. *Success:* The target is **Immune** to the lights for **24 hours**.

**Spore-Touched Waters.** Thin coral filaments drift just beneath the sea's surface within **1 mile** of the lair. They cling to skin like cobwebs before dissolving, leaving a faint metallic taste in the water and a dim glow under moonlight. *Saving Throw:* **VDC CONSTITUTION**, a creature that starts its turn submerged in the water, or submerges itself for the first time on its turn. *Failure:* The target's skin develops faint coral-like ridges that hamper its movements for **24 hours**, or until it or a creature within reach spends **10 minutes** scraping or washing its skin with alcohol. While affected, a target's Speed is halved.

### LAIR ACTIONS

On its turn, the Coral Cradle takes an action to cause one of the following effects. The lair can't take the same action two rounds in a row.

**Eddy.** The lair creates **30-foot-diameter** eddies on the surface of water in up to three locations in the lair, which last until Initiative count 20 of the next round. Each creature that starts its turn in the area or enters the area for the first time on its turn must succeed on **VDC STRENGTH** check or be pulled into the eddy's centre. A vessel that starts its turn in the area or enters the area for the first time on its turn immediately turns **1d3** facings in a direction of the lair's choice.

**Shift Currents.** A vent erupts with bioluminescent energy, creating a riptide that occupies a **30-foot-wide, 120-foot-long Line** originating from a point of the lair's choice within the lair. A creature or vessel that starts its turn in the area or enters the area for the first time on its turn is pulled **30 feet** towards or away from the point (lair's choice when it takes this action). If this causes a vessel to move into the space of a structure, a Collision occurs (see page 17).

**Coral Mines (Only While Rampaging).** Patches of coral rise to the water's surface in three **30-foot-diameter** areas of the lair's choice within the lair, lasting for **1 minute** or until the lair takes this action again. *Saving Throw:* **VDC STRENGTH**, each creature or vessel that enters or starts its turn in one of these areas; Hulls automatically fail this saving throw. *Failure:* A creature's Speed and a vessel's Top Speed is reduced by a cumulative **30 feet**. A creature whose Speed is reduced to 0 is **Restrained** and starts to sink. A creature can clear an affected 30-foot area or can remove one **30-foot** penalty to a vessel's Top Speed caused by this effect by dealing Vdam Acid damage in the area or by using one use of *Vendra's Dockside Dissolution* (page 156).



## EXPERIENCE

Player characters earn experience differently when fighting kaiju. Use the following table to award Experience Points based upon milestones achieved, divided among the party.

### VALTHARYX XP MILESTONES

Criteria	Stagnant Tide (CR 9)	Flourishing Bloom (CR 17)	Rampant Reef (CR 22)
Chaos Threshold reduced to 0	1,150 XP	4,200 XP	10,000 XP
Gills Exploited	1,150 XP	4,200 XP	10,000 XP
Polyps Exploited	5,000 XP	18,000 XP	41,000 XP
Valtharyx Defeated	2,300 XP	5,000 XP	11,500 XP
<b>Total</b>	<b>9,600 XP</b>	<b>31,400 XP</b>	<b>72,500 XP</b>

## BEHAVIOURS & VULNERABLE AREAS

Valtharyx has two Vulnerable Areas: its Gills and Polyps.

### VALTHARYX VULNERABLE AREAS

Vulnerable Area	Special Traits	CR	AC	HP
Gills	<b>Targeting.</b> This Vulnerable Area is targetable from range, or by a creature scaling Valtharyx's head.	9	18*	50
	<b>Exploitation.</b> The gills erupt, exposing raw tissue laced with bioluminescent veins.	17	20*	80
	<b>Exploitation.</b> The gills erupt, exposing raw tissue laced with bioluminescent veins.	22	21*	120
Polyp	Valtharyx's four Polyps share a pool of Hit Points. When the Vulnerable Area is reduced to three-quarters, half, and one-quarter of its Hit Points, one polyp is destroyed.	9	18*	100
	<b>Targeting.</b> Valtharyx's Polyps can't be targeted unless Valtharyx's Rampage behaviour is active. Each polyp is targetable from range, or by a creature scaling Valtharyx's back.	17	20*	160
	<b>Exploitation.</b> Valtharyx's shell splits open in a violent bloom of blood, steam, and coral shards as tendrils of living reef writhe outward before blackening and breaking apart.	22	21*	200

\*When Valtharyx's Rampage behaviour is active, these ACs are reduced by 5.

## DEATH RATTLE

Valtharyx begins to self-destruct as the Drowned Bloom dies along with its host. His shell cracks open, releasing tainted blood and dying coral into the waters for **10 miles** in every direction. **Saving Throw: VDC CONSTITUTION**, each Humanoid or vessel within **120 feet** of Valtharyx's corpse. **Failure:** A creature takes **Vdam Fire** damage plus **Vdam Piercing** damage; a vessel takes **VSdam Fire** damage plus **VSdam Piercing** damage to its Hull. **Failure by 5 or More:** A creature is infected with the Drowned Bloom Malady.

The Coral Cradle remains tainted for the next **10d20 years**, or until the corpse is devoured or removed. Creatures that linger in the region dream of a voice whispering from the coral reefs.

## VALTHARYX BEHAVIOURS

Behaviour	Trigger	Effect
Rampage	Valtharyx's Chaos Threshold is reduced to 0.	Valtharyx's shell and flesh are cracked open, causing it to erupt with chaotic energy and mutating coral. The AC of his Gills and Polyps Vulnerable Areas is reduced by <b>5</b> . <b>Gained Features.</b> Coralskin trait, Coral Breath action, and Dash Bonus Action. Additionally, Valtharyx's Tail attacks deal extra Piercing damage. <b>Vulnerable Areas.</b> Valtharyx's Polyps Vulnerable Area can be targeted and damaged.
Choking	Valtharyx's Gills Vulnerable Area is exploited.	Valtharyx has <b>Disadvantage</b> on Athletics checks, and he immediately begins suffocating when submerged. <b>Lost Features.</b> Amphibious trait, Steam Breath action, and Steam-Powered Dive Legendary Action.
Coral Eruptions	Valtharyx's Polyps Vulnerable Area is exploited.	<b>Area Effect.</b> <i>Saving Throw:</i> <b>VDC CONSTITUTION</b> , each creature within <b>60 feet</b> of Valtharyx. <i>Failure:</i> <b>Vdam</b> Fire damage plus <b>Vdam</b> Piercing damage, and the target is knocked <b>Prone</b> . <i>Success:</i> Half damage only. <b>Lost Features.</b> Coral Breath action. <b>Gained Features.</b> Polypocalypse Legendary Action.
Death Throes	Valtharyx's Gills and Polyps Vulnerable Areas are exploited.	<b>Lost Features.</b> Coralskin trait, Spore Steam Bonus Action. Valtharyx's Speed is reduced to <b>0</b> , and his Swim Speed is reduced to <b>30 feet</b> . <b>Finishing Blow.</b> Valtharyx is destroyed when he takes damage equal to his Finishing Blow in a single turn.

DROWNED BLOOM MALADY*Magical Contagion*

The Drowned Bloom doesn't simply kill; it colonizes and consumes. Infection begins when coral filaments root into the infected creature's flesh, spreading through the bloodstream and replacing nerve signals with whispers from the hive. As it advances, victims slow, falter, and finally fall silent, their faces blank as coral polyps bloom from their eyes and mouths.

Any creature that fails its saving throw against a burstacean's Death Burst trait, or against Valtharyx's Spore Steam Bonus Action or Polypocalypse Legendary Action, becomes infected with the Drowned Bloom Malady.

**Advancing the Contagion.** The contagion has three stages: Muscular Intrusion, Nervous Seizure, and Hivemind Control. An infected creature makes a saving throw at the end of each of its turns, based on the stage of its contagion. A creature that is Poisoned due to being drunk has **Advantage** on these saving throws. If you are using the Drunkenness rules from *Heliana's Guide to Monster Hunting* (page 21), a creature with 2 or more Drunkenness levels has **Advantage** on these saving throws instead:

**Muscular Intrusion (VDC STRENGTH).** A recently infected creature must fight as the contagion attempts to seize its movement. On a failed save, the infected creature's Speed is halved and it can't take Reactions.

**Nervous Seizure (VDC CONSTITUTION).** A creature that failed its Strength save must fight as the contagion reaches its nervous system. On a failed save, the infected creature can take either an action or a Bonus Action on its turn, not both.

**Hivemind Control (VDC WISDOM).** A creature that failed its Charisma save must fight against the contagion's attempt to take control of its mind. On a failed save, the infected creature ceases to make saving throws and is under the control of the coral hivemind. This change is permanent, only reversible by a *Wish* spell, and the creature stops making saving throws against the Drowned Bloom malady.

**Fighting the Contagion.** After an infected creature succeeds on two consecutive saving throws against the contagion, the contagion ends on it. When an infected creature that hasn't yet failed its save against Hivemind Control takes an amount of Acid damage equal to or greater than its character level or Challenge Rating in a single instance, the coral dies and the infection immediately ends on it.

## VALTHARYX, THE STAGNANT TIDE

Gargantuan Dragon (Kaiju), Chaotic Neutral

**AC** 18 **Initiative** +1 (11)  
**Chaos Threshold** 50 **Finishing Blow** 45  
**Speed** 30 ft., Swim 90 ft. **Perception** +5 (15)  
**Vulnerable Area Identification DC** 12

	STR	DEX	CON	INT	WIS	CHA
Score	19	12	20	10	13	12
Mod (Save)	+4 (+8)	+1 (+5)	+5	+0	+1 (+5)	+1

**Skills** History +4, Nature +4, Perception +5  
**Damage Resistances** Fire, Poison  
**Condition Immunities** Charmed, Frightened, Paralysed, Petrified  
**Senses** —  
**Languages** Understands Draconic and Primordial (Aquan) but can't speak  
**CR** 9 (XP 9,600 across all phases) **PB** +4

### TRAITS

**Amphibious (Lost When Gills Exploited).** Valtharyx can breathe air and water.

**Coralskin (While Rampaging; Lost While in Death Throes).** Valtharyx gains 3 (1d6) Temporary Hit Points at the start of each of his turns. If Valtharyx has Temporary Hit Points and takes damage to one of his Vulnerable Areas, those points are lost first, and any remaining damage carries over to the Vulnerable Area.

**Kaiju Force.** Valtharyx can use an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, he deals double damage to objects and structures, and he ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** Valtharyx is **Immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (3/Day).** If Valtharyx fails a saving throw, he can choose to succeed instead.

**Coral Dragon Turtle Weaknesses.** Valtharyx has the following weaknesses:

**Acid.** If Valtharyx takes 9+ Acid damage in a single instance, the coral on his body grows weak and brittle. Until the end of Valtharyx's next turn, his Coralskin trait doesn't function, he can't use his Coral Breath or roll to recharge it, he can't use his Polypocalypse Legendary Action, and his Tail attack doesn't deal its Piercing damage on a hit.

**Cold.** If Valtharyx takes 9+ Cold damage in a single instance, his inner furnace is dampened and ineffectual. Until the end of Valtharyx's next turn, he can't use his Steam Breath or roll to recharge it, he can't use his Spore Steam Bonus Action, and his Tortuga Cannon attack doesn't deal its Fire damage on a hit.

### ACTIONS

**Multiattack.** Valtharyx makes two Tail attacks. He can replace one attack with a Snap Bite attack.

**Snap Bite.** *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage. If the target is a Huge or smaller creature, it is swallowed by Valtharyx (Valtharyx can have only one creature

swallowed at a time). A swallowed creature is **Blinded** and **Restrained**, has Total Cover against attacks and other effects outside Valtharyx, and takes 5 (1d10) Fire damage at the start of each of Valtharyx's turns.

If Valtharyx takes 9+ damage on a single turn from the swallowed creature, he must succeed on a **DC 15 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate the swallowed creature, which falls **Prone** in a space within **10 feet** of Valtharyx. If Valtharyx dies, a swallowed creature is no longer **Restrained** and can escape from his corpse using **15 feet** of movement, exiting **Prone**.

**Tail.** *Melee Weapon Attack:* +8, reach 30 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage, plus 2 (1d4) Piercing damage if Valtharyx is rampaging and his Polyps Vulnerable Area is not exploited.

**Tortuga Cannon.** *Ranged Weapon Attack:* +8, range 180/720 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage, plus 2 (1d4) Fire damage if Valtharyx's Gills Vulnerable Area is not exploited. If the target is a Huge or smaller creature, it is pushed **30 feet** straight away from Valtharyx.

**Steam Breath (Recharge 5–6; Lost While Gills Exploited).** *Saving Throw:* **DC 17 CONSTITUTION**, each creature in a **120-foot Cone**. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

**Coral Breath (Recharge 5–6; While Rampaging; Lost While Polyps Exploited).** *Saving Throw:* **DC 17 DEXTERITY**, each creature in a **120-foot Cone**. *Failure:* 27 (6d8) Piercing damage. *Success:* Half damage.

### BONUS ACTIONS

**Spore Steam (Lost During Death Throes).** Valtharyx releases a cloud of steam in a **45-foot-radius Sphere** centred on himself, which lingers until the end of his next turn. The area is Lightly Obscured. *Saving Throw:* **DC 17 CONSTITUTION**, each creature that starts its turn in the area or enters the area for the first time on its turn. *Failure:* 5 (1d10) Fire damage, and the target is infected with the Drowned Bloom Malady (see page 40). *Success:* Half damage only.

**Surge (While Rampaging).** Valtharyx swims up to his Swim Speed.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, Valtharyx can expend a use to take one of the following actions. Valtharyx regains all expended uses at the start of each of his turns.*

**Steam-Powered Dive (Lost While Gills Exploited).** If Valtharyx is swimming, he dives **60 feet** under the water, then swims up to twice his Swim Speed in any direction. At the end of the next turn, he rushes up to **60 feet** upward to the water's surface. Valtharyx can't take this action again until the start of his next turn.

**Tail Swipe.** Valtharyx makes one Tail attack.

**Turtle Power.** Valtharyx makes one Tortuga Cannon attack. Valtharyx can't take this action again until he takes a different Legendary Action.

**Polypocalypse (Costs 2 Uses; While in Death Throes).** Valtharyx launches a Burstacean at a point within 60 feet of him, where it explodes. *Saving Throw:* **DC 12 CONSTITUTION**, each creature and ship component in a **15-foot-radius Sphere** centred on that point. *Failure:* 7 (2d6) Piercing damage. If the target is a creature, it is infected with the Drowned Bloom Malady. *Success:* Half damage only.

## VALTHARYX, THE FLOURISHING BLOOM

Gargantuan Dragon (Kaiju), Chaotic Neutral

**AC** 20 **Initiative** +1 (11)  
**Chaos Threshold** 80 **Finishing Blow** 45  
**Speed** 30 ft., Swim 90 ft. **Perception** +8 (18)  
**Vulnerable Area Identification DC** 14

	STR	DEX	CON	INT	WIS	CHA
Score	21	12	22	10	14	13
Mod (Save)	+5 (+11)	+1 (+7)	+6	+0	+2 (+8)	+1

**Skills** History +6, Nature +6, Perception +8

**Damage Resistances** Fire, Poison

**Condition Immunities** Charmed, Frightened, Paralysed, Petrified

**Senses** —

**Languages** Understands Draconic and Primordial (Aquan) but can't speak

**CR** 17 (XP 31,400 across all phases) **PB** +6

### TRAITS

**Amphibious (Lost When Gills Exploited).** Valtharyx can breathe air and water.

**Coralskin (While Rampaging; Lost While in Death Throes).** Valtharyx gains 10 (3d6) Temporary Hit Points at the start of each of his turns. If Valtharyx has Temporary Hit Points and takes damage to one of his Vulnerable Areas, those points are lost first, and any remaining damage carries over to the Vulnerable Area.

**Kaiju Force.** Valtharyx can use an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, he deals double damage to objects and structures, and he ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** Valtharyx is **Immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (3/Day).** If Valtharyx fails a saving throw, he can choose to succeed instead.

**Coral Dragon Turtle Weaknesses.** Valtharyx has the following weaknesses:

**Acid.** If Valtharyx takes 17+ Acid damage in a single instance, the coral on his body grows weak and brittle. Until the end of Valtharyx's next turn, his Coralskin trait doesn't function, he can't use his Coral Breath or roll to recharge it, he can't use his Polypocalypse Legendary Action, and his Tail attack doesn't deal its Piercing damage on a hit.

**Cold.** If Valtharyx takes 17+ Cold damage in a single instance, his inner furnace is dampened and ineffectual. Until the end of Valtharyx's next turn, he can't use his Steam Breath or roll to recharge it, he can't use his Spore Steam Bonus Action, and his Tortuga Cannon attack doesn't deal its Fire damage on a hit.

### ACTIONS

**Multiattack.** Valtharyx makes two Tail attacks. He can replace one attack with a Snap Bite attack.

**Snap Bite.** *Melee Weapon Attack: +11, reach 10 ft. Hit: 24 (3d12 + 5) Piercing damage.* If the target is a Huge or smaller creature, it is swallowed by Valtharyx (Valtharyx can have only

one creature swallowed at a time). A swallowed creature is **Blinded** and **Restrained**, has Total Cover against attacks and other effects outside Valtharyx, and takes 10 (3d6) Fire damage at the start of each of Valtharyx's turns.

If Valtharyx takes 17+ damage on a single turn from the swallowed creature, he must succeed on a **DC 20 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate the swallowed creature, which falls **Prone** in a space within 10 feet of Valtharyx. If Valtharyx dies, a swallowed creature is no longer Restrained and can escape from his corpse using 15 feet of movement, exiting **Prone**.

**Tail.** *Melee Weapon Attack: +11, reach 30 ft. Hit: 15 (3d6 + 5) Bludgeoning damage, plus 5 (2d4) Piercing damage if Valtharyx is rampaging and his Polyps Vulnerable Area is not exploited.*

**Tortuga Cannon.** *Ranged Weapon Attack: +11, range 180/720 ft. Hit: 12 (2d6 + 5) Bludgeoning damage, plus 5 (2d4) Fire damage if Valtharyx's Gills Vulnerable Area is not exploited. If the target is a Huge or smaller creature, it is pushed 30 feet straight away from Valtharyx.*

**Steam Breath (Recharge 5–6; Lost While Gills Exploited).** *Saving Throw: DC 20 CONSTITUTION, each creature in a 120-foot Cone. Failure: 21 (6d6) Fire damage. Success: Half damage. Failure or Success: Being underwater doesn't grant Resistance to this Fire damage.*

**Coral Breath (Recharge 5–6; While Rampaging; Lost While Polyps Exploited).** *Saving Throw: DC 20 DEXTERITY, each creature in a 120-foot Cone. Failure: 40 (9d8) Piercing damage. Success: Half damage.*

### BONUS ACTIONS

**Spore Steam (Lost During Death Throes).** Valtharyx releases a cloud of steam in a 45-foot-radius Sphere centred on himself, which lingers until the end of his next turn. The area is Lightly Obscured. *Saving Throw: DC 20 CONSTITUTION, each creature that starts its turn in the area or enters the area for the first time on its turn. Failure: 7 (2d6) Fire damage, and the target is infected with the Drowned Bloom Malady (see page 41). Success: Half damage only.*

**Surge (While Rampaging).** Valtharyx swims up to his Swim Speed.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, Valtharyx can expend a use to take one of the following actions. Valtharyx regains all expended uses at the start of each of his turns.*

**Steam-Powered Dive (Lost While Gills Exploited).** If Valtharyx is swimming, he dives 60 feet under the water, then swims up to twice his Swim Speed in any direction. At the end of the next turn, he rushes up to 60 feet upward to the water's surface. Valtharyx can't take this action again until the start of his next turn.

**Tail Swipe.** Valtharyx makes one Tail attack.

**Turtle Power.** Valtharyx makes one Tortuga Cannon attack. Valtharyx can't take this action again until he takes a different Legendary Action.

**Polypocalypse (Costs 2 Uses; While in Death Throes).** Valtharyx launches a Burstacean at a point within 60 feet of him, where it explodes. *Saving Throw: DC 14 CONSTITUTION, each creature and ship component in a 20-foot-radius Sphere centred on that point. Failure: 13 (3d8) Piercing damage. If the target is a creature, it is infected with the Drowned Bloom Malady. Success: Half damage only.*

## VALTHARYX, THE RAMPANT REEF

Gargantuan Dragon (Kaiju), Chaotic Neutral

**AC** 21 **Initiative** +1 (11)  
**Chaos Threshold** 120 **Finishing Blow** 75  
**Speed** 30 ft., Swim 90 ft. **Perception** +9 (19)  
**Vulnerable Area Identification DC** 15

	STR	DEX	CON	INT	WIS	CHA
Score	25	12	26	10	15	14
Mod (Save)	+7 (+14)	+1 (+8)	+8	+0	+2 (+9)	+2

**Skills** History +7, Nature +7, Perception +9  
**Damage Resistances** Fire, Poison  
**Condition Immunities** Charmed, Frightened, Paralysed, Petrified  
**Senses** —  
**Languages** Understands Draconic and Primordial (Aquan) but can't speak  
**CR** 22 (XP 72,500 across all phases) **PB** +7

### TRAITS

**Amphibious (Lost When Gills Exploited).** Valtharyx can breathe air and water.

**Coralskin (While Rampaging; Lost While in Death Throes).** Valtharyx gains 14 (4d6) Temporary Hit Points at the start of each of his turns. If Valtharyx has Temporary Hit Points and takes damage to one of his Vulnerable Areas, those points are lost first, and any remaining damage carries over to the Vulnerable Area.

**Kaiju Force.** Valtharyx can use an action to move through any object or magical barrier as though it were Difficult Terrain. In addition, he deals double damage to objects and structures, and he ignores the Damage Threshold of ship components.

**Kaiju Fortitude.** Valtharyx is **Immune** to any spell or effect that would alter his form or move him to another plane of existence against his will.

**Legendary Resistance (4/Day).** If Valtharyx fails a saving throw, he can choose to succeed instead.

**Coral Dragon Turtle Weaknesses.** Valtharyx has the following weaknesses:

**Acid.** If Valtharyx takes **22+** Acid damage in a single instance, the coral on his body grows weak and brittle. Until the end of Valtharyx's next turn, his Coralskin trait doesn't function, he can't use his Coral Breath or roll to recharge it, he can't use his Polypocalypse Legendary Action, and his Tail attack doesn't deal its Piercing damage on a hit.

**Cold.** If Valtharyx takes **22+** Cold damage in a single instance, his inner furnace is dampened and ineffectual. Until the end of Valtharyx's next turn, he can't use his Steam Breath or roll to recharge it, he can't use his Spore Steam Bonus Action, and his Tortuga Cannon attack doesn't deal its Fire damage on a hit.

### ACTIONS

**Multiattack.** Valtharyx makes two attacks, using Tail or Tortuga Cannon in any combination. He can replace one attack with a Snap Bite attack.

**Snap Bite.** *Melee Weapon Attack: +14*, reach 10 ft. *Hit: 33 (4d12 + 7)* Piercing damage. If the target is a Huge or smaller creature, it is swallowed by Valtharyx (Valtharyx can have only

one creature swallowed at a time). A swallowed creature is **Blinded** and **Restrained**, has Total Cover against attacks and other effects outside Valtharyx, and takes 14 (4d6) Fire damage at the start of each of Valtharyx's turns.

If Valtharyx takes **22+** damage on a single turn from the swallowed creature, he must succeed on a **DC 25 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate the swallowed creature, which falls **Prone** in a space within **10 feet** of Valtharyx. If Valtharyx dies, a swallowed creature is no longer Restrained and can escape from his corpse using **15 feet** of movement, exiting **Prone**.

**Tail.** *Melee Weapon Attack: +14*, reach 30 ft. *Hit: 21 (4d6 + 7)* Bludgeoning damage, plus 7 (2d6) Piercing damage if Valtharyx is rampaging and his Polyps Vulnerable Area is not exploited.

**Tortuga Cannon.** *Ranged Weapon Attack: +14*, range 180/720 ft. *Hit: 18 (2d10 + 7)* Bludgeoning damage, plus 7 (2d6) Fire damage if Valtharyx's Gills Vulnerable Area is not exploited. If the target is a Huge or smaller creature, it is pushed **30 feet** straight away from Valtharyx.

**Steam Breath (Recharge 5–6; Lost While Gills Exploited).** *Saving Throw: DC 23 CONSTITUTION*, each creature in a **120-foot Cone**. *Failure: 28 (8d6)* Fire damage. *Success: Half damage.* *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

**Coral Breath (Recharge 5–6; While Rampaging; Lost While Polyps Exploited).** *Saving Throw: DC 23 DEXTERITY*, each creature in a **120-foot Cone**. *Failure: 54 (12d8)* Piercing damage. *Success: Half damage.*

### BONUS ACTIONS

**Spore Steam (Lost During Death Throes).** Valtharyx releases a cloud of steam in a **45-foot-radius Sphere** centred on himself, which lingers until the end of his next turn. The area is Lightly Obscured. *Saving Throw: DC 23 CONSTITUTION*, each creature that starts its turn in the area or enters the area for the first time on its turn. *Failure: 10 (3d6)* Fire damage, and the target is infected with the Drowned Bloom Malady (see page 42). *Success: Half damage only.*

**Surge (While Rampaging).** Valtharyx swims up to his Swim Speed.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, Valtharyx can expend a use to take one of the following actions. Valtharyx regains all expended uses at the start of each of his turns.*

**Steam-Powered Dive (Lost While Gills Exploited).** If Valtharyx is swimming, he dives **60 feet** under the water, then swims up to twice his Swim Speed in any direction. At the end of the next turn, he rushes up to **60 feet** upward to the water's surface. Valtharyx can't take this action again until the start of his next turn.

**Tail Swipe.** Valtharyx makes one Tail attack.

**Turtle Power.** Valtharyx makes one Tortuga Cannon attack. Valtharyx can't take this action again until he takes a different Legendary Action.

**Polypocalypse (Costs 2 Uses; While in Death Throes).** Valtharyx launches a Burstacean at a point within **60 feet** of him, where it explodes. *Saving Throw: DC 16 CONSTITUTION*, each creature and ship component in a **20-foot-radius Sphere** centred on that point. *Failure: 22 (4d10)* Piercing damage. If the target is a creature, it is infected with the Drowned Bloom Malady. *Success: Half damage only.*

# MANTAVORE

*Ambushers of the Azure Abyss*

**Habitat:** Underwater; **Treasure:** None

In the silent reaches of the Voidsea, mantavores glide deep beneath the surface with the grace of manta rays and the hunger of sharks. Their blue-green backs blend with the sea from above, while their undersides are covered in black, mucous-slick tentacles surrounding a circular mouth lined with jagged, grinding teeth. They move with slow, steady wingbeats that leave no trace of their passing until the moment they strike.

**Leaping Hunters.** Mantavores hunt by detecting motion and sound through the water. When a ship passes overhead, a mantavore bursts upward to glide over it, lashing out with its tentacles to drag its prey below. Anything caught is crushed and swallowed whole as it dives back into the depths. In the wild, mantavores feed on whales, sea drakes, and other large prey, but they prefer to attack vessels that disturb their hunting grounds. The seas where they dwell are unnaturally calm, with long stretches of quiet water and no seabirds overhead—a sign to seasoned sailors that a mantavore is near.



## MANTAVORE

*Large Monstrosity, Unaligned*

**AC** 15

**HP** 97 (13d10 + 26)

**Speed** 10 ft., Swim 60 ft.

**Initiative** +3 (13)

**Perception** +4 (14)

	STR	DEX	CON	INT	WIS	CHA
Score	18	17	14	2	14	6
Mod (Save)	+4	+3	+2 (+4)	-4	+2	-2

**Skills** Perception +4, Stealth +5

**Senses** Darkvision 60 ft.; Tremorsense 120 ft. (while underwater)

**Languages** None

**CR** 4 (1,100 XP)

**PB** +2

### TRAITS

**Amphibious.** The mantavore can breathe air and water.

**Leaping Ambush.** If the mantavore swims **20+ feet** while within **5 feet** of the surface, it can leap out of the water. When it does, it travels a distance equal to its remaining Swim Speed in a straight line, jumping over obstacles shorter than its remaining Swim Speed on the way.

### ACTIONS

**Multiattack.** The mantavore makes two Tentacle attacks. It can replace one attack with a Bite attack.

**Tentacle.** *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage, and the target is **Grappled** (ESCAPE DC 14) from one of eight tentacles.

**Bite.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage. If the target is a Medium or smaller creature **Grappled** by the mantavore, it is swallowed (the mantavore can have only one creature swallowed at a time) and no longer Grappled. A swallowed creature is **Blinded** and **Restrained**, has Total Cover against attacks and other effects outside the mantavore, and takes 7 (3d4) Acid damage at the start of each of the mantavore's turns.

If the mantavore takes **10+** damage on a single turn from the swallowed creature, it must succeed on a **DC 15 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate the swallowed creature, which falls **Prone** in a space within **10 feet** of the mantavore. If the mantavore dies, a swallowed creature is no longer Restrained and can escape from its corpse using **15 feet** of movement, exiting **Prone**.

### BONUS ACTIONS

**Pulse (Recharge 4-6).** The mantavore takes the Dash action.



## SPINESHRIKE

*Barbed Birds of Blood and Brine*

**Habitat:** Coastal; **Treasure:** None

Spineshrikes are sleek, predatory seabirds that scour the skies and shallows for fresh meat. Their wings end in rigid, barbed quills that can be fired like harpoons from pressurized sacs beneath the breast. Each spine whistles through the air before striking with a thunder-crack, carrying a venom that stiffens the muscles of its prey within heartbeats.

Spineshrikes nest in the graveyards of the sea: in leviathan ribs, in hollow shipwrecks, and in coral caverns shaped by the bones of the drowned. Their roosts are crude yet meticulous, layered with sailcloth, driftwood, and splintered bone, bound together by brine-soaked rope and sinew. Generations of spineshrikes often roost together, their cast-off quills forming brittle carpets that clatter like windchimes when the wind howls through them. They hunt alone or in small, drifting flocks that shadow ships and shoals for days, watching and waiting. When prey panics, the flock descends with wings folded and spines bursting in a crackling rain of pain.

### SPINESHRIKE

*Small Beast, Unaligned*

**AC** 13

**HP** 27 (6d6 + 6)

**Speed** 10 ft., Fly 60 ft.

**Initiative** +2 (12)

**Perception** +4 (14)

	STR	DEX	CON	INT	WIS	CHA
Score	9	14	12	3	14	8
Mod (Save)	-1	+2 (+4)	+1	-4	+2	-1

**Skills** Perception +4, Stealth +4

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft.

**Languages** None

**CR** 1 (200 XP)

**PB** +2

### TRAITS

**Barbed Body.** A creature that hits the spineshrike with a melee attack roll takes 2 (1d4) Piercing damage.

**Flyby.** The spineshrike doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

### ACTIONS

**Talons.** *Melee Weapon Attack: +4*, reach 5 ft. *Hit:* 8 (1d12 + 2) Slashing damage. If the spineshrike moved 30+ feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) Slashing damage.

**Spine Shot.** *Ranged Weapon Attack: +4*, range 30/60 ft. *Hit:* 9 (2d6 + 2) Piercing damage. *Saving Throw:* **DC 12 CONSTITUTION**, a creature hit by this attack. *Failure:* The target is **Poisoned** until the start of the spineshrike's next turn. While **Poisoned**, the target's Speed is reduced to 0 and it can't take Reactions.

# APPENDIX D

# SHIPS



# SHIPS



## SHIPS

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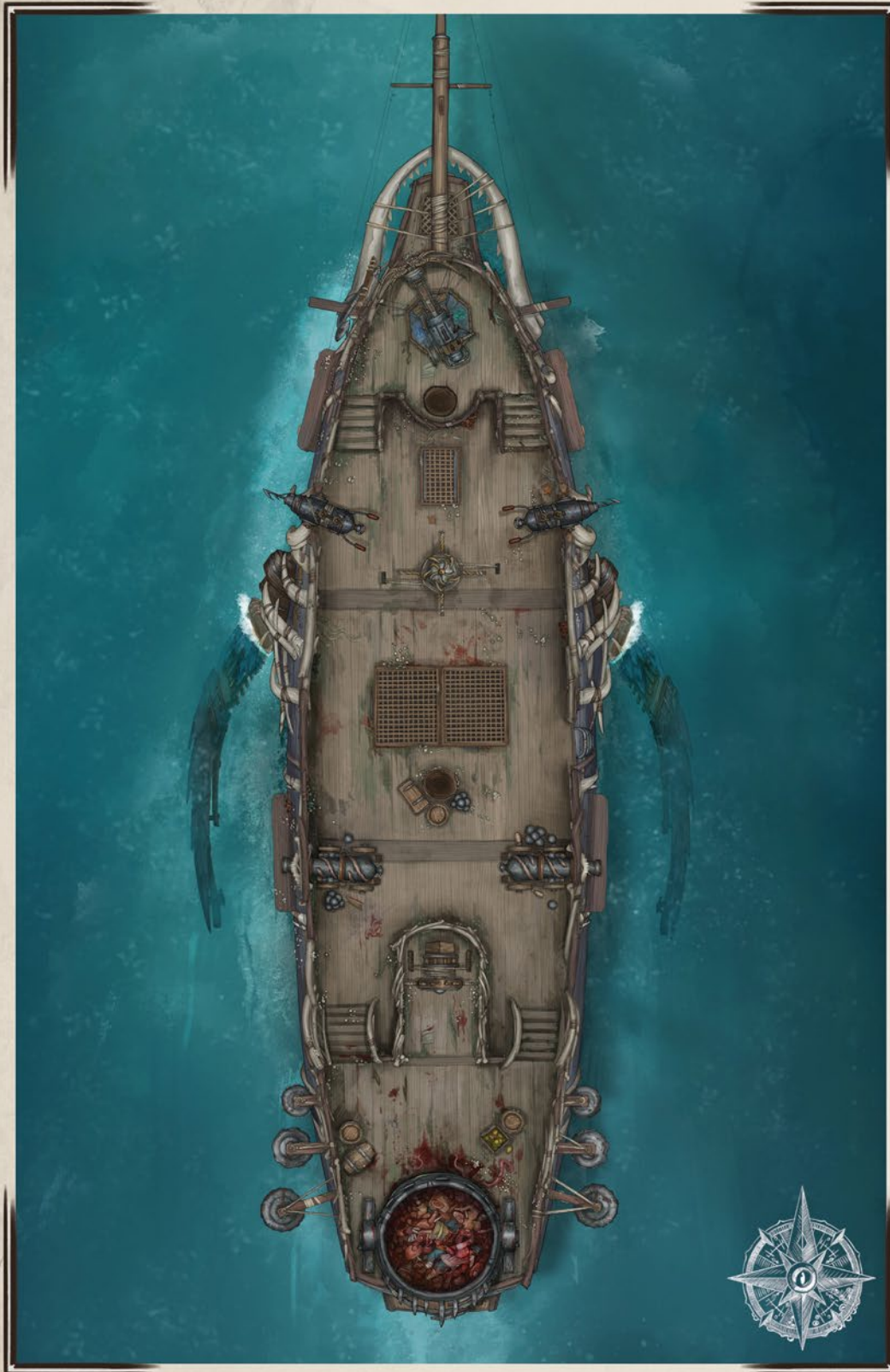
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# 1. THE BLOODFIN BUCCANEERS

## THE ODONTODON



1 SQUARE = 5 FEET

MAP XX. THE ODONTODON

CARTOGRAPHER:  
INOCYDE WORDLBUILDER

INOCYDE WORDLBUILDER; OPPOSITE: JAMES PATEL



## ODONTODON, THE CHUMTHING

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 120 ft.

**Facing Turns** 1

**Weight** 40 tons

**Crew** 6 (maximum 18)

**Challenge** 4 (XP 1,100; CR 5 (XP 1,800 with Bloodfin Buccaneers 1 crew))

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +3 (Bloodfin Buccaneers 1)

### HULL

#### Wooden Hull, Basic

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
15	16	115*	53	+2

**\*Whale Fin Magical Augmentation (Uncommon).** This augmentation increases the Hull's Hit Point maximum by **10** (included in the statistics), acts as a Propulsion component with **Speed 30/30**, and gives it the Banked Turn property (see Control).

### PROPULSION

#### Mainsail Mast, Basic

Gargantuan (5 ft. x 5 ft. x 60 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	16	40	16	+2	60/30

#### Foresail Mast, Basic

Gargantuan (5 ft. x 5 ft. x 45 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	16	30	15	+2	30/30

### CONTROL

#### Mechanical Control, Basic

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
18	16	30	15	+2	1

**Banked Turn.** During the Helm Step, a Helmsman that uses a Ship Action to interact with the Control can spend **30 feet** of movement to perform **one** extra Change of Facing during its Manoeuvre action.

### ARTILLERY

#### Magitech Cannon, Basic

Medium (8 ft. x 4 ft. x 4 ft.) Artillery Component; **1** per side, towards stern

AC	DT	HP	IT	Con	Ability
17	16	30	18	+2	Dex, Int

#### SHOT SELECTION

**Ball Shot.** Ranged Artillery Attack: **+5** (with **Advantage** if the target is a Hull or kaiju at close range), range 180/360/1,440 ft. **Hit:** 18 (**4d8**) Bludgeoning damage plus 7 (**2d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Chain Shot.** Ranged Artillery Attack: **+5** (with **Advantage** if the target is a mast or other tall, vertical structure (GM's discretion) at close range), range 180/360/1,440 ft. **Hit:** 13 (**3d8**) Bludgeoning damage plus 7 (**2d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Grape Shot.** Saving Throw: **DC 14 DEXTERITY**, each creature and ship component in a **90-foot Narrow Cone**. **Failure:** 7 (**2d6**) Piercing damage. **Success:** Half damage.

#### Magitech Harpoon, Basic

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component; **1** at front (Net Thrower) and **1** per side, towards bow

AC	DT	HP	IT	Con	Ability
14	16	30	15	+2	Dex, Wis

#### SHOT SELECTION

**Harpoon Shot.** Ranged Artillery Attack: **+5**, range —/210/— ft. **Hit:** 14 (**4d6**) Piercing damage. This shot has the **Linking** (steel cable: AC **19**, DT **10**, HP **12**; **Immunity** to all damage except Acid, Force, and Slashing) property.

**Javelin Shot.** Ranged Artillery Attack: **+5**, range —/360/1560 ft. **Hit:** 19 (**3d12**) Piercing damage.

**Splinter Shot.** Saving Throw: **DC 14 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. **Failure:** 5 (**2d4**) Piercing damage. **Success:** Half damage.

**Net Thrower Magical Augmentation (Uncommon; Front Only).** As a Ship Action during the Artillery Step, a creature can launch a net from this component at a point within **210 feet** of it. **Saving Throw:** **DC 13 DEXTERITY**, each Large or smaller creature in a **5-foot-radius Sphere** centred on that point. **Failure:** The target is **Restrained** and **Linked** (silk rope) by the net.

At the start of this ship's Artillery Step, the net thrower's winch automatically reels in the net by **30 feet** unless a creature within reach uses an object interaction to turn off this mechanism. Creatures Restrained by the net move with the net. A creature that deals at least **5** Slashing damage to the net ceases to be Restrained and can escape by moving **5 feet** directly away from the net. If the net sustains **10+** Slashing damage in total, all creatures in the net are no longer Restrained.

## ODONTODON, THE CHUMTHING

Continued from previous page

### MISCELLANEOUS

#### Chum Bucket, Magical (Uncommon)

Large (10 ft. x 10 ft. x 10 ft.) Miscellaneous Component

AC	DT	HP	IT	Con	Max Charges
16	20	80	—	+6	3

### TRAITS

**Blood on the Water.** As a Ship Action during the Miscellaneous Step, a creature can choose one of the following effects and tip the bucket, expending **1 charge** to cause its contents to fall into the water around the vessel at a steady flow.

**Chum.** Conjunction magic in the chum draws in aquatic predators and imbues them with impressive speed. **1d4 Reef Sharks\*** appear in unoccupied spaces in the water and move with the ship, remaining within **30 feet** of it at all times. They treat all non-shark and non-sharkin creatures as enemies, and act on Initiative count 10 of the Creature Phase. After **1 minute**, the sharks disperse.

**Poison.** Biomantic magic imbues the pathogens with in the detritus with toxic lethality, contaminating the waters in a **30-foot Emanation** originating from the ship for **1 minute**. *Saving Throw:* **DC 13 CONSTITUTION**, a creature that enters the water in this area for the first time on a turn or that starts its turn there. *Failure:* **9 (2d8)** Poison damage and the target is **Poisoned** until the end of its next turn. *Success:* Half damage only.

### RAM

#### Iron-tipped Wooden Ram, Basic

Huge (12 ft. x 5 ft. x 5 ft.) Ram Component

AC	DT	HP	IT	Con	Damage
15	37	40	24	+2	3 (1d6)

## ODONTODON, THE RAZORMAW

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 120 ft.

**Facing Turns** 1

**Weight** 40 tons

**Crew** 6 (maximum 18)

**Challenge** 8 (XP 3,900; CR 10 (XP 5,900 with Bloodfin

Buccaneers II crew))

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +4 (Bloodfin Buccaneers II)

### HULL

#### Wooden Hull, Superior, Robust II

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
16	26	195*	83	+3

**\*Whale Fin Magical Augmentation (Rare).** This augmentation increases the Hull's Hit Point maximum by **20** (included in the statistics), acts as a Propulsion component with **Speed 60/30**, and gives it the Banked Turn property (see Control).

### PROPULSION

#### Mainsail Mast, Superior, Reliable II

Gargantuan (5 ft. x 5 ft. x 60 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	18	70	14	+4	60/30

#### Foresail Mast, Superior, Reliable II

Gargantuan (5 ft. x 5 ft. x 45 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	18	60	15	+4	30/30

\* In the Broadwater Span, the setting for the battle against the *Odontodon*, the *Chum Bucket* has additional effects (see *Chum Bucket Carnivores*, page 6)

## ODONTODON, THE RAZORMAW

Continued from previous page

### CONTROL

#### Mechanical Control, Superior, Reliable II

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
18	18	60	15	+4	1

**Banked Turn.** During the Helm Step, a Helmsman that uses a Ship Action to interact with the Control can spend **30 feet** of movement to perform **one** extra Change of Facing during its Manoeuvre action.

### ARTILLERY

#### Magitech Cannon, Superior

Medium (8 ft. x 4 ft. x 4 ft.) Artillery Component; **1** per side, towards stern

AC	DT	HP	IT	Con	Ability
17	20	65	39	+4	Dex, Int

#### SHOT SELECTION

**Ball Shot.** Ranged Artillery Attack: **+7** (with **Advantage** if the target is a Hull or kaiju at close range), range 180/360/1,440 ft. **Hit:** 22 (**5d8**) Bludgeoning damage plus 14 (**4d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Chain Shot.** Ranged Artillery Attack: **+7** (with **Advantage** if the target is a mast or other tall, vertical structure (GM's discretion) at close range), range 180/360/1,440 ft. **Hit:** 18 (**4d8**) Bludgeoning damage plus 14 (**4d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Grape Shot.** Saving Throw: **DC 16 DEXTERITY**, each creature and ship component in a **90-foot Narrow Cone**. **Failure:** 10 (**3d6**) Piercing damage. **Success:** Half damage.

#### Magitech Harpoon, Superior

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component; **1** at front (Net Thrower) and **1** per side, towards bow

AC	DT	HP	IT	Con	Ability
14	18	50	25	+3	Dex, Wis

#### SHOT SELECTION

**Harpoon Shot.** Ranged Artillery Attack: **+7**, range —/270/— ft. **Hit:** 17 (**5d6**) Piercing damage. This shot has the **Linking** (steel cable: AC **19**, DT **10**, HP **12**; **Immunity** to all damage except Acid, Force, and Slashing) property.

**Javelin Shot.** Ranged Artillery Attack: **+7**, range —/420/1680 ft. **Hit:** 26 (**4d12**) Piercing damage.

**Splinter Shot.** Saving Throw: **DC 16 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. **Failure:** 7 (**3d4**) Piercing damage. **Success:** Half damage.

**Net Thrower Magical Augmentation (Uncommon; Front Only).** As a Ship Action during the Artillery Step, a creature can launch a net from this component at a point within **270 feet** of it. **Saving Throw:** **DC 15 DEXTERITY**, each Large or smaller creature in a **10-foot-radius Sphere** centred on that point. **Failure:** The target is **Restrained** and **Linked** (silk rope) by the net.

At the start of this ship's Artillery Step, the net thrower's winch automatically reels in the net by **60 feet** unless a creature within reach uses an object interaction to turn off this mechanism. Creatures Restrained by the net move with the net. A creature that deals at least **10** Slashing damage to the net ceases to be Restrained and can escape by moving **5 feet** directly away from the net. If the net sustains **20+** Slashing damage in total, all creatures in the net are no longer Restrained.

### MISCELLANEOUS

#### Chum Bucket, Magical (Rare)

Large (10 ft. x 10 ft. x 10 ft.) Miscellaneous Component

AC	DT	HP	IT	Con	Max Charges
16	20	80	—	+6	3

#### TRAITS

**Blood on the Water.** As a Ship Action during the Miscellaneous Step, a creature can choose one of the following effects and tip the bucket, expending **1 charge** to cause its contents to fall into the water around the vessel at a steady flow:

**Chum.** Conjunction magic in the chum draws in aquatic predators and imbues them with impressive speed. **1d4 Reef Sharks\*** appear in unoccupied spaces in the water and move with the ship, remaining within **30 feet** of it at all times. They treat all non-shark and non-sharkin creatures as enemies, and act on Initiative count 10 of the Creature Phase. After **1 minute**, the sharks disperse.

**Poison.** Biomantic magic imbues the pathogens within the detritus with toxic lethality, contaminating the waters in a **30-foot Emanation** originating from the ship for **1 minute**. **Saving Throw:** **DC 15 CONSTITUTION**, a creature that enters the water in this area for the first time on a turn or that starts its turn there. **Failure:** 22 (**5d8**) Poison damage and the target is **Poisoned** until the end of its next turn. **Success:** Half damage only.

### RAM

#### Iron-tipped Wooden Ram, Superior

Huge (12 ft. x 5 ft. x 5 ft.) Ram Component

AC	DT	HP	IT	Con	Damage
15	49	65	39	+3	7 (2d6)

\* In the Broadwater Span, the setting for the battle against the *Odontodon*, the *Chum Bucket* has additional effects (see *Chum Bucket Carnivores*, page 7)

## ODONTODON, THE VISCERATOR

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 180 ft.

**Facing Turns** 2

**Weight** 40 tons

**Crew** 6 (maximum 18)

**Challenge** 12 (XP 8,400; CR 15 (XP 13,000 with Bloodfin Buccaneers III crew))

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +4 (Bloodfin Buccaneers III)

### HULL

#### Wooden Hull, Masterwork, Robust III

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
17	30	280*	120	+4

**\*Whale Fin Magical Augmentation (Very Rare).** This augmentation increases the Hull's Hit Point maximum by **40** (included in the statistics), acts as a Propulsion component with **Speed 60/60**, and gives it the Banked Turn property (see Control).

### PROPULSION

#### Mainsail Mast, Masterwork, Reliable III

Gargantuan (5 ft. x 5 ft. x 60 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	20	95	17	+5	90/30

#### Foresail Mast, Masterwork, Reliable III

Gargantuan (5 ft. x 5 ft. x 45 ft.) Propulsion Component (Wind-Driven)

AC	DT	HP	IT	Con	Speed
13	20	85	20	+5	60/30

### CONTROL

#### Mechanical Control, Masterwork, Reliable III

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
18	20	85	20	+5	2

**Banked Turn.** During the Helm Step, a Helmsman that uses a Ship Action to interact with the Control can spend **30 feet** of movement to perform **two** extra Change of Facing during its Manoeuvre action.

### ARTILLERY

#### Magitech Cannon, Masterwork

Medium (8 ft. x 4 ft. x 4 ft.) Artillery Component; **1** per side, towards stern

AC	DT	HP	IT	Con	Ability
17	24	100	60	+6	Dex, Int

#### SHOT SELECTION

**Ball Shot.** Ranged Artillery Attack: **+8** (with **Advantage** if the target is a Hull or kaiju at close range), range 180/360/1,440 ft. **Hit:** 27 (**6d8**) Bludgeoning damage plus 17 (**5d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Chain Shot.** Ranged Artillery Attack: **+8** (with **Advantage** if the target is a mast or other tall, vertical structure (GM's discretion) at close range), range 180/360/1,440 ft. **Hit:** 22 (**5d8**) Bludgeoning damage plus 17 (**5d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Grape Shot.** Saving Throw: **DC 18 DEXTERITY**, each creature and ship component in a **90-foot Narrow Cone**. **Failure:** 14 (**4d6**) Piercing damage. **Success:** Half damage.

#### Magitech Harpoon, Masterwork

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component; **1** at front (Net Thrower) and **1** per side, towards bow

AC	DT	HP	IT	Con	Ability
14	22	85	43	+5	Dex, Wis

#### SHOT SELECTION

**Harpoon Shot.** Ranged Artillery Attack: **+9**, range —/300/— ft. **Hit:** 21 (**6d6**) Piercing damage. This shot has the **Linking** (steel cable: AC **19**, DT **10**, HP **12**; **Immunity** to all damage except Acid, Force, and Slashing) property.

**Javelin Shot.** Ranged Artillery Attack: **+9**, range —/450/1800 ft. **Hit:** 32 (**5d12**) Piercing damage.

**Splinter Shot.** Saving Throw: **DC 18 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. **Failure:** 10 (**4d4**) Piercing damage. **Success:** Half damage.

**Net Thrower Magical Augmentation (Uncommon; Front Only).** As a Ship Action during the Artillery Step, a creature can launch a net from this component at a point within **300 feet** of it. **Saving Throw:** **DC 16 DEXTERITY**, each Large or smaller creature in a **10-foot-radius Sphere** centred on that point. **Failure:** The target is **Restrained** (mithral cable) by the net.

At the start of this ship's Artillery Step, the net thrower's winch automatically reels in the net by **90 feet** unless a creature within reach uses an object interaction to turn off this mechanism. Creatures Restrained by the net move with the net. A creature that deals at least **20** Slashing damage to the net ceases to be Restrained and can escape by moving **5 feet** directly away from the net. If the net sustains **40+** Slashing damage in total, all creatures in the net are no longer Restrained.

## ODONTODON, THE VISCERATOR

Continued from previous page

### MISCELLANEOUS

#### Chum Bucket, Magical (Very Rare)

Large (10 ft. x 10 ft. x 10 ft.) Miscellaneous Component

AC	DT	HP	IT	Con	Max Charges
16	20	80	—	+6	3

#### TRAITS

**Blood on the Water.** As a Ship Action during the Miscellaneous Step, a creature can choose one of the following effects and tip the bucket, expending **1 charge** to cause its contents to fall into the water around the vessel at a steady flow:

**Chum.** Conjunction magic in the chum draws in aquatic predators and imbues them with impressive speed. **1d4 Reef Sharks\*** appear in unoccupied spaces in the water and move with the ship, remaining within **30 feet** of it at all times. They treat all non-shark and non-sharkin creatures as enemies, and act on Initiative count 10 of the Creature Phase. After **1 minute**, the sharks disperse.

**Poison.** Biomantic magic imbues the pathogens within the detritus with toxic lethality, contaminating the waters in a **30-foot Emanation** originating from the ship for **1 minute**. *Saving Throw: DC 16 CONSTITUTION*, a creature that enters the water in this area for the first time on a turn or that starts its turn there. *Failure: 40 (9d8)* Poison damage and the target is **Poisoned** until the end of its next turn. *Success: Half damage only.*

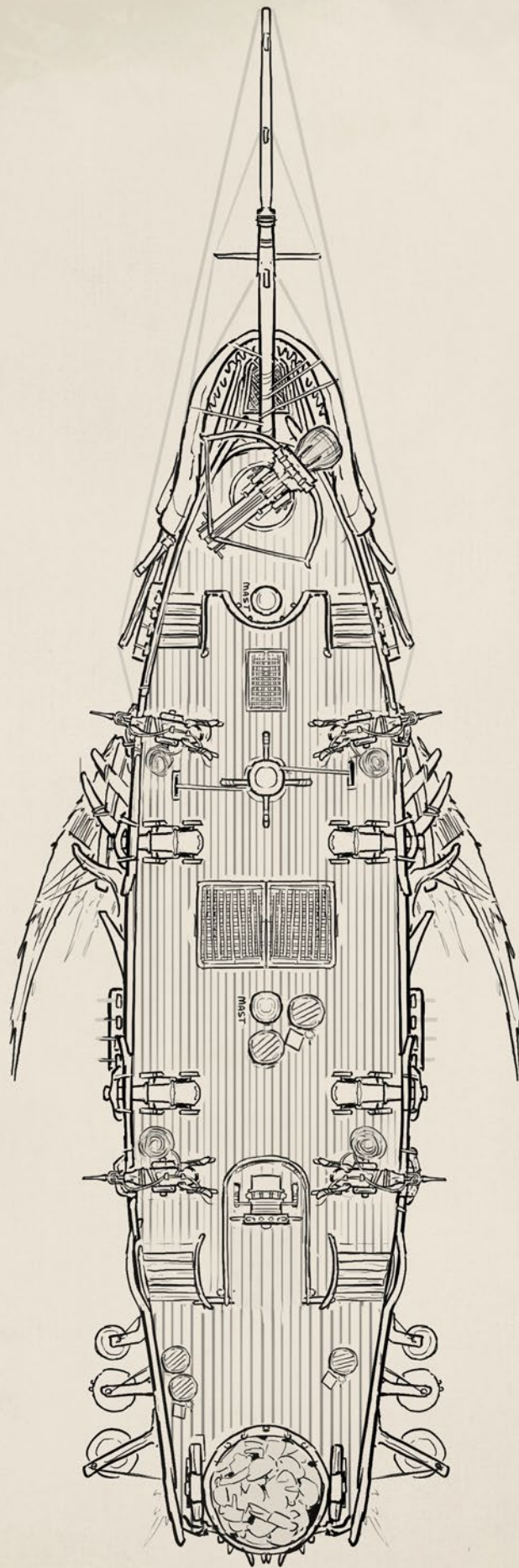
### RAM

#### Iron-tipped Wooden Ram, Masterwork

Huge (12 ft. x 5 ft. x 5 ft.) Ram Component

AC	DT	HP	IT	Con	Damage
15	59	95	57	+4	10 (3d6)

\* In the Broadwater Span, the setting for the battle against the *Odontodon*, the *Chum Bucket* has additional effects (see *Chum Bucket Carnivores*, page 9)



## ODONTODON CREW

### BLOODFIN BUCCANEERS I

*Crew of the Odontodon, the Chumthing*

**Ship Challenge Modifier** +1 VCR  
**Crew Proficiency Bonus** +3

#### COMMAND STEP

**Encourage.** As a Ship Action, the Captain can encourage up to **three allies** of its choice within **120 feet** of it that can hear it. Each target gains a **+2 bonus** to the next ability check it makes before the end of the next Creature Phase.

#### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Bloodfin Buccaneers' vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+2 bonus to check). On a success, it can make one additional Change of Facing.

**Sheet to the Wind.** When the Bloodfin Buccaneers' vessel Accelerates and its heading isn't directly into the wind, its Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+2 to check). On a success, the vessel's Speed increases by **30 feet**. On a failure, one mast component on the vessel (randomly determined) takes **11 (2d10)** Bludgeoning damage, which ignores any Damage Threshold, Resistances, and Immunities.

#### ARTILLERY STEP

**Harpoon Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Harpoons have their Harpoon Shot range increased by **60 feet** and their Javelin Shot range increased by **60/360 feet** (included in Artillery attacks).

**Shot Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Cannons and Catapults deal an extra **10 (2d6)** damage of the attack's type on a hit against ship components, structures, and kaiju (included in Artillery attacks).

#### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Bloodfin Buccaneers' vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **two** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.

### BLOODFIN BUCCANEERS II

*Crew of the Odontodon, the Razormaw*

**Ship Challenge Modifier** +2 VCR  
**Crew Proficiency Bonus** +4

#### COMMAND STEP

**Encourage.** As a Ship Action, the captain can encourage up to **four allies** and discourage up to **four enemies** of its choice within **120 feet** of it that can hear it. Each ally gains a **+3 bonus** to the next ability check it makes before the end of the next Creature Phase, and each enemy gains a **-3 penalty** to the next ability check it makes before the end of the next Creature Phase.

#### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Bloodfin Buccaneers' vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+4 bonus to check). On a success, it can make one additional Change of Facing.

**Sheet to the Wind.** When the Bloodfin Buccaneers' vessel Accelerates and its heading isn't directly into the wind, its Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+4 to check). On a success, the vessel's Speed increases by **30 feet**. On a failure, one mast component on the vessel (randomly determined) takes **11 (2d10)** Bludgeoning damage, which ignores any Damage Threshold, Resistances, and Immunities.

#### ARTILLERY STEP

**Harpoon Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Harpoons have their Harpoon Shot range increased by **120 feet** and their Javelin Shot range increased by **120/480 feet** (included in Artillery attacks).

**Shot Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Cannons and Catapults deal an extra **14 (4d6)** damage of the attack's type on a hit against ship components, structures, and kaiju (included in Artillery attacks).

#### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Bloodfin Buccaneers' vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **three** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.

**Jink (3/Rest; Helmsman).** *Trigger:* The Bloodfin Buccaneers' vessel starts its Artillery Step. *Response:* During this step, Artillery attack rolls made against ship components or creatures on the Bloodfin Buccaneers' vessel have **Disadvantage**, and Artillery attack rolls made by components on the Bloodfin Buccaneer's vessel have **Disadvantage**.



## BLOODFIN BUCCANEERS III

*Crew of the Odontodon, the Viscerater*

**Ship Challenge Modifier** +3 VCR  
**Crew Proficiency Bonus** +4

### COMMAND STEP

**Encourage.** As a Ship Action, the captain can encourage up to **five allies** and discourage up to five enemies of its choice within **120 feet** of it that can hear it. Each ally gains a **+4 bonus** to the next ability check it makes before the end of the next Creature Phase, and each enemy gains a **-4 penalty** to the next ability check it makes before the end of the next Creature Phase.

**Move It.** As a Ship Action, the captain can command up to **five allies** within **120 feet** of it that can hear it to reposition. Before the end of the next Creature Phase, each target can take a Reaction to move up to its Speed immediately after it takes a Ship Action. If a creature does not take a Ship Action, it can take a Reaction to move up to its Speed at the end of the Ship Phase.

### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Bloodfin Buccaneers' vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+4 bonus to check). On a success, it can make one additional Change of Facing.

**Hard Turn.** Once per Ship Phase, when the Bloodfin Buccaneers' vessel takes the Accelerate, Decelerate, or Manoeuvre action, the helmsman can make a **DC 15 DEXTERITY OR WISDOM CHECK** (+4 bonus to check). On a success, the vessel can make one additional Manoeuvre as part of that Ship Action at any point during your vessel's Helm Step.

**Sheet to the Wind.** When the Bloodfin Buccaneers' vessel Accelerates and its heading isn't directly into the wind, its Helmsman can make a **DC 13 DEXTERITY OR WISDOM CHECK** (+4 to check). On a success, the vessel's Speed increases by **30 feet**. On a failure, one mast component on the vessel (randomly determined) takes **11 (2d10) Bludgeoning** damage, which ignores any Damage Threshold, Resistances, and Immunities.

### ARTILLERY STEP

**Harpoon Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Harpoons have their Harpoon Shot range increased by **120 feet** and their Javelin Shot range increased by **150/600 feet** (included in Artillery attacks).

**Shot Specialist.** Artillery attacks made by the Bloodfin Buccaneers with Cannons and Catapults deal an extra **17 (5d6)** damage of the attack's type on a hit against ship components, structures, and kaiju (included in Artillery attacks).

### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Bloodfin Buccaneers' vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **four** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.

**Jink (5/Rest; Helmsman).** *Trigger:* The Bloodfin Buccaneers' vessel starts its Artillery Step. *Response:* During this step, Artillery attack rolls made against ship components or creatures on the Bloodfin Buccaneers' vessel have **Disadvantage**, and Artillery attack rolls made by components on the Bloodfin Buccaneer's vessel have **Disadvantage**.

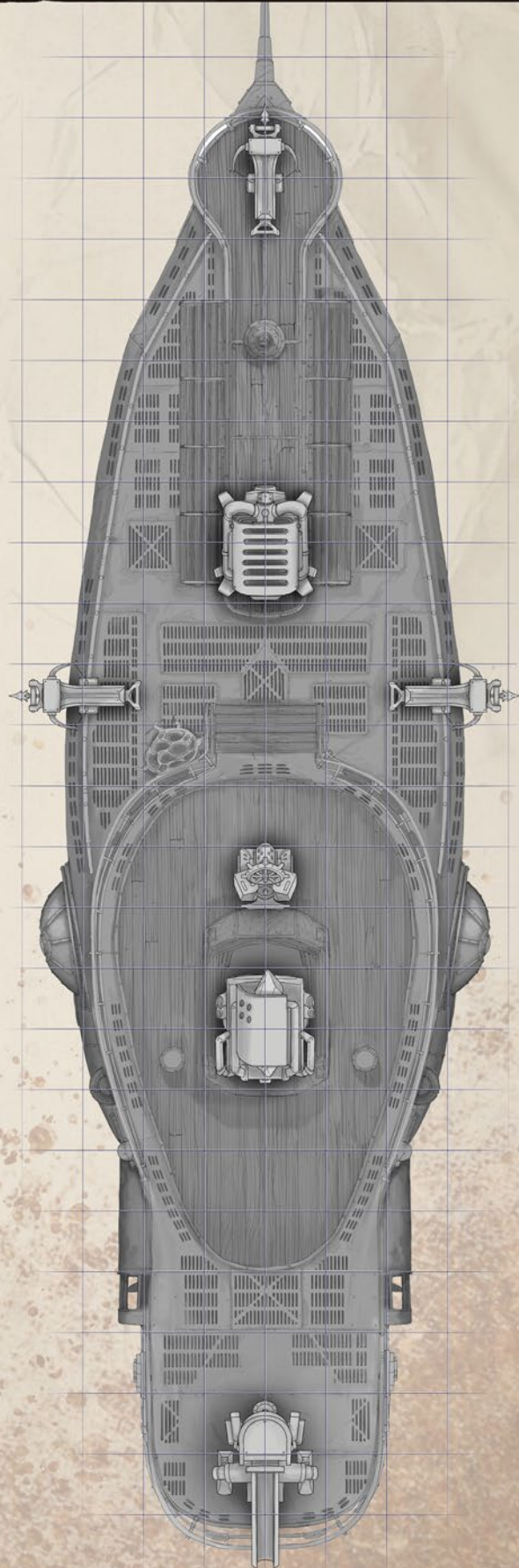
## 2. REAVERS OF THE RABID REEF

### THE NAUTILION

MAP 2. THE NAUTILION

1 SQUARE = 5 FEET

CARTOGRAPHER: INOCYDE WORDLBUILDER





## NAUTILON, THE PELAGIC

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 120 ft.

**Facing Turns** 2

**Weight** 36 tons

**Crew** 6 (maximum 10)

**VCR** 5 (XP 4,500; VCR 6 (XP 5,750) with Subnautic I crew)

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +3 (Subnautic I)

### HULL

#### Steel Hull, Basic

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
19	16	105	57	+1

### PROPULSION

#### Magitech Engine, Basic

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
16	15	65	39	+4	90 (30)

#### Magitech Engine, Basic

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
16	15	65	39	+4	90 (30)

### CONTROL

#### Magitech Control, Basic

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
16	18	45	27	+3	2

### ARTILLERY

**Drowned Bloom.** When the Nautilon hits a target with an artillery attack or a ship component fails a saving throw against the Nautilon's mine or torpedo ammunition, roll **1d10** for each affected target. On a **1-3**, Drowned Bloom coral growths begins growing on the target. See Coral Growths sidebar for more.

#### Magitech Railapult, Basic

Large (10 ft. x 10 ft. x 10 ft.) Artillery Component (Catapult)

AC	DT	HP	IT	Con	Ability
16	13	45	23	+3	Str, Int

### SHOT SELECTION

**Rock.** Ranged Artillery Attack: **+6**, range —/450/1350 ft. (minimum 150 ft.). This shot ignores horizontal Cover. **Hit:** 22 (4d10) Bludgeoning damage.

**Skipshot.** Ranged Artillery Attack: **+6**, range 150/450/— ft. This shot can Rake and has Advantage on attack rolls against Hulls and kaiju at close range. **Hit:** 22 (4d10) Bludgeoning damage.

**Pebble.** Saving Throw: **DC 14 DEXTERITY**, each creature or ship component in a **10-foot-radius, 90-foot-high Cylinder** centred on a point within **450 feet** (minimum 150 ft.). This shot ignores horizontal Cover. **Failure:** 13 (3d8) Bludgeoning damage. **Success:** Half damage.

## NAUTILION, THE PELAGIC

Continued from previous page

**Arcanomine (Uncommon; 6 Uses).** As a Ship Action during the Artillery Step, an Artillerist can launch a mine to an unoccupied space within **450 feet** of this component, where it floats a few feet below the surface. The mine is a Medium object with AC **19**, DT **15**, HP **15**, and **Immunity** to Poison and Psychic Damage.

When a vessel or Gargantuan creature moves into the space of the mine, it self-destructs. *Saving Throw:* **DC 13 CONSTITUTION**, the Hull component of the vessel or creature that triggered the explosion, and each creature that is submerged in the water and within **15 feet** of the mine. *Failure:* 27 (**5d10**) Thunder damage. *Success:* Half damage.

A creature that takes the Search action to look for incoming projectiles spots the mine if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 13**). A creature has **Disadvantage** on this check if the mine is **600+ feet** away in good weather, or **300+ feet** away in poor weather.

### Magitech Ballista, Basic

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component

AC	DT	HP	IT	Con	Ability
14	16	30	15	+2	Dex, Wis

### SHOT SELECTION

**Javelin Shot.** Ranged Artillery Attack: **+6**, range 180/360/1440 ft. This shot can Rake. *Hit:* 19 (**3d12**) Piercing damage.

**Harpoon Shot.** Ranged Artillery Attack: **+6**, range —/240/— ft. This shot can Link (silk rope). *Hit:* 14 (**4d6**) Piercing damage.

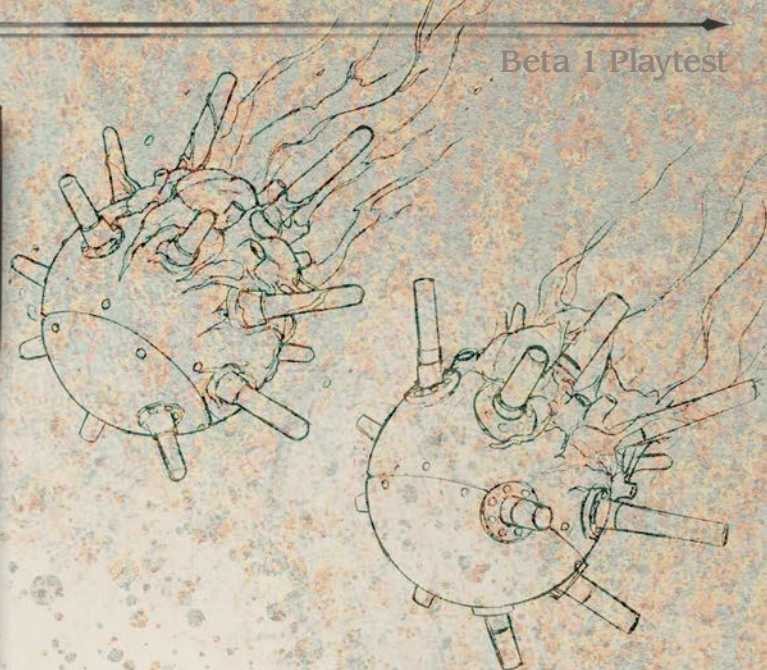
**Splinter Shot.** *Saving Throw:* **DC 14 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. *Failure:* 5 (**2d4**) Piercing damage. *Success:* Half damage.

**Hothead Torpedo Ammunition (Uncommon; 12 Uses).** As a Ship Action during the Artillery Step, a creature can load and launch a Hothead Torpedo from this component. The torpedo is a Small object with AC **17**, DT **12**, HP **10**, and **Immunity** to Poison and Psychic Damage.

The torpedo flies through the air up to **180 feet** in the direction it is fired, before submerging in the water. At the start of each of the Nautilion's Artillery Steps, the torpedo makes one Change of Facing in the direction of the hottest heat source within **900 feet** of it (GM's discretion), and then moves **180 feet** in the direction. The torpedo detonates after **1 minute** or if it moves into a Naval Theatre grid space occupied by a vessel or Gargantuan creature.

*Saving Throw:* **DC 13 CONSTITUTION**, the Hull component of each vessel and creature that is submerged in the water and within **15 feet** of the torpedo when it detonates. *Failure:* 28 (**8d6**) Thunder damage. *Success:* Half damage.

A creature that takes the Search action to look for incoming projectiles spots the torpedo if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 13**) and the torpedo is within **300 feet** in good weather, or **150 feet** in poor weather. These distances are doubled for creatures using a spyglass.



## NAUTILION, THE ABYSSAL

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 150 ft.

**Facing Turns** 2

**Weight** 36 tons

**Crew** 6 (maximum 10)

**VCR** 9 (XP 12,500; VCR 11 (XP 18,050) with Subnautic II crew))

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +4 (Subnautic II)

### HULL

#### Steel Hull, Superior, Robust III

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
21	28	175	90	+2

### PROPULSION

#### Magitech Engine, Superior, Reliable II

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
16	19	80	38	+6	120 (30)

#### Magitech Engine, Superior, Reliable II

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
16	19	80	38	+6	120 (30)

### CONTROL

#### Magitech Control, Superior, Reliable II

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
16	24	80	38	+6	2

## NAUTILION, THE ABYSSAL

Continued from previous page

### ARTILLERY

**Drowned Bloom.** When the Nautilion hits a target with an artillery attack or a ship component fails a saving throw against the Nautilion's mine or torpedo ammunition, roll **1d10** for each affected target. On a **1–4**, Drowned Bloom coral growths begins growing on the target. See Coral Growth sidebar for more.

### Magitech Railpult, Superior

Large (10 ft. x 10 ft. x 10 ft.) Artillery Component (Catapult)

AC	DT	HP	IT	Con	Ability
16	17	90	45	+5	Str, Int

### SHOT SELECTION

**Rock.** Ranged Artillery Attack: **+8**, range —/450/1350 ft. (minimum 150 ft.). This shot ignores horizontal cover. *Hit:* 27 (**5d10**) Bludgeoning damage plus 14 (**4d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Skipshot.** Ranged Artillery Attack: **+8**, range 150/450/— ft. This shot can Rake and has Advantage on attack rolls against Hulls and kaiju at close range. *Hit:* 27 (**5d10**) Bludgeoning damage plus 14 (**4d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Pebble.** Saving Throw: **DC 16 DEXTERITY**, each creature or ship component in a **10-foot-radius, 90-foot-high Cylinder** centred on a point within **450 feet** (minimum 150 ft.). This shot ignores horizontal Cover. *Failure:* 18 (**4d8**) Bludgeoning damage. *Success:* Half damage.

**Arcanomine (Rare; 6 Uses).** As a Ship Action during the Artillery Step, an Artillerist can launch a mine to an unoccupied space within **450 feet** of this component, where it floats a few feet below the surface. The mine is a Medium object with **AC 19**, **DT 15**, **HP 15**, and **Immunity** to Poison and Psychic Damage.

When a vessel or Gargantuan creature moves into the space of the mine, it self-destructs. *Saving Throw:* **DC 15 CONSTITUTION**, the Hull component of the vessel or creature that triggered the explosion, and each creature that is submerged in the water and within **15 feet** of the mine. *Failure:* 38 (**7d10**) Thunder damage. *Success:* Half damage.

**Remote Control.** As a Ship Action during the Artillery Step, a creature aboard the Nautilion can cause one Arcanomine that has been fired by the Nautilion and that is within 900 feet to move up to 60 feet horizontally.

A creature that takes the Search action to look for incoming projectiles spots the mine if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 15**) and the mine is within **600 feet** in good weather, or **300 feet** in poor weather.

### Magitech Ballista, Superior

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component

AC	DT	HP	IT	Con	Ability
14	18	50	25	+3	Dex, Wis

### SHOT SELECTION

**Javelin Shot.** Ranged Artillery Attack: **+8**, range 180/360/1440 ft. This shot can Rake. *Hit:* 26 (**4d12**) Piercing damage.

**Harpoon Shot.** Ranged Artillery Attack: **+8**, range —/240/— ft. This shot can Link (steel cable). *Hit:* 17 (**5d6**) Piercing damage.

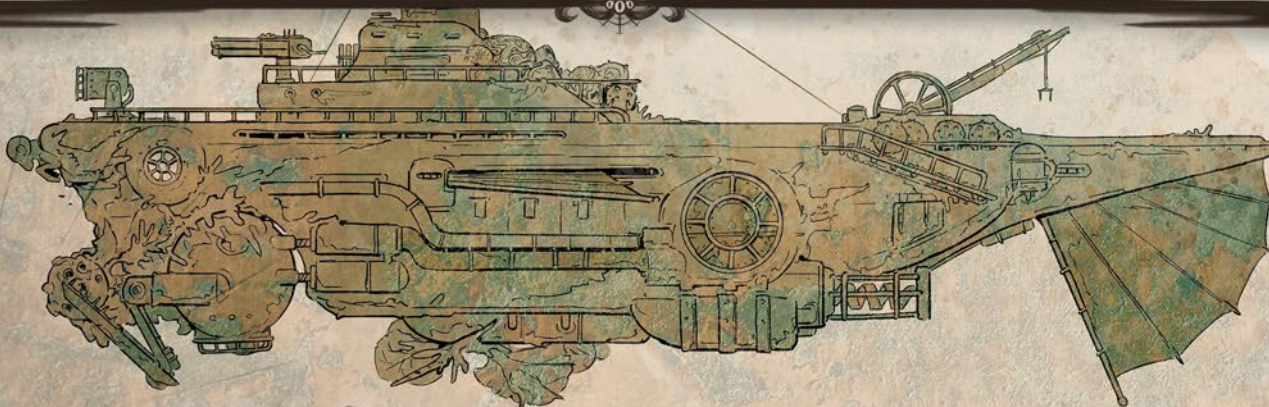
**Splinter Shot.** Saving Throw: **DC 16 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. *Failure:* 7 (**3d4**) Piercing damage. *Success:* Half damage.

**Hothead Torpedo Ammunition (Rare; 12 Uses).** As a Ship Action during the Artillery Step, a creature can load and launch a Hothead Torpedo from this component. The torpedo is a Small object with **AC 17**, **DT 12**, **HP 10**, and **Immunity** to Poison and Psychic Damage.

The torpedo flies through the air up to **210 feet** in the direction it is fired, before submerging in the water. At the start of each of the Nautilion's Artillery Steps, the torpedo makes **two** Change of Facing in the direction of the hottest heat source within **900 feet** of it (GM's discretion), and then moves **210 feet** in the direction. The torpedo detonates after **1 minute** or if it moves into a Naval Theatre grid space occupied by a vessel or Gargantuan creature.

*Saving Throw:* **DC 15 CONSTITUTION**, the Hull component of each vessel and creature that is submerged in the water and within **15 feet** of the torpedo when it detonates. *Failure:* 35 (**10d6**) Thunder damage. *Success:* Half damage.

A creature that takes the Search action to look for incoming projectiles spots the torpedo if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 15**) and the torpedo is within **300 feet** in good weather, or **150 feet** in poor weather. These distances are doubled for creatures using a spyglass.



## NAUTILION, THE MADAL

Gargantuan Vehicle (100 ft. by 25 ft.)

**Top Speed** 180 ft.

**Facing Turns** 3

**Weight** 36 tons

**Crew** 6 (maximum 10)

**VCR** 13 (XP 25,000; VCR 16 (XP 37,500) with Subnautic III crew))

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

**Damage Immunities** Poison, Psychic

**Crew Proficiency Bonus** +5 (Subnautic III)

### HULL

#### Steel Hull, Masterwork, Robust III

Gargantuan (90 ft. x 30 ft. x 30 ft.) Hull Component

AC	DT	HP	IT	Con
21	30	250	132	+3

**Reef Plating Augmentation (Very Rare).** At the start of the Nautilion's Ship Phase, its Hull gains **15** Temporary Hit Points. If the Hull takes **15+** Acid damage in a single instance, this trait doesn't function on the Nautilion's next Ship Phase.

### PROPULSION

#### Magitech Engine, Masterwork, Reliable II

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
18	29	110	60	+6	150 (30)

#### Magitech Engine, Masterwork, Reliable II

Large (10 ft. x 10 ft. x 8 ft.) Propulsion Component

AC	DT	HP	IT	Con	Speed
18	29	110	60	+6	150 (30)

### CONTROL

#### Magitech Control, Masterwork, Robust III

Medium (5 ft. x 5 ft. x 5 ft.) Control Component

AC	DT	HP	IT	Con	Turns
18	34	110	60	+6	3

### ARTILLERY

**Drowned Bloom.** When the Nautilion hits a target with an artillery attack or a ship component fails a saving throw against the Nautilion's mine or torpedo ammunition, roll **1d10** for each affected target. On a **1–5**, Drowned Bloom coral growths begins growing on the target. See Coral Growths sidebar for more.

#### Magitech Railapult, Masterwork

Large (10 ft. x 10 ft. x 10 ft.) Artillery Component (Catapult)

AC	DT	HP	IT	Con	Ability
16	20	110	55	+6	Str, Int

### SHOT SELECTION

**Rock.** Ranged Artillery Attack: **+10**, range —/450/1350 ft. (minimum 150 ft.). This shot ignores horizontal cover. **Hit:** 33 (**6d10**) Bludgeoning damage plus 17 (**5d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Skipshot.** Ranged Artillery Attack: **+10**, range 150/450/— ft. This shot can Rake and has Advantage on attack rolls against Hulls and kaiju at close range. **Hit:** 33 (**6d10**) Bludgeoning damage plus 17 (**5d6**) Bludgeoning damage if the target is a ship component, structure, or kaiju.

**Pebble.** Saving Throw: **DC 18 DEXTERITY**, each creature or ship component in a **10-foot-radius, 90-foot-high Cylinder** centred on a point within **450 feet** (minimum 150 ft.). This shot ignores horizontal Cover. **Failure:** 22 (**5d8**) Bludgeoning damage. **Success:** Half damage.

**Arcanomine (Very Rare; 6 Uses).** As a Ship Action during the Artillery Step, an Artillerist can launch a mine to an unoccupied space within **450 feet** of this component, where it floats a few feet below the surface. The mine is a Medium object with **AC 19**, **DT 15**, **HP 15**, and **Immunity** to Poison and Psychic Damage.

When a vessel or Gargantuan creature moves into the space of the mine, it self-destructs. **Saving Throw:** **DC 16 CONSTITUTION**, the Hull component of the vessel or creature that triggered the explosion, and each creature that is submerged in the water and within **15 feet** of the mine. **Failure:** 49 (**9d10**) Thunder damage. **Success:** Half damage.

**Remote Control.** As a Ship Action during the Artillery Step, a creature aboard the Nautilion can cause one Arcanomine that has been fired by the Nautilion and that is within **900 feet** to move up to **60 feet** horizontally.

A creature that takes the Search action to look for incoming projectiles spots the mine if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 16**) and the mine is within **600 feet** in good weather, or **300 feet** in poor weather. These distances are doubled for creatures using a spyglass



## NAUTILION, THE HADAL

Continued from previous page

### Magitech Ballista, Masterwork

Medium (4 ft. x 4 ft. x 4 ft.) Artillery Component

AC	DT	HP	IT	Con	Ability
14	22	85	43	+5	Dex, Wis

### SHOT SELECTION

**Javelin Shot.** Ranged Artillery Attack: **+12**, range 195/390/1560 ft. This shot can Rake. *Hit:* 32 (**5d12**) Piercing damage.

**Harpoon Shot.** Ranged Artillery Attack: **+12**, range —/240/— ft. This shot can Link (mithral cord). *Hit:* 21 (**6d6**) Piercing damage.

**Splinter Shot.** Saving Throw: **DC 21 DEXTERITY**, each creature and ship component in a **150-foot Narrow Cone**. *Failure:* 10 (**4d4**) Piercing damage. *Success:* Half damage.

**Hothead Torpedo Ammunition (Very Rare; 12 Uses).** As a Ship Action during the Artillery Step, a creature can load and launch a Hothead Torpedo from this component. The torpedo flies through the air up to **240 feet** in the direction it is fired, before submerging in the water. At the start of each of the Nautilion's Artillery Steps, the torpedo makes **three** Change of Facing in the direction of the hottest heat source within **900 feet** of it (GM's discretion), and then moves **240 feet** in the direction. The torpedo detonates after **1 minute** or if it moves into a Naval Theatre grid space occupied by a vessel or Gargantuan creature.

*Saving Throw:* **DC 16 CONSTITUTION**, the Hull component of each vessel and creature that is submerged in the water and within **15 feet** of the torpedo when it detonates. *Failure:* 42 (**12d6**) Thunder damage. *Success:* Half damage.

A creature that takes the Search action to look for incoming projectiles spots the torpedo if its **WISDOM (PERCEPTION)** check exceeds the mine's passive Stealth (**DC 13**) and the torpedo is within **300 feet** in good weather, or **150 feet** in poor weather. These distances are doubled for creatures using a spyglass

## NAUTILION CREW

### SUBNAUTIC I

Crew of the Nautilion, the Pelagic

**Ship Challenge Modifier** +1 VCR  
**Crew Proficiency Bonus** +3

### COMMAND STEP

**Take Cover!** As a Ship Action, the Captain can command up to **two allies** on the Subnautic's vessel's deck; each target that can hear the Captain gains a **+3 bonus** to AC and Dexterity saving throws until the end of the next Creature Phase. This bonus applies only to attacks and effects that originate from outside the Subnautic's vessel.

### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Subnautic's vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 STRENGTH OR WISDOM** check (if the Control component is mechanical) or **DC 13 DEXTERITY OR WISDOM CHECK** (if the Control component is magitech). The Helmsman has a **+2 bonus** to check. On a success, it can make one additional Change of Facing.

**Give Her All She's Got.** Once per Ship Phase, when the Subnautic's vessel Accelerates, it can push beyond its limits, causing its Top Speed and Current Speed to increase by **30 feet** until the start of the next Ship Phase. The engine component then makes a **DC 15 CONSTITUTION SAVING THROW**. The engine takes 27 (**5d10**) Force damage on a failed save or half as much damage on a successful one. This damage ignores any Damage Threshold, Immunities, and Resistances.

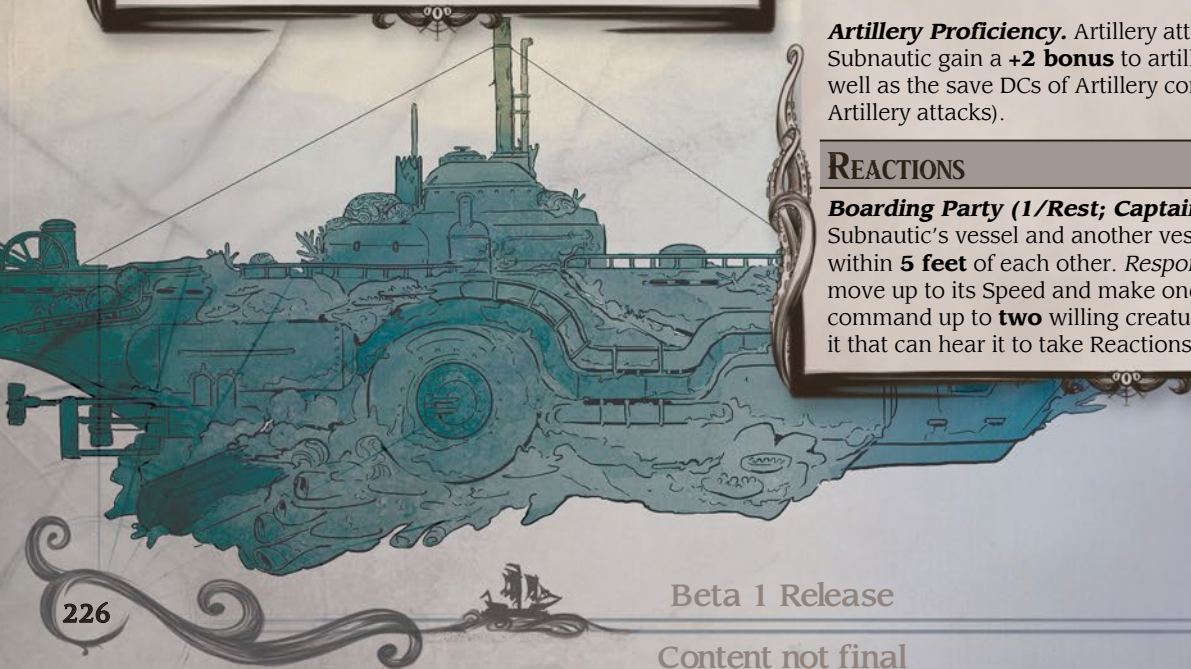
### ARTILLERY STEP

**Ballista Specialist.** Artillery attacks made by the Subnautic with Ballistae have their Harpoon Shot range increased by **60 feet** and their Javelin Shot range increased by **30/60/240 feet** (included in Artillery attacks).

**Artillery Proficiency.** Artillery attacks made by the Subnautic gain a **+2 bonus** to artillery attack rolls, as well as the save DCs of Artillery components (included in Artillery attacks).

### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Subnautic's vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **two** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.



## SUBNAUTIC II

*Crew of the Nautilion, the Abyssal*

**Ship Challenge Modifier** +2 VCR

**Crew Proficiency Bonus** +4

### COMMAND STEP

**Move It!** As a Ship Action, the Captain can command up to **four allies** that can hear it to reposition. Before the end of the next Ship Phase, a target can take a Reaction to move up to its Speed immediately after it takes a Ship Action or at the end of the Ship Phase.

**Take Cover!** As a Ship Action, the Captain can command up to **four allies** on the Subnautic's vessel's deck; each target that can hear the Captain gains a **+4 bonus** to AC and Dexterity saving throws until the end of the next Creature Phase. This bonus applies only to attacks and effects that originate from outside the Subnautic's vessel.

### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Subnautic's vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 STRENGTH OR WISDOM** check (if the Control component is mechanical) or **DC 13 DEXTERITY OR WISDOM** check (if the Control component is magitech). The Helmsman has a **+4 bonus** to check. On a success, it can make one additional Change of Facing.

**Give Her All She's Got.** Once per Ship Phase, when the Subnautic's vessel Accelerates, it can push beyond its limits, causing its Top Speed and Current Speed to increase by **60 feet** until the start of the next Ship Phase. The engine component then makes a **DC 17 CONSTITUTION SAVING THROW**. The engine takes 33 (**6d10**) Force damage on a failed save or half as much damage on a successful one. This damage ignores any Damage Threshold, Immunities, and Resistances.

### ARTILLERY STEP

**Ballista Specialist.** Artillery attacks made by the Subnautic with Ballistae have their Harpoon Shot range increased by **60 feet** and their Javelin Shot range increased by **30/60/240 feet** (included in Artillery attacks).

**Artillery Proficiency.** Artillery attacks made by the Subnautic gain a **+2 bonus** to artillery attack rolls, as well as the save DCs of Artillery components (included in Artillery attacks).

**Shot Specialist.** Artillery attacks made by the Subnautics with Cannons and Catapults deal an extra 14 (**4d6**) damage of the attack's type on a hit against ship components, structures, and kaiju (included in Artillery attacks).

### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Subnautic's vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **four** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.

**Jink (3/Rest; Helmsman).** *Trigger:* The Subnautic's vessel starts its Artillery Step. *Response:* During this step, Artillery attack rolls made against ship components or creatures on the Subnautic's vessel have **Disadvantage**, and Artillery attack rolls made by components on the Subnautic's vessel have **Disadvantage**.

## SUBNAUTIC III

*Crew of the Nautilus, the Hadal*

**Ship Challenge Modifier** +3 VCR

**Crew Proficiency Bonus** +5

### COMMAND STEP

**Move It!** As a Ship Action, the Captain can command up to **five allies** that can hear it to reposition. Before the end of the next Ship Phase, a target can take a Reaction to move up to its Speed immediately after it takes a Ship Action or at the end of the Ship Phase.

**Take Cover!** As a Ship Action, the Captain can command up to **four allies** on the Subnautic's vessel's deck; each target that can hear the Captain gains a **+4 bonus** to AC and Dexterity saving throws until the end of the next Creature Phase. This bonus applies only to attacks and effects that originate from outside the Subnautic's vessel.

### HELM STEP

**Full Rudder.** Once per Ship Phase, when the Subnautic's vessel makes one or more Changes of Facing, the Helmsman can make a **DC 13 STRENGTH OR WISDOM** check (if the Control component is mechanical) or **DC 13 DEXTERITY OR WISDOM** check (if the Control component is magitech). The Helmsman has a **+4 bonus** to check. On a success, it can make one additional Change of Facing.

**Give Her All She's Got.** Once per Ship Phase, when the Subnautic's vessel Accelerates, it can push beyond its limits, causing its Top Speed and Current Speed to increase by **60 feet** until the start of the next Ship Phase. The engine component then makes a **DC 17 CONSTITUTION SAVING THROW**. The engine takes **33 (6d10)** Force damage on a failed save or half as much damage on a successful one. This damage ignores any Damage Threshold, Immunities, and Resistances.

**Hard Turn.** Once per Ship Phase, when the Subnautic's vessel takes the Accelerate, Decelerate, or Manoeuvre action, the helmsman can make a **DC 15 DEXTERITY OR WISDOM** check (**+4 bonus** to check). On a success, the vessel can make one additional Manoeuvre as part of that Ship Action at any point during your vessel's Helm Step.

### ARTILLERY STEP

**Ballista Specialist.** Artillery attacks made by the Subnautic with Ballistae have their Harpoon Shot range increased by **90 feet** and their Javelin Shot range increased by **45/90/360 feet** (included in Artillery attacks).

**Artillery Proficiency.** Artillery attacks made by the Subnautic gain a **+3 bonus** to artillery attack rolls, as well as the save DCs of Artillery components (included in Artillery attacks).

**Shot Specialist.** Artillery attacks made by the Subnautics with Cannons and Catapults deal an extra **17 (5d6)** damage of the attack's type on a hit against ship components, structures, and kaiju (included in Artillery attacks).

### REACTIONS

**Boarding Party (1/Rest; Captain).** *Trigger:* The Subnautic's vessel and another vessel or kaiju come within **5 feet** of each other. *Response:* The Captain can move up to its Speed and make one weapon attack, and command up to **five** willing creatures within **90 feet** of it that can hear it to take Reactions to do the same.

**Jink (5/Rest; Helmsman).** *Trigger:* The Subnautic's vessel starts its Artillery Step. *Response:* During this step, Artillery attack rolls made against ship components or creatures on the Subnautic's vessel have **Disadvantage**, and Artillery attack rolls made by components on the Subnautic's vessel have **Disadvantage**.



GABRIEL VESCIHELLI

## GLOSSARY OF TERMS

This section details commonly used game terms and explains their meanings. Its purpose is threefold:

- ◆ To provide quick reminders of some of the rules and terms essential to playing the game. Note that the glossary doesn't contain the entirety of the terms in the Systems Reference Document, but rather those that we deem most relevant or useful within the context of this book.
- ◆ To explain new terms and rules introduced by Loot Tavern, such as Critical Hit Thresholds or the Wet condition, and to suggest slight adjustments to some of the base game rules.
- ◆ To bridge the 2014 and 2024 editions of the game by highlighting key differences between the two, explaining new terms, and, where necessary, provide ways to adapt 2024 rules to the 2014 edition, making this book usable with either one.

## GLOSSARY CONVENTIONS

The glossary uses the following conventions:

**Tags in Brackets.** Some entries have a tag in brackets after the entry's name, as in "Attack [Action]". A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

**"You".** The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

**"See Also".** Some glossary entries include a See also section that points to other entries in the glossary.

**No Obsolete Terms.** The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

**Abbreviations.** The abbreviations in the following list appear in this glossary and elsewhere in the rules.

AC	Armor Class	LG	Lawful Good
C	Concentration	LN	Lawful Neutral
CE	Chaotic Evil	M	Material component
CG	Chaotic Good	N	Neutral
Cha.	Charisma	NE	Neutral Evil
CN	Chaotic Neutral	NG	Neutral Good
Con.	Constitution	NPC	Nonplayer Character
CP	Copper Piece(s)	"OA / Opt."	Optional Attunement
CR	Challenge Rating	PB	Proficiency Bonus
DC	Difficulty Class	PP	Platinum Piece(s)
Dex.	Dexterity	R	Ritual
EA / Enh.	Enhanced Attunement	S	Somatic component
EP	Electrum Piece(s)	SP	Silver Piece(s)
GM	Game Master	Str.	Strength
GP	Gold Piece(s)	V	Verbal component
HP	Hit Point(s)	Wis.	Wisdom
Int.	Intelligence	XP	Experience Point(s)
LE	Lawful Evil		

## RULES DEFINITIONS

Here are definitions of various rules.

### ABILITY CHECK

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also "D20 Tests".*

### ACTION

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. These actions are defined elsewhere in this glossary:

Attack	Dodge	Influence	Search
Dash	Help	Magic	Study
Disengage	Hide	Ready	Utilize

### ADVANTAGE

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. *See also "D20 Tests".*

## ALLY

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the GM designates as your ally.



## AREA OF EFFECT

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of seven shapes. These shapes are defined elsewhere in this glossary:

Cone	Cylinder	Line	Sphere
Cube	Emanation	Narrow Cone	

An area of effect has a point of origin, a location from which the effect’s energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn’t included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also “Cover”.*

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

## ARMOR TRAINING

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have **Disadvantage** on any D20 Test that involves Strength or Dexterity, and you can’t cast spells. If you use a Shield and lack training with it, you don’t gain its AC bonus. *See also “Disadvantage”.*

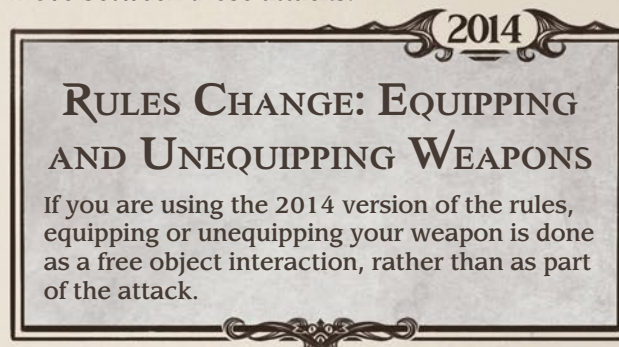


## ATTACK (ACTION)

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

**Equipping and Unequipping Weapons.** You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don’t need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

**Moving between Attacks.** If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.



## ATTACK ROLL

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also “D20 Tests”.*

## ATTITUDE

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. These attitudes are defined elsewhere in this glossary.

## ATTUNEMENT

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item’s magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren’t attuned to it, but none of its magical properties.

Loot Tavern introduces two new types of Attunement: Enhanced and Optional. These types of Attunement are defined elsewhere in this glossary.

**Attune during a Short Rest.** Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can’t be the same Short Rest used to learn the item’s properties). This focus can take the form of weapon

practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

**No More Than Three Items.** You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one Ring of Protection at a time.

**Ending Attunement.** Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than **100 feet** away for at least **24 hours**, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

## **BLINDED** [CONDITION]

While you have the Blinded condition, you experience the following effects.

**Can't See.** You can't see and automatically fail any ability check that requires sight.

**Attacks Affected.** Attack rolls against you have **Advantage**, and your attack rolls have **Disadvantage**.

## **BLINDSIGHT**

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you are Blinded or are in Darkness. Moreover, in that range, you can see something that is Invisible.

## **BLOODIED**

A creature is Bloodied while it has half its Hit Points or fewer remaining.

## **BONUS ACTION**

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so.

## **BREAKING OBJECTS**

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the GM may allow a creature to break it automatically with the Attack or Utilize action.

**Armor Class.** The Object Armor Class table suggests ACs for various substances.

### OBJECT ARMOR CLASS

AC	Substance	AC	Substance
11	Cloth, paper, rope	19	Iron, steel
13	Crystal, glass, ice	21	Mithral
15	Wood	13	Adamantine
17	Stone		

**Hit Points.** An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The GM determines whether destroying part of an object causes the whole thing to collapse.

### OBJECT ARMOR CLASS

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, dining table)	5 (1d10)	27 (5d10)

**Damage Types and Objects.** Objects have **Immunity** to Poison and Psychic damage. The GM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have **Vulnerability** to Fire damage.

**Damage Threshold.** Big objects, such as castle walls, often have extra resilience represented by a Damage Threshold. See also "Damage Threshold".

**No Ability Scores.** An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can't make ability checks, and it fails all saving throws.

## **BRIGHT LIGHT**

Bright Light is normal illumination and lets most creatures see normally

## **BURNING** [HAZARD]

A burning creature or object takes **1d4** Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by dropping **Prone** and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

## BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so. See also "Speed".

## CARRYING CAPACITY

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

### CARRYING CAPACITY

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. x 7.5 lb.	Str. x 15 lb.
Small / Medium	Str. x 15 lb.	Str. x 30 lb.
Large	Str. x 30 lb.	Str. x 60 lb.
Huge	Str. x 60 lb.	Str. x 120 lb.
Gargantuan	Str. x 120 lb.	Str. x 240 lb.

## CHARMED [CONDITION]

While you have the Charmed condition, you experience the following effects.

**Can't Harm the Charmer.** You can't attack the charmer or target the charmer with damaging abilities or magical effects.

**Social Advantage.** The charmer has Advantage on any ability check to interact with you socially.

**2014**

**RULES CHANGE: CHARMED**

If you are using the 2014 version of the rules, the Charmed condition stops you from targeting the charmer with all harmful abilities, rather than just damaging ones.

## CLIMBING

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the GM's option, climbing a slippery surface or one with few handholds might require a successful **DC 15 STRENGTH (ATHLETICS)** check.

## CLIMB SPEED

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. See also "Climbing" and "Speed".

## CONCENTRATION

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

**Another Concentration Effect.** You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

**Damage.** If you take damage, you must succeed on a **CONSTITUTION SAVING THROW** to maintain Concentration. The **DC** equals **10** or half the damage taken (round down), whichever number is higher, up to a maximum DC of **30**.

**Incapacitated or Dead.** Your Concentration ends if you are Incapacitated or you die.

## CONDITION

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

Blinded	Grappled	Petrified	Stunned
Charmed	Incapacitated	Poisoned	Unconscious
Deafened	Invisible	Prone	Wet
Exhaustion	Linked	Restrained	
Frightened	Paralysed	Stunned	

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule.

## CONE [AREA OF EFFECT]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

## CONTESTS

When one creature's efforts are directly opposed to another's, a special form of ability check, called a contest, can be used to determine which of the two comes out victorious.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

## COVER

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target. If behind more than one degree of cover, a target benefits only from the most protective degree.

- ◆ Half Cover: +2 bonus to AC and Dexterity saving throws
- ◆ Three-Quarters Cover: +5 bonus to AC and Dexterity saving throws
- ◆ Total Cover: The target can't be targeted directly

## CRAWLING

While you're crawling, each foot of movement costs **1 extra foot** (2 extra feet in Difficult Terrain). See also "Speed".

## CRITICAL HIT

Usually, if you roll a **20** on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers.

## CRITICAL HIT THRESHOLD (LT)

Loot Tavern introduces a new concept to make it easier to score Critical Hits: Critical Hit Threshold. If you roll a number equal to or higher than your Critical Hit Threshold on the d20 for an attack roll, you score a Critical Hit.

**Critical Hit Threshold.** Your Critical Hit Threshold is 20, unless another feature says otherwise.

**Reducing Your Critical Hit Threshold.** Some effects can reduce the Critical Hit Threshold of an attack, such as the Advanced Weapon Masteries introduced in *Ryoko's Guide to the Yokai Realms*. For example, if you take the Executioner Advanced Technique from the Heavy tree, you can score a Critical Hit on a roll of 19–20 on the d20 when attacking a Prone creature.

## CUBE [AREA OF EFFECT]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

## CURSES

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the Remove Curse and Greater Restoration spells or other magic that explicitly ends curses.

## CYLINDER [AREA OF EFFECT]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder's base and the Cylinder's height.

A Cylinder's point of origin is included in the area of effect.

## D20 TEST

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The GM determines whether a D20 Test is warranted in a given circumstance. See also "Ability Check", "Attack Roll", and "Saving Throw".

## DAMAGE THRESHOLD

A creature or an object that has a Damage Threshold has **Immunity** to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its Damage Threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the Damage Threshold is superficial and doesn't reduce Hit Points.

For example, if an object has a Damage Threshold of **10**, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

## DARKNESS

An area of Darkness is Heavily Obscured.

## DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also "Darkness", "Dim Light", and "Bright Light".*

## DASH [ACTION]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also "Speed".*

## DEAD

A dead creature has no Hit Points and can't regain them unless it is first revived by magic such as the Raise Dead or Revivify spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

### TAVERN SUGGESTION:

#### ALTERNATE REVIVAL RULES

If a dead creature returns to life, it gains 1 Exhaustion level, up to a maximum of 5. If the creature died with 6 Exhaustion levels, it returns with 1 fewer level instead.

## DEAFENED [CONDITION]

While you have the Deafened condition, you experience the following effect.

**Can't Hear.** You can't hear and automatically fail any ability check that requires hearing.

## DEATH SAVING THROW

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

**Three Successes/Failures.** Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

**Rolling a 1 or 20.** When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point.

**Damage at 0 Hit Points.** If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

## DEHYDRATION [HAZARD]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also "Exhaustion".*

### WATER NEEDS PER DAY

Size	Water	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

## DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't. A space is Difficult Terrain if the space contains any of the following or something similar:

- ◆ A creature that isn't Tiny or your ally
- ◆ Furniture that is sized for creatures of your size or larger
- ◆ Heavy snow, ice, rubble, or undergrowth
- ◆ Liquid that's between shin- and waist-deep
- ◆ A narrow opening sized for a creature one size smaller than you
- ◆ A slope of 20 degrees or more

## DIM LIGHT

An area with Dim Light is Lightly Obscured.

## DISADVANTAGE

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also "D20 Tests".*

## DISENGAGE [ACTION]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

## DODGE [ACTION]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has **Disadvantage** if you can see the attacker, and you make Dexterity saving throws with **Advantage**.

You lose these benefits if you are Incapacitated or if your Speed is 0.

## EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

## ENEMY

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or GM.

2014

### UPDATED TERM: ENEMY

This replaces the term "hostile creature" in the 2014 ruleset.

## ENHANCED ATTUNEMENT [LT]

Some magic items have the potential to be connected to more deeply by a creature attuned to them. Usually, this requires the creature to fulfill a prerequisite, such as completing a specific task, or, more simply, accepting some downsides associated with the enhanced bond.

Once a creature attuned to the item has fulfilled the prerequisites and enhanced its attunement, it can use any properties labelled 'EA' in the item's description.

## EXHAUSTION [CONDITION]

While you have the Exhaustion condition, you experience the following effects.

**Exhaustion Levels.** This condition is cumulative. Each time you receive it, you gain **1 Exhaustion** level. You die if your Exhaustion level is **6**. *See also "Dead".*

**D20 Tests Affected.** When you make a D20 Test, the roll is reduced by **2 times** your Exhaustion level.

**Speed Reduced.** Your Speed is reduced by a number of feet equal to **5 times** your Exhaustion level.

**Removing Exhaustion Levels.** Finishing a Long Rest removes **1** of your Exhaustion levels. When your Exhaustion level reaches **0**, the condition ends.

2014

### RULES CHANGE: EXHAUSTION

If you are using the 2014 version of the rules, Exhaustion levels don't affect your D20 Tests or reduce your Speed. Instead, you suffer specific effects depending on your Exhaustion level, according to the Exhaustion effects table.

Level	Effect
1	You have Disadvantage on ability checks
2	Your Speed is halved
3	You have Disadvantage on attack rolls and saving throws
4	Your Hit Point maximum is halved
5	Your Speed is reduced to 0
6	You die

## EXPERTISE

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

## FALLING [HAZARD]

A creature that falls takes **1d6** Bludgeoning damage at the end of the fall for every **10 feet** it fell, to a maximum of **20d6**. When the creature lands, it is knocked **Prone** unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a **DC 15 STRENGTH (ATHLETICS)** or **DEXTERITY (ACROBATICS)** check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

## FLYING

A variety of effects allow a creature to fly. While flying, you fall if you are Incapacitated, knocked Prone or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also "Falling" and "Fly Speed".*

## FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also "Flying" and "Speed".*

## FRIENDLY [ATTITUDE]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also "Influence".*

## FRIGHTENED [CONDITION]

While you have the Frightened condition, you experience the following effects.

**Ability Checks and Attacks Affected.** You have **Disadvantage** on ability checks and attack rolls while the source of fear is within line of sight.

**Can't Approach.** You can't willingly move closer to the source of fear.

## GRAPPLED [CONDITION]

While you have the Grappled condition, you experience the following effects.

**Speed 0.** Your Speed is **0** and can't increase.

**Attacks Affected.** You have **Disadvantage** on attack rolls against any target other than the grappler.

**Movable.** The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

## GRAPPLING

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also "Unarmed Strike" and "Grappled".*

**Grappled Condition.** Successfully grappling a creature gives it the Grappled condition.

**One Grapple per Hand.** A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

**Ending a Grapple.** A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).

2014

### RULES CHANGE: GRAPPLES

If you are using the 2014 version of the rules, grapples have the following changes.

**Grappled Condition**  
Being Grappled doesn't impose Disadvantage on your attack rolls.

**Grappling**  
Initiating and ending grapples functions differently. Rather than making an Unarmed Strike, a creature can replace one or more attacks made as part of the Attack action with an attempt to grapple.

The target of the grapple doesn't make a saving throw, but rather a contested Strength (Athletics) or Dexterity (Acrobatics) check against the grappler's Strength (Athletics) check. If it fails, it's Grappled. To escape a grapple, a creature must use its action to make the same contested check against the grappler, ending the Grappled condition on a success.

*See also "Contests".*

## HAZARD

A hazard is an environmental danger such as Burning, Dehydration, Falling, Malnutrition, and Suffocation. These hazards are defined elsewhere in this glossary.

## HEAVILY OBSCURED

You are **Blinded** while trying to see something in a Heavily Obscured space. *See also "Blinded".*

## HELP [ACTION]

When you take the Help action, you do one of the following.

**Assist an Ability Check.** Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has **Advantage** on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The GM has final say on whether your assistance is possible.

**Assist an Attack Roll.** You momentarily distract an enemy within **5 feet** of you, giving **Advantage** to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

## HEROIC INSPIRATION

If you (a player character) have **Heroic Inspiration**, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

2014

**UPDATED TERM:**  
**HEROIC INSPIRATION**

This replaces the term "Inspiration" in the 2014 ruleset.

## HIDE [ACTION]

With the Hide action, you try to hide yourself. To do so, you must succeed on a **DC 15 DEXTERITY (STEALTH)** check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you are **Invisible** while hidden. Make note of your check's total, which is the DC for a creature to find you with a **WISDOM (PERCEPTION)** check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

2014

**RULES CHANGE: HIDE ACTION**

If you are using the 2014 version of the rules, succeeding on a Dexterity (Stealth) check to hide does not make you Invisible. Instead, follow the rules for unseen attackers and targets while hidden.

## HIGH JUMP

When you make a High Jump, you leap into the air a number of feet equal to **3 plus your Strength modifier** (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

## HOSTILE [ATTITUDE]

A Hostile creature views you unfavorably. You have **Disadvantage** on an ability check to influence a Hostile creature. *See also "Influence."*

## HOVER

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in some circumstances. *See also "Flying."*

## ILLUSIONS

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

## IMPROVISED WEAPONS

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

**Proficiency.** Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

**Damage.** On a hit, the weapon deals 1d4 damage of a type the GM thinks is appropriate for the object.

**Range.** If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

**Weapon Equivalents.** If an improvised weapon resembles a Simple or Martial weapon, the GM may say it functions as that weapon and uses that weapon's rules. For example, the GM could treat a table leg as a Club.

## INCAPACITATED (CONDITION)

While you have the Incapacitated condition, you experience the following effects.

**Inactive.** You can't take any action, Bonus Action, or Reaction.

**No Concentration.** Your Concentration is broken.

**Speechless.** You can't speak.

**Surprised.** If you're Incapacitated when you roll Initiative, you have **Disadvantage** on the roll.

2014

### RULES CHANGE: INCAPACITATED

If you are using the 2014 version of the rules, being Incapacitated doesn't stop you from speaking, and you aren't surprised when you roll Initiative while Incapacitated.

## INDIFFERENT (ATTITUDE)

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also "Influence."*

## INFLUENCE (ACTION)

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The GM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

**Willing.** If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

**Unwilling.** If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

**Hesitant.** If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The GM chooses the check, which has a default DC equal to 15 OR THE MONSTER'S INTELLIGENCE SCORE, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the GM) before urging it in the same way again.

See also "Nonstandard Ability-Skill Combinations" sidebar, page 8.

### INFLUENCE CHECKS

Skill	Interaction
Deception	Deceiving a monster that understands you
Intimidation	Intimidating a monster
Performance	Amusing a monster
Persuasion	Persuading a monster that understands you
Animal Handling	Gently coaxing a Beast or Monstrosity

## INITIATIVE

Initiative determines the order of turns during combat. Sometimes a GM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5.

## INVISIBLE [CONDITION]

While you have the Invisible condition, you experience the following effects.

**Surprise.** If you're Invisible when you roll Initiative, you have **Advantage** on the roll.

**Concealed.** You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

**Attacks Affected.** Attack rolls against you have **Disadvantage**, and your attack rolls have **Advantage**. If a creature can somehow see you, you don't gain this benefit against that creature.

2014

### RULES CHANGE: INVISIBLE

If you are using the 2014 version of the rules, you don't have Advantage on Initiative rolls while Invisible.

## KNOCKING OUT A CREATURE

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then is knocked **Unconscious** and starts a Short Rest. The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful **DC 10 WISDOM (MEDICINE)** check.

2014

### RULES CHANGE: KNOCKING OUT A CREATURE

If you are using the 2014 version of the rules, knocking out a creature nonlethally reduces it to 0 Hit Points instead of 1, and the target is Stable.

## LIGHTLY OBSCURED

You have **Disadvantage** on Wisdom (Perception) checks to see something in a Lightly Obscured space.

## LINE [AREA OF EFFECT]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

## LINKED [CONDITION]

When a free-moving target (like a creature or ship) is attached to another free-moving target or a grounded object (one that is fixed to the ground, like a pier or a tree) by a piece of flexible material, both targets are **Linked**.

**Condition Information.** The information in parenthesis indicates the object by which the two targets are Linked, as well as that object's Armor Class, Hit Points, Damage Threshold, and any damage Resistances, Immunities, or Vulnerabilities it might have. For example, Linked (Steel Cable; AC 19, HP 12, DT 10; Immunity to all damage except Acid, Force, and Slashing damage).

While you have the Linked condition, you experience the following effects.

**Movement Restriction.** You can't move further away from the target to which you are Linked if that target weighs more than your drag capacity.

**Approaching a Linked Target.** You can move closer to a target to which you are Linked. Unless otherwise stated, the flexible material that links you is taken in as both of you get closer to each other.

**Floating Objects.** If you and the target to which you are Linked are both floating (such as ships on water or two underwater creatures), and the material is shortened (such as by a winch reeling in a cable), the lighter target is pulled towards the heavier one.

**Dragging an Object.** You can drag an object to which you are Linked if it weighs less than your drag capacity and the object isn't firmly connected to a surface.

**Dragging a Creature.** You can attempt to drag another creature to which you are Linked if it weighs less than your drag capacity when you move away from it. When you do so, make a contested **STRENGTH (ATHLETICS)** check against that other creature as part of your movement. A creature two or more sizes larger than the other automatically succeeds in this contest. On a success, you can drag the other creature until the end of the turn, expending **2 feet** of movement for every foot you move.

**Ending the Linked Condition.** Both targets cease being Linked if the object connecting them is reduced to 0 Hit Points.

## LONG JUMP

When you make a Long Jump, you leap horizontally a number of feet up to your **STRENGTH SCORE** if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or fall **Prone**.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a **DC 10 STRENGTH (ATHLETICS)** check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

## LONG REST

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. During sleep, you are **Unconscious**. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

**Benefits of the Rest.** To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

**Regain All HP.** You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

**Ability Scores Restored.** If any of your ability scores were reduced, they return to normal.

**Exhaustion Reduced.** If you have the Exhaustion condition, its level decreases by 1.

**Special Feature.** Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

**Interrupting the Rest.** A Long Rest is stopped by the following interruptions:

- ◆ Rolling Initiative
- ◆ Casting a spell other than a cantrip
- ◆ Taking any damage
- ◆ 1 hour of walking or other physical exertion

If you rested at least **1 hour** before the interruption, you gain the benefits of a Short Rest. *See also "Short Rest."*

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires **1 additional hour** per interruption to finish.

## 2014 RULES CHANGE: LONG REST

If you are using the 2014 version of the rules, you only regain half your maximum number of Hit Point Dice when you finish a Long Rest, and your ability scores are not returned to normal.

Additionally, having your rest interrupted does not give you the benefits of a Short Rest, even if you rested at least 1 hour before the interruption, and you can't resume a Long Rest after being interrupted.

## MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also "Concentration".*

## 2014 NEW TERM: MAGIC ACTION

If you are using the 2014 version of the rules, the Magic action doesn't exist. If any effect requires you to take a Magic action, you can take an action instead.

## MALNUTRITION [HAZARD]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a **DC 10 CONSTITUTION SAVING THROW** or gain **1 Exhaustion** level at the day's end. A creature that eats nothing for 5 days automatically gains **1 Exhaustion** level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also "Exhaustion".*

### FOOD NEEDS PER DAY

Size	Food	Size	Food
Tiny	¼ pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

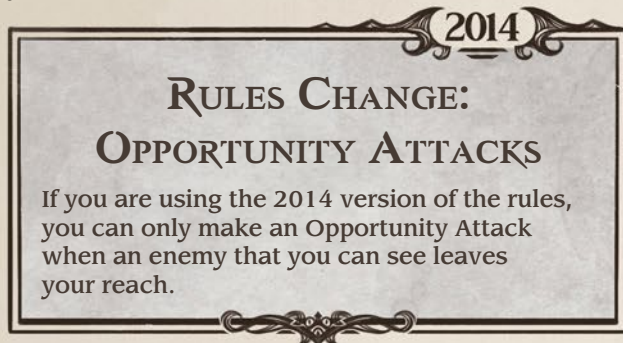
## NARROW CONE [AREA OF EFFECT]

A Narrow Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Narrow Cone's width begins at 5 feet wide and, for every 30 feet along its length, it gets 5 feet wider. For example, a 90-foot Narrow Cone is 5 feet wide for the first 30 feet of length, 10 feet wide from 35 feet to 60 feet, and 15 feet wide from 60 feet to 90 feet from the point of origin. The effect that creates a Narrow Cone specifies its maximum length.

A Narrow Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

## OPPORTUNITY ATTACKS

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach.



## OPTIONAL ATTUNEMENT

Some magic items contain a combination of properties that don't require attunement to use and properties that do. Once a creature attunes to the item, it can use any properties labelled 'OA' in the item's description. Any properties missing the 'OA' label can be used even if a creature is not attuned to the item.

## PARALYSED [CONDITION]

While you have the Paralysed condition, you experience the following effects.

**Incapacitated.** You are **Incapacitated**.

**Speed 0.** Your Speed is **0** and can't increase.

**Saving Throws Affected.** You automatically fail Strength and Dexterity saving throws.

**Attacks Affected.** Attack rolls against you have **Advantage**.

**Automatic Critical Hits.** Any attack roll that hits you is a Critical Hit if the attacker is within **5 feet** of you.

## PASSIVE PERCEPTION

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The GM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature's Passive Perception equals **10 PLUS THE CREATURE'S WISDOM (PERCEPTION) check bonus**. If the creature has **Advantage** on such checks, increase the score by **5**. If the creature has **Disadvantage** on them, decrease the score by **5**. For example,

a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has **Advantage** on Wisdom (Perception) checks, the score becomes 19.

## PETRIFIED [CONDITION]

While you have the Petrified condition, you experience the following effects.

**Turned to Inanimate Substance.** You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

**Incapacitated.** You are **Incapacitated**.

**Speed 0.** Your Speed is **0** and can't increase.

**Attacks Affected.** Attack rolls against you have **Advantage**.

**Saving Throws Affected.** You automatically fail Strength and Dexterity saving throws.

**Resist Damage.** You have **Resistance** to all damage.

**Poison Immunity.** You have **Immunity** to the Poisoned condition.

## POISONED [CONDITION]

While you have the Poisoned condition, you experience the following effect.

**Ability Checks and Attacks Affected.** You have **Disadvantage** on attack rolls and ability checks.

## PRONE [CONDITION]

While you have the Prone condition, you experience the following effects.

**Restricted Movement.** Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

**Attacks Affected.** You have **Disadvantage** on attack rolls. An attack roll against you has **Advantage** if the attacker is within **5 feet** of you. Otherwise, that attack roll has **Disadvantage**.

## REACTION

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. See also "Opportunity Attacks".

## READY [ACTION]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include “If the cultist steps on the trapdoor, I’ll pull the lever that opens it,” and “If the zombie steps next to me, I move away”.

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell’s magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

## RESTRAINED [CONDITION]

While you have the Restrained condition, you experience the following effects.

**Speed 0.** Your Speed is 0 and can’t increase.

**Attacks Affected.** Attack rolls against you have **Advantage**, and your attack rolls have **Disadvantage**.

**Saving Throws Affected.** You have **Disadvantage** on Dexterity saving throws.

## RITUAL

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes **10 minutes** longer to cast than normal. It also doesn’t expend a spell slot, which means the ritual version of a spell can’t be cast at a higher level.

## ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

## SAVING THROW

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save

and lacks the ability score used by it, the target automatically fails. *See also “D20 Tests”.*

If you don’t want to resist the effect, you can choose to fail the save without rolling.

2014

## RULES CHANGE: SAVING THROWS

If you are using the 2014 version of the 5e rules, you can’t choose to fail a saving throw without rolling unless the effect says so.

## SEARCH ACTION

When you take the Search action, you make a **WISDOM** check to discern something that isn’t obvious. The Search table suggests which skills are applicable when you take this action, depending on what you’re trying to detect.

### SEARCH

Skill	Thing to Detect
Insight	Creature’s state of mind
Medicine	Creature’s ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

## SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

**Benefits of the Rest.** When you finish the rest, you gain the following benefits:

**Spend Hit Point Dice.** You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

**Special Feature.** Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

**Interrupting the Rest.** A Short Rest is stopped by the following interruptions:

- ◆ Rolling Initiative
- ◆ Casting a spell other than a cantrip
- ◆ Taking any damage

An interrupted Short Rest confers no benefits.

## SIMULTANEOUS EFFECTS

If two or more things happen at the same time on a turn, the person at the game table—player or GM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

## SPEED

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. See also "Climbing," "Crawling," "Flying," "Jumping," and "Swimming".

**Special Speeds.** Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

**Changes to Your Speeds.** If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

### TAVERN SUGGESTION: ALTERNATE SPEED SWITCHING RULES

The current Speed switching rules create a few inconsistent situations. For example, they prevent a creature with a normal Speed of 30 feet and a Swim Speed of 60 feet from swimming 30 feet then walking 30 feet, but not from walking 30 feet then swimming 30 feet.

To prevent this, consider the following change. You can switch freely between different speeds during your movement, expending each one independently, but your total movement can't exceed the highest Speed you have. For example, if you have a Speed of 30 feet and a Swim Speed of 60 feet, you can swim 45 feet using your Swim Speed and then walk 15 feet using your normal Speed, but must then stop because your total movement can't exceed 60 feet.

## SPELL ATTACK

A spell attack is an attack roll made as part of a spell or another magical effect.

## SPELLCASTING FOCUS

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses.

## SPHERE [AREA OF EFFECT]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

## STUDY ACTION

When you take the Study action, you make an **INTELLIGENCE** check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

### AREAS OF KNOWLEDGE

Skill	Thing to Detect
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilisations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

## STUNNED (CONDITION)

While you have the Stunned condition, you experience the following effects.

**Incapacitated.** You are **Incapacitated**.

**Saving Throws Affected.** You automatically fail Strength and Dexterity saving throws.

**Attacks Affected.** Attack rolls against you have **Advantage**.

2014

### RULES CHANGE: STUNNED

If you are using the 2014 version of the 5e rules, you can't move or speak while Stunned.

## SUFFOCATION (HAZARD)

A creature can hold its breath for a number of minutes equal to **1 plus its Constitution modifier** (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains **1 Exhaustion** level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

2014

### RULES CHANGE: SUFFOCATION

If you are using the 2014 version of the 5e rules, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round) when you run out of air or begin choking. At the start of your next round after that, you are reduced to 0 Hit Points, can't regain Hit Points, and can't be Stable until you can breathe again.

## SURPRISE

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have **Disadvantage** on its Initiative roll.

2014

### RULES CHANGE: SURPRISE

If you are using the 2014 version of the 5e rules, you don't have Disadvantage on your Initiative roll if you're surprised.

Instead, if you're surprised, you can't move or take actions on your first turn in combat, and you can't take a Reaction until the end of your first turn.

## SWIMMING

While you're swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the GM's option, moving any distance in rough water might require a successful **DC 15 STRENGTH (ATHLETICS)** check.

## SWIM SPEED

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. See also "Swimming" and "Speed".

## TARGET

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

## TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

## TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

## TEMPORARY HIT POINTS

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points.

**Lose Temporary Hit Points First.** If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

**Duration.** Temporary Hit Points last until they're depleted or you finish a Long Rest.

**They Don't Stack.** Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

**They're Not Hit Points or Healing.** Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

## TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

## TRUESIGHT

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

**Darkness.** You can see in normal and magical Darkness.

**Invisibility.** You see creatures and objects that have the Invisible condition.

**Visual Illusions.** Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

**Transformations.** You discern the true form of any creature or object you see that has been transformed by magic.

**Ethereal Plane.** You see into the Ethereal Plane.

## UNARMED STRIKE

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

**Damage.** You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

**Grapple.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 PLUS YOUR STRENGTH MODIFIER AND PROFICIENCY BONUS. This grap-

ple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. See also “Grappling”.

**Shove.** The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals **8 PLUS YOUR STRENGTH MODIFIER AND PROFICIENCY BONUS**. This shove is possible only if the target is no more than one size larger than you.

2014

## RULES CHANGE: GRAPPLING AND SHOVING

If you are using the 2014 version of the 5e rules, when you take the Attack action, you can replace one or more attacks with an attempt to grapple or shove a creature, rather than it being an Unarmed Strike option.

Additionally, instead of a Strength or Dexterity saving throw, the target must make a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. If you win the contest, they suffer the effects of grappling or shoving as normal. See also “Contests” and “Grappling”.

## UNCONSCIOUS [CONDITION]

While you have the Unconscious condition, you experience the following effects.

**Inert.** You are **Incapacitated** and **Prone**, and you drop whatever you’re holding. When this condition ends, you remain Prone.

**Speed 0.** Your Speed is **0** and can’t increase.

**Attacks Affected.** Attack rolls against you have **Advantage**.

**Saving Throws Affected.** You automatically fail Strength and Dexterity saving throws.

**Automatic Critical Hits.** Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

**Unaware.** You’re unaware of your surroundings.

## UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

## WEAPON ATTACK

A weapon attack is an attack roll made with a weapon.

## WET [CONDITION] [LT]

While you have the Wet condition, you experience the following effects.

**Cold and Lightning Susceptibility.** You have **Disadvantage** on saving throws against spells and other effects that deal Cold or Lightning damage, and **Disadvantage** on saving throws against extreme cold.

**Fire Protection.** You have **Advantage** on saving throws against spells and other effects that deal Fire damage.

**Ending the Wet Condition.** When you take 5+ Fire damage in a single turn or spend **10 minutes** around a source of heat, this condition ends.



## SAFETY

Care should always be taken to ensure all players have an enjoyable experience while feeling fundamentally supported. Meeting interesting characters and encountering real-world issues can be fascinating and fun, but when the content of the game crosses a player's boundary, it stops being fun. The following information can help you keep your table safe and fun for everyone involved.

**Triggers.** As a group, agree on a way to handle unexpected issues as they arise, and let your players know that you are there to support them and that they can talk to you about it. Sometimes a campaign just isn't a good fit for a player. A person may decide there are too many themes they are uncomfortable with and choose not to play this game, a decision that should be respected.

## SAFETY TOOL

A tabletop roleplaying game should be a fun and welcoming experience for everyone. Clearly communicating the themes to your players at the beginning of the campaign is not a spoiler; rather, it ensures that everyone goes into this campaign with a clear understanding of the story you're about to tell together. It is important to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a player has traumatophobia, you could describe skeletal blade fighters as shapeshifters that summon magical weapons rather than manipulating exposed bone. Be mindful of not attacking the player behind the character, especially with hostile NPCs.

**Safety Tools.** Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

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**The TTRPG Safety Toolkit.** The TTRPG (Table Top Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at:

Familiarise yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. Players can anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

## SESSION ZERO

Think of session zero as the preparation session before the first session of your game. It can be a time to build characters together, establish relationships, and set expectations. Consider questions like these during your session zero:

- ◆ What tone would you and your players like the game to have?
- ◆ What is everyone excited about?
- ◆ How do you want to handle the possibility of character deaths?
- ◆ What will the group do if one or more players can't attend a session?
- ◆ Which safety tools will you use?
- ◆ Which character creation options are allowed or not allowed.
- ◆ The major themes of *VoidSea* and *Salt, Storm, and Steel*.

## THEMES AND SUBJECTS

There is a possibility that not all players will enjoy some of the themes and subject matter in the campaign. In this case, adjust the theme or subject matter according to your players' needs. *Salt, Storm, and Steel* (at least in the Beta releases) contains the following themes and subject matter, though this list is not exhaustive.

- ◆ Death (referenced throughout)
- ◆ Dissection (Harvesting; Crafting)
- ◆ Drowning (referenced throughout)
- ◆ Physical Disability (Prostheses; referenced throughout)
- ◆ Thalassophobia (referenced throughout)

## LEGAL

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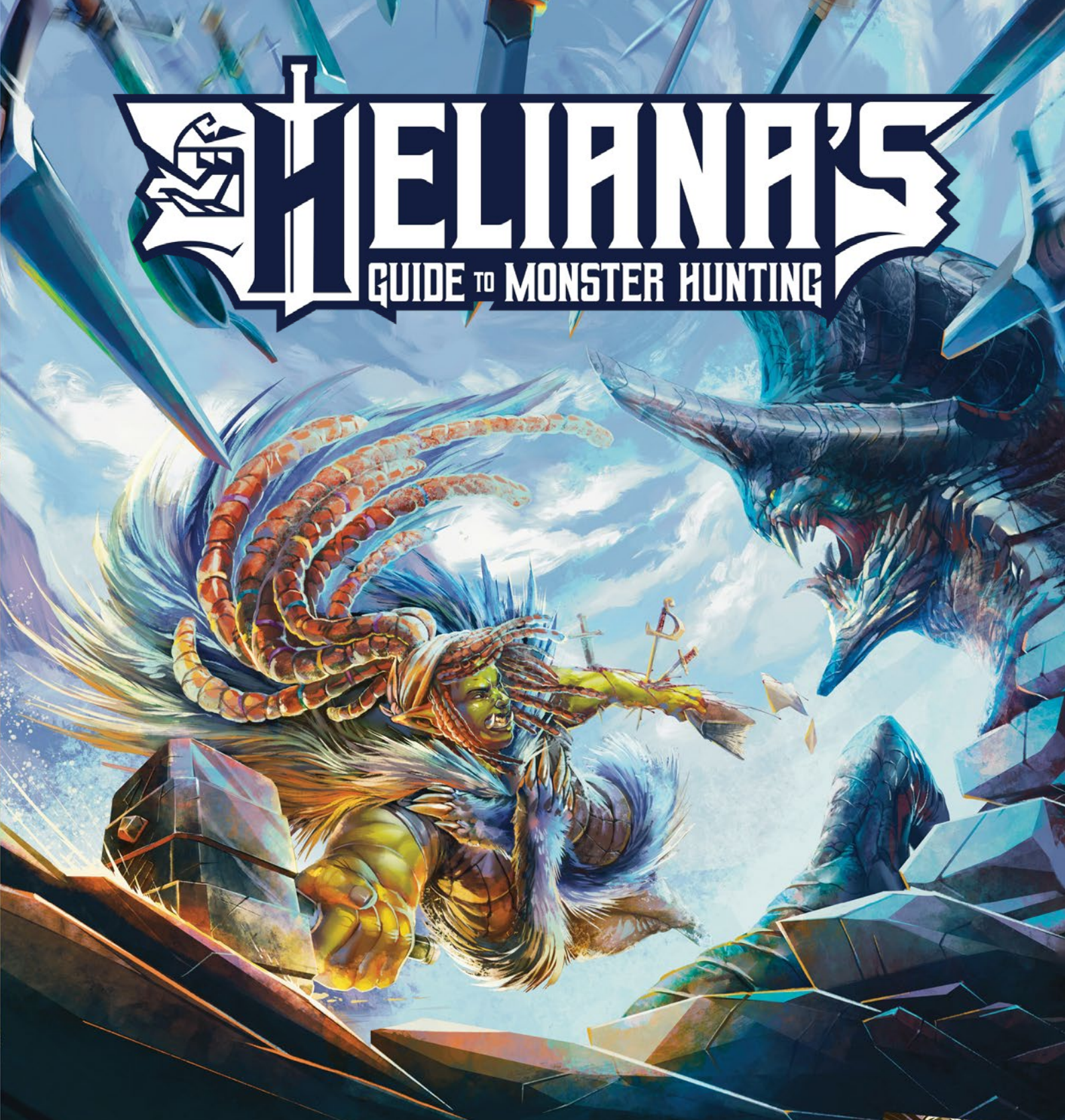
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