

# VOIDSEA



**VOIDSEA**

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See page 197 for a full list of playtesters!

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Funny Quote!

*VoidSea*  
Beta 1, 2026



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**Content Warning.** This book explores themes and subject matter that some players and GMs may find difficult. These themes include body horror, creature dissection, death, disability, drowning, thalassophobia, and more. For more details about these themes and how to incorporate them safely into your game, please refer to the Safety chapter on page 194.

# WELCOME TO THE BETA

This is a preview of the ALPHA-release document for *VoidSea*. 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 ALPHA-test, this is not the final version of content that will be in *VoidSea*.

## WHAT IS USEFUL FEEDBACK?

As you explore *VoidSea*, 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 when you explore the ALPHA & BETA PDFs.

## 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

*VoidSea* 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 *VoidSea* 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/VSBETAFEEDBACK  
SCAN OR CLICK TO LEAVE FEEDBACK!

## BE IN THE CREDITS

Everyone who gives feedback for Zaman's Guide 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!



## CHAPTER 1

# INTRODUCTION

# INTRODUCTION

## USING THIS BOOK

VoidSea 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.

ART  
PLACEHOLDER

## 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 **Draconimbus**"), 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 ("*Timewalk*"), magic items ("*Sandblight Sceptres*"), foreign languages ("*speak mellon and enter*"), and book and boat names ("*Zaman's Guide to the End of Time*") 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)

# 2014 & 2024 RULES

VoiSea 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 176 for ease of reference.

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# ART PLACEHOLDER

CHAPTER 4

NAVAL COMBAT  
REIMAGINED

# THEATRES. INITIATIVE. AND MOVEMENT

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 calmly 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, magitech, 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 barkeeps 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 space 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 spaces. 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 this book 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. More on deck layouts can be found on page 24.



## 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*.

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

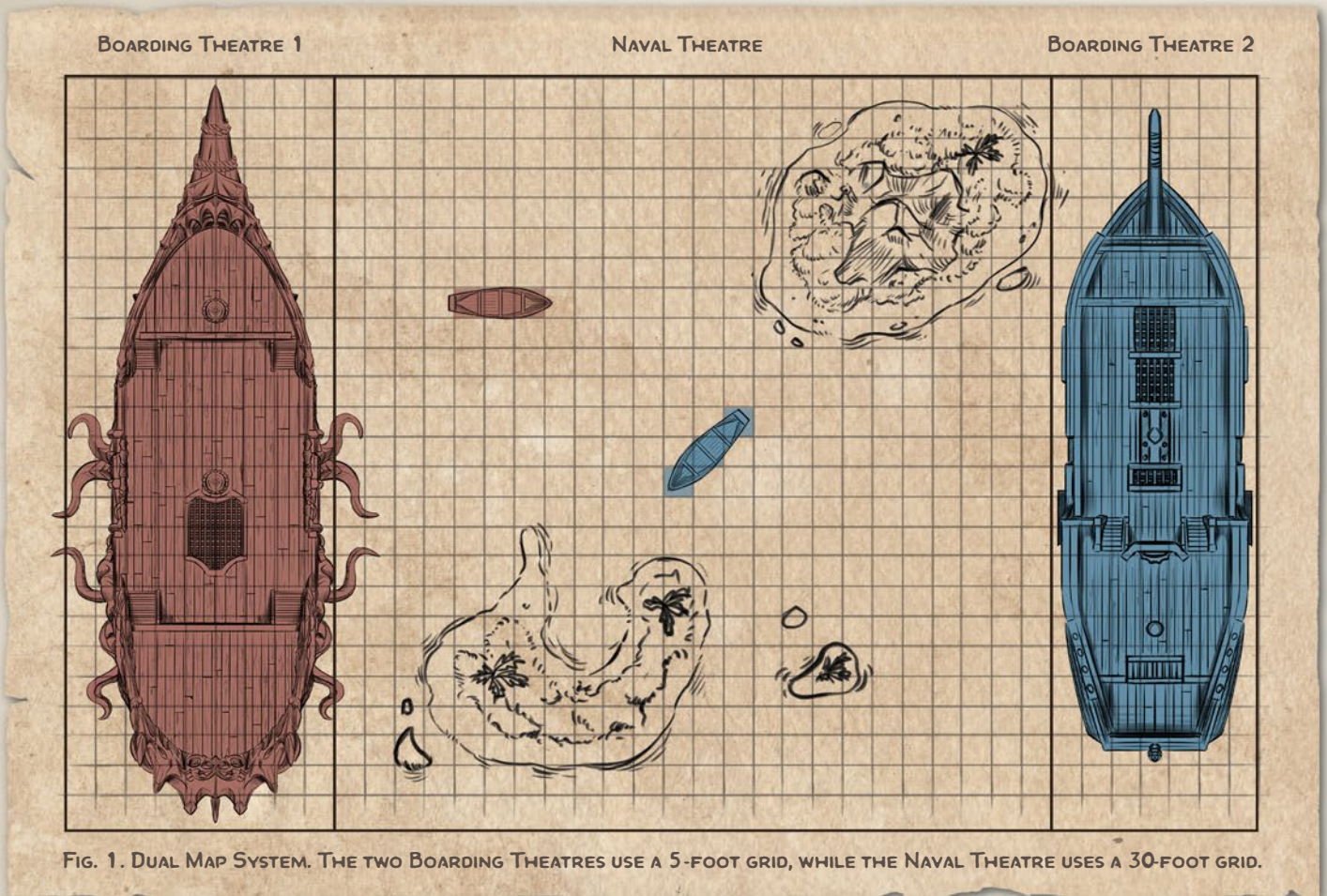


FIG. 1. DUAL MAP SYSTEM. THE TWO BOARDING THEATRES USE A 5-FOOT GRID, WHILE THE NAVAL THEATRE USES A 30-FOOT GRID.

## AREAS OF EFFECT

Areas of effect (AoEs) are typically created by one of two methods: they magically or spontaneously appear (such as the *Spike Growth* or *Hypnotic Pattern* spells) or they are created by a projectile (like a *Plaguegas Cannonball* or the *Fireball* spell, which specifies that "a bright streak flashes from your pointing finger to a point you choose"). AoEs can also be instantaneous (like *Hypnotic Pattern* or the *Fireball* spell) or have an ongoing effect (like the *Spike Growth* spell or *Plaguegas Cannonball*). When choosing the point on which an AoE is centred, use the Boarding Theatre. Remember, components automatically succeed on saving throws against AoEs

if the area does not cover **all** the spaces the component occupies (see page 18 for more on component saving throws).

**Ongoing Effects.** Although ships move relative to the world around them, ongoing effects that are created centred on a point connected to the ship remain fixed to that point even as the ship cuts through the waves. If you create a *Cloud of Daggers* centred on the Helmsman's Control component, the cloud remains there until the spell ends. If you find yourself in a bizarre situation where the Control component ups and moves, then defer to your 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's component. If the component is bigger than a single 5-foot-by-5-foot space, you can choose which of the component's spaces you target in the Boarding Theatre.

**Hit:** On a hit, you deal the attack's damage to the targeted component, and the AoE is created centred on the space 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 component, and the AoE occurs centred on the space you targeted.

**Optional Rule: Scattering.** If you want more randomness and chaos in your game, you can introduce scattering! In this case, areas created by 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 component, and the AoE occurs centred on a space other than the one you targeted. For each increment by which an attack misses a target, the point on which the effect is centred 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	Facing	1d8	Facing
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 Initiative, 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 the order of the ships' Initiative, roll a d20 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 (minimum of 0).

**Turn Order.** The first ship in the ship Initiative order takes its turn, performing its Command, Helm, Artillery, and Miscellaneous Steps in that order. During each Step of the Ship Phase, a ship can take the action(s) associated with that Step, provided the requisite crew takes Ship Actions to man those components (see page 14). 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 next ship in the Initiative order 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. The creature with the highest Initiative score takes its turn first, followed by the next highest, 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 tier 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.

## IRREGULARITIES

**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*, creatures can also take legendary actions after a ship's turn finishes in the Ship Phase, but before the next ship's turn starts.

**Ship-sized Monsters.** 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. They have specific actions they can take during each Step of the Ship Phase, as listed in the Naval Actions section of their statistics, instead of Legendary Actions. When calculating a ship-sized monster's initiative, roll initiative for both the Ship Phase (adding its Dexterity, Wisdom, and Charisma modifiers) and the Creature Phase (adding only its Dexterity modifier).

## 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 override these general ones.

**Ship Action.** A creature that isn't Incapacitated at the start of its Ship Phase can act once during that phase by taking a Ship Action. However, a creature that does so can't move or take an action, a Bonus Action, or use its Object Interaction during its turn in the Creature Phase. A creature that can take either an action or Bonus Action on its turn but not both must roll a d20 at the start of its 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 phase, but can do so on the next Ship Phase without rolling the d20.

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

### 1. COMMAND STEP

During this, the first Step of the Ship Phase, any creature with points in the Captaincy perk tree can take a Ship Action. These typically augment the actions of other crew members, such as adding a bonus to checks, 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.

### 2. HELM STEP

The second Step in the Ship Phase is when the ship moves, guided by its Helmsman. The Helm Step is where the tactical chess match of naval positioning is won and lost. 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.

A creature that takes a Ship Action to interact with a Control component can take the Manoeuvre option as well as the Accelerate or Decelerate option during this step (see page 15). The Ram occurs if a ship's movement causes vessels to collide.

### 3. 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 its turn in 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, all artillery 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. Choose an option from the component's Shot Selection.

**Hold Artillery.** It's possible for a ship to prepare its Artillery components to fire when a specific trigger is met. Like the Ready action in the Creature Phase, crew manning Artillery components can choose to take the Hold Artillery option. The creature must declare a specific trigger and, when that trigger occurs, choose whether or not to use its Reaction to fire the Artillery component. A creature can only do this if it has not taken its Reaction since the start of its turn in the previous Creature Phase.

### 4. 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 a chum bucket, occur during this Step. A creature can take a Ship Action during this step to cause the effects of Miscellaneous components to occur. Details of these effects are found in those components' statistics.

**Bosun & Repair.** A Bosun takes a Ship Action during the Miscellaneous Step (see Naval Perks, page 27).

# SHIP MOVEMENT

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

During the Helm Step, a Helmsman can take a Ship Action to interact with a Control component and perform one or both of the following: (A) Accelerate or Decelerate and (B) Manoeuvre. Accelerate or decelerate must\* be decided before the ship moves or manoeuvring occurs, but a Manoeuvre can occur at any point during the ship's movement. These actions are described in the following list:

**Accelerate.** Once per Helm Step, the ship accelerates, increasing its Current Speed (see Acceleration & Top Speed, page 15).

**Decelerate.** Once per Helm Step, the ship accelerates, decreasing its Current Speed (see Acceleration & Top Speed, page 15).

**Manoeuvre.** Once per Helm Step, the ship changes its facing a number of times equal to its Turn score (see Facings & Manoeuvring, page 16). This Manoeuvre can occur at any point during the ship's movement.

**Ram.** If ships collide, then a Ram occurs at the moment of collision during the Helm Step. Resolve this before any other actions are taken. See Ramming on page 16 for more details.

**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 secures the steering mechanism of a Control component after they take a Helm Action, ensuring that the current facing is maintained.

## 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.

**Changing Speed.** Unless otherwise stated, such as by a specific component, environmental effect, or Naval Perk, 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 each round until its speed is equal to or lower than its Top Speed.

## SPEED AND WIND

Despite arcanomechanical advancements and magitech marvels, many ships of 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.

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), 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.

### EXAMPLE: SHIP MOVEMENT

On round 1, the *Aardvark* is travelling perpendicular to the wind with a Current Speed of 90 feet. On round 2, 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 on round 2. On round 3, the Helmsman turns 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 turn 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 would come 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 vessel executes four Changes of Facing, 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 13.

**Manoeuvres.** Once during a ship's Helm Step, a Helmsman within reach of a ship's Control component can Manoeuvre to change the ship's facing. During its manoeuvre, a vessel can rotate a number of facings equal to its Control component's Turn score. The Helmsman can choose to make this Manoeuvre at any point during the ship's movement.

Manoeuvres always occur from 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 Turn score of 2 turning from north to east. Note how the back of the boat remains in the same place it started, while the middle and front have shifted position.

**Kaiju and Turning.** Although they are ship-sized, creatures with the kaiju tag do not move or change direction the way ships do. They move during the Ship Phase's Helm Step according to their Helm action (which, unless otherwise stated, includes an unlimited number of Changes of Facing) as well as on their turn in the Creature Phase.

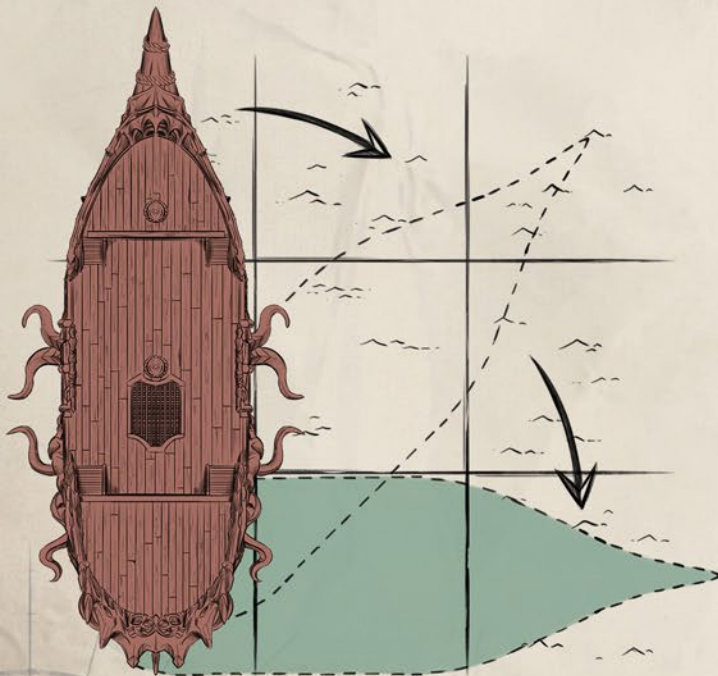


FIG. 2. A HELMSMAN TAKES A SHIP ACTION TO MANOEUVRE THE SHIP, CHANGING ITS FACING TWO INCREMENTS CLOCKWISE.

## 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. When two ships collide while their facings aren't parallel, a Ram occurs. Both the ramming ship's and the rammed ship's Hull takes Bludgeoning damage if the ship's Ram is what makes contact first, the damage is dealt to the Ram rather than the Hull. The Bludgeoning damage is equal to the following formula:

Ramming Bludgeoning damage = ramming ship's weight in tons + Ram component's damage bonus, if applicable

For example, if the *Aardvark*—with a weight of 25 tons and an iron-capped ram (2d8 bonus damage)—rams the *Behemoth*, its Ram and the *Behemoth*'s Hull both take the following damage:

$$25 + 2d8 = 25 + 9 = 34 \text{ Bludgeoning damage}$$

The *Aardvark*'s Ram has a Damage Threshold (DT, see page 17) of 40, which is greater than the 34 damage, so the Ram takes no damage. The *Behemoth*'s Hull has a DT of 25, which is lower than the 34 damage, so the Hull takes the full 34 Bludgeoning damage.

**Ramming & Speed.** If either ship's Current Speed when a Ram occurs is 30 feet or lower, no damage occurs. If the Current Speed is 60 feet, the damage from the Ram component is ignored. If the Current Speed is 150 feet or higher, the damage from the Ram component is doubled. If a collision is head-on, combine the two ships' speeds when determining the relative speed of the collision. A ship that collides with another head on has its Current Speed reduced to 0 directly after the Ram occurs.

### HULLS AND DAMAGE THRESHOLDS

Hulls are generally stronger in the long direction than the short one. For this reason, Hulls have two DTs, a normal one (which is used when it is attacked or rammed), and a ramming DT which is used if it is the ramming ship.

## 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. More on this in future playtests. For now: jump!

# SHIP COMPONENTS

More than the size and shape of the vessel, a ship's components are what give it its unique flavour and tactics. From magitech cannons to steam-powered propellers, fire lances to water-elemental-powered fire suppression systems, and sails made from megalodon skin to a Hull that repairs itself by eating victims, the modular systems of a Voidsea vessel allow for numerous combinations.

## COMPONENT OVERVIEW

### GENERAL 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 material 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 18) and nonfunctional.

**Impairment Threshold (IT).** This is the number of Hit Points at which a component becomes **Impaired** (see page 18).

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

**Conditions.** Unless otherwise stated, a ship component is **Immune** to all conditions and can't be moved without first being uninstalled from its current location. Like vehicles, ships are **Immune** to all conditions except the Grappled, Linked, and Restrained conditions. Ships & components are **Immune** to Poison and Psychic damage unless otherwise stated.

### NEW CONDITION: LINKED

Whaling, pirating, and not getting sucked into whirlpools are big business on the Voidsea, and harpoons, grappling hooks, and other devices that fix two objects together with a length of flexible material are common. A free-moving target (like a creature or ship) is **Linked** when it 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.

When two targets are connected in such a way, they both have the **Linked** condition. This condition is always followed by information in parentheses that indicates the object by which the two targets are **Linked**, as well as that object's AC, DT, HP, and any damage Resistances and Immunities. For example: "Linked (steel cable: AC 19, DT 10, HP 12; Immunity to all damage except Acid, Force, and Slashing)".

Linked targets follow these rules:

- ◆ A creature can't move further away from the target to which it is **Linked** if that target weighs more than the creature's drag capacity.
- ◆ A creature can drag an object to which it is **Linked** if it weighs less than the creature's drag capacity and isn't firmly connected to a grounded object.
- ◆ If a creature is **Linked** to an unwilling creature that weighs less than its drag capacity, it can make a contested **STRENGTH (ATHLETICS)** check against that unwilling creature when it tries to move away from it (no action required). On a success, the creature can drag the unwilling creature until the end of the turn, expending 2 feet of movement for every foot it moves. A creature two or more sizes larger than the other automatically succeeds on this contested check.
- ◆ A target can move closer to a target to which it is **Linked**. Unless otherwise stated, the flexible material that links two creatures is assumed to be taken in as two **Linked** targets get closer to one another.
- ◆ If the **Linked** targets are both floating (such as ships on water or airships in the air), and the connecting flexible material is shortened (such as by a winch reeling in a cable), the lighter target is pulled towards the heavier one.
- ◆ Targets stop being **Linked** if the object connecting them is reduced to 0 Hit Points.

## 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 12), 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

Components automatically fail Strength and Dexterity saving throws when the AoE entirely covers the space the component occupies.

### CONSTITUTION

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

### MENTAL STATISTICS

Components are generally objects and thus don't have Intelligence, Wisdom, or Charisma scores. They are **Immune** to effects that prompt saving throws using these scores 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).

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 Turn score is reduced by <b>1</b> .
Hull	The ship takes on water, potentially damaging stores and cargo (GM's discretion). Its top speed is reduced by <b>30 feet</b> (minimum <b>0 feet</b> ).
Miscellaneous	No generic effect.
Propulsion	The component's primary and secondary speeds are reduced by <b>30 feet</b> (minimum <b>0 feet</b> ).

### 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.

### BROKEN COMPONENT EFFECT

Component	Effect
Artillery	The component can't be used to make attacks.
Control	A creature can no longer take a Ship Action to Manoeuvre, Accelerate, or Decelerate the vessel.
Hull	The ship sinks in <b>1d6 minutes</b> .
Miscellaneous	No generic effect.
Propulsion	The component's primary and secondary speeds are <b>0</b> .

### DESTROYED

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

## REPAIRING COMPONENTS

Once a 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.

**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 Ship Parts. For simplicity's sake, each Hit Point of repair requires 1 Ship Part, and each Ship Part costs 1 GP and weighs 1 pound. If you run out of Ship Parts, no more Hit Points can be restored to a component.

**Repair.** There are two ways to repair components: magic and craftsmanship, which both require Ship Parts. A single casting of *Mending* restores 1 Hit Point to a component (and requires 1 Ship Part) but can't be used on 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, 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 Ship Parts available for repair, whichever is lower.

#### REPAIR: MATERIALS, TOOLS, AND ABILITIES

Material	Artisan's Tool	Ability
Flesh	Surgeon's Tools*	Dexterity or Wisdom
Metal	Smith's or Tinker's Tools	Strength or Constitution
Plant	Herbalism Lit	Intelligence
Stone	Mason's Tools	Strength
Wood	Carpenter's or Wood-carver's tools	Strength or Dexterity

\*See page 102

#### NOMENCLATURE

Components can have up to three parts to their names: function, grade, and quality:

**Function.** The purpose of a component dictates what role it plays in a ship's loadout, while its material delineates some baseline statistics. For example a Magitech Cannon has Artillery options while a Magitech Control has a Turn score.

**Grade.** How well crafted the component is in one of three grades—Basic, Superior, or Masterwork—affects all the component's baseline statistics.

**Quality.** Specialist carpentry and smithing practices, as indicated by the Bosun Naval Perks, impart blanket modifications to components. More on this in future playtests. This typically affects AC, DT, HP, IT, Con, as well as the time and cost to repair or make the component.

For example, a Masterwork wooden Hull component made with the Robust quality would be written:

Wood Hull, Masterwork (Robust)

## COMPONENT TYPES

### HULL COMPONENTS

The Hull is the outer layer of the ship; it's what keeps the water out and the ship afloat. A ship only ever has one Hull component, though all manner of magical Hulls exist. Some have fins that can provide a higher Top Speed, others have teeth that can bite at an enemy ship during a Ram, and a gruesome few are repaired by the bones of the creatures sacrificed to the ship. In general, Hull components have low ACs—they are the largest component and are easiest to hit—and high DTs and HP.

#### EXAMPLE: WOOD HULL

Here is an example Hull component.

HULL					
<b>Wood Hull, Basic</b>					
<i>Gargantuan Hull Component</i>					
AC	DT	HP	IT	Con	
15	16	105	53	+2	
<b>Damage Immunities</b> Poison, Psychic					

### PROPULSION COMPONENTS

On the Voidsea, there is all manner of locomotion. Kobold-belief-powered steam engines, chariot-like vessels pulled by sharks, or good old-fashioned sails. As a rule, more and faster Propulsion components result in a faster ship. Speed is always measured in increments of 30 feet (to be compatible with the 30-foot grid of the Naval Theatre). A ship's speed can be converted to miles per hour by dividing it by 10.

**Speeds.** Propulsion components have two speed values separated by a slash. The first number is the primary speed, and the second number is the secondary speed.

**Primary Speed.** This is the Top Speed of the component when it is fully functional.

**Secondary Speed.** This is the speed this component adds to the ship's Top Speed when used in conjunction with a Propulsion component that has a higher Primary Propulsion speed.

## EXAMPLE: MAINSAIL MAST

Here is an example Propulsion component.

### PROPULSION

#### Mainsail Mast, Basic

*Gargantuan (5ft x 5ft x 60 ft) Propulsion Component (Wind-Driven)*

AC	DT	HP	IT	Con	Speed
13	11	35	14	+2	60 / 30

**Damage Immunities** Poison, Psychic

**Wind-Driven.** This component is driven by the wind; its primary speed increases by **30 feet** while travelling directly downwind. When there is no wind or while travelling directly upwind, its primary and secondary speeds are reduced to **0**.

**Dual Power.** It is not unusual for a ship to have multiple Propulsion components, such as two sets of sails. In this case, when both components are in operation, the vessel's Top Speed equals the fastest Propulsion component's primary speed, plus all the other Propulsion components' secondary speeds. If the components have the same fastest primary speed, the one with the lower secondary speed is the main Propulsion component.

## EXAMPLE: WIND & SAILS

The *Aardvark* has two Propulsion components, a Mainsail Mast with a primary speed of **90 feet** and a secondary speed of **30 feet**, and a Foresail Mast with a primary speed of **60 feet** and a secondary speed of **30 feet**. When fully functional, the *Aardvark* has a Top Speed of **120 feet** (the Main Sail Mast's 90 feet plus the Foresail Mast's 30 feet).

When the Main Sail Mast is **Broken** (reduced to 0 Hit Points), that component's primary and secondary speeds drop to **0**. In this case, the Foresail Mast takes over as the primary means of propulsion, and the *Aardvark*'s Top Speed equals **60 feet**.

## CONTROL COMPONENTS

The Control component is the means by which a ship is steered and its acceleration modified. A ship typically has one Control component, which is manned by the Helmsman. The Control component functions in concert with the ship's Propulsion component(s) with an important distinction: if the ship's Control component breaks but the Propulsion component is still functional, the ship will continue on its current facing and speed until the Propulsion component can be manually shut down.

## EXAMPLE: MAGITECH CONTROL Mk.1

Here is an example Control component.

### CONTROL

#### Magitech Control, Basic

*Medium (5 ft. x 5 ft.) Control Component*

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

**Damage Immunities** Poison, Psychic

## ARTILLERY COMPONENTS

Artillery are the components that fire projectiles and energy to impair enemy vessels or attack hostile crew members.

**Attack Modifier.** 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 29).

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.** 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 (see page 24). Unless otherwise stated (such as by the Anti-Air trait, coming soon), 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.

**Range.** 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.

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.

The shots of certain artillery components have unique effects—typically gaining **Advantage** on the attack roll—against specific targets within their close range. This is detailed in the artillery's shot selection. Close range also allows Artillery to attempt a Rake (see page 22).

## RANGE & ATTACK ROLLS

Target	Target Closer or Equal to this Range		
	Close	Normal	Long
Non-kaiju Creature	—*	—*	Disadvantage
Component (non-Hull)	—	—	Disadvantage
Hull & Kaiju (ball shot only***)	Advantage	—	Disadvantage
Mast** (chain shot only***)	Advantage	Advantage	—

\*Creatures receive a bonus to AC against Artillery based on size (see the Bonus to Creature AC vs Artillery Attacks table).

\*\*Or other tall vertical structure, at the GM's discretion.

\*\*\*See Shot Selection & Ammunition, on this page.

**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

## SHOT SELECTION & AMMUNITION

Shot selection and ammunition choice are two different things. Shot is the form the ammunition takes, whereas ammunition is a special variant of that form. For example, cannons have three choices of shot: ball, chain, and grape.

**Ball Shot.** This is a single spherical ball, usually made of metal—the type of shot you would expect a cannon to fire. It deals the most damage and is great for punching through thick Hulls. This shot confers **Advantage** on attack rolls against Hulls and kaiju at close range.

**Chain Shot.** This 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. This shot has **Advantage** on attack rolls against masts and other tall vertical structures. The GM decides if a component is tall enough for an attack against it to gain this Advantage, and an Artillerist always knows this information before they select their shot.

**Grape Shot.** A dozen or more smaller balls tightly wrapped and bound with cloth and rope forms a grape shot. When fired, the cloth rips, causing the shot to spread out in a Narrow Cone\*. Any creature in this area must make a **DEXTERITY SAVING THROW** (DC equals 8 + the artillerist's ability modifier + the artillerist's perk bonuses). A creature takes damage on a failed save or half as much damage on a successful one (the damage dice are detailed in the artillery's statistics).

Other weapons, like ballista, have a similar selection of shots; its javelin shot and splinter shot are the equivalent of ball shot and grape shot, respectively. Read the Shot Selection section of an Artillery component's statistics for details.

\*Narrow Cone is a new AoE shape introduced in *VoidSea*; see page 23.

**Shot Selection.** An Artillerist chooses which shot to load when it makes an attack roll with an Artillery component. It makes this decision and loads this shot as part of the Ship Action it takes to use the component.

**Ammunition.** Imaginative artificers can augment a type of shot with magical or mechanical alterations, causing them to unleash incapacitating gases, destructive explosions, or arcanomagnetic pulses that can disable components. These variations are referred to as ammunition. A full list of ammunition will be presented in future playtests.

### EXAMPLE: MAGITECH CANNON

Here is an example Artillery component with a choice of 3 shots: ball, chain, and grape:

ARTILLERY						
<b>Magitech Cannon, Basic</b>						
<i>Medium (6 ft. x 4 ft.) Artillery Component</i>						
AC	DT	HP	IT	Con	Ability	
17	16	30	18	+2	Dex, Int	
<b>Damage Immunities</b> Poison, Psychic						
SHOT SELECTION						
<b>Ball Shot.</b> <i>Ranged Artillery Attack:</i> range 180/360/1,440 ft. <i>Hit:</i> 18 (4d8) Bludgeoning damage. This shot has <b>Advantage</b> on attack rolls against Hulls and kaiju at close range.						
<b>Chain Shot.</b> <i>Ranged Artillery Attack:</i> range —/240/960 ft. <i>Hit:</i> 13 (3d8) Bludgeoning damage. This shot has <b>Advantage</b> on attack rolls against masts and other tall, vertical structures (GM's discretion).						
<b>Grape Shot.</b> <i>Saving Throw:</i> <b>DEXTERITY, 90-foot Narrow Cone*</b> . <i>Failure:</i> 10 (3d6) Piercing damage. <i>Success:</i> Half damage.						

\*See page 23



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.

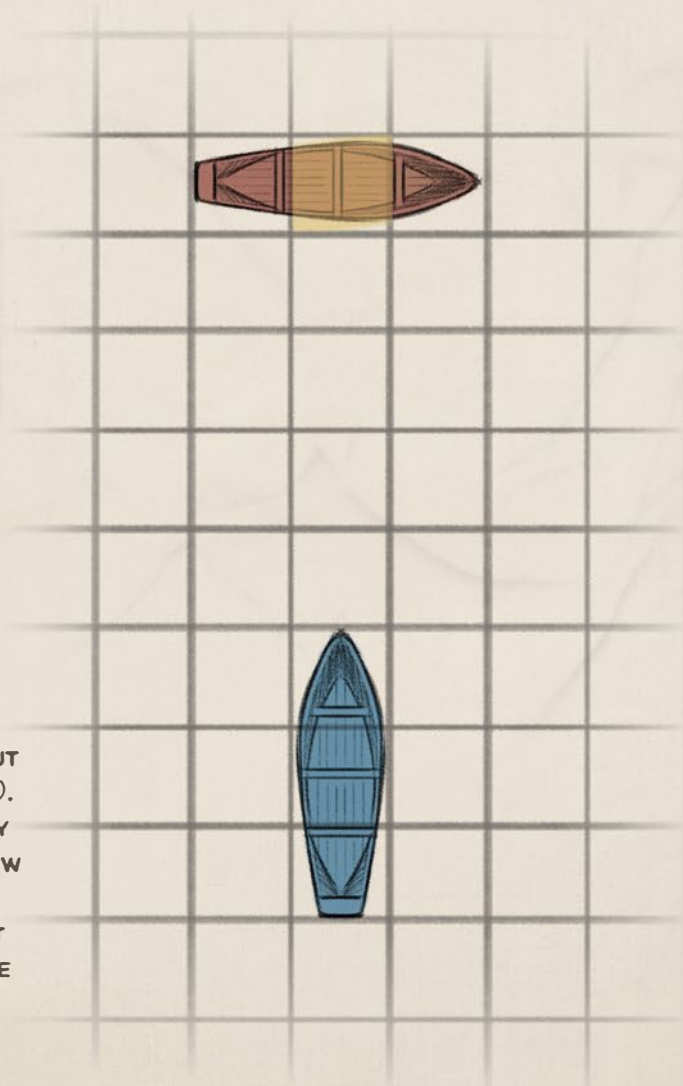
## RAKING

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.



## NEW AREA: NARROW CONE

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.

**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. 4, 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. 5, the Artillerist decides to widen it to the east side first, so at 65 feet, the west side widens.

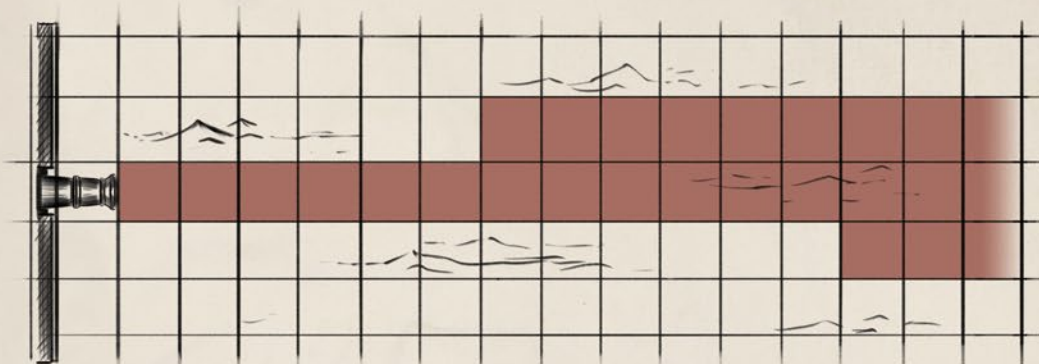


FIG. 4. NARROW CONE FIRING IN AN ORTHOGONAL DIRECTION. THE ARTILLERIST CAN CHOOSE WHETHER THE NARROW CONE BECOMES WIDER ON THE NORTH SIDE OR THE SOUTH SIDE FIRST.

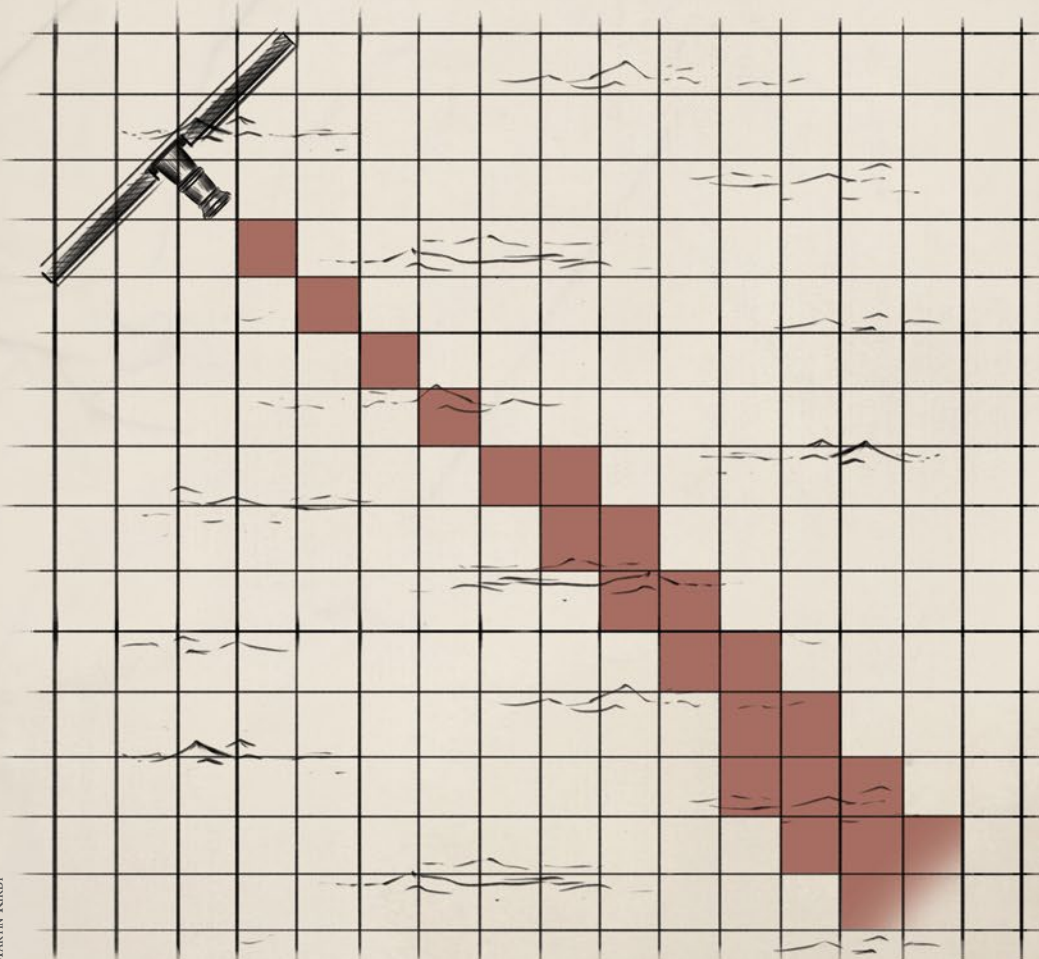


FIG. 5. NARROW CONE FIRING IN AN ORDINAL DIRECTION. DIAGONAL DISTANCES WORK SLIGHTLY DIFFERENTLY; IN A 5-FOOT GRID, THE DISTANCE FROM ONE CORNER TO THE OTHER IS A LITTLE OVER 7 FEET, SO A NARROW CONE ALTERNATELY WIDENS EVERY FIFTH AND FOURTH SQUARE. IT'S COMPLICATED, BUT ITS ACCURATE.

# 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!

## 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.

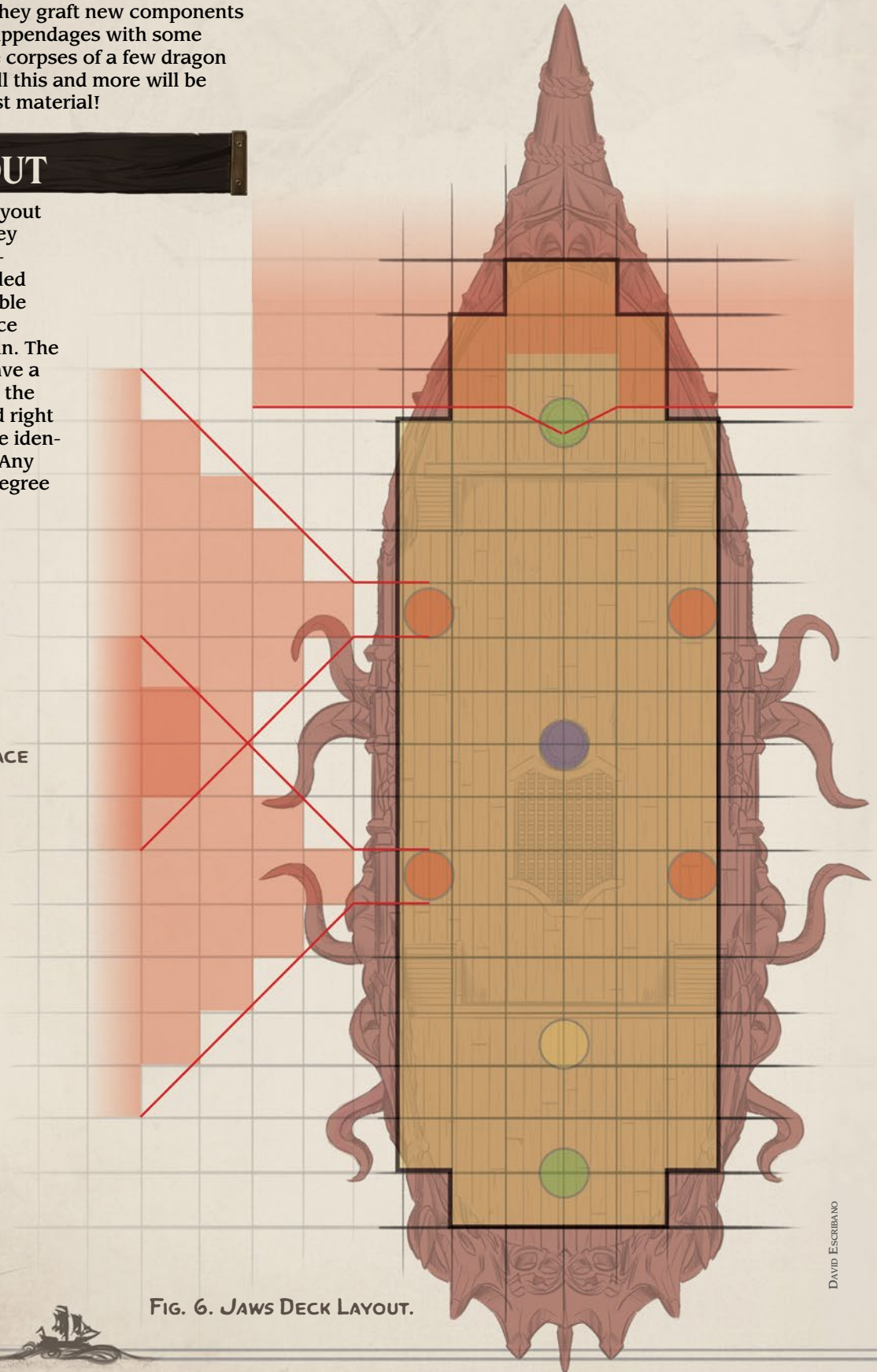


FIG. 6. JAWS DECK LAYOUT.



## 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

## HULL

### 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 (8ft x 4ft x 4ft) 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.

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**CHAPTER 6**

**NAVAL PERKS**



# NAVAL PERKS

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 (see page 27). 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 20). 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 19), 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*
0 – 249 ft.	8
250 – 499 ft.	12
500 – 999 ft.	16
1,000 – 1,999 ft.	20
2,000 – 4,999 ft.	25
5,000 – 9,999 ft.	32
10,000+ ft.	40

\*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 number 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**.

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## 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.

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## 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.

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## 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.



CHAPTER 7

# CHARACTER OPTIONS

# BACKGROUNDS

You can choose from these new backgrounds when you first create your character.

## DREAMER

You are one of the unfortunate few who can't escape the horrors of the Voidsea even when you sleep. While most enjoy a blissfully quiet slumber, images of shattered ships, flooded shores, and haunting leviathan silhouettes turn your dreams into endless nightmares. Some dreamers see these traumatic flashes as a gift and become oracles, guiding others away from disaster. Most, however, avoid their painful dreams, sleeping as little as possible or numbing their rest with herbs and chemicals. Whether you navigate your strange life with dread, awe, or grim acceptance, visions of the deep refuse to release you from their watery grasp.

**Ability Scores:** Intelligence, Wisdom, Charisma

**Feat:** Occult Visionary

**Skill Proficiencies:** Arcana, Insight

**Tool Proficiencies:** Herbalism Kit

**Equipment:** Choose A or B: (A) Herbalism Kit, Bedroll, Book (dream journal), Ink, 5 Ink Pens, 9 GP; or (B) 50 GP

### MODIFICATION: DREAMER

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases or an Origin feat. Instead, it grants you proficiency with Poisoner's Kits and the following feature:

#### Feature: Sleep Study

Your own sleepless nights give you great insight into the unconscious struggles of others. If you spend at least 1 minute contemplating a sleeping creature, you can tell if its sleep is natural or caused by one of the following types of effect: poison, spell, curse, disease, or some other effect. You know the type of effect, but not its source or duration.



## SUGGESTED CHARACTERISTICS

Dreamers carry a heavy burden that usually leaves them with haunting voices, hunched posture, and dark circles around their eyes. Some lock their traumas and terrors behind discipline or guarded quiet, while others approach their visions with zeal, seeing them as the ultimate truth.

### d8 Personality Trait

- 1 I'm obsessed with certain symbols, patterns, or coincidences.
- 2 The touch of water, mutagenic or not, makes me flinch.
- 3 I seek quiet because loud voices make me think of the screams from my nightmares.
- 4 I'm constantly humming, moving, or otherwise keeping busy to distract myself from memories of my dreams.
- 5 I chase superstitions, because reason doesn't help my night terrors.
- 6 I almost never stop yawning or nodding off, because I've never had a good night's sleep in my life.
- 7 You'll often find me staring off into space.
- 8 I enjoy scaring people with my haunted gaze and hoarse, whispered omens.

### d6 Ideal

- 1 **Resolve.** I keep a strict routine to minimise the time I spend in my own head. (Lawful)
- 2 **Self-Sacrifice.** I face the horrors of my dreams because, sometimes, they help others. (Good)
- 3 **Instinct.** I always follow my gut. (Chaotic)
- 4 **Exposure.** Through art, oration, or conjured illusion, I torment people with visualisations of the awful things I see when I close my eyes. I shouldn't have to bear it alone. (Evil)
- 5 **Isolation.** I keep my distance, because my nightmares twist emotional connections into painful experiences. (Neutral)
- 6 **Ambition.** My dreams are the key to unlocking knowledge and power. I'll gladly suffer them to gain true understanding. (Any)

### d6 Bond

- 1 I had a prophetic dream where I saved a specific person's life. I have to find them before it's too late.
- 2 I believe I've discovered the creature that causes my dreams and where to find it. One way or another, this ends with one of us dead.
- 3 I heard tell of a healer, elixir, or blessing that can stop my visions. I'll brave any danger to find that rumoured cure.
- 4 I owe my sanity to a fellow dreamer who taught me how to corral and exploit my visions from a young age.
- 5 I seek tender companionship to comfort me in the night.
- 6 I once had a haven where I could sleep peacefully. It was destroyed, and I'll have revenge more terrible than any nightmare on those responsible.

### d6 Flaw

- 1 I resort to an excess of spirits and soporific substances in my desperate search for a dreamless sleep.
- 2 I sometimes wake people up on purpose because I envy their peaceful rest.
- 3 I refuse to sleep within sight of anyone else, no matter how impractical or discourteous.
- 4 My visions are always entirely true! I'll hear no evidence to the contrary.
- 5 I lash out at people who inquire about my well-being. Of course I'm not doing alright!
- 6 I punish myself for every vision, as if guilt can hold the nightmares back.

# MAGITECH ENGINEER

Whether the method of transportation is a steaming locomotive or a ship's mighty engine, you know it better than anyone. With more trust in the work of your own two hands than fortune or fame, you crawl into tight spaces, heave rusted levers, and make repairs under pressures that would crush a less stubborn soul. Whether you're patching hulls blasted by eldritch waters or slipping a magical crystal into a delicate position within a cannon, you keep everything onboard running—no matter what.

**Ability Scores:** Strength, Dexterity, Intelligence

**Feat:** Voidkeel Technician

**Skill Proficiencies:** Arcana, Sleight of Hand

**Tool Proficiencies:** Choose one of Carpenter's Tools, Smith's Tools, or Tinker's Tools

**Equipment:** Choose A or B: (A) Artisan's Tools (same as above), Chain, Crowbar, Rope, Signal Whistle, 20 GP; or (B) 50 GP

## MODIFICATION: MAGITECH ENGINEER

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases or an Origin feat. Instead, it grants you proficiency with either Land or Water Vehicles (your choice), and the following feature:

### Feature: Inspector's Eye

You know your way around a vessel, and can tell when something is about to go very wrong. You know when a ship component within 120 feet of you is Impaired or Broken, so long as you can see or hear it.



## SUGGESTED CHARACTERISTICS

Magitech engineers tend towards grit and obsessive focus, almost to a fault. Some take pride in the work of their clever hands and eye for detail, studying late into the night, while others let the heat of the moment inspire them to dangerous improvisations. Many form intense bonds with the machines they maintain, treating them as partners instead of tools. The more intelligent of the living mimic-ships that sail the Voidsea tend to appreciate this respect and care, even if it seems strange to outsiders.

### d8 Personality Trait

- 1 I much prefer the company of machines to people.
- 2 It's hard to shut up about the latest project I've been tinkering with.
- 3 No time to clean myself up. Have work to do.
- 4 The ship's not sinking on my watch! Damn the monsters in the water, I'm going overboard to fix the hull!
- 5 I always hold the machinery back, just a little bit. That way, when the chips are down, I can work miracles.
- 6 I talk to the mechanisms. Sometimes, I genuinely believe they talk back.
- 7 If I can do it myself rather than delegate the work, I will.
- 8 I'm tired of living with rust under my nails and grease streaked on my face, but for one reason or another, I can't make a change.

### d6 Ideal

- 1 **Teamwork.** Every crew member is a cog in a well-oiled machine, each with their own part to play. (Lawful)
- 2 **Prevention.** Doing good work prevents catastrophe and keeps the crew safe. (Good)
- 3 **Accessibility.** I don't believe knowledge, designs, or techniques should be kept secret. (Chaotic)
- 4 **Efficiency.** I cut corners wherever I can, so long as someone else pays for it in the long run. (Evil)
- 5 **Education.** I love it when I get to pass on my techniques to the next generation of engineers. (Neutral)
- 6 **Mastery.** Nothing and no one will stop me from improving at my craft. (Any)

### d6 Bond

- 1 I devote every spare resource to an esoteric, and arguably useless, personal invention that I keep on my person at all times.
- 2 A ship or vehicle sank or crashed on my watch. It was my fault. I'm avoiding the few survivors out of shame or guilt.
- 3 I'm chasing approval from the ones who raised me, who believe I should have sought a higher station in life.
- 4 I fixate on a mythological vehicle—a ghost ship, god's chariot, or the like—which my creations imitate in form and function. One day, I'll get my hands on the real deal.
- 5 My mentor vanished on an experimental maiden voyage; one day, I'll find the wreck and with it, their legacy.
- 6 A rival engineer sabotaged one of my vessels and ruined my reputation. I won't rest until I get some payback.

### d6 Flaw

- 1 I hide during naval battles and only emerge to do my job after the fighting wraps up.
- 2 Throwing any bit of scrap away drives me insane.
- 3 I can't get anything done if I'm not under pressure.
- 4 I've got no idea what I'm doing and am just praying nobody gets hurt when something I "fixed" explodes.
- 5 I feel threatened by other engineers who might know as much as I do.
- 6 I see people who don't understand magitech's internal workings as intolerable boors.

## MUTANT-RAISED

You grew up in a small settlement—be it on dry land or a fleeting collection of lashed-together rafts—flooded not with the Voidsea’s mutagenic water, but with the strange, the alien, and the scarred. You may not be a mutant yourself, but you’ve played with children with extra pairs of wide, innocent eyes, shared meals with neighbours who covered their gills with patched clothes, and laid fondly-remembered elders to rest even if they resembled a creature out of a nightmare. Knowing that appearances can be deceiving, you’ve developed a sharp eye for detail, noticing every twitch of discomfort, every forced smile—and every genuine expression of kindness and empathy for those whose visages curdle the stomach.

**Ability Scores:** Constitution, Wisdom, Charisma

**Feat:** Blacktide Child

**Skill Proficiencies:** Insight, Medicine

**Tool Proficiencies:** Choose one kind of Musical Instrument

**Equipment:** Choose A or B: (A) Musical Instrument (same as above), Traveler’s Clothes, 31 GP; or (B) 50 GP

### MODIFICATION: MUTANT-RAISED

If you are using the 2014 version of 5th edition, this background doesn’t include Ability Score Increases or Origin feats. Instead, you learn one language of your choice and gain the following feature:

**Feature: Practised Empath**

Accustomed to spending time around those struggling with their bodies, you have Advantage on Insight and Persuasion checks made to interact with any creature who has mutations or is otherwise shunned or suffering from their appearance.



## SUGGESTED CHARACTERISTICS

Mutant-raised individuals have a keen understanding of pain, fear, and sudden change. Most are as resilient and cool-headed in a crisis as they are understanding and gently curious in tranquil moments. Adapting quickly and open-mindedly, they form strong bonds across geographic, cultural, or language barriers in minutes where others might take weeks. In less fortunate cases, their familiarity with suffering and instability makes them guarded, haunted, or even cultivates unhealthy, condescending pride in the unique adversities they suffered.

### d8 Personality Trait

- 1 I'm very defensive of vulnerable people... sometimes preemptively, and whether or not they ask for my help.
- 2 I couldn't be prouder of my heritage.
- 3 I'm always happy to lend an ear and be a shoulder to cry on.  
I'm fascinated by oddities and eagerly point out small deviations from the norm, even when those around me would prefer I didn't.
- 4 I love mutations! I wish I had more!
- 5 I read body language much better than facial expression or tone.
- 6 Gallows humour helps me cope with rough situations.
- 7 If I encounter someone with odd habits, they'll face a (friendly) interrogation

### d6 Ideal

- 1 **Community.** Everyone should live in harmony, regardless of their differences. (Lawful)
- 2 **Empathy.** Everyone's suffering from something, whether or not you can see it. (Good)
- 3 **Diversity.** I celebrate differences, no matter how small. (Chaotic)
- 4 **Force.** Everyone should have mutations. Their feelings on the matter are immaterial. (Evil)
- 5 **Analysis.** It's important to learn about these strange biological changes and address problems if necessary. (Neutral)
- 6 **Panacea.** Mutations are a burden. I'll find a cure. (Any)

### d6 Bond

- 1 The mutations of someone near and dear to me are slowly killing them. I'll find a way to save them.
- 2 I brave uncharted waters in the hope of finding a place where those with mutations can truly be themselves.
- 3 A close relative of mine joined a paladinic order that seeks to eradicate the mutated. We are now on opposite sides of a war.
- 4 The mutated people I grew up with could climb, swim, or fly to places I couldn't. I'm determined to become like them and match their feats.
- 5 The place where I grew up was obliterated by kaiju. It's up to me to gather the survivors and rebuild.
- 6 I killed someone in defense of a mutated child. It turns out the deceased was quite wealthy, and their family is now after me.

### d6 Flaw

- 1 My fascination with the bizarre often leads me or others to danger.
- 2 I struggle to tell people apart unless they have very distinctive physical features.
- 3 I look down on people who haven't faced danger or hardship.
- 4 I tend to treat awkward oddities as curiosities worth highlighting.
- 5 I hide any discomfort behind artificial cheerfulness to avoid rocking the boat.
- 6 Accustomed to minor physiological changes, I dismiss symptoms of disease until they become a real problem.

# PILOT

You made a life out of navigating vessels to and from the safety of refuges scarcely scattered throughout the Voidsea, knowing which waters are safe to tread—and which to avoid at all costs. Perhaps you operated in service to a single captain, to whom you remain loyal to this day, or you may have offered your highly sought-after services to whoever happened to be the highest bidder. Whatever your career path may be, sailors of all kinds know to charter you if they're in need of an able navigator.

**Ability Scores:** Dexterity, Intelligence, Wisdom

**Feat:** Seafarer

**Skill Proficiencies:** Perception and Survival

**Tool Proficiencies:** Navigator's Tools

**Equipment:** Choose A or B: (A) Navigator's Tools, Ink, Ink Pen, Map, Parchment (10 sheets), Traveler's Clothes, 12 GP; or (B) 50 GP

## MAIDEN VOYAGE

Every pilot has to start somewhere, whether that be with a crew of rag-tag pirates or in service of a large guild. Your first stint as a pilot shapes the foundation for your future career. Choose an employer, or roll on the table below.

### d6 Ideal

- 1 Pirates
- 2 Travellers
- 3 Deep-Sea Fishers
- 4 Merchants
- 5 Salvagers
- 6 Monster Hunters

## MODIFICATION: PILOT

If you are using the 2014 version of 5th edition, this background doesn't include ability score adjustments. Instead, it grants you proficiency with Cartographer's Tools and the following feature:

### Feature: Stargazer

Your time spent navigating seemingly endless waters has granted you a sharp sense of direction. You always know which way is north. In addition, while the night sky is at least partially visible, you can't become lost and have **Advantage** on Wisdom (Survival) checks made to locate settlements or other vessels.



## SUGGESTED CHARACTERISTICS

Pilots play a vital role in the day-to-day operation of a ship—a pilot commands respect by charting courses, reading the stars, and predicting adverse weather before it even becomes visible on the horizon.

Ensuring their crew makes port safely and avoiding dangers, such as rogue sharkin-fested waters, are a pilot's topmost priorities.

### d8 Personality Trait

- 1 I consult the stars before I get to work on an important task.
- 2 Swearing comes as naturally to me as breathing.
- 3 I spend my free time feeding the gulls.
- 4 I'm very particular about my rum—a connoisseur, if you will.
- 5 I always carry a bit of dirt from home on my person.
- 6 I have a distinct sway in my walk when on land. Sea legs with abandonment issues, I suppose.
- 7 I collect souvenirs from every place I visit.
- 8 I can recall every shanty I've ever heard.

### d6 Ideal

- 1 **Respect.** My station demands respect, but all crewmen should be treated equally. (Lawful)
- 2 **Perspective.** Only by travelling the world can you understand how small we all are. (Neutral)
- 3 **Freedom.** My only master is the sea. (Chaotic)
- 4 **Obligation.** An entire crew counts on me to get them home safe every time we leave port. (Lawful)
- 5 **Exploration.** There's a world beyond the edges of maps, waiting to be discovered by me. (Any)
- 6 **Aspiration.** Knowledge is power, and those who know the Voidsea like the back of their hand stand a better chance of one day ruling it. (Evil)

### d6 Bond

- 1 I'm writing a compendium of every creature I encounter on my voyages.
- 2 I'm madly in love with my captain, and will go to the ends of the Material Plane for them—literally.
- 3 I'm in a tremendous amount of debt to a pirate lord.  
One of my parents left me a half-finished map of waters I do not recognise, and I'm determined to complete it.
- 4 I lied about my qualifications to get my first stint as a pilot, but at least no one has seen through my charade yet.
- 6 I have a friendly rivalry with a fellow pilot to see who'll get a sea or current named after them first.

### d6 Flaw

- 1 I still get bouts of seasickness every now and then.
- 2 I don't know the difference between starboard and portside, and at this point I'm too afraid to ask.  
My last crew went to sleep with the fishies after I told them I knew a shortcut—but it'll work this time, pinky promise!
- 4 I'm always right, even when I'm not.
- 5 A sense of dread washes over me every time I gaze into the depths.
- 6 I always second-guess myself.

# SALVAGE DIVER

Where others go to great lengths to avoid diving into the mutagenic waters of the Voidsea, you've made a career of doing exactly that. Your formative years were spent aboard vessels of the Salvagers' Guild or another similar organization, during which you learned the art of salvage diving, how to discern the value of sunken artefacts, and how to identify contaminated waters. Whether you are still employed by the guild or not, you regularly trade the warmth of the sun on your skin for the cold embrace of the sea, in search of treasures hidden in a drowned world.

**Ability Scores:** Strength, Constitution, Wisdom

**Feat:** Salvager Initiate

**Skill Proficiencies:** Athletics and Perception

**Tool Proficiencies:** Thieves' Tools

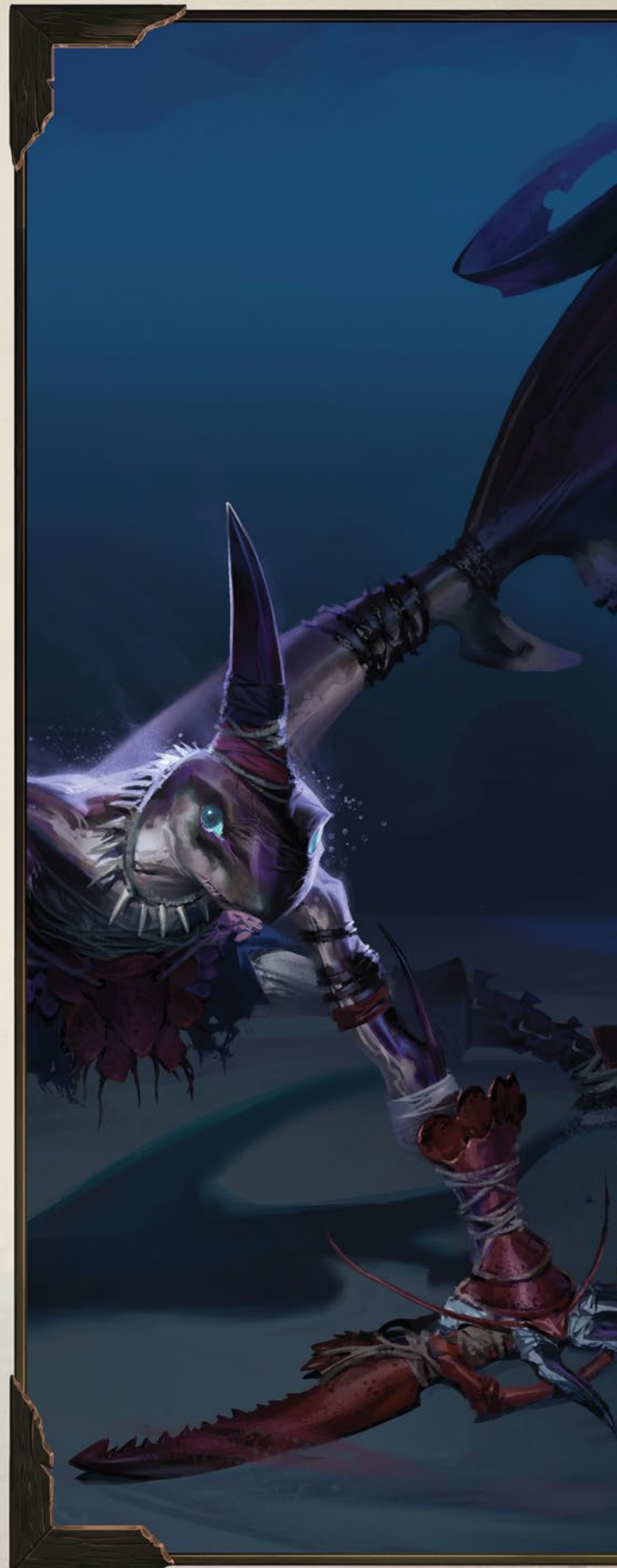
**Equipment:** Choose A or B: (A) Dagger, Spear, Thieves' Tools, Basket, Crowbar, Pouch, Rope, Traveler's Clothes, [Food that removes mutation points], 17 GP; or (B) 50 GP

## KEEPSAKE

You carry with you a souvenir from the first time you went salvage diving. Choose a keepsake, or roll on the table below.

### d8 Keepsake

- 1 A tricorne, taken from a skeleton in the captain's quarters of an old shipwreck.
- 2 A compass pointing an entirely different direction than north.
- 3 A tooth taken from a reef shark that attacked you during your return to the surface.
- 4 A golden coin which you carry around as a necklace, its relief bearing markings and text unlike any other you've ever seen.
- 5 A key that didn't fit in any of the locks aboard the vessel you salvaged.
- 6 A rusty pocket watch, its hands stuck at a quarter to midnight.
- 7 A surprisingly intact map, bearing coordinates and islands wholly unknown to you.
- 8 A bottle of rum covered in barnacles, cork still intact, which you're saving for a special occasion.



## MODIFICATION: SALVAGE DIVER

If you are using the 2014 version of 5th edition, this background doesn't include ability score adjustments. Instead, it grants you proficiency in one Gaming Set of your choice, and the following feature:

### Feature: Appraiser

You have learned to quickly discern the value of treasures with which you come into contact. You have learned to quickly discern the value of treasures with which you come into contact. If you spend **1 minute** studying an object within **5 feet** of you, you can ascertain its approximate value. When you do so, the GM rolls a **d10** without telling you the result. You learn the object's precise value on any result other than a **1**. If the die does land on a **1**, the GM gives you a total equal to either a tenth or ten times the object's actual value (GM's choice).

## SUGGESTED CHARACTERISTICS

Salvage divers are shaped by their work's harsh conditions, often coming across as blunt and curt to the uninitiated. While the uncovering of relics is the driving factor for many salvage divers, many also highly value the unique camaraderie that comes with the danger found in their field of employment.

### d8 Personality Trait

- 1 I feel more at home in the water than aboard a ship.
- 2 I sometimes use signs to communicate even when I'm not underwater.
- 3 My friends call me a magpie; if I see something shiny, I need to have it.
- 4 I'm always the first one in the water and the last one out. No exceptions.
- 5 I hum to myself while underwater. Mainly to keep the voices coming from the abyss out of my head.
- 6 One man's junk is another man's treasure—mine, to be precise!
- 7 I do breath-holding competitions to pass the time.
- 8 I've made a tradition of drinking into the wee hours of the morning after a successful dive.

### d6 Ideal

- 1 **Exploration.** There's nothing quite like the thrill of swimming through the ruins of a sunken city. (Chaotic)
- 2 **Danger.** You haven't lived until you've escaped the gaping maw of a coral dragon turtle at a hair's breadth. (Chaotic)
- 3 **Friendship.** In dangerous fields of work like salvaging, you quickly begin to think of your colleagues as family. (Good)
- 4 **Greed.** The pockets of the Salvager's Guild already run deep enough—there's nothing wrong with giving myself a small bonus every now and then. (Evil)
- 5 **Conservation.** Salvaging is the only way to ensure relics of old can be preserved for future generations. (Lawful)
- 6 **Legacy.** One day, I'll make the discovery of the century, so that my name will be recorded in the annals of history. (Any)

### d6 Bond

- 1 There's a specific artefact I'm after that would complete my collection, yet it keeps evading my grasp.
- 2 The discovery of a lifetime was stolen from me by pirates after I surfaced, and I will not rest until I find it again.
- 3 I was once a sailor on a ship carrying extremely valuable cargo, which I've sworn to retrieve, but I haven't been able to find its wreck yet.
- 4 I fell in love with a mermaid long ago, and I pray I see her again every time I dive into the water.
- 5 My loyalty lies with my friends, not with guilds or nobles.
- 6 My dreams are haunted by visions of a sunken city that I aim to find.

### d6 Flaw

- 1 I can't help but vastly exaggerate my experiences.
- 2 I get overexcited when I find a relic, so I forget to check for traps.
- 3 I'm deathly afraid of shrimp. Those lifeless eyestalks pierce right through the soul...
- 4 I never pass up on a wager.
- 5 I have a strict set of rituals that I need to perform before a dive. It's not superstition if it keeps you alive!
- 6 I have to prove that I'm the best at everything, no matter if I risk bodily harm in the process.

# STOWAWAY

You inhabit the underbellies of ships, living in squalor amidst cargo holds and bilge-rats. Maybe you're on the run, or perhaps you're going somewhere—whatever caused you to end up hiding in the damp darkness of bilges, you're not so much thriving as you are surviving. Uncomfortable as you may be, you know one thing for certain: the bilge is not where your story ends.

**Ability Scores:** Dexterity, Constitution, Charisma

**Feat:** Bilge Rat

**Skill Proficiencies:** Deception and Stealth

**Tool Proficiencies:** Disguise Kit

**Equipment:** Choose A or B: (A) Dagger, Disguise Kit, Costume, Lamp, Oil (5 vials), 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

## CLOSE CALLS

You've had a handful of close calls during your time spent illicitly skulking through the bilges of ships, but one in particular has stuck with you. Choose a close call experience or roll on the table below.

### d6 Close Call

- 1 The ship you were hiding in was attacked by a ka-iju. You survived by fighting an injured sailor for a piece of wood, on which you drifted for days on end until you finally reached land.
- 2 You shared the bilge with a fellow stowaway. Luckily for you, they did not bear ill will against you.
- 3 A drunken mariner stumbled into the galley while you were raiding the pantry. You convinced them you were a ghost.
- 4 You were discovered and locked in the brig, but managed to bribe one of the sailors to set you free. You made your escape by stealing a rowboat under the cover of night.
- 5 You had no choice but to kill the sailor that discovered you. In order not to arouse suspicion, you took their belongings and passed yourself off as them until you entered port.
- 6 You survived the song of sirens only because the hatch to the deck under which you were hiding was locked when you heard their song, rendering you unable to approach them.



## MODIFICATION: STOWAWAY

If you are using the 2014 version of 5th edition, this background doesn't include ability score adjustments. Instead, it grants you one language of your choice, and the following feature:

### Feature: Packed Like Sardines

You've grown adept at navigating cramped space. You can squeeze through spaces large enough for creatures two sizes smaller than you, and doing so does not cost you any extra movement.

## SUGGESTED CHARACTERISTICS

As a stowaway, you've grown accustomed to living in discomfort. You've had to make concessions regarding luxury and hygiene, accompanied by the mental strain of perpetually being on your guard. Nevertheless, you persist—dire as the situation may be, a glimmer of hope for a better future is the driving force behind many a stowaway's will to push on.

### d8 Personality Trait

- 1 I have a backup plan for every occasion.
- 2 I always sleep with a dagger close at hand.
- 3 I eat whatever I can—you never know when your next meal will be.
- 4 I compulsively search every container I come across.
- 5 The first thing I do when I enter a room is look for points of egress.
- 6 I deny myself items of luxury in fear of getting accustomed to them.
- 7 I have an imaginary friend to keep me company.
- 8 I write stories to pass the time.

### d6 Ideal

- 1 **Destiny.** Wherever I may go, it's because the multiverse wants me there. (Any)
- 2 **Survival.** The only thing that matters is staying alive, no matter the cost. (Evil)
- 3 **Fortune.** One day, my luck will turn for the better. (Neutral)
- 4 **Caution.** The only reason I'm still alive is because I don't take unnecessary risks. (Lawful)
- 5 **Excitement.** The thrill of almost being caught is what makes it all worth it. (Chaotic)
- 6 **Wanderlust.** I never stay in one place for too long. (Any)

### d6 Bond

- 1 I stand accused of a terrible crime and am on the run from the authorities.
- 2 I've spent the past few years looking for clues regarding the whereabouts of my old crew.
- 3 A sailor is in possession of evidence that would exonerate me of a heinous crime, and I'm sneaking from ship to ship until I find them.
- 4 I was shipwrecked and looking to make my way back home.
- 5 The only reason I'm still alive is because of a sailor who helped me escape from the clutches of their crewmates.
- 6 I'm in pursuit of stolen riches that I'd like back—one way or another.

### d6 Flaw

- 1 I will always choose saving my own hide over anyone else's.
- 2 I am a compulsive liar.
- 3 I have an addiction.
- 4 I see personal hygiene as an optional concern.
- 5 I am paranoid to the point of insomnia.
- 6 Money tends to burn a hole in my pocket.

# SPECIES

This chapter introduces new species to select from for your character origin.

## CARAPACEANS

Whether among the tentacled leviathans and phosphorescent sulphur-corals of deep sea trenches, the crevasses and wreckages of wave-pounded shores, or even among the few remaining forests, carapaceans scuttle. This species of crustacean Humanoids have a propensity for climbing, letting them explore high canopies and deep seabeds, where their durable exoskeleton lets them withstand intense subaquatic pressures.

## OPPORTUNISTIC OCCUPANTS

Carapaceans create close-knit communities wherever a hard-to-reach cavern or crevice can be claimed. Rather than build from scratch, they adapt existing structures and formations to suit their needs—minimizing disturbance of the environment to avoid attracting predators. Carapacean preferences and standards vary between lineages: a flickertail might prefer secret cenotes deep beneath dancing kelp, whereas a broadshell might feel more at home in the repurposed wreckage of a beached ship.

## CARCINISATION SPECULATION

There is no single archetypal carapacean, even if members of the species' lineages claim otherwise. Some carapaceans appear crab-like, some resemble prawns, and others look like isopods. Each lineage claims their morphology to be superior to their counterparts—a topic which is endlessly and passionately discussed in carapacean communities. Central to these debates is the evolutionary apex of their species, and which of its lineages it will come to resemble most. To bolster their individual claims of morphological superiority, carapaceans put the greatest effort into keeping up appearances.



## CLEAN FREAKS

From their earliest days, carapaceans are instilled with near-sacred rituals of personal hygiene. At the heart of these routines lies the meticulous cleaning of their carapace—a carapacean's greatest treasure. More than just a means of protection against sharp teeth, a carapace denotes heritage, status, and character. Many carapaceans decorate their carapaces with intricate markings, cherished trinkets, and flowing fabrics. This devotion to the upkeep of one's carapace is both a time-honoured and time-consuming tradition, made possible by carapaceans' unique diet.

## MUTAGENIC MITHRIDATISTS

Carapaceans' primary method of nourishment is the passive consumption of the omnipresent detritus floating through the ocean. Forgoing the need to seek out and prepare food, carapaceans have ample time on their claws for other undertakings. The detritus consumed by carapaceans contains trace amounts of mutagens, against whose morphology-transforming effects carapaceans have evolved a minor resistance. Thanks to this remarkable resilience, carapaceans are often favoured candidates for fields of work where entering the waters of the Voidsea is a necessity.

## LINEAGES

### BROADSHELL

The crab-like broadshells scuttle varied paths of life, yet are united by a single custom which lies at the heart of their culture: the practical application of the large, robust carapace which decorates their back. Adhering to this custom, many individuals find their calling as bodyguards, choosing to use their natural armour to shield others from harm. Other broadshells utilize their carapace by affixing desirable wares to them, using their backs as a mobile storefront to peddle whatever goods they can carry on their person.

### FLICKERTAIL

Extravagant tails trail from the prawn-like flickertails, casting shimmering lights that enthrall onlookers. Their mesmerizing displays elicit a mix of awe and wariness in other species. Distrust of the flickertails' ability to captivate does little to deter the carapaceans from putting themselves out into the world; their iridescent carapaces and their ability to see colours unseen by other species grant them renown as dancers and artists.

## KEELCRAWLER

Where the sun's shining light doesn't reach, the isopod-like keelcrawlers skitter through the murky darkness. Living on the fringes of carapacean society, keelcrawlers battle monstrous denizens of the deep for every precious scrap of territory. Should a keelcrawler find themselves too close to a monster's toothy maw during these frequent frays, they can snap into an armoured sphere; their tough, segmented carapace can deter a hungry predator from playing nutcracker. Applying decorations to their carapace hampers a keelcrawler's ability to curl up. As such, individuals might opt to forego decorating their carapace, depending on their line of work. The hazardous conditions in which many keelcrawlers are born and raised make them adept pathfinders, scouts, or hunters.

## CARAPACEAN TRAITS

**Age:** 200 years (maturity at 25 years)

**Anatomy:** Two arms and two legs

**Creature Type:** Humanoid

**Speed:** 30 feet, Climb 30 feet

As a Carapacean, you have these special traits.

**Aqueous Affinity.** You can breathe underwater, and you do not suffer Disadvantage on melee weapon attacks as a result of being underwater.

**Customizable Carapace.** Whenever you finish a Long Rest, you can choose a Decoration to apply to your carapace. You gain the benefits of your chosen Decoration until you choose another one:

**Covert Cover.** You can take the Hide action while only Lightly Obscured or behind Half Cover.

**Scrapshield.** You gain a +1 bonus to AC.

**Skewershell.** Whenever a creature hits you with a melee attack, grapples you, or is grappling you when it starts its turn, that creature takes 1d6 Piercing damage. A creature can only take this damage once per turn.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Detritivore.** Spending at least 1 hour in direct contact with nutrient-rich water provides you as much nourishment as 1 day's Rations.

**Mithridatism.** You have Advantage on saving throws against Mutations and spells or effects that would shape-shift you.

**Carapacean Lineage.** Carapaceans exist in a number of different varieties. Choose one of these lineages: Broadshell, Flickertail, or Keelcrawler.

## BROADSHELL TRAITS

**Size:** Medium (about 7 feet tall)

As a Broadshell Carapacean, you have these special traits.

**Claws.** Each of your arms ends in a claw with which you can make Unarmed Strikes. When you hit with one, the Unarmed Strike deals Bludgeoning damage equal to **1d6** plus your Strength modifier, instead of the strike's normal damage.

**Decoration.** When you reach character level 3, the following Decoration option is added to your Customizable Carapace trait's existing options:

**Crustacean Aegis.** When a creature within **5 feet** of you is targeted by an attack, you can take a Reaction to force the attack to target you instead, regardless of if you are within range of the attack.

**Powerful Build.** You have **Advantage** on any saving throw you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

## FLICKERTAIL TRAITS

**Size:** Small (about 3 feet tall)

**Speed:** 30 feet, Climb 30 feet, Swim 30 feet

As a Flickertail Carapacean, you have these special traits.

**Decoration.** When you reach character level 3, the following Decoration option is added to your Customisable Carapace trait's existing options:

**Captivating Carapace.** You gain a **1d4** bonus to Charisma checks made to interact socially with creatures. You have *Charm Person* prepared and can cast it as a Bonus Action without its Verbal component. Intelligence, Wisdom, or Charisma is your spellcasting ability when you cast the spell with this trait (choose the ability when you select this Decoration).

You can cast *Charm Person* once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

**Supernatural Sight.** You learn the *Detect Magic* spell and always have it prepared. You can cast it once without a spell slot and without spell components, and you regain the ability to cast it in that way when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Intelligence, Wisdom, or Charisma is your spellcasting ability when you cast the spell with this trait (choose the ability when you select the lineage).

## KEELCRAWLER TRAITS

**Size:** Medium (about 6 feet tall) or Small (about 4 feet tall), chosen when you select this lineage.

As a Keelcrawler Carapacean, you have these special traits.

**Decoration.** When you reach character level 3, the following Decoration option is added to your Customisable Carapace trait's existing options:

**Bareshell Bulwark.** Your carapace is segmented, allowing you to quickly roll into a ball. When you are hit by an attack, you can take a Reaction to curl up until the start of your next turn. While curled up, you gain the following effects:

- ◇ You gain a **+3 bonus** to AC, including against the triggering attack.
- ◇ You have **Advantage** on Strength saving throws and **Disadvantage** on Dexterity saving throws.
- ◇ If you are underwater at the start of your turn, you can choose to ascend up to **30 feet** (no action required). You can't ascend beyond the water's surface.
- ◇ Your size decreases by one category.

You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You uncurl early if you are Incapacitated.

**Deep Dive.** You have **Resistance** to Cold damage, and you are unaffected by the water pressure and cold temperature of swimming in water over **100 feet** deep.

## 2014 ADDITIONAL CARAPACEAN TRAITS

In addition to the traits already mentioned, Carapaceans have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Constitution score increases by 2.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subrace.** You gain one of the following additional traits based on the subrace you chose.

- ◆ **Broadshell.** Your Strength or Charisma score increases by 1.
- ◆ **Flickertail.** Your Dexterity or Charisma score increases by 1.
- ◆ **Keelcrawler.** Your Dexterity or Wisdom score increases by 1.

## CORALBORN

*"Ohoho, no. You don't get it. They don't live in the reef. They are the reef! So tread lightly, and be polite. Those 'pretty little rocks' heard every word you just said."*

*- Jack Kusto, Oceanographer*

When mutated predators descend upon the enduring, beautiful reefs of the Voidsea's shallows, the coralborn are waiting to receive them. In an instant, hunting grounds transform into an ambush as the ambulatory corals stretch their jewel-toned limbs and rise from the seabed. From calcite latticework

of their skin fire a multitude of tiny stingers, each launched from one of the thousands of polyps that comprise their bodies. Once the stuff of legend, coralborn are a walking reminder that the ocean once held beauty—and one day will again.

## CALCIFEROUS COLOSSI

Where their cnidaran progenitors drift idly in the VoidSea's waters, coralborn stand firm and unyielding against the mutagenic tide. They are bulky, ponderous, and ever-enduring (in stark contrast to their sleek, mobile cousins), with toxin-resistant bodies more than equipped to take on the dangers found at the end of the world. Each of their million polyps instinctively wields a minuscule stinging barb, which delivers a potent toxin to those foolish enough to lay hands upon them. To strike a coralborn is to invite not only a painful sting but also to awaken a far stronger, ancient, collective fury.

## LIVING LEGENDS

Though once relegated to epic songs and the annals of history and appearing only rarely until recent events, most believe that more of these multi-organism individuals exist now than ever before—a stirring symbol of the VoidSea's terrific impact. Their multitudinous minds contain hazy memories of cnidaran society long past, and many hold ancient opinions that are as slow and difficult to shift as the bodies that contain them. When not engaged in battle, coralborn tend the ruined coral beds, nurture anemone gardens, and otherwise devote themselves to cultivating a beautiful future that will endure as long as they will.



## LINEAGES

### BARRIER

Barrier coralborn were the first walking reefs, born to shield and shepherd their descendants in times of crisis. When outside enemies threaten their soft-fleshed cnidaran cousins, these kaleidoscopic warriors hurtle across the seabed to take the blow themselves. With frenzied polyps hard at work beneath their calcite shells, barrier coralborn regenerate from superficial wounds in seconds and can even temporarily spread their calciferous armour to others in case of emergencies.

### DEADWHITE

When the Voidsea rose, its acidic water obliterated the reefs and left stark, bleached beachheads—graveyards of calcite corpses—behind. From the devastation emerged a new morph of coralborn with two adaptations: to resist Mutations and subsist on calcium. To surface-dwelling cnidarans, deadwhites resemble defiled, skeletal echoes of their once-holy ancestors, and it is not unusual for these coralborn-cousins to recoil in disgust upon seeing one. While most deadwhite coralborn are accustomed to the reception, it still stings a little every time.

### DEEPBLOOM

In the bleakest, blackest trenches, where mutagenic toxins creep from abyssal fissures, deepbloom coralborn thrive. Accustomed to natural poisons and equipped with soft, crush-resistant bodies, most deepblooms take on the new, conflict-riddled world and all its dangerous adventures without hesitation. Many now stand tall at the front lines of aquatic battles, at the prows of leviathan-hunting vessels, and atop lighthouses amidst lightning-strewn skies. The sight of a deepbloom coralborn, easily resisting the horrors of the deep with a fierce, proud expression as brilliant as the chemical reactions that blaze within its translucent flesh, is an inspiring reminder that fierce joy can still be found on this black, alien sea.

## CORALBORN TRAITS

**Age:** 200 years (maturity at creation)  
**Anatomy:** Two arms and two legs  
**Creature Type:** Humanoid  
**Size:** Medium  
**Speed:** 30 feet

As a Coralborn, you have these special traits.

**Aquatic Aquifer.** You always have the *Create Food and Water* spell prepared. You can cast the spell once without expending a spell slot, and you regain the ability to do so again when you finish a Long Rest.

You can also cast it using any level 3+ spell slots you have. Constitution is your spellcasting ability when you cast it with this trait.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Distributed Body.** You have **Resistance** to Poison damage. You also have **Advantage** on saving throws you make to avoid or end being Poisoned.

**Obligate Amphibian.** You can breathe both air and water. When you take a Long Rest, you must spend it at least halfway immersed in water to gain its benefits.

**Stony Stingskin.** You can take a Bonus Action while you are Grappled or are grappling a creature to fire thousands of tiny needles into one creature that is touching you. That creature makes a **CONSTITUTION SAVING THROW** (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, the target takes **1d6** Poison damage and is **Poisoned for 1 minute**. The Poisoned creature repeats the saving throw at the end of each of its turns, ending the condition on a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

**Coralborn Lineage.** Coralborn are as diverse as the biomes in which they grow, with bodies well-adapted to their environments. Choose one of these lineages: Barrier, Deadwhite, or Deepbloom.

2014

### ADDITIONAL CORALBORN TRAITS

In addition to the traits already mentioned, Coralborn have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Constitution score increases by 2.

**Languages.** You can speak, read, and write Aquan and Common.

**Subrace.** You gain one of the following additional traits based on the lineage you chose.

- ◆ **Barrier.** Your Strength score increases by 1.
- ◆ **Deadwhite.** Your Wisdom score increases by 1.
- ◆ **Deepbloom.** Your Dexterity or Intelligence score increases by 1.



## BARRIER TRAITS

As a Barrier Coralborn, you have these special traits.

**Recalcification.** You gain a number of Temporary Hit Points equal to half your Proficiency Bonus at the start of each of your turns.

**Reef Barrier.** You can cast the *Coralskin* spell (see Chapter 11, Spells) once without expending a spell slot and without requiring spell components or Concentration. Instead of targeting yourself, you must target a willing creature that you touch. Constitution is your spellcasting ability for it. You regain the ability to cast the spell in this way when you finish a Long Rest.

**Sustenance from the Sun.** You do not need to eat. Instead, spending 8 hours in sunlight relieves you of the hazard of Malnutrition for that day.

## DEADWHITE TRAITS

As a Deadwhite Coralborn, you have these special traits.

**Deathblight.** You can cast the *Lifesap Aura* spell (see Chapter 11, Spells) once without expending a spell slot and without requiring spell components, and you regain the ability to cast the spell in this way when you finish a Long Rest. Constitution is your spellcasting ability for it.

**Mutagenic Resilience.** When you roll a d20 to determine whether you gain a Mutation, roll 2d20 and use the higher result.

**Skin of Bones.** You have **Resistance** to Necrotic damage.

**Sustenance from the Slain.** You can use bones, calcium, and limestone as food to fend off the hazard of Malnutrition.

## DEEPBLOOM TRAITS

As a Deepbloom Coralborn, you have these special traits.

**Chemical Action.** You know the *Dancing Lights* cantrip. Constitution is your spellcasting ability for it.

**Flexible.** When you take Bludgeoning damage, you can take a Reaction to gain **Resistance** against that damage. You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

**Sustenance from Sulfites.** You can use sulphur, coal, crude oil, or other high-energy inorganic compounds as food to fend off the hazard of Malnutrition.

# CNIDARAN

*"Don't. Break. The. Coral. No souvenirs, no trinkets, no keepsakes. That's someone's grandparent."*

*—Jack Kusto, Oceanographer*

From nomadic, floating cities whose coral exoskeletons stretch down into the dark ocean depths to mile-long reefs and small atolls, cnidaran (NI-daran) settlements can be found wherever salt meets water. Their unique, bipartite lifecycle sets them apart from most other humanoids and fosters a zealous loyalty between cnidaran and home.

## DISPERSE AND DEPLOY

Cnidarans have two distinct phases to their lifecycle: the medusozoa and the polyp. An adventuring cnidaran—one that can speak, has a vaguely humanoid shape, and can manipulate tools—is a medusozoa. These individuals are responsible for interacting with the outside world (in other words, anything beyond their home reef).

When medusozoa mate, an event that can involve dozens of individuals, the thousands of larvae that are conceived settle on the nearest substrate, often the cnidarans' own coral home. Once rooted, the larvae develop into polyps with two tasks. The first is to grow a single new medusozoa over a single moon's cycle and then birth this inch-long, instinct-driven youngster into the waters surrounding its home. The second is to secrete a calcareous exoskeleton, fusing their body with the reef and growing the cnidarans' coral home.

Life for a young medusozoa is tenuous; it must fend for itself, drifting in open waters and feeding on plankton and other medusozoa until it reaches at least a foot in length, usually by the end of its third year. During this juvenile stage, a time known as the uko'ulush (the 'wild time'), a medusozoa is largely ignored by other cnidarans, who believe that "trial by ocean makes the hardest pearls." Once a cnidaran completes this juvenile stage, it is brought into the reef, a utilitarian and communal space where the customs, culture, and values of that reef are passed on, the uko'malang (the 'time of waiting').



## COMMUNE AND COMMUNITY

Cnidarans live communally. With the practices of mass mating and random dispersal, no single medusozoa knows which individuals are their parents. In fact, the entire concept of 'parentage', 'hereditary titles', and 'inheritance' is foreign to most cnidarans.

When a cnidaran medusozoa reaches maturity, it is given the choice to leave the reef with the blessing of the whole community, a once-in-a-lifetime event known as the uko'fa (the 'time of exploration').

Individuals that start on the uko'fa do so for a multitude of reasons. Some seek to bring back treasures from the world beyond and enhance their own community. Others feel a need to disperse, finding other reefs to join or even forming new reefs with like-minded medusozoa met on their travels. A very few become enraptured by wanderlust and spend the rest of their days among winding ocean currents, delving into damp dungeons, and cavorting in ports with other seadogs.

## NO PLACE LIKE HOME

Cnidaran settlements are alive. Made of the bodies of millions of calcified polyps—cnidaran ancestors—a reef is more than just a home; it is the collective memory of a thousand generations, a traceable web of genealogical history, and an esteemed and holy sanctuary. Intentionally damaging a reef carries grave consequences: death, exile, or declarations of war are all sanctions a cnidaran colony might employ. It isn't unusual for trade unions to pay handsome reparations if a ship damages a cnidaran reef when blown off course by wild winds. To do otherwise might result in ships foundering even in fair and pleasant conditions, such is the whim of an enrage cnidaran reef.

## DEEPRIFT CNIDARAN

Life comes full of surprises—some sooner than later, as was the case for the very first deepdrift cnidarans. After oceanic earthquakes tore rifts in the seafloor, the resulting downdraft currents pulled a generation of cnidaran larvae down to the hadal zone, crushing all but the hardiest individuals under the immense pressure. Those cnidarans—and their descendants—slowly but surely began to adapt to the abyss's harsh conditions, evolving excellent vision and natural camouflage to avoid the native horrors scouring the sunless seafloor. A deepdrift cnidaran's most notable trait, however, is their long, barbed tendrils, which they trail over the seabed to catch and consume whatever scarce nutrients there are to be found.



**Hot Hubs.** The first cnidarans to find themselves stranded in the depths of the ocean built reefs around its only source of heat: the very same rifts that pulled them down there. Deepdrift reefs are fashioned in a web-like manner around these geothermal vents, which act as the burning hearth of their communities. Deepdrift cnidarans share these reefs with other denizens of the deep, such as carapaceans, who in turn aid them in defending their homes from unwelcome sea giants or chuulverins—a rare example of mutualism in the Voidsea, and an invaluable boon in its otherwise hostile, frigid expanse.

**Hadal Homebodies.** The vents at the heart of deepdrift reefs provide polyps with the necessary heat and nutrients needed to grow. The medusozoa that grow from these polyps experience a very different *uko'ulush*, spent anchored to the reef feeding on plankton rather than drifting through the ocean. Similarly, the traditional *uko'fa* is often forgone in favour of a period of military service guarding the reef against the many threats of the abyss—a far more valuable contribution to the community than trinkets and tales.

## CNIDARAN TRAITS

**Age:** 200 years (maturity at 14 years)  
**Anatomy:** Two arms and two legs  
**Creature Type:** Humanoid  
**Size:** Medium (about 5–7 feet tall)  
**Speed:** 30 feet, Swim 30 feet

As a Cnidaran, you have these special traits.

**Amphibious.** You can breathe air and water.

**Cnidaran Morph.** When a polyp produces a medusozoa, it can birth a variety of different morphs. The Deepdrift is presented here, but more options, like the Nematocyst or Shimmerskin, are available in other Loot Tavern publications\*.

\*See *Heliana's Guide to Monster Hunting*

## DEEPDRIFT TRAITS

As a Deepdrift Cnidaran, you have these special traits.

**Darkvision.** You have Darkvision with a range of 120 feet.

**Trawling Tentacles.** When you move 10 feet in a straight line, you can use a Bonus Action to deploy a trail of semi-translucent, barbed tendrils in a 5-foot-wide, 10-foot-long Line originating from you and extending along the path you just travelled, which remains until the start of your next turn or until you move again. The first time an enemy enters the Line or starts its turn there, it must succeed on a CONSTITUTION SAVING THROW (DC 8 plus your Constitution modifier and Proficiency Bonus) or take 1d10 Necrotic damage and be Poisoned until the end of its next turn. While a creature is Poisoned in this way, its Speed is halved, and it is Restrained while its Speed is 0 feet.

**Cover of Darkness.** While motionless, you can be mistaken for natural phenomena commonly found on the seafloor. When you make a Dexterity (Stealth) check, you can give yourself Advantage on the check if you haven't moved during this turn. If you do so, your Speed is 0 until the end of the turn. If you're underwater, you can take the Hide action even when you are only Lightly Obscured, you can give yourself Advantage on your Dexterity (Stealth) check even if you've moved, and doing so doesn't reduce your Speed.

**Diet of the Depths.** If you spend at least 1 hour in direct contact with nutrient-rich water, you gain enough nourishment to sustain you for one day.

2014

### ADDITIONAL DEEPDRIFT CNIDARAN TRAITS

In addition to the traits already mentioned, deepdrift cnidarans have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Constitution score increases by 1.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subrace: Deepdrift.** Your Constitution and Wisdom scores both increase by 1..

# PENKIN

Pengkin keep to the colder regions of the sea, making themselves neighbours of the portans and cold-water carapaceans. Harsh weather harms the isolated, so pengkin are eager to offer help and hospitality to any they meet. The icy, yet nutrient-rich waters where pengkin hunt yield plenty of food, and new faces are often greeted by a friendly fish casserole as a token of good will.

***Icy Infrastructure.*** With limited building materials at their disposal, pengkin have become masters of working with ice and snow. By layering sheets of ice with walls of fresh snow, pengkin structures are made surprisingly insulated. Blocks of sturdy pykrete make up larger buildings, proving nearly as strong as stone. Pots of liquid water, heated by fire or magic, sit in or outside any respectable pengkin's home, both for drinking and sticking things together. It's not uncommon to see coats, hats, shoes, or even weapons frozen onto the walls for easy access later.

***Language of Gifts.*** Pengkin have long upheld a storied tradition of gift giving, which has only strengthened as new shipping lanes bring a wider array of exotic wares to their icy shores. Gifts are exchanged on nearly every occasion, and a touch of competitiveness elevates the practice to an art of excess, with each pengkin striving to outdo the last in extravagance. In contrast, the token of betrothal remains a humble rounded stone, once a rarity on the ice—a practice that has led to more than a few accidental engagements between pengkin and visiting dwarves.





**Wind and Water.** Pengkin legend traces their origins to the distant rocborn, before that proud people's fall from the skies. The most commonly repeated tale speaks of a wayward rocborn family that found itself far from their arid homeland, lost upon the sea. Caught in a raging tempest, they cried out to the spirits of the ocean for deliverance and were offered a bargain: salvation in exchange for their powers of flight. By the time the last desperate words of assent left their lips, they had been remade into creatures of ice and water. Thus, pengkin lorekeepers claim that their people never truly lost their power like the rocborn eventually would—they merely exchanged it for something new.

## LINEAGES

### SLICKFEATHER

The aerodynamic slickfeather pengkin pride themselves on their ability to slide and drift across any flat surface. A thin, oily film coats the outer layer of their feathers, reducing friction between their bodies

and the ground. The oil also allows for shaping and styling their plumage, which many are very particular about—be wary of ruffling these pengkins' feathers! Though any smooth terrain works for sliding, slickfeathers prefer ice, and will construct frozen tracks for high speed races. The annual Frosty 500 has increased in attendance every year since its inception.

### THICKFEATHER

Bundles of warmth in the harsh cold of the snow, thickfeather pengkin can survive in the coldest parts of the world without worry. Fluffy layers of feathers insulate the pengkin from the deadly chill, and by puffing themselves up, they can share this insulation with friends and guests. Visitors to a thickfeather village or home are invited to huddle, a comforting tradition said to not only increase the odds of survival, but bonds of friendship as well.

## PENKIN TRAITS

**Age:** 60 years (maturity at 14 years)

**Anatomy:** Two flippers, which function as arms and hands, and two legs

**Creature Type:** Humanoid

**Speed:** 30 feet, Swim 35 feet

As a pengkin, you have these special traits.

**Downy Insulation.** You have **Resistance** to Cold damage.

**Natural Diver.** You can hold your breath for twice as long as normal.

**Pengkin Lineage.** Pengkin have evolved into two distinct forms, slickfeather and thickfeather, each adapting to the different ways ice and snow affect their lives. Though they were separate for a time, seeing both types is common in any colder settlement.

## SLICKFEATHER TRAITS

**Size:** Medium (about 5 feet tall)

**Sliding Belly.** While Prone, you can slide instead of crawl, which allows you to move without costing you extra movement. While sliding, your Speed increases by **5 feet** while you're moving across a flat surface, or **20 feet** if the surface is wet or frozen. If you voluntarily fall Prone on your turn, you can stand up on that same turn without expending any movement.

**Rescue Ride.** When you slide within **5 feet** of a willing creature of your size or smaller, you can take a Reaction to carry it. The creature moves with you until the end of the turn or until you are no longer Prone and doesn't provoke Opportunity Attacks while doing so. You can only carry one creature in this way at a time.

## THICKFEATHER TRAITS

**Size:** Small (3-4 feet tall)

**Huddle Close.** Your small size lets you squeeze into narrower spaces than others. You can move through and occupy the same space as a creature that is a size larger than you.

**Insulated.** You have **Resistance** to Fire damage.

**Share the Warmth.** You can share the protective heat of your poofy feathers with your friends. As a Bonus Action, you can poof up your feathers for **1 minute**. While poofed, allies within **5 feet** of you have **Resistance** to Cold and Fire damage.

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## ADDITIONAL PENKIN TRAITS

In addition to the traits already mentioned, pengkin have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Constitution score increases by 2.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Lineage.** You gain one of the following additional traits based on the lineage you chose.

- ◆ **Slickfeather.** Your Dexterity score increases by 1.
- ◆ **Thickfeather.** Your Wisdom score increases by 1.

## PORTAN

A squad of steely-eyed silions shoot through the water, spears clutched in their furry fists and eyes locked on the titanic leviathan that lurks beneath the assembled fleet. Hours later, the disgruntled probos chef slams slabs of blubbery monster meat onto the plates of their non-portan guests and promises that he triple-checked this time—this meat is safe, and their friend in the infirmary will be fine. As the night winds down, an elderly ivorr sits by the hearth with a well-honed knife and carves tiny, intricate runes into her tusks, adding the hunt to the living history etched on her face. The audience of young portan follow her movements with rapt attention, refusing to look away even as their parents drag them off to bed despite their protests. The children know that, come morning, the celebrating crews will have gone their separate ways, breaking the great fleet and the assembled portan into dozens of solitary ships.

**At Sea, At Home.** When mutagens first spread across the waves and the Voidsea was born, many fled for dry land and

high ground, desperate to escape the body-warping horrors of the rapidly rising ocean. The portan, however, refused to let the fear of a few extra limbs in inconvenient places keep them from the seas. Naturally inured against mutation by their ample protective fat, they chose adaptation over retreat, embracing the transformed waters as their new home, with all the challenges and dangers they posed. Of all the species that now call the Voidsea home, few do so with as much pride—or as unyielding a sense of belonging—as the portan.

**Help Wanted.** Portan are a common sight across the many fleets and conurbations that pockmark the Voidsea, welcomed by mutation-averse folk all too happy to delegate any task that involves coming within a foot of saltwater. Many thus find steady work as sailors, shipwrights, or spearfishers, relying on their deep bond with the ocean to succeed where others falter. Nearly every major faction counts at least some portan amongst their numbers—their resistance to mutagens earns them places of honour within the Oath of the Beacon, for example, while their easy confidence on the waves leaves them more comfortable than most on the back of the massive Mothermaw. Even the Buoyant Bloatilla keeps a few of them on hand—after all, someone needs to dive into the water to retrieve the scattered spoils of their explosive fishing expeditions.



## LINEAGES

### IVORR

Ivorr stand out clearly among portan—and Humanoids in general—not by their imposing physiques or magnificent whisker-mustaches, but by the impressive pair of tusks that protrude from their mouths. These versatile implements are their pride and joy, serving as weapon, tool, and even a canvas on which depictions of their bearers' greatest accomplishments are lovingly carved. Many ivorr crews display the engraved skulls of ancestors and former crewmates alike in the bowels of their vessels, preserving their stories to inspire and educate the next batch of greenhorns.

### PROBOS

If most portan accept the Voidsea's mutagenic 'wonders', the probos wholeheartedly embrace them. This mysterious, reclusive offshoot of the species generally keeps to the dark depths of the ocean from which they hail, willingly allowing the contaminants in the water to selectively transform their bodies. Many of the adaptations that allow them to thrive in this environment, such as their supernatural lung capacity and the delicate sensory fringing their iconic, trunk-like probosces, are the legacy of mutations propagated by distant ancestors. Though finding them in open air is rare, some probos choose to pursue livelihoods above the waves, trading the abyss for coin, curiosity, or calling. Even those that don't must surface periodically to breathe, though many probos circumvent this by cultivating 'breath gardens'—pockets of air in underwater caverns, sustained by carefully maintained patches of algae that recycle the oxygen.

### SILION

Nimble, sturdy, and perhaps most importantly, diminutive, silion make for exceptional swimmers and scavengers, even better suited to the harsh conditions of the Voidsea than their tusked kin. Thick layers of insulating blubber belie the flexibility with which they twist and compress their bodies to squeeze into subaquatic crevices that would doom less capable divers. Sunken wrecks and treacherous trenches are more a playground than a hazard to these salt-hardened delvers, making them coveted additions to any crew with an interest in scouring the oceanic depths for forgotten treasures. The Alltide Scavengers' Guild, in particular, employs a great number of very generously compensated silion, which make up the ranks of their most elite scavenging teams.

## PORTAN TRAITS

**Age:** 150 years (maturity at 20)

**Anatomy:** Two arms and two legs, both ending with webbed hands and feet

**Creature Type:** Humanoid

**Speed:** 30 feet

As a Portan, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Aquatic Adaptations.** You have a Swim Speed equal to your Speed and can hold your breath for 1 hour.

**Fat Soluble.** Your thick blubber protects your body from unwanted modification. The time you must spend in a contaminated environment before you gain a Mutagen Point is doubled. Additionally, you have **Advantage** on saving throws against effects that cause you to shape-shift, such as the *Polymorph* spell.

**Airtight Seal.** When you make a saving throw against an airborne toxin, such as a green dragon's Poison Breath, the *Cloudkill* spell, or inhaled poisons, you can take a Reaction to close your nostrils and ears, gaining **Advantage** on the save.

**Portan Lineage.** Portan exist in several different varieties. Choose one of these lineages: Ivorr, Probos, or Silion.

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### ADDITIONAL PORTAN TRAITS

In addition to the traits already mentioned, portan have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Constitution score increases by 2.

**Languages.** You can speak, read, and write Aquan and Common.

**Subrace.** You gain one of the following additional traits based on the lineage you chose.

- ◆ **Ivorr.** Your Strength score increases by 1.
- ◆ **Probos.** Your Wisdom score increases by 1.
- ◆ **Silion.** Your Dexterity score increases by 1.

## IVORR TRAITS

**Size:** Medium (about 5-6 feet tall)

As an Ivorr Portan, you have these special traits.

**Great Tusks.** Your tusks grant you the following benefits:

- ◆ You can use your tusks as a Crowbar.
- ◆ When you make a saving throw to avoid being moved, you can take a Reaction to Brace yourself by anchoring yourself with your tusks (see Kaiju Fighting Rules)
- ◆ When you use your Unarmed Strike to deal damage with your teeth, you deal **1d6** Piercing damage instead of the normal damage for your Unarmed Strike.

**Powerful Build.** You have **Advantage** on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

## SILION TRAITS

**Size:** Small (about 2-4 feet tall)

As a Silion Portan, you have these special traits.

**Swift Swim.** Your Swim Speed increases by **10 feet**.

**Tiny Twister.** Narrow openings or passages sized for a creature one size smaller than you aren't considered Difficult Terrain for you.

**Thick Fat.** You have **Resistance** to Cold damage.

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### SILION PORTAN

If you are using the 2014 version of the 5e rules, replace the effect of the Tiny Twister trait with the following.

**Tiny Twister.** You can squeeze into smaller spaces without expending extra movement, and suffer no penalties to your attack rolls and Dexterity saving throws while squeezing. Other creatures don't have Advantage on attack rolls against you while you are squeezing through smaller spaces.

## PROBOS TRAITS

**Size:** Medium (about 5-6 feet tall)

As a Probos Portan, you have these special traits.

**Superior Darkvision.** The range of your Darkvision increases to **120 feet**.

**Lung Capacity.** You can hold your breath for **24 hours**.

**Sensitive Whiskers.** You have Blindsight with a range of **5 feet**. While underwater, this range increases to **30 feet**.

**Malleable Mutagenics.** You have a mutation, which you can choose from the first tier of mutations or determine randomly by rolling a **d20** and consulting the Mutation Overview table (page 100). When you make a Mutation Roll, you can roll twice and select your preferred result. Ability checks made to remove your mutations have **Disadvantage**.

# ART

# PLACEHOLDER

## RAKIN

"Stole this!?) You think I STOLE this? No no no... it was on discount. The five finger discount. Look! A distraction!"

- Harried Houdinky, *Volour Extraordinaire*

Yells and chuckles are common sounds around the home of any rakin thanks to their shared love language: pranks. From sewer-side burrows to palatial penthouses, wattle-and-daub huts to intricate treetop villages, rakin can be found at all levels of society, a product of their ingeniousness and habit of getting into trouble. One is rarely bored around a rakin.

## DEIFIC ORIGINS

The mistaken spawn of a passionate tryst between deities of trickery and nature, rakin hold a deep affinity for both domains. Since their creation, they have had little contact with either god, learning to rely on their own wits to survive.

As rakin society progressed, their culture grew to value trickery and subterfuge. Good-natured pranks sprang from their paws as instinctively as breathing. Honed against the fearsome beasts of the forest, this innate talent to deceive helped the rakin bloom as a civilisation. Tales are still told of how Mack Gyver fought off a rampaging owlboar with nought but a goodberry, a silver needle, and a pig's bladder.

Rakin politics, religion, and interpersonal relationships revolve around the idea of practical jokes. An atmosphere of one-up-manship and lighthearted merriment suffuses all of their wheelings and dealings. Even when faced with the most horrid of circumstances, a rakin's first instinct is to crack a joke.

## IDEOLOGICAL CHASM

After centuries of living in chaotic mirth, an ideological battle split rakin culture when they first made contact with other humanoids. Many of the rakin were intrigued by cities—forests of stone and steel; organized, yet unpredictable, and full of opportunity. The elders forbade them to interact, alleging such civilization to be directly counter to the chaos that nature intended, the principle upon which rakin culture was built. The debacle spiralled into a full-on feud between the opposing rakin factions, sundering the once united race.

## OTTERKIN

Amidst the Voidsea's many imposing, oftentimes intimidating inhabitants, a smaller, fuzzier denizen can be found living in small villages floating atop kelp forests: the ever-crafty otterkin. These semi-aquatic rakin took not to forests of trees and stone like their urkin and tanukin cousins but instead ventured to the coastal areas of the world. With thick fur shielding them from frigid waters, long flat tails that provide excellent aquatic propulsion, and a means of communicating underwater using bubbles, otterkin are aces of aqueous arenas.

**Popular Ports-of-Call.** Otterkin settlements reach further into the seas with every new generation. Their villages and outposts float on the water's surface atop the Voidsea's seaweed-strewn depths. These rafts are appreciated places of respite for weary sailors; merry-making, trade, and a rare good night's sleep are almost guaranteed.

**Tools for Trickery.** Otterkin have an innate propensity to learn tool use, a facet they use to cater to the needs of their community and engage in their favourite pastime: traps! Referred to as "practical jokes", ingenious traps can bring an otterkin food, treasure, and most importantly, bragging rights. Otterkin legends tell of Ran Bolo, a smuggler who outsmarted a dozen blood-frenzied sharkin. Using nothing but his agility, a jellyfish, and a spool of cleverly strung fishing line, he ingeniously trapped them in a treacherous ship graveyard known as the Vessel Run.

## RAKIN TRAITS

**Age:** 70 years (maturity at 14 years)  
**Anatomy:** Two arms, two legs, and a tail  
**Creature Type:** Humanoid  
**Size:** Small (about 3–4 feet tall)  
**Speed:** 30 feet, Climb 30 feet

As a Rakin, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Rakin Lineage.** The physical and cultural differences that arose after the rakin's schism produced different lineages. The otterkin lineage is presented here, but more options, like fennekin\*, posskin\*\*, tanukin\*\*, and urkin\*\* are available in other Loot Tavern publications.

\* See *Zaman's Guide to the End of Time*

\*\* See *Heliana's Guide to Monster Hunting*

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## ADDITIONAL RAKIN TRAITS

In addition to the traits already mentioned, rakin have the following traits when using the 2014 version of 5th edition.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subrace: Otterkin.** Your Constitution score increases by 1.

## OTTERKIN TRAITS

As an Otterkin Rakin, you have these special traits.

**Deft Swimmer.** Instead of the Climb Speed granted as part of being a rakin, you have a Swim Speed equal to your Walk Speed.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Hold Hands.** When another creature within 5 feet of you makes a saving throw to resist being moved against its will, or to prevent itself from falling or being knocked Prone, you can take a Reaction to grant it **Advantage** on the saving throw.

**Favourite Rock.** Whenever you finish a Long Rest, you gain proficiency with one tool of your choice. This proficiency lasts until you finish your next Long Rest.

**Thick Fur.** You have **Resistance** to Cold damage. You also naturally acclimate to frigid waters, even if you've never swam in them.



# SHARKIN

The sharkin are a piscine folk that dwell between the coast and oceanic depths. Theirs is the duty to defend against the collapse of reefs, the overfishing of waters, and the encroaching horrors of the deep. Strong of arm and appetite, they are a martial culture feared by the ignorant solely for their sharklike appearance.

## CHILDREN OF MANY PARENTS

A sharkin's infancy is a tale of fratricide and community. While a mother carries many fertilised eggs in her womb, all but the strongest are devoured in utero, leaving only a single infant to be born. This survivor, born with a taste for blood, is placed into a creche overseen by nurse-sharks whose revered responsibility it is to nurture their survival. The tribe's adults take turns teaching the young trades and history, and each generation of children considers one another siblings, regardless of blood or lineage.

## THE NEVERENDING STORY

With every generation grows the Neverending Story—the chronicle of the sharkin's sweetest victories and sourest tragedies. Individuals record their own personal history through elaborate squid ink tattoos that begin at their feet and progress up their body to the crest of their skull. Every nation maintains its own account, but all begin with the Kraken War—a conflict brought about when an arch-marid sought to breach the barrier between the Material Plane and the Plane of Water to drown the world. Foremost of the marid's weapons were the krakens, roused from their ancient slumber and set upon the depths. Led by sharkin, the denizens of the deep—cnidarans, coralkin, mermalians and more—united under one banner to drive the beasts back to their abyssal rifts and banish the arch-marid whence it came.



## A CULTURE OF RESTRAINT

All sharkin are cursed with a lust for blood, but they wield it as any other weapon—with restraint. Some see it as a tool to save drowning sailors or find wounded animals, whereas warriors use it to strike true in battle. It is no sin to harness this bloodlust, only to give into it, for there is no greater dishonour than falling into a blood frenzy. Those that cannot restrain themselves are tattooed as berserkers and banished from sharkin society altogether. To master this hunger, sharkin are exposed to blood in childhood. As they grow, so too does the bait: fish are replaced by seals, dolphins, and finally other sharkin. An individual is considered an adult only after they triumph over this last trial.

Alas, not all sharkin believe in tempering their bloodlust and instead champion it as evidence of their "divine" right to rule the seas. This horrid philosophy is the legacy of the Deep King, a sharkin tyrant of old, whose hierophants work even now to radicalise outcast sharkin in preparation of a resurgent sharkin empire.

## LINEAGES

### GREAT WHITE

The great whites command a legacy of valour. As the strongest of their people, they are often called upon to defend sharkin territories at large. Conscription is at the heart of their culture, with every able-bodied adult expected to bear arms for their people for at least a decade. Some great whites devote their entire lives to this service.

### SAWSHARK

Sawshark tribes lurk on the fringe of sharkin civilization for, in antiquity, their ancestors ignored the call-to-arms in the Kraken War. As punishment, they were banished to the ocean's most distant reaches. This schism prevails even today. While individuals face no discrimination, the relations between nations remain bitter.

### WOBBERGONG

The spotted hide of wobbergongs allow them to hide upon the seafloor, where they use buccal tendrils—similar to a moustache—to snatch small fish. Millennia of trawling along continental shelves have imbued the wobbergongs with the mystical energy emanating from abyssal rifts to the Plane of Water. An insular society of sages and sentries, they study elemental disturbances and the undercurrents of fate itself. Those that exhibit magical aptitude serve as emissaries and advisers to other sharkin communities.





## SHARKIN QUIRKS

Thanks to both culture and biology, sharkin often develop peculiar quirks. When creating a Sharkin character, roll on the Sharkin Quirks table to inspire its quirks.

### SHARKIN QUIRKS

#### 1d6 Quirk

- |   |   |
|---|---|
| 1 | Whenever you're angry, the blood vessels in your gills flare up with a red hue.   |
| 2 | You're always narrating your exploits in third person, adding them to your personal Neverending Story.  |
| 3 | Yours is the rarest of sharkin births: you were born with a twin. Your people consider this a wonderful miracle and expect great things from you. |
| 4 | The siblings you devoured in utero have grown up beside you in spirit, their voices loud in your mind.  |
| 5 | You have tattooed even the most embarrassing failures and tragedies onto your flesh, including your last break-up—and it wasn't pretty.           |
| 6 | Sharkin typically grow a new set of teeth every two weeks, but yours come in every few days!  |

## SHARKIN TRAITS

**Age:** 500 years (maturity at 16 years)  
**Anatomy:** Two arms, two legs, and a tail  
**Creature Type:** Humanoid  
**Size:** Medium (about 5–7 feet tall)  
**Speed:** 30 feet, Swim 30 feet

As a Sharkin, you have these special traits.

**Bloodlust.** When you make a melee attack roll against a creature that has blood and doesn't have all its Hit Points, you can give yourself **Advantage** on the roll. When you do so, you must succeed on a **WISDOM SAVING THROW** (DC 10 plus the number of times you've used this trait since you last finished a Short or Long Rest) or enter a blood frenzy for **1 minute**.

While in a blood frenzy, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target. At the end of each of your turns, you repeat the save, ending the effect on a success.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

**Child of the Sea.** You can breathe underwater.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Jaws.** You have a fanged maw, with which you can make Unarmed Strikes. When you use your maw to deal damage with an Unarmed Strike, you can deal Piercing damage equal to 1d6 plus your Strength modifier, instead of the strike's normal damage.

**Keen Smell.** You have Advantage on Wisdom (Perception) checks that rely on smell. Additionally, while underwater, you can smell blood up to 1 mile away.

**Sharkin Lineage.** The Sharkin are as diverse as the sharks of the sea. Choose one of these lineages: Great White, Sawshark, or Wobbegong.

## GREAT WHITE TRAITS

**Size:** Medium (about 6 feet tall)

As a Great White Sharkin, you have these special traits.

**Powerful Build.** You have Advantage on any saving throw you make to end being Grappled. You also count as one size larger when determining your carrying capacity.

**Strong Jaws.** Your jaws are exceptionally strong, even for sharkin standards. When you use your maw to deal damage with an Unarmed Strike, you can deal Piercing damage equal to 1d8 plus your Strength modifier, or 1d12 plus your Strength modifier if the attack was made with Advantage because of your Bloodlust trait.



## SAWSHARK TRAITS

**Size:** Medium (about 7 feet tall)

As a Sawshark Sharkin, you have these special traits.

**Sawsnout.** Your snout has serrated edges, granting you the following benefits:

- ◆ When you use your maw to deal damage with an Unarmed Strike, it deals Slashing damage instead of its normal damage type.
- ◆ You can use Dexterity instead of Strength for the attack and damage rolls of your Unarmed Strikes using your maw.
- ◆ When you hit a creature with an Opportunity Attack using your maw, the creature takes an extra 1d4 Slashing damage as its movement worsens the saw's tearing.

**Slippery.** You have **Advantage** on any ability check or saving throw you make to end being Grappled or Restrained.

## WOBBERGONG TRAITS

**Size:** Medium (about 5 feet tall)

As a Wobbegong Sharkin, you have these special traits.

**Songs of the Sea.** Your voice rings out with oceanic magic. You know the *Water Whip*\* cantrip. When you reach character level 3, you learn the *Create or Destroy Water* spell, and when you reach character level 5, you learn the *Blood Frenzy*\* spell. Once you learn one of these spells, you always have it prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast either spell using any spell slots you have of the appropriate level.

Spells cast with this trait do not require Material components. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this lineage).

**Watery Camouflage.** You have **Advantage** on Dexterity (Stealth) checks made to hide underwater.

\*See Chapter 11, Spells

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## ADDITIONAL SHARKIN TRAITS

In addition to the traits already mentioned, Sharkin have the following traits when using the 2014 version of the 5th edition rules.

**Ability Score Increase.** Your Constitution score increases by 1.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subrace.** You gain one of the following additional traits based on the subrace you choose.

- ◆ **Great White.** Your Strength score increases by 2.
- ◆ **Sawshark.** Your Dexterity score increases by 2.
- ◆ **Wobbegong.** Your Wisdom score increases by 2.

# FEATS

## ORIGIN FEATS

### FEAT DESCRIPTIONS

The following feats are organised alphabetically.

#### BILGE RAT

*Origin Feat*

You gain the following benefits.

**Scamper.** You can squeeze through spaces large enough for creatures two sizes smaller than you, and you don't treat such a space as Difficult Terrain.

**Scram.** When you make a melee attack against a creature, that creature has **Disadvantage** on the attack roll of Opportunity Attacks against you until the end of the turn.

**Spry.** You gain proficiency in the Acrobatics skill.

#### MUTANT-FRIEND

*Origin Feat*

You gain the following benefits.

**Community-Minded.** You can take the Help action as a **Bonus Action**. You can do so a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

**Well-Adapted.** When you roll to determine a mutation you gain, you can roll twice and choose either result.

#### OCCULT VISIONARY

*Origin Feat*

You gain the following benefits.

**Cantrip.** You learn the *Guidance* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for this cantrip (choose when you select this feat).

**Prophetic Delirium.** When you finish a Long Rest, you have a 50 percent chance to gain knowledge of one course of action of your choice that you plan to take within the next **24 hours**. The GM indicates whether the results of taking that action will be good or bad, though additional circumstances, such as casting a spell, might change the results.

#### SALVAGER INITIATE

*Origin Feat*

You gain the following benefits.

**Catalogue.** You always have the *Identify* spell prepared, and can cast it with any spell slots you have or as a Ritual.

**Diver's Lungs.** You can hold your breath for twice as long as normal.

**Test the Waters.** You can cast *Identify* on a body of water to learn its Contamination Level.

#### SEAFARER

*Origin Feat*

You gain the following benefits.

**Hawk-Eyed.** You can take the Search action as a Bonus Action.

**Natural Navigator.** You gain proficiency with Cartographer's Tools or Navigator's Tools (your choice). You can use an ability granted to you by a Helmsman perk without expending any of its uses, even if you have no uses of it left. Once you do so, you can't do so again until you finish a Long Rest.

**Navigator's Magic.** You learn either the *Guidance* or *Starry Wisp* cantrip (your choice). Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's cantrip (choose when you select this feat).

#### MODIFICATION: SEAFARER

If you are using the 2014 version of 5th edition, this feat grants you the choice between either the *Guidance* or *Flare* cantrip (see page 141).

## VOIDKEEL TECHNICIAN

*Origin Feat*

You gain the following benefits.

**Gifted Technician.** You learn the *Mending* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for this cantrip (choose when you select this feat). When you cast *Mending*, it doesn't require Material components.

**Handy.** You gain one Bosun Naval Perk with a Prerequisite of Naval Level 1.

## SPECIES FEATS

### CARAPACEAN FEATS

#### CLAW CRUSH

*Species Feat (Prerequisite: Level 4+, Broadshell Carapacean)*

Your claws have grown into even more formidable weapons. You gain the following benefits.

**Ability Score Increase.** Increase your Strength or Constitution score by 1, to a maximum of 20.

**Crunch & Clasp.** The damage dealt by your Claws increases to 1d12 plus your Strength modifier. A creature that you are grappling with one of your Claws has **Disadvantage** on ability checks made to escape the grapple. When you hit a creature with one of your Claws, it has **Disadvantage** on its next attack roll before the start of your next turn.

**Versatile Shell.** You can choose two Decorations granted by your Customisable Carapace trait to apply to your carapace. You gain the benefits of your chosen Decorations until you choose another.

#### RAPID REFLEXES

*Species Feat (Prerequisite: Level 4+, Flickertail Carapacean)*

You have honed your reflexes, allowing you to respond to danger in an instant. You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Charisma score by 1, to a maximum of 20.

**Gleaming Getaway.** When you are targeted by an attack made by a creature within 10 feet of you, you can take a Reaction to force that creature to make a **WISDOM SAVING THROW** (DC 8 plus your Intelligence, Wisdom, or Charisma modifier (your choice) and Proficiency Bonus). On a failed save, the creature must target a different creature with the triggering attack or forfeit it if no other creature is within reach or range. Success or failure, you can immediately move up to 15 feet as part of this Reaction without provoking Opportunity Attacks from the creature that made the triggering attack.

You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

**Periscope Peepers.** Being surprised doesn't impose Disadvantage on your Initiative roll.

#### RAPID REFLEXES ALTERNATE BENEFITS

If you are using the 2014 version of the 5th edition rules, you can use the Rapid Reflexes feat with the following change.

**Modification: Periscope Peepers.**

Instead of ignoring Disadvantage on your Initiative roll when you are surprised, when you roll for Initiative, on an even result on the d20, you aren't surprised and can act as normal.

#### ROLY-POLY ROLLOUT

*Species Feat (Prerequisite: Level 4+, Keelcrawler Carapacean)*

You know how to preserve your carapace's ability to curl up while decorating it. You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Constitution score by 1, to a maximum of 20.

**Curl-Up Devotee.** When you choose Bareshell Bulwark as your Decoration for Customisable Carapace, you can select one additional Decoration. You gain both Decorations' benefits until you choose another.

**Deep-Sea Dodgeball.** When you use Bareshell Bulwark, you remain rolled up until the end of your next turn. You uncurl early if you become Incapacitated or take any other action than the Dash action. If you take the Dash action while curled up, you also gain the benefits of the Dodge action.

## CNIDARIAN FEATS

### MADAL HANDIWORK

*General Feat (Prerequisite: Level 4+, Deepdrift Cnidaran)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

**Tactile Tendrils.** Your tendrils gain improved mobility, and you can now use them together as you would a single arm. Your tendrils can be used to manipulate objects or wield Simple weapons. Your reach is increased by 5 feet when you use your tendrils, but you have **Disadvantage** on Strength and Dexterity checks made using them.

**Purse Seine.** As a Bonus Action, you can deploy your tendrils in a 10-foot **Emanation** that lasts until the start of your next turn or until you move. When you take this action, each creature in the area makes a **CONSTITUTION SAVING THROW** (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes **1d10** Necrotic damage, it's **Poisoned** while in the area, and if it's Large or smaller, it can't move out of the area. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

## CORALBORN FEATS

### REEFWALKER NUCLEUS

*Species Feat (Prerequisite: Coralborn)*

You develop the potential to become the centre of the siege engines known as reefwalkers, gaining the following benefits.

**Ability Score Increase.** Increase your Constitution score by 1, to a maximum of 20.

**Stonier Stingskin.** The damage of your Stony Stingskin trait increases to **2d6** + your Constitution modifier.

**Siege Engine.** You can cast the *Enlarge/Reduce* spell once without expending a spell slot. When you cast the spell in this way, you must target yourself with the Enlarge effect, and until the spell ends, you have **Advantage** on any ability check you make to end the Grappled condition on yourself and count as one size larger when determining your carrying capacity. Constitution is your spellcasting ability for this spell. Once you cast it in this way, you can't cast do so again until you finish a Short or Long Rest.

## OTTERKIN FEATS

### OTTERLY HELPFUL

*General Feat (Prerequisite: Level 4+, Otterkin Rakin)*

You gain the following benefits.

**Ability Score Increase.** Increase your Dexterity or Constitution score by 1, to a maximum of 20.

**Marine Multitasking.** As a Bonus Action, you can take either the Help action or the Utilize action. You can use this benefit [a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

**Small But Steady.** When you take the Help action, you can expend and roll up to two of your Hit Point Dice. You and the creature that benefits from the Help action gain Temporary Hit Points equal to the total rolled plus your Proficiency Bonus.

**CHAPTER 8**

**SUBCLASSES**

# SUBCLASSES

This chapter introduces new subclasses to select from for your character.

## OVERVIEW

The following subclasses are presented in this Beta:

- ◆ Barbarian: Path of the Maelstrom
- ◆ Bard: College of Sea Shanties
- ◆ Fighter: Angler
- ◆ Monk: Warrior of the Tide
- ◆ Paladin: Oath of the Beacon
- ◆ Sorcerer: Siren Soul
- ◆ Warlock: Bakekujira Patron

# BARBARIAN

## PATH OF THE MAELSTROM

### *Embody the Ocean's Wrath*

Barbarians of the Path of the Maelstrom embody the most chaotic and calamitous aspects of the seas, channelling the might of raging whirlpools, tidal waves, and other aquatic disasters. Whether as a raiding pirate or part of a marine detachment, these pelagic berserkers hurl themselves against enemy vessels, diverting attention and sowing panic during naval engagements.

The greatest among maelstrom barbarians are rumoured to possess the strength to single-handedly vanquish entire crews. In crowded ports and dockside taverns, old sea dogs share stories of bloodied fighters standing triumphantly on the decks of enemy vessels as their defeated foes flounder helplessly in the waves below. Whether or not these tall tales hold water, they've solidified maelstrom barbarians' reputation as devils of the sea, earning them the fearful respect of seafarers everywhere. To invoke the wrath of an oceanic deity is every sailor's worst nightmare, but crossing a maelstrom barbarian comes a close second—and the lines between the two often blur.

Barbarians that follow this path often manifest their connection to the ocean in the form of odd quirks. Choose a quirk from the Path of the Maelstrom Quirks table or roll 1d6 to randomly determine it.

### PATH OF THE MAELSTROM QUIRKS

1d6	Quirk
1	Scars, body marks, and other blemishes on your body appear in spiral patterns
2	You never seem to get dizzy, no matter what.
3	Small whirlpools form on bodies of water that you touch. You can control whether they spin clockwise or widdershins.
4	You always feel a rhythmic rise and fall beneath your feet, like standing on the deck of a ship. Those standing near you sometimes feel the same sensation, even when on land.
5	Seawater sometimes pours from your eyes and mouth when you open them. You have no idea how it got there.
6	Your hair and clothes wave gently by unseen currents, as if you were underwater.

## OCEANIC VORTEX

### *Level 3 Path of the Maelstrom Feature*

You've learned to manifest the terrifying might of the ocean as an irresistible vortex, drawing allies to safety and foes to their watery graves. When you activate your Rage, a magical vortex briefly swirls around you. Up to three creatures that you can see within **30 feet** of you must succeed on a **STRENGTH SAVING THROW** (DC equal to **8** plus your Strength modifier and Proficiency Bonus) or be pulled straight towards an unoccupied space you can see within **5 feet** of yourself or in the nearest unoccupied space you can see. Alternatively, if a creature is within **5 feet** of you when you use this feature, you can instead knock it **Prone** on a failed save.

## TIDAL PULL

### *Level 3 Path of the Maelstrom Feature*

Whenever a creature you can see within **30 feet** of you moves away from you while your Rage is active, you can take a Reaction to summon tidal waves to draw it back in. The target must succeed on a **STRENGTH SAVING THROW** (DC equal to **8** plus your Strength modifier and Proficiency Bonus) or be pulled straight towards an unoccupied space you can see within **5 feet** of yourself or in the nearest unoccupied space you can see. After the target is pulled, you can reduce its Speed to 0 until the end of the current turn.

## WAVEBORN

### *Level 3 Path of the Maelstrom Feature*

The seas are as much a home to you as they are to the ferocious shark or the majestic whale. You gain a Swim Speed equal to your Speed, and you can breathe underwater.

Additionally, while underwater, you can take the Dash action as a Bonus Action.

## TIDE RIDER

Level 6 Path of the Maelstrom Feature

You move with the turbulent swiftness of a crashing wave, washing the battlefield clean of your enemies. When you take the Dash action, you can manifest a crashing wave in a **5-foot Emanation** that surrounds you until the end of your turn. You can choose to carry one ally in the Emanation, which moves with you until you decide to leave it behind or it no longer is in the Emanation.

Whenever the Emanation enters a creature's space, the creature makes a **STRENGTH SAVING THROW** (DC equal to **8** plus your Strength modifier and Proficiency Bonus). On a failed save, the creature takes Bludgeoning damage, is pushed to the nearest unoccupied space outside of the Emanation, and is knocked **Prone**. To determine this damage, roll a number of **d8s** equal to your Rage Damage bonus and add them together. On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

You can use this feature a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.



## ABYSSAL EMBRACE

*Level 10 Path of the Maelstrom Feature*

The frigid depths of the ocean have inured you to the pressure of battle, making you more resilient and swifter to act. You have **Resistance** to Cold damage.

In addition, when a creature fails its save against your Tidal Pull feature and is pulled to a space within your reach, you can make one melee attack with a weapon or an Unarmed Strike against the creature as part of that Reaction. You can make an attack in this way a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

## LORD OF THE SEAS

*Level 14 Path of the Maelstrom Feature*

You've learned to command the full might of the maelstrom, looking down upon the battlefield like a vengeful sea god. You form a water spout that wraps around your lower body while your Rage is active, which takes the shape of a **5-foot-diameter Cylinder** that extends to the space directly below you on the ground or the surface of a body of water. This Cylinder moves with you while always staying connected to the surface. The spout gives you a Fly Speed of **30 feet**, for as long as you remain no higher than **30 feet** from the base of the Cylinder. If you are aloft when your Rage ends, you fall.

Whenever the Cylinder enters a creature's space, you can choose to have the vortex protect it or pull it down. If you choose to protect the creature, attack rolls against it have **Disadvantage** while it remains in the spout. If you choose to pull the creature down, it makes a **STRENGTH SAVING THROW** (DC equal to **8** plus your Strength modifier and Proficiency Bonus) when it starts its turn inside the spout. On a failed save, it is knocked **Prone**.

2014

### PATH OF THE MAELSTROM BARBARIAN

If you are using the 2014 version of the 5th edition rules, you can play the Path of the Maelstrom Barbarian subclass using the following change.

#### **Modification: Tide Rider**

Your Rage doesn't end as a result of not attacking a creature on the same turn you use this feature.

#### **Modification: Abyssal Embrace**

You can replace your attack with an attempt to Grapple or Shove the creature.

# BARD

## COLLEGE OF SEA SHANTIES

*Empower Your Crew with Songs of the Sea*

*"Anyway, here's waterwall!"*

*- Flotsam Gulligher,  
Lead Singer of No Aces*

Where does a ship's strength lie? Greenhands might try to convince you that a ship is only as strong as her hull is thick, or only as fierce as the roar of her cannonfire, but a weathered seadog knows that a ship's true strength lies in her crew. What good are a bunch of bilge-sucking buccaneers running around like lily-livered landlubbers if they don't work together? The trick to turning a rambunctious troupe of scallywags into a well-coordinated crew of corsairs is as simple as singing a good shanty.

Bards from the College of Sea Shanties are to disorderly deckswabbers what citrus fruits are to scurvy. Their booming voices, loud and clear from the crow's nest to the bilge, keep their fellow mariners working in rhythmic unison amidst crashing waves, creaking wood, and thunderous volleys of cannonfire.

### CALL AND RESPONSE

*Level 3 College of Sea Shanties Feature*

You can sing a repertoire of rhythmic shanties that motivate and inspire.

**Call.** As an action, you can expend one use of your Bardic Inspiration to choose a Shanty from the Sea Shanties table and begin singing. If a Shanty has a level requirement, you must be at least that level in this class to sing it. A number of creatures of your choice equal to your Charisma modifier (minimum of one creature) within **60 feet** of you that can hear you gain the Primary Effect of the chosen Shanty until the end of your next turn.

**Response.** There is power in many voices, and those who join in the song feel the vigour of its pulse. When you take an action to start a Shanty, or take a Bonus Action to extend one (see *One More Time*), any creature benefiting from the Shanty can take a Reaction to sing along with you. If at least one creature sings along, you and every creature who used their Reaction to sing along gain the Secondary Effect of the Shanty until the end of your next turn.

**One More Time.** If the Shanty is still active on your next turn, you can take a Bonus Action to continue singing the same Shanty, extending its Primary Effect until the end of your next turn. Alternatively, you can extend the Shanty as part of the Bonus Action used to grant a creature a Bardic Inspiration die. The Shanty's maximum duration is **1 minute**. A creature can't benefit from a Shanty's effects while it is unable to hear you, is more than **60 feet** away from you, or if it is Incapacitated. The Shanty ends early if you sing a new Shanty or if you gain the Incapacitated condition.



## SEA SHANTIES

Shanty	Primary Effect	Secondary Effect
Batten Down the Hatches	The creature gains Temporary Hit Points equal to your Charisma modifier (minimum of 1).	The creature's AC increases by <b>1</b> for every two creatures that used their Reaction to sing along (minimum increase of 1).
Heave, Me Boys	The creature can reroll one damage roll it makes. Once it does so, it can't do so again until the end of your next turn.	The creature gains a bonus to Strength checks and to the damage rolls of weapon attacks equal to the number of creatures that used their Reaction to sing along.
Slippery Jane	The creature has <b>Advantage</b> on ability checks and saving throws made to avoid or end the Grappled and Restrained conditions on itself. In addition, the creature can immediately make an ability check or repeat a saving throw to end the Grappled or Restrained condition on it (no action required).	The creature's Speed and Swim Speed increase by <b>5 feet</b> for each creature that used their Reaction to sing along.
Cold Water, Clear Mind (Level 6+)	The creature immediately ceases being Charmed or Frightened and has <b>Advantage</b> on saving throws made to avoid or end the Charmed and Frightened conditions on itself.	The creature gains a bonus to Wisdom saving throws equal to the number of creatures that used their Reaction to sing along.
Drink the Void (Level 14+)	The creature gains the effect of the <i>Water Breathing</i> spell, gains a Swim Speed of <b>40 feet</b> , and gains Blindsight with a range of <b>10 feet</b> .	Arms grow into elongated tentacles. The creature's reach increases by <b>5 feet</b> for each creature that used their Reaction to sing along.

## KNOW THE ROPES

Level 3 College of Sea Shanties Feature

You are adapted to living aboard a seafaring vessel. Climbing rigging, as well as Difficult Terrain caused by nonmagical hazards similar to those typically encountered on board a ship, such as slippery surfaces, rocking floors, or strong winds doesn't cost you extra movement.

## SEA LEGS

Level 6 College of Sea Shanties Feature

You always have the *Quickstep*\* spell prepared.

When you take an action to start singing a Shanty, or take a Bonus Action to extend one, you can cast the *Quickstep*\* spell (no action required). When you cast it in this way, taking damage can't break your Concentration on the spell, but the spell ends when the Shanty ends.

Once you cast the spell this way, you can't do so again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

\*See Chapter 11, Spells

## LYRICAL REPERTOIRE

Level 14 College of Sea Shanties Feature

While singing a Shanty, you have the spell listed in the Lyrical Repertoire Spells table corresponding to the Shanty prepared.

### LYRICAL REPERTOIRE SPELLS

Shanty	Prepared Spell
Batten Down the Hatches	<i>Death Ward</i>
Heave, Me Boys	<i>Control Water</i>
Slippery Jane	<i>Freedom of Movement</i>
Cold Water, Clear Mind	<i>Confusion</i>
Drink the Void	<i>Tentacle Lash</i> *

You can cast the listed spell without expending a spell slot. Once you cast a spell this way, you can't do so again until you finish a Long Rest.

\*See Chapter 11, Spells

# FIGHTER

## ANGLER

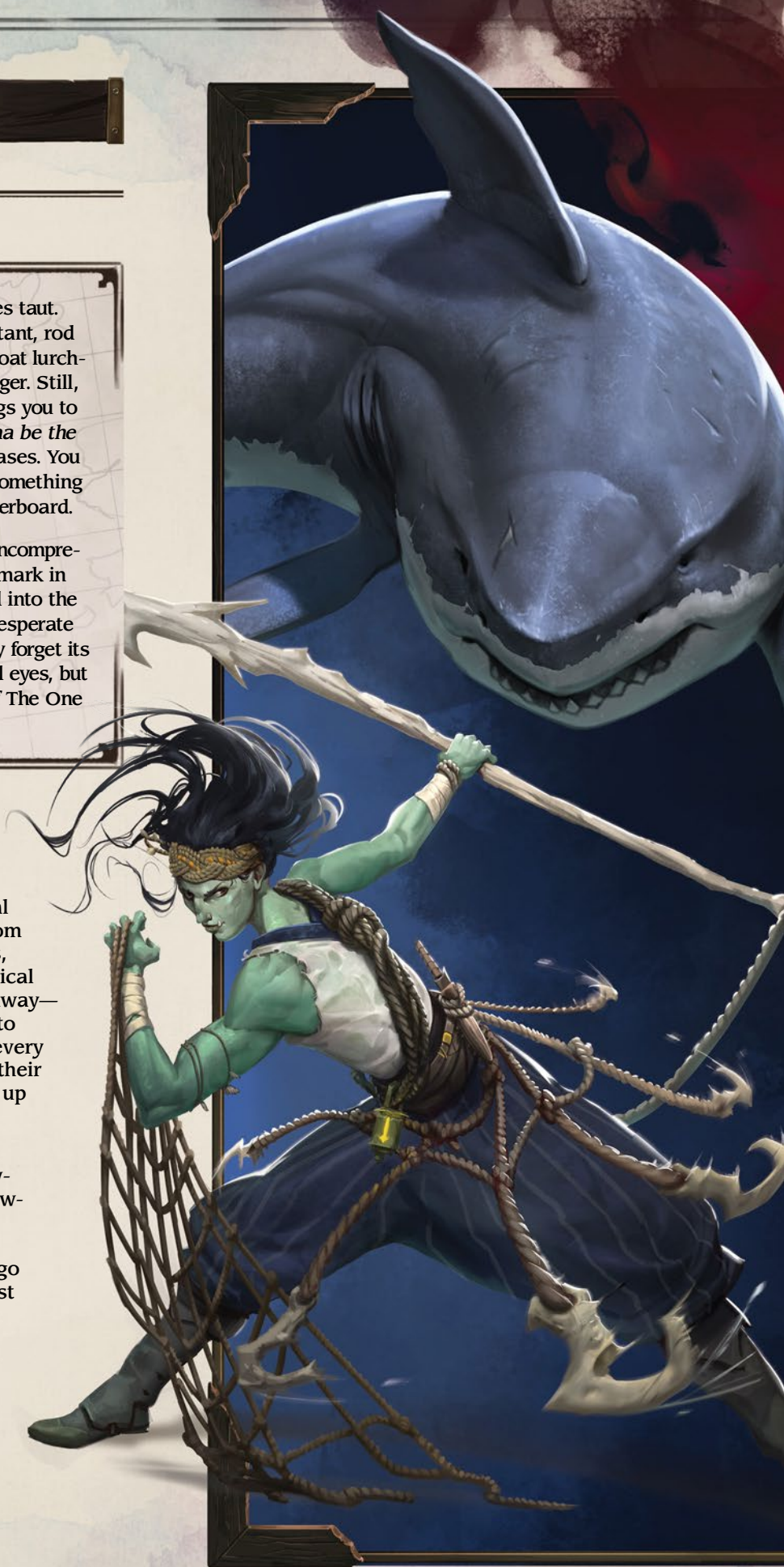
*Cast Your Line Into the Abyss*

You jolt in your seat as the line goes taut. It's big. You're on your feet in an instant, rod clenched tightly in your hands. Your boat lurches beneath you. The pull grows stronger. Still, you stand your ground; even if it drags you to the ends of the earth, *you ain't gonna be the first to give up*. At last, the tension eases. You allow yourself a sigh of relief... until something slams into the hull, knocking you overboard.

Beneath the dark, roiling waves, an incomprehensible silhouette leaves a lasting mark in your adrenaline-addled mind, burned into the otherwise fuzzy memories of your desperate struggle to resurface. In time, you may forget its shape, colour, even its beady, watchful eyes, but you'll never forget its size. The size of The One That Got Away.

Not much is known about the legendary Anglers, save for the rumours that they bargain away a piece of themselves to the sea in return for the power to call the denizens of the abyssal depths to their aid. The beings with whom these pacts are struck—ancient krakens, ferocious abyssodons, or even the mythical leviathan known as The One That Got Away—are oft shrouded in an aura of mystery, to which their scions gladly contribute at every opportunity. Ask an Angler for a tale of their patron and they'll give you a dozen. It's up to you to figure out which ones are true and which are “mildly exaggerated”.

One thing that isn't embellished, however, are the tales of these Fighters' prowess, and of the fervour with which they throw themselves at foes several sizes above their weight class. After all, why go for small fry when you've met the biggest fish in the pond?





## PACT MAGIC

### Level 3 Angler Feature

Your pelagic patron has granted you the ability to cast spells. The information below details how you use those rules as an Angler.

**Cantrips.** You know two cantrips of your choice from the Warlock spell list. *Eldritch Blast* and *Prestidigitation* are recommended. Whenever you gain a Fighter level, you can replace one of your cantrips from this feature with another cantrip of your choice from the Warlock spell list.

When you reach Fighter level 10, you learn another Warlock cantrip of your choice.

### ANGLER PACT MAGIC

Fighter Level	Cantrips Known	Spells Prepared	Spell Slots	Slot Level
3	2	2	1	1
4	2	2	1	1
5	2	3	1	1
6	2	3	2	1
7	2	4	2	2
8	2	4	2	2
9	2	5	2	2
10	3	5	2	2
11	3	6	2	2
12	3	6	2	2
13	3	7	2	3
14	3	7	2	3
15	3	8	2	3
16	3	8	2	3
17	3	9	2	3
18	3	9	2	3
19	3	10	2	4
20	3	11	2	4

**Spell Slots.** The Angler Pact Magic table shows how many spell slots you have to cast your Warlock spells of levels 1–4. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you're a level 7 Fighter, you have two level 2 spell slots. To cast the level 1 spell *Witch Bolt*, you must spend one of those slots, and you cast it as a level 2 spell.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 spells from the Warlock spell list. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Angler Pact Magic table. Whenever that number increases, choose additional spells from the Warlock spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For example, if you're a level 7 Fighter, your list of prepared spells can include four Warlock spells of levels 1 and 2 in any combination.

**Changing Your Prepared Spells.** Whenever you gain a Fighter level, you can replace one spell on your list with another Warlock spell of an eligible level.

**Spellcasting Ability.** Charisma is your spellcasting ability for your Warlock spells.

**Spellcasting Focus.** You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

## SHARK WHISPERER

### Level 3 Angler Feature

Your patron allows you to fish up a denizen of the depths to aid you. As a Bonus Action, you can magically summon a shark, which manifests in an unoccupied space that you can see within **30 feet** of you and lasts for **1 hour** or until it is reduced to **0 Hit Points**. The shark uses the **Reef Shark** stat block. Once you reach Fighter level 7, your shark uses the **Hunter Shark** stat block instead. Once you reach Fighter level 15, your shark uses the **Giant Shark** stat block instead. Regardless of the stat block used, it always has the following changes:

- ◆ It can breathe air and water.
- ◆ It has a Fly Speed equal to its Swim Speed and can hover, but it can't fly higher than **5 feet** above a solid or liquid surface.
- ◆ It gains a bonus to its Armour Class equal to your Proficiency Bonus.
- ◆ Whenever the shark deals damage, it can deal your choice of Necrotic damage or its normal damage type.
- ◆ It can't take the Multiattack action, if it has one.

The shark is Friendly to you and your allies. In combat, the shark shares your Initiative count, but it takes its turn immediately after yours. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat

block or some other action. Once per turn, you can also sacrifice one of your attacks when you take the Attack action to command the shark to take the Bite action. If you have the Incapacitated condition, the shark can take any action of its choice—other than the Multiattack action—not just Dodge.

Once you use this feature to summon a shark, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

## GONE FISHING

### Level 7 Angler Feature

You can reach into your patron's realm and extract an oceanic bounty. As part of a Short or Long Rest, you can fish from a body or container of water that holds at least 5 liters of water. At the end of the rest, roll **1d6** and consult the Gone Fishing Snacks table to determine what fish you catch, which you immediately prepare into a tasty snack.

A creature holding the snack can take a Bonus Action to eat it, gaining the snack's effect in the Creature Effect column of the table. Alternatively, you can feed the snack to the shark you summon with Shark Whisperer as part of the same Bonus Action used to summon it. Doing so grants the shark the snack's effect in the Shark Effect column of the table for as long as it remains summoned.

An uneaten snack lasts until you finish a Short or Long Rest, at which point it spoils.

### GONE FISHING SNACKS

1d6	Catch	Creature Effect	Shark Effect
1	Bravefin Tuna	The Charmed and Frightened conditions end on the creature.	The shark is <b>Immune</b> to the Charmed and Frightened conditions.
2	Mimic Octopus	The creature becomes <b>Invisible</b> until the end of its next turn. This effect ends early immediately after the creature makes an attack roll, deals damage, or casts a spell.	The shark can take the Hide action as a Bonus Action, and can do so even when only Lightly Obscured.
3	Rock Lobster	The creature gains <b>2d8</b> Temporary Hit Points.	Whenever the shark takes any Bludgeoning, Piercing, or Slashing damage, that damage is reduced by an amount equal to your Proficiency Bonus.
4	Salmon of Knowledge	The creature can immediately reroll an Intelligence, Wisdom, or Charisma saving throw against an effect it's suffering from that allows it to make such a saving throw to end the effect. It suffers no additional effect on a failure.	The shark has <b>Advantage</b> on Intelligence, Wisdom, and Charisma saving throws.
5	Spiny Blowfish	Any creatures grappling the creature take <b>2d10</b> Piercing damage, and the grapple ends.	A creature within <b>5 feet</b> of the shark that hits the shark with a melee attack roll takes Piercing damage equal to your Proficiency Bonus. A creature can take this damage only once per turn.
6	Swift Sailfish	The creature can immediately move up to its Speed without provoking Opportunity Attacks.	The shark doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

## TALL TALES

Level 7 Angler Feature

Stretching the truth comes to you as naturally as waking up in the morning. You gain proficiency in the Deception skill. If you already have proficiency in the skill, you gain Expertise in it instead.

In addition, you have **Advantage** on Charisma checks made when telling stories to aggrandise yourself or when trying to exaggerate the scale of things.

## BLOOD IN THE WATER

Level 10 Angler Feature

The scent of blood is sure to attract company—hungry company. As a Bonus Action, you can conjure a school of bloodthirsty, spectral fish to swarm around a Bloodied creature within **60 feet** of you. The effect lasts for **1 minute**, until the target is no longer Bloodied, or until your Concentration ends.

While the effect lasts, attack rolls a creature makes against the target have their Critical Hit Threshold reduced by **1**. If the target drops to 0 Hit Points while the effect lasts, you can take a Reaction to move the school to another Bloodied creature within **60 feet** of you. Alternatively, when a creature within **60 feet** of you becomes Bloodied, or a creature within **60 feet** of you takes damage while Bloodied, you can take a Reaction to move the school to that creature.

Once you use this Bonus Action, you can't do so again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to regain your use of it.

## ONE WITH THE OCEAN

Level 15 Angler Feature

Your connection to the ocean deepens, strengthening the bond between you and your shark companion. You and your shark gain the following benefits while your shark is summoned:

**Bloodlust.** When you use your Action Surge, you have **Advantage** on attack rolls against creatures that don't have all their Hit Points until the end of the turn.

**Ocean's Breath.** When you use your Second Wind to regain Hit Points, your shark also regains Hit Points equal to half your Fighter level.

**Unyielding Frenzy.** When your shark fails a saving throw, you can spend a use of your Indomitable to allow it to reroll its save with a bonus equal to your Fighter level. It must use the new roll.

## ELDRITCH AWAKENING

Level 18 Angler Feature

As a Magic action, you can empower your shark with a fraction of your patron's eldritch power, causing it to shape-shift into one of the following forms for **1 minute** or until it is reduced to 0 Hit Points:

**Ghostshark.** The shark becomes partially incorporeal. The shark can move through other creatures and objects as if they were Difficult Terrain, but it takes **1d10** Force damage if it ends its turn inside an object. In addition, the shark can use its Fly Speed to move higher than 5 feet above a solid or liquid surface.

**Sharknado.** The shark splits into a typhoon of bloodthirsty sea monsters. The shark can occupy another creature's space and vice versa. In addition, its Bite attack can now be made as a ranged weapon attack with a normal range of **20 feet** and a long range of **60 feet** as the typhoon launches smaller sea creatures at the target.

**Sharkosaurus-Rex.** The shark is blessed with a colossal body and comically small arms. The shark's size increases to Gargantuan. A creature hit by the shark's Bite attack is **Grappled** by the shark (escape DC equals your spell save DC), and while the shark has a creature Grappled in this way, it can't make Bite attacks against other targets. If a creature Grappled by the shark is hit by the shark's Bite attack, it becomes **Restrained** until the grapple ends.

**Sharktopus.** The shark grows tentacles and an ink sac. When a creature targets the shark with an attack roll while within **15 feet** of the shark, the shark can take a Reaction to spew an ink jet, causing the attacker to become **Blinded** until the end of the turn.

**Zombieshark.** The shark's flesh begins to rot and decay. The shark gains **Immunity** to Poison damage and the Poisoned condition, and its attacks deal an extra **1d6** Necrotic damage on a hit. In addition, if damage reduces the shark to 0 Hit Points, it makes a **CONSTITUTION SAVING THROW** (DC equals **5 plus the damage taken**). On a successful save, the shark drops to **1** Hit Point instead.

Once you empower your shark in this way, you can't do so again until you finish a Long Rest.

# MONK

## WARRIOR OF THE TIDE

### *Fight with the Ebb and Flow*

The oceans are home to mysteries beyond number—you only have to listen to sailors' tales of impossible creatures assailing their ships or ask a lighthouse keeper about the inexplicable horrors they see in the sea fog. Tidal Warriors know the truth of the Void-sea's mutated monsters; their adaptations were but a necessity to survive in its inhospitable waters. This knowledge lays the foundation for the Tidal Warrior's martial arts.

**Way of the Tide.** Animals with astounding abilities, from the beautiful to the terrifying and indescribable, inhabit the shallowest tide pool to the deepest, darkest trench. Monks that adhere to the teachings of the Tidal Warrior draw upon these abilities to become the tides incarnate—as expeditious as the flood or as retentive as the ebb. No matter the obstacle, a Tidal Warrior, like water, finds a way around it.

**Coasting Cloisters.** Tidal Warrior monasteries reject the rigidity of stone walls—their monastic communities are instead found on the water, sailing the open ocean as aquatic nomads in fleets dozens strong. Unbound by charters or trade routes, these Monks follow fair winds from one port to the next. Like an estuary, some Monks find their path flowing away from the river's trunk; those who leave their home often find solace in the belief that all paths eventually lead to the same, horizon-spanning destination.



## THE TIDEPOOL

Level 3 Warrior of the Tide Feature

Tidepools require their inhabitants to be especially versatile—with the coming and going of ebb and flow, their denizens need to withstand rapidly changing water levels and plummeting oxygen content. You gain the following benefits:

**Glide of the Stingray.** You gain a Swim Speed equal to your Walk Speed.

**Respiration of the Mudskipper.** You can expend any number of Focus Points (no action required) to touch a creature, granting it the ability to hold its breath for a number of hours equal to the number of Focus Points spent.

**Tidal State.** Whenever you finish a Long Rest, you can choose a Tidal State to assume: Ebb or Flow. Your chosen Tidal State fuels your abilities, granting you access to the features labeled with either Ebb or Flow, respectively. You retain the benefits granted by these features until you choose another Tidal State.

## THE SHORE

Level 3 Warrior of the Tide Feature

Under the ocean's crashing waves lies a world in which creatures live their whole lives entrained in its currents. You gain the following benefits:

**Ebb: Crush of the Crab Claw.** At the start of each of your turns, you can deal Bludgeoning damage equal to your Wisdom modifier (minimum of 1) to each creature Grappled by you. Additionally, you can expend 1 Focus Point as a Bonus Action to force each creature Grappled by you to make a **STRENGTH SAVING THROW**. On a failed save, a creature takes Bludgeoning damage equal to two rolls of your Martial Arts die plus your Wisdom modifier, and it is **Restrained** until the start of your next turn. On a successful save, a creature takes half as much damage only.

**Flow: Escape of the Cuttlefish.** The first creature you hit on your turn with a Monk weapon or Unarmed Strike can't make Opportunity Attacks until the start of your next turn. Additionally, you can expend 1 Focus Point as a Bonus Action to create a cloud of inky black smoke in a **10-foot-radius Sphere** centered on yourself. The Sphere is Heavily Obscured and lasts until the start of your next turn or until a strong wind (such as one created by *Gust of Wind*).

2014

## TIDAL WARRIOR

If you are using the 2014 version of the 5th edition rules, you can play the Tidal Warrior Monk using the following changes.

### Modification: Focus Points

Replace all mentions of Focus Points with Ki Points.

### Addition: The Shore

When you gain this feature, you also gain the ability to use Dexterity (Acrobatics) instead of Strength (Athletics) for contested checks made to grapple a creature.

### Modification: Safety of the School

When you gain this benefit, it applies to your Deflect Missiles feature.

## THE REEF

Level 6 Warrior of the Tide Feature

Countless species can be found in coral reefs—each one more brightly coloured than the last. To thrive in such a densely populated environment, species specialize in a niche, resulting in adaptations found nowhere else. You gain the following benefits:

**Punch of the Mantis Shrimp.** You can expend 2 Focus Points as a Bonus Action to create a cavitation which immediately collapses with a thunderous shockwave. Each creature in a **30-foot Cone** originating from you makes a **CONSTITUTION SAVING THROW**. On a failed save, a creature takes Thunder damage equal to three rolls of your Martial Arts die, is pulled **10 feet** towards you, and is knocked **Prone**. On a successful save, a creature takes half as much damage only.

**Ebb: Arms of the Octopus.** When you make an attack with a Monk weapon or an Unarmed Strike on your turn, your reach is **5 feet** greater than normal. Additionally, you can grapple creatures up to two sizes larger than yourself, rather than one.

**Flow: Thrashing of the Reef Shark.** Once per turn, when you hit a creature with a Monk weapon or an Unarmed Strike, you can push the target **10 feet** in a direction of your choice. If the target is pushed into an obstacle or another creature, it takes Bludgeoning damage equal to one roll of your Martial Arts die.

## THE OPEN SEA

*Level 11 Warrior of the Tide Feature*

The open seas are a three-dimensional expanse, where opportunity and danger can come from any direction. Some prey species rely on numbers to shield themselves from predating species, while others develop more radical defenses to ensure their survival. You gain the following benefits:

**Aquatic Respiration.** You can breathe underwater. When you use Respiration of the Mudskipper, you can target a number of creatures equal to your Wisdom modifier (minimum of 1) within **30 feet** of yourself instead.

**Ebb: Recovery of the Mollusk.** At the start of each of your turns, you regain Hit Points equal to one roll of your Martial Arts die if you are Bloodied and have at least 1 Hit Point.

**Flow: Safety of the School.** You gain a bonus to the damage reduction of your Deflect Attacks feature equal to your Wisdom modifier times the number of allies within **5 feet** of you that aren't Incapacitated. When an ally within **5 feet** of you is hit by an attack, you can use your Deflect Attacks feature to reduce the damage dealt to it.

## THE TRENCH

*Level 17 Warrior of the Tide Feature*

The immense pressure and complete darkness of the hadal depths of the trenches are by no means hospitable. And yet, some species still manage to thrive in these waters. You gain the following benefits:

**Sonar of the Cetacean.** As an action, you can expend 3 Focus Points to gain Blindsight with a range of **30 feet** for **1 hour**. You can use this Blindsight only while you aren't Deafened.

**Ebb: Lure of the Anglerfish.** You can cast *Silent Image* as a Bonus Action, requiring no spell components, but you can use it only to create an illusory image of yourself. Wisdom is your spellcasting ability for it. Each creature of your choice that starts its turn within **15 feet** of the illusion must succeed on an **INTELLIGENCE SAVING THROW** or begin its turn by moving towards the illusion and using its action to make a melee attack against it. A creature that succeeds on its saving throw is immune to this feature's effects for the next **24 hours**.

**Flow: Lunge of the Goblin Shark.** As a Bonus Action, you can choose a creature you can see within **30 feet** of you. You immediately teleport to an unoccupied space of your choice within **5 feet** of that creature and make one attack with a Monk weapon or an Unarmed Strike against it.

# PALADIN

## OATH OF THE BEACON

### *Stand Steadfast Against Stormy Seas*

Where rocky coastlines, treacherous atolls, and tangled bayous obstruct the way to safe shores, the Candleholds' warm light warns sailors of the dangers past the waves. From Harpoon's Rest's whaleoil brazier to Brinepool Bayou's burning flotsam pyre, the ceaseless lights of these variformed lighthouses keep burning thanks to the industrious efforts of Paladins sworn to the Oath of the Beacon. At Drag-onspine, the first Candlehold, new knights kneel to swear their oaths before a great spotlight illuminated by the brilliant souls of their fallen brethren that rest within.

**Victory Through Ingenuity.** Beacon Paladins determine rank not by blood, but by deeds that promote survival. The current leader, Qu de Moerce, earned their position by inventing a long-distance warning and communication system that uses timed flashes from their lighthouses to send messages. This practically-minded, self-effacing attitude is

typical of those who dwell in the Candleholds, who eschew pursuing glory for inventing new techniques, manning lighthouses, and rescuing sailors.

**Feasts by Candlelight.** But Paladins of the Oath of the Beacon are far more than lifeguards. When the ocean reflects a Candlehold's light, weary travellers know they will find a place of safety. Even if they're wrecked by a pursuing horror or dashed against the rocks, these Paladins will haul them to the quiet warmth of hot food, soft song, and strong walls. Candleholds, and the warriors within them, are where those who brave the Voidsea can do more than rest and survive—they can remember what it's like to live.

These Paladins share the following tenets:

**Be a Beacon of Hope.** Through kind words and determined actions, remind others that a better tomorrow is always possible.

**Invest in the Future.** Find ways to improve the world's dire straits and ease the suffering of those who follow.

**Rescue the Desperate.** There is no higher calling than to dive headfirst into danger when others are in need.



## OATH OF THE BEACON SPELLS

### Level 3 Oath of the Beacon Feature

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Beacon Spells table, you thereafter always have the listed spells prepared.

### OATH OF THE BEACON SPELLS

Paladin Level	Spells
3	<i>Dancing Lights, Guiding Bolt, Sanctuary</i>
5	<i>Calm Waters*, Locate Animals or Plants</i>
9	<i>Beacon of Hope, Water Walk</i>
13	<i>Blinding Radiance*, Water Breathing</i>
17	<i>Greater Restoration, Magatsuchi's Lantern*</i>

\*See Chapter 11, Spells

## HOMING BEACON

### Level 3 Oath of the Beacon Feature

As a Magic action, you can expend one use of your Channel Divinity to infuse an area of Bright Light or Dim Light that you can see within **30 feet** of you with a sense of safety and security. You and any ally that can see the light can use an action to teleport into an unoccupied space within the area.

This effect lasts for **10 minutes**, or until a number of creatures equal to your Charisma modifier (minimum of one) teleport into the light.

## LIGHT IN THE DARKNESS

### Level 3 Oath of the Beacon Feature

As a Bonus Action, you can expend one use of your Channel Divinity to infuse allies' weapons with blazing passion. For **1 minute**, you and each ally within a **10-foot Emanation** originating from you can choose to deal Radiant damage with their weapon attacks, instead of the weapon's normal damage type.

The radius of this Emanation increases to **30 feet** once you reach Paladin level 18.

## AURA OF ILLUMINATION

### Level 7 Oath of the Beacon Feature

You can cause your Aura of Protection to fill with soft, comforting Bright Light, and can activate and deactivate the light at the start of your turn (no action required). This light, and any other source of Bright Light you choose within it, emanates sunlight. This sunlight is visible even through heavy obscuration from fog, smoke, and other nonmagical effects that would dim it, at any distance.

You can also use an action to touch a source

of Bright Light, such as a campfire or spotlight, and place your Aura of Protection or any Paladin spell with "Aura" in its name upon it. You can take this action as part of casting the spell, or any time during the spell's duration. The aura emanates from the light source instead of you, using its normal radius, and it returns to you if the light source goes out, the aura ends, or you choose to return it (no action required).

## STAY THE COURSE

### Level 15 Oath of the Beacon Feature

Your presence keeps your allies steady in the face of great adversity. When a creature within **60 feet** of you moves or is moved, you can take a Reaction to force it to make a **CHARISMA SAVING THROW** against your **PALADIN SPELL SAVE DC**. On a failed save, you can do one of the following:

- ◆ Conjure a spectral anchor to hold it in place; the target cannot move or be moved until the start of its next turn.
- ◆ Suffuse it with bolstering courage; the target's Speed increases by **30 feet**.

You can take this Reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

## LIGHT UP THE NIGHT

### Level 20 Oath of the Beacon Feature

As a Magic action, you can touch a source of Bright Light (such as a campfire or your Aura of Illumination). For **10 minutes**, your allies (which can include you) within the light are filled with determination. During that time, targeting an ally within the light with your Stay the Course feature doesn't expend your Reaction or use of the feature.

Until the effect ends, you can also use a Bonus Action on each of your turns to do one of the following:

- ◆ Allow one creature in the area to immediately move up to its Speed without provoking Opportunity Attacks.
- ◆ Allow one creature to repeat a saving throw against one spell or other effect that would allow it to repeat its saving throw at any time (such as by taking damage or at the start or end of its turn). The target suffers no effect on a failure.
- ◆ Force one creature you can see within the light to make a **CONSTITUTION SAVING THROW** against your **PALADIN SPELL SAVE DC**. On a failed save, the target is **Blinded** until the start of its next turn.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

# SORCERER

## SIREN SOUL SORCERY

### *Call Upon the Captivating Magic of the Depths*

Music is a universal language. It tells stories, bridges divides, and plucks at the heartstrings. A good song is pleasant to hear and a great one lingers in the mind, but an excellent song is bewitching—tugging at the soul like the pull of the tide. Though this power exists in every mortal, in no one is it more deeply ingrained than those bestowed with a Siren Soul. These rare individuals are the offspring of famous—or infamous—vocalists, such as legendary bards, alluring sirens, or occasionally, both.

Their heritage makes Siren Soul Sorcerers dangerously captivating. Whether on stage, at a negotiating table, or out on the open sea, their voices can soothe tempers, stir passions, or bend wills with alarming ease. Many become skilled entertainers, diplomats, or charlatans, knowing that when charm alone falters, their natural gift for enchantment magic can ensure that even the most stubborn defiance eventually dissolves into compliance... or devotion.

### SIREN SOUL SPELLS

#### *Level 3 Siren Soul Feature*

When you reach a Sorcerer level specified in the Siren Soul Spells table, you thereafter always have the listed spells prepared.

#### SIREN SOUL SPELLS

##### Sorcerer

Level	Spells
3	<i>Dissonant Whispers, Enthral, Lure*</i> , <i>Siren Song*</i>
5	<i>Charm People*</i> , <i>Enrage*</i>
7	<i>Charm Monster, Humperdink's Irresistible Revelry*</i>
9	<i>Dominate Person, Mislead</i>

\*See Chapter 11, Spells

### IRRESISTIBLE VOICE

#### *Level 3 Siren Soul Feature*

You have **Advantage** on Charisma (Performance) checks made to sing. Additionally, while your Innate Sorcery feature is active, you gain the following benefits:

**Captivating Sorcery.** Your **SPELL SAVE DC** increases by **2**, instead of **1**, for spells from the Enchantment school of magic and features that impose the Charmed condition.

**Effortless Enchantment.** When you use a Metamagic option on a spell from the Enchantment school of magic, you can spend **1** fewer Sorcery Point to do so (to a minimum of 0). You can use this benefit a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

2014

## SIREN SOUL ALTERNATE FEATURES

If you are using the 2014 version of the 5th edition rules, you can play the Siren Soul subclass using the following changes.

#### **Modification: Subclass Level**

You gain this subclass at level 1 instead of level 3.

#### **Modification: Siren Soul Spells**

You gain this feature at level 1 instead of level 3, and you gain the *Dissonant Whispers* and *Lure* spells at level 1 instead of level 3. You also learn the spells in this feature instead of always having them prepared.

Once you gain access to a spell from this feature, the spell counts as a Sorcerer spell for you, but it doesn't count against the number of Sorcerer spells you know. Whenever you gain a Sorcerer level thereafter, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an Enchantment or Illusion spell from the Bard, Sorcerer, or Wizard spell list.

#### **Modification: Irresistible Voice**

You gain this feature at level 1 instead of level 3. Instead of gaining the benefits of this feature while Innate Sorcery is active, you can use a Bonus Action to gain the benefits of Captivating Sorcery and Effortless Enchantment for **1 minute**. Captivating Sorcery increases your spell save DC by **1** for Enchantment spells and features that impose the Charmed condition. You can take this Bonus Action twice, and you regain all expended uses when you finish a Long Rest.

#### **Modification: Vanquishing Interference**

Instead of gaining the benefits of this feature while Innate Sorcery is active, you gain the benefits of Vanquishing Interference while Captivating Sorcery and Effortless Enchantment are active.

## HEARTENING HYMN

Level 6 Siren Soul Feature

When you perform the Verbal component of an Enchantment spell, you can choose one creature within **60 feet** of you that can hear you. That creature is emboldened by the sound of your voice; the next time it makes an attack roll or saving throw before the end of its next turn, it rolls **1d6** and adds the result to the roll.

## VOICE OF THE DEPTHS

Level 6 Siren Soul Feature

You can breathe underwater. If you cast a spell while underwater, and that spell has Verbal components and a range of **5+ feet**, the spell's range is doubled.

## VANQUISHING INTERFERENCE

Level 14 Siren Soul Feature

While your Innate Sorcery feature is active, you gain the following benefits:

**Anchoring Chorus.** When a creature within **60 feet** of you fails a saving throw against being Charmed or Frightened, you can take a Reaction to make a **CHARISMA (PERFORMANCE) CHECK**. If the roll's result is higher than the DC of the failed saving throw, the creature succeeds instead.

**Resilient Rhythm.** You have **Resistance** to Psychic damage and **Advantage** on saving throws made to avoid or end the Charmed or Frightened conditions.

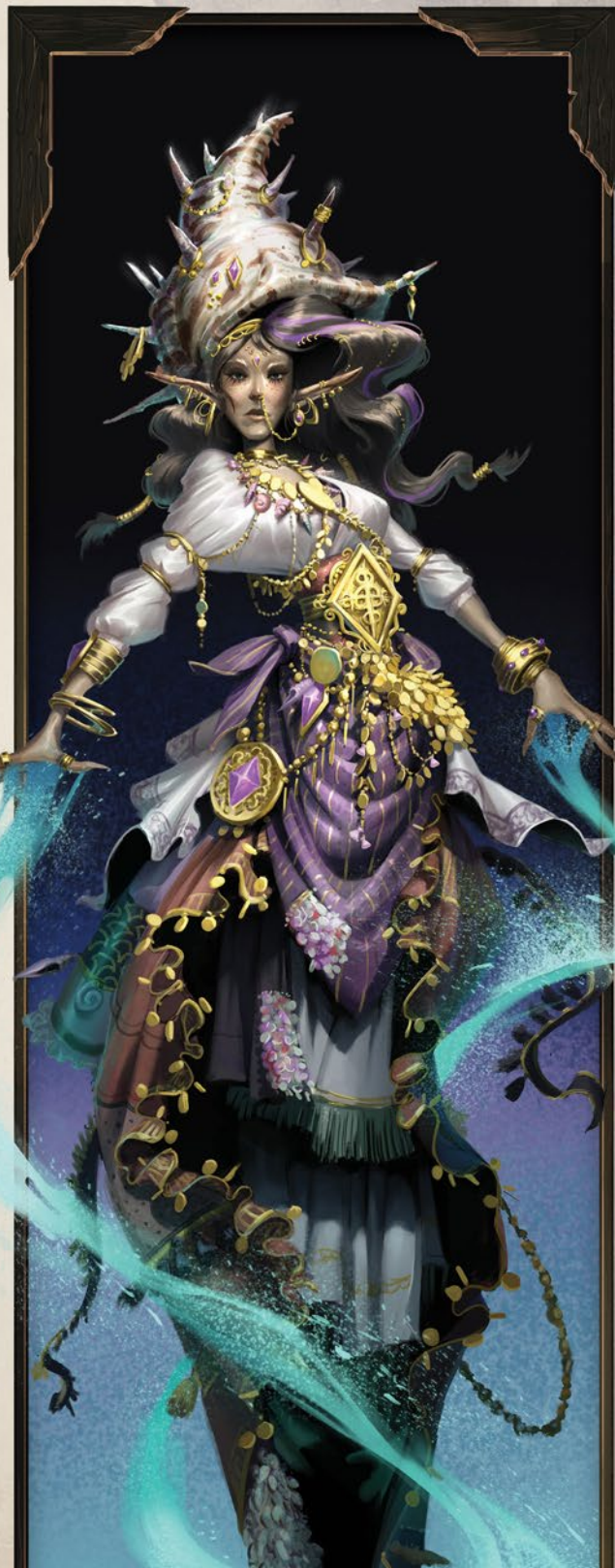
## SIREN'S SERENADE

Level 18 Siren Soul Feature

As a Magic action, you can sing a beautiful, irresistible song, which lasts until the end of your next turn or until you're Incapacitated. Each creature of your choice within **60 feet** of you that can hear you must succeed on a **WISDOM SAVING THROW** against your **SPELL SAVE DC** or be **Charmed** while the song lasts. A creature Charmed in this way must spend its turn getting to the nearest unoccupied space to you by taking the Dash, Dodge, or Disengage action (GM's choice) and moving by the safest route. When it reaches one such space, it falls **Prone**. While the creature is within **5 feet** of you and **Charmed** by you, it is Incapacitated and its Speed is 0. On subsequent turns while the song lasts, you can take a Bonus Action to extend its duration until the end of your next turn, up to a maximum of **1 minute**.

A creature Charmed in this way repeats its saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature can no longer hear you. A creature that succeeds on its saving throw is **Immune** to this feature's effects for the next **24 hours**.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.





## WARLOCK

### BAKEKUJIRA PATRON

*Swim with Spirits of the Ethereal Seas*

Your pact draws on the soul of a bakekujira, spectral leviathans of the Deep Ethereal whose unfinished business causes their soul to persist. You might be a lighthouse keeper pursued by the eternally starving spirit of a giant shark, a whaler haunted by the ghost of a cetacean whose corpse was disrespected, or the chosen of a magnanimous bronze dragon who teaches you the ways of the ocean within your dreams. Through these interactions, you learn to navigate the tides of life and undeath, to see behind the ethereal curtain.

**Monster in the Mist.** Spectral green fog filled with the ghosts of marine creatures heralds the coming of every bakekujira. That same salt-scented sea-mist coils around you as you do battle, concealing allies and confusing foes. With dreadful, haunting whalesong, you can cause undying flesh to slough from reanimated bones, inspire friendly spirits, and stir awe in all who hear.

## BAKEKUJIRA SPELLS

*Level 3 Bakekujira Feature*

The magic of your patron ensures that you always have certain spells ready; when you reach a Warlock level specified in the Bakekujira Spells table, you thereafter always have the listed spells prepared.

### BAKEKUJIRA SPELLS

Warlock Level	Spells
3	<i>Fog Cloud, Mortiferous Pulse*, Riptide*, Sanctuary, Smokescreen*</i>
5	<i>Conjure Animals, Flesh to Bone*</i>
7	<i>Aura of Impurity*, Control Water</i>
9	<i>Endure*, White Water Wall*</i>

\*See Chapter 11, Spells

**2014**

## BAKEKUJIRA WARLOCK

If you are using the 2014 version of 5th edition, you can play the Bakekujira Warlock subclass using the following changes.

**Modification: Subclass Level**  
You gain this subclass at level 1 instead of level 3.

**Modification: Bakekujira Spells**  
You gain this feature at level 1 instead of level 3, and you gain the *Fog Cloud*, *Sanctuary*, and *Smokescreen* spells at level 1 instead of level 3. You add the spells in this feature to your Warlock spell list instead of always having them prepared. You can choose from this expanded list when you learn a Warlock spell.

**Modification: Ghosts in the Fog**  
You gain this feature at level 1 instead of level 3.

**Modification: Misty Defence**  
You gain this feature at level 1 instead of level 3.

## GHOSTS IN THE FOG

*Level 3 Bakekujira Feature*

Touched by a mighty spirit of the Deep Ethereal, your body and mind are open to the otherworldly planes layered upon your own. You gain a Swim Speed equal to your Speed. In addition, when you cast a Warlock spell, you can choose to gain the following benefits for **10 minutes** (no action required):

**Misty-Eyed.** You can see through water vapour, such as fog or mist, that causes an area to be Heavily or Lightly Obscured. Creatures of your choice also gain this benefit while within **30 feet** of you.

**Warrior Between Worlds.** Your attacks and Warlock spells affect both the Material and Ethereal Planes, as well as creatures within them.

**Watcher in the Water.** While on the Material Plane, you can see into the Ethereal Plane.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

## MISTY DEFENCE

*Level 3 Bakekujira Feature*

Sickly green mist heralds your patron's presence and shields you from harm so that your soul might one day join it at the bottom of the sea. Any fog or smoke you create with your Warlock spells extends into the Ethereal Plane.

You can take a Reaction to cast *Smokescreen\** when you take damage. You can take this Reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

\*See Chapter 11 Spells

## FROM THE HEART

*Level 6 Bakekujira Feature*

When a bakekujira is healed while visiting the Material Plane, its ghostly heart becomes flesh once more. The more healing it receives, the more it manifests—first bone, then flesh and entrails. Though this forced resurrection is agonising for your patron, you, as a mortal being, find it invaluable.

You can take a Bonus Action and expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point). Once you take this Bonus Action, you can't do so again for **1 minute**.

In addition, if your heart remains intact when you die, your corpse returns to its normal, pristine state over the course of **1 minute**. All mortal wounds close, and all missing body parts regenerate, though you remain dead.

## SUMMON THE SEA-FRET

Level 10 Bakekujira Feature

The ghostly mist that signals your patron's midnight manifestations draws all who dare oppose you into it, battering them with ghostly sealife. You always have the *Iminada's Umigiri*\* spell prepared. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

When you cast this spell, each creature of your choice within **60 feet** of the Cube's point of origin makes a **STRENGTH SAVING THROW** against your **WARLOCK SPELL SAVE DC**. On a failed save, invisible tides pull the target **30 feet** straight toward the unoccupied space nearest the Cube's point of origin.

\*See Chapter 11, Spells

## WITHERING WHALESONG

Level 14 Bakekujira Feature

Your patron's haunting voice echoes beneath yours and curses your foes to rot from within. As a Magic action, you can create a **60-foot Emanation** originating from yourself, which lasts for **1 minute**. Whenever the Emanation enters a creature's space and whenever a creature enters the Emanation or ends its turn there, you can force the creature to make a **CONSTITUTION SAVING THROW** against your **WARLOCK SPELL SAVE DC**. On a failed save, the creature's type changes to **Undead** for **24 hours**. On a successful save, the target automatically succeeds on this saving throw for the next **24 hours**.

While this Emanation is active, Undead within it can't regain Hit Points, and you can use a Bonus Action to roar out your patron's mournful dirge, creating one of the following effects:

- ◆ Each Undead of your choice in the Emanation takes **2d10** Necrotic damage.
- ◆ Creatures of your choice within the Emanation gain **1d10** Temporary Hit Points.

Once you create this Emanation, you can't do so again until you finish a Short or Long Rest.





CHAPTER 9

**MUTAGENS &  
MUTATIONS**

# MUTAGENS AND MUTATIONS

*Webbed fingers? A beard of tentacles? The inexorable scuttle towards carcinisation, a.k.a. becoming a crab? Such are the myriad fates that may befall any who languish too long in the eldritch-infested waters of the Voidsea. Bathing is important, so be sure to bathe only using Vendra's Bombastic Bath Blessing, a bath bomb that breaks down bad stuff leaving you sated and unmutated.*

*- Vendra "Figg" Calyn, Street Hawker*

The Voidsea is a catalyst for change. Whether you choose the cause of this change to be the presence of eldritch behemoths, a biomantic disaster, the taint of the Lower Planes, a microscopic gene-changing parasite, or any other world-altering cataclysm, there is always a chance that exposure to the Voidsea will cause a creature to mutate. Moreover, the probability of mutation increases with exposure, making fishing, diving, and even washing some of the most dangerous activities. Palicorax, the free-diving, portan spear fisher is revered both for the ocean-floor creatures he retrieves, and the bravery he exhibits with each mutation-tempting dive.

## MUTAGENIC CONTAMINANTS

*Life should not be a journey to a watery grave with the intention of arriving safely in a pretty and unmutated body, but rather to skid in broadside in a slither of tentacles, thoroughly altered, totally changed, and loudly proclaiming "Wow! What a Ride!"*

*- Thom Someson, Hunter*

Whatever source you choose to cause mutation in your world, they are referred to in this book as, mutagenic contaminants, or 'Muts' for short. A creature's exposure to Muts is measured on a scale of 0-100. A creature can gain and lose Muts in specific ways (see Gaining and Losing Muts). The more Muts a creature has, the greater the chance it will develop a mutation when it wakes each morning (see Growing Mutations). Knowing when and why a creature may gain or lose Muts is essential for those who care about maintaining a certain aesthetic.

## WHO TRACKS MUTS?

If you decide that player characters should have an intrinsic measure of their exposure to Muts (for example, a mut-measuring device), or if you're comfortable that a player won't metagame if they have the precise knowledge of how many Muts they have, each player character can track their own Muts. If you decide that the number of Muts a player character has should be unknown by the player, then the GM should track that number and the player should not know it.

**Contamination Levels.** The degree to which an object or environment can impart Muts is referred to as its Contamination Level. This scale has five degrees, in order from lowest to highest: Clean, Low, Medium, High, Extreme. Clean indicates it imparts no Muts, while higher levels impart progressively more Muts. Some traits and effects specify treating a Contamination Level as one degree lower/higher. For example, a creature that treats liquid with which it comes into contact as being one level lower would treat low contamination level water as clean.

## GAINING MUTS

Creatures gain Muts for one of four reasons, which are summarised below and detailed in later sections:

- ◆ Being in contact with contaminated water.
- ◆ Eating or drinking contaminated food and drink.
- ◆ Touching or being in close proximity to certain creatures.
- ◆ As the result of an untreated magical contagion.

### CONTAMINATED CONTACT

Why do some people swim freely in the ocean, while others flinch at the spray of seafoam from a crashing wave? Water in the Voidsea is classified into five Contamination Levels. At the end of each unit of time—a value determined by the Contamination Level of the water (or other liquid) with which a creature is in contact—a creature gains a specified number of Muts:

**Extreme (X).** A value is always given in parentheses after the word 'Extreme', signifying the number of Muts gained. For example: "an Extreme (3) Contamination Level" indicates a creature gains 3 Muts at the end of each of its turns.

#### MUTS GAINED FROM CONTAMINATED CONTACT

Contamination Level	Muts Gained	Frequency
Clean	0 Muts	N/A
Low	1 Mut	End of each hour
Medium	1 Mut	End of each minute
Higher	1 Mut	End of each of the creature's turns
Extreme (X)	X+ Muts	End of each of the creature's turns

## CONTAMINATED FOOD & DRINK

A creature that eats a contaminated meal or imbibes contaminated drink gains a number of Muts indicated by the Contamination Level of the food or drink. A value is always given in parentheses after the word 'Extreme', signifying the number of Muts gained. For example: "an Extreme (5) Contamination Level" indicates a creature gains 5 Muts if it eats the contaminated meal.

#### MUTS GAINED FROM CONTAMINATED FOOD & DRINK

Contamination Level	Muts Gained
Clean	0 Muts
Low	1 Mut
Medium	2 Muts
Higher	3 Muts
Extreme (X)	X Muts

# ART

# PLACEHOLDER

## CONTAMINATED CREATURES

The touch of some creatures—particularly those of a subaquatic or eldritch nature—can confer Muts to the touched creature. Likewise, some creatures are so mutagenic that simply starting one's turn in close proximity to them can cause a creature to gain Muts. These are typically explained by the Mutagenic Touch and Mutagenic Emanation traits.

**Mutagenic Touch.** At the start of this creature's turn, each creature Grappled by this creature gains X Muts. In addition, a creature that is hit by this creature's X attack or fails a saving throw against this creature's X, gains X Muts.

**Mutagenic Emanation.** *Saving Throw:* **DC XX CONSTITUTION**, any creature that starts its turn in a X-foot Emanation originating from this creature. *Failure:* The target gains X Muts. *Success:* The target gains half as many Muts (minimum 1).

## CONTAMINATING CONTAGIONS.

Some magical contagions cause a creature to gain Muts in a way detailed in the contagion's description. If these Muts are gained when the creature finishes a Long Rest, this always happens immediately before the creature makes a Mutation Roll (see Growing Mutations, page 100).

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## LOSING MUTS

Creatures can avoid or lose Muts in one of four ways, which are presented in detail below:

- ◆ The slow creep of time.
- ◆ Properly preparing food and drink.
- ◆ Imbibing potions and applying lotions.
- ◆ Being targeted by specific spells.
- ◆ Gaining Mutations.

### TIME

Immediately after a creature makes its Mutation Roll at the end of a Long Rest, it loses 1 Mut.

### FOOD & DRINK PREP

The Detect Poison and Disease spell can identify the Contamination Level of food and drink (and also contaminated water & other liquids). Food and drink targeted by the *Purify Food and Drink* spell has its Contamination Level reduced by one.

Food and drink that is bathed for **1 hour** under the light of the full moon also has its Contamination Level reduced by one, as does food that has 1 GP of *Tsukisalt* added per pound (see page 125). Food and drink created by magical means (like the *Create Food and Water* spell) is always Clean.

### POTIONS & LOTIONS

A creature that drinks an Antitoxin loses **1 Mut**. Once a creature has lost Muts from an Antitoxin, it can't do so again until it finishes a Long Rest. Magical lotions like *Blubberbutter* (see page 125) can prevent or reduce the gaining of Muts from contact with contaminated liquids.

### SPELLS

When you cast the *Greater Restoration* spell, you can choose for the target to lose **1d4 Muts**, instead of one of the usual options. Once a creature has lost Muts from this *Greater Restoration*, it can't do so again until it finishes a Long Rest.

### MUTATIONS

When a creature gains a mutation, it loses a number of Muts equal to that mutation's score (see Mutation List, page 105).

# MUTATIONS

*"The secret of change is to focus all of your energy not on fighting the old, but on building the new. Look how many flurries of blows I can make with this third arm!"*

*— Luca Broe, Flickertail Bare-knuckle Boxer*

Mutations are gained spontaneously, while losing or removing them requires considerable effort, cost, and the right opportunities. This section defines the process by which mutations are gained, the mutations that can be gained, how mutations can be lost or removed, and finishes with optional rules to increase or decrease the amount of mutagenic chaos in your game.

## GROWING MUTATIONS

When a creature with 1+ Muts finishes a Long Rest, it makes a Mutation Roll, rolling 1d100. If the number rolled is equal to or less than the creature's current number of Muts, it grows a mutation. The type of mutation grown corresponds to the number rolled (see Mutation Overview table). Mutations are categorised in one of five tiers, in increasing order of severity, as indicated by the table below.

### MUTATION OVERVIEW

Muts	Tier
1–20	Tier 1 - Aesthetic
21–40	Tier 2 - Beneficial
41–60	Tier 3 - Checkered
61–80	Tier 4 - Detrimental
81–100	Tier 5 - Extreme

**Mutations Affecting The Same Body Parts.** In general, mutations are cumulative. If you have two or more mutations that can work simultaneously, such as 17–Visceral Clarity, 23–Cutaneous Respiration, and 83–Salamander Skin that all affect your skin, you have the effects of all of these mutations. If you already have mutation 56–Tentacle Arm, and gain mutation 31–Carcinoclaw, you now have two mutated arms—one tentacle and one claw.

However, if a newly gained mutation would affect a body part that has already mutated, then the newer mutation wins out. For example if you have 77–Flipper Hands and gain 21–Webbed Fingers, your hands mutate to have Webbed Fingers and you lose the effects of Flipper Hands. The GM has final say on whether the effects of multiple mutations co-exist or replace one another.



## MUTATIONS OVERVIEW

d100	Mutation	Page
<b>Tier 1 - Aesthetic Mutations</b>		
1	Reverse Face	106
2	Extrasensory	106
3	Snorkel Symbiote	106
4	Spiracle	106
5	Filter Feeder	106
6	Synesthesia	106
7	Reverb	107
8	Shipworm	107
9	Tail	107
10	Scales	107
11	Shrimp Legs	107
12	Gale's Herald	107
13	Bright-Eyed	107
14	Scarscript	107
15	Broodmother	108
16	Kelpiece	108
17	Visceral Clarity	108
18	Bioluminescence	109
19	Carcinoscuttle	109
20	Isopod Symbiotes	109
<b>Tier 2 - Beneficial Mutations</b>		
21	Webbed Fingers	109
22	Eyes of the Depths	109
23	Cutaneous Respiration	109
24	Chromatoderm	109
25	Nictitating Membrane	109
26	Eldritch Whispers	110
27	Putrefying Visage	110
28	Kraken's Touch	110
29	Ink Shot	110
30	Deep-Sea Appendage	110
31	Carcinoclaw	110
32	Liar's Grin	111
33	Drowned Ear	111
34	Blood Sense	111

d100	Mutation	Page
35	Extra Ears	111
36	Organ Fortification	111
37	Patagium	111
38	Extensible Tongue	111
39	Mutable Body	111
40	Eldritch Evacuation	111
<b>Tier 3 - Checkered Mutations</b>		
41	Shifting Tattoos	112
42	Amorphous	112
43	Blubber	112
44	Echolocation	112
45	Fragile Telepathy	112
46	Eyeless Watcher	112
47	Autotomy	112
48	Coralderm	113
49	Prescience	113
50	Elongated Limbs	113
51	Mertail	113
52	Oilskin	113
53	Evolutionary Euphoria	114
54	Telekinetic Locomotion	114
55	Nightmares	114
56	Tentacle Arm	114
57	Azure Spines	114
58	Telepathic Feeding	115
59	Crown of Eyes	115
60	Razorjaw	115
<b>Tier 4 - Detrimental Mutations</b>		
61	Infrared Sight	115
62	Hammerhead	115
63	Shadeskin	115
64	Carcinoderm	116
65	Acidic Blood	116
66	Truthtongue	116
67	Exo-Pulmonary Sacs	116
68	Photosensitivity	116

d100	Mutation	Page
69	Antennae	116
70	Unstable Moulting	116
71	Spell-Sensitive Whiskers	117
72	Cranial Overgrowth	117
73	Stress-Induced Polymorphia	117
74	Neurosensing Mane	118
75	Unstable Electrocytes	118
76	Gills	118
77	Flipper Hands	118
78	Creepy Crawler	118
79	Brute	118
80	Bloodlust	118
<b>Tier 5 - Extreme Mutations</b>		
81	Compression Adaptation	119
82	Sulphurous	119
83	Salamander Skin	119
84	Irrational Phobia	119
85	Landsick	119
86	Fused Face	120
87	Abyssopod Skin	120
88	Sopskin	120
89	Necrotising Apoptosis	120
90	Whalesong	120
91	Vampiric Anaemia	120
92	Ostheolithosis	120
93	Mutagenic Dependency	121
94	Abyssal Twin	121
95	Song of the Deep	121
96	Stress-Induced Antitropism	121
97	Old One Overseer	121
98	Chronic Petrification	121
99	Blobfishform	121
100	Mutagenic Radiation	121

## LOSING MUTATIONS

Reversing a mutation is no easy feat, and no solution is ever guaranteed. There are three principal means of removing a mutation: surgery, biomancy, and divine intervention.

### SURGERY

The method most readily available, lowest cost, and with the highest chance of producing debilitating side effects, surgery is not for the faint of heart. Mutations with the 'Non-Surgical' tag can't be removed by surgery.

**Medical Services.** Surgeons exist around the Voidsea, peddling their trade and swiftly moving on when they fail to remove the leigelord's latest mane of tentacle hair. Surgeons typically charge based on the difficulty to remove a mutation. You can use the following formula when deciding the price:

$$\text{Surgery Cost in GP} = 10 \times \text{Player Level} \times \text{Mutation Tier}^2$$

\*Use CR for creatures without player levels.

For example, if Mizzard the level 5 Wizard wants to rid themselves of their Tentacle Arm (a Tier 3 mutation), a surgeon would typically charge:

$$\begin{aligned} \text{Tier 3, Level 5 Surgery Cost} &= \\ 10 \times 5 \times 3^2 &= 50 \times 9 = 450 \text{ GP} \end{aligned}$$

**The Check.** A creature proficient with Surgeon's Tools can spend **8 hours** using them to perform surgery on a creature. At the end of that time, the surgeon makes a **DEXTERITY OR INTELLIGENCE (SURGEON'S TOOLS)** check (surgeon's choice). The DC for the check equals 15 plus twice the mutation's Mutation Tier. On a successful check, the mutation is removed.

$$\text{Surgery Check DC} = 15 + (\text{Mutation Tier} \times 2)$$

For example, the DC for a check to remove Tentacle Arm (a Tier 3 mutation) is:

$$\text{Tier 3 Surgery Check DC} = 15 + (3 \times 2) = 21$$

**Side Effects.** Success or failure, the creature on which the surgery was performed makes a **VDC CONSTITUTION SAVING THROW**. On a failed save, one randomly determined ability score of that creature is reduced by 1 for 1d10 days. If the creature fails this save by 5+, the decrease to this ability score is permanent instead.

### RANDOM ABILITY SCORE

1d6	Ability	1d6	Ability
1	Strength	4	Intelligence
2	Constitution	5	Wisdom
3	Dexterity	6	Charisma

### SURGEON'S TOOLS (15 GP)

**Ability:** Dexterity

**Weight:** 6 lbs

**Utilize:** Stabilize a creature with 0 Hit Points (DC 10)

**Harvest:** When making a Carving check to harvest a Giant, Humanoid, or Undead, a creature holding a set of Surgeon's Tools can make a **DEXTERITY (SURGEON'S TOOLS)** check instead of the usual check.

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## **BIOMANCY**

The art of magically altering mutations is as reliable as the Bloatilla's annual kaiju fishing expedition. Something will happen, but whether it's permanent, or even desirable, is up for debate.

**Biomantic Services.** Rare except for within the Alltide Salvagers' Guild, biomancers can be commissioned to attempt to perform the ritual. Like surgeons, biomancers typically charge based on the difficulty to remove a mutation. The cost of commissioning a biomancer is typically twice the cost of the ritual's materials. The ritual consumes rare materials worth a cost determined by the target and mutation. The cost of the materials for the ritual equals:

$$\text{Biomancy Ritual Component Cost in GP} = 10 \times \text{Player Level} \times \text{Mutation Tier}^2$$

\*Use CR for creatures without player levels.

**The Check.** A creature that has prepared at least one spell from the school of Biomancy can spend **8 hours** performing a biomantic ritual to remove one mutation from a willing or Unconscious creature within its reach. The biomancer must make a **SPELLCASTING ABILITY (MEDICINE)** check at the end of the ritual. The DC for the check equals 15 plus twice the mutation's Mutation Tier.

$$\text{Biomancy Check DC} = 15 + (\text{Mutation Tier} \times 2)$$

**Success & Failure.** On a successful check, the mutation is removed. On a failed check, the mutation changes to a different one; the old effects are lost and new ones are immediately gained. Roll 1d20; on an odd result, the mutation decreases by the value of the die rolled, and on an even result, it increases by the value rolled. For example, Mizzard, with mutation 56-Tentacle Arm, elects to get surgery. The surgery is a failure and Mizzard rolls a 3 on the d20. The mutation changes from #56 to #53-Mustimulated Bless. If the result of this change would be 0- or 101+, add or subtract 100, respectively.

**Will it Take?** Success or failure, it's up to the ritual recipient's fortitude to see if the change is permanent. After **1d10 days**, the creature that received the ritual makes a **VDC CONSTITUTION SAVING THROW** (which can't be failed by choice). On a failed save, the mutation reverts to what it was previously; any new effects are lost and the old ones are regained.

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## DIVINE INTERVENTION

The Hail Mary of “get this thing out of me”, a mutated character can attempt to attract the mercy of a deity by making an offering of great value at a holy site. How the GM defines an offering’s value is up to them, but the offering should never just be monetary. A holy (or unholy, depending on the deity in question) relic associated with the deity—or its enemy—would make a good offering. Likewise, if a character performs a deed that pleases the deity in question, a token associated with that deed (known as a deed token, e.g. a scrap of sail from a refugee ship they saved) could suffice.

**The Roll.** As a GM, you may decide that no roll is necessary; the character has the deity’s attention and the deity is pleased with the character. However, you can use the following table to score a player character’s attempt and then roll **1d100**. The character’s score starts at 0 and increases based on the largest bonus provided for each Factor (see Score Offerings table). On a result equal to or lower than the score, the player character’s requested mutation is removed.

### SCORING OFFERINGS

Factor	Facet	Bonus
Location where offering made	Deity’s main place of worship	+30
	Temple with a shrine to the deity	+20
	Makeshift shrine to the deity	+10
Deed token*	Furthers deity’s goals	+30
	Pleases deity	+20
	Helps deity’s followers	+10
Magic item associated with deity or deity’s enemy*	Artifact	+60
	Legendary	+50
	Very rare	+30
	Rare	+20
	Uncommon	+10
Proficiency in Religion skill**	Common	+5
	Proficiency	+PB
	Expertise	+PB x 2

\*Tokens and items are consumed by the ritual.

\*\*A creature other than the mutated petitioner can guide the ritual, providing these bonuses, if they have proficiency in the Religion skill and are a follower of the deity in question. This factor can only impart its bonus once, regardless of the number of creatures assisting.

## DEED TOKEN DEEDS

These are broken down into the broad categories:

**Helping Deity’s Followers.** This involves helping a follower of the deity in question, for example, giving them a ride on your ship, teaching them a spell, or donating to a cause that helps them.

**Pleasing Deity.** This involves acts the deity approves of that do more than help one of their follower’s, but do not have a big impact on their goals. For example, defeating some acolytes of the deity’s enemy or erecting a new place of worship.

**Furthering Deity’s Goals.** This involves acts of great renown that measurably change the world to be more in line with the deity’s vision. For example, entirely removing a cult that worships the deity’s enemy or converting a town to the worship of the deity.

A deed can’t be used more than once by a single creature, even if separate tokens that reference the same deed are offered. If a creature, upon petitioning for a divine intervention, references a deed it previously referenced when seeking a divine intervention, that token (and the associated bonus to score offering) is ignored. One deed, one intervention.

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# VOIDSEA MUTATIONS

This section details the mechanics of each mutation.

## MUTATIONS LISTS

This section lists the mutations alphabetically. For a numerically ordered list, see the Mutations Overview table on page 100.

### MUTATIONS - ALPHABETICAL

Mutation	d100	Page
Abysal Twin	94	121
Abysopod Skin	87	120
Acidic Blood	65	116
Amorphous	42	112
Antennae	69	116
Autotomy	47	112
Azure Spines	57	114
Bioluminescence	18	109
Blobfishform	99	121
Blood Sense	34	111
Bloodlust	80	118
Blubber	43	112
Bright-Eyed	13	107
Broodmother	15	108
Brute	79	118
Carcinoclaw	31	110
Carcinoderm	64	116
Carcinoscuttle	19	109
Chromatoderm	24	109
Chronic Petrification	98	121
Compression Adaptation	81	119
Coralderm	48	113
Cranial Overgrowth	72	117
Creepy Crawler	78	118
Crown of Eyes	59	115
Cutaneous Respiration	23	109
Deep-Sea Appendage	30	110
Drowned Ear	33	111
Echolocation	44	112
Eldritch Evacuation	40	111
Eldritch Whispers	26	110
Elongated Limbs	50	113
Evolutionary Euphoria	53	114
Exo-Pulmonary Sacs	67	116

Mutation	d100	Page
Extensible Tongue	38	111
Extra Ears	35	111
Extrasensory	2	106
Eyeless Watcher	46	112
Eyes of the Depths	22	109
Filter Feeder	5	106
Flipper Hands	77	118
Fragile Telepathy	45	112
Fused Face	86	120
Gale's Herald	12	107
Gills	76	118
Hammerhead	62	115
Infrared Sight	61	115
Ink Shot	29	110
Irrational Phobia	84	119
Isopod Symbiotes	20	109
Kelpiece	16	108
Kraken's Touch	28	110
Landsick	85	119
Liar's Grin	32	111
Mertail	51	113
Mutable Body	39	111
Mutagenic Dependency	93	121
Mutagenic Radiation	100	121
Necrotising Apoptosis	89	120
Neurosensing Mane	74	118
Nictitating Membrane	25	109
Nightmares	55	114
Oilskin	52	113
Old One Overseer	97	121
Organ Fortification	36	111
Ostheolithosis	92	120
Patagium	37	111
Photosensitivity	68	116

Mutation	d100	Page
Prescience	49	113
Putrefying Visage	27	110
Razorjaw	60	115
Reverb	7	107
Reverse Face	1	106
Salamander Skin	83	119
Scales	10	107
Scarscript	14	107
Shadeskin	63	115
Shifting Tattoos	41	112
Shipworm	8	107
Shrimp Legs	11	107
Snorkel Symbiote	3	106
Song of the Deep	95	121
Sopskin	88	120
Spell-Sensitive Whiskers	71	117
Spiracle	4	106
Stress-Induced Antitropism	96	121
Stress-Induced Polymorphism	73	117
Sulphurous	82	119
Synesthesia	6	106
Tail	9	107
Telekinetic Locomotion	54	114
Telepathic Feeding	58	115
Tentacle Arm	56	114
Truthtongue	66	116
Unstable Electrocytes	75	118
Unstable Moulting	70	116
Vampiric Anaemia	91	120
Visceral Clarity	17	108
Webbed Fingers	21	109
Whalesong	90	120

## TIER 1 - AESTHETIC MUTATIONS

These mutations are largely roleplay-oriented with minor mechanical impacts.

### 1 - REVERSE FACE

Tier 1 Mutation

*"You look surprised to see me. Or... excited? I can never tell."*

Your face twists until it flips upside-down, though your head is oriented normally. Your expressions are disconcerting, and it's hard to tell if you're smiling, frowning, or glaring.

### 2 - EXTRASENSORY

Tier 1 Mutation

*"There are advantages; sealing an envelope has never been easier!"*

A semi-functional sensory organ grows on your body, such as a lidded eye on your shoulder, a bulbous nose on the bottom of your foot, or a wet tongue on your elbow (GM's choice).

**Repeatable.** You can gain this mutation more than once. Each time you do so, a different organ grows on another part of your body.

### 3 - SNORKEL SYMBIOTE

Tier 1 Mutation

A fleshy, retractable tube grows from your lungs. As an action, you can extend this tube out of your mouth, letting you breathe from air that is up to 5 feet away from you.

### 4 - SPIRACLE

Tier 1 Mutation

A small blowhole through which you can breathe from forms on the top of your head or the back of your neck (randomly determined).

### 5 - FILTER FEEDER

Tier 1 Mutation

Your teeth crumble and fall out, replaced by keratin baleen plates like those of a whale. Solid food is impossible for you to chew, but you can filter tiny edible particles from liquids with ease.

### 6 - SYNESTHESIA

Tier 1 Mutation

New connections form between your sensory and cognitive pathways. Roll twice on the Synesthesia Categories table, rerolling duplicates, to determine which of the following categories overlap and merge. For each category, choose one or more examples from the table or create your own. For example, visual and conceptual could mean you associate the letters of the alphabet with various colours.

**Repeatable.** You can gain this mutation more than once. Each time you do so, roll twice on the Synesthesia Categories table to determine another combination that develops.

#### SYNESTHESIA CATEGORIES

##### 1d8 Category Examples

1	Auditory	Musical notes, voices, humming, tones
2	Gustatory	Sweet, sour, salty, bitter, flavour
3	Olfactory	Chemical, floral, putrid, pungent, musky
4	Tactile	Texture, pressure, vibration, pain, tingling
5	Visual	Colour, shape, pattern, light, darkness
6	Spatial	Depth, orientation, size
7	Temporal	Days, months, years, duration of events
8	Conceptual	Letters, numbers, words, emotions

## 7 - REVERB

Tier 1 Mutation

*"I tried ventriloquism. It worked too well."*

Your voice splits into four distinct tones. Self-harmonising is effortless but conversation can be distracting.

## 8 - SHIPWORM

Tier 1 Mutation

Your digestive tract alters to that of a marine borer. You can only avoid Malnutrition by consuming wood, such as ship supplies.

## 9 - TAIL

Tier 1 Mutation

If you have no tail, a tail sprouts from your backside. You can only wear armour that has been modified to fit a tail; the cost to modify armour in this way is  $1d4 \times 1/10$  of the value of the item.

If you have a tail, it falls off.

## 10 - SCALES

Tier 1 Mutation

Small, overlapping scales cover your skin. They provide no meaningful protection but give you a reptilian or aquatic appearance.

## 11 - SHRIMP LEGS

Tier 1 Mutation

*"Blankets are the true enemy; every night is a wrestling match."*

A cluster of small, jointed shrimp-legs protrude from your torso.

## 12 - GALE'S HERALD

Tier 1 Mutation

*"Double-lash the cannons and reef the sails; naught but two hours before the sky falls."*

*- Quartermaster Rask, Walking Weatherman*

Your bones become sensitive to changes in atmospheric pressure. You know when the weather will change and can accurately predict a storm's approach up to **8 hours** in advance.

## 13 - BRIGHT-EYED

Tier 1 Mutation

*"Chin up. You can now take them on a romantic, eyeball-lit dinner."*

Your eyes emit a constant glow. You have **Disadvantage** on Dexterity (Stealth) checks while in Darkness unless your eyes are closed or covered.

## 14 - SCARSCRIPT

Tier 1 Mutation

*"She read the scars the sea left behind. When the final mark was etched, she gathered the crew to hear the truth. Yet by sunrise, no trace of the sailor remained."*

*- Dockside rumor*

Your wounds heal into scars that form unfamiliar eldritch runes.

## 15 - BROODMOTHER

Tier 1 Mutation

Your back is encrusted with glistening eggs that occasionally twitch. If you roll an **11+** on the **d20** when you roll Initiative, a **Broodling\*** hatches, appearing in the nearest unoccupied space to you. If the result is odd, the broodling is Hostile to you; if the result is even, the broodling is Friendly to you. The broodling disappears or dies (GM's choice) after **1 hour**.

### BROODLING

Tiny Aberration, Lawful Evil

**AC** 12 **Perception** +0 (10)  
**HP** 13 (3d4 + 6) **Initiative** +2 (12)  
**Speed** 10 ft., Swim 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	6	14	15	3	10	5
Mod (Save)	-2	+2	+2	-4	+0	-3

**Condition Immunities** Charmed

**Senses** Blindsight 30 ft.

**Languages** Understands Deep Speech but can't speak; telepathy 120 ft.

**CR** 1/2 (XP 100)

**PB** +2

### TRAITS

**Amphibious.** The broodling can breathe air and water.

**Hive Mind.** Broodlings' minds connect to other broodlings within **5 feet** of them, forming a chain of thought. The broodling gains a **+3 bonus** to Intelligence checks and saving throws, and to the save DC of its Entrance action, for each other broodling in such a chain.

### ACTIONS

**Multiattack.** The broodling makes one Bite attack and one Sting attack.

**Bite.** Melee Weapon Attack: **+4**, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

**Sting.** Melee Weapon Attack: **+4**, reach 5 ft. Hit: 1 Piercing damage. Saving Throw: **DC 12 CONSTITUTION**, a creature hit by this attack. Failure: The target has **Disadvantage** on Wisdom saving throws until the end of the broodling's next turn.

**Entrance (1/Day).** Saving Throw: **DC 6 WISDOM**, one creature the broodling can see within **10 feet**. Failure: The target is **Charmed** by the broodling until the broodling dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the broodling and is under its control while within **30 feet** of it.

The target repeats the save whenever it takes damage as well as after every **24 hours** it spends at least **30 feet** away from the broodling, ending the effect on itself on a success.



## 16 - KELPIECE

Tier 1 Mutation

*"It crisps nicely when pan fried with a splash of oil."*

Your hair thickens into damp, flexible strands of seaweed.

## 17 - VISCERAL CLARITY

Tier 1 Mutation

*"Fold. I can literally see your heart rate spike."*

*- Chance Jellson, Patient Gambler*

Your skin becomes translucent, showing your veins, tendons, muscles, bone, and other organs. Creatures have **Advantage** on Wisdom (Medicine) checks and ability checks using Surgeon's Tools\* to assess or operate on you.

\*See Surgeon's Tools, page 102

## 18 - BIOLUMINESCENCE

Tier 1 Mutation

"We were down to moldy hardtack and the fish weren't biting, so I tied a bowline around the glowing stowaway and hoisted him off the bow. He was shivering so hard his glow was flickering, but the silverfin started churning the water white around his legs. We hauled in the biggest catch of our lives, and on that night, Holy Chum earned his name."

- Quartermaster Rawk, Sated Sailor

You shed Dim Light in a 5-foot radius.

**Repeatable.** You can gain this mutation more than once. Each time you do so, the radius increases by 5 feet.

## 19 - CARCINOSCUTTLE

Tier 1 Mutation

"Mutagenic transformations are an unfortunate, inevitable facet of life on the Voidsea. Congratulations—you've just sidestepped the really bad ones."

- Humpdink, Lateral Thinker

The joints on your legs shift to resemble those of a crab. You can only walk sideways.

## 20 - ISOPOD SYMBIOTES

Tier 1 Mutation

A colony of soft-shelled isopods claims your skin. The myriad holes they bore are lined with a vanilla-scented film.

## TIER 2 - BENEFICIAL MUTATIONS

These mutations range from neutral to minorly beneficial.

## 21 - WEBBED FINGERS

Tier 2 Mutation

A thin membrane spreads between your fingers and toes. You have a Swim Speed of 20 feet. Gloves feel awkward.

## 22 - EYES OF THE DEPTHS

Tier 2 Mutation

Fine, ink-dark capillaries lace through your eyes. You have Darkvision with a range of 60 feet.

## 23 - CUTANEOUS RESPIRATION

Tier 2 Mutation

You can breathe air and water through your skin. In addition, you have **Disadvantage** on saving throws you make to avoid or end the Poisoned condition.

## 24 - CHROMATODERM

Tier 2 Mutation

Your skin gains an assortment of pigment-shifting cells called chromatophores. You can take the Hide action as a Bonus Action on each of your turns, even when only Lightly Obscured.

If you did not move during your last turn, creatures have **Disadvantage** on any Wisdom (Perception) checks made to see you. Creatures who do not rely on sight, such as those with Tremorsense, are **Immune** to this effect.

## 25 - NICTITATING MEMBRANE

Tier 2 Mutation

Each of your eyes grows an additional translucent eyelid. You have **Advantage** on saving throws made to avoid or end the Blinded condition.

## 26 - ELDRITCH WHISPERS

*Tier 2 Mutation; Non-Surgical*

You occasionally receive fragments of information via voices from an unseen source. When this occurs, make a **VDC WISDOM SAVING THROW**. On a failed save, you are unaware the information was conveyed to you this way and believe it as fact. The GM determines the frequency of these whispers and whether the information is truthful, a falsehood, or a half-truth.

## 27 - PUTREIFYING VISAGE

*Tier 2 Mutation; Non-Surgical*

As an action, you can cause your physical features to momentarily rupture into a display of wet lacerations, seeping boils, and sickening growths. Each enemy within **15 feet** of you that can see you must succeed on a **Wisdom saving throw** (DC equals 8 plus your Charisma modifier and Proficiency Bonus) or be **Frightened** of you until the end of your next turn.

Once you use this action, you can't do so again until you finish a Long Rest.

## 28 - KRAKEN'S TOUCH

*Tier 2 Mutation*

Damp, squishy suckers cover your palms and fingers. You have a Climb Speed equal to your Speed, and you have **Advantage** on saving throws to avoid being disarmed.

## 29 - INK SHOT

*Tier 2 Mutation*

Ink sacs grow around your neck and await moments of danger. When you become **Frightened**, ink ejects from the sacs and drips from you for the next **10 minutes**. For the duration, if no effort is made to conceal the trail of ink, creatures automatically succeed on ability checks made to find or track you. If you are underwater when you become **Frightened**, the ejected ink instead fills a **10-foot-radius Sphere** centred on yourself. The Sphere is **Heavily Obscured** for **1 minute** or until a strong current or similar effect disperses the ink.

Once you eject ink with this action, you can't do so again until you finish a Short or Long Rest.

## 30 - DEEP-SEA APPENDAGE

*Tier 2 Mutation*

You grow a tentacle with a **5-foot reach**. The tentacle can hold objects and you can use the tentacle to take the Utilize action, but it can't attack, take other actions, or carry more than 30 pounds.

## 31 - CARCINOCLAW

*Tier 2 Mutation; Non-Surgical*

*"All things eventually become crab. Whether they want to or not."*

*-Jon Halfshell Krillog,  
Carapacean Geneticist*

One of your arms transforms into a chitinous pincer. You can't use this pincer to make attacks with weapons, wield a shield, or use items held in it. However, you can use the pincer to make **Unarmed Strikes**. When you use your pincer to deal damage with an **Unarmed Strike**, you can deal **Bludgeoning** damage equal to **1d12** plus your Strength modifier instead of the strike's normal damage, and you can use the **Grapple** option against the target as well.

**Repeatable.** You can gain this mutation more than once. Each time you do so, it affects a different arm.



### 32 - LIAR'S GRIN

*Tier 2 Mutation; Non-Surgical*

Your facial expressions no longer match your emotions. You have **Advantage** on Charisma (Deception) checks and **Disadvantage** on Charisma (Persuasion) checks.

### 33 - DROWNED EAR

*Tier 2 Mutation*

You feel as if water is trapped in your ears. Sounds are muffled or distorted, and your balance is never perfect. You have **Disadvantage** on ability checks that rely on hearing or that are made to keep your balance while out of water, and you have **Advantage** on the same checks while in water.

### 34 - BLOOD SENSE

*Tier 2 Mutation; Non-Surgical*

The sight and smell of blood tug incessantly for your attention. You have **Advantage** on Wisdom (Perception or Survival) checks you make to find or track Bloodied creatures.

### 35 - EXTRA EARS

*Tier 2 Mutation*

You grow an extra pair of ears, entirely inappropriate for your species. You have **Advantage** on Wisdom (Perception) checks you make that rely on hearing. In addition, whenever you take 5+ Thunder damage, you are **Deafened** until the start of your next turn.

### 36 - ORGAN FORTIFICATION

*Tier 2 Mutation*

Your most critical organs become encased in a dense, fibrous mesh. You die on your fourth Death Saving Throw failure, not your third.

### 37 - PATAGIUM

*Tier 2 Mutation*

A thin, vein-streaked membrane of skin stretches between your limbs and torso. When you fall and aren't Incapacitated or wearing Medium or Heavy armour, you can subtract up to **100 feet** from the fall when calculating damage from the fall and you can move up to 2 feet horizontally for every 1 foot you fall.

### 38 - EXTENSIBLE TONGUE

*Tier 2 Mutation*

*"Forget cherry stems; I've seen them marry two lines in the dark with a knot tight enough to ride out a gale."*

*- Bellamy Blue, Wistful Rigger*

Your tongue can stretch up to **30 feet**. You can use your tongue to take the Utilize action, but it can't attack, take other actions, or carry more than 5 pounds. You can't talk or cast spells with Verbal components while your tongue is holding something.

### 39 - MUTABLE BODY

*Tier 2 Mutation*

As an action, you can change your form as per the options in the *Alter Self* spell. The transformation is nonmagical, doesn't require Concentration, and lasts for **1 hour** or until you end it (no action required).

Once you use this action, you can't do so again until you finish a Long Rest.

### 40 - ELDRITCH EVACUATION

*Tier 2 Mutation*

At the end of your turn, if you have 0 Hit Points and are Unconscious, tiny cilia-like tentacles sprout from you and move your body up to **10 feet** to an unoccupied space that is away from danger.

## TIER 3 - CHECKERED MUTATIONS

These mutations combine detrimental and beneficial effects.

### 41 - SHIFTING TATTOOS

*Tier 3 Mutation; Non-Surgical*

Veins of indigo crawl beneath your skin, occasionally forming fleeting images of memories or unfamiliar horrors. Over the course of **1 minute**, you can urge the lines to judge the outcome of your imminent course of action. The tattoo responds by forming simple omens as per the *Augury* spell.

Once you receive an omen using this mutation, you can't do so again until you finish a Long Rest.

### 42 - AMORPHOUS

*Tier 3 Mutation; Non-Surgical*

For a moment, you can cause bones and internal viscera to liquify (no action required). Until the end of the turn, you can move through a space as narrow as **1 inch** without expending extra movement to do so. You must finish a Short or Long Rest before you can use this mutation again.

**Repeatable.** You can gain this mutation a second time. When you do so, you can use this mutation as often as you like, without requiring a rest.

### 43 - BLUBBER

*Tier 3 Mutation*

A thick layer of fat insulates you but makes movement difficult. You have the following modifications.

**Bulky.** Your Speed is reduced by **5 feet**.

**Cold Adaptation.** You automatically succeed on saving throws against extreme cold and frigid water.

**Insulation.** Any Cold or Thunder damage you take is reduced by **3**.

### 44 - ECHOLOLOCATION

*Tier 3 Mutation*

Your ears broaden into thin, flexible membranes. As a Bonus Action, you can emit a series of clicks and whistles, granting you Blindsight with a range of **30 feet** until the start of your next turn. For the duration, if you take **5+ Thunder** damage, you are **Blinded** and **Deafened** until the start of your next turn.

### 45 - FRAGILE TELEPATHY

*Tier 3 Mutation; Non-Surgical*

You can take a Bonus Action to project your thoughts into the minds of others. Until the start of your next turn, you have telepathy with a range of **30 feet**, and you have **Vulnerability** to Psychic damage.

### 46 - EYELESS WATCHER

*Tier 3 Mutation*

*"I looked into the Voidsea too deeply, and it took what it wanted."*

Your eyes dissolve away, leaving you with a haunting sense of the world around you. You have Blindsight with a range of **30 feet**, and you are **Blinded** beyond this range.

### 47 - AUTOTOMY

*Tier 3 Mutation*

*"I've lost this arm four times. Each time it comes back, the thumb moves a bit further down the wrist."*

You regrow any limbs you've lost when you finish a Long Rest without any levels of Exhaustion. When a limb regrows, it does so with a permanent physical abnormality, such as an extra finger or a joint that bends in the opposite direction.

## 48 - CORALDERM

Tier 3 Mutation

*"Keep those lemons away from me!"*

Your skin becomes a jagged, colourful layer of coral. You have the following modifications.

**Acid Weakness.** If you take 5+ Acid damage on a single turn, the Coral Hide modification from this mutation ceases to function until the end of your next turn, and you have **Vulnerability** to the next instance of Bludgeoning damage you take before you finish a Long Rest.

**Coral Hide.** You gain 1d4 Temporary Hit Points at the start of each of your turns.

**Reefweight.** Your Speed is reduced by 5 feet.

## 49 - PRESCIENCE

Tier 3 Mutation; Non-Surgical

*"I saw you do that. And that. Oh gods, why would you do that?"*

Your consciousness frequently drifts between reality and a realm of possibility. At the start of your turn, you can choose to delve into the cognosphere (no action required). Roll any die to determine the outcome.

**Even Number.** You see a moment into the future, allowing you to sway out of the way of incoming strikes. Until the start of your next turn, attack rolls against you have **Disadvantage**.

**Odd Number.** You are overwhelmed by a flood of horrific possibilities and intrusive thoughts. You take 1d6 Psychic damage and are **Frightened** of other creatures until the start of your next turn. This effect ignores Immunity to the Frightened condition.

## 50 - ELONGATED LIMBS

Tier 3 Mutation

Bones creak and sinew pulls as your arms and legs stretch and lengthen. You have the following modifications.

**Clumsy.** You have **Disadvantage** on saving throws made to avoid being knocked Prone or moved against your will.

**Elongated Arms.** Your reach with melee attacks increases by 5 feet.

**Long Stride.** Your Speed increases by 5 feet.

## 51 - MERTAIL

Tier 3 Mutation; Non-Surgical

As a Bonus Action, you can transform your lower body. You can morph your legs into a powerful tail, or turn your tail back into legs. Equipment you're wearing on your legs merges into your tail. While you have the tail, you have a Swim Speed of 45 feet, and your Speed is 5 feet.

## 52 - OILSKIN

Tier 3 Mutation

Your sebaceous glands overproduce a dense oil that coats your skin. You have the following modifications.

**Slippery.** You have **Advantage** on ability checks and saving throws made to avoid or end the Grappled and Restrained conditions on yourself.

**Volatile Secretions.** Your skin is highly flammable. If you take 5+ Fire damage in a single instance, you start Burning.

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## 53 - EVOLUTIONARY EUPHORIA

*Tier 3 Mutation; Non-Surgical*

Rapid changes within yourself release a flood of endorphins. Whenever you gain a Mut, you become invigorated; you gain a 1d4 bonus to D20 Tests you make until the end of your next turn.

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## 54 - TELEKINETIC LOCOMOTION

*Tier 3 Mutation; Non-Surgical*

You can take a Bonus Action to hover a few inches off the ground until the start of your next turn. While hovering, you ignore Difficult Terrain on the ground and have **Disadvantage** on saving throws against being moved. This effect ends early if you are Incapacitated or are not above solid ground.

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## 55 - NIGHTMARES

*Tier 3 Mutation; Non-Surgical*

While at rest, your mind is an antenna for the darkest threads of the cognosphere. Whenever you finish a Long Rest, roll 1d20. On a 16+, you witness horrific, fragmented visions of the future and have the following effects.

**Fatigued.** The benefits of your rest are diminished. You regain only half of any lost Hit Points and spent Hit Point Dice, and your Exhaustion level, if any, doesn't decrease.

**Portent.** Roll a d20 and record the number rolled. You can replace any D20 Test made by you or a creature that you can see with this roll. You must choose to do so before the roll is made. Once you use this roll or finish a Long Rest, the roll is lost.

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## 56 - TENTACLE ARM

*Tier 3 Mutation; Non-Surgical*

One of your arms morphs into a monstrous, muscular tentacle. You have the following modifications.

**Extended Reach.** Any melee weapon held only by the tentacle has its reach increased by 5 feet.

**Imprecise.** Your lack of fine motor control makes delicate tasks more difficult. You have **Disadvantage** on Dexterity (Sleight of Hand) checks, and simple fine motor tasks take you five times longer to complete.

**Tentacle Lash.** You can use the tentacle to make Unarmed Strikes with a reach of 10 feet. When you use your tentacle to deal damage with an Unarmed Strike, it deals Bludgeoning damage equal to 1d8 plus your Strength modifier instead of the strike's normal damage, and you can use the Shove option against the target as well.

**Repeatable.** You can gain this mutation more than once. Each time you do so, it affects a different arm.

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## 57 - AZURE SPINES

*Tier 3 Mutation*

Dozens of neon-blue barbs jut from your skin. When a creature grapples you, it makes a **CONSTITUTION SAVING THROW** (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, the creature takes 3d8 Poison damage and is **Poisoned** for 1 minute. Once a creature makes this saving throw, no creature makes it again until you finish a Long Rest.

ART  
PLACEHOLDER

## 58 - TELEPATHIC FEEDING

Tier 3 Mutation; Non-Surgical

"The prisoner isn't talking. Go ahead, lad. Just leave enough that I can still get a confession."

-Quartermaster Rask, Impatient Inquisitor

You can reach into a creature's psyche and consume its thoughts. As an action, you can force a creature you can see within 5 feet of you to make an **INTELLIGENCE SAVING THROW** (DC 8 plus your Intelligence modifier and Proficiency Bonus). On a failure, the target takes **2d8** Psychic damage, and you fulfil your food needs for the day to avoid Malnutrition.

## 59 - CROWN OF EYES

Tier 3 Mutation

A ring of dozens of tiny, unblinking eyes forms around your head at eye level, watching in every direction. You have the following modifications.

**Fragile Eyes.** You have **Disadvantage** on saving throws made to avoid or end the Blinded condition.

**Vigilant.** You can't be Surprised while you aren't Unconscious.

## 60 - RAZORJAW

Tier 3 Mutation

Your jaw expands and your gums recede to accommodate row upon row of razor-sharp teeth. You have the following modifications.

**Menacing.** You have **Disadvantage** on Charisma (Persuasion) checks and **Advantage** on Charisma (Intimidation) checks.

**Sawtooth Bite.** You can use your teeth to make Unarmed Strikes. When you use your teeth to deal damage with an Unarmed Strike, it deals Piercing damage equal to **1d8** plus your Dexterity modifier instead of the strike's normal damage.

## TIER 4 - DETRIMENTAL MUTATIONS

These mutations are largely detrimental, with only minor benefits that rarely outweigh the cost.

## 61 - INFRARED SIGHT

Tier 4 Mutation

Your eyes become highly receptive to thermal radiation. You have the following modifications.

**Heat Detection.** You can see sources of heat, granting you **Advantage** on Wisdom (Perception) checks that rely on sight made to detect creatures that emit heat, and you can always see those creatures regardless of light conditions and obscurity, but not through Total Cover.

**Heat Overload.** If you take 5+ Fire damage on a single turn, you are **Blinded** until the end of your next turn.

## 62 - HAMMERHEAD

Tier 4 Mutation

Your skull flattens and extends outward into a broad crest, pushing your eyes to the edges of your head. You have the following modifications.

**Initiative.** You have **Advantage** on Initiative rolls.

**Poor Aim.** Judging distance is difficult for you. You have **Disadvantage** on ranged attack rolls.

## 63 - SHADESKIN

Tier 4 Mutation; Non-Surgical

Nearby shadows extend and wrap around you. You have the following modifications.

**Shrouded.** You can take the Hide action while you're in an area that is Lightly Obscured.

**Sinister.** You have **Disadvantage** on Charisma checks.

## 64 - CARCINODERM

Tier 4 Mutation

"You must haf ein thick skin to survive out here. Or even better: ein thick shell. It doesn't do much fur ze unkind words, though; zey still hurt."

-Humperdink, Freshly Calcified Scientist

A brittle, chitinous shell forms over your skin. You have **Resistance** to Slashing damage and **Vulnerability** to Piercing damage.

## 65 - ACIDIC BLOOD

Tier 4 Mutation

"You have a wonderful defense mechanism. Don't you dare die."

Your blood becomes highly caustic. Whenever a creature within **5 feet** of you hits you with an attack while you are Bloodied, your blood splatters. The creature takes **1d4 Acid** damage, and any nonmagical weapon the creature used for the attack takes a **-1 penalty** to its attack rolls. A weapon is destroyed if its penalty reaches **-5**. Any armour you're wearing takes a **-1 penalty** to the AC it offers. Armour is destroyed if the penalty reduces its AC to **10**. The penalty can be removed by casting the *Mending* spell on the armour or weapon.

## 66 - TRUHTONGUE

Tier 4 Mutation; Non-Surgical

Your voice takes on a haunting, melodic resonance, and your breath smells of fresh jasmine. You have the following modifications.

**Ability Score Increase.** Increase your Charisma score by **1**, to a maximum of **20**.

**No Lies.** Your tongue impedes your efforts to deceive. Whenever you attempt to tell an intentional lie, make a **VDC WISDOM SAVING THROW**. On a failure, you speak the truth instead and can't lie for the next hour.

## 67 - EXO-PULMONARY SACS

Tier 4 Mutation

Stretchy membranes form on your neck that inflate as you breathe. You have the following modifications.

**Lung Capacity.** You can hold your breath for twice as long before Suffocation begins.

**Thunder Weakness.** If you take **5+** Thunder damage in a single instance, your respiratory system momentarily seizes. Until the end of your next turn, you can't speak or cast spells with Verbal components, your Speed is halved, and you can take either an action or a Bonus Action on your turns, not both.

## 68 - PHOTSENSITIVITY

Tier 4 Mutation

You become adapted to the dark; your pupils expand to fill your irises, and your skin becomes hypereactive to solar rays. You have the following modifications.

**Darkvision.** You have Darkvision with a range of **60 feet**. If you already have Darkvision, its range increases by **30 feet**.

**Sunlight Sensitivity.** While in sunlight, you have **Disadvantage** on ability checks and attack rolls. In addition, if you take **5+** Radiant damage in a single instance, you become **Poisoned** for **1 minute**.

## 69 - ANTENNAE

Tier 4 Mutation

From your temples protrude two flexible stalks that are sensitive to the slightest changes in air pressure and chemistry. You have the following modifications.

**Blindsight.** As a Bonus Action, you gain **Blindsight** with a range of **10 feet** until the start of your next turn.

**Sensory Overload.** If you take **5+** Acid, Lightning, or Thunder damage in a single instance, you are **Blinded** until the end of your next turn.

## 70 - UNSTABLE MOULTING

Tier 4 Mutation

Your skin renews in irregular cycles, repeatedly exposing fresh, tender skin as thin outer layers peel away. Whenever you finish a Long Rest, roll **1d8**. On a **1**, you moult. Until you next finish a Long Rest, you have **Vulnerability** to Slashing damage.

## 71 - SPELL-SENSITIVE WHISKERS

Tier 4 Mutation

Sprouting from your cheeks are stiff, sensitive hairs that twitch when exposed to magic. You have the following modifications.

**Detect Magic.** You are always under the effects of the *Detect Magic* spell.

**Magic Overload.** When a level 3+ spell is cast within 30 feet of you, make a **CONSTITUTION SAVING THROW** (DC equals 8 plus the spell's level). On a failed save, you are **Poisoned** for 10 minutes and the *Detect Magic* modification of this mutation ceases to function until you finish a Long Rest. Once you fail this saving throw, you don't make this saving throw again until you next finish a Long Rest.

## 72 - CRANIAL OVERGROWTH

Tier 4 Mutation; Non-Surgical

The neural pathways of your brain undergo a rapid expansion by harvesting resources from your muscles and skeleton. You have the following modifications.

**Ability Score Increase.** Increase your Intelligence score by 1, to a maximum of 20.

**Scrawny.** Your Strength and Constitution scores each decrease by 1, to a minimum of 3. The ability scores don't return to normal when you finish a Long Rest.

## 73 - STRESS-INDUCED POLYMORPHIA

Tier 4 Mutation; Non-Surgical

*"The Voidsea is a place of constant change and evolution. Here we see a young lookout, having just spotted White Mavi's flag, sneeze and turn into some sort of anaconda. Unfortunately for the crew, the lack of vocal cords will mean they remain uninformed of the impending danger."*

*- Daffyd Attinbrah, Magizoologist*

When you roll Initiative, the release of cortisol into your bloodstream can trigger a cascade of physiological reactions that cause a rapid change in your morphology. If you roll a 1, 2, 3, 18, 19, or 20 on the d20, you nonmagically transform into one of the following creatures, per the *Polymorph* spell. The effect ends after 1 minute.

## POLYMORPH TRANSFORMATIONS

### Initiative Die Roll Transformation

1	Giant Ape (CR 7)
2	Giant Crocodile (CR 5)
3	Polar Bear (CR 2)
18	Crocodile (CR ½)
19	Constrictor Snake (CR ¼)
20	Giant Blobfish (CR 0)

## GIANT BLOBFISH

Medium Beast, Unaligned

**AC** 5 **Initiative** -5 (5)  
**HP** 5 (1d8 + 1) **Perception** -4 (6)  
**Speed** 5 ft., Swim 20 ft. (Swim 5 ft. when decompressed)

	STR	DEX	CON	INT	WIS	CHA
Score	6	2	12	1	5	1
Mod (Save)	-2	-5	+1	-5	-3	-5

**Senses** Darkvision 60 ft.

**Languages** None

**CR** 0 (XP 0)

**PB** +2

## TRAITS

**Decompression.** If the blobfish starts its turn above a depth of at least **500 feet** underwater, its body decompresses and collapses into a gooey mess. Its Swim Speed is reduced to **5 feet**, and it takes **1** Poison damage at the start of each of its turns while it isn't underwater in a depth of at least **500 feet**.

**Deep-Sea Adaptation.** The blobfish is unaffected by the pressure and temperature of Deep Water at depths of up to **4,000 feet**.

**Slippery.** The blobfish has **Advantage** on any ability check or saving throw it makes to avoid or end the Grappled condition.

**Water Breathing.** The blobfish can breathe only underwater.

## REACTIONS

**Swim Away.** **Trigger:** A creature moves within 30 feet of the blobfish. **Response:** The blobfish swims up to its Swim Speed straight away from the creature.

## 74 - NEUROSENSING MANE

*Tier 4 Mutation*

Long bioelectric-sensitive hairs grow from your neck and shoulders. You have the following modifications.

**Detect Creatures.** You sense the presence, but not the direction or distance, of creatures within **60 feet** of you. You know if at least one of the creatures you sense is one you have met before.

**Static Shock.** If you take 5+ Lightning damage in a single instance, you are **Stunned** until the start of your next turn.

## 75 - UNSTABLE ELECTROCYTES

*Tier 4 Mutation*

Bioelectric energy builds within specialised organs throughout your body. In periods of alarm or distress, these stores spontaneously discharge. When you become Surprised or Frightened, each creature within **20 feet** of you makes a **DEXTERITY SAVING THROW** (DC equals 8 plus your Constitution modifier and Proficiency Bonus). A creature takes **3d10** Lightning damage on a failed save or half as much damage on a successful one. Once this effect triggers, it can't do so again until the end of your next turn.

## 76 - GILLS

*Tier 4 Mutation*

Your lungs shrivel and fail, while blood-red slits tear open along your ribcage. You can breathe only underwater.

## 77 - FLIPPER HANDS

*Tier 4 Mutation*

Your hands flatten and broaden as your fingers fuse together. You have the following modifications.

**Aquatic.** You have a Swim Speed of **50 feet**.

**No Thumbs.** You have **Disadvantage** on Dexterity (Sleight of Hand) checks and attack rolls with weapons. Simple fine motor tasks take you five times longer to complete, and complex fine motor tasks are impossible (GM's discretion).

## 78 - CREEPY CRAWLER

*Tier 4 Mutation*

Your skeletal structure curves and elongates, forcing you to walk on your hands and feet. You have the following modifications.

**Bent.** You are unable to stand upright and are **Prone** unless you are underwater.

**Cling.** Sticky pads cover your hands and feet. You have a Climb Speed equal to your Speed.

**Low Profile.** You benefit from even the slightest amounts of cover. You have **Half Cover** if you are behind an object that covers at least one-quarter of you, and you have **Three-Quarters Cover** if you are behind a creature or an object that covers at least half of you.

## 79 - BRUTE

*Tier 4 Mutation; Non-Surgical*

Your muscles expand by siphoning energy otherwise intended for your brain. You have the following modifications.

**Ability Score Increase.** Increase your Strength score by 1, to a maximum of 20.

**Cerebral Atrophy.** Your Intelligence and Wisdom scores each decrease by 1, to a minimum of 3. The ability scores don't return to normal when you finish a Long Rest.

## 80 - BLOODLUST

*Tier 4 Mutation; Non-Surgical*

The scent of fresh blood urges you to violence. You have the following modifications.

**Attack Advantage.** You have **Advantage** on melee attacks against Bloodied creatures.

**Berserk.** At the start of each of your turns, if a creature within **10 feet** of you is Bloodied, make a **VDC WISDOM SAVING THROW**. On a failed save, you immediately move as close as possible to a Bloodied creature of your choice within **10 feet** of you and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it, your turn ends after you've used all your movement.

## TIER 5 - EXTREME MUTATIONS

These mutations are game-changing for a character; often involving debilitating mechanics.

### 81 - COMPRESSION ADAPTATION

*Tier 5 Mutation*

You become adapted to the hydrostatic pressure of swimming in the deep ocean. You have the following modifications.

**Compression Adaptation.** You are unaffected by the pressure and temperature of Deep Water at depths of up to **1,000 feet**.

**Decompression Weakness.** At the end of each of your turns, if you aren't underwater, you take **1d6 Poison** damage that can't be reduced or prevented in any way.

### 82 - SULPHUROUS

*Tier 5 Mutation*

Your sweat glands exude a yellow-tinged liquid, causing you to reek of acrid rot and decay. You have the following modifications.

**Putrid.** You have **Disadvantage** on Charisma checks to interact with creatures that can smell, and creatures that can smell have **Advantage** on ability checks to find you.

**Stress-Induced Discharge.** When you roll Initiative, you nonmagically produce the effects of the *Stinking Cloud* spell centred on yourself (no action or Concentration required; DC equals 8 plus your Constitution modifier and your Proficiency Bonus).

### 83 - SALAMANDER SKIN

*Tier 5 Mutation*

Your skin rapidly dries outside of water. If you take a Short or Long Rest and don't spend at least **1 hour** of that rest immersed in water, you gain **1 Exhaustion level** when you finish the rest. While you have Exhaustion from this mutation, you have **Vulnerability** to Fire damage. You can recover from this Exhaustion only through magic or by immersing yourself in water for at least **1 hour**.

### 84 - IRRATIONAL PHOBIA

*Tier 5 Mutation; Non-Surgical*

You become fearful of something that doesn't normally pose a serious threat. At the start of each of your turns, if you can see the thing, you must succeed on a **VDC WISDOM SAVING THROW** or be **Frightened** until the start of your next turn. Roll on the Irrational Phobias table to determine your fear.

**Repeatable.** You can gain this mutation more than once. Each time you do so, roll on the table to determine an additional phobia (rerolling duplicates).

#### IRRATIONAL PHOBIAS

##### 1d12 Fears

- |    |                                      |
|----|--------------------------------------|
| 1  | Banners and flags                    |
| 2  | Barnacles                            |
| 3  | Books, scrolls, and loose paper      |
| 4  | Driftwood                            |
| 5  | Feathers                             |
| 6  | Fish                                 |
| 7  | Glass vials and potions              |
| 8  | Keys                                 |
| 9  | Large piles of coins                 |
| 10 | Musical instruments                  |
| 11 | The effect of the <i>Light</i> spell |
| 12 | Writing                              |

### 85 - LANDSICK

*Tier 5 Mutation*

The fluid and particles in your inner ear canals become tuned to the rhythmic sway of the ocean. If you spend **1 minute** not in water or on a vessel on water, you become dizzy until you spend **1 minute** in such a place. While you are dizzy, you have **Disadvantage** on Acrobatics checks, Dexterity saving throws, and ability checks and saving throws to avoid the Prone condition or to prevent yourself being moved.

## 86 - FUSED FACE

*Tier 5 Mutation*

Whenever you finish a Long Rest, your eyelids and lips knit together. While your eyelids are fused, you can't see, and while your lips are fused, you can't speak or cast spells with a Verbal component. As an action, you can use a sharp tool to cut the fused skin and restore your senses, taking 1d6 Slashing damage in the process.

## 87 - ABYSSOPOD SKIN

*Tier 5 Mutation*

Your skin loses its pigmentation, an adaptation to the lightless depths of the ocean. If you take 5+ Radiant damage in a single instance, a large blister develops on your skin. While you have the blister, you have **Vulnerability** to the next instance of Piercing or Slashing damage you take, and then it disappears. The blister can be removed by a creature that spends 10 minutes using Surgeon's Tools\* to operate on you and succeed on a DC 14 DEXTERITY (MEDICINE) check. The blister also disappears when you finish a Long Rest.

\*See Surgeon's Tools, page 102

## 88 - SOPSKIN

*Tier 5 Mutation*

The pores of your skin leak salt water; anything you touch becomes wet. Attacks against you that deal Lightning damage have **Advantage** on the attack roll, and you have **Disadvantage** on saving throws against effects that deal Lightning damage.

## 89 - NECROTISING APOPTOSIS

*Tier 5 Mutation; Non-Surgical*

Your immune system marks healthy tissue and organs as unnecessary. Whenever you finish a Short or Long Rest, you take 3d10 Necrotic damage. If you roll a 10 on any of the d10s, you lose a body part that grows back when you finish a Long Rest. Roll on the Body Parts & Effects table to determine which body part is lost.

## BODY PART LOST

1d6	Body Part Lost	Effects
1	Finger	You have <b>Disadvantage</b> on Dexterity checks that involve your hands.
2	Toe	You have <b>Disadvantage</b> on Acrobatics checks.
3	Ear	You have <b>Disadvantage</b> on ability checks that involve hearing.
4	Nose	You have <b>Disadvantage</b> on ability checks that involve smell and on Charisma (Persuasion) checks.
5	Teeth	You can eat only liquid food and lose any bite attack you have.
6	Tongue	You can't speak and can't cast spells with Verbal components.

## 90 - WHALESONG

*Tier 5 Mutation*

Your vocal cords lengthen, and air sacs and valves form that let you produce low-frequency sounds similar to a whale. You know Primordial (Aquan), and you can communicate with Beasts that have a Swim Speed in their stat blocks. You can't speak any other languages.

## 91 - VAMPIRIC ANAEMIA

*Tier 5 Mutation; Non-Surgical*

Your bone marrow ceases production of new blood cells, and your digestive system develops the ability to extract blood cells from your guts into your veins. Only fresh blood can fulfil your food needs to avoid Malnutrition. You can spend 10 minutes consuming 1 pint of fresh blood from a willing or Unconscious creature that has blood. At the end of this time, that creature takes 1d10 Necrotic damage and gains 2 Exhaustion levels.

## 92 - OSTHEOLITHOSIS

*Tier 5 Mutation; Non-Surgical*

Dense minerals replace the collagen within your bones. You have the following modifications.

**Bludgeoning Resistance.** You have **Resistance** to Bludgeoning damage.

**Dense.** You can't float or swim. While in a liquid, you sink 30 feet at the start of each of your turns.

**Slow.** Your Speed is reduced by 10 feet.

**Stable.** You have **Advantage** on saving throws to avoid being moved

## 93 - MUTAGENIC DEPENDENCY

Tier 5 Mutation

*"To remain human is to starve."*

Your body craves the chaos of change and abhors the immutable. You have the following modifications.

**Contagion Resilience.** You have **Advantage** on saving throws against magical contagions.

**Contaminated Diet.** You can only fulfil your food and water needs to avoid Malnutrition and Dehydration by consuming contaminated food and water.

**Stagnation Weakness.** While you have 79 Muts or fewer, you have **Disadvantage** on Constitution checks and Constitution saving throws.

## 94 - ABYSSAL TWIN

Tier 5 Mutation

The bones of your jaw fuse, your tongue necroses, and the skin of your lips seals shut. Coincidentally, a cherubic face grows from your neck, replete with its own personality, speech patterns, and conveniently, mouth. You can communicate telepathically with this ectopic face, which can speak on your behalf.

## 95 - SONG OF THE DEEP

Tier 5 Mutation; Non-Surgical

An unending chorus murmurs in your mind, growing loudest when you are at rest. Whenever you finish a Short or Long Rest, make a **VDC WISDOM SAVING THROW**. On a failed save, you gain no benefits from the rest.

## 96 - STRESS-INDUCED ANTITROPISM

Tier 5 Mutation; Non-Surgical

Your fight-or-flight response triggers erratically, and you are at risk of doing the exact opposite of your intention. Once on your first turn of each combat, when you take an action or a Bonus Action, make a **VDC WISDOM SAVING THROW**. On a failed save, you perform as close to the exact opposite of that action as possible.

For example, if you intend to take the Attack action and fail the saving throw, you instead take the Help action to help the target of the attack. If you target an ally with a healing spell and fail the saving throw, you instead choose a harmful spell, or target an enemy with the healing spell, instead. Work with your GM to choose an appropriate opposite effect.

## 97 - OLD ONE OVERSEER

Tier 5 Mutation; Non-Surgical

An entity driven by an unknowable purpose embeds itself into your consciousness. When you roll Initiative, make a **VDC WISDOM SAVING THROW**. On a failed save, the entity controls your actions and movement (GM's discretion). At the end of each of your turns, you repeat the save, regaining control of yourself on a success.

## 98 - CHRONIC PETRIFICATION

Tier 5 Mutation

Your flesh slowly transmutes into stone. When you finish a Long Rest, make a **VDC CONSTITUTION SAVING THROW**. On a failed save, your Speed is reduced by **5 feet**. A successful surgery, the *Greater Restoration* spell, or similar magic removes 5 feet of this reduction. While your Speed is reduced to 0 by this mutation, you are **Petrified**.

## 99 - BLOBFISHFORM

Tier 5 Mutation; Non-Surgical

Your bones dissolve entirely, and you slump into a sagging mass. You have the following modifications.

**Helpless.** You can't take actions other than the Dash action.

**Limited Movement.** You have a Swim Speed of **10 feet**, and any other Speeds you have are **0**.

**Structureless.** You are **Prone** unless you are underwater.

## 100 - MUTAGENIC RADIATION

Tier 5 Mutation; Non-Surgical

You emit biology-warping energy in a **10-foot Emanation**. At the start of each of your turns, you and each creature in the Emanation gain **3 Muts**.

CHAPTER 10

MAGICAL  
COMPONENTS  
& ITEMS

# MAGICAL COMPONENTS & ITEMS

## ITEMS

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# MAGIC COMPONENTS

## AMMUNITION COMPONENTS

### EXPLODING CANNONBALL

*Ammunition (Cannonball), Uncommon*  
*Component: Elemental Volatile Mote of Fire*

From a purely technical standpoint, the *Exploding Cannonball* is far from the most sophisticated of L'Arsene Upin's inventions. But if you can achieve the desired effect by stuffing ludicrous amounts of blackpowder into a sphere of solid iron, why complicate it?

This ammunition can be fired as part of the Ball Shot option of a magitech cannon.

**KABOOM.** After this cannonball is used to make an attack, regardless of whether it hits or misses, it explodes in a **20-foot-radius Sphere** centred on the target, or a point of your choice on the target if the target is a ship component. Each creature and ship component within the area must make a **DC 13 DEXTERITY SAVING THROW**, taking **3d6 Fire** damage and **3d6 Thunder** damage on a failed save, or half as much damage on a successful one. The cannonball is then destroyed.

**Rare variant:** Increase the **DC** to **15**, and the Fire and Thunder damage to **4d6** each.

**Very Rare variant:** Increase the **DC** to **16**, and the Fire and Thunder damage to **5d6** each.

### PLAGUEGAS CANNONBALL

*Ammunition (Cannonball), Uncommon*  
*Component: Plant Poison Gland*

The smell of a *Plaguegas Cannonball* has been described as the unholy union of rancid bilgewater, week-old oysters, seagull droppings, and pickled herring brine. A direct correlation can be traced between the popularity of this ammunition and the price of clothespins and noseplugs at seaside settlements.

This ammunition can be fired as part of the Ball Shot option of a magitech cannon.

**Toxic Miasma.** After this cannonball is used to make an attack, regardless of whether it hits or misses, it releases a cloud of green mist in a **20-foot-radius Sphere** centred on the target, or a point of your choice on the target if the target is a ship component. The cloud is Lightly Obscured. It lingers in the air for **1 minute**, until a strong wind (such as the one created by the *Gust of Wind* spell) disperses it, or until the vessel to which it's fixed Accelerates **60 feet** or more in a single Ship Phase.

A creature that starts its turn in the cloud or moves into the cloud for the first time on a turn must succeed on a **DC 13 CONSTITUTION SAVING THROW** or be **Poisoned** until the start of its next turn.

**Rare variant:** Increase the **DC** to **15**. A creature that fails its saving throw against the cloud also takes **1d6 Poison** damage.

**Very Rare variant:** Increase the **DC** to **16**. A creature that fails its saving throw against the cloud also takes **2d6 Poison** damage.

# MAGIC ITEMS

## MISCELLANEOUS

### BLUBBERBUTTER

*Wondrous Item, Uncommon*  
*Component: Beast (Whale) Fat*

If creatures manage to exist in the Voidsea without becoming mutated, they have to have a secret. We think the secret is blubber. Here, try rubbing this all over yourself!

This ivory-coloured lotion comes in a stoppered tusk. It has **1d4** uses when found.

A creature that isn't wearing armour can spend **10 minutes** applying this lotion to its body, expending one use. For the next **8 hours**, the creature has the following effects:

- ◆ Ability checks made to perceive the creature based on smell have **Advantage**.
- ◆ The creature treats the Contamination Level of any liquid with which it comes into contact as **one lower** (to a minimum of Clean).
- ◆ If the creature takes Fire damage while not underwater, it takes an extra **3d6** Fire damage and the *Blubberbutter* and its effects wear off.

**Rare variant:** The Contamination Level is treated as **two lower** (instead of one) and the damage increases to **6d6**.

**Very rare variant:** The Contamination Level is treated as **three lower** (instead of one) and the damage increases to **10d6**.

### TSUKISALT

*Wondrous Item, Common*  
*Component: Monstrosity (Shape-Shifter) Bone*

These salt-like crystals emit a slightly blue glow and refuse to dissolve in any nonmagical solvent. Reports from lycanthropes describe how, to them, the salt emits a dazzling glow, making it hard to look at.

A pouch of *Tsukisalt* contains **1d4 + 1** doses of salt-like crystals. A single dose of salt can cover up to one **5-foot-square** area on the ground. As a Utilize action, you can spread up to four doses of the salt across areas of ground within your reach.

A Plant creature or Shape-Shifter that tries to move onto ground containing a dose of *Tsukisalt* must succeed on a **DC 11 WISDOM SAVING THROW** or choose a different direction for its movement. A creature with **Immunity** to the Frightened condition automatically succeeds on this saving throw. A Plant creature takes **2d6** Radiant damage and a Shape-Shifter takes **4d6** Radiant damage if they enter an area that contains a dose of *Tsukisalt* for the first time on a turn and if they start their turn there. Plant creatures and Shape-Shifters have **Disadvantage** on attack rolls against targets in areas covered in *Tsukisalt*.



## ELDRITCH SEAS

### BLASTIN' BLADE GUNLASS

Weapon (Scimitar), Uncommon  
Component: Phial of Dragon Blood

"What are ye plannin' to do to me from all the way over there? Slash me with yer sword? Ha!"

--Last words of a scallywag  
shot by a gunlass

This weapon also functions as a Magitech Pistol.

**Point Plank.** When using this weapon to make a ranged attack roll, being within 5 feet of an enemy does not impose Disadvantage on the attack roll.

**Black Powder Blade.** The steel of this weapon is imbued with explosive energy that can be placed on an enemy, then ignited. Whenever you hit the same

target for the second time on a turn with this weapon, the target takes an extra 1d4 Fire damage from the resulting blast.

**Rare variant:** Increase the damage of the Black Powder Blade property to 2d4. The Magitech Pistol can be reloaded as a Bonus Action if you've made an attack with the Scimitar on the same turn.

**Very Rare variant:** Increase the damage of the Black Powder Blade property to 2d6. The Magitech Pistol can be reloaded as a Bonus Action if you've made an attack with the Scimitar on the same turn. You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.



## BLAZE BARREL

Wondrous Item, Rare

Component: Elemental (Efreeti) Volatile Mote of Fire

This brass-bound barrel holds a plentiful supply of otherworldly alcohol, the same kind that lines the cellars of nobles' estates on the Elemental Plane of Fire. Equipped with a pair of sturdy leather straps and a handy nozzle, anyone capable of carrying it can dispense drinks and doom alike.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

**Cheers!** As a Magic action while wearing this item, you can expend **1 charge** to dispense enough liquid to fill a single mug. A creature that drinks an entire mug of this hearty, spiced brew gains **Resistance** to Cold damage for **10 minutes** and ignores the effects of extreme cold in temperatures as low as **-50 degrees Fahrenheit** for **1 hour**.

**Warm Welcome.** As a Magic action while wearing this item, you can expend **2 charges** to unleash scorching flames in a **15-foot Cone** or a **30-foot-long, 5-foot-wide Line** (your choice). Each creature in the area makes a **DC 15 DEXTERITY SAVING THROW**, taking **5d6 Fire damage** on a failed save or half as much damage on a successful one.

**Uncommon variant:** Reduce the **DC** to **13** and the damage of the Warm Welcome property to **3d6**. The item doesn't have the Cheers! property.

**Very Rare variant:** Increase the charges to **10**, the recharge to **1d8 + 2**, and the **DC** to **16**. Increase the damage of the Warm Welcome property to **7d6** and the area of its effect to a **30-foot Cone** or a **60-foot-long, 5-foot-wide Line**.



## CAPTAIN'S SKULLCLOAK

Wondrous Item, Rare (Requires Attunement)

Component: Undead Ethereal Ichor

Some pirates wear eyepatches so one of their eyes is always adjusted to the darkness below deck. Others wear eyepatches so they never have to see the horrors that dwell in the abyss again.

**Hoist the Horrors.** While wearing this cloak, you can take a Magic action to raise the jolly roger on it, causing ethereal tentacles to surface in a **20-foot-radius Emanation** originating from you. This Emanation lasts for **1 minute** or until you dismiss it (no action required). When a creature other than you enters the area for the first time on a turn or starts its turn there, it must succeed on a **DC 15 WISDOM SAVING THROW** or become **Frightened** of the tentacles for **1 minute**. While Frightened this way, a creature's Speed is reduced to **0**. A Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success. This property can be used three times, regaining all expended uses daily at dawn.

**Uncommon variant:** Reduce the **DC** to **13**.

The Hoist the Horrors property can be used twice, regaining all expended uses daily at dawn. While Frightened, a creature's Speed is instead reduced by **10 feet**.

**Very Rare variant:** Increase the **DC** to **16**. The cloak gains the Paralysing Fear property.

**Paralysing Fear.** When a creature you can see fails its saving throw against the Hoist the Horrors property, you can take a Reaction to cause the ethereal tentacles to coil around it. The target becomes **Paralysed** until the end of your next turn or until it is outside the Emanation. Once this property is used, it can't be used again until the next dawn.



## DECKHAND

Prosthesis\*, Uncommon

Component: Construct Gears

9 out of 10 captains agree that hooks are so last century. This practical prosthesis for the modern pirate will get you pillaging and plundering at twice the usual rate—hook, line, and anchor!

**Prosthesis Properties.** This prosthesis can replace or enhance an arm. It has the Hookshot (20 feet) and Launch (1d6 Bludgeoning, 20 feet) properties and the Trip Superior Strike\*.

**Improved Hookshot.** As a Magic action while the hook is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the hook. In addition, the DC of the ability check required to forcefully detach the hook is 13.

**Hoist the Sail.** When you reel yourself towards a creature using the Improved Hookshot property, you can choose to hoist the sail on the prosthesis, reeling even faster and creating an opportunity for you to strike. At the end of your movement, you can make one melee weapon attack as part of the action used to reel yourself in. Once this property is used, it can't be used again until the next dawn.

**Anchor-Clanker.** While the prosthesis' hook is attached to a creature, that creature's Speed is reduced by 10 feet.

**Rare variant:** Increase the DC to 15, the range of the Hookshot and Launch properties to 30 feet, and the Speed reduction to 15 feet. The Hoist the Sail property can be used at will.

**Very Rare variant:** Increase the DC to 16, the range of the Hookshot and Launch properties to 40 feet, and the Speed reduction to 20 feet. The Hoist the Sail property can be used at will, and when you hit with an attack as part of that property, it deals an extra 1d6 damage. The extra damage's type is the same as the weapon's type.

\*See *Ryoko's Guide to the Yokai Realms*



## EYE ON THE PRIZE

Wondrous Item, Uncommon  
Component: Fiend Skin

*"Beginner's luck, he called it. After we found out the real reason why he was so lucky, he lost his other eye."*

*- Mitch "Pocket" Queens*

**Beginner's Luck.** While wearing this item, you can reroll an ability check you make when playing a nonmagical game of chance, such as a game of poker, but not pulling from a *Mysterious Deck*. You must decide to reroll before the GM determines the outcome of the check. Once this property is used, it can't be used again until the next dawn.

**Golden Opportunity.** When a creature you can see within **60 feet** of yourself makes an attack roll against a Hostile creature or makes a saving throw, you can take a Reaction while wearing this item to guess whether that creature's attack will hit or miss, or whether its saving throw will succeed or fail. If you guess correctly, you gain a lucky coin. You can take a Bonus Action to give a creature you can see

within **60 feet** of yourself a lucky coin. Once this property has been used to gain **three** coins, it can't be used again until the next dawn.

When a creature carrying a lucky coin misses with an attack roll or fails a saving throw, it can expend the coin to try its luck. Flip a coin and guess whether it will land on heads or tails. If you guess correctly, the creature hits with its attack or succeeds on its saving throw.

**Rare variant:** Increase the number of coins that can be gained each day to **four**. The item has the Lucky Number property.

**Lucky Number.** When you finish a long rest, choose a number on the d20 other than **1** or **20** to be your lucky number. Whenever you roll your lucky number on an attack roll or saving throw, you can roll an additional d20. You choose which of the d20s is used for the attack roll or saving throw. Once this property of the item has been used, it can't be used again until the next dawn.





## HULL TO PAY

Weapon (Flail), Rare

Component: Elemental Volatile Mote of Air

L'Assinine Upe, fan of the infamous inventor L'Ar-sene Upin, had dreams of showing that cannons could be just as deadly up close as at range. When repelling pirates, he unveiled his contraption/device, overcoming the pirates and accidentally knocking out half the crew.

This magic weapon has the Reach property.

**Ship Sinker.** Attacks made with this magic weapon deal double damage to objects and structures.

**Bombs Away.** As a Magic action, you can reel the cannonball in and fire it against a target within **20 feet** of yourself, making a ranged weapon attack using the Flail, which uses your Strength modifier for the attack rolls and damage rolls. On a hit, the target suffers the attack's normal effects and must succeed on a **DC 15 CONSTITUTION SAVING THROW** or be **Stunned** until the end of its next turn. This property can be used twice, regaining all expended uses daily at dawn.

**Very Rare variant:** Increase the **DC** to **16**. You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.

## LEVIATHAN LEATHERS

Wondrous Item, Rare (Requires Attunement)

Component: Aberration Tentacle

This ghostly set of a duster coat and matching hat is bound to the soul of the madness-inducing sea creature from which it was made. Phantasmal tentacles swirl from beneath the hem, intimidating foes and making your skin uncomfortably damp and clammy.

**One with the Deep.** As a Bonus Action while wearing this item, you can unleash the power of the phantom leviathan for **1 minute** or until you fall Unconscious, causing ghostly tentacles to extend from beneath the coat and lift you off the ground. While in this form, your Walk Speed increases by **10 feet**, you can breathe underwater, and you gain a Swim Speed equal to your Walk Speed. When a creature starts its turn within **10 feet** of you while in this form, you can force it to make a **DC 15 WISDOM SAVING THROW**. On a failed save, it becomes **Frightened** of you until the start of its next turn. If a creature's saving throw is successful or the effect ends on it, the creature becomes **Immune** to this effect for **1 minute**. Once this property is used, it can't be used again until the next dawn.

**Beckoning Abyss.** As a Magic action while wearing this item, you can extend a ghostly tentacle from the coat to make a melee weapon attack with it against a creature within **10 feet** of yourself. You are considered proficient with the tentacle, which uses your Strength modifier for its attack rolls and damage rolls. On a hit, the target takes **3d8** Necrotic damage and is pulled **5 feet** towards you. If the target is **Frightened** of you, it takes an extra **1d10** Psychic damage.

**Uncommon variant:** Reduce the **DC** to **13**. Creatures within **10 feet** of yourself make the saving throw against being **Frightened** when you activate the **One with the Deep** property, instead of at the start of their turns.

**Very Rare variant:** Increase the **DC** to **16**, the Necrotic damage to **3d10**, and the Psychic damage to **2d10**.





## LEVIATHAN'S INK

*Wondrous Item (Tattoo), Uncommon (Requires Attunement)*

*Component: Phial of Monstrosity (Kraken) Blood*

Only the most fearless sailors and dastardly sea dogs dare to etch this design onto their skin, many seeing it as an open invitation for savage storms and sea monsters. Others, however, welcome the chance to prove themselves against such forces of nature with open arms.

**Tattoo Attunement.** To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the Attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If your Attunement to the tattoo ends, it vanishes, and the needle reappears in your space.

**Inky Tendril.** As a Magic action while the tattoo is on your skin, you can speak the tattoo's command word, causing the ink of the tattoo to protrude as a jet-black tentacle or to retract back onto your skin. The tentacle has a reach of 15 feet, and you can use it, as a Bonus Action, to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The tentacle can wield a weapon that has the Light property or a Shield. You can use that weapon to make an attack as a Bonus Action as per the Light property, even if the attacks made as part of your Attack action weren't made with a Light weapon.

**Rare variant:** The item has the Blinding Ink property.

**Blinding Ink.** As a Reaction when a creature within 10 feet of yourself hits you with an attack, you can fire a jet of ink at the creature. The target must succeed on a **DC 15 CONSTITUTION SAVING THROW** or be **Blinded** for 1 minute or until it uses an action to wipe away the ink. Once this property is used, it can't be used again until the next dawn.

2014

## LEVIATHAN'S INK

If you are using the 2014 version of the 5e rules, you can make the following changes to the Leviathan's Ink item.

### Modification: Inky Tendril

Instead of taking a Bonus Action to make an attack with a weapon wielded by the tentacle, you can use the weapon to engage in two-weapon fighting, even if the weapon you're wielding in your hands doesn't have the Light property.

## LICHKRAKEN'S ROAR

Wondrous Item, Rare (Requires Attunement)

Component: Undead (Lich) Undying Heart

When you see a storm gathering offshore, stay inside. When you feel the waves beneath rumble, take cover. When you hear the ocean roar, say your prayers.

This item has **4 charges** and regains **all expended charges** daily at dawn.

**Spectral Salvo.** As a Magic action while holding this item, you can expend **1 charge** to fire an agglomeration of ethereal tentacles at a point you can see within **30 feet** of yourself, causing them to violently unfurl in a **10-foot-radius Sphere** centred

on that point. Each creature in the area makes a **DC 15 DEXTERITY SAVING THROW**. On a failed save, a creature takes **2d6 Necrotic damage** and is **Restrained** until the end of its next turn. On a successful save, it takes half as much damage only. A creature that takes any of this Necrotic damage can't regain Hit Points until the start of your next turn.

**Uncommon variant:** Reduce the charges to **2** and the **DC** to **13**. The Spectral Salvo property doesn't prevent creatures from regaining Hit Points.

**Very Rare variant:** Increase the **DC** to **16**. The item has the Otherworldly Vigour property.

**Otherworldly Vigour.** When a creature Restrained by the Spectral Salvo property is reduced to **0 Hit Points**, you can take a Reaction to absorb a fragment of the creature's life force. You gain **5d6 Temporary Hit Points**, which last for **1 minute**.



## P.O.L.L.Y., SQUAWK-WORK PARROT

Wondrous Item, Rare (Requires Attunement)  
Component: Construct Instructions

Parrot for the Observation and Larceny of Landlubbers and Yellowbellies is yer new best friend. She'll perch on yer shoulder and scream at anything lookin' to harm ye, until ye want to harm her.

**Combat.** In combat, P.O.L.L.Y. shares your initiative count, but it takes its turn immediately after yours. It can move and use its Reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a Bonus Action on your turn to command it to take an action in its stat block or the Dash, Disengage, Help, or Hide action.

**Squawk-Work Form.** If P.O.L.L.Y. is reduced to 0 Hit Points, it becomes inert. A creature can spend 1 hour repairing P.O.L.L.Y. using Tinker's Tools, causing it to regain all of its Hit Points. Additionally, P.O.L.L.Y. regains 2d6 Hit Points each time the Mending cantrip is cast on it. Except for these two means, P.O.L.L.Y. can't regain Hit Points.



**Lookout Perch.** As a Magic action, you can command P.O.L.L.Y. to keep lookout. While on lookout, P.O.L.L.Y. can't move or take actions and keeps watch of a **60-foot Emanation** originating from it. Whenever a Tiny or larger creature enters the area, the watch ends and P.O.L.L.Y. begins to squawk loudly for **1 minute**. When you set the lookout, you can specify any creatures that won't set off the alarm. P.O.L.L.Y. stays on watch until triggered or until you take a Magic action to revoke the command. A creature that triggers P.O.L.L.Y. makes a **DC 15 WISDOM SAVING THROW**. On a failed save, the creature is **Frightened** of P.O.L.L.Y. until it stops squawking. A Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

### P.O.L.L.Y.

Tiny Construct, Unaligned

AC 13 Perception +2 (12)  
HP 18 (4d4 + 8) Initiative +2 (12)  
Speed 20 ft., Fly 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	8	15	14	2	10	6
Mod (Save)	-1	+2	+2	-4	+0	-2

**Skills** Perception +2

**Damage Vulnerabilities** Lightning

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft.

**Languages** Understands the languages of the creature that is attuned to it but can only repeat short phrases

**CR** 1/2 (XP 100)

**PB** +2

### TRAITS

**Flyby.** P.O.L.L.Y. doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

**Immutable Form.** P.O.L.L.Y. can't shape-shift.

**Magic Resistance.** P.O.L.L.Y. has **Advantage** on saving throws against spells and other magical effects.

**Ship Sense.** While in contact with a water vehicle, P.O.L.L.Y. knows the exact location of any other creature in contact with the vehicle.

### ACTIONS

**Peck Their Eyes Out! (1/Day).** *Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage, and the target is Blinded until the end of its next turn.*

**Squawk-Work Beak.** *Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.*

**Larceny.** P.O.L.L.Y. attempts to steal one Tiny item being worn or carried by a creature within its reach. P.O.L.L.Y. makes a **DEXTERITY (SLEIGHT OF HAND)** check against the creature's Passive Perception score, stealing the item on a success.

## SEADOG'S SCEPTRE

Rod or Staff, Rare (Requires Attunement)

Component: Undead Bone

Carved from the figureheads of sunken ships, these sceptres are constantly dripping with the bitter salt-water of sailors' graves, and they don't appreciate you splashing it all over the captain's quarters!

This sceptre has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

**Spells.** While holding the sceptre, you can cast spells on the Seadog's Sceptre Spells table from the sceptre (**SAVE DC 15**). The table indicates how many charges you must expend to cast the spell.

### SEADOG'S SCEPTRE SPELLS

Spell	Charge Cost
Fog Cloud	1
Calm Waters*, Riptide*	2
Call Lightning	3
Control Water	4

**Figurehead.** Over the course of **1 minute**, you can perform a ritual to magically attach the sceptre's figurehead to a water vehicle, replacing the existing figurehead if it has one, or to remove the figurehead from a water vehicle it's attached to. While attached this way, the sentience of the sceptre extends to the entire vehicle, and the sceptre gains limited control over the vehicle's functions. You can issue mental commands to the sceptre while aboard the vehicle, allowing it to steer the vehicle and perform basic tasks like raising and lowering sails. Additionally, you can use the vehicle's helm (or equivalent) as if it were the sceptre for the purpose of its Spells property. Spells cast from the sceptre while it is attached in this way can originate from any point on the ship and can target water vehicles as if they were creatures.

**Sentience.** A *Seadog's Sceptre* is a sentient, Chaotic Neutral item with an Intelligence of **12**, a Wisdom of **14**, and a Charisma of **16**. It has hearing and Darkvision out to a range of **60 feet**. The item can communicate telepathically with any creature touching it and can speak and understand Common and Primordial (Aquan).

**Personality.** The *Seadog's Sceptre* has the voice and disposition of an old sailor, and it will frequently recount old tales of the sea and give unsolicited sailing advice whenever there's someone to listen. It gets rather attached to its crew and will curse at any rival ships or crews it can detect.



**Uncommon variant:** Reduce the **DC** to **13**, the charges to **4**, and the recharge to **1d4**. Remove *Call Lightning* and *Control Water* from the Seadog Sceptre's Spells table.

**Very Rare variant:** Increase the **DC** to **16**, the charges to **10**, and the recharge to **1d6 + 4**. Add *Incorporeality\** (**5 charges**) to the Seadog Sceptre's Spells table.

\*See Chapter 11, Spells

## TREASURE MAP OF HOLDING

*Wondrous Item, Uncommon*  
*Component: Aberration Hide*

A sailor once became shipwrecked on a deserted island. When all hope seemed lost, he came across a half-buried treasure chest containing supplies! Miraculously, every time he emptied the chest, it soon filled back up. When a ship finally arrived, however, he wasn't met by sailors, but by four disgruntled adventurers.

**X Marks the Spot.** This treasure map is inscribed with ink that ripples like sea waves. Over the course of **1 hour**, you can touch the map to a container no more than **2 feet** in any dimension, performing a ritual that links the two. This can be done as part of

a Short or Long Rest. In order to access the magic of the map, the linked container must then be buried, at which point the map changes to display the general area in which the container is located.

As a Magic action, you can use your finger to draw an X on the spot on the map that corresponds to its linked container's location, causing the map to momentarily become a portal that can be reached through to retrieve or stow an item from the container as part of the same action. When you reach through the map for a specific item, the item is always magically at the top of the container. A creature that draws an X on any other location on the map takes **1d4** Psychic damage.

**Rare variant:** You can open the portal and retrieve or stow an item as a Bonus Action instead of a Magic action. You can link the map to a container that is up to **4 feet** in each dimension.



# CHAPTER 11

# SPELLS

# SPELLS

## SPELL LISTS

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## 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**).

### SMOKESCREEN

*Conjuration Cantrip*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a puffball mushroom)

**Duration:** Concentration, up to 1 round

**Class:** Bard, Bender (Air), Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high Cylinder** centred on you that lasts until the start of your next turn. The Cylinder is Heavily Obscured. When you cast the spell, you can choose whether the Cylinder remains in the location where you cast it or if it moves with you, centred on you.

**Cantrip Upgrade.** The maximum diameter and height of the Cylinder increases when you reach levels 5 (**15 feet**), 11 (**25 feet**), and 17 (**40 feet**). You choose the dimensions of the Cylinder, up to this maximum, when you cast the spell.

## WATER WHIP

*Transmutation Cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least **4 pints**. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** Slashing damage, and if it is Large or smaller, it must succeed on a **STRENGTH SAVING THROW** or be pulled **10 feet** straight towards a point on the surface of the source of water.

**Cantrip Upgrade.** The damage increases by **1d6** and the distance it can pull a target increases by **5 feet** when you reach levels 5 (**2d6** and **15 feet**), 11 (**3d6** and **20 feet**), and 17 (**4d6** and **25 feet**).

## LEVEL 1

### EPINEPHRINE

*Level 1 Biomancy\* (\*can be replaced with Transmutation)*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** S, M (a chili pepper seed)

**Duration:** Instantaneous

**Class:** Druid, Ranger, Sorcerer, Tamer, Wizard

A fiery sensation runs through your veins, invigorating you for but a moment. Your Speed increases by **30 feet** and you immediately take the Disengage action and can move up to your Speed. At the start of your next turn, you lose this Speed increase and gain **1 Exhaustion** level. This Exhaustion is removed when you spend at least **10 minutes** resting.

**Using a Higher-Level Spell Slot.** The bonus to your Speed increases by **10 feet** for each spell slot level above 1.

## ICE MOON

Level 1 Conjuratation

**Casting Time:** 1 action

**Range:** Self (30-foot line)

**Components:** V, S, M (a snowflake)

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You form a curving blade of ice and project it forward in an eviscerating rush. Each creature in a **5-foot-wide, 30-foot-long Line** must make a **DEXTERITY SAVING THROW**. On a failure, a creature takes **1d6** slashing damage and **1d6** cold damage, and its speed is reduced by **10 feet** until the end of its next turn. On a success, a creature takes half as much damage and its speed is unaffected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by **1d6** for each slot level above 1st.

## LURE

Level 1 Enchantment

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** S, M (a fishing lure)

**Duration:** 1 round

**Class:** Bard, Bender (water), Cleric, Paladin, Ranger, Tamer

A creature you can see within range must succeed on a **WISDOM SAVING THROW** or be lured by you. The lured target must immediately move a distance equal to its speed to approach you by the shortest route, avoiding obvious hazards. Until the end of your next turn, the creature can't willingly move away from you, and it has **Disadvantage** on attack rolls against targets other than you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## LEVEL 2

### BLOOD FRENZY

Level 2 Biomancy\* (\*can be replaced with Enchantment)

**Casting Time:** Action

**Range:** 30 feet

**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 creature within **30 feet** of the target, and the target considers that creature Hostile, the target has **Disadvantage** on attack rolls it makes against creatures above half their Hit Point maximum.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 2.

### BRAINFREEZE

Level 2 Evocation

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S, M (three ice cubes)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Druid, Sorcerer, Wizard

You cause a sudden, freezing pain in the brain of a creature you can see within range, which must make a **CONSTITUTION SAVING THROW**. On a failed save, the target takes **2d6** Cold damage and **2d6** Psychic damage, and has **Disadvantage** on saving throws it makes to maintain Concentration for the duration. In addition, on each of your subsequent turns for the spell's duration, you can take a Bonus Action to deal **2d6** Cold damage to it. On a successful save, a creature takes half as much damage and suffers no additional effects; the spell then ends.

At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

**Using a Higher-Level Spell Slot.** The Cold damage increases by **1d6** for each spell slot level above 2.

---

## CALM WATERS

*Level 2 Transmutation*

**Casting Time:** Bonus Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bender (Water), Druid, Ranger, Wizard

With a peaceful gesture and murmuring word, you calm the water in a **60-foot Cube** centred on a point within range for the duration. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of level 2 or lower, such as the Riptide spell, are prevented and suppressed.

**Using a Higher-Level Spell Slot.** You suppress the effects of a water-based spell if its level is equal to or less than the level of the spell slot you use.

---

## 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.

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## ENDOLEECH

*Level 2 Biomancy\* (\*can be replaced with Evocation)*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S, M (a toenail lost to frostbite)

**Duration:** Instantaneous

**Class:** Bender (water), Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack** against a creature you can reach. On a hit, the target takes **5d6** Cold damage and can't take

Reactions until the end of its next turn. In addition, until the end of its next turn, its Speed is reduced by **15 feet**, and your Speed is increased by **15 feet**.

**Using a Higher-Level Spell Slot.** The damage increases by **1d6** for each spell slot level above 2.

---

## LIFESAP AURA

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin

You create a barrier of tempestuous necrotic energy that spirals around you for the duration. Your current hit points and hit point maximum are reduced by an amount equal to the spell's level at the start of each of your turns. When this spell ends, your hit point maximum returns to normal. If a creature hits you with a melee attack roll, that creature takes **2d8** necrotic damage. In addition, you are **Immune** to being **Frightened**, and you have **Advantage** on Intimidation (Charisma) checks. You can dismiss this spell as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

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## MORTIFEROUS PULSE

*Level 2 Biomancy\* (\*can be replaced with Necromancy)*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a dead animal)

**Duration:** Instantaneous

**Class:** Druid, Warlock

You launch a bolt of negative energy that stimulates and transmits necrotic pathogens and decays internal viscera. Each creature in a **5-foot-wide, 50-foot-long Line** originating from you makes a **DEXTERITY SAVING THROW**, taking **3d8** Necrotic damage on a failed save or half as much damage on a successful one.

**Using a Higher-Level Spell Slot.** The damage increases by **1d8** for each spell slot level above 2.

---

## 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.

## SIREN SONG

*Level 2 Enchantment*

**Casting Time:** Action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Sorcerer, Warlock, Wizard

You imbue your voice with an irresistible, magical allure. As part of casting this spell, and as a Magic action on subsequent turns for the duration, you can sing a supernaturally captivating serenade at one creature within **60 feet** of you. If that creature can hear you, it makes a **WISDOM SAVING THROW**. On a failed save, the creature is **Charmed** until the start of your next turn and must use its movement on its turn to get as close as possible to you, moving by the safest route. When the creature enters a space within **5 feet** of you, it falls **Prone**. On a successful save, the creature instead takes **2d8** Psychic damage.

If a creature Charmed by this spell becomes Deafened, the spell's effects end on it.

**Using a Higher-Level Spell Slot.** You can affect one additional creature for each spell slot above 2.

## LEVEL 3

### CHARM PEOPLE

*Level 3 Enchantment*

**Casting Time:** Action

**Range:** 60 feet (20-foot-radius Sphere)

**Components:** V, S, M (perfume)

**Duration:** Concentration, up to 10 minutes

**Class:** Bard, Druid, Sorcerer, Warlock, Wizard

You attempt to charm a group of people. Up to six Humanoids of your choice in a **20-foot-radius Sphere** centered on a point you choose within range must make a **WISDOM SAVING THROW**. If a creature fails the saving throw, it is **Charmed** by you until the spell ends or until you or your companions do anything harmful to it. The Charmed creatures regard you as a friendly acquaintance. When the spell ends, a creature knows it.

### COLDSNAP

*Level 3 Evocation*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S, M (a shard of gypsum)

**Duration:** Instantaneous

**Class:** Bender (Water), Druid, Sorcerer, Warlock, Wizard

You choose a point you can see within range, causing temperatures within a **20-foot-radius Sphere** centred on that point to plummet. Water in the Sphere instantly freezes solid, thawing **10 minutes** later at room temperature, **1 hour** later in cold conditions, and **1 minute** later in hot ones. Each creature in the Sphere must immediately make a **CONSTITUTION SAVING THROW**. On a failed save, a target takes **4d8** Cold damage and has its Speed halved until the end of its next turn. On a successful save, a target takes half as much damage and suffers no other effects.

In addition, a Wet\* creature in the Sphere must succeed on a **STRENGTH SAVING THROW** or become **Restrained** for **1 minute**. A Restrained target can take an action to make a **STRENGTH** check against your **SPELL SAVE DC**, freeing itself on a success.

**Using a Higher-Level Spell Slot.** The damage increases by **1d8** for each spell slot level above 3.

## ENRAGE

Level 3 Enchantment

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S, M (a red handkerchief)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each Humanoid in a **20-foot-radius Sphere** centred on a point you choose within range must succeed on a **CHARISMA SAVING THROW** or become enraged for the duration.

While enraged, a target is Hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 CONSTITUTION SAVING THROW** at the start of each of its turns or lose Concentration on the spell.

As a Magic action, you can force an enraged creature to use its Reaction to make one melee attack with a weapon or an Unarmed Strike against one randomly determined creature within the enraged creature's reach. If the enraged creature was Friendly towards the target of its attack before this spell was cast, the enraged creature repeats the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature repeats the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

**Using a Higher-Level Spell Slot.** When you take a Magic action to force an enraged creature to make a melee attack with a weapon or an Unarmed Strike, you can force one additional enraged creature to make a melee attack with a weapon or an Unarmed Strike for each spell slot level above 3.

2014

## ENRAGE

If you are using the 2014 version of the 5e rules, a creature can choose to fail its saving throw against the *Enrage* spell.

## FLESH TO BONE

Level 3 Biomancy\* (\*can be replaced with Transmutation)

**Casting Time:** Action

**Range:** Touch

**Components:** V, S, M (a pinch of bone marrow)

**Duration:** Concentration, up to 10 minutes

**Class:** Druid, Warlock, Wizard

You attempt to turn the skin of a creature you touch into bony plates. If the target's body is made of flesh, it must make a **CONSTITUTION SAVING THROW**. On a failed save, the target's skin turns into hardened, articulating plates of bone. For the duration, the target's Speed is halved, it has **Disadvantage** on Dexterity saving throws, and it has **Resistance** to Piercing and Slashing damage.

2014

## FLESH TO BONE

If you are using the 2014 version of the 5e rules, a creature can choose to fail its saving throw against the *Flesh to Bone* spell.

## QUICKSTEP

Level 3 Enchantment

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Bender (Water), Ranger, Tamer, Wizard

You target up to three creatures you can see within range. For the duration, each creature's Walk Speed increases by **10 feet**, and it can take the Dash or Disengage action as a Bonus Action on its turn.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 3.

## THE BENDS

Level 3 Biomancy\* (\*can be replaced with Transmutation)

**Casting Time:** Action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (Water), Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood. The target must make a **CONSTITUTION SAVING THROW**. On a failed save, the target takes **5d8** Poison damage and is **Poisoned** for **1 minute**. On a successful save, the target takes half as much damage only. If the target is completely submerged in water, the damage dice increase from **d8s** to **d10s**.

At the end of each of its turns, the Poisoned target repeats the save, ending the spell on itself on a success.

**Using a Higher-Level Spell Slot.** The damage increases by **1d8** for each spell slot level above 3.

## LEVEL 4

### AURA OF IMPURITY

Level 4 Abjuration

**Casting Time:** Action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

**Class:** Paladin, Tamer, Warlock

An aura of enervating energy radiates from you in a **30-foot Emanation**. When you cast this spell, you can designate creatures to be unaffected by it. Whenever any other creature enters the Emanation for the first time on its turn or starts its turn there, it must succeed on a **CHARISMA SAVING THROW** or become drained until the end of its next turn. While drained, a creature must roll **1d4** and subtract the number rolled from each D20 Test it makes, and any Hit Points a creature regains are halved.

## BLINDING RADIANCE

Level 4 Evocation

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a strip of magnesium)

**Duration:** Concentration, up to 1 minute

**Class:** Cleric, Paladin, Sorcerer, Warlock

Brilliant light erupts from your form and dazzles those around you. For the duration, you emit Bright Light in a **50-foot radius** and Dim Light for an additional **50 feet**. Any creature that can see you that moves to a space within **10 feet** of you for the first time on a turn or starts its turn there makes a **DEXTERITY SAVING THROW**. On a failed save, a creature takes **3d10** Radiant damage and is **Blinded** until the start of its next turn. On a successful save, a creature takes half as much damage only.

**Using a Higher-Level Spell Slot.** The damage increases by **1d10** for each spell slot level above 4.

## HUMPERDINK'S IRRESISTIBLE REVELRY

Level 4 Enchantment

**Casting Time:** 1 action

**Range:** 60 feet (20-foot square)

**Components:** V, S, M (a small mirror ball)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Warlock

You attempt to force creatures in a **20-foot Square** centred on a point within range into a dancing frenzy. Each creature in the area when you cast the spell must succeed on a **WISDOM SAVING THROW** or suddenly engage in synchronised choreography, perfectly mimicking the movements of each other affected creature with flawless timing.

An affected creature must use all of its movement to dance without leaving its space, and has **Disadvantage** on attack rolls and Dexterity saving throws. Other creatures have **Advantage** on attack rolls against a dancing creature. As an action on your turn, you can further control affected creatures, forcing all of them to immediately use their reaction to move up to **15 feet** in a direction of your choice, potentially triggering opportunity attacks.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## MAGATSUCHI'S LANTERN

Level 4 Illusion

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a piece of spirit lantern amber)

**Duration:** Concentration, up to 10 minutes

**Class:** Bard, Bender (fire), Druid, Paladin, Ranger, Warlock

A warm, ethereal light in the shape of a kodama's spirit lantern surrounds you for the duration, creating dim light in enrapturing patterns in an aura with a **10-foot radius**. Until the spell ends, the aura moves with you, centred on you. When you create the aura, you can designate any number of creatures to be unaffected by it.

A creature that starts its turn in the area, or that enters the aura's area for the first time on a turn, must succeed on a **WISDOM SAVING THROW** or be **Charmed** by you. The Charmed creature is incapacitated and moves only if you verbally or gesturally command it to use its reaction to move. You can command it to use its reaction to move with you as you move, in which case it makes every effort to stay within the aura. A creature that leaves the aura ceases to be charmed at the start of its next turn. The effect ends early for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

A creature that ceases to be Charmed by this spell knows that it was charmed by you and has advantage on saving throws against this spell for the next **24 hours**.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the radius of the aura increases by **5 feet** for each slot level above 5th.

## TENTACLE LASH

Level 4 Biomancy\* (\*can be replaced with Transmutation)

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a miniature plunger)

**Duration:** Concentration, up to 1 minute

**Class:** Druid, Ranger, Warlock, Wizard

One of your arms elongates into a long, wet, suckered tentacle. When you cast this spell, and as a Magic action on each of your turns, you can make a melee spell attack against a creature within **30 feet** of you. On a hit, the target takes **5d8** Bludgeoning damage and, if it is Huge or smaller, must make a **STRENGTH SAVING THROW**. On a failed save, you can impose one of the following effects of your choice on it:

- ◆ The target is knocked **Prone**.
- ◆ The target is shoved **5 feet** in a direction of your choice.
- ◆ You disarm the target; you take one item the target is holding and hold it in your tentacle.

The tentacle also serves as an appendage that can be used like a Grappling Hook or Rope (GM's discretion).

**Using a Higher-Level Spell Slot.** The damage increases by **1d8** for each spell slot level above 4.

## LEVEL 5

### ENDURE

*Level 5 Necromancy*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S, M (a gem-encrusted cockroach worth 250+ GP, which the spell consumes)

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range. It ceases to heed the pained calls of its body, needing neither food nor water to exist. For the duration, the target doesn't suffer the effects of the Exhaustion and Poisoned conditions, and it can't be Incapacitated, Paralysed, Stunned, or knocked Unconscious. Each time an affected creature takes damage that would reduce it to 0 Hit Points, it makes a Death Saving Throw instead. If the creature fails 3 Death Saving Throws, it dies.

When the spell ends, the creature gains 1 **Exhaustion** level for each Death Saving Throw it failed. If the creature is resurrected after dying from these failed Death Saving Throws, it remains Unconscious for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 **Exhaustion** levels.

If the creature is still alive when the spell ends, it falls **Unconscious** for a duration equal to the time for which this spell affected it. Whilst Unconscious in this way, the creature can not be awakened by any means short of a *Wish* spell.

**Using a Higher-Level Spell Slot.** The duration increases with a spell slot of level 6 (10 minutes), 7 (1 hour), 8 (8 hours), and 9 (1 day).

### IMINADA'S UMIGIRI

*Level 5 Illusion*

**Casting Time:** Action

**Range:** 120 feet

**Components:** S, M (a piece of whalebone)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Bender (Air, Water), Cleric, Warlock, Wizard

You create a **60-foot Cube** of swirling, green fog centred on a point within range that lasts for the duration. The Cube is Heavily Obscured, spreads around corners, is unaffected by wind, and thrums with illusions.

A creature that starts its turn in the area or enters the area for the first time on a turn must make an **INTELLIGENCE SAVING THROW**. On a failure, the creature takes **5d8** Psychic damage and becomes **Frightened** of the illusions, which surround it. On a success, a creature takes half as much damage and isn't Frightened by the illusions.

A Frightened creature can attempt to attack these illusions (AC equals your **SPELL SAVE DC**). On a hit, it can repeat the saving throw, ending the Frightened condition on itself on a success and automatically succeeding on saves against the spell for the duration. The creature also ceases to be Frightened if it exits the Cube.

**Using a Higher-Level Spell Slot.** The damage increases by **1d8**, and the area of the Cube increases by **20 feet**, for each spell slot level above 5.

## INCORPOREALITY

*Level 5 Transmutation*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, causing it, and everything it is wearing and carrying, to become translucent. At the start of each of the target's turns for the duration, it can choose to become incorporeal (no action required) until the end of its turn. While incorporeal, it has **Advantage** on Stealth checks; it gains **Resistance** to Bludgeoning, Piercing, and Slashing damage; and it can move through other creatures and objects as if they were Difficult Terrain. If the target ends its turn inside an object, it is shunted to the nearest unoccupied space and takes **1d10** Force damage for every 5 feet travelled.

**Using a Higher-Level Spell Slot.** Choose A or B:

(A) You can target one additional creature for each spell slot level above 5; or (B) your Concentration can last longer with a spell slot of level 6 (up to **10 minutes**), 7 (up to **1 hour**), 8 (up to **8 hours**), or 9 (up to **24 hours**).

## WHITE WATER WALL

*Level 5 Conjuraton*

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S, M (a perfectly round pebble)

**Duration:** Concentration, up to 1 minute

**Class:** Bender (Water), Druid, Sorcerer, Wizard

You create a wall of raging, turbulent water filled with debris, which lasts for the duration. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet thick**, or make a ringed wall up to **20 feet in diameter**, **20 feet high**, and **5 feet thick**. The wall is opaque, and ranged attacks can't pass through it.

If the wall cuts through a creature's space when it appears, or a creature enters the wall's space, the creature takes **3d10** Bludgeoning damage and must make a **STRENGTH SAVING THROW**. A Huge or larger creature automatically succeeds on this saving throw. On a failure, the creature ceases to be Grappled if it is Grappled and becomes entrained by the water. An entrained creature can't breathe and its Speed is reduced to **0**.

An entrained creature that uses its action to make a **STRENGTH** check against your **SPELL SAVE DC** and succeeds is pushed **5 feet** out of the wall, exiting **Prone**. A creature that starts its turn in the wall takes **3d10** Bludgeoning damage as it is battered by the turbulent flow and debris.

**White Water Whip.** As a Bonus Action on your turn, you can cause a tendril of white water to grab at a creature within 10 feet of the wall. That creature must succeed on a **STRENGTH SAVING THROW** or take **3d10** Slashing damage and, if it is Large or smaller, be pulled into the wall where it becomes entrained by it.

**Using a Higher-Level Spell Slot.** The damage increases by **1d10** for each spell slot level above 5. When you use a level 7+ spell slot, the wall's maximum length also increases by **30 feet**, its thickness increases by **5 feet**, and the size of creature that automatically succeeds on the Strength saving throw and can be pulled by White Water Whip increases by one for each two spell slot levels above 5 (to Gargantuan at level 7 and all creatures at level 9).

CHAPTER 12

BESTIARY

# BESTIARY

## CREATURE TABLES

This section lists the creatures in this chapter in alphabetical order.

If a creature or category has multiple stat blocks, they are ordered by increasing Challenge Rating. The Stat Block Reference table lists the information in these creatures' stat blocks, sorted in alphabetical order by name.

## MONSTER LIST

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## STAT BLOCK REFERENCE

Creature	Metadata			Quick Reference Statistics				Challenge Rating			Page
	Type	Size	Align <sup>1</sup>	Att. Mod	DPR <sup>2</sup>	AC	HP	Base	Off.	Def.	
Chuulverin	Aberration	Huge	CE	+8	59	16	168	8	9	7	154
Deep Gazer	Aberration	Large	CE	+9	125	15	102	11	20	3	156
Draconimbus	Elemental (Air)	Gargantuan	CE	+13	296	19	290	26	29	22	158
Great White Berserker	Humanoid	Medium		+8		17	153	10			175
Magnetanque	Elemental	Medium	CN	+7		17	76	6			161
Necropod	Aberration	Huge	LE	+7	55	16	126	9	8	9	162
Pengkin Rimejarl	Humanoid	Medium	CN	+7		15	120	5			164
Reef Avatar	Plant	Huge	LG	+9		16	189	17			167
Sea Giant Jotunbjerg	Giant	Gargantuan	N	+13	125	15	310	20	21	18	169
Vampiacrus	Undead	Huge	CE	+12		17	345	22			170
Musketeer	Humanoid	Medium or Small		+4		13	27	1/4			173
Master of Frigid Currents	Humanoid	Medium or Small		+8		17	123	7			174

<sup>1</sup> Alignment: L = Lawful, N = Neutral, C = Chaotic, G = Good, E = Evil, U = Unaligned

<sup>2</sup> Damage Per Round. The average damage assuming all effects and attacks are successful.

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Musketeer	1/4	174
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Magnetanque	6	161
Master of Frigid Currents	7	174
Chuulverin	8	154
Necropod	9	162
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Sea Giant Jotunberg	20	169
Vampiacrus	22	170
Draconimbus	26	158

## STAT BLOCKS BY SIZE

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Master of Frigid Currents	7	174
<b>Medium</b>		
Great White Berserker	10	175
Magnetanque	6	161
Pengkin Rimejarl	5	164
<b>Large</b>		
Deep Gazer	11	156
<b>Huge</b>		
Chuulverin	8	154
Necropod	9	162
Reef Avatar	17	167
Vampiacrus	22	170
<b>Gargantuan</b>		
Sea Giant Jotunberg	20	169
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## STAT BLOCKS BY TYPE

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Necropod	9	162
<b>Elemental</b>		
Draconimbus	26	158
Magnetanque	6	161
<b>Giant</b>		
Sea Giant Jotunberg	20	169
<b>Humanoid</b>		
Great White Berserker	10	175
Musketeer	1/4	174
Master of Frigid Currents	7	174
Pengkin Rimejarl	5	164
<b>Plant</b>		
Reef Avatar	17	167
<b>Undead</b>		
Vampiacrus	22	170



## CHUULVERIN

*Lieutenants of Lobsteresque Legions*

**Habitat:** Ocean; **Treasure:** None

*"Not many people can say they've survived being shot from a chuulverin's cannon. I'll admit, I don't remember much after I crashed headfirst through the enemy's hull, but the concussion was almost worth the bragging rights."*

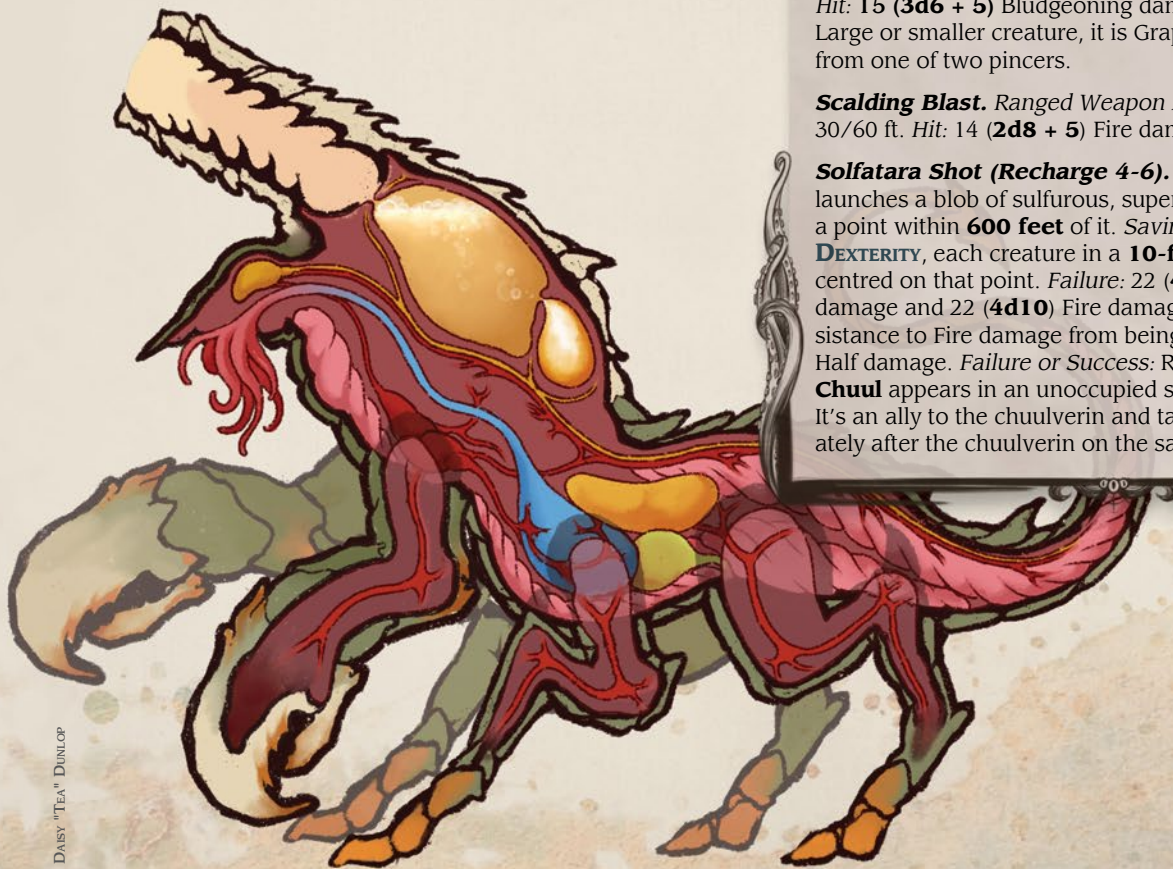
*—Sharkas Blackcreek, Retired Cannonball*

The sight of even a single chuulverin's cannon rising up from the water's surface is a terrible omen, for it tells all present that the abolethian armies have committed everything to the oncoming assault. These rare and mighty specimens are deployed only sparingly by their masters—generally when a battle must be bloody, swift, and utterly crushing.

**Ancient Artillery.** When the aboleths sought to usurp the gods, the chitin-plated chuulverin stood among their most valuable weapons. Acting in the capacity of military commanders as much as living siege weapons, these crustacean colossi rasped orders to the lobsteresque legions from the rear while unleashing volleys of sulphurous artillery upon the battlefield. Under a chuulverin's command, all crumbled before the relentless advance of the chitinous swarm—iron hulls, fortress walls, and eventually, the resolve of any who opposed them.

**Smoky Gestation.** Though aboleths seed seas and caverns across the world with nests of chuul eggs, only those buried near volcanic vents on the ocean floor give rise to the dreaded chuulverin. There, protected by crushing pressure and shrouded in the boiling darkness, the eggs steep in plumes of mineral-rich smoke. A chuulverin requires a full year of gestation before it finally crawls forth from its deep-sea crucible, wreathed in a metal-infused shell and endowed with living artillery fit to sink fleets for its aboleth masters.

**Organic Ordnance.** The bony protrusion on a chuulverin's back resembles a cannon in both form and function—only instead of powder and shot, it contains a portal to the depths in which the creature was born. Through this portal, the chuulverin draws superheated water under tremendous pressure, launching it in powerful jets that shatter wooden hulls and pulverise stone walls. Occasionally, a mature chuul egg is dragged through the intake and violently hatched on impact.



## CHUULVERIN

Huge Aberration, Chaotic Evil

AC 16

HP 168 (16d12 + 64)

Speed 25 ft., Swim 20 ft.

Perception +6 (16)

Initiative -1 (9)

	STR	DEX	CON	INT	WIS	CHA
Score	21	8	18	5	11	5
Mod (Save)	+5	-1	+4 (+7)	-3	+0	-3

**Skills** Perception +6

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Languages** Deep Speech

**CR** 8 (XP 3,900)

**PB** +3

### TRAITS

**Amphibious.** The chuulverin can breathe air and water.

**Sense Magic.** The chuulverin senses magic within **120 feet** of it at will. This trait otherwise works like the *Detect Magic* spell but isn't itself magical.

**Siege Monster.** The chuulverin deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The chuulverin makes two Pincer attacks.

**Pincer.** *Melee Weapon Attack:* **+8** to hit, reach 10 ft. *Hit:* **15 (3d6 + 5)** Bludgeoning damage. If the target is a Large or smaller creature, it is Grappled (**ESCAPE DC 16**) from one of two pincers.

**Scalding Blast.** *Ranged Weapon Attack:* **+8** to hit, range 30/60 ft. *Hit:* **14 (2d8 + 5)** Fire damage.

**Solfatara Shot (Recharge 4-6).** The chuulverin launches a blob of sulfurous, superheated water at a point within **600 feet** of it. *Saving Throw:* **DC 15 DEXTERITY**, each creature in a **10-foot-radius Sphere** centred on that point. *Failure:* **22 (4d10)** Bludgeoning damage and **22 (4d10)** Fire damage, which ignores Resistance to Fire damage from being underwater. *Success:* Half damage. *Failure or Success:* Roll a **d8**. On an **8**, a **Chuul** appears in an unoccupied space within the area. It's an ally to the chuulverin and takes its turn immediately after the chuulverin on the same Initiative count.

# DEEP GAZER

*Ravenous Lights in the Dark*

**Habitat:** Ocean; **Treasure:** Any

*"Such pretty lights. Some mage is sending us a message, a plea for help with his cantrips. Surely there's no harm in checking. We... we should go over there... yeah... pretty lights..."*

*-Gulliver Glib, Starry-Eyed 'Til He Died*

Twinkling lights dance in the pitch black water, playful and enticing, but seasoned sailors know better than to be lured by the mesmerising display. Perhaps it could be treasure this time, yes... but no amount of gold is worth the risk of wandering into a deep gazer's lair. Never trust the lights in the darkest places of the world.

**Creatures of Madness.** The distinctive anatomy of deep gazers—with several eyestalk-like lures arranged around a large, central eye—marks them un-

mistakably as the devolved kin of eye tyrants. As it turns out, not even these fearsome Aberrations can withstand the mutagenic madness of the Voidsea indefinitely. In time, the ceaseless tide of corruption causes them to regress into a more primitive, bestial state, driven not by an eye tyrant's usual schemes and paranoia, but raw hunger alone.

**Glimmer in the Dark.** As the mind of an eye tyrant succumbs to the Voidsea, its body follows suit, rapidly reshaping itself to suit its new environment. Its many eyes, useless in the lightless abyss, become glowing lures with which a deep gazer draws its prey—and through which it channels powerful enchantment magic in place of eye rays. Even those that recognise the danger nonetheless find their limbs betraying them, inching ever closer to the blade-like teeth of the gazer's maw and the suffocating gaze of its one remaining eye.

**Dreamcatchers.** A deep gazer's lures draw in more than prey. Likely a remnant from before their descent into madness, these gazers lure in the hopes, dreams, and memories of nearby creatures. These fragments of thought float through the water near the oblivious gazer, drifting until they fade into obscurity. Those who survive a tussle with a deep gazer sometimes recollect things they'd forgotten long ago, or even "remember" tales and experiences from people who died centuries before.



## DEEP GAZER

Large Aberration, Chaotic Evil

AC 15

HP 102 (12d10 + 36)

Speed 5 ft., Swim 25 ft.

Initiative -1 (9)

Perception +6 (16)

	STR	DEX	CON	INT	WIS	CHA
Score	21	8	16	6	14	13
Mod (Save)	+5 (+9)	-1	+3	-2	+2	+1

**Skills** Perception +6, Stealth +3

**Condition Immunities** Prone

**Senses** Darkvision 120 ft.

**Languages** None

**CR** 11 (XP 7,200)

**PB** +4

### TRAITS

**Light Sensitivity.** If the gazer takes **15+** Radiant damage, it becomes **Blinded** until the start of its next turn.

### ACTIONS

**Multiattack.** The gazer uses Lurelights three times and makes one Bite attack.

**Bite.** *Melee Attack:* +9 to hit, reach 5 ft. *Hit:* 18 (2d12 + 5) Piercing damage.

**Lurelights.** The gazer randomly uses one of the following magical lurelights against a target it can see within **120 feet** of itself (roll **1d8**; reroll if the gazer has already used that lurelight during this turn):

**Charming Light.** *Saving Throw:* **DC 14 WISDOM.** *Failure:* The target is **Charmed** for **1 hour** and repeats the save whenever it takes damage. While Charmed in this way, it views the gazer as an ally in peril and attempts to physically assist it.

**Pulling Light.** *Saving Throw:* **DC 14 STRENGTH.** *Failure:* The target is pulled into an unoccupied space within **5 feet** of the gazer.

**Icy Light.** *Saving Throw:* **DC 14 CONSTITUTION.** *Failure:* 18 (4d8) Cold damage, and the target's Speed is halved until the end of its next turn. *Success:* Half damage only.

**Blinding Light.** *Saving Throw:* **DC 14 CONSTITUTION.** *Failure:* 11 (2d10) Radiant damage, and the target is **Blinded** until the end of its next turn. *Success:* Half damage only.

**Binding Light.** *Saving Throw:* **DC 14 STRENGTH.** *Failure:* The target is **Restrained** for **1 minute** and repeats the save at the end of each of its turns, ending the effect on a success.

**Tormenting Light.** *Saving Throw:* **DC 14 INTELLIGENCE.** *Failure:* 14 (4d6) Psychic damage. Until the end of the target's next turn, it can't take Reactions, and can only take an action or Bonus Action on its turn, not both. *Success:* Half damage only.

**Confusing Light.** *Saving Throw:* **DC 14 WISDOM.** *Failure:* 14 (4d6) Psychic damage and the target must take a Reaction to move up to its Speed towards the nearest creature that isn't the gazer and make an attack against that creature. *Success:* Half damage only.

**Bloodied Light.** *Saving Throw:* **DC 14 CONSTITUTION.** *Failure:* 33 (6d10) Necrotic damage.

### BONUS ACTIONS

**Suffocation Cone.** The gazer's eye creates a **120-foot Cone**. Until the start of the gazer's next turn, creatures that start their turn in the area begin to suffocate.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the gazer can expend a use to take one of the following actions. The gazer regains all expended uses at the start of each of its turns.*

**Lurelight.** The gazer uses Lurelights.

# DRACONIMBUS

## Cursed Fury of the Storm

**Habitat:** Arctic/Coast/Underwater;

**Treasure:** Implements

"None can tell ya which head 'll bite, so stash yer steel and put out the light. Wrap yer bones to keep 'em warm, and cover yer ears against the storm. Close yer eyes and pray for the light, cause none can tell ya which head 'll bite.

— Nimbus Shanty

Death in a Voidsea storm comes in four terrifying flavours. Ask any sailor, and they'll tell you without hesitation which is the best way to die—though you'll rarely see them agree. Rowdy tavern brawls over opinions on the draconimbus have made for many a black eye and lost tooth... but it beats fighting one of these terrifying Elementals by far.

**Sentient Storm.** During particularly vicious tempests, even the natives of the Elemental Planes are powerless to resist the maddening winds and warping tides of the Voidsea. When several air and water elementals are swept up and violently churned together in the swirling hurricanes at the heart of a storm, they fuse into a single abomination: a four-headed, elemental hydra known as a draconimbus. These oceanic terrors embody the storm in its totality, and delight in unleashing their fury against the ships and souls caught in their path.

**The Four Winds.** Each of a draconimbus's four heads channels one of the aspects of the storm. Lightning lances through masts and burns away flesh. Thunder deafens sailors and shatters hulls. Freezing rain lashes the body, leeching warmth. And winds carry the whispering madness of the depths across the deck, whipping insanity into all who hear it. Alone, each could break the resolve of a hardened crew... together, they can unmake entire fleets.

**Stormwardens.** The threat of these sentient storms is not to be underestimated. Larger vessels often avoid setting sail without the protection of one or more stormwardens—seasoned mages specialised in elemental manipulation, capable of binding even the treacherous winds and tides of the Voidsea to their will. These mercenaries help ships skirt the tempestuous territories of draconimbi and, should one of these creatures catch the vessel off-guard, might even be able to keep them at bay long enough to escape... though most would rather never have to try.

## EYE OF THE STORM

*Lair of Draconimbus*

**Initiative** 20 (loses ties)

**Additional XP** 15,000

### REGIONAL TRAITS

**Mutagenic Waters.** The mutation level of ocean water within **5 miles** of the lair is increased by **1**.

**Neverending Storm.** Winds within **5 miles** of the lair are supernaturally strong. The area is Difficult Terrain for Water Vehicles.

**Wind Barrier.** A massive cyclone surrounds the lair. A creature that attempts to enter or exit the lair is subject to the following effect. **Saving Throw: DC 18 STRENGTH.** **Failure:** The creature is pushed **60 feet** in a straight line in a direction of the lair's choice.

### LAIR ACTIONS

*On its turn, the Eye of the Storm takes an action to cause one of the following effects. The lair can't take the same action two rounds in a row.*

**Downpour.** Torrential rain falls from the sky. Each creature that is outdoors within the lair becomes **Wet**.

**Gale Winds.** Powerful winds fill the lair. Until Initiative count 20 of the next round, ranged attacks with weapons made within the lair have **Disadvantage**, and creatures other than the draconimbus that fly in the lair must spend 2 feet of movement for every 1 foot they move.

**Lightning Strike.** Electricity builds up in the clouds in preparation for a powerful discharge. The lair chooses a point on the ground within the lair, which is marked by crackling sparks. On Initiative count 0 of this round, a massive lightning bolt strikes in a **15-foot-radius, 600-foot-high Cylinder** centred on the point. **Saving Throw: DC 18 DEXTERITY**, each creature in the area. **Failure:** 42 (12d6) Lightning damage. **Success:** Half damage.



## DRACONIMBUS

Gargantuan Elemental (Air), Chaotic Evil

AC 19

HP 290 (20d20 + 80)

Speed 30 ft. Fly 90 ft. (hover)

Initiative +7 (17)

Perception +2 (12)

	STR	DEX	CON	INT	WIS	CHA
Score	21	25	18	8	15	11
Mod (Save)	+5	+7 (+15)	+4 (+12)	-1	+2 (+10)	+0

**Skills** Intimidation +8

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Damage Immunities** Cold, Lightning, Poison, Thunder

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 120 ft.

**Languages** Primordial (Auran)

CR 26 (XP 90,000)

PB +8

### TRAITS

**Legendary Resistance (3/Day).** If the draconimbus fails a saving throw, it can choose to succeed instead.

**Multiple Heads.** The draconimbus has four heads, each of which is associated with a damage type and a headwind (see Headwind action): 1 - Electric (Lightning), 2 - Freezing (Cold), 3 - Maddening (Psychic), and 4 - Thunderous (Thunder). While it has more than one head, the draconimbus has **Advantage** on saving throws against being Blinded, Charmed, Deafened, Frightened, and Stunned.

Each head of the draconimbus can be targeted separately and shares the draconimbus's AC and save modifiers. A head has no Hit Points, but if it takes **30+** damage on a turn, it dissipates and the draconimbus can't use the associated Headwind. If all of its heads dissipate, the draconimbus is **Blinded** until one or more of its heads regrow.

At the start of each of the draconimbus' turns, roll **1d4**. If the number rolled corresponds to a head that is currently dissipated, that head regrows. If it corresponds to a head that isn't dissipated, that head recharges its corresponding headwind. If all of the draconimbus' heads are dissipated or it has no headwinds available, roll **2d4** instead and use both results.

**Reactive Heads.** For each head the draconimbus has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

**Storm Form.** The draconimbus can enter an enemy's space and stop there. It can move through a space as narrow as **1 inch wide** without squeezing. When it enters an enemy's space for the first time on a turn, that creature is subject to the following effect. **Saving Throw: DC 20 DEXTERITY.** **Failure:** 10 (**4d4**) Lightning damage, and the target is knocked **Prone**. **Failure by 5 or More:** The target is **Grappled (ESCAPE DC 20)** inside the body of the draconimbus. While Grappled in this way, the target takes 5 (**2d4**) Lightning damage at the start of each of the draconimbus' turns.

### ACTIONS

**Multiattack.** The draconimbus makes one Bite attack with each head it has and uses Headwinds.

**Bite.** *Melee Weapon Attack: +13*, reach 15 ft. *Hit:* 19 (**4d6** + 5) Piercing damage plus 10 (**4d4**) damage of the type associated with the biting head.

**Headwinds.** Choose one of the following options. Once the draconimbus uses an option, it must recharge that headwind before it can use it again (see Multiple Heads). The draconimbus can't use a headwind if the corresponding head is dissipated.

**Electric Wind.** *Saving Throw: DC 20 DEXTERITY*, each creature in a **100-foot-long, 5-foot-wide Line**. A creature wearing metal armour has **Disadvantage** on the saving throw. *Failure:* 35 (**10d6**) Lightning damage. *Failure by 5 or More:* The target is **Paralysed** until the start of its next turn and drops any held creatures or objects. *Success:* Half damage.

**Freezing Wind.** *Saving Throw: DC 20 CONSTITUTION*, each creature in a **60-foot Cone**. *Failure:* 21 (**6d6**) Cold damage, and the target's Speed is **0** until the end of its next turn. *Success:* Half damage only.

**Maddening Wind.** *Saving Throw: DC 20 WISDOM*, each creature in a **60-foot Cone**. *Failure:* 26 (**4d12**) Psychic damage, and the target immediately moves up to its Speed directly towards the nearest body of water it can see. *Success:* Half damage only.

**Thunderous Wind.** *Saving Throw: DC 20 CONSTITUTION*, each creature in a **40-foot Emanation** originating from the draconimbus. *Failure:* 33 (**6d10**) Thunder damage, and the target is **Deafened** and knocked **Prone**. *Success:* Half damage only.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3.* Immediately after another creature's turn, the draconimbus can expend a use to take one of the following actions. The draconimbus regains all expended uses at the start of each of its turns.

**Gale Winds.** *Saving Throw: DC 20 STRENGTH*, each creature in a **60-foot Emanation** originating from the draconimbus. *Failure:* The target is knocked **Prone** and pushed **10 feet** straight away from the draconimbus.

**Bite.** The draconimbus makes one Bite attack.

**Detect.** The draconimbus takes the Search action and has **Advantage** on the check.



## MAGNETANQUE

*Living Ore with an Attractive Nature*

**Habitat:** Hill, Mountain; **Treasure:** None

*"We made the new recruits get as close as possible to the magnétanque without it noticing and told them they'd be 'shocked' by what they saw. The lieutenant didn't think it was funny."*

*-Jaque "Wide-Eyes" Watson, Dishonorably Discharged*

If magnétanques had their way, they would live alone in blissful solitude. Unfortunately, hunters, tinkers, and sadists keep trying to find them. Naturally shy creatures, their first instinct is to run when confronted by others, but when cornered or startled (which happens often), they let loose with their

natural electromagnetism, shocking culprits, frying gizmos, and rattling any nearby utensils.

**Magnetic Core.** A magnétanque's body is made up of rare earth metals, and their cores are composed of a powerfully magnetic neodymium alloy. As they waddle around, the layers of their bodies rapidly rotate around each other, generating high levels of electrical current. Taking advantage of their electromagnetic nature, they've evolved to have magnetized limbs that are detached from their main body, granting a greater range of motion and outputs for their electrical current.

**Living Ore.** Since observations of the reclusive magnétanque led to breakthroughs in the field of artifice, demand for magnétanque alloy has spiked, leading to a sharp rise in poaching. A hunting subculture has arisen among tinkers and mages, who have designed a slew of wood, bone, and ceramic weapons made specifically to kill and disassemble these energized Elementals.

## MAGNETANQUE

Medium Elemental, Chaotic Neutral

AC 17 Perception +2 (12)  
HP 76 (9d8 + 36) Initiative +0 (10)  
Speed 30 ft

	STR	DEX	CON	INT	WIS	CHA
Score	18	10	18	8	14	8
Mod (Save)	+4 (+7)	+0	+4 (+7)	-1	+2	-1

**Skills** Athletics +7  
**Damage Immunities** Lightning  
**Condition Immunities** Exhaustion, Paralyzed, Poisoned  
**Senses** Blindsight 15 ft., Ferrosense 120 ft. (see trait)  
**Languages** Primordial  
**CR** 6 (XP 2,300) **PB** +3

### TRAITS

**Arcanomagnetic Field.** Ranged weapon attacks made with ferrous ammunition and ranged spell attacks against the magnétanque have **Disadvantage**.

**Ferrosense.** The magnétanque can sense any ferrous objects within **120 feet** of it, including through Total Cover.

**Stretching Current.** At the start of its turn, the magnétanque can extend its arms, increasing the reach of its melee attacks by **10 feet** until the end of its turn.

### ACTIONS

**Multiattack.** The magnétanque makes two Maglock Arm attacks.

**Maglock Arm.** *Melee Weapon Attack: +7*, reach 5 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage, and the target is **Grappled** (ESCAPE DC 15). The magnétanque has **Advantage** on the attack roll if the target is wearing ferrous armour. The magnétanque can grapple up to two creatures in this way.

**Arcanomagnetic Pulse.** *Saving Throw: DC 15 DEXTERITY*, each creature within **60 feet**; creatures Grappled by the magnétanque have **Disadvantage**. *Failure:* 10 (3d6) Lightning damage, or 21 (6d6) Lightning damage to creatures within **20 feet**. *Success:* Half damage.

### BONUS ACTIONS

**Pulsing Hands.** *Saving Throw: DC 15 STRENGTH*, one creature the magnétanque can see within **90 feet**. *Failure:* The target is moved **30 feet** directly towards or away from the magnétanque (magnétanque's choice).

## NECROPOD

Eldritch Prophet in the Deep

**Habitat:** Ocean; **Treasure:** Arcana

"Extractink blood from jis thing always results in ein sanguine cocktail of its last few victims. Sehr frustratink. Z is fast never been ein problem vit mein own samples, even after ein large meal..."

- Mumpordink, Advocate for Self-Experimentation

Despite the best efforts of the Borderless Union of Magizoological Sciences, sailors and fishermen the world over continue to call necropods by the gross misnomer "vampires of the deep". Admittedly, these creatures do drain the blood from their victims, leaving soggy, salted husks floating in the surf—but that's where the similarities end. Necropods syphon blood through specialised tentacles rather than a bite, and their billowing silhouettes are the result of flared upper fins rather than overly dramatic capes.

**Bloodmonger.** Necropods don't consume blood for sustenance—their actual diet consists of nutrients and minerals absorbed from fields of rich deep-sea vents. The lifeblood they drain is instead offered as a sacrifice to otherworldly forces beyond mortal comprehension. In exchange, the necropods are granted fleeting visions of the future, surges of unnatural vitality, and powerful necrotic magic.

**Dark Watchers.** The stronger a creature's life force, the deeper a necropod can peer into the branching threads of possibility. This drives them to hunt relentlessly for strong prey, favouring those with rich life experience, unshakeable willpower, and long-term exposure to magic—qualities that mark adventurers as their most coveted quarry. Why necropods fixate so fervently on their blood-bought visions remains shrouded in esoteric mystery... but sailors' superstition claims that, on the eve of calamitous events, these creatures gather in vast shoals in the lightless depths.

**Adapted for Terror.** Evidence of necropods dates back millenia, and biomancers have long debated the origin of their appearance—did these creatures change naturally to mimic squids and octopuses, or did they somehow shape the development of cephalopods in their own image? In recent years, research into these Aberrations has brought forth a third theory: that the necropods saw deep sea monsters in the minds of their victims and deliberately manipulated their own evolution to imitate the fears of their prey.

## NECROPOD

Huge Aberration, Lawful Evil

**AC** 16

**HP** 126 (12d12 + 48)

**Speed** 5 ft., Swim 50 ft.

**Initiative** +2 (12)

**Perception** +6 (16)

	STR	DEX	CON	INT	WIS	CHA
Score	16	14	19	10	15	12
Mod (Save)	+3	+2	+4 (+8)	+0	+2 (+6)	+1

**Skills** Athletics +7, Perception +6, Stealth +6

**Damage Resistances** Cold, Necrotic

**Condition Immunities** Charmed

**Senses** Darkvision 120 ft.

**Languages** Deep Speech

**CR** 9 (XP 5,900)

**PB** +4

### TRAITS

**Necrotic Premonitions.** While the necropod has Temporary Hit Points from its Draining Necrosis attack, it can use its Sanguine Pulse action and it can see into the near future, granting it a **+2 bonus** to AC and **Advantage** on saving throws.

**Water Breathing.** The necropod can breathe only underwater.

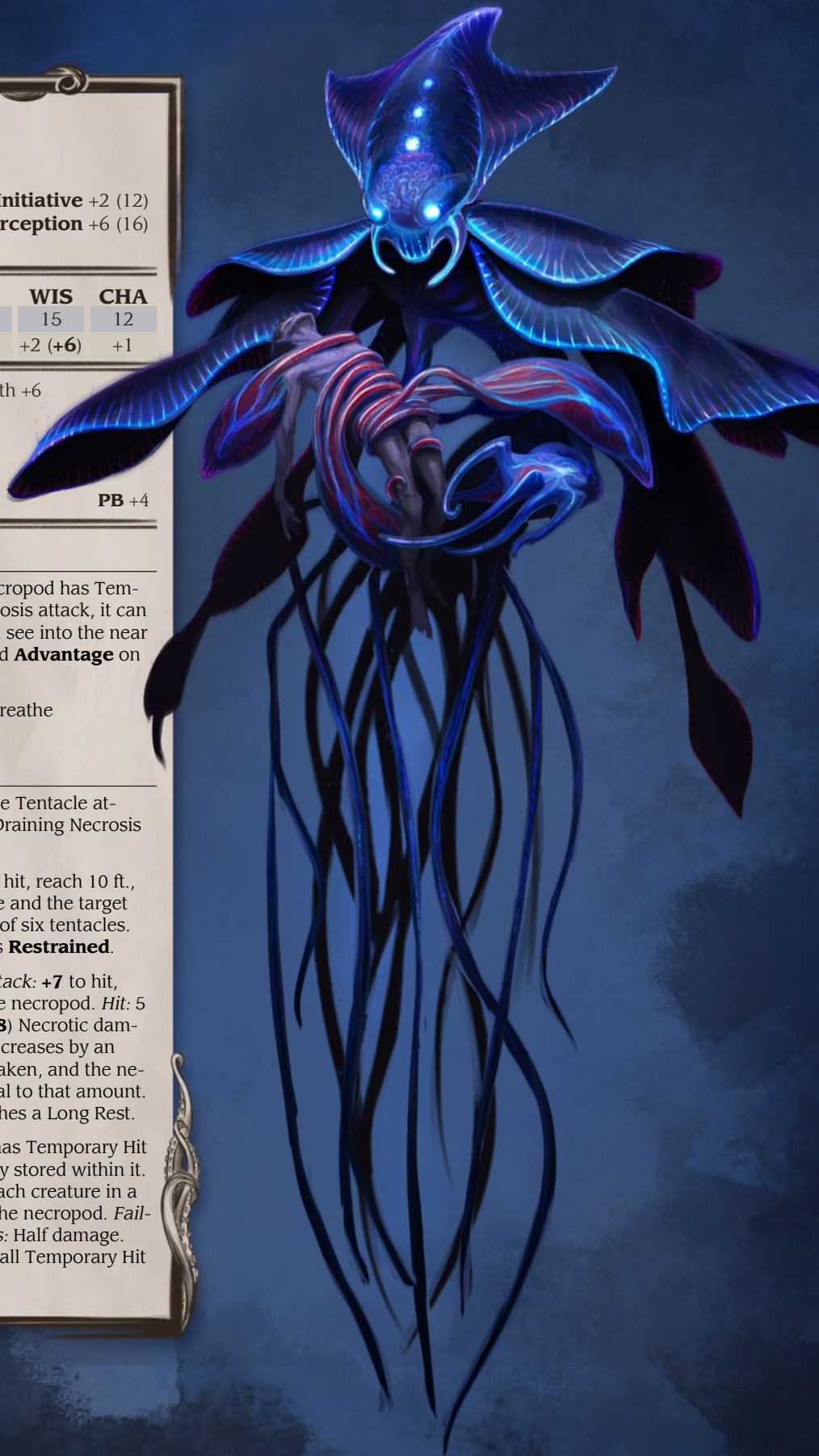
### ACTIONS

**Multiattack.** The necropod makes three Tentacle attacks. It can replace one attack with a Draining Necrosis attack.

**Tentacle.** *Melee Weapon Attack:* **+7** to hit, reach 10 ft., *Hit:* 14 (**2d10 + 3**) Bludgeoning damage and the target is **Grappled (ESCAPE DC 15)** from one of six tentacles. While Grappled in this way, the target is **Restrained**.

**Draining Necrosis.** *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature Grappled by the necropod. *Hit:* 5 (**1d4 + 3**) Piercing damage plus 23 (**5d8**) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the necropod gains Temporary Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest.

**Sanguine Pulse.** While the necropod has Temporary Hit Points, it can release the necrotic energy stored within it. *Saving Throw:* **DC 16 CONSTITUTION**, each creature in a **30-foot Emanation** originating from the necropod. *Failure:* 31 (**7d8**) Necrotic damage. *Success:* Half damage. *Failure or Success:* The necropod loses all Temporary Hit Points it has.



# PENKIN RIMEJARL

*Dapper Trapper on Thin Ice*

**Habitat:** Arctic/Coast/Underwater; **Treasure:** Relic

*"Oh, I assure you the ingredients and pelts are my primary motivation. You haven't lived until you've sampled aberrant cuisine. Keeping the locals safe from monsters is just a convenient bonus. Call it symbiotic."*

*— Lord Goldbreast, Frostlord of Galacie*



Pengkin rimejarls are unabashed hedonists, indulging in the finer things in life even at the expense of their own health—and sanity. Aberrant delicacies such as aboleth caviar and necropod fin soup may slowly liquify the eater's brains, but to a true gourmand, such trifling inconveniences are a small price to pay for the privilege of an exclusive degustation.

**Eldritch Eatery.** The feast halls of rimejarls are often decorated with all manner of pelts, trophies, and treasures, but appearances can be deceiving—the gluttonous connoisseurs hunt for food first, and everything else a distant second. They devote their lives to experiencing every bounty the sea can offer, from the common to the grotesquely exotic, with a particular fondness for the flesh of Aberrations.

Such a diet brings more than just flavour, and rimejarls soon develop the ability to tap into the eldritch power of the creatures they consume. These otherworldly talents are then promptly wielded to track and hunt even more Aberrations... and the cycle continues.

**Hunting Party.** A rimejarl is nothing without its hunting party. To improve their chances of procuring their beloved delicacies, these pengkin surround themselves with skilled hunters from every walk of life. Master rangers track their quarries, grizzled helmsmen manoeuvre their ships, and silvertongued bards embellish their exploits with after-dinner ballads. A wanderer with useful abilities can easily find a hearty welcome in a rimejarl's abode.

**Whispers on the Wind.** Sadly, the decadent flavours of the depths come with significant drawbacks. The more eldritch delicacies a rimejarl consumes—and the more it relies on the magic they confer—the more prone it becomes to severe paranoia and bouts of bizarre hubris. Many hunting parties end in tragic bloodbaths when a rimejarl's delusions escalate minor disagreements into violent altercations. In fact, pengkin historical records show that rimejarls almost always die in one of two ways: at the hands of a meal or the hands of a friend.

## PENKIN RIMEJARL

Medium Humanoid (Pengkin), Chaotic Neutral

**AC** 15 **Perception** +4 (14)  
**HP** 120 (16d8 + 48) **Initiative** +0 (10)  
**Speed** 30 ft., Swim 35 ft.

	<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Score	16	10	17	13	12	19
Mod (Save)	+3	+0	+3 (+6)	+1	+1	+4 (+7)

**Skills** Deception +7, Perception +4, Persuasion +7, Survival +4

**Damage Resistances** Cold, Poison, Psychic

**Condition Immunities** Frightened

**Gear** Quarterstaff

**Senses** —

**Languages** Common; telepathy 30 ft.

**CR** 5 (XP 1,800)

**PB** +3

### TRAITS

**Maddening Whispers.** The pengkin exudes an aura that corrupts psionic abilities in a **60-foot Emanation** originating from it. When a creature attempts to communicate magically within that area by an effect other than the pengkin's telepathy (such as by the *Message* or *Sending* spells), the effect fails, and the creature takes 3 (1d6) Psychic damage. A creature can take this damage only once per turn.

**Slide (1/Turn).** If the pengkin is Prone, it can slide across flat surfaces instead of crawling and has a Speed of **35 feet** while doing so. If the pengkin gives itself the Prone condition voluntarily, it can right itself and end the condition without expending any movement.

### SPELLCASTING

**Ability Score:** Charisma **DC:** 15 **Modifier:** +7

The pengkin is an innate spellcaster and doesn't require Material components.

**At Will:** *Mage Hand*, *Minor Illusion*, **Ray of Frost** (level 5 caster)

**4/Day:** *Brainfreeze*<sup>\*</sup>, *Coldsnap*<sup>\*</sup>, *Detect Thoughts*<sup>c</sup>

**1/Day Each:** *Black Tentacles*<sup>c</sup>, *Dream*

<sup>\*</sup>See Chapter 11; **bold** indicates combat spells, <sup>c</sup> indicates concentration

### ACTIONS

**Multiattack.** The pengkin makes two Quarterstaff attacks.

**Quarterstaff.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 3 (1d6) Cold damage.

**Ray of Frost (Cantrip).** *Ranged Spell Attack:* +7, range 60 ft. *Hit:* 9 (2d8) Cold damage. If the target is a creature, its Speed is reduced by **10 feet** until the start of the rimejarl's next turn.

## REEF AVATAR

*Living Marine Refuge*

**Habitat:** Coastal, Underwater; **Treasure:** Any

*"I met one while swimming along the Erdic Coast and convinced one of the miniature orcas to come home with me in a bucket. It... didn't stay mini."*

*-Whallium Haus, Recently Homeless*

Born as a defense mechanism when oceanic ecosystems are threatened, reef avatars are collective masses of tiny organisms that coalesce into much larger entities. They plod along the ocean floor, taking refugee critters into their twisting tunnels as they work to mend damage to their homes.

**Restoring Presence.** A reef avatar's biology extends beyond what would generally be called its "body." A cloud of larval coral fills the water surrounding the avatar, warning the main body of incoming dangers and latching onto the bones of bleached reefs, where the avatar uses its magic to accelerate their growth into new coral structures. The spontaneity of these growths keeps eagler-eyed spotters in high demand; from the roc's nest atop a ship's mast, they keep watch for unmapped reefs that may have grown overnight. It's considered awful luck to shatter a reef—their avatars often come looking for revenge.

**Palace in Miniature.** In its wanderings, a reef avatar can come across aquatic denizens forced from their homes by ecological decay. Using its magic, the avatar shrinks them down to fit within its own ecosystem, where they thrive within its rigid, coral skeleton. The avatar creates whichever oceanic biomes of various salinities and temperatures it needs in order to care for the creatures it carries.

**Symbiotic Defenders.** Content to travel in their new temporary home, the sea life that lives within the avatar stands ready to defend it should its home come under threat. Swarms of sharks and squads of cetaceans emerge to drive off would-be predators, supported by healing magic from their sentient home. On occasion, an aquatic Humanoid will accept a role in the internal world of the avatar's body, shrinking down to act as a steward and caretaker for the hidden world of creatures within.



## SHELF IN REGROWTH

Lair of Reef Avatar

**Initiative** 20 (loses ties)

**Additional XP** 700

### REGIONAL TRAITS

**Bones to Build.** The ground within the lair is covered in the bone-like spikes of old coral growth in the early stages of regrowth. *Saving Throw:* **DC 17 CONSTITUTION**, a creature that moves **5 feet** on the ground in the lair for the first time on a turn. *Failure:* 2 (1d4) Piercing damage, and the target is **Paralysed** until the start of its next turn.

**Clear Water.** Though still saline, the water in the lair is extremely clean. A creature that can breathe water regains **1** extra Hit Point whenever it rolls a Hit Die to regain Hit Points while in the water.

**Polyp Clouds.** Restorative clouds of coral prevent disease and decay within the lair. Diseases are suppressed while within the lair, and any spell that specifies that it withers nonmagical plants and vegetation, such as *Blight*, automatically fails.

### LAIR ACTIONS

The Shelf in Regrowth can't take the same action two turns in a row.

**Changing Currents.** Water in the lair swirls with small but powerful currents, becoming Difficult Terrain for creatures of the reef avatar's choice.

**Purification.** Each creature of the reef avatar's choice within the lair gains 13 (3d8) Temporary Hit Points.

**Rapid Reconstruction.** A wall of venomous coral springs up from a solid surface within the lair. The wall is **5 feet wide, 10 feet tall, and 20 feet long**. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall and is subjected to the following effect. *Saving Throw:* **DC 17 DEXTERITY**. *Failure:* 5 (2d4) Piercing damage, and the target **Paralysed** until the start of its next turn.

## REEF AVATAR

Huge Plant, Lawful Good

AC 16

HP 189 (18d12 + 72)

Speed 30 ft., Swim 15 ft.

Initiative -1 (9)

Perception +2 (12)

	STR	DEX	CON	INT	WIS	CHA
Score	17	8	18	10	15	11
Mod (Save)	+3 (+9)	-1	+4 (+10)	+0	+2 (+8)	+0

**Skills** Nature +6

**Damage Resistances** Poison

**Condition Immunities** Paralyzed, Petrified, Poisoned

**Gear** Staff

**Senses** Ocean Soul 300 ft. (see trait; blind beyond

this radius)

**Languages** Aquan

CR 17 (XP 18,000)

PB +6

### TRAITS

**Bleaching.** Whenever the reef avatar takes **15** Acid damage or more in a single instance, it loses one use of its Legendary Action until the start of its next turn.

**Heart of the Sea.** While in a **30-foot Emanation** originating from the reef avatar, the reef avatar and creatures with a natural Swim Speed (not provided by a spell or other magical effect) have **Advantage** on saving throws against spells and other magical effects.

**Ocean Soul.** The reef avatar can sense the size, distance, and direction to any creature or object that is submerged in at least **1 foot** of water within **300 feet** of it, including through Total Cover. It can also sense the emotional state of any aquatic creature within this range.

**Water Breathing.** The reef avatar can breathe only underwater.

### SPELLS

**Ability:** Wisdom

**DC:** 16

**Modifier:** +8

The reef avatar uses its Staff as a Spellcasting Focus and requires no Verbal components to cast the following spells.

**At Will:** *Calm Waters*<sup>\*C</sup>, *Druidcraft*, *Enlarge/Reduce* (no Concentration required), *Riptide*<sup>\*C</sup>

**4/Day:** *Beacon of Hope*<sup>C</sup>, *Purify Food and Drink*, *Sanctuary*<sup>B</sup>, *The Bends*<sup>\*</sup>, *Water Breathing*

**3/Day:** *Control Water*<sup>C</sup>, *Mass Cure Wounds*, *Plant Growth*

\*See Chapter 11, **bold** indicates combat spells, <sup>B</sup> indicates Bonus Action, <sup>C</sup> indicates Concentration.

### ACTIONS

**Multiattack.** The reef avatar makes one Shell Staff attack and two Darting Spine attacks.

**Shell Staff.** *Melee Weapon Attack:* **+9**, reach 10 ft. *Hit:* 19 (**3d10 + 3**) Bludgeoning damage.

**Darting Spine.** *Ranged Weapon Attack:* **+10** to hit, range 30/90 ft. *Hit:* 11 (**3d4 + 4**) Piercing damage plus 10 (**3d6**) Poison damage, and the target is subjected to the following effect. *Saving Throw:* **DC 18 CONSTITUTION**. *Failure:* The target is **Paralyzed** until the start of its next turn.

### BONUS ACTIONS

**Defend the Colony.** The reef avatar summons a swarm of defenders in an unoccupied space within **10 feet** of it. The swarm is made up of Tiny krakens, sharks, and whales, uses the **Swarm of Piranhas**<sup>\*</sup> stat block, and takes its turn immediately after the reef avatar on the same Initiative count. The swarm lasts for **1 minute** or until it dies, after which it returns to the safety of the reef avatar's body if possible.

\*If using the 2014 version of the 5e rules, use Swarm of Quippers

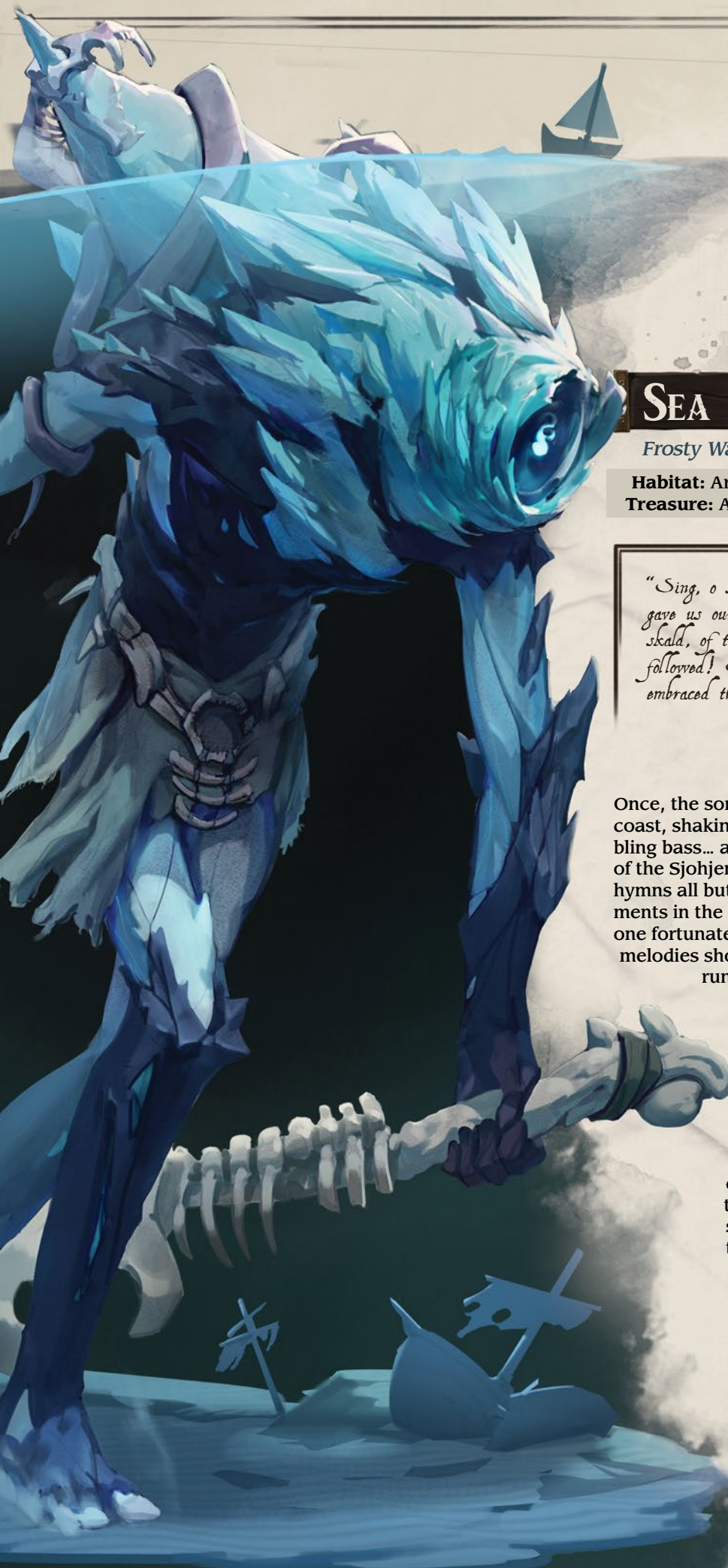
### LEGENDARY ACTIONS

*Legendary Action Uses:* **3**. Immediately after another creature's turn, the reef avatar can expend a use to take one of the following actions. The reef avatar regains all expended uses at the start of each of its turns.

**Cast a Spell.** The reef avatar uses Spellcasting.

**Cleansing Current.** A creature with a Swim Speed within **30 feet** of the reef avatar regains 6 (**1d8 + 2**) Hit Points.

**Darting Spine.** The reef avatar makes a Darting Spine attack.



## SEA GIANT

*Frosty Wanderers Far from the Peaks*

**Habitat:** Arctic, Coast, Ocean;  
**Treasure:** Armaments

*"Sing, o skald, of the lost children of ice, who gave us our home beneath the waves! Sing, o skald, of the first to descend, and all those who followed! Sing, o skald, in praise of those who embraced the surf!"*

*-Hymn of the First of the Sea*

Once, the songs of the sea giants rolled across every coast, shaking the cliffs and beaches with their rumbling bass... and then the krakens came. In the wake of the Sjhjem massacre, both the giants and their hymns all but vanished, scattered to solitary settlements in the ocean's deepest trenches. Nowadays, one fortunate enough to hear a sea giant's guttural melodies should strive to appreciate them at a brisk run in the opposite direction—for they herald a vengeful, bloody kraken hunt.

**The Descent.** The sea giants trace their origins to the mountaintop monastery of Hoytkloster, which their frost giant predecessors inhabited during the Great War of Thunder. Though these uncharacteristically peaceful giants chose to withdraw from the conflict, the war found them nonetheless, shattering their sanctuary and hurling them into the icy abyss of the ocean below. There, the giants wove ancient magic to reshape their bodies for this new environment, trading white capped peaks for white capped waves. Not only adapting but thriving, they forged a glorious kingdom in the depths, raising the sunken monastery into the grand capital of Sjhjem.

**Silenced Songs.** The peace of their new home wasn't to last, as the resonating hymns of the sea giants carried across the depths to the earholes of envious krakens. Seething with spite for the invaders from above the waves, the betentacled sea titans ripped apart the fledgling giant cities in a devastating massacre. The few survivors were left to rebuild in silence, shackled by fear—to this day, sea giant communities still suppress the joyful songs that once defined them, lest they draw the krakens' ire anew. Only the bravest and most wrathful among them dare to reject this indignity, hunting their sworn nemeses in the hopes that their people may one day join their voices in harmony once more.

**Ascendant Hunters.** In order to avoid fighting krakens in the crushing depths of their underwater lairs, where they're at their most dangerous, the giant hunters devised a cunning strategy to lure their foes to land. Upon approaching a kraken's lair, all but one giant ascend to the surface on their buoyant ice until they vanish from sight.

The lone decoy lingers below, intoning somber, half-remembered hymns from the hollows of its chest to needle the kraken's ancient spite. When the mighty titan surges from its nest in a blind fury, hoping for an easy kill, the giant rockets upward, drawing its prey to the ambush above.

## SEA GIANT JOTUNBJERG

Gargantuan Giant, Neutral

**AC** 15 **Initiative** +0 (10)  
**HP** 310 (20d20 + 100) **Perception** +10 (20)  
**Speed** 40 ft., Swim 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	25	11	21	12	18	12
Mod (Save)	+7 (+13)	+0	+5 (+11)	+1	+4	+1

**Skills** Athletics +13, Perception +10, Performance +13, Survival +10

**Damage Resistances** Lightning, Poison

**Damage Immunities** Cold

**Condition Immunities** Frightened

**Senses** Darkvision 500 ft.

**Languages** Giant

**CR** 20 (XP 25,000)

**PB** +6

### TRAITS

**Amphibious.** The giant can breathe air and water.

**Icy Deathlight.** When a creature that can see the giant starts its turn within **300 feet** of it, it's subjected to the following effect. *Saving Throw:* **DC 19 WISDOM**. *Failure:* The target is **Charmed** by the giant for **10 minutes**. While Charmed, the target ignores the Icy Deathlight of other giants. If the target is more than **5 feet** from the giant, the target moves on its turn toward the giant by the most direct route, trying to get within **5 feet** of the giant. It doesn't avoid Opportunity Attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the giant, the target repeats the save. *Success:* The target is immune to this giant's Icy Deathlight for **24 hours**.

**Frigid Body.** A creature that touches the giant or hits it with a melee attack while within **5 feet** of it takes 10 (**3d6**) Cold damage.

**Legendary Resistance (3/Day).** If the giant fails a saving throw, it can choose to succeed instead.

**Pelagic Walker.** The giant can only use its Swim Speed on the water's surface. It sinks **30 feet** toward the bottom of any body of water it enters at the end of each of its turns unless it's on the water's surface or it has used its Glaciate action since the start of its last turn.

**Titan Tracker.** The giant knows the distance and direction to the nearest Titan on the same plane of existence as it. It also has **Resistance** to damage from creatures' Legendary Actions.

### ACTIONS

**Multiaction.** The giant makes two Bone Sledge attacks.

**Bone Sledge.** *Melee Weapon Attack:* **+13** to hit, reach 15 ft. *Hit:* 21 (**4d6 + 7**) Bludgeoning damage and the target is subjected to the following effect. *Saving Throw:* **DC 21 STRENGTH**. *Failure:* The target is knocked **Prone**.

**Glaciate.** If the giant is underwater, it rises **60 feet** toward the surface without provoking Opportunity Attacks. It can't use this action if it has taken **15+** Fire damage since the start of its last turn.

### REACTIONS

**Cold Fury.** *Trigger:* A Titan damages the giant. *Response:* The giant takes no damage instead.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the giant can expend a use to take one of the following actions. The giant regains all expended uses at the start of each of its turns.*

**Bone Sledge.** The giant makes one Bone Sledge attack.

**Refreeze.** The giant uses Glaciate.

# VAMPIACRUS

"She bit WHAT!"

—Humperdink, after receiving his vampiric mother's latest care package of "taster phials"

A lurid crimson glow in the distant abyss heralds the approach of the vampiacrus. It moves with the implacable force of a riptide, tearing whales apart in cataclysmic bursts of viscera and sucking the blood-saturated seawater into its iridescent flesh. It is a surreal, pelagic nightmare of blazing, electrified teeth and surging speed—a terror no terrestrial vampire could hope to match.

**Beyond the Seabottom.** The vampiacrus controls an ever-expanding territory marked by shredded whales, desecrated colossal squid, and exsanguinated dragon turtles. The few times the monster has been spotted, it was by sailors fortunate enough to survive the raging hurricane under which the creature appeared to be bathing. Surrounded by bioluminescent thralls of aqueous morphology, it was repeatedly struck by lightning, its blood-red glow growing brighter with each bolt. Scarlet arcs of electricity occasionally pulsed between its enormous form and that of its thrall attendants, who seemed to thrive on the scraps of its electrical discharge.

**Enthralling Carnivore.** The few creatures whose fragile forms survive the vampiacrus' initial blows find themselves spellbound by its shimmering flesh, then drained of life by its electrified teeth. Not long after, electricity surges through the corpse as it rises again as a twisted, twitching vampire spawn. The vampiacrus uses a school of these thralls (of-

ten unbreathing cetaceans, decayed sharks, and glowing plesiosaurs) to guard the entrance of its pelagic cave-lairs. There, their master grants them infrequent meals of blood and lightning, keeping their predator senses razor sharp—too sharp. They lash out, desperate and unthinking, at the slightest glimpse of a distant silhouette, and can spend hours gnawing on rusted shipwrecks, rock outcroppings, and even each other's necrotic flesh.

**Little Red Lights.** Through the inept and unthinking process of evolution, parasitic fish still attempt to parasitize the vampiacrus. With the pulses of electricity that ripple across its dermis, these parasites are instantly fried and reanimated, becoming thralls of the enormous sea creature—children the vampiacrus entirely neglects. When these prized, glowing minnows are inevitably caught as bycatch, they enter a life of mutualism: miners use these fish as flameless light sources, keeping them in helmet-mounted fishbowls and reinvigorating them with bursts of electricity or drops of blood. The more superstitious underground labourers reject this bio-technological marvel, claiming the fishes' master can see through their eyes, and that if enough are brought together, a vampiacrus may appear!

2014

## MODIFICATION: VAMPIACRUS

If you are using the 2014 version of the 5e rules, you can make the following changes to the Vampiacrus.

### Modification: Creature Names

Replace all mentions of swarm of piranhas with swarm of quippers.

### Additional Trait: Undead Nature

The vampiacrus doesn't need to breathe, eat, drink, or sleep.





# VAMPIACRUS

Huge Undead, Chaotic Evil

**AC** 17 **Initiative** +10 (20)  
**HP** 345 (30d12 + 150) **Perception** +10 (20)  
**Speed** 30 ft., Swim 120 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	21	16	20	10	16	20
Mod (Save)	+5	+3 (+10)	+5	+0	+3 (+10)	+5 (+12)

**Skills** Perception +10

**Damage Resistances** Cold, Necrotic

**Damage Immunities** Lightning, Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 300 ft.

**Languages** None

**CR** 22 (XP 41,000) **PB** +7

## TRAITS

**Legendary Resistance (3/Day).** If the vampiacrus fails a saving throw, it can choose to succeed instead.

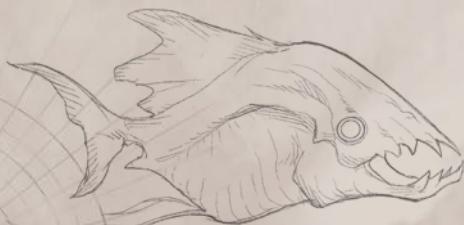
**Lightning Absorption.** When the vampiacrus is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

**Lightning Body.** While the vampiacrus is submerged in water, a creature that touches the vampiacrus or hits it with a melee attack while within **5 feet** of it takes **9 (2d8)** Lightning damage. The vampiacrus sheds Bright Light in a **100-foot radius** and Dim Light for another **100 feet**.

**Lightning Reanimation.** A creature that is reduced to 0 Hit Points by Lightning damage originating from the vampiacrus, or a creature's corpse that is in the area of an effect originating from the vampiacrus that deals Lightning damage, becomes a **Vampire Spawn** under the vampiacrus' control. A creature that becomes a Vampire Spawn in this way has a Swim Speed of **30 feet**, has **Immunity** to Lightning damage, and shares the vampiacrus' Lightning Absorption and Undead Nature traits.

**Piranha Panic.** If the vampiacrus drops to 0 Hit Points outside its resting place, it uses Shape-Shift to become a ghostly **Swarm of Piranhas** (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in this form, it can't return to its true form, and it must reach its resting place within **2 hours** or be destroyed. Once in its resting place, it returns to its true form and is **Paralysed** until it regains any Hit Points, and it regains **1** Hit Point after spending **1 hour** there.



**Vampire Weaknesses.** The vampiacrus has these weaknesses:

**Stake to the Heart.** If a Large or larger weapon made of wood that deals Piercing damage is driven into the vampiacrus' heart while the vampiacrus has the **Incapacitated** condition in its resting place, the vampiacrus has the **Paralysed** condition until the weapon is removed.

**Sunstruck.** The vampiacrus takes **20** Radiant damage if it starts its turn in sunlight. While in sunlight, it has **Disadvantage** on attack rolls and ability checks.

## ACTIONS

**Multiattack (True Form Only).** The vampiacrus makes one Bite attack and one Tail Whip attack.

**Bite.** *Melee Weapon Attack:* **+12**, reach 10 ft. *Hit:* 20 (**3d8 + 7**) Piercing damage plus 18 (**4d8**) Lightning damage. The target's Hit Point maximum is reduced by an amount equal to the Lightning damage taken, and the vampiacrus regains Hit Points equal to that amount.

**Tail Whip (True Form Only).** *Melee Weapon Attack:* **+12**, reach 15 ft. *Hit:* 14 (**3d4 + 7**) Bludgeoning damage plus 9 (**2d8**) Lightning damage.

**Discharge (Recharge 5-6; True Form Only).** The vampiacrus erupts in a maelstrom of crimson lightning. *Saving Throw:* **DC 20 DEXTERITY**, each creature within **30 feet**. *Failure:* 66 (**12d10**) Lightning damage, and the target is **Blinded** until the start of its next turn. *Success:* Half damage only.

## BONUS ACTIONS

**Shape-Shift.** If the vampiacrus isn't in sunlight, it shape-shifts into a **Swarm of Piranhas**, or it returns to its true form.

While in swarm of piranhas form, the vampiacrus' game statistics are unchanged except as follows. The vampiacrus' size is Medium, its Speed is **0 feet**, its Swim Speed is **30 feet**, and it can't take any actions, speak, or manipulate objects. It can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny piranha. It has **Resistance** to all damage except Radiant damage.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the vampiacrus can expend a use to take one of the following actions. The vampiacrus regains all expended uses at the start of each of its turns.*

**Surge.** The vampiacrus swims up to half its Swim Speed without provoking Opportunity Attacks.

**Tail Whip (True Form Only).** The vampiacrus makes one Tail Whip attack.

**Hypnotising Luminescence (Costs 2 Uses).** The vampiacrus shimmers in a mesmerising pattern, choosing one of the options from the Command spell. *Saving Throw:* **DC 20 WISDOM**, each creature within **30 feet**. *Failure:* The target is subjected to the Command spell, following the command option chosen by the vampiacrus.



## CREWS

From the lowliest deck swabber to the captain at the helm, a dependable crew is the lifeblood of any seafaring vessel, no matter how scurvy-ridden it may be. Upon the strange, mutagenic waves of the Voidsea, these crews are as varied as they come. Seedy dockside taverns abound with tales of phantasmagoric carracks manned by barnacle-encrusted Undead, swift hunting schooners commanded by bloodthirsty sharkin raiders, and even strange living galleons where animated plants set their own course. Fresh-faced recruits and veteran seadogs alike do well to remember that in the Voidsea, fate is shaped not only by the ship beneath their feet, but also by who stands beside them on the deck.

## MUSKETEER

Medium or Small Humanoid (Gunner), Any Alignment

**AC** 13

**HP** 27 (5d8 + 5)

**Speed** 30 ft.

**Perception** +1 (11)

**Initiative** +2 (12)

	STR	DEX	CON	INT	WIS	CHA
Score	9	15	12	11	13	10
Mod (Save)	-1	+2	+1	+0	+1	+0

**Skills** Stealth +4, Survival +3

**Gear** Leather Armor, Musket

**Senses** —

**Languages** Common plus one other language

**CR** 1/4 (XP 50)

**PB** +2

### TRAITS

**Moxie.** The musketeer can take one additional Reaction per round. It can still only take one Reaction on each turn.

### ACTIONS

**Bayonet.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

**Musket.** *Ranged Weapon Attack:* +4, range 60/240 ft. *Hit:* 8 (1d12 + 2) Piercing damage.

### REACTIONS

**Point-Blank.** *Trigger:* A creature that the musketeer can see leaves its reach using its action, its Bonus Action, its Reaction, or one of its speeds. *Response:* The musketeer makes one Musket attack against the creature, and it doesn't have Disadvantage on the attack roll as a result of an enemy being within 5 feet of it.

## MASTER OF FRIGID CURRENTS

Medium or Small Humanoid (Bender), Any Alignment

AC 17

HP 123 (19d8 + 38)

Speed 45 ft.

Perception +1 (11)

Initiative +8 (18)

	STR	DEX	CON	INT	WIS	CHA
Score	10	20	14	12	13	20
Mod (Save)	+0 (+3)	+5	+2 (+5)	+1	+1	+5

**Skills** Acrobatics +8, Stealth +8

**Gear** Studded Leather Armor, Daggers (6)

**Senses** —

**Languages** Common plus one other language

**CR** 7 (XP 2,900)

**PB** +3

### TRAITS

**Avoidance.** If the master is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it has the Incapacitated condition.

**Slippery.** Opportunity Attacks against the master have **Disadvantage**.

### SPELLCASTING

**Ability Score:** Charisma **DC:** 16 **Modifier:** +8

The master uses a Dagger as a Spellcasting Focus

**At Will:** *Guidance, Spare the Dying*

**4/Day (cast at level 2):** *Charm Person, Create or Destroy Water, **Epinephrine\***, **Ice Moon\****

**3/Day (cast at level 3):** ***Blur**<sup>C</sup>, **Calm Emotions**<sup>C</sup>, **Endoleech\***, **Enhance Ability**<sup>C</sup>, **Hold Person**<sup>C</sup>*

\*See Chapter 11; **Bold** indicates combat spells; <sup>C</sup> indicates Concentration; <sup>P</sup> indicates cast before combat

### ACTIONS

**Multiattack.** The master makes two Frozen Dagger attacks. It can replace one attack with a use of Spellcasting to cast *Ice Moon* (level 2 version).

**Frozen Dagger.** *Melee or Ranged Weapon Attack: +8*, reach 5 ft. or range 60 ft. *Hit:* 7 (1d4 + 5) Cold or Piercing damage (master's choice) plus 7 (2d6) Cold damage. *Hit or Miss:* The dagger magically returns to the master's hand immediately after a ranged attack.

### BONUS ACTIONS

**Elemental Combo.** After the master casts one of its limited-use spells or makes a Frozen Dagger attack on its turn, it can follow it up with an Elemental Combo. *Melee or Ranged Spell Attack: +8*, reach 10 ft. or range 60 ft. *Hit:* 15 (4d4 + 5) Cold damage for a melee attack, or 10 (4d4) Cold damage for a ranged attack.

### REACTIONS

**Elemental Redirection.** *Trigger:* The master misses a ranged Frozen Dagger attack. *Response:* The master makes a Frozen Dagger attack against another target within **60 feet** of the original target.



# DEEPFATHOM SHARKIN

Among the sharkin of the Hunter's Conclave, 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. Nevertheless, they were among the first to ally with the Deep King, eagerly marching upon shallower waters and even the surface world to sate their thirst for blood.

## GREAT WHITE BERSERKER

In Deepfathom sharkin society, the title of berserker is a mark of honour, bestowed upon those who show such mastery of their bloodlust that they can channel it into a state of transcendental rage. A true berserker needs only the slightest scent of blood to fuel its fury, and can control it even in the heat of combat, shredding its foes apart while safeguarding its allies. Not all can maintain this delicate balance, however, and dark tales are told of those who lost themselves in their thirst, slaughtering entire communities of their own people before finally being put down.



## GREAT WHITE BERSERKER

Medium Humanoid (Barbarian, Sharkin), Any Alignment

**AC** 17 **Perception** +1 (11)  
**HP** 153 (18d8 + 72) **Initiative** +3 (13)  
**Speed** 30 ft., Swim 50 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	16	18	7	12	10
Mod (Save)	+4	+3	+4	-2	+1	+0

**Skills** Athletics +8, Intimidation +4  
**Damage Resistances** See Blood Rage  
**Senses** Darkvision 120 ft.  
**Languages** Undercommon plus one other language  
**CR** 10 (XP 5,900) **PB** +4

### TRAITS

- Amphibious.** The berserker can breathe air and water.
- Bloodlust (3/Day).** When the berserk targets a creature that has blood and doesn't have all its Hit Points with an attack, it can give itself **Advantage** on the attack roll.
- Keen Smell.** The berserker has **Advantage** on Wisdom (Perception) checks that rely on smell.
- Sensitive Skin.** If the berserker takes **10+** Radiant damage in a single instance, a huge blister forms on its skin. The next time the berserker is hit by an attack that deals Piercing or Slashing damage, that attack is a Critical Hit, and the blister disappears.

**Unarmoured Defence.** While the berserker isn't wearing any armor, its Armor Class includes its Constitution modifier.

**Sensitive Smell.** While the berserker is within **10 feet** of a source of essential oils, its Bloodlust and Keep Smell traits don't function, and it can't use its Blood Rage Bonus Action.

### ACTIONS

**Multiattack.** The berserker makes one Bite attack and one Fishhook attack.

**Bite.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage, or 23 (3d12 + 4) Piercing damage if the berserker's Blood Rage is active.

**Fishhook.** *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage, or 15 (2d10 + 4) Piercing damage if the berserker's Blood Rage is active. If the target is a Large or smaller creature, it is pulled up to **5 feet** straight toward the berserker and is **Grappled (ESCAPE DC 16)**. Until the grapple ends, the berserker can't make Fishhook attacks against other targets.

### BONUS ACTIONS

**Blood Rage (Recharge after a Short or Long Rest).** After the berserker hits a Small or larger creature with an attack roll on its turn, it can give in to its bloodlust, entering a blood rage for **1 minute** or until it is Incapacitated. While the berserker's blood rage is active, it has **Resistance** to Bludgeoning, Piercing, and Slashing damage, its attacks deal extra damage on a hit (included in the attack), and it can use its Frenzied Strike Bonus Action.

**Frenzied Strike (Only While Blood Rage is Active).** The berserker makes one Bite attack.

# 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.

2014

### UPDATED TERM: ALLY

This replaces the term “friendly creature” in the 2014 ruleset.

## 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”.*

2014

### UPDATED TERM: ARMOR TRAINING

This replaces the term “armor proficiency” in the 2014 ruleset.

## 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.

2014

### RULES CHANGE: EQUIPPING AND UNEQUIPPING WEAPONS

If you are using the 2014 version of the rules, equipping or unequipping your weapon is done as a free object interaction, rather than as part of the attack.

## 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**

<b>Size</b>	<b>Water</b>	<b>Size</b>	<b>Water</b>
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", page 7

## 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.

2014

### RULES CHANGE: OPPORTUNITY ATTACKS

If you are using the 2014 version of the rules, you can only make an Opportunity Attack when an enemy that you can see 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.

CLICK ME!



HELIANA.LT/SAFETY

**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*.

## 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. *Zaman's Guide* (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)

# COMPONENT INDEX

This component index shows only the components used in the crafting of the items in *VoidSea*. There are many more harvestable components that aren't shown here which are used to craft items in other books that also use the Heliana Crafting system. This information is organised alphabetically by creature type, and then alphabetically by component type.

If a component has a superscript "B" (<sup>B</sup>), that indicates it is unique to a boss monster and is not found in the normal harvest tables. If an item has a superscript "C" (<sup>C</sup>), that indicates it can be found in the *Salt, Storm & Steel* adventure book. If an item is **bolded**, that means the item is crafted from a boss monster of a hunt. In these cases, a GM may choose to restrict the crafting of that item to components from that boss monster for narrative purposes.

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## **ABERRATION**

## THE VAULT

Loot Tavern Publishing is building a webtool to centralise all of the magic items that use the Heliana Crafting system. With this tool, you'll be able to generate a list of magic items you can craft with your current monster components. When it's finished, a QR Code will be added here. Click or scan the QR code, or type in the URL, to visit the tool.

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# ERRATA

After putting together hundreds of thousands of words, we have inevitably made some mistakes. You'll be able to find that document at the following URL, or by scanning the QR code below.

[HELIANA.LT/VOIDSEAERRATA](https://heliana.lt/voidseaerrata)

# SIDEBARS

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# PLAYTESTERS

Thank you to all of our amazing players and supporters who tested and provided feedback for the beta test of *VoidSea*. We have tremendous gratitude to the following contributors, as well as those who chose to remain anonymous.

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# INDEX

## A

### Placeholder Text

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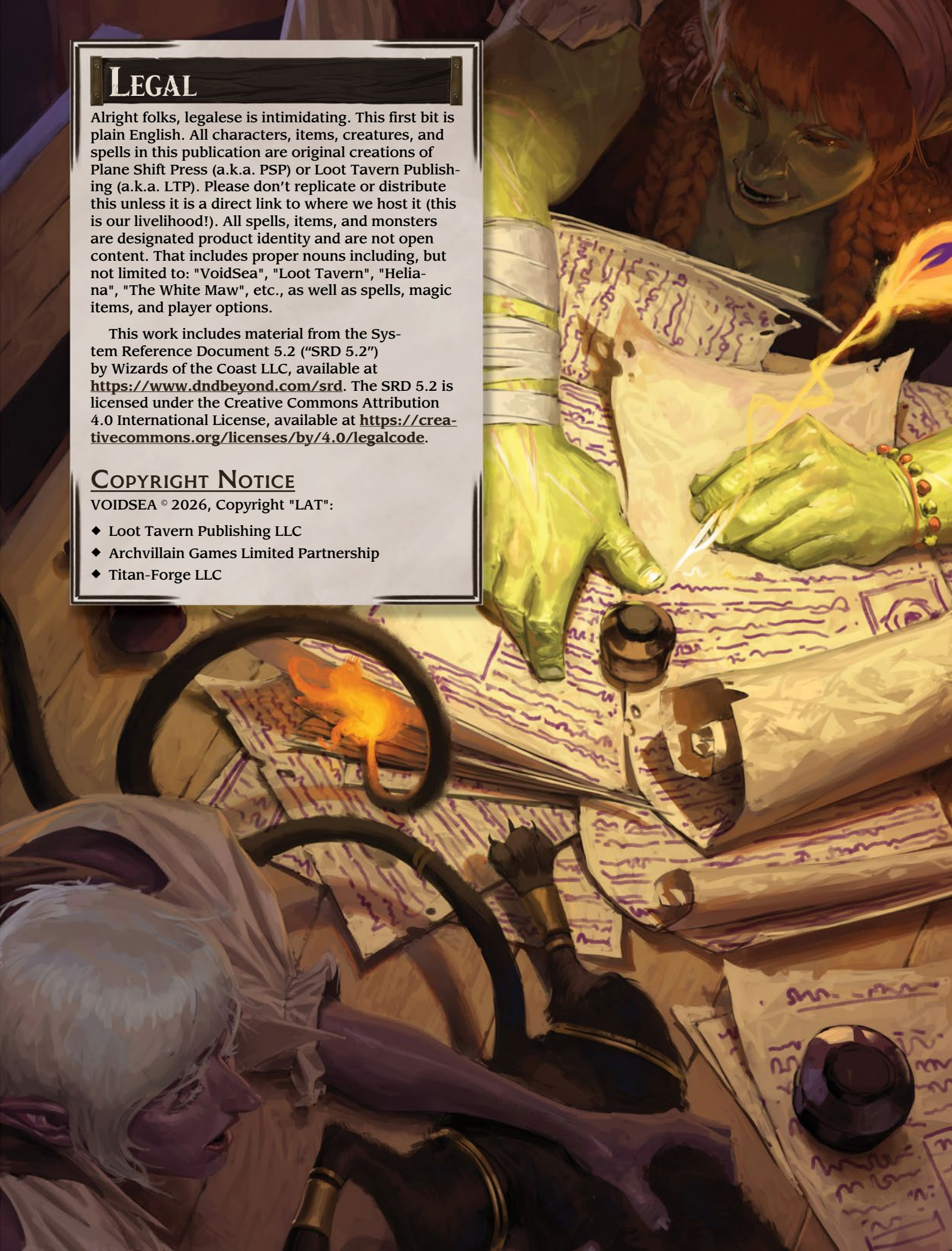
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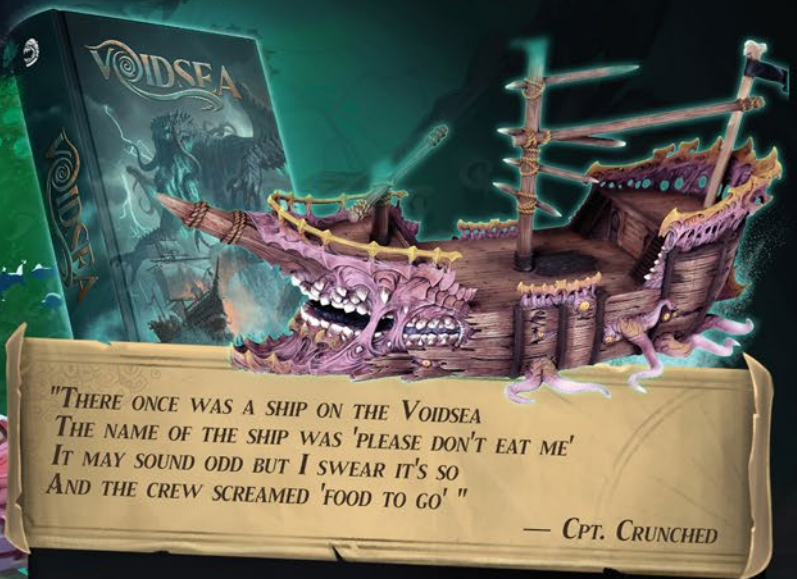
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THE NAME OF THE SHIP WAS 'PLEASE DON'T EAT ME'  
IT MAY SOUND ODD BUT I SWEAR IT'S SO  
AND THE CREW SCREAMED 'FOOD TO GO!'"

— CPT. CRUNCHED

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