

VOIDSEA



SHARK ATTACK!
5E NAVAL COMBAT REIMAGINED

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CREDITS

Lead Design: Max Wartelle

Additional Design: Joao Araujo, Piotr Wisnios

Lead Writer: Max Wartelle

Additional Writing: Joao Araujo, Wyatt Trull

Editing: Phylea, Max Wartelle

Proofing: Jessic Gombart, Joao Araujo

Graphic Design: Kirby Martin

Layout: Kwanpo Cheng, Max Wartelle

Interior Illustrators: Benedetta Abatte, Mohammed Bellafquih, Inocyde, Rastislav Le, Michelle Mueller, James Patel, Dat Phan, Ognjen Sporn, Gabriel Vissichelli

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INTRODUCTION

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 delicately creeps through a porthole, wrapping itself around his ankle...

In a realm where magic abounds, only a fool would crew a ship with 60 souls, when 6 and some fancy arcane-mechanical contraptions would do. Advancements in magitech have made it possible for a single helmsman to steer, secure rigging, and manipulate sails from the comfort of their cockpit. A gunner 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.

Sample Catalogue. Welcome to the VoidSea! This booklet has a sampling of the new player options, monsters, ships, items, spells, and accompanying art you can expect from the project. Be sure to scan the QR code at the end to get access to more **playtest material**. Did we mention the 18-inch resin mimic ship we're making!?

New Condition: Linked. A new condition is introduced in *VoidSea: Linked*. This condition represents the situation in which two targets are connected by a flexible material, such as tying a sailor to a mast, harpooning a dragon turtle (don't worry, their shells are thick), or using a whip like a certain archaeological explorer. These rules are found on page 13.

New Area: Narrow Cone. When a cannon fires grape shot, it spreads out over an area. It's wider than a Line, but less wide than a normal Cone. A Narrow Cone starts 5 feet wide and, every 30 feet, gets 5 feet wider. A 90-foot Narrow Cone is 5 feet wide for the first 30 feet of length, 10 feet wide from 35 feet to 60 feet, and 15 feet wide from 65 feet to the end of its range at 90 feet.



VOIDSEA

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SUBCLASSES



BARBARIAN

PATH OF THE MAELSTROM

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. You can choose one of the Path of the Maelstrom Quirks listed on the table below or roll a d6 to randomly determine it.

PATH OF THE MAELSTROM QUIRKS

d6 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. |

WAVEBORN

3rd-Level 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 Walk Speed, and you can breathe underwater. In addition, while underwater, you can take the Dash action as a Bonus Action.

OCEANIC PULL

3rd-Level 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 enter your Rage, a magical vortex briefly swirls around you. Up to three creatures of your choice that you can see within **30 feet** of you are pulled to the nearest unoccupied spaces within **5 feet** of you. If a creature is already within **5 feet** of you when you use this feature, you can choose to knock it **Prone** instead. If a creature isn't willing, it must succeed on a **Strength saving throw** to resist these effects.

In addition, while raging, you can use your Reaction when a creature you can see within **30 feet** of you moves away from you, attempting to draw it back in. The creature must succeed on a **Strength saving throw** or be pulled to the nearest unoccupied space within **5 feet** of you and have its Speed reduced to **0 feet** until the end of the turn.

The **DC** for both of these effects equals **8 + your Proficiency Bonus + your Strength modifier**.

TIDE RIDER

6th-Level 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 choose to create a wave in a **15-foot square** underneath you, which lasts until the end of your turn. When you move, the wave moves with you. You can choose to carry one other willing creature in the wave's area, which also moves with you until you decide to leave it behind or the wave ends.

When the wave moves into the space of another creature, that creature must make a **Strength saving throw** (**DC** equals **8 + your Proficiency Bonus + your Strength modifier**). On a failed save, the creature is pushed to the nearest un-

occupied space outside of the wave, is knocked **Prone**, and takes **2d8 Bludgeoning** damage. On a successful save, a creature takes half as much damage only. A creature can be forced to make this saving throw only once on each turn.

Your Rage doesn't end as a result of not attacking a creature on the same turn you've used this feature. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. The Bludgeoning damage increases to **3d8** at 10th level and **4d8** at 14th level.

ABYSSAL EMBRACE

10th-Level 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, as part of the same Reaction to pull a creature with your Oceanic Pull feature, you can make a melee weapon attack against it, or attempt to grapple or shove it if it ends this movement within your reach. You can do this a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

LORD OF THE SEAS

14th-Level 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. While raging, you form a waterspout that wraps around your lower body in the shape of a **5-foot-diameter Cylinder** that extends all the way down 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 and grants you a Fly Speed of **30 feet**. You can't move higher than **30 feet** from the base of the spout.

While a creature is in the area of your waterspout, you can choose to have the vortex protect it or pull it down (no action required by you). If you choose to protect the creature, attack rolls against it have **Disadvantage** while it remains in the spout. If you choose to pull it down, the creature must make a **Strength saving throw** when it starts its turn in the spout (**DC** equals **8 + your Proficiency Bonus + your Strength modifier**). On a failed save, it's knocked **Prone**.

RACES

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 sharkins' 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's account begins with the Kraken War—a conflict brought about when an arch-marid sought to breach the barrier with the Plane of Water and drown the world. Led by sharkin, the denizens of the deep—cnidarans, coralalkin, 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. It is no sin to harness this bloodlust, only to give in to 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 fi-

nally 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.

SHARKIN QUIRKS

Thanks to both culture and biology, sharkin often develop peculiar quirks. At your discretion, roll on the Sharkin Quirks table to further flesh out your character.

SHARKIN QUIRKS

d6 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 breakup—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

As a sharkin, you have the following traits:

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

Age. Sharkin biologically become adults at about sixteen years of age. They typically live up to 500 years.

Anatomy. You have two arms, two legs, and a tail.

Speed. Your Walk Speed is **30 feet**, and you have a Swim Speed equal to your Walk Speed.

Creature Type. You are a Humanoid.

Amphibious. You can breathe both air and water.

Bite. You have a fanged maw that you can use to make Unarmed Strikes. When you hit with it, you deal **1d6 + your Strength modifier** Piercing damage, instead of the Bludgeoning damage normal for an Unarmed Strike.

Bloodlust. When you make a melee attack against a creature that has blood and is below its Hit Point maximum, you can give yourself **Advantage** on the attack roll (no action required). 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.

Whenever you use this trait, make a **Wisdom saving throw** (DC equals 10 + the number of times you've used Bloodlust since you last finished a Short or Long Rest). On a failure, you enter a blood frenzy for **1 minute** or until you are Unconscious. While frenzied, you must take the Attack action on each of your turns, targeting the nearest creature of which you're aware with all of your attacks. You can repeat this saving throw at the end of each of your turns, ending this effect on a success.

Darkvision. You have Darkvision out to a range of **60 feet**.

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

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.

Subrace. The sharkin are as diverse as the sharks of the sea. Choose one of these subraces:

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.

Suggested Ability Score Increase. Your Strength score increases by 2.

Size. You are Medium. Known for their brawn and white underbellies, great whites weigh around 400 pounds and stand around 6 feet in height.

Jaws. Your Bite deals **1d8** Piercing damage instead of 1d6. When you have Advantage on an attack made with your Bite because of your Bloodlust trait, the damage of the Bite increases to **1d12**.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Additionally, your Swim Speed increases by **10 feet**.



Great white sharkin



Sawshark sharkin

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.

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

Size. You are Medium. Lithe and nimble, sawsharks reach heights of 7 feet, but usually weigh only around 100 to 150 pounds.

Sawsnout. Your serrated snout grants these benefits:

- ◆ Your Bite deals Slashing damage instead of Piercing damage.
- ◆ Opportunity Attacks you make with your Bite deal **1d4** extra Slashing damage on a hit, as your target's movement worsens the saw's tearing.
- ◆ You can use your Dexterity modifier for the attack and damage rolls of your Bite, instead of Strength.

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

WOBBERGONG

The spotted hide of wobbegongs 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 wobbegongs 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.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Size. You are Medium. Smaller amongst sharkin, wobbegongs rarely exceed 5 feet in height and 100 pounds in weight.

Songs of the Sea. Your voice rings out with oceanic magic. You know the *water whip** cantrip. Starting at 3rd level, you can cast *create or destroy water* with this trait. Starting at 5th level, you can also cast *blood frenzy** with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a Long Rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require Material or Somatic components when you cast them with this trait.

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

*See Spells on page 27.



Wobbegong sharkin

CREW

The only thing worse than sharks are sharks with legs that can breathe air. And worse than that, is the crew of White Maw, barbarous raiders that embrace the blood frenzy their better-mannered cousins so virtuously avoid.

*- Commodore Havok,
from On The Trail of White Maw*

When mists roll in from the sea, it's either a perfectly normal meteorological event, or the advent of a raid by the White Maw pirates. From their adroit vessel, *Odontodon*, they raid fishing villages and trading sloops, capturing live prey to feed their demigod and patron, the megalodon. These brutes pursue the blood frenzy avoided by other sharkin, seeing in it their right to rule the waves.

CAPTAIN WHITE MAW

Large Humanoid (Sharkin), Neutral Evil

Armour Class 14 (natural armour)

Hit Points 102 (12d10 + 36)

Speed 40 ft. (50 ft. with *longstrider**), swim 40 ft.

*Cast by Acolyte of the Hunt (see page 11)

STR	DEX	CON	INT	WIS	CHA
17	15	16	10	14	15
(+3)	(+2)	(+3)	(+0)	(+2)	(+2)

Saving Throws Str +6, Dex +5, Wis +5

Skills Athletics +9, Intimidation +5, Perception +5, Stealth +5

Senses Darkvision 120 ft., Passive Perception 15

Languages Common, Undercommon

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. White Maw can breathe air and water.

Combo. A creature that White Maw hits with two Toothed Knuckleduster attacks on a turn must succeed on a **DC 14 Strength saving throw** or be pushed **15 feet** directly away from White Maw and fall **Prone**.

Critical Bloodlust (3/Day). White Maw gains **Advantage** on her next melee attack roll this turn against a creature that has blood and doesn't have all its Hit Points, and she scores a Critical Hit on the attack on a roll of 19 or 20. White Maw can't use this trait if there is the scent of essential oils from a source within **10 feet** of her.

Keen Smell. White Maw has **Advantage** on Wisdom (Perception) checks that rely on smell. While White Maw is within **10 feet** of a source of essential oils, her sense of smell shuts down and this trait doesn't function.

Legendary Resistance (2/Day). If White Maw fails a saving throw, she can choose to succeed instead.

Sensitive Skin. If White Maw takes **10** or more Radiant damage in a single instance, a huge blister forms on her skin. The next time White Maw is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

ACTIONS

Multiattack. White Maw makes two Toothed Knuckleduster attacks. She can replace one of these attacks with a Bite

and one attack with a Harpoon attack, if available.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Toothed Knuckleduster. *Melee Weapon Attack:* **+6** to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) Bludgeoning or Piercing damage (White Maw's choice when she hits).

Harpoon (Recharge 4-6). *Ranged Weapon Attack:* **+5** to hit, range 25/50 ft. *Hit:* 7 (1d10 + 2) Piercing damage, and the target becomes **Linked** (sharkin cord: AC 12, 5 HP) to White Maw. While **Linked**, White Maw can't use her Harpoon on another target. A creature within reach of the **Linked** target can use its action to make a **DC 14 Strength** check, removing the harpoon on a success.

BONUS ACTIONS

Incite (Recharge 4-6). Each creature within **60 feet** of White Maw that can hear her and that has the **Bloodlust** or **Blood Frenzy** trait, or is under the effects of the *blood frenzy* spell (see page 27), can use its Reaction to make one melee attack against a creature that is within its reach, has blood, and doesn't have all of its Hit Points. White Maw can't use this action if there is the scent of essential oils from a source within **10 feet** of her.

Reel. White Maw forces one creature she is **Linked** to with her Harpoon to make a **DC 14 Strength saving throw**. On a failure, the creature is pulled up to **25 feet** closer to White Maw. Creatures two or more sizes smaller than White Maw automatically fail this saving throw.

REACTIONS

Brawl. *Trigger:* A creature within **5 feet** of White Maw hits her with a melee attack. *Response:* White Maw makes one Toothed Knuckleduster attack against the creature.

LEGENDARY ACTIONS

White Maw can take **2** legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. White Maw regains spent legendary actions at the start of her turn.

Attack. White Maw makes one Toothed Knuckleduster attack or attempts to grapple a target.

Move. White Maw moves up to half her Speed without triggering Opportunity Attacks.

Deepfathom Sharkin. Among the sharkin of the Hunter's Conclave—a coalition of coralborn, sharkin, and cnidarans—a sect known as Deepfathom's Embrace find more in common with the sahuagin than with their coastal siblings. Adapted to the deep water of ocean trenches, their eyesight is accustomed to the lightless aphotic zone and their skin is especially sensitive to sunlight, easily spouting sun-sores. Of the few Deepfathom sharkin that visit the surface, White Maw's pirates are the most infamous and feared.

White Maw. Weighing over 700 pounds, the rumours that this staggering behemoth of a sharkin has megalodon in her blood hold some credence. An expert pugilist, White Maw creates armaments from her ever-growing conveyor belt of razor teeth, and she is shadowed by dozens of Tiny remorkin. At the onset of a battle, she draws her own blood, inciting her bloodlust and adding to the latticework of scars that lace her white and blue skin.

SWARM OF REMORKIN

Medium Swarm of Tiny Humanoids (Remorkin), Lawful Neutral

Armour Class 12

Hit Points 18 (4d8)

Speed 25 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	10	6	9	8
(-1)	(+2)	(+0)	(-2)	(-1)	(-1)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralysed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 9

Languages Undercommon

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. The swarm can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny remorkin. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Shivs. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) Piercing damage, or 5 (2d4) Piercing damage if the swarm has half of its Hit Points or fewer.

Remorkin. At less than 2 feet high, remorkin are to sharkin as halflings are to humans, albeit less intelligent and with an almost suicidal attraction to powerful piscine predators. These creatures can be found in all the nooks and crannies of *Odontodon*, often put to work by their larger cousins and sometimes eaten as a handy snack. They are seen as a useful nuisance by the crew and, when White Maw leads the boarding of a vessel, follow her in a swarm, clambering to man her shoulder-mounted harpoon.

Thresherfolk. *Odontodon* typically comes in hard and fast, outpacing fleeing vessels and using its bloodthirsty crew to overwhelm any defenders. However, when outnumbered, outgunned, or outmaneuvered, White Maw turns to her complement of thresherfolk. With their speed, stealth, and lethal accuracy, these acrobatic raiders can board enemy ships while avoiding notice, and eliminate sentries. During open combat, these skirmishers try to outflank the melee and land precisely-placed crossbow bolts in the backs of those distracted by their comrades.

THRESHERFOLK RAIDER

Medium Humanoid (Sharkin), Neutral Evil

Armour Class 12 (leather)

Hit Points 18 (4d8)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10	13	11	9	12	10
(+0)	(+1)	(+0)	(-1)	(+1)	(+0)

Skills Acrobatics +3, Stealth +3

Senses Darkvision 120 ft., Passive Perception 11

Languages Undercommon

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. The raider can breathe air and water.

Bloodlust (2/Day). The raider gains **Advantage** on its next melee attack roll this turn against a creature that has blood and doesn't have all its Hit Points. The raider can't use this trait if there is the scent of essential oils from a source within **10 feet** of the raider.

Keen Smell. The raider has **Advantage** on Wisdom (Perception) checks that rely on smell. While the raider is within **10 feet** of a source of essential oils, its sense of smell shuts down and this trait doesn't function.

Sensitive Skin. If the raider takes **5** or more Radiant damage in a single instance, a huge blister forms on its skin. The next time the raider is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

Sneak Attack (1/Turn). The raider deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has Advantage on the attack roll, or when the target is within **5 feet** of an ally of the raider that isn't Incapacitated and the raider doesn't have Disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft. *Hit:* 4 (1d6 + 1) Piercing damage.



GOBLINSHARK BRUTE

Medium Humanoid (Sharkin), Neutral Evil

Armour Class 13 (Unarmoured Defence)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15	11	16	7	12	10
(+2)	(+0)	(+3)	(-2)	(+1)	(+0)

Skills Athletics +4

Senses Darkvision 120 ft., Passive Perception 11

Languages Undercommon

Challenge 1 (200 XP)

Proficiency Bonus +2

Amphibious. The brute can breathe air and water.

Bloodlust (2/Day). The brute gains **Advantage** on its next melee attack roll this turn against a creature that doesn't have all its Hit Points. The brute can't use this trait if there is the scent of essential oils from a source within **10 feet** of the brute.

Keen Smell. The brute has **Advantage** on Wisdom (Perception) checks that rely on smell. While the brute is within **10 feet** of a source of essential oils, its sense of smell shuts down and this trait doesn't function.

Sensitive Skin. If the brute takes **5** or more Radiant damage in a single instance, a huge blister forms on its skin. The next time the brute is hit by an attack that deals Piercing or Slashing damage within the next **minute**, that attack is a Critical Hit, and the blister disappears.

Unarmoured Defence. While the brute isn't wearing armour, its AC includes its Constitution modifier.

ACTIONS

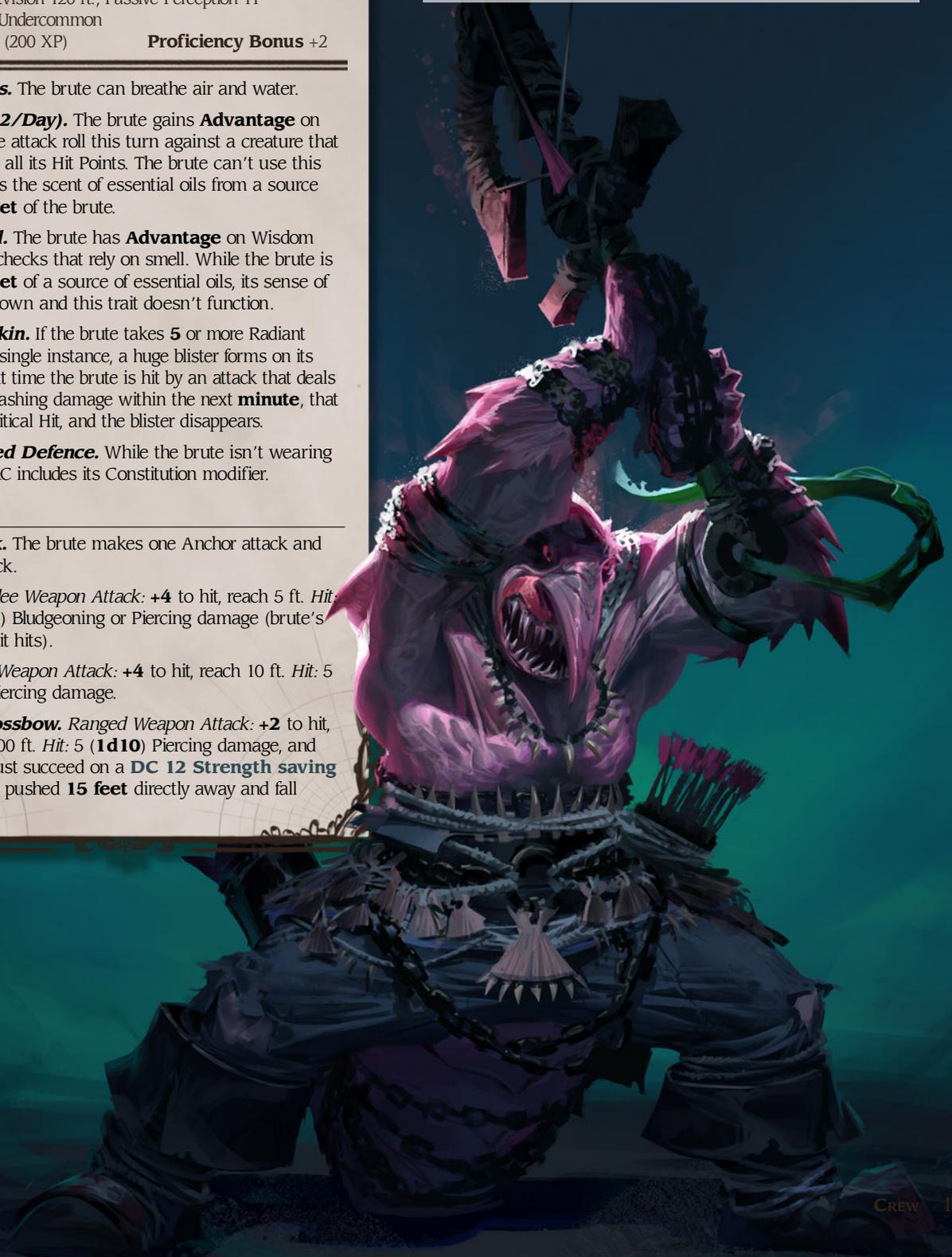
Multiattack. The brute makes one Anchor attack and one Bite attack.

Anchor. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 8 (1d12 + 2) Bludgeoning or Piercing damage (brute's choice when it hits).

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Anchor Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) Piercing damage, and the target must succeed on a **DC 12 Strength saving throw** or be pushed **15 feet** directly away and fall **Prone**.

Goblinsharks. While White Maw leads any frontal assault, her goblinshark bruisers are close behind, thick skin and broad chests protecting her flanks. Their weapons of choice are the anchors purloined from enemy vessels—which are left to drift on the ocean as ghost ships—and their extendable jaws. Instead of the ink other sharkin use to tell their Neverending Story, Deepfathom goblinsharks engage in detailed scarrification, emphasising their scorn for pain with every embellishment.



ACOLYTE OF THE HUNT

Medium Humanoid (Cnidaran), Lawful Neutral

Armour Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft. (40 ft. with longstrider), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	14	13	16	10
(+1)	(+3)	(+2)	(+1)	(+3)	(+0)

Saving Throws Con +4, Wis +5

Skills Arcana +3, Insight +5, Perception +5, Stealth +5, Survival +5

Damage Resistances Poison

Senses Passive Perception 15

Languages Abyssal, Common, Undercommon

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The acolyte can breathe air and water.

Honed Instincts (Recharges after a Short or Long Rest). The acolyte chooses one creature it can see within **120 feet** of it. It learns the saving throws and skills with which the creature is proficient; the creature's damage Resistances, Immunities, and Vulnerabilities; and the creature's condition Immunities.

Neurotoxin (2/Day). When the acolyte hits a creature with its Nematocyst, it can force the creature to make a **DC 12 Constitution saving throw**. On a failure, the creature is **Restrained** until the end of the acolyte's next turn.

SPELLS

The acolyte is a 4th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks). It has the following Cleric spells prepared:

At will: *fog cloud*^c, *flare*^{*}, *guidance*^c

2/day each: *entangle*^c, *longstrider*^p,

1/day each: *warding bond*^p, *spiritual weapon*

*See Spells on page 27; c = concentration; p = pre-cast before combat

BONUS ACTIONS

Mark Prey. The acolyte chooses one creature it can see within **90 feet** of it and mystically marks it as its quarry for the next **hour**. For the duration, it deals an extra 3 (**1d6**) damage to the target whenever it hits it with a weapon attack, and the acolyte has **Advantage** on any Wisdom (Perception or Survival) checks it makes to find its quarry. If the acolyte uses this action to mark a new creature, any previous marks disappear.

ACTIONS

Nematocyst. *Melee Weapon Attack:* **+5** to hit, reach 5 ft. *Hit:* 5 (**1d4 + 3**) Piercing damage.

Longbow. *Ranged Weapon Attack:* **+5** to hit, range 150/600 ft. *Hit:* 7 (**1d8 + 3**) Piercing damage.

Ritual Hunt. Raids against landfolk by members of the Hunter's Conclave—the coalition to whom White Maw owes allegiance—are often ritualistic affairs. Every ship has a priest who blesses each hunt, as well as supplying the more mentally taxing services, such as navigation and bookkeeping. This also serves the practical purpose of providing a spellcaster who can conjure constant fog cover to protect the deep-dwellers' skin from sunlight. On *Odontodon*, this is Mayellia, a cnidaran Hunt Domain Cleric who's a deadeye with a longbow.



ODONTODON

"As the first yellowed tooth of the ship's forecastle chewed its way through the mist, I knew the chase was up. Fear laced through my guts as my eyes made out the human cargo incarcerated in the ship's prow, and the rust-tang of blood delivered a primal message: run. I'm not ashamed to say I hid in the hold, concealed in a vat of oil bound for a perfumier. I came out literally smelling of roses and vowing never to board another ship.

*- Anonymous survivor of White Maw raid,
from *On The Trail of White Maw**

Odontodon is a swift vessel whose primary weapons are fear and the vicious crew it carries. Its prow is adorned with the huge bony jaw of a megalodon, which holds a cage of human cargo exposed to the whipping wind and salt spray of the open ocean.

Unique Components. Deepfathom sharkin see deep respect in using the flesh of those who perish in battle. Their sails are made from the tough sharkskin leather of their fallen comrades and worthy adversaries, providing greater durability against caustic liquids and strong winds. Further enhancing Top Speed and manoeuvrability are the hull-mounted whale fins. These magitech-powered limbs can add forward propulsion or help the ship execute a sharp turn.

When defending against waterborne enemies, the vessel uses its chum bucket. This cauldron at the ship's poop-deck enhances flesh, guts, and bone with Conjunction or Biomancy magic. When released, it can conjure great white sharks or poison the water.

The last unique component is the forecattle-mounted net thrower. During land raids, this artillery piece is used to capture humanoid prey without 'damaging' them. In sea battles, crew can be captured from an enemy ship and held in the water, where the chum bucket's poison can debilitate them.

Odontodon



LINKED CONDITION

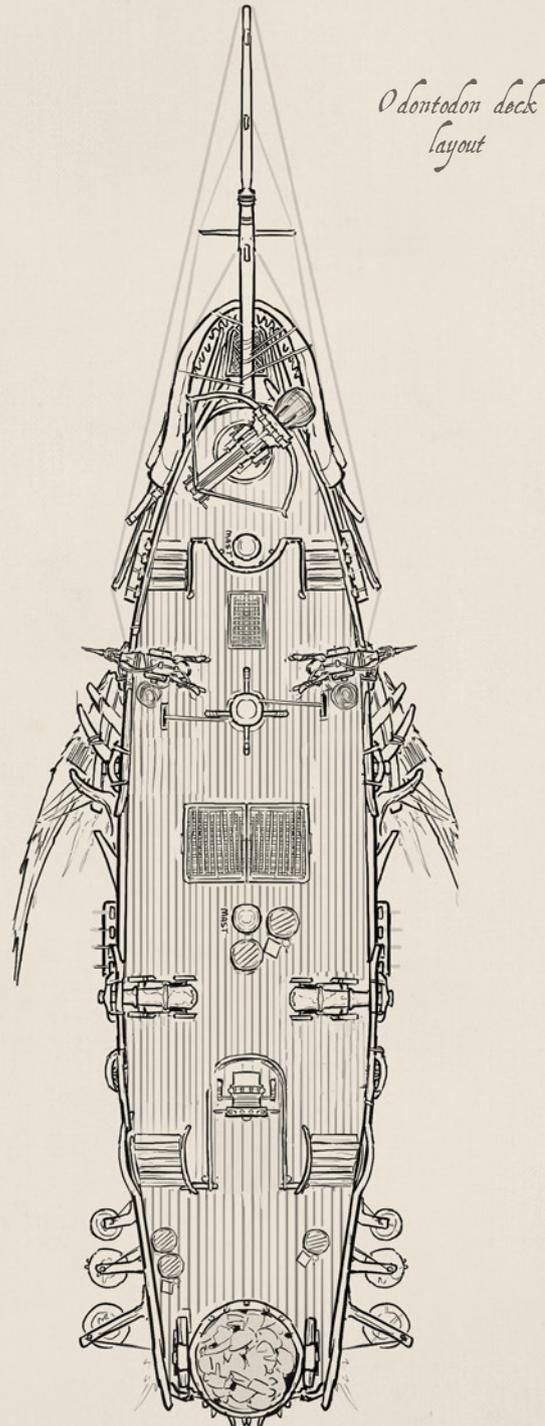
A free-moving target (like a creature or ship) is **Linked** when it is attached to another free-moving target or a grounded object (one that is fixed to the ground, like a pier or a tree) by a piece of flexible material.

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 (Damage Threshold, if any), HP, and any damage Resistances and Immunities. For example: "Linked (steel cable: AC 19, DT 10, 12 HP; **Immunity** to all damage except Acid, Force, and Slashing)".

When targets are Linked, the following rules apply:

- 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 surface.
- 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 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 other creature when it tries to move away from the unwilling creature (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.
- 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.

Tactics. *Odontodon* has little in the way of ranged fire power. Its two 6-pound cannons are used primarily for demasting fleeing ships, or unleashing grape shot before boarding. The double mast and whale fin components impart a higher Top Speed which, combined with the harpoons, help in manoeuvring *Odontodon* into boarding position.





ODONTODON

Gargantuan Vehicle (100 ft. by 25 ft.)

Top Speed 150 ft. (120 ft. with Banked Turn)

Facing Turns 2 (3 with Banked Turn)

Weight 40 tons **Crew** 6 (18 maximum)

Challenge 7 (2,900 XP) **Crew Proficiency Bonus** +3

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Paralysed, Petrified, Poisoned, Prone, Stunned, Unconscious

HULL

Oak Hull, 2-Foot Thick

Gargantuan Wood Hull Component; 25x5

AC	DT	HP	IT	Con
10	15	150	75	+3

PROPULSION

Mainsail Mast, Sharskin

Gargantuan Wood Propulsion Component (Wind-Driven), 1x1

AC	DT	HP	IT	Con	Speed
14	15	60	30	+2	90 (30)

Foresail Mast, Sharkskin

Gargantuan Wood Propulsion Component (Wind-Driven), 1x1

AC	DT	HP	IT	Con	Speed
14	15	40	20	+2	60 (30)

Whale Fins

Huge Wood Propulsion Component; Hull-Mounted, Both Sides, —

AC	DT	HP	IT	Con	Speed
13	10	60	30	+3	90 (30)

Banked Turn. The helmsman can use 30 feet of movement to perform one extra turn during its turn manoeuvre.

CONTROL

Magitech Control, Mk. 1

Medium Metal Control Component, 1x1

AC	DT	HP	IT	Con	Turns
18	10	40	20	+3	2

ARTILLERY

Harpoon, Minke

Medium Metal Artillery Component; 1 per side, 2x1

AC	DT	HP	IT	Con	Crew
16	20	40	20	+4	1

SHOT SELECTION

Harpoon. Ranged Artillery Attack: +6 to hit (includes +3 attack bonus), range **60/120/480 ft.** Hit: 18 (4d8) Piercing damage (AP 10).

This shot has **Advantage** on attack rolls against Hulls and kaiju at close range. When this attack hits a Hull or Gargantuan creature, this component and the target become **Linked** (steel cable: AC 19, DT 10, 12 HP; **Immunity** to all damage except Acid, Force, and Slashing). While a harpoon is Linked to a target, the component can't become Linked to another target, though it can continue to fire harpoons. At the start of this ship's Artillery step, the harpoon's winch automatically reels in the cable by **30 feet** unless a creature within reach uses an object interaction to turn off this mechanism.

Magitech Cannon, 6-Pounder

Medium Metal Artillery Component; 1 per side, 2x1

AC	DT	HP	IT	Con	Crew
16	25	40	20	+5	1

SHOT SELECTION

Ball Shot. Ranged Artillery Attack: +6 to hit (includes +3 attack bonus), range **180/360/1440 ft.** Hit: 18 (4d8) Bludgeoning damage. This shot has **Advantage** against Hulls and kaiju at close range.

Chain Shot. Ranged Artillery Attack: +6 to hit (includes +3 attack bonus), range **—/240/960 ft.** Hit: 18 (4d8) Bludgeoning damage. This shot has **Advantage** against masts and other tall, vertical structures (GM's discretion).

Grape Shot. Saving Throw: **DC 14 Dex, 90-foot narrow-cone** (see page i). Failure: 14 (4d6) Piercing damage. Success: Half damage.

Net Thrower, Shoal

Medium Wooden Artillery Component; 1 at bow, 1x1

AC	DT	HP	IT	Con	Crew
14	15	50	25	+3	1

360 Degree Arc. Regardless of where this Artillery is installed on a ship's deck layout, it can be turned to fire in any horizontal direction.

SHOT SELECTION

Net. Saving throw: **DC 14 Dex, 120 feet, 10-foot-radius Sphere**, creatures only. Failure: The creature is **Restrained** by the net, which is **Linked** (hempen rope: AC 11, HP 12; **Immunity** to all damage except Fire, Force, Slashing, and Piercing) to this component.

At the start of this ship's Artillery step, the thrower's winch automatically reels in the net by **30 feet** unless a creature within reach uses an object interaction to turn off this mechanism. Creatures Restrained by the net move with the net. A creature that deals at least **5** Slashing damage to the net ceases to be Restrained and can escape by moving **5 feet** directly away from the net. If the net sustains 10 or more Slashing damage in total, all creatures in the net are no longer Restrained.

MISCELLANEOUS

Chum Bucket

Huge Metal Miscellaneous Component; 1 at stern, 3x3

AC	DT	HP	IT	Con	Crew
16	20	70	35	+4	1

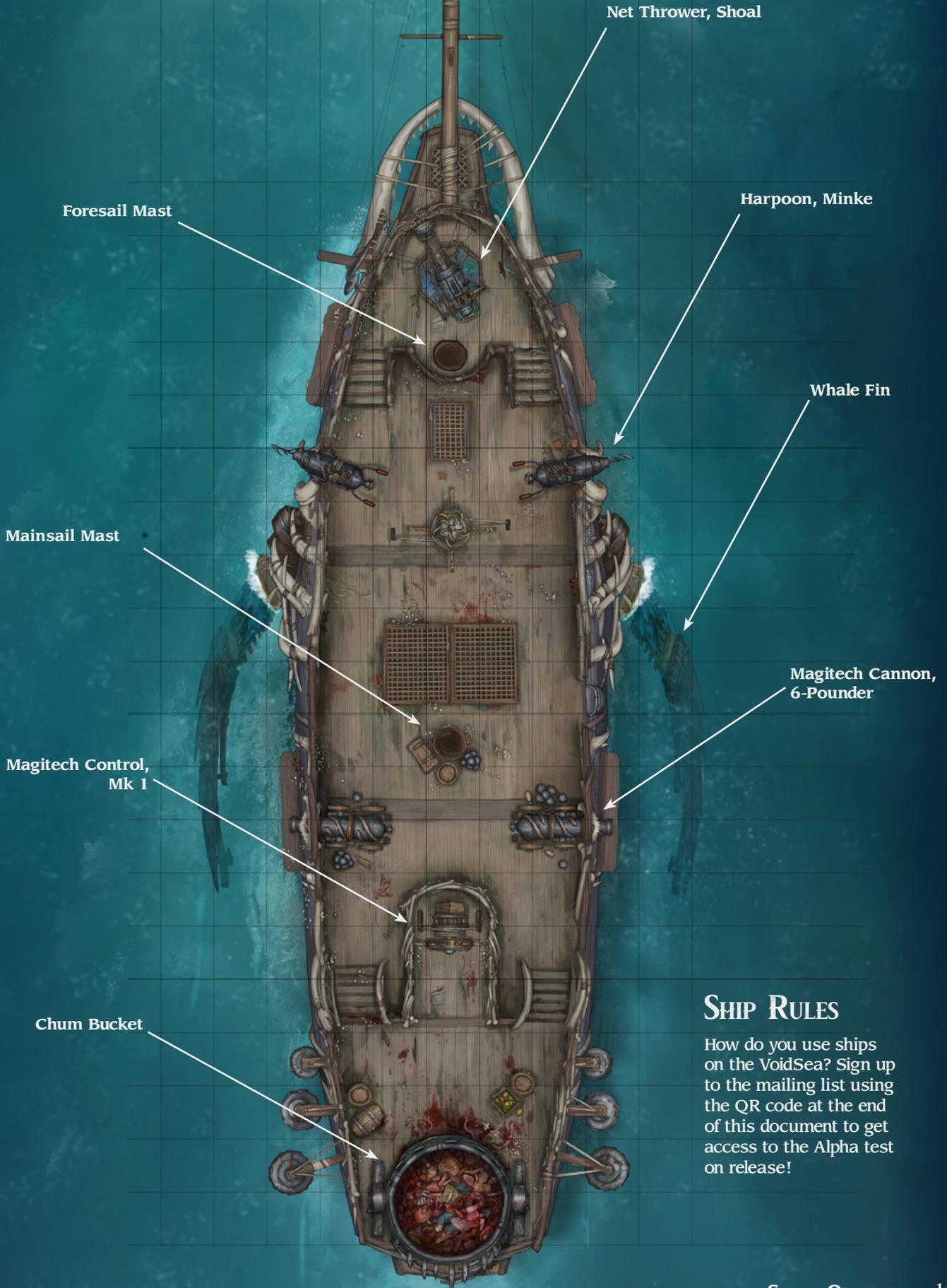
Bottoms Up. A creature can select one of the following effects and upend the bucket—which is filled with flesh, guts, and excrement—into the water the ship floats on. After being used, it takes 1 creature **1 minute** to fill the bucket with detritus before it can be used again.

Chum. Conjunction magic compels predators in the water to be magically drawn to the chum. **1d6 giant sharks** appear in the water around the ship and are hostile to all non-sharks and non-sharkin.

Poison. Biomantic magic imbues the pathogens within the detritus with toxic lethality. Until the end of the next Ship Phase, a creature that moves in the water within **30 feet** of this ship for the first time on its turn or that starts its turn there must make a **DC 13 Constitution saving throw**. Failure: 18 (4d8) Poison damage and the creature is **Poisoned** for **1 minute**. Success: Half as much damage only.

ODONTODON

1 square = 5 feet



SHIP RULES

How do you use ships on the VoidSea? Sign up to the mailing list using the QR code at the end of this document to get access to the Alpha test on release!

BACKGROUND & CLUES

INTRODUCTION

Odontodon and its crew is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5. Characters who best this crew in combat, either naval or in person, should earn enough experience to progress one-half of the way to 6th level. The crew has the following composition:

- ◆ Captain White Maw (CR 5)
- ◆ 1 Acolyte of the Hunt (CR 2)
- ◆ 2 Goblinshark Brutes (CR 1)
- ◆ 2 Thresherfolk Raiders (CR 1/2)
- ◆ 1 Swarm of Remorkin (CR 1/2)

BACKGROUND

In an ocean trench, deep beneath the aphotic zone where the sun's rays peter out to nothingness, the Shark Queen, leader of the Hunter's Conclave has convened an assembly. This coalition of sharkin, cnidarans, and coralborn plots

to bring the embrace of the deep to all. However, stopping these machinations is an adventure for another time.

Guarding the trench is an ancient beast, revered as a demigod by the Deepfathom sharkin: an enormous boney-plated behemoth known as Megalodon. In normal times, this colossus would assume its normal activities of devouring trade ships whole, eating killer whales as a snack, and generally causing calamitous trophic cascades with each meal. Now, though, it stands guard, ravenous and bored. Yet feed it must.

Captain White Maw and the crew of *Odontodon*, a vessel whose that causes fisherfolk to treat each laconic sea mist as if it were the herald of death, have been tasked with keeping Megalodon fed. As Megalodon only eats mammals, and killer whales aren't easy to catch, White Maw has turned to what she does best: raiding fishing villages. Instead of the usual plunder she takes—treasure, magitech, and weapons—she has been capturing the peoples of the Sicklereef Archipelago, and feeding them to Megalodon.

Your party, through whichever means you prefer to deliver quests, has been tasked with stopping her. They know not White Maw's motive, only that she must be stopped.

KNOW THY ENEMY

The crew of *Odontodon* have left a bloody trail in their wake, but not all perished during their raids. The port town of Rankor is the latest to have been sacked. Investigating the town can reveal the following clues:

- ◆ White Maw uses a net to pull people from enemy ships into the water. Tying oneself to something can prevent this.
- ◆ Radiant damage causes blisters on their skin. These blisters are vulnerable to Piercing and Slashing damage.
- ◆ The crew can fall into a blood frenzy, but essential oils negate this.

The party can learn these clues by talking with locals around the dock. Dock workers speak of their friends being kidnapped, and the cleric, Bilgewater, who fended off the sharkin. Hearing that adventurers are in town seeking White Maw, Giberto the parfumer is keen to share his story.



CLUE 1: CAPTURE

White Maw's crew use a ballista-mounted net thrower to capture people on the pier and drag them to their ship. Those dock workers secured to the safety points were not captured.

USING THE CLUE

A creature that spends **1 minute** securely tying itself to a hard point on the ship becomes **Linked** to that point and automatically succeeds on any saving throws against *Odontodon's* Net Thrower. A player character can pay one of the dock workers who survived **1 gp**, and spend **2 hours** to learn how to tie a secure knot quickly. The player character must make two **DC 13** checks: a **Dexterity (Investigation)** and an **Intelligence (Sleight of Hand)**. A character that succeeds on one check can tie or untie the knot as an action. A character that succeeds on both checks can do so as a Bonus Action.



Net Thrower

**SECURING SELF
TO ATTACHMENT
PREVENTS CAPTURE.**



Handout 1. Capture

CLUE 2: RADIANT DELIVERANCE

A cleric named Halsa Bilgewater, led the Rankor militia in a sally against the *Odontodon's* crew. She summoned bolts of bright, divine energy that caused pulsing blisters to bubble up from the sharkins' tough skin. The militia's scimitars and crossbow bolts proved especially adept at puncturing these blisters.

Deepfathom's Weakness. A character who hears the story can make a **DC 15 Intelligence (Arcana or History)** check. On a success, they recall that some barbaric sharkin live in the aphotic zone of the ocean and rarely see daylight. They intuit that radiant damage would likely affect them harshly. Bilgewater herself confirms this if she is sought out; she counts the Deepfathom Embrace (see Deepfathom Sharkin, page 8) as a sworn enemy.

USING THE CLUE

The sharkin amongst the crew (White Maw, the goblinsharks, and the thresherfolk) all have the Sensitive Skin trait. If they take a certain amount of radiant damage (as specified in their trait), they develop blisters. When they are hit by an attack that deals Piercing or Slashing damage, that attack is automatically a critical hit.



Handout 2, Radiant Deliverance

ESSENTIAL OILS IMPAIR SHARKINS' BLOODLUST

PARFUMIER



Handout 3, Essential Evasion

CLUE 3: ESSENTIAL EVASION

Almost all the folks on the docks at the time of the raid were captured. Curiously, the parfumeur and his family managed to escape this fate. In fact, their house was entirely unmolested despite being one of the most affluent on the dockyard. Gilberto seeks out the party and tells how, despite not being well-hidden and the door being unlocked, his house suffered no intrusion. He asks the party to visit and see if they can find out why.

The Shop. A player character who enters Gilberto's shop is immediately greeted by the scents of various herbs, flowers, and spices. A creature that succeeds on a **DC 13 Wisdom or Intelligence (Nature)** check recalls that sharks and sharkin have an accute sense of smell. A result of **18** or higher intuits that essential oils may interfere with their bloodlust.

USING THE CLUE

Gilberto offers the party two small flasks of essential oil, each of which is enough to douse one Medium creature to such a degree that sharkin find them repulsive (see their Blood Frenzy trait). A flask of oil can also be applied to two 5 ft. by 5 ft. surfaces. Once applied, the oil is pungent enough to affect sharkin for **1 hour**. More flasks can be purchased for 10 gp each.

MAGIC ITEMS

Each item in this section includes a component for use with the complex crafting system introduced in *Heliana's Guide*.



*Blastin' Blade
Gunlass*

*Cloak of the
Cnidaran*



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 weapon attack, being within 5 feet of a hostile creature 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 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 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 and damage rolls made with this magic weapon.

*See *L'Arsene's Ledger of Treasures and Trinkets*.

CLOAK OF THE CNIDARAN

Wondrous item, uncommon (requires attunement)
Component: Fey (sea hag) skin

Made of magical cnidaran shimmerweave, this cloak shifts its hue with the emotions of its attuned wearer. The Deep King's court jester used to wear one such raiment, making his acrobatic and charismatic displays all the more entertaining.

Prismatic Shimmer. As an action while wearing this cloak, you can cause it to shimmer in a pleasing and distracting array of colours for

10 minutes. For the duration, you have **Advantage** on Deception, Performance, and Persuasion checks. Once this property of the cloak has been used, it can't be used again until the next dawn.

Nematocyst Fibres. As an action while wearing this cloak, you can cause its fibres to become aggressive for **1 minute**. The cloak shimmers in shades of red and mauve, giving you **Advantage** on Intimidation checks against creatures that can see you. As part of the action to activate the fibres, and as an action on subsequent turns, you can cause the cloak's filaments to brush against a creature within **10 feet** of you. The target must succeed on a **DC 13 Constitution saving throw** or become **Poisoned** until the start of your next turn. Until this poison ends, the target is **Incapacitated**. After a creature succeeds on this saving throw, it is **immune** to the effects of the cloak for the next **24 hours**. Once this property of the cloak has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. Until the poison from the Nematocyst Fibres property ends, the Poisoned creature is **Stunned** instead of Incapacitated. While wearing the cloak, you have a Swim Speed of **30 feet**.

Very rare variant: Increase the **DC** to **16**. Until the poison from the Nematocyst Fibres property ends, the Poisoned creature is **paralysed** instead of Incapacitated. While wearing the cloak, you have a Swim Speed of **60 feet** and can breathe underwater.

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!

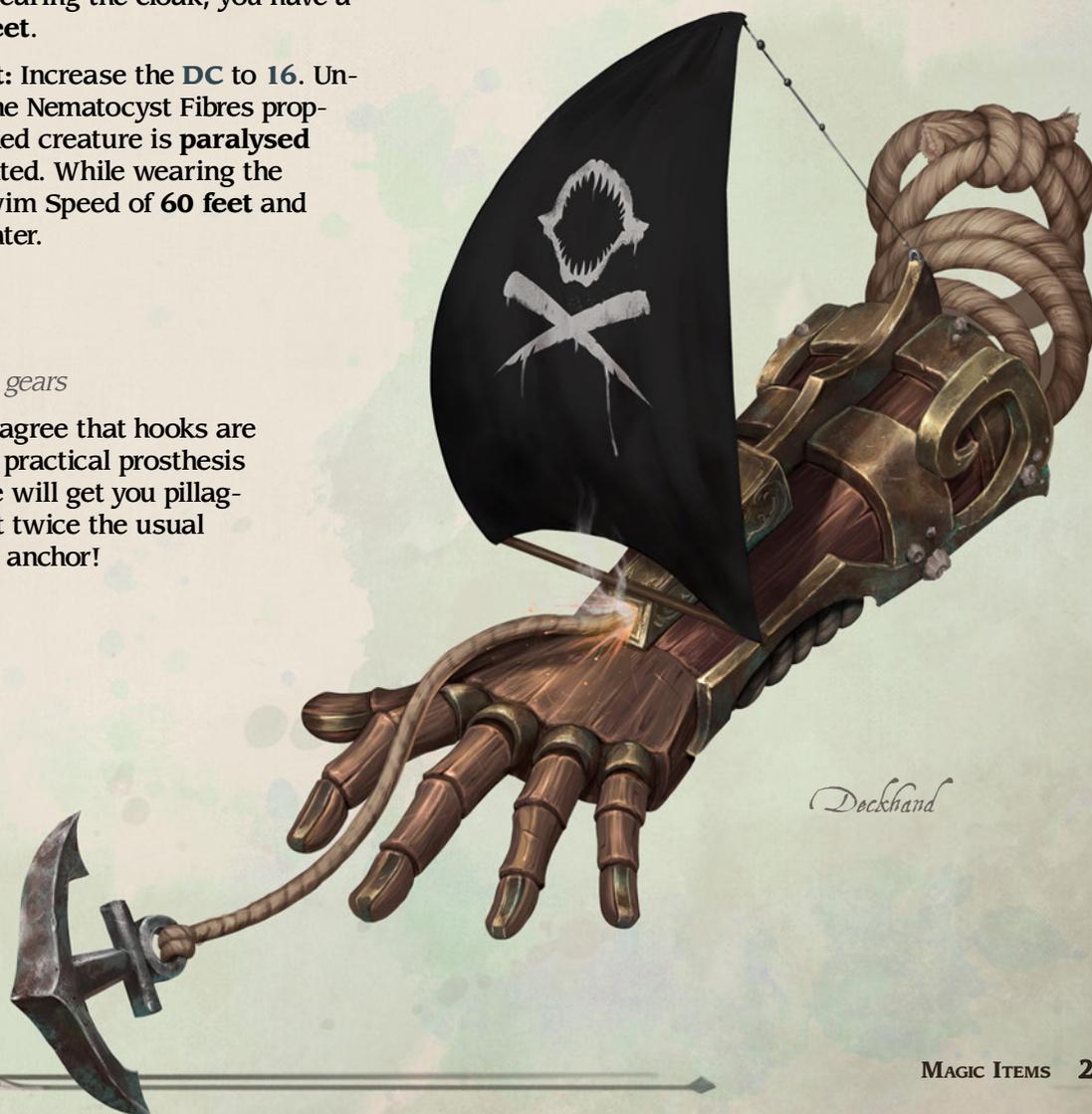
Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Hookshot* (**20 feet**) and Launch* (**1d6 Bludgeoning, 20 feet**) properties.

Improved Hookshot. As an 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 of the item has been 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**.

*See Prosthesis Properties on page 27





Hull to Pay

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.

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, overcoming the pirates and accidentally knocking out half the crew.

This magic weapon has the Reach property.

Ship Sinker. Attacks made with this weapon deal double damage to objects and structures.

Bombs Away. As an action, you can reel the cannonball in and fire it against a target within **20 feet** of you, making a ranged weapon attack using the flail, which uses your Strength modifier for the attack 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 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 in-

Leviathan Leathers



creases 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 failure, 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 of the item has been used, it can't be used again until the next dawn.

Beckoning Abyss. As an 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 you. You are considered proficient with the tentacle, which uses your Strength modifier for its attack 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 you 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**.

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 saltwater 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 this sceptre, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *call lightning* (3 charges), *calm waters** (2 charges), *control water* (4 charges), *fog cloud* (1 charge), or *riptide** (2 charges).

Figurehead. Over the course of a 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

*See Spells on page 27



Seadog's Sceptre

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 Aquan and Common.

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 **1d2 + 2**. Remove *call lightning* and *control water* from the Spells property's spell list.

Very rare variant: Increase the **DC** to **16**, the charges to **10**, and the recharge to **1d6 + 4**. Add *incorporeality** (**5 charges**) to the Spells property's spell list.

*See Spells on page 27

TIDECUTTER

*Weapon (longsword), uncommon (requires attunement)
Component: Elemental core of water*

With the sound of waves crashing violently against a rocky cliff, the sword's blade rushes forth like the tide, inevitable and unstoppable. Not even tempered steel can resist its edge, which slices through obstacles like a hot knife through melted butter.

This item appears to be a sword hilt stylized with tentacles. While grasping the hilt, you can use a Bonus Action to cause a blade of rushing water to spring forth, or make it disappear. While the blade exists, this magic longsword has the Finesse property. If you are proficient with shortswords or longswords, you are proficient with the *tidecutter*.

Water Lash. As an action, you can cause the sword's blade to elongate into a lash and make a melee weapon attack using it against a target within **20 feet** of you. On a hit, if the target is a Medium or smaller creature or an object that weighs 500 pounds or less, you can pull it up to **15 feet** towards you. If the target is a fixed object or a Huge or larger creature, you can pull yourself up to **15 feet** towards the target.

Waterborne. When submerged in water, this longsword gains the Reach property, and the range of the Water Lash property increases to **30 feet**.

Hydrodynamic. Attacking while underwater doesn't impose Disadvantage on attack rolls you make with this weapon.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. You can use the Water Lash property to pull a Large or smaller creature or an object that weighs 1,000 pounds or less.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the range of the Water Lash property to **30 feet (40 feet underwater)**. You can use the Water Lash property to pull Huge or



smaller creatures, or objects up to 2,000 pounds in weight, up to 25 feet closer to you; or pull yourself up to 25 feet closer to a fixed object or Gargantuan creature.

Legendary variant: You gain a +3 bonus to attack and damage rolls made with this magic weapon. Increase the range of the Water Lash property to 30 feet (40 feet underwater). You can use the Water Lash property to pull any creature, or objects up to 10,000 pounds in weight, up to 25 feet closer to you; or pull yourself up to 25 feet closer to a fixed object or Huge or larger creature. Gargantuan creatures are only pulled if they fail on a DC 17 Strength saving throw.

TRIDENT OF THE ELECTRIC EEL

Weapon (trident), uncommon (requires attunement)
Component: pouch of Dragon (blue) teeth

Imbued with the natural lightning-based magic of the eelfolk, this brass-headed, magical trident is enchanted to never succumb to the corrosive nature of the briny sea.

Dinglehopper. As an action, you can command this weapon to magically shrink down to the size of a common oyster fork, known as a dinglehopper, or to return to its normal size.

Discharge. Once on each of your turns when you make an attack using this weapon, you can speak its command word as a Bonus Action, causing it to emit a burst of lightning. On a hit, the target and each creature within 5 feet of it (or within 10 feet of it while underwater), including you, must succeed on a DC 13 Dexterity saving throw or take 1d6 Lightning damage.

Lightning. As an action while holding this weapon, you can cast the *lightning bolt* spell (save DC 13). Once you do so, the Discharge and Lightning properties can't be used again until the next dawn.

Rare variant: Increase the DCs to 15, the damage to 1d10, and the level at which *lightning bolt* is cast to 5th level.

Very rare variant: Increase the DCs to 16 and the damage to 2d8. Replace *lightning bolt* with *chain lightning* (save DC 16).



*Trident of the
Electric Eel*

PROSTHESIS PROPERTIES

The prosthesis system was first introduced in *Ryoko's Guide*. A sample of its properties are included here for reference.

HOOKSHOT (X FT.)

A prosthesis with this property has a hookshot: an enhancement that consists of a metallic hook or similar tool attached to a spool of chain, rope, or wire. The number in parentheses is the range of the hookshot. If the prosthesis isn't being used to hold an item, you can shoot the hook at a fixed surface within range as a Bonus Action, or as a Reaction when falling. The hook then attaches to that surface until you use a Bonus Action to detach the hook and reel the rope back in, or until the rope is destroyed. The rope is an object with **AC 10** and **10 Hit Points**.

Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the prosthesis. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll (your choice). On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength** or **Dexterity** check.

While the hook is attached, you have **Advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a strong wind,

and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling further than the range at which you shot the hookshot and become suspended from the surface the hook is attached to. In addition, until the hook is reeled back in, the prosthesis can't hold anything or be used to make attacks, and you can't use or benefit from objects integrated into the prosthesis (such as attacking with a weapon or benefitting from a shield's bonus to AC).

LAUNCH (XdX, X FT.)

A portion of this prosthesis is attached to the limb by a length of chain, rope, or wire, and can be launched at an enemy. If the prosthesis has the Hookshot property, the hook is the same piece that gets launched as a weapon. If the prosthesis has an integrated weapon with the Thrown property, the weapon can be the projectile that is launched at the enemy, but the damage of the Launch property doesn't change. The prosthesis is a ranged weapon that uses your Strength or Dexterity modifier for the attack and damage rolls. If you're proficient with a weapon that has the Thrown property, you're considered proficient with this weapon. The portion of the prosthesis used to attack is automatically reeled in immediately after. The information in parentheses notes the attack's damage dice, damage type, and range, respectively.



SPELLS



The Tamer and Bender classes are new classes unique to Loot Tavern. The Tamer class is available in *Heliana's Guide*, and the Bender class is available in *Ryoko's Guide*.

BLOOD FRENZY

*2nd-level 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 creatures below half of their Hit Point maximum. In addition, if there is at least one creature that is below half its Hit Point maximum 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.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd.



CALM WATERS

2nd-level Transmutation

Casting Time: 1 Bonus Action

Range: 120 feet (60-foot Cube)

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 a lower level than this spell, such as the *riptide* spell, are prevented and suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of water-based spells suppressed by this spell increases.

FLARE

Evocation Cantrip

Casting Time: 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**.

This spell's damage increases by 1d8 and the radius of the bright and Dim Light both increase by 10 feet when you reach 5th level (**2d8, 30 feet**), 11th level (**3d8, 40 feet**), and 17th level (**4d8, 50 feet**).

INCORPOREALITY

5th-level 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 nonmagical 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, taking **1d10** Force damage for every **5 feet** it is shunted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to increase the spell's duration, or the number of targets, for each slot level above 5th. If you choose duration, the duration increases in increments to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **24 hours** (9th level). If you choose to increase the number of targets, the number increases by **1** for each slot level.

RIPTIDE

2nd-level Transmutation

Casting Time: 1 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 failure, it is dragged **30 feet** in the direction you chose, and its Swim Speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a Bonus Action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range or is no longer in water at least **2 feet** deep.

WATER WHIP

Transmutation Cantrip

Casting Time: Action

Range: 60 feet

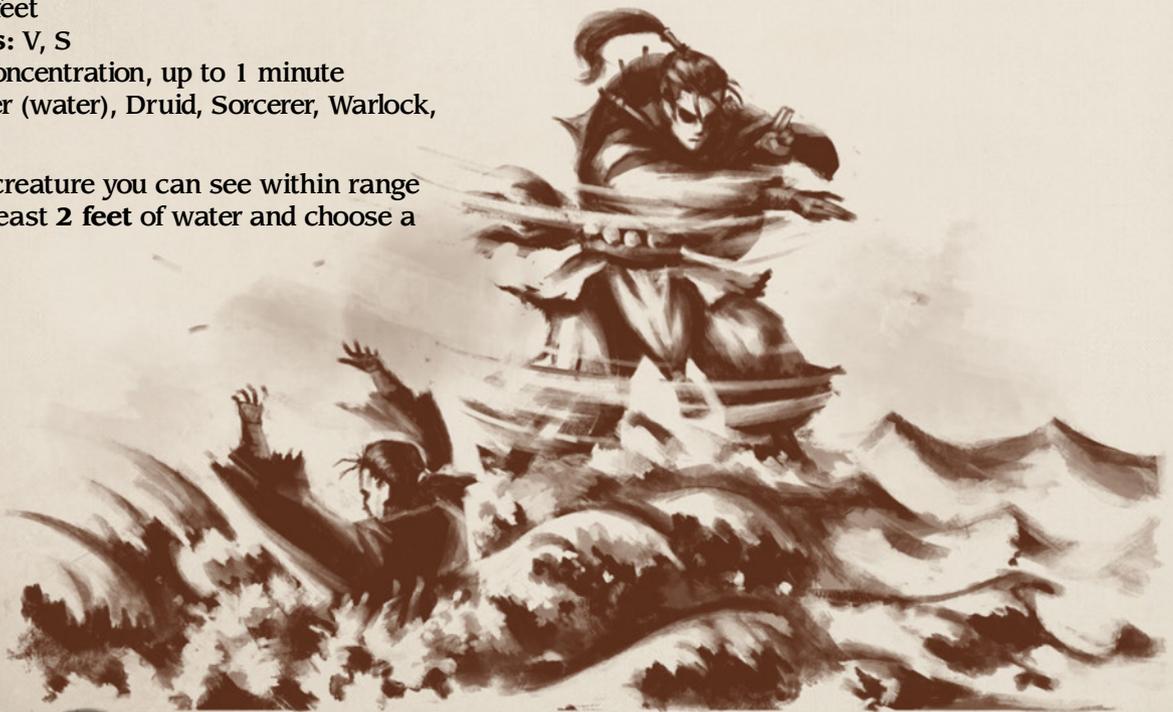
Components: V, S

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 the creature is Large or smaller, you can force it to make a Strength saving throw, pulling it up to 10 feet towards the source of water on a failure.

The spell's damage increases by 1d6 and the distance it can pull a target increases by 5 feet when you reach 5th level (2d6 and 15 feet), 11th level (3d6 and 20 feet), and 17th level (4d6 and 25 feet).



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