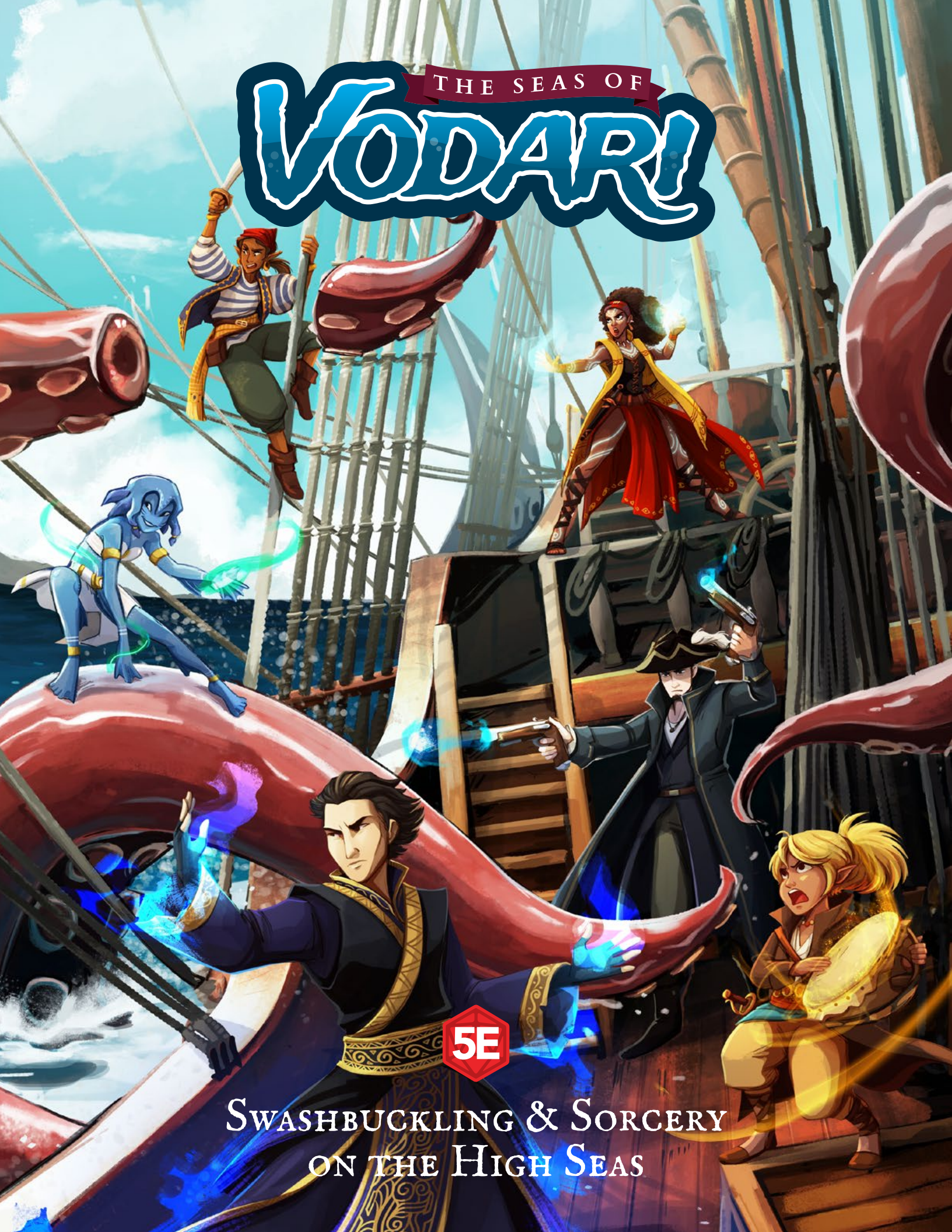

THE SEAS OF
VODARI
5E
SWASHBUCKLING & SORCERY
ON THE HIGH SEAS

THE SEAS OF VODARI



tribality


FROSVA
RHUKUG
LORTOG
Scathog
STONETUSK
KOLGA
Njord
FENDIHR
NW
NORDAA
VINDAA
Aldinn
Daan
W
ARACHNI
FERNWA
LEAFI
LUNA
NAFT
XOLEN
Gemnackle
SILVARI
Silvertree
Esari
Xoleni
MS
TAEVARA
Tideport
Hope
NARL
ORCA
SARU
ARUSHI
ZAVROS
Westara
Mistwood
Crownport
AUBORI
KADU
Meri
Arula
Zavo
DEZU
HAVEN
Valedo
Revana
RAZAN
TABULU
FORTANA
Kazina
REEF
CORAL
KRAKEN
DAGGER
SHARKFIN
GHOST
MORTO
Kreta
TAUR
Sceptre
MIRTA
SKULL
0
100
200
300
400
500
MILES


Jötunnstöll
ISELAAD
BLAFJELL
DRÖLARR
ATORR
ZETH'KUR
ISHKUN
ORABAHR
KHAR
NEKNOR
NE
SI'S
GE
H
Lor'thak
GHAK
Marradihr
ZHARR
DRAGA
Draak
Kythwurn
SINDRI
MORNDIRN
RED AXE
SE
ISTORI
SANCTUARY
Varrdhal
TAGTHIRN
Kaos
RACI
KORRIDAH
KAWANI
TEALEAF
STORMWIND
VULCANI
FARAWAY
HEMLOCK
VARILLA
LAGUNN
Inferno
Thorne
IBERTY
ETHRI
Kaba
Sandport
NANTI
TEMPEST
SANADOR
ARU
TERO
PROSPERI
JAMESON

The Seas of Vodari

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On the Cover

Mariam Trejo illustrates Korfel, Ayo, Neresi, Phelan, Jae, and Bree battling a kraken that is attacking their ship.

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Chapter I: Welcome to Vodari

Vodari is a world that grew out of various one-shots and full campaigns I have run for players over the years. I created this world to provide my players with new experiences when traveling across the monster-filled wilderness between settlements. I thought that sailing from location to location would make typical wilderness travel feel completely new. I filled Vodari with islands for us to explore, with the next adventure just over the horizon. I wanted to run more than just a pirate campaign, so I made sure to have islands and inhabitants that varied widely from place to place.

Vodari was inspired by stories full of adventure, exploration, and intrigue such as *The Three Musketeers, Star Trek, Stardust, Pirates of the Caribbean, Zorro, Indiana Jones, The Mummy, The Count of Monte Cristo*, and *Treasure Island. The Seas of Vodari* campaign setting was created to support seafaring adventures focused on the crew of a ship hunting sea monsters, exploring uncharted islands, visiting bustling port cities, following maps to buried treasure, and battling cutthroat pirates. The setting is also well-suited to running campaigns in its large port cities, with swashbuckling heroes getting mixed up with fierce rivals, notorious crime syndicates, evil cults, feuding nobles, courageous rebels, and scheming politicians.

Vodari contains all of the iconic things you expect in a fantasy setting, but the familiar becomes surprising and new. Dungeons can be found above and below the waves, in the form of caves, shipwrecks, and lost temples. From island to island, you'll find variety and wonders, ranging from bustling ports filled with travelers from distant lands to unexplored wilderness, ruins, monsters, and other dangers. Halflings live in villages made of interconnected boats and anything that can float. Dwarves are respected shipbuilders, sailing the seas in search of relics from their sunken homeland and battling an enemy below in the Night War. Elves dwell high in the treetops and below the surface of the seas. Gnomes find themselves on opposite sides of a battle between machines and nature. Goblins are as likely to be encountered as raiders riding waveskippers as working as a tinkerer living in a city. Instead of land armies, Vodari has navies and pirates that battle with flintlocks and cannons to control the seas. The most dangerous monsters are found in the seas, such as sea dragons and white whales. Nature is as deadly as the most powerful monsters, with furious hurricanes, catastrophic tsunamis, and fiery volcanoes.

– Shawn Ellsworth

Using this Book

This book is the start of your voyage on *The Seas of Vodari*. Players will find options for creating and equipping swashbuckling characters who are ready to set sail. Gamemasters will discover content to run seafaring adventures in existing settings or Vodari.

Chapter I presents Vodari's history, pantheon, and everyday life. You'll find a history of Vodari from its creation to the present, a pantheon with sixteen gods, holidays to celebrate, and more.

Chapter II takes a tour of Vodari from the pirate islands of the south to the kingdom of the frost giants in the north. This gazetteer focuses on power groups, allies and adversaries, key locations, city maps, and adventure ideas for dozens of islands.

Chapter III details the people of Vodari and offers rules for players to create cursed soul, sea dwarf, siren, minotaur, and voda characters.

Chapter IV provides additional player options, including the gunslinger class with four subclasses, fourteen new subclasses for the core rules classes, backgrounds, substitute bonds, and feats.

Chapter V takes you on a shopping trip for swashbuckling and seafaring equipment, including flintlock firearms, musical instruments, adventuring gear, trade goods, and trinkets.

Chapter VI details ship templates, ship modifications, cannons, and example ships with crews to launch onto the seas of your campaign.

Chapter VII includes interesting and powerful aquatic and seafaring themed magic items and spells.

Chapter VIII is a resource for gamemasters to run swashbuckling and seafaring campaigns, in Vodari or their own campaign world. This chapter provides rules for running duels, the Code of the Sea, random tables to fill out your world, and more.

Chapter IX contains monsters, beasts, and nonplayer characters designed to fit a seafaring world, from the tropical seas of the south to the ice-covered waters of the north.

Chapter X provides *The Island with No Name* starter adventure. The adventure takes players on a treasure hunt to a mysterious island.

The options presented in this book build on the core fifth edition rules. Throughout the book, when you see the name of a spell or magic item in *italic* type or the name of a creature in **bold** type, that is a cue pointing to the spell, magic item, or creature stats in this book or the core rules.





Six Things You Should Know About Vodari

Anyone visiting Vodari as a player or gamemaster should know the following.

I. If it exists in a typical fantasy world, it can exist in Vodari.

Vodari has a place for all of the core elements of the world's most popular fantasy role-playing game. While it is a seafaring world full of islands, sea monsters, pirates, and endless ocean, heroes can still find dungeons, dragons, and other typical fantasy elements. Nevertheless, much of what is familiar had been altered, creating unexpected experiences for old and new players. You'll find dwarven shipbuilders, halfling floating cities, gnomes divided and on the brink of war, a goblinkin civilization, and more.

II. A dangerous place to explore.

Adventurers in Vodari venture to port cities, treetop kingdoms, lost ruins, mountain fortresses, and more. While most nations in the southern islands live in relative calm and peace, Vodari is perilous. Any voyage can go from routine to catastrophic with wind, waves, and rain capable of sinking any ship. To the north are the harsh lands of the barbarians, orcs, giants and other monsters. To the west are the wild and mysterious forests. In the east, the dwarves war with an enemy deep under their mountain realm. On the southern seas, you'll find pirates, giant sea monsters, crime-filled ports, and countless unexplored islands. At the center, the wind, rain, and waves of Vesi's Rage make travel anywhere nearby deadly.

III. An ancient and broken world.

Long ago, a vast continent called Varanu was annihilated in a war of the gods. This cataclysm created such destruction that all but the outer edge of the continent sank to the bottom of the sea. The devastation left only a scattered few to rebuild their civilization on the islands. Today, adventurers find a broken world full of the ruins of the world that once was. A massive storm still rages where the heart of the continent once existed. The storm is so powerful that only settlements protected by tall mountains or vast forests have survived its devastation over the centuries.

IV. A world caught in divine conflict.

If anyone needed proof of divine beings, a war among the gods spilling over into the mortal world was the ultimate confirmation. Vodari was all but destroyed, and a raging storm hundreds of miles across appeared where the vast continent of Varanu once was. After fighting for millennia, the gods have struck an uneasy peace. To settle their quarrels, the gods of creation and destruction meddle and plot against each other, using mortals as pawns to suffer the consequences.

V. A world where magic is extraordinary.

In Vodari, magic is a mysterious force, with much of the lore forgotten over the ages. Today magic is found in powerful artifacts, and in rare individuals who access magic through prayer, ancient knowledge, a pact, or a bloodline. Those with magical powers are exceptional. Schools that teach magic are rare, often available only to those of noble birth or obvious talent. Champions chosen by the gods and granted their divine gifts are special. The elite few who have access to powerful magic, through artifacts or their abilities, control much of Vodari.

VI. A world of technological wonders.

Powerful magic is unavailable to most people. In its place, ingenuity has led to the advancement of non-magical technology, providing wonders not found in a typical fantasy world. The Great Leap recently unleashed steam power, black powder, and other technology into the world, revolutionizing travel, manufacturing, and war. Alchemists continue to develop new metals and materials. While most people embrace these advancements, some factions oppose their use.

History of Vodari

Most of the ancient history of Vodari has been lost to the sea forever.

While much is known about Vodari's recent past, most historical records were lost during the cataclysm, nearly seven centuries ago. What has been pieced together comes from dwarven runes, dragonborn war dances, elven songs, and priceless books and scrolls. The fragmentary and contradicting accounts that remain are viewed as myth, legend, or divine truth, depending on whom you ask.

The Age of Gods

Documents and writings that detail the events of this age are rare and priceless. From the few texts that exist, scholars have pieced together the following narrative.

The Beginning

All of the peoples of Vodari have a story about the world's beginning. Many variations exist and there is no definitive story. The following is a passage by High Priest Chasan Lumira, from *The Terovian Illuminations*, a volume safely stored in the Grand Archives of Istori.

In the darkness and chaos beneath an endless sea dreamed a family of gods. Twin Goddesses, Taeva the Just and Vesi the Enigmatic, were the first to awaken. They floated in the maelstrom sea, squabbling. Taeva and Vesi grew weary of each other's company and awakened their siblings to join them: Tero the Bright, Wild Aubori, Clever Okeano, and Sindri the Builder.

Tero created the sun to shine on the darkened seas and set the world on a circuit around his light. Vesi escaped to the dark side of the world to sow her secret schemes. Taeva besought her brother Tero to light both sides of the world so she could observe her hidden sister. Tero, champion of compromise, created the moon, not as bright as the shining sun, hoping that both his sisters would be pleased. Alas, even this light was too much for Vesi, who retreated in her fury to the darkness of the deep sea where monsters dwell, disappointing Taeva with her absence.

So it came to pass that while their elder sisters fought, Sindri molded the sea floor into reefs and trenches, and Aubori created the flora and fauna that lived beneath the waves. Okeano, impressed by the wiles of the orca, took their shape and joined a herd.

"Brother," said Sindri, "Why is it that we create and you frolic like a fool?"

"I dance," said Okeano, "and when you make me creatures who will dance with me, you will see what I create."

Sindri and Aubori took up his challenge, and they brought into being two races who could dance: the Varu who loved the sunlit shallows and the Dakri who cloaked themselves in the darkness of the deep.

Varu and Dakri joined Okeano's dance. They were young, new, and open to strange delights. As they danced, their arms and legs drew out a large pattern with many complexities. The pattern rose from the ocean floor as the dancers created walls, arches, windows, towers, halls, balconies. The dance lasted through many dawns and dusks, and when the dancers at last had completed their creation, Sindri and Aubori were amazed to see an enormous structure raised by ritual: Okeano's Palace Under the Sea.

Inside the Palace, Sindri found a workshop where she would forge marvelous artifacts. Aubori found a greenhouse and coaxed her plants up columns and down hallways.

The Varu returned to the shallows. There they met Taeva, who loved them well and adopted them as her children. The Dakri dove to the cold, dark depths, seeking their own mother goddess. They found Vesi, who greeted them with false sympathy and empty promises. Tales of torture down in Vesi's dark realm floated up to Tero and Taeva, disquieting their hearts.

Taeva chose five Varu to be her generals and imbued each of the five with some of her own power. The world of Vodari was still new and unformed, still shaping itself from the chaos of nothingness, and the power Taeva gave these generals slowly began to replenish inside her, mote by mote. Taeva's generals, now demigods, were known as the Varuva, the Varu with Taeva's power.

Sibling Rivalry

Excerpts from a modern translation of *Scathan Strategies*, an epic poem containing more of Scatho's great deeds than his battle strategies, attributed to the god himself. The poem provides some details on one of the many wars waged between twin sisters Taeva and Vesi.

The world cried out for a conquerer, but none could answer.

Gods rose from the dreaming - Toamna, Mirta, Morto, Aerako, Istoro, Dokahi … gods of the wind, the shallows and the deep. The restless twins could not keep peace, so they trained their children into warriors. Taeva's Varu and Vesi's Dakri became their weapons. The sisters hurled them at each other, these brave new beings, born to fight, born to be slaughtered.

Vesi's spies and stealthy ambushes won the day for her fierce Dakri. Would Taeva yield? Not she. The goddess counterattacked with a field of generals, the Varuva, leaders of Varu, empowered by Taeva, turning the tide.

Brave Scatho, leader of the Varuva, admired by Taeva - he was clever, he was ruthless. He sliced through ranks of Dakri soldiers, scattering them like sand.

Poor Vesi, would she yield? Not she. The goddess secretly sought Scatho, whispered how his fearsome prowess was essential to her army. The general was not craven, was not fickle… but Vesi caught him with a secret.

The world cried out for a conqueror, but none could answer.

Vesi wove dark incantations, gave her hero godly powers, raising him above the mortals and Varuva. Scatho gathered shattered Dakri, marshalled all beneath his banner and Vesi won a powerful victory. Scatho conquered hordes of Varu. The world had their conqueror, an answer at last!



TAEVA DEMANDS ANSWERS FROM VESI WHILE TERO ATTEMPTS TO MEDIATE

Volkan's Cataclysm

'Volkan Emerges', excerpted from *The Field of Fire*, a scholarly work by Professor Suyassa Driastak, dragonborn archaeologist. Her translations of early Draconic scrolls are popular among classical scholars in Vodari. This excerpt tells the story of the creation of the continent of Varanu.

The narrator speaks: Honor to your tribe, mine, and all the tribes of dragonborn. We dance a story of times long past.

One dancer, a large fire-breathing dragonborn male, crosses center, sits with knees drawn up to chest. He pretends to sleep.

Two dancers in white enter, clasp hands over him, dancing the form of his egg.

Blue-clad chorus dancers form the sea over and around the egg.

Narrator: Volkan dreams beneath the sea. Fire God, dragonborn God, he builds his strength with peaceful rest.

A gold-robed female dancer swoops in from performers' right, lifted on the shoulders of some of the sea dancers.

A black-cloaked female dancer slithers in from performers' left.

Narrator: Taeva and Vesi bring dishonor to their sisterhood with vicious battles.

The sea dancers form armies around Taeva and Vesi. The two armies fight.

Battle chants begin, drums sound. Magical explosions boom loudly in the sky, leaving plumes of thick smoke. As the noises get louder, Volkan begins to stir.

Taeva and Vesi fight each other. They fight directly in front of Volkan's egg. The sea dancers swirl around them.

Narrator: HA!
Narrator throws a spell at Taeva, who brushes it off like a fly.
Narrator: CHA!

Narrator throws a spell at Vesi, who catches it in her hand and douses it.

The noise of battle is drowned by a loud roar.
Volkan leaps up and bursts from his egg.
The battle noises stop.

Taeva and Vesi flee to their sides of the performance space.
Volkan roars again. He shoots a huge plume of fire into the air.

All of the dancers except Volkan, Taeva, and Vesi shout as one, begin a magical chant, and throw their blue and white veils or scarves into the air. Powered by the spell, the veils fly high, almost out of sight.

Instead of veils, brown pillowy objects rain down gently on the space. Taeva and Vesi exit in anger. The dancers build the objects into a land mass. Volkan returns to center, atop his land mass.

Volkan: This is Varanu!

All others: Varanu!

Volkan: I made this land with my strength and power. Honor me. Honor this land. Honor your tribe and your family. My strength and honor live in you.

Volkan bows to audience.
Audience bows to Volkan more deeply.
Dancers complete a worshipful finale.
All performers exit the space.

The Lost Ages

Much like the age of the gods, what is known about the time before the Godwar is more myth and legend than certainty. The world's most respected anthropologists, archaeologists, and historians trust the following as facts.

The Ancients

The first people of Vodari were the mysterious Ancients. They created a vast civilization found above and below the waves. Using powerful magic, they built beautiful cities, full of unimaginable luxury and devastating weapons. After thriving for millennia, the Ancients disappeared, leaving only ruins. Most experts believe that the Ancients were the Varu and Dakri of legend, and they destroyed each other in a devastating war. Other historians believe the Ancients never disappeared, but became the peoples of Vodari today. The mysterious ruins and powerful magical artifacts the Ancients left behind are still prized today, the target of treasure hunters and powerful wizards.

The People of Varanu

Thousands of generations ago, a new group of civilizations arose on the continent of Varanu.

In the ancient forests of western Varanu, the **elves** were the first of these civilizations to emerge. Seeking protection from predators, they found a home in the tallest trees. Over time, cities grew among the branches of their beautiful forest home.

The elves lived in relative peace for millennia until the *Túraterhat* (the Great Parting). The Naduri wanted to maintain a traditional elven way of life, living in balance with nature. The Silvari wanted to advance elven society, blending their love of nature with the rediscovered magic of the Ancients. The Lunori believed that conquest over the other peoples would protect the elven way of life. Civil war erupted, with the Silvari and Naduri allied against the Lunori. After a century of fighting and countless lost lives, the Lunori were cast out to live in a land of eternal shadow, and the Silvari left to create a new home. In the following centuries, the isolationist elves kept away from each other and the other people of Varanu.

The **dwarves** found safety in the caves and caverns of the Marradi mountain range. Over countless generations, the dwarves advanced from living in isolated communities to constructing cavernous cities of architectural mastery. The dwarves expanded their empire by settling in the foothills surrounding their mountain home and trading with their neighbors.

As trade increased, so did the need for ore and gems. As dwarven mines pushed deeper and deeper, an ancient evil was uncovered. The assault was sudden, and the dwarves found themselves in a war for survival at the deepest edge of their empire. To provide soldiers to fight this Night War, the thanes instituted conscription. Most of the hill clans refused to send their sons and daughters to die deep under a far-off mountain. Soldiers came to enforce the conscription orders, but this only united the hill clans, who took up arms against them. Though the mountain clans outnumbered the hills clans five to one, they couldn't fight both a rebellion and the Night War. The rebellion was ended quickly, with little bloodshed. While the High Thane ended conscription, the hill clans decided to create their own kingdom. The dwarves split into the Morndir and Thirn. Free from having to fight a far-off war, the Thirn expanded trade. As the Thirn saw their hilltop communities grow in wealth and influence, the Morndir closed themselves off to focus on defeating the enemy below.

The **gnomes** have always been more driven to understand the world than to rule it. Their small empire was a byproduct of the rock gnomes' need for raw materials to build and power their mechanical wonders. As the gnomes began to bump up against the elves and others, they preferred to trade, but proved dangerous foes when tested. In this manner, the gnomes made more allies than enemies. As the rock gnomes cut down forests and built up large hillside cities, their neighboring forest gnome cousins retreated deeper and deeper into the wilds.

The **halflings** established communities along a network of rivers and lakes in the south. Living in relative seclusion, the halflings were left alone to fish and farm, but fiercely defended their lands against attacks from raiders. When the empires of the larger folk entered their riverlands, the halflings retreated to floating towns comprised of interconnected rafts and barges. These towns proved difficult to attack and could be broken up for retreat when overwhelmed. While far from an empire, the halflings remained a free people, and their largest towns grew into cities spanning entire lakes.

In the eastern plains, the **dragonborn** proved to be excellent hunters. The most powerful hunting clans established large camps and battled each other for dominion over the plains. For centuries, wars between the clans raged until a great chief named Krivarr united the clans into an empire. Under Krivarr, the dragonborn named themselves the Draga, or chosen ones, and started a campaign of conquest.

In half a century, the Draga created an empire that held dominion over two-thirds of the continent, conquering countless tribes of humans and orcs. The Draga brought order to the lands they conquered, but they proved better warriors than administrators. The empire showed the first signs of trouble in the century after Krivarr's death. Without any neighboring territories left to conquer, fighting amongst clans returned and resources quickly became stretched thin across the empire. It took only a small rebellion by orc and human slaves in a remote territory to push the empire into disorder.

The empire quickly unraveled and decades of chaos followed. The orcs, humans, and others left behind battled for control of the former territories. In a few cases, humans kept the government in place, but with themselves as ruler.

Rise of the Human Empires

Draga decline, elvish isolation, and the dwarven Night War left a power vacuum on the continent. The versatile **humans** emerged as the most populous and dominant people of Vodari. They established powerful new city-states and fought countless wars against each other and their elven, dwarven, and orcish neighbors. Zuroth, Verdaan, and Avera rose to take control of the former Draga empire. The mage city of Zuroth uncovered powerful, ancient magic and established magical academies. Led by the Holy Knights of Taeva, Verdaan captured and imposed order over much of the north. Avera emerged as the leader in trade, with an empire that stretched along the southern coast. For a generation, the human empires enjoyed an uneasy peace.

Historians are conflicted over who first initiated the conflict which led to war between all three empires. Some believe Zuroth unleashed magical destruction on its rivals. Others believe Verdaan invaded its neighbors in a crusade to cleanse the world of evil. Most pointed to Avera, who they believe made an unholy alliance to gain an advantage over its rivals. Regardless of who was at fault, a decade of war devastated all three empires. No decisive battle ended the war, but rather an apocalypse.

AN EXCERPT FROM THE FINAL BATTLE, A CHAPBOOK PUBLISHED BY COMMON SCHOLARS PRESS.

Verdaan, Aruva, Zuroth: three great empires fell.
In their ashes, the golden Goddess Taeva stood,
Light reflecting off her brilliant armor.
"How has civilization fallen into chaos?

Why have these battles claimed so many lives?
It is my bitter sister, Well I know her work..
I will chase her to her darkest hidden cave,
I will avenge the guiltless mortals lying here."

Gold Taeva raised an army of the brave,
Mortals, monsters, even her fellow gods:
Sweet Toamna, mourning ruined harvests,
Stern Okeano, grieving his ocean's dead,

Shy Aerako, avenging loved one's loss.
Gentle Mirta would not leave the dead;
Wild Aubori would not be coerced.
Sindri too refused Taeva's demands.

Taeva sent her spies. "Return from Vesi's
Underwater labyrinth, report to me.
Tell me all her plots and plans. Do not fail."
She sent mortals, shapeshifters, rogues, hirelings;
None returned from Vesi's hidden lair.
At last she sent her prized Varuva, Plora.
Plora, strongest after Scatho, loyal,
Clever, Taeva's favorite general.

"Dear sweet sister," read the unrolled parchment.
Taeva knew the marks for Vesi's hand.
"Please accept this token of my love.
I feel the presence of your spies, they watch,
They whisper, reminding me of you. Your light
Still shining on me, judging all I do.
Did she suffer? She knows the truth of pain,
Your dead Plora, fluttering in your hand."

Then Taeva screamed. Red with rage,
She dropped the parchment made from Plora's skin.
Her army formed around her, forming ranks
On fields that trembled from her battle cry.
Cruel Vesi in her labyrinth of caves
Below the ocean heard her sister's fury,
To Scatho whispered, "Taeva got her gift.
Muster our troops, prepare them all for war."

Harsh Scatho led an army from the deep,
Up to the fields where Taeva's forces stood.
Volkan urged his dragonborn to fight,
To avenge the fallen Draga, honored empire.
Dokahi's monsters came from earth and sea and sky,
And Morto's eerie keening called the dead.
Legions of corpses, shades from past the silent shore,
Wraiths and zombies swarmed across the land.

Taeva's army bravely fought their foes,
Many fell to screaming cannon fire,

The Godwar

The fall of the empires of Zuroth, Avera and Verdaan is still widely debated among historians. Most of the few documents that have been preserved from the late imperial period are government documents. The common trend among historians is to view these documents as the only accepted primary sources and therefore to theorize that one of the imperial governments incited the fall.

Recently, a small group of scholars from Kadu has gained notoriety by floating a new theory based on oral histories, myths, folk songs and children's stories. This group, publishing under the imprint of "Common Scholars Press," argues that divine interference caused the fall of the empires and led directly to the Godwar. Their theory is based on the premise that Vesi hated seeing the civilized human empires embracing Taeva's ideals of law and order. These claims are supported with evidence they found in less scholarly sources of Vesi actively working to set the human empires against each other.

Some stories dating back to the late imperial period feature a mysterious woman whom the Nordaan refer to as "Lady Storm." Also known as "the Dark Lady of Chaos" or "Queen Ruin," she enters each tale as a seemingly harmless trickster, a friendly figure of fun who encourages good children to mild wickedness. As the tales progress, Lady Storm encourages her friends to perform darker and darker deeds, leading to the destruction of their homes, their families, even their villages.

The Common Scholars believe that the apocryphal Lady Storm is a reference to the goddess Vesi, and the stories of slow corruption of children are allegories for mortals who were tempted by the goddess to sow chaos within all three empires. Each empire, weakened by a variety of schemes, began to crumble from the inside. The Lady Storm theory points to Vesi's chaos as the catalyst for the mortal war and devastation that savaged Varanu.

The Godwar caused a great cataclysm across the world, with seas rising and mountains falling. The large continent of Varanu was destroyed, leaving Vesi's Rage surrounded by a ring of scattered islands.

A World Rebuilt

There are few historical records from the time immediately after the cataclysm. With civilization lost, the scattered people who remained struggled to survive. Many died from famine, monsters, disease, and war in the following decades. Knowledge of magic, the gods, and technology entered a dark age, with each seen as being responsible for the Godwar.

But Morto's minions reached up from the earth
Seized ankles and cannon, hobbling every one.
This onslaught threatened to decide the war.
Taeva's forces, overwhelmed, lost heart …
But then the kindly Midwife took the field,
Mirta returning from the Seas Beyond.

"This is not natural! This is not right!
Let go of them, let go this mortal world.
Now I have come to help you to your rest.
I will guide you to the silent shore."
Mad Morto snarled and cursed his sister's name,
But all his power couldn't keep the dead
In the mortal world where none belonged.
His fearsome army followed Mirta home.

Dead banished, Taeva's army made quick work
Of Vesi's scattered forces. They had come to fight,
But not to die. Outnumbered, they broke ranks.
Scatho called them back, and some returned,
Taeva's voice rang out in sky and sea;
Called her sister out. "Vesi, come and fight me!"
All was silence, even the waves were still,
As Taeva waited, eyes upon the sea.

Swiftly a slick sea dragon breached the waves,
Growling, hissing, mouth sparking blue flame,
Flying straight for Taeva. Not to be outdone,
She changed into an eagle, dragon-sized.

All who saw the conflict ran in fear
Of Goddess fighting Goddess, fire and talon;
Beak and slithering tail, destroying trees,
And earth and men and monsters, everything they touched.

How did it end? Armies swept away, Gods gone,
Yet the sisters battled through the night.
They flew, they dove, they struggled on the shore,
Their massive bodies thundered through the dark.
When Tero's orb rose brightly in the sky,
Vesi hissed and slithered toward the sea.
But Taeva pinned her sister on her back,
Forced her to look up into the light.

Vesi's burning eyes filled up with tears,
"You tricked me, sister, take your final blow,
"Kill me, sister." Taeva would not strike.
"Must we fight forever? Can we not have peace?"
"Kill me," said Vesi, "Then you'll have your peace."
Taeva would not strike.

"End it!" Vesi shrieked, "Are you not tired?
Do you love this pointless war, you golden fool?"
Taeva turned her back and walked away
From her howling sister, who declared,

"If you'll not strike me down, I'll end it all.
I'll destroy our children and our world."
Vesi ripped the world apart, she shattered land,
Devouring Varanu with her Rage.

The Survivors

In the west, those elves who climbed the tallest trees survived. The Morndir dwarves had already closed themselves off to fight their Night War, and suffered the least of any people. The Draga were all but lost. The surviving orcs and giants settled in the harsh north. Kobolds and goblinoids scratched out a living wherever they could, but were often excluded by more civilized people. The majority of the survivors were a mix of human, halfling, dwarf, gnome, and elf sailors who landed wherever they could find solid ground. Most of the survivors lived as nomadic reavers, or under petty tyrants. While most people struggled to survive in darkness, Tero's light shined on a few.

A New History Begins

The first signs of civilization reemerging were in scattered tribes that embraced their diversity. These communities of people from every corner of the former continent burned bright in the darkness. Humans, elves, halflings, dwarves, and gnomes worked together to rebuild the world that was lost.

The scattered settlements of the southern islands grew into successful fishing and farming communities. Their homes were protected by mountains and forests from the raging storm to the north. They built walls to defend themselves, grew crops, and raised livestock. As trade was established, conflicts were rare and busy ports emerged.

While many in the south thrived, those in the north barely survived. In lands once known as Verdaan, only those tribes that worked together survived the harsh climate and fought off orc warbands and giant raiders. In the forest realm to the west, the elves re-established their lost kingdoms and slowly returned to their traditions and way of life.

In the five centuries since the cataclysm, the southern islands had grown into seafaring nations that sent hundreds of ships out into the seas to trade with each other. As civilization and communication continued to advance, much of the past knowledge of magic and technology was reclaimed. Historic events once again began to be recorded in detail. As the darkest times began to fade into memory, scholars hunted for knowledge of the past. An age of discovery was about to begin.

The Age of Discovery

As Vodari approached its sixth century since the cataclysm, intellectuals across the southern islands experienced a Great Leap. Over 50 years there was a burst of discovery and rediscovery in alchemy, magic, metallurgy, shipbuilding, and navigation. The southern nations now had the technology to sail into the open ocean, far from the safe-

ty of land. They also rediscovered black powder, drastically changing naval warfare. Agricultural improvements allowed population levels to rise rapidly using higher yields and less labor-intensive farming methods. With new islands being discovered, powerful weapons, and enough people to settle them, the race to colonize had begun.

Explorers from every nation sailed for profit, knowledge, duty, fame, honor, or faith. The edge of the map was pushed farther and farther each decade. As each of the nations explored the seas and founded colonies, they also found new foods, medicines, spices, dyes, treasure, and more.

The southern nations colonized the islands to their south, southeast, and west, into the islands of the forest realm. The Silvari elves ended their practice of isolation to defend the seas surrounding their forest homes. They started limited trade with their neighbors to the east and created their own powerful navy, establishing outposts on neighboring islands.

The Morndir dwarves took to the seas in iron-sided ships to trade silver and gems for any resources that would aid their war effort. Thirn dwarves from the southern nations grouped up to fund and establish colonies to the northeast in the Marradi Archipelago, close to the location of their lost kingdom.

Far to the north, the barbarian tribes raided and settled the surrounding islands, when they were not at war with orcs, giants and each other.

War on the Seas

As trade and colonization increased, so did competition over both. Every small skirmish threatened to explode into all-out war. The cooperation between the people of the southern islands only a few centuries earlier was a distant memory.

By the mid 7th century AG (After Godwar), a series of skirmishes over settlement of colonies and control of trade routes erupted into full-scale war. Alliances were made and broken between the elves of Silvari, the five southern nations, and the dwarves of Thirn and Morndirn. Every nation was at war with at least one former ally. Trade disputes and embargos stalled trade, colonies rebelled, and widespread smuggling and piracy emerged. Colonies were invaded, ports were bombarded, and massive navies clashed. Decades of war had taken a heavy toll on the navies and economies of all the nations and provided no clear winner. A restless peace was established and Silvari, the southern nations, Thirn, and Morndirn all began to rebuild.

The Rise of Pirates

With no appetite for another expensive war, nations looked to alternatives to protect their interests and punish their enemies. Spies and privateers had been used during the wars, and both remained popular ways to engage rival nations and avoid outright war. Privateering proved lucrative for both the privateers and the governments. Privateers received charters from their nation to raid the colonies and ships of rival nations to recoup losses incurred during the war. As entire fleets of privateers started to hunt the seas, the line between privateer and pirate was blurred. Some kept to a code, while others were no better than the reavers who plagued the seas after the cataclysm.

In 687 AG, the theocracy of Taevara declared war on all pirates, including chartered privateers. Bowing to pressure from Taevara and wanting to avoid a new war, the other nations ended or limited their use of privateers. This left thousands of privateers from across the seas without work and labeled as pirates, to be hanged if caught.

A former privateer named Esmeralda rallied the pirates under the promise of establishing a pirate nation free of colonial tyranny. The pirates declared war against the world. With a massive navy flying a single pirate flag, Esmeralda was crowned Pirate Queen and her captains seized an entire archipelago of colonies from the weakened southern nations. In a matter of weeks, however, the pirate brethren broke into rival factions. Esmeralda was nearly assassinated during a failed coup. The promise of a free pirate nation never emerged, and most of the pirate islands descended into lawlessness.

The World Today

It is now the year 696 AG and the nations of Vodari have enjoyed nearly a decade of tense peace. At any time, a simple trade dispute or privateering raid could tip the scales and result in renewed war. Every port city is home to diplomats, spies, and assassins of rival nations. While the nations are at peace, relations between them are far from friendly.

Most civilized people of Vodari fare worse than before the wars. Guilds run the technocracy of Xoleni, seeking profit above all else. In Xavros, the royal line has all but ended and criminal syndicates dominate the island. Taevara has become a strict theocracy under the Archpriest's control. In Arushi, the nobility live in decadence, but commoners face disease and starvation. Ruthless merchant families govern Veraci, with a queen only in name. The pirate isles are barely held together by the Pirate Queen, and its raiders are a major challenge to shipping. The majority of the colonies have been in disarray since the wars, with most in some form of open revolt, under martial law, or abandoned to face raiders and monsters alone. After decades of fighting wars above and below the surface, the people of Morndirn now face losing to the enemy below, or a mass exodus. The Silvari elves came out of the war relatively unscathed, but continue to live under the rigid rule of their king.

Traveling Vodari's seas is as dangerous and exciting as ever. The Knights of Taevara hunt the seas for pirates, privateers, or anyone else they consider an enemy. Explorers from every corner of Vodari search for uncharted islands and the knowledge and wealth they provide. Pirates, raiders, and a select few privateers can be found hunting ships in any sea and even the most routine voyage is under threat from sea monster attack or nature's wrath.

Religion in Vodari

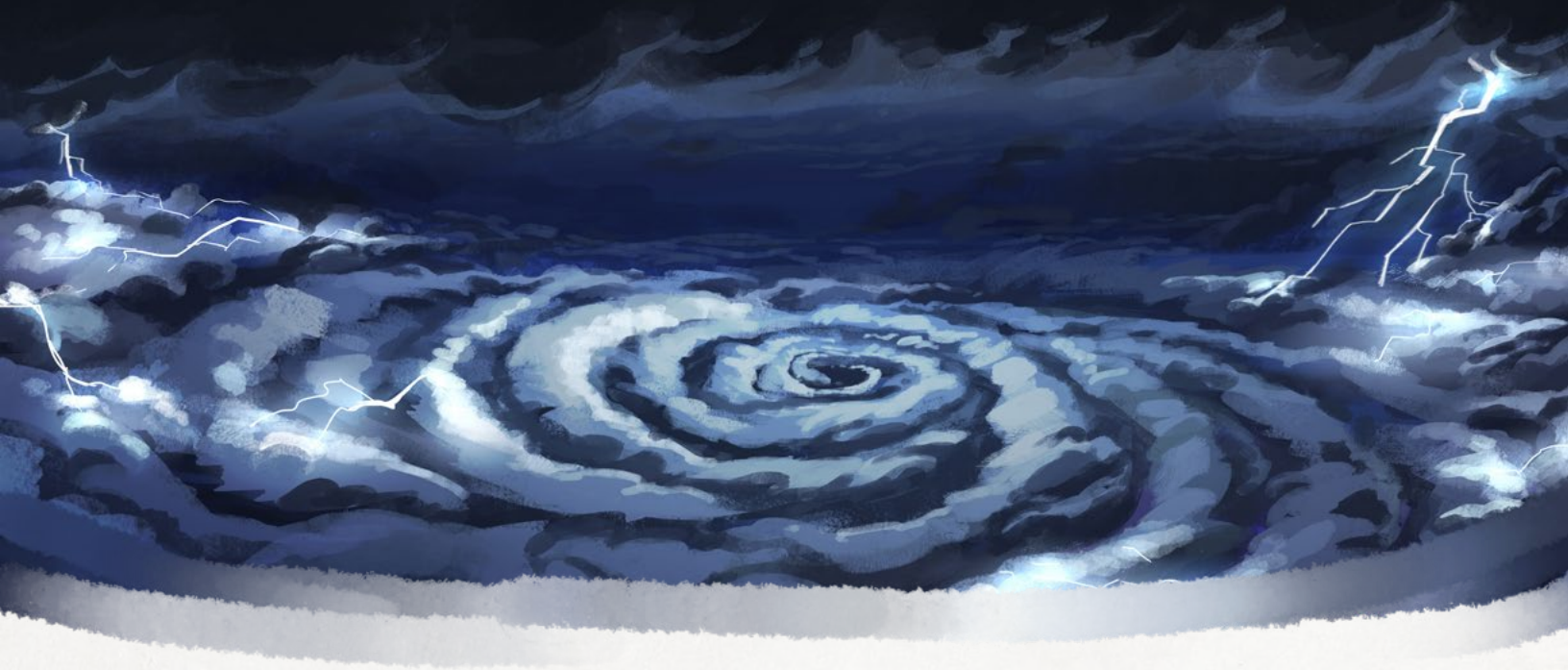
Religious beliefs in Vodari flow like the tides – some violent and destructive, smoking with sacrifice, and some sun-kissed and gentle, warm with the touch of joined hands.

While clerics and paladins often choose to revere a specific deity, many inhabitants of Vodari pray based on their circumstances. Vodarians pray to Tero for good health, to Fortana for luck in a game of chance, to Aerako for favourable winds, or to Mirta for safe passage into the afterlife. The people balance their worship by building shrines and temples to benevolent gods such as Toamna and Tero, and making sacrifices to appease destructive deities like Volkan. Temples, and the priests who run them, provide blessings, celebrations, and ceremonies of all kinds, and even sanctuary to those who need safe harbor.

Even with the circumstantial nature of prayer in Vodari, Vodarians will often find themselves praying to one or two gods more often than others, and in those cases, a relationship begins to build, a closeness forms and worship becomes less occasional, more personal.

Each god has a preferred avatar, and some say that the avatars indicate a preference, a chosen people or profession of Vodarians who are most beloved. Dragonborn, for example, have a long history of worshiping Volkan who often appears as one of their own, or in the form of a fire-breathing red dragon. Halfling farmers consider themselves beloved of Toamna, while halfling adventurers often declare themselves chosen of Fortana.

There are many living Vodarians who have seen the gods (or at least their avatars). For those who have not seen a god with their own eyes or heard a first- or second-hand account from someone who has, Vesi's Rage itself is present in their world, a tempest that roils with divine energies beyond the normal features of nature. For most, the prevailing opinion is that the gods are real, but there are dissenters and even the odd atheist philosophers (though even they are blessed by Istoro, who grins behind his hand when he favors them).



VESI'S RAGE IS AN EVER-RAGING STORM HUNDREDS OF MILES ACROSS

Deities of Vodari

Deity	Alignment	Suggested Domains	Symbol
Aerako, god of wind and mischief	CG	Nature, Tempest, Trickery	Gust
Aubori, goddess of nature and beauty	CG	Nature, Light	Flower
Dokahi, goddess of the deep sea, epic poetry and monsters	LE	Nature	Sea monster
Fortana, goddess of freedom and luck	CN	Knowledge, Trickery	Coin
Istoro, god of wisdom and knowledge	LN	Knowledge	Owl
Kalder, god of winter, survival and valor	NG	Death, War	Snowflake tridents
Mirta, goddess of birth and death	LN	Life, Death	Circle
Morto, god of necromancy and secrets	NE	Death	Broken circle
Okeano, god of the sea and sea creatures	CN	Nature, Tempest	Waves
Scatho, god of conquest and tyranny	LE	Knowledge, War	Ram
Sindri, goddess of creativity and invention	CN	Forge, Knowledge	Hammer
Taeva, goddess of civilization and war	LG	Knowledge, Order, War	Three points
Tero, god of light, love and healing	LG	Life, Light	Rising sun
Toamna, goddess of agriculture and fertility	LG	Life, Nature	Grain
Vesi, goddess of chaos, storms and darkness	CE	Tempest, Trickery	Swirling storm
Volkan, god of fire and destruction	CE	Death, Nature	Volcano

Spirit Domain

Regular folk often pray to whichever god meets their current need, hoping to gain the favor of benevolent gods and avoid the wrath of those who aim to destroy. Clerics of the Spirit domain (see page 129 in Chapter IV) represent this tradition and serve the people who practice it. These clerics revere multiple deities, and recognize and commune with the spiritual presences in all things.



PLATINUM KRAKEN AND STRAND OF PEARLS



AERAKO



AUBORI



TAEVA

The Creators

These deities bring light to the world and inspire the production of beautiful works of art, cities full of landmarks, and fields bountiful with food and flowers. Their hatred of evil and darkness has brought devastating wars to the heavens and the mortal world, the last of which resulted in the Godwar. The creator gods provide aid to mortals, especially selfless heroes seeking aid to battle powerful evil.

Aerako

God of wind and mischief

Aerako appears to his followers as a gust of wind, a gentle cooling mist, a surprise summer storm. Sometimes he manifests as music. Aerako is ever-curious; he enjoys the tales of travellers and watches over those who voyage over the sea.

Aerako enjoys confusion, and it pleases him that there are conflicting legends of his origin. One tale maintains that he was formed from the stuff of chaos by the goddess Vesi, who sent him to frustrate her sister Taeva's efforts to bring light and order to the world. Taevarans insist that Aerako rose from the dreaming with his brother and sister gods. One cult of seafaring elves swears that Aerako was born from Okeano's desire for a lively companion to awaken the true power of his ocean. This is one of Aerako's favorite stories, and perhaps as a tribute to the author, he sometimes manifests as an elf with hair bleached nearly white by the sun, fresh with the scent of sea and sand.

Aerako, despite his distaste for mortal form, shares a deep, protective love for mortals with the rest of the creators. He is friendly to all of the gods, but not above playing practical jokes on them, which goes over very poorly with Taeva, Scatho, and other gods who hate to appear foolish. Whispers abound of a secret love in Aerako's life, and it is rumoured that for this love, the god would do almost anything in his power.

Vodarians, particularly sailors and pirates and all who sail the seas pray to Aerako for fair winds. Some beseech him to bless their clever schemes, even the unsavoury ones. The god does not enjoy cruelty, but he's quite fond of a practical joke or a well-executed confidence game. Aerako also favors storytellers, musicians and comedians – whether it is prose, music, poetry, or jokes, the god loves a lively story.

Aerako prefers his followers to:

- Travel to far-off lands and return with well-told tales.
- Help fellow travellers in need, foster exploration whenever possible.
- Enhance joy in the world with clever plots and performances of all kinds.

Aubori

Goddess of nature and beauty

Wild nature, green and growing; baby birds born in the spring; animals' furry coats turning from warm autumn colors to snowy winter white: worshipers of Aubori see these signs of their goddess walking the land and know that Vodari is blessed. Aubori often appears as a regal elven woman in flowing robes, curling hair slightly unkempt, as if it were flowering vines growing around her head and shoulders. She teaches the birds her beautiful songs, seeds the world with flowers and trees, and brings beauty to all she touches.

Aubori is gentle and beautiful, but she is the force of nature. She opposes construction, deforestation, mortals' fires, and foundries, but she understands the power of natural selection. She blesses the predators as well as the prey, for without natural predators, a population can run out of control and destroy the lands she loves. Although she is allied with Taeva, Aubori prefers Vesi's tempest to Taeva's order.

Her sisterly love for Vesi is not the only conflict in Aubori's heart. The courtship of Aubori and Volkan is one of the favorite love stories told on any island in Vodari, though the details differ depending on where it is told and who does the telling. As far as any mortal knows, romance is still alive between the two wild gods.

During the War of the Twins, Aubori and her sister Sindri disliked the conflict and refused to fight on either side. They left Vodari and traveled the multiverse. It is believed that this tour gave the gods inspiration to create many of the people of Vodari.

Aubori is worshipped by druids, forest gnomes, and elves. Musicians and artists call upon her for inspiration. Sometimes she will appear to them in the form of a forest animal, touched by silvery moonlight.

Aubori encourages her followers to:

- Strive to bring beauty into the world every day of your life.
- Stand up to all who seek to harm, destroy or corrupt the natural world or to do the same to anything beautiful.
- Preserve the natural world.

Taeva

Goddess of civilization and war

Dark skin kissed golden by the sun, large golden wings folded neatly at her back, the goddess Taeva appears to mortals as a warrior queen, a gilded general. Her eyes command obedience, her voice snaps regiments to attention. Taeva's followers know that outside the protective aegis of civilization, the world teems with chaos and disorder. Rulers, settlers, city dwellers and soldiers worship her, especially in Taevara, her devoted theocracy.

Taeva thinks of herself as the elder of the two twins. She believes it is her responsibility to teach Vesi how to live an orderly, law-abiding life, because she loves Vesi and wants the best for her. It has not occurred to Taeva that Vesi's vision of what is best may be different. She can't understand why Vesi resists her, or why the Dakri rose up to fight the Varu in Vesi's name.

Taeva has tremendous compassion and empathy for mortals who choose to obey laws, and even for mortals who follow their own moral code when laws are unjust. Mortals pray to her in their darkest times, and she answers with golden light and unwavering truth. Many



TERO



TOAMNA

of her followers are zealots, generations who have honed their devotion to the goddess who sustained their revered ancestors through blood and destruction, preserving their family lines to live in Vodari today.

Devotees of Taeva fight to push back the darkness at any cost, waging war if needed. An army favoured by Taeva may see a huge golden eagle soaring above its ranks, filling each soldier with pride of purpose, giving them strength to win the day. Taeva leads the divine alliance of Creators because she is the best leader among them, the most skilled at protecting the mortals of Vodari from darkness, chaos and uncertainty. Her allies respect her, but mischievous Aerako chafes against her rigid rules, and wild Aubori has a hard time loving her immovable sister.

Followers of Taeva are expected to believe:

- Community and order are stronger than individuals.
- Establishing settlements to push back the wild provides safety, and safety is the best way to end suffering.
- Obedience to the proper chain of command is virtuous.

Tero

God of light, love, and healing

"Where others rend, Tero mends," is a common saying among the worshipers of this kind and gentle god. Tero is the light shining in the darkness. He is the most popular of all deities, revered for his sacrifices during the Godwar. As the brother of Taeva and Vesi, he detests the ruinous wars they have waged against each other over the ages, but he loves both of his sisters and tries to save them from each other and themselves.

Tero is not only popular for his historical efforts at reconciliation. Children call to him when they scrape their knees, and youths when they dream of romance. Sea captains caught in a thickening fog, diplomats negotiating peace, nurses at the beds of aging patients, the man who dropped the dish he was drying, and the woman who ripped her garments on a rusty nail speak his name. They don't expect to see the shards re-form into a dish or the threads of the garment mend themselves, but a quick prayer to Tero might prevent a deep cut, an illness, or an infection.

Tero appears as a young man with golden hair. His ancestry can vary, but he is always handsome and golden, light captured in a humanoid form. He is usually attired in worn, simple clothing, though it and he can be distinguished by their cleanliness in every season, in all weather. If he appears as an animal, he prefers an animal that has been domesticated and is helpful to mortals.

Followers of Tero pray for good health, true love, reconciliation with friends, and peace with foes. Clerics and paladins who bear the symbol of the sun are well-respected and honoured throughout Vodari. Diplomats and emissaries often worship Tero, but the god's most devout followers dedicate their days to aiding the wretched, sick and hungry.

Tero asks his followers to:

- End suffering wherever you encounter it.
- Reconcile differences and make peace whenever you can.
- Bring light and love to places of darkness by showing compassion and compromise.

Toamna

Goddess of agriculture and fertility

A female halfling, warm and round, she laughs heartily, and works as enthusiastically as she nurtures. Toamna is the patron of farmers and herders, of all who earn their living from the land. She rewards those who labor to make the earth a suitable place for crops to thrive and those who care for their herds humanely.

Toamna is known to walk among mortals, often appearing to her worshipers as a halfling of their preferred gender, blessing each season with rituals of fertility. She enjoys rough humor and doesn't mind getting her hands dirty. She and Fortana often frequent local pubs, smoking their pipes and drinking flagons of ale. Fortana gravitates toward the games of chance, Toamna to the farmers on the prowl.

Sometimes Toamna presents herself as an itinerant laborer, eager to put in a day's work. If she is treated kindly and given a well-prepared meal at the end of her shift, she blesses the crops of the farm that hired her, protecting them from pestilence, weather and other blights that season. However, if she is mistreated or rushed while she is eating, Toamna curses the farm and farmers instead.

Toamna allies herself with the other Creators. She appreciates Taeva's structured approach to leadership, and the two of them have been known to strategize for Taeva's worshipers who want to retire from the military and start cultivating their land. Toamna and Fortana do not have a formal alliance, but they maintain a close friendship.

Despite her allegiance with Taeva, Toamna despises the wars waged by her siblings, and refuses to get drawn into the conflict. Two of the first casualties of any war are the crops and the farmers themselves. Toamna strongly opposes this devastation of her worshipers.

Toamna urges her followers to:

- Cultivate the land and teach others to do the same.
- End famine by feeding the hungry, discourage pestilence by caring for crops and the land where they grow.
- Be kind to the poor, especially those who help you tend your land.



AMULET WORN BY A FOLLOWER OF TERO



FORTANA



ISTORO



MIRTA

The Preservers

This group of deities works to keep the ambitions of the Creator and Destroyer gods in check. The constant battle between the forces of light and darkness has caused untold destruction and death over the ages. These gods see themselves as wise caretakers, protecting the world from devastation, only intervening to tip the scales when power is shifted too far to an extreme.

Fortana

Goddess of freedom and good fortune

Pirates, gamblers, merchants, sailors, and traders revere Fortana. While luck is a powerful, unpredictable force, many pray that Fortana weighs the odds in their favour. Many Vodarians believe that the primary tradewinds of the sea are the servants of Fortana and refer to them as the "winds of change." Fortana is a trickster and a gambler. Her preferred form is a redheaded halfling, usually female but not always. She cannot resist holding a coin in her hand and flipping it. Fortana often lets a coin flip decide whether she intervenes in events on behalf of her worshipers.

Fortana enjoys manifesting in the form of a seal playing in the waves with her fellows and sunning herself on rocks. According to a pirate legend, a pack of intelligent otters serve as her messengers and spies.

"Fortana favors the free" is a common phrase in Vodari, especially when ships set sail or when her followers feel or desire boldness in their endeavors. Fortana values the ability to cause and adapt to change, and she views hierarchical governments and institutions as a blight upon the world.

Fortana refers to many of the other gods as "brother" or "sister" as a term of affection, but she did not rise out of the sea with the other dreaming gods. The Goddess's origins remain mysterious and she keeps her own counsel about her earliest memories. She is fondest of Toamna for many reasons, including the divine nectar of Toamna's home-brewed ale.

Fortana sees herself as the fly in the ointment of most other gods' plans, keeping the balance in Vodari by kicking over the proverbial chessboard as it pleases her. Her fellow Preservers are rarely her targets, and they value her actions, though they question her methods.

Fortana favors those who:

- Embrace change as opportunity and live by their own rules.
- Undermine repressive governments and organizations.
- Take chances, the riskier the better.

Istoro

God of wisdom and knowledge

Istoro is the patron of wizards, scholars, lawyers, teachers, historians, and all who pursue and revere knowledge. He appears as a wizened human with long white moustaches and olive skin, wearing plain robes embroidered at the hems with patterns of mystical symbols that seem to shift and change. Istoro's sacred duty is to preserve knowledge. He provides that knowledge to the people and the Gods of Vodari in the libraries that exist throughout the land.

Istoro has few followers, but those who dedicate themselves to the worship of this god are wise, loyal, and knowledgeable. Unlike the other gods who have shrines and temples created in their names, worshippers of Istoro venerate the god in libraries. The famous Council of Scholars maintains the most comprehensive library in Vodari on the tiny eastern island of Istori. Known as the "Grand Archives", this library has some rare records that date from ancient times, before the Godwar.

Istoro himself does not distinguish between good and evil gods, but answers any request for research or information. He prefers the company of books, tablets or scrolls to people; he rarely socializes with his fellow gods and never takes sides in their wars. He enjoys teaching young scholars and can sometimes be seen at Xoleni University, Valedo College, or one of the Arcane Academies disguised as a visiting professor.

He also attends lectures in the form of an owl, not often to learn something he doesn't know, but to see how the topic is presented and to acquire new flourishes for his own teaching style. It is bad luck to shoo an owl from a lecture hall or a library. Owls who are not the avatar of the god have learned to take advantage of this superstition, which may be why many young scholars bring thick gloves to class.

Istoro's followers must be wise enough to:

- Promote the collection and distribution of knowledge in all forms, to all people.
- Defeat propagators of lies by shining the light of truth.
- Protect libraries, books, and scholars and all scholarly work.

Mirta

Goddess of birth and death

Each mortal life begins and ends under Mirta's watch. This kindly goddess's most devout followers are midwives who care for mothers and the babes they birth, and caregivers, paladins and priests who comfort the dying.

Mirta and Morto are life's story.

Mirta's the beginning, Morto's the end.

- Dwarven nursery rhyme

Mirta was once the goddess of birth, and her brother Morto the god of death. Mirta came to mortals in the form of a sweet and friendly midwife. The siblings existed in harmony, weaving the tapestry of the world with their strong hands. Mirta guided in the newest threads, and Morto skillfully tied off the endings.

Bringing babies into the world pleased mortals, and they sang



KALDER



OKEANO



SINDRI

Mirta's praises, but not her brother's. Morto, after many years of bitter jealousy, abandoned the tapestry and wove his own dark, necromantic shroud. The dead had no peaceful rest, no guide to the silent shore and the Seas Beyond. They wandered the world, angry, hungry, lost.

Mirta begged her brother to return and guide the hordes of dead, but Morto refused. Mirta, abandoned, sought another god to help the dead, but they all refused, except Fortana. The Goddess of luck flipped her coin, saying, "Heads, you guide the dead yourself, tails I help you." The coin came up tails, and Mirta and Fortana guided the undead to the Darkness of the Deep, commanding the living to take up their loved ones' bodies to bury or burn.

From that day to this, Mirta has tended to the deaths of mortals as well as their births, guiding them down to their eternal rest. She and Morto have never reconciled.

Mirta's followers must:

- Rejoice in birth and calmly accept death; both are woven into the tapestry of the world.
- Preserve the balance of life and death by seeking out and destroying undead and those who would raise them.
- Assist childbearing mothers when they are in need; comfort the dying, friend or foe.

Kalder

God of winter, survival, and valor

In the Lost Ages, a Verdaani hero named Kalder sacrificed his life for his people. His people celebrated his valor and burned his body in his longship, war axe clutched in his cold hand.

Mirta escorted Kalder to the silent shore. Taking the coins from his eyes, he bounded onto the ship to Alcyon, where the dead are rewarded for their good deeds. In Alcyon, Kalder was surprised to find the souls of heroes and many other good folk living wild, eating roots and berries with no meat, ale, or shelter. His soul still bore the axe he wielded in life, ever-sharp, slicing wood like it was butter and needing no whetstone. Kalder made himself a hut to begin with, then he waited.

Soon the other souls of Alcyon asked Kalder to help them build their own homes. At first he declined. They came back, one and all, now begging for his assistance or to borrow his axe. Kalder refused them again, but the third time they asked, he said, "Make me your king, and we will build a kingdom together." The souls agreed. Kalder and his people built a rough-hewn town of huts, storehouses, buildings for craftspeople to create in, and a mead-hall with an endless table that expanded to seat all who wished to feast there. Kalder's town was called Djarllingdom and his hall Djervhet. It was said that the platters in Djervhet were never empty, nor were the tankards, and the entertainment never ended.

Kalder was raised to godhood by Mirta so he could watch over the borders of Alcyon, a counterpart to Morto in Bathyal. He protects the souls of the brave and valiant, and prevents the living from boarding the three ships before their time.

Kalder's followers believe:

- Honor the dead, especially the brave and valiant and those who have done good deeds.
- Do not attempt to travel to the Seas Beyond before your time.
- Be brave and true in life and in the afterlife.

Okeano

God of the sea and sea creatures

Fishers, pirates, merchants, sailors, islanders – all who make a living from the sea say more than a few prayers to Okeano. His most devout followers can, after years of study, learn to channel the sea's raw power. Okeano appears in forms as changeable as the sea – sometimes an old and weary traveler, sometimes a young pearl diver, tanned and strong, sometimes a white-bearded king with a wickedly pointed fishing spear for a scepter. When leading a battle or hunt, Okeano prefers the form of a powerful orca, gliding majestically through the waves.

Okeano loves the sea and its creatures. Overhunting or polluting the waters earns his swift and terrible wrath. He is quick to anger and slow to forgive, but those who protect the ocean and its creatures earn the sea god's favor. Okeano has rewarded some heroes with feasts held in their honor at the Palace Under the Sea.

Okeano, like the sea, is impatient with stagnation. His agile mind rushes toward the next innovation. Inventors usually pray to Sindri, but Okeano enjoys their experiments and sometimes gives great ideas a nudge toward materialization. Okeano has a neutral relationship with all his fellow gods. He has used the Palace Under the Sea not only to entertain, but also as neutral ground where the Creators and Destroyers can negotiate without violence. Okeano is closest to his sisters Sindri and Aubori, and mischievous Aerako.

Okeano rules the sea, not the winds, but he has been known to summon furious tempests, whirlpools and terrifying storms. He dives for pearls and brings the largest and most beautiful ones up from the bottom of the sea, laying them in the hands of the poorest children.

Okeano expects his followers to:

- Take only from the sea what is needed and protect sea life from needless harm.
- Respect the power of the sea; do not try to challenge or master it.
- Take vengeance upon those who harm the sea or its living creatures.

Sindri

Goddess of creativity and invention

Sindri is the patron of artisans and inventors. Miners, smiths, carvers, glaziers, designers, architects, shipwrights, and all whose creations push the boundaries of existing art and technology worship Sindri. She prefers to appear to them as a female gnome or dwarf. Her followers pray to her in the hopes that she will inspire them with boundless creativity and innovative new ideas.



DOKAHI



MORTO



SCATHO

Sing me a song of wondrous things,
Of marvels yet to be.
This is the song that Sindri sings
In her workshop under the sea.

Sing me a song of the forge's fire
Of metal, speed, and steam.
That is the song that Sindri sings
To the ones who build her dreams.

- Gnomish work song

Sindri dreamed through the beginning of the world. Sleeping below the sea, she envisioned the works of mortal hands before mortals existed to create them. When Volkan's destruction calmed to form land, Sindri sculpted it into mountains and valleys with her hands, her heart, and her voice, singing the snow upon the peaks, trailing her fingers across the valleys, softening the earth for Aubori to scatter the first wild seeds.

Clever, kind and helpful, Sindri is well-liked by most of her fellow gods. Many of the items in legends and songs came from her wondrous workshop, including Okeano's chariot, Vesi's veil, Mirta's loom, and Taeva's golden sword. Sindri is fond of her divine brothers and sisters, but prefers the company of mortals. The other gods often resist change and innovation, and Sindri seeks the society of those who embrace it.

Sindri is the patroness of all creators, not just crafters of material objects. She inspires playwrights, actors and musicians, dancers, choreographers, novelists and lyricists, but those who create in more ethereal mediums follow other gods as well. Okeano is a known patron of the dance, Aerako of song, Istoro of writers, and Fortana of actors, comedians, and improvisers.

Sindri's followers believe:

- Problems are best solved creatively.
- New ideas and new technology are better than maintaining the status quo.
- An open mind combined with hard work can change the world.

The Destroyers

This group of deities believes that strength comes from suffering, and the future of the world is best built by destruction. They unleash war and natural disasters upon the world to bring about catastrophic change, interested in their own aims and indifferent to the destruction of mortal lives. Mortals who survive are strong, and these gods favor those who find a way to wrest what they want from the world without pause or pity.

Dokahi

Goddess of the deep sea, epic poetry, and monsters

The Goddess Dokahi lives in the Benthic Deep, leagues below the Seas Beyond. The Benthic Deep is shrouded in complete darkness, and the monsters that live there are enormous, blind and colorless.

Dokahi prefers the form of a centaurian kraken, her human bulk perched atop a mass of writhing black tentacles. Dokahi sees herself as the Holy Mother, the nurturer of the unwanted. She cares for monsters, for the abandoned, for the betrayed. Many a good mortal, badly done by family, friends, law, or lover has been seduced by the Dark Mother's promises of shelter and revenge… for a price. Dokahi keeps her word, but she never does something for nothing, and she always gets more than she gives.

Mortals and many monsters cannot bear the chill and darkness of the Benthic Deep, so Dokahi and her entourage travel to the mortal sea near the island of Rhukug, and to Bathyal, the dark realm of the Vodarian afterlife. She detests land and light, as none of her preferred forms can survive without the moisture and buoyancy of water. The heat of the sun sears the slimy surface of her skin.

Dokahi favors poets, living, dead, and undead. She feeds on their despair and revels in their art. Many poets refuse to worship the Dark Mother, but they feel her tempting them as they rend their hearts to pen their epic tales. Dokahi favors parents and guardians who impose harsh rules and punishments upon the children in their care, who love with a powerful possessive love, who believe that their children owe them a debt. Dokahi extends her blessings to outcasts and monsters throughout Vodari, and they are grateful. All who make a bargain with Dokahi, no matter how clever they are, end up as her slaves.

Followers of Dokahi are expected to:

- Obey your Dark Mother without question or pause.
- Create tales of tragedy that can be told in the dark.
- Seek other outcasts and bring them to her, to bask in the shelter of her eternal love.

Morto

God of necromancy and secrets

Mortals tell tales of seeing Morto as a tall, pale figure in a dark hooded robe. "Don't play in the graveyard after dark," parents say, "If you do, Morto will raise the dead from the ground and they will eat… you… up."

Outside of stories, Morto has long abandoned any desire to appear mortal. His preferred form is a giant serpent, fangs dripping with venom. In this form, Morto propels himself at astonishing speed. He speaks in a hissing whisper, using his forked tongue to tickle his followers when he is pleased and to lash them when he is wrathful. He doesn't mind being feared by lesser mortals.

Morto's first devotees were those who could summon the dead



VESI



VOLKAN

from their graves, and sometimes the dead themselves. They venerated and honored Morto by amassing armies of zombies, skeletons, and ghosts. Morto was pleased to aid mortals in breaking life's circle.

When Morto stopped guiding souls to the afterlife, his sister Mirta, with the aid of that feckless Fortana, took over his former duties. His refusal to guide the dead to the afterlife led to a severely depleted supply of undead servants as Mirta's interference slowed the tide of undead to a mere trickle.

Morto's necromancers, seers, sorcerers, and mediums grew frustrated. In the darkest shadows, they made bloody sacrifices to the god, and he answered with violence. He thwarted Mirta's compassionate work, disrupting the tapestry of the world, raising as many of the dead as he could to walk restless upon the earth. Since that day, Morto has allied himself with the Destroyers. He has a particular hatred for his sister, Mirta, followed by Fortana, then any and all who would thwart his campaign of darkness.

Morto's followers gleefully fulfill his wishes to:

- Unearth secrets and use them to gain power.
- Use venom and necromancy to unravel the tapestry of the world, spreading decay and raising the dead from their natural rest.
- Summon and gather the undead to increase their own power.

Scatho

God of conquest and tyranny

Scatho was the most ruthless of Taeva's Varuva, a soldier who had seen as much discipline as he had promotion. His thirst for conquest and his lack of concern for the lives of others made him unpopular among the gentle Varu, but his brilliant strategies turned the tide of war between the Varu and Dakri. Taeva's armies drove Vesi's back into the depths of the sea.

Vesi, surprised and enraged at her losses, retreated to her fortress. She viciously rejected every suggestion from her Dakri generals until one of them blurted out in frustration, "Get Scatho to lead your army!"

Vesi's seduction of Scatho has many tellings among the Vodarian cultures. Some say she lured him with her beauty; others say she promised him leadership. Maybe those tales are also true, but Scatho was tempted at last by Vesi's whisper in his ear that he needn't settle for being part god when he could be all god, all-powerful.

Scatho pledged himself to her victory. Vesi channelled her power into this creation of Taeva's. She turned his relentless, uncompromising desire for conquest to her own divine evil, making him a destroyer like herself.

Scatho led the Dakri to a devastating victory, causing Taeva to salt the sea with her tears and waking angry Volkan from his slumber. Scatho gloried in his victory, ignoring the Dakri's heavy casualties.

Scatho prefers to appear as a human or orc with long, black wavy hair, strong and solid, charm and command in his flashing eyes. He also enjoys the form of a vicious tiger, devouring those who cannot meet his challenge.

Scatho believes that the strong should take what they can by force, and rule with strength. Those who worship Scatho conquer and rule in his name.

Scatho commands his worshipers to:

- Sharpen your sword and conquer the weak.
- Rule with an iron fist, and mercilessly crush any who oppose you.
- Let nothing obstruct your path to power and glory.

Vesi

Goddess of chaos, storms, and darkness

Vesi, twin sister of golden Taeva, preferred to be left alone and free in the darkness. When they were young, Taeva made rules and Vesi broke them. Taeva chose the games and Vesi changed them. Vesi hid, giggling while Taeva sought her.

After the dreaming time, Taeva emerged, ordering the world around her, but Vesi released the elements from Taeva's bonds. Taeva raged and Vesi laughed, fleeing to the dark side of the world. Taeva commanded their brother Tero to fill Vesi's shadows with blinding, revealing light.

Tero's light burned his sister's sensitive eyes. Screaming, she dove into the sea, retreating to the darkness of deep water.

"She shrieks with rage," said Taeva. "We've foiled her evil plans."

Vesi drew veils over her eyes and murmured chants of healing. When she found the Dakri living under the sea, she led them to the surface, forcing them to suffer the pain of Tero's searing light.

"See what they have done to us," she hissed. "Does the world's new light hurt you, my children? Does the pain fill you with anger?"

Vesi never veiled the Dakri's eyes. She allowed their torture to continue until they were ready for their revenge on Taeva, Tero, and all who followed them.

Vesi detests the order Taeva has established in the civilized world. In her mind, chaos and freedom are one and the same. Vesi values her own freedom from rules and structures, and her own free will above all things, and she cultivates these values in her mortal followers.

Vesi sows lies and discord to churn the world like a stormy sea. Her followers work for rebellion and disorder, opening the door for chaos to turn civilization into rubble.

Vesi appears to mortals as a dark elf with pale skin, violet eyes, and long, black hair. Her voice, whether she is speaking or singing, is high and shrill, sometimes melodic, sometimes harsh enough to break glass.

Followers of Vesi are free, but she is pleased when they:

- Destroy institutions that bring order to civilized lands.
- Spread chaos and disorder.
- Let nothing cease your pursuit of absolute freedom.

Volkan

God of fire and destruction

In the beginning, the young god Volkan slumbered in his egg, warm below the earth's crust under the ocean. He dreamed of feasts and victories, of burning enemies with his fiery breath. His form shifted from red dragon to scarlet-scaled dragonborn as he grew to enormous size.

When the battle cries of the twin goddesses, Taeva and Vesi, shattered his bellicose dreams, Volkan burst from his egg in fury, cracking the ocean floor. He rose above the waves in a geyser of molten lava, roaring at the twins and scattering their terrified forces. The fallout from his eruption created the continent of Varanu and inspired many worshipers to follow this new god. Volkan, who values destruction above creation, rejected these false followers.

Like the volcanoes he shares his name with, Volkan is hot-tempered, and enjoys indiscriminate destruction. When a volcano erupts, his fury enters the world and all that it touches is reborn by fire. In dragon form, Volkan hunts voraciously, preying on mortals, animals, and monsters. He alternates between relentless hunting and years of hibernation, allowing populations to recover.

When Volkan first emerged, he was so angry at the twins that he didn't notice their sisters watching him. Clever Sindri imagined her forge lit by dragonfire. Wild Aubori gazed at the young god, just… imagining.

Years after the day she first saw him, Aubori walked unburned through the ashes of what had once been a riot of adventurous weeds by the banks of the River Thyme. Her long, golden hair glinted in the sun like dragon scales, her green eyes flattened like a reptile's as she surveyed the devastation. Such beauty. He wondered if she'd fight him.

His heart thumped in the large cavity of his chest. Her head turned. Had she heard his heartbeat? Aubori took a delicate step, and suddenly she was beside him, upon him, a wild creature with passion worthy of a dragonborn, a maelstrom of touch, tender and harsh, his mystery and his equal.

When the leaves grow red and pointed in the shape of flames or when fireworks fill the sky in patterns like spring blossoms, Vodarians know that these two gods are still in love.

Volkan now has many true followers, especially among the dragonborn. His most devout followers are known for conducting ritual sacrifices to appease him.

Followers of Volkan are expected to:

- Understand that only through destruction and fire there is creation and renewal.
- Unleash all of your fury and anger to destroy your enemies, holding nothing back.

The Seas Beyond

When mortals die in Vodari, the goddess Mirta escorts their souls to the silent shore. There they await the three ships that can transport them to the Seas Beyond the World, the Vodarian afterlife. The ships arrive on their own schedule. Some souls see a ship as soon as they reach the silent shore; some wait years for their voyage. Each captain demands a different payment for passage aboard their vessel, and it is nearly impossible to stow away.

There is an old sea shanty that tells the story of a mortal hero, a brave privateer who sailed through sea and storm until he reached the Teeth, a circle of rocks shrouded in mist and surrounded by treacherous currents. His ship shattered, cruelly gored by the edges of the Teeth, but he escaped in a lifeboat, and, still living, rowed to the Seas Beyond. He returned to tell the tale but had no map or chart of his voyage, just a pocket full of stories and a memorable song.



EACH SHIP SAILING TO THE SEAS BEYOND DEMANDS ITS OWN FORM OF PAYMENT

The Three Ships

Three ships sail from the silent shore to the Seas Beyond. The spirits of the dead pay their coin and board the ship that calls to them, the vessel that mirrors their deeds in life.

Sunset Maiden. Captained by a cheerful dwarf named Sam Fathom, the *Maiden* is a brightly painted galleon that ferries souls to a peaceful afterlife in Alcyon. Captain Fathom accepts a shell (the silver coin) as passage, occasionally relenting to accept a fin from the virtuous poor. Souls who come to the silent shore with nothing to pay may be lucky enough to board the *Maiden* and work for their passage if Captain Fathom likes the looks of them, they patiently listen to his tall tales, and they don't cough when the clouds of smoke from his thick cigars drift into their faces.

Dead Man's Vengeance. The dolorous bell of the brigantine known as the *Dead Man's Vengeance* causes many a soul to shiver, but the souls of evildoers eagerly pay their crowns to Captain Isht Barassh, a sly-looking sahuagin with a toothy and discerning grin. The *Vengeance* ferries souls to Bathyal and the great and gloomy city of Mortopolis. Captain Barassh can always use another hand to turn the windlass or pump the bilge, so evil souls can gain passage without paying in coin, but beware, neither the Captain nor his crew believe in sparing the lash.

Maelstrom's Eye. The *Eye* is a swift sloop and her captain looks human, or is she dwarfish? Maybe a gnome? Captain Cyria is a voda who changes her appearance on every voyage. To board the ship, a soul must offer up a drop of blood and an oath of loyalty to the Captain. The *Eye* voyages where fortune leads her - sometimes to Alcyon, sometimes to Bathyal, and sometimes elsewhere. Pay your drop and take your chance.

Alcyon

Alcyon is land and sea, it is lush green forests, many-colored sunsets, eternally blooming flowers and fields yielding bountiful harvests collected by unseen hands. Closest to the silent shore of all the Seas Beyond, Alcyon is the first afterlife of the Vodarians, the haven that Morto created for the brave and virtuous dead before he came to revile them.

Alcyon is pliable to the imagination of souls. Tenacious souls with strength of will can mold the landscape according to their desires. The peace of Alcyon is the reward for a life lived in the service of good.

Djarllingdom. This kingdom in Alcyon was built by King Kalder, and led to his apotheosis. The King's seat is the mead hall known as Djervhet, a place of delight where the barrels of mead are always brimming, the tables are always laden with delicious feasts and any object a hero desired in life can be easily bartered for.

Unfortunately for Kalder, cursed souls with unfinished business left the Seas Beyond and returned to Varanu. They told tales of Djervhet, the happy times they spent there and how they longed to return. Many of the living mortals of Varanu were tempted to seek Djervhet before they died, and the most adventurous couldn't resist. They found their way to the Teeth, sought the silent shore, then stowed away on the three ships, trying to reach Alcyon. Living mortals are heavier than souls, and they began to lower the draft of the ships, sinking them deeper into the sea.

The Captains of the three ships asked Mirta to stop the living from invading the realm of the dead, but Taeva and Vesi were at war and

Mirta was exhausted from escorting so many souls. At last, Captain Cyria and Captain Fathom refused to take on passengers, dead or living. Captain Barassh collected gold, souls, mortals, whatever he could scrounge, and ferried them all to Bathyal to serve Morto and his necromancers.

Mirta, furious at the Captains' betrayal, almost destroyed them with an ancient curse for abandoning their duties, but reconsidered at the last moment. She raised Kalder to godhood, commanding him to watch over Alcyon and make sure none of the living could enter. With his oath, the Captains resumed their duties.

Bathyal

When Morto felt despised by the mortals of Vodari, he came to Bathyal to lick his wounds and gather his power. He shaped Bathyal with his secrets, with doom, whispers, betrayal, abandonment, and shame. By ship Bathyal is farther from the silent shore than gentle Alcyon, though both exist in their own peculiar space and do not have physical, chartable coordinates. Souls drawn to darkness, decay, shadows, and fear come here for their afterlife. Molding the landscape of Bathyal is possible, but done through dominating others, not through personal strength. The terror of Bathyal is the fate of evildoers, those who used their strength or wiles to dominate others in life, causing ruin and despair.

Mortopolis. Deep in the jungles of Bathyal, this ruined necropolis rises, a many-storied city of mausoleums covered in vines, moss, and mold. Among the mausoleums are quarters for the god Morto and the souls who serve him. Many souls of powerful necromancers wait here to possess the bodies of the newly dead, send instructions to the living from the mouths of ghosts and zombies, or aid living necromancers in their murderous pursuits. The narrow streets of Mortopolis are labyrinthine, and finding Morto himself is nearly impossible unless he wishes to be found.

Evil dead who don't want to be undead become servants, torturers, or torture victims if they remain in Mortopolis. Many attempt to escape to the wilds of Bathyal, and some succeed.

The Swamp Prophet. As souls journey further into Bathyal, the salt water of the sea trickles into muddy creeks and stagnant pools. In one of these pools, covered in rags so ancient and stinking that he could easily be mistaken for a clump of algae, is an old soul named Polder. He is so hoary and disfigured that it's impossible to guess his ancestry other than "humanoid." Polder's eyes are clouded with blindness, but his gift of prophecy is genuine. He speaks in rhyme and tells the truth about the future, about destiny, but his rhymes are difficult to interpret and it amuses him to be cryptic. Polder can be contacted by the living using *contact other plane*. Many of Polder's prophecies are recorded in the libraries of Vodari. Some have been interpreted over the years by prophecy scholars, but many have yet to be interpreted.

The Benthic Deep

Down beyond Alycon and Bathyal lies the Benthic Deep, the realm of Dokahi. The Deep is below the bottom of the sea, deeper than trenches, where dark magic flows freely and where the pressure renders monsters flat, misshapen and boneless. The monsters in the Benthic Deep are blind and pale. Their bioluminescence is a cruel trick of nature, because none of them can see by their own faint light.

Dokahi sits on a throne of her own black tentacles, eyes closed, caring for her hideous children with tender hands and divine power. Vesi met Dokahi when she fled to the Benthic Deep to avoid the harshness of Taeva's light. The goddesses have a close bond, but an uneasy alliance. Dokahi attempts to coddle Vesi like a child, to foster weakness and dependence, a practice that the rebellious goddess dislikes intensely.

Mortals and monsters would not survive the crushing pressure of the Benthic Deep without magical assistance. Even then, most would be smothered or devoured by one of Dokahi's blind children, who can sense disturbances in the water. This is the darkest place in the Seas Beyond, and only fools explore here.

Life in Vodari

Vodari is a world of extremes, where great beauty and terrible destruction clash.

In Vodari, a chain of islands ring a large, never-ending storm in an endless sea. In this section, we examine the world from the point of view of its people. The civilized islands of Vodari are a mosaic of cultures and ideas. Over centuries, these islands have melded the former cultures and ancestries of the continent of Varanu together into new nations. This diversity of ideas of this mixed heritage provided the people of Vodari with an advantage in surviving the harsh conditions after the Godwar and during rebuilding. Nearly seven hundred years after the Godwar, most people of Vodari go about their business, more worried about keeping food on the table than monsters and disasters.

The Moon & Tides

In some ways, Vodari is similar to our own world. The approximately-spherical planet rotates around its sun each year, has one moon, and most regions experience four seasons. Vodari's moon, Luna, crosses the sky each night. Throughout its 30 day cycle, the moon phases from new to full.

The gravitational pull of the moon creates regular tides along the shorelines of Vodari's islands. A tide cycles roughly every 12½ hours, meaning that there are two low tides and two high tides per day, with times shifting up by an hour each day. The Tide Table has a 12½ hour tide cycle, but you can choose to cycle tides every 12 hours for simplicity in your game.

Tide Table

Time	Time	Tide Cycle
Day 1	4:00AM	High Tide
	10:15AM	Low Tide
	4:30PM	High Tide
	10:45PM	Low Tide
Day 2	5:00AM	High Tide
	11:15AM	Low Tide
	5:30PM	High Tide
	11:45PM	Low Tide

In most locations, tides range only 5 to 10 feet, but local geography can create extreme tides in some locations. The tidal range is not constant, but changes depending on the locations of the sun and the moon. In smaller ports, captains must know the tides, or a low tide could strand them or require hauling to deeper waters. Another solution for ships in smaller ports is to moor themselves in deeper water to avoid getting stranded. Larger ports are blessed with deep waters or construct their docks to avoid any interruption from tides.

Calendar

The days and months are named mostly after the sun, moon, and the gods. A Vodarian year lasts 364 days and is broken down into 12 months. Days are 24 hours long, divided into day and night, and there are 7 days in a week.

Months of the Year

Month	Days	Season	Holidays
Mirtaro	30 days	Mid-winter	Mirtadi
Kaldaro	30 days	Late Winter	Tero's Day
Varanal	31 days	Early Spring	Carnival of Masks
Auboral	30 days	Mid-spring	Bloom
Merari	30 days	Late Spring	Taeva's Day
Sindaril	31 days	Early Summer	Hammerstone
Dokahi	30 days	Mid-summer	Midsummer
Scathar	30 days	Late Summer	Cataclysmus
Fortannes	31 days	Early Autumn	Rum Festival
Toamnar	30 days	Mid-autumn	Harvest
Okeanar	30 days	Late autumn	Istoriana
Mortoro	31 days	Early Winter	Mirtadi's Eve

Days of the Week

Day	Name
First Day	Terodi
Second Day	Vesidi
Third Day	Taevadi
Fourth Day	Volkandi
Fifth Day	Okeadi
Sixth Day	Fortandi
Seventh Day	Sindridi

Festivals & Holidays

The people across the various islands of Vodari celebrate a variety of festivals and holidays. Here are some of the most popular.

Mirtadi. This holy day falls on the first day of Mirtaro and marks the beginning of a new year, celebrating life. Many believe Mirtadi is a spiritual time where people are reborn for the new year. It is a day of exchanging presents and feasting with family and friends. Children born on Mirtadi are seen as a great blessing and can expect a long life.

Tero's Day. The holiday honors Tero for creating the islands in the aftermath of the devastating war between his twin sisters. Every civilized island observes this popular holiday with feasting. It is said that if it is sunny and clear on Tero's Day, winter will end soon. Children born on a sunny Tero's Day are considered blessed, a gift from Tero himself.

Carnival of Masks. This celebration is held in Veraci and has come to be celebrated by many in Arushi. The festival is famous for its elaborate masks and parades. Carnival celebrates the removal of a tyrant by masked Veracians who stormed the palace. The celebrations in Vardi and Meri draw visitors from afar.

Bloom. This celebration is held on the Vernal Equinox and celebrates the arrival of spring by picking flowers, feasting and carousing. Bloom is a sacred festival for followers of Aubori.

Taeva's Day. This holy day honors Taeva and is quietly observed in temples of Taeva on most islands. In Taevara, it is a solemn and important day that features military parades and visits to Taeva's cathedrals.

Hammerstone. This celebration honors Sindri and is popular with dwarves and gnomes. Observed by dwarves everywhere, it is the most important festival of the year in Moradirn and the only day businesses are closed all year. Most dwarves spend the day celebrating life with their clan, with children receiving gifts. Most dwarves and gnomes believe that Hammerstone is an unlucky day to start a new creation at the forge or workbench.

Midsummer. Celebrated on the summer solstice, this feast is popular with families, couples, and everyone else. Midsummer is a day of beach bonfires, feasting, and carousing. It is seen as a lucky day to pursue new romances and propose marriage.

Cataclysmus. Held as the summer draws to a close, this holiday commemorates Volkan's Cataclysm with fireworks and other pyrotechnic displays. Dragonborn celebrate Cataclysmus as a religious holiday honoring Volkan, and perform traditional dramatic dances in his honor. Non-dragonborn throughout Vodari have adopted secular variations of Cataclysmus, mostly to have their own celebration with fireworks.

Rum Festival. This event is held on 18th day of Fortannes, and is believed to have started when a group of pirates took a prize that included a massive amount of rum. Festivals vary from island to island, but all involve drinking large amounts of rum. Celebrations are strictly outlawed in Taevara, but it is still celebrated in Westara and its colonies.

Harvest. This annual harvest festival is held on the first day of Toamnar and the autumnal equinox. Harvest is celebrated by friends and families coming together to share a feast and give thanks to Toamna for nourishing and protecting the harvest. According to scholars, the holiday is ancient, from before the Godwar. The feast came back into observance by survivors who celebrated having crops again after years of starving. On most of the southern islands, multiple harvests occur each year, but the tradition remains.

Istoriana. This quiet holiday is celebrated in late autumn on the last day of Okeanar, especially in Xolen. People light candles to celebrate the light of knowledge and understanding, and gifts of books or stories are exchanged.

Mirtadi's Eve. This event takes place on the last day of Mortoro and marks the end of the year and the Winter Solstice. For most islands, the evening is a time to remember those who died during the year and to welcome the spirits Mirta will bring into the world in the coming year, by lighting candles. In Taevara, children and adults wear masks to hide from Vesi, who is said to be her most powerful during the longest night of the year.

Weather

The Vodari climate varies widely from tropical south to the frozen north, but the climate is dominated by Vesi's Rage. This massive, perpetual storm churns at the center of the ring of islands. At any time the storm can surge to as much as double its size, bringing havoc and destruction to all in its path. When calmer, Vesi's Rage provides powerful winds that shorten voyages, for captains brave enough to sail inner passages.

The heavily populated southern islands experience a sub-tropical climate, with hot, humid weather throughout most of the year, and mild winters. While the humidity is a constant, fresh sea breezes ensure that conditions are never too uncomfortable outside of the cities. Late summer and autumn are full of storms, including a few hurricanes each year. Snow rarely falls on any of the southern islands, with only the highest mountain peaks seeing any snow coverage. On the southernmost islands, the climate becomes hotter, with even temperatures year round. The weather can create seas that are dead calm, stranding ships for days or weeks.

On the islands east and west of Vesi's Rage, the climate is generally temperate. Xolen and the tree-covered elven lands in the west feature

mild weather throughout the year, with snow falling in the foothills and mountains. The mountainous eastern islands experience warm summers and cold, snowy winters, but most mountain dwarves live deep underground and wouldn't know.

As you travel further north, the weather becomes less pleasant. Cold, biting winds hit Nordaa throughout most of the year, creating mild summers and bitter winters. In the northeast, islands are cold and rainy most of the year, freezing the rest of the time. In the far north, the islands are covered by snow and ice for over half the year, with the islands of the frost giants remaining frozen year-round.

Languages

The Godwar brought survivors from various nations together, and maritime trade followed. The Common tongue moved from being a human language popular with diplomats, merchants, and travelers to being the near-universal language of the land.

Common is the primary language of the southern islands and the colonies. It is known by the dwarves of Morndirn, but is far from universal in their mountain realm where Dwarvish dominates. The barbarian tribes of the north speak a mixed dialect of Common called Nordi, which mixes in many Orc words. ln the Forest Realms, the Elven language dominates the land, though most elves learn Common for trade and diplomatic purposes.

Other prominent languages heard around the islands of Vodari include Shantyspeak, Gnomish, Halfling, Orc, and Goblin. Dragonborn, scholars, and arcanists also communicate in Draconic, the ancient language of dragons and magic. The genasi and some undersea races communicate using the various dialects of Primordial.

The standard languages listed below are what you could expect to be spoken by people in a port city. Exotic languages are rare and less likely to be encountered.

Standard Languages

Language	Typical Speakers	Script
Common	Humans, halflings, half-elves, half-orcs	Common
Dwarvish	Dwarves	Dwarvish
Draconic	Kobolds, dragonborn, dragons, wizards	Draconic
Elvish	Elves	Elvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs, half-orcs	Dwarvish
Shantyspeak	Pirates, smugglers	Common

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons, minotaurs	Infernal
Celestial	Ancients, angels	Celestial
Deep Speech	Aboleths	-
Giant	Giants, goliaths	Dwarvish
Infernal	Devils, tieflings	Infernal
Primordial	Genasi, voda	Dwarven
Sylvan	Fey creatures	Elvish

Shantyspeak

This language originated as a secret language used by pirates and smugglers. The language is a mix of slang and code words mixed with Common, Infernal, and Goblin to hide the true nature of a conversation. Some of the most common slang used in Shantyspeak has come into common use by the lower classes found in port cities.





Currency

During the war of the gods, most of the coins, paper, and gems used as currency were lost to the collapsing land and rising seas. The lack of currency in the aftermath was unimportant to most people, as communities were small, isolated, and working together just to survive. It took centuries for regular trade between islands to develop. Currency reemerged with beads, etched stones, and marked shells representing a share of a store of commodities, such as grain, salted meat, or wine. Eventually, coins came to be minted again, but the archaic term "shell" remained in use to describe silver coins.

Today in Vodari, coins are found in wide circulation. Different countries mint their own coins, and banks often issue paper notes for larger amounts. While you'll find variations in the size, shape, weight, and symbol stamped on coins from country to country, the exchange rates are the same everywhere. On most coins you'll find the portrait of a ruler or national emblem on the back and unique imagery for each denomination on the front. The chart below has information for each coin, but electrum coins have never been minted in Vodari.

Fins. Copper coins that depict a fish or another swimming creature such as a dolphin on the front. Fins are the lowest denomination of coins, widely used for day-to-day transactions by commonfolk.

Shells. Silver coins traditionally have a shell on the front, harkening back to when shells were used as currency centuries ago. The coin is worth what an unskilled laborer can expect to earn for half a day's work.

Crowns. Golden coins depict a crown on the front. The coin is worth what a skilled artisan can expect to earn for a day's work. Crowns are the standard unit of measure for wealth, even if gold coins are not the most commonly used.

Krakens. Platinum coins are used by the wealthy, not widely circulated. There are a number of stories explaining why the kraken appears on its front. The wildest stories involve the kraken as a symbol of an elite secret society that rules the world from the shadows.

Standard Exchange Rates

Coin	Name	cp	sp	gp	pp
Copper (cp)	Fin	1	1/10	1/100	1/1000
Silver (sp)	Shell	10	1	1/10	1/100
Gold (gp)	Crown	100	10	1	1/10
Platinum (gp)	Kraken	1000	100	10	1

Education

For most, some form of education is available in the southern islands and most of the colonies. Only the wealthy can afford to attend private schools or hire tutors, but there are other options. In major settlements, Istori temple schools provide free basic education to any child. While education is not mandatory, most children in cities and towns complete at least a few years of school, resulting in well over half of the population being literate. In rural areas, education is far less prevalent; only nobles and the most promising students are sent away for schooling.

A number of institutions offer higher education, of which Xoleni University, Valedo College, and the Cathedral of Taeva in Crownport are the most prominent.

For individuals on a path to becoming an artisan, apprenticeships are the preferred method of passing on this type of knowledge.

Elsewhere in the world:

- The Silvari elves take education very seriously, with students in all disciplines training for decades.
- The dwarves have their own system of schooling, but it is clan-based and more specialized.
- In Nordaa, the population is generally uneducated and illiterate, but the wealthiest hire foreign tutors from Silvari and the southern nations.

Magic

In Vodari, magic is a mysterious force, with much of the knowledge about it forgotten over the ages. Discoveries from before the Godwar have provided new understanding of magic and powerful relics whose creation is beyond the most powerful alive today. The elite few who draw on these energies control much of Vodari. Even those with limited magical power can always find work as a ship's mage.

The path taken to harness nature's magical power can vary widely. Few are accepted for training in the arcane arts. Those who show great aptitude for magic are usually taken on as an apprentice by a wizard. In the largest cities of Vodari, schools run by the Arcane Council are available for the wealthy who can afford them and talented youths who are recruited.

Arcane Council

In the dark times after the Godwar, mages were hunted down. The most powerful among them established towers as places for protection and study. This mysterious group of eight archwizards each reside in a tower, where they lead a specific school of magic. Most believe the council controls access to magic, allowing only those who are willing to master it through years of study and practice to learn the arcane arts. While their main purpose is known to few, the council's focus is to keep powerful magic and relics away from anyone who would abuse their power. The Arcane Council also tracks the activities of powerful warlocks, sorcerers, and renegade wizards such as the Mistwalkers.

The Arcane Council members are voted in by the most powerful wizards of their school. The following is a list of the archwizards who lead each school.

Moreral Goldstone (LG male dwarf **archmage**) runs the school of abjuration from his underground tower near Marradihr. He takes a more active role in the world that others on the council, supporting the Night War campaign.

Violetta Colitta (N female human **archmage**) is the reclusive head of the school of conjuration. Her tower is located in an upscale neighborhood in Valedo and surrounded by a walled garden.

Laki Manu (N male bullywug **archmage**) is the school of divination's top seer. His isolated tower is found deep in the swamps near Lor'thak. He is always pleased to have visitors, but never surprised by their arrival.

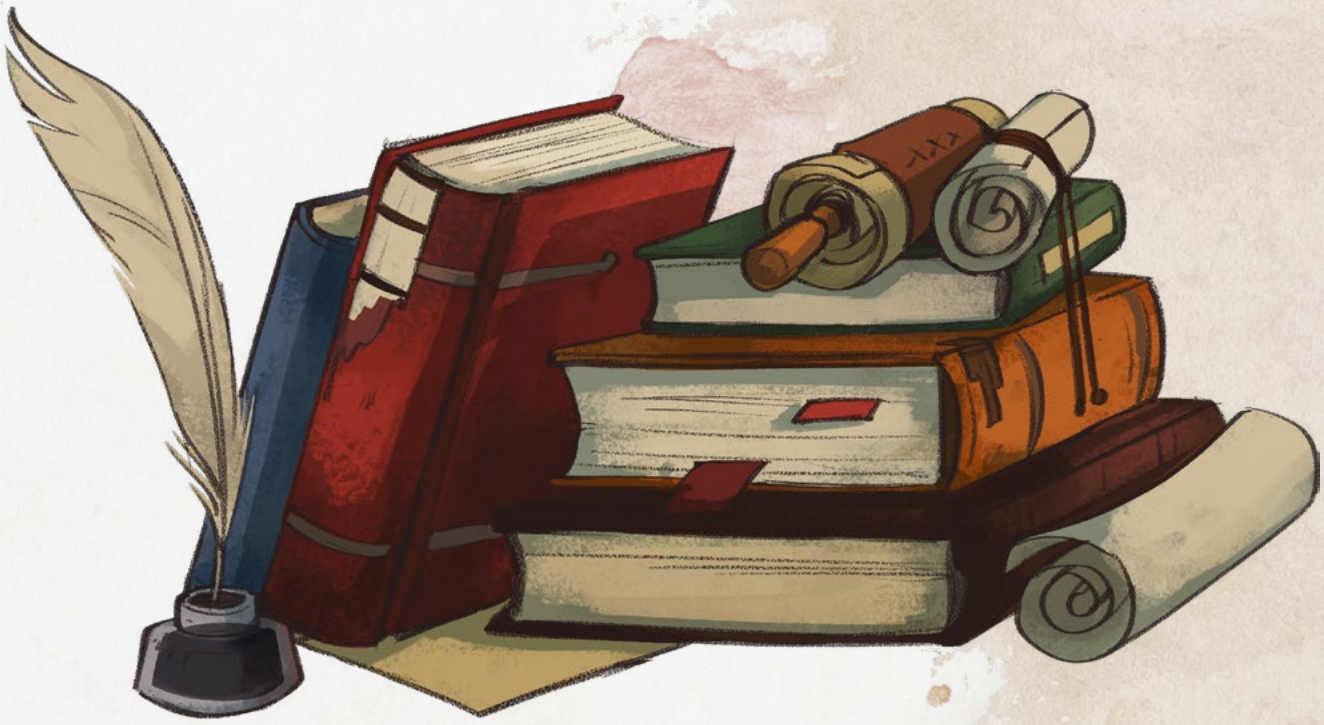
Niavar (CG non-binary elf **archmage**) runs the school of enchantment and has spent as much time in the material plane as the fey lands. Their tower is located in a forest grove on Fernwa, near a portal to the fey lands.

Ruda Thistletop (N female halfling **archmage**) is the most powerful evoker in Vodari. Her lighthouse is built off the rocky coast of Haven, protecting ships from crashing into the rocks and from her destructive spells.

Torun (CN male dragonborn **archmage**) leads the school of illusion and is known for dramatic illusions and rapid fire changes to his appearance. His tower is located on a mountainside in Draga, fifty miles north of Draak.

Malhella the Ancient (LE female **lich**) is the head of the school of necromancy and has been on the council since its founding. The location of her tower is an uncharted island somewhere far to the southeast.

Lyra the Builder (NG female gnome **archmage**) runs the school of transmutation. This master transmuter's tower was carved and shaped into the cliffside overlooking the city of Hope. Lyra is as handy with tools as she is with spells.





Chapter II: A World to Explore

This gazetteer provides a world of islands for you and your players to explore. It holds islands full of factions, characters, locations, and adventures for your players to encounter on *The Seas of Vodari* or your campaign world.

Southern Nations

This island chain in the southwest includes the five nations of Xolen, Zavros, Taevara, Arushi, and Veraci.

The history of Vodari since the Godwar is full of cooperation as much as conflict, and nowhere is that truer than in the Southern Nations. Established by human, halfling, dwarf, gnome, elf, and other survivors in the immediate aftermath of the cataclysm, the people of these islands united in desperation, to survive and rebuild.

Nearly seven hundred years after the Godwar, the population of any of these islands is a diverse collection of cultures. While they share a connected history, each island has developed a distinct identity, blending traditions from the old world with those that have grown out of their new home. The islands have spent equal time at peace and at war, battling over trade routes, colonies, and personal feuds.

Arushi

Capital: Arula
Population: 310,000 (40% human, 20% halflings, 15% elves, 10% dwarves, 5% gnomes, 10% other)
Ruler: King Felix III
Exports: Fine artists, artistic supplies & products, high-end parchment, wine, exotic meat
Major Languages: Common and Elvish

Arushi is a land of dichotomy: their two major cities, Arula and Meri, exhibit some of the most beautiful, highly developed feats of civil engineering and artistic expression in Vodari—and they also host some of the dirtiest, poorest slums in the realm. Visitors come directly from the seas to dock in the cities, enjoying the heights of wealth and culture, and are largely unaware of just how wild and untamed the rest of the island is around those two pockets of civilization.

Arushi is an absolute monarchy, and King Felix III treats wealthy or useful visitors better than he treats the lower class of his own people. He chooses to turn a blind eye to their poverty so that he may live a carefree existence on their bent backs. He and his wife, Amarie, keep their children as ignorant of the extreme class division as they can, but the older ones are beginning to pick up on it.

Religions in Arushi are very diverse. In the capital city of Arula, the nobility worship Fortana, thanking her for their good fortune, or at least paying lip service. Among the commoners, worship usually varies by profession. With the amount of farming done on the island, Tero and Toamna are favorites of the masses. Craftspeople worship Sindri, fishers pray to Okeano, street toughs pay respect to Scatho, and so on. In Meri, worship varies according to craft: Aerako for musicians, Sindri for visual artists and crafters, Fortana for actors, Dokahi for poets, Istoro for authors, and Okeano for dancers.

Power Groups

The Royal Family. When people around Vodari talk about "living like royalty," this is who they're usually picturing. Bathed in opulence and decadent luxury, King Felix, his wife Amarie, and their seven children live a life of absolute luxury and power, and want for nothing. The children, spanning ages one to sixteen, are shielded from the suffering of the commoners behind the walls of their marble palace.

The Hunters' Guild. These brave rangers keep a constant watch on the wilderness around Meri, which lacks the engineered defenses, walls, and military numbers of the capital. Arushi is home to a large number of dangerous native species, many of which crave warm flesh and blood. The Guild tracks migration patterns, population numbers, and the locations of lairs. If any species becomes too numerous or aggressive, the Hunters cull them. First Ranger Killein commands a high but fair price from Meri's citizens for the Hunters' vigilance.

The Musketeers. Founded centuries ago in Arushi, this group of elite guards serves the Arushi royal family. Only the most skilled with blade and musket are accepted into the order, regardless of birth or title. The musketeers primarily function as elite military assets and criminal investigators.

Arula

Metropolis: 165,000

Visitors to the massive capital city of Arula find majestic marble buildings, fountains, monuments, and nobles dressed in the latest fashions. The city's splendor only serves to expose the great inequality of Arushi's social classes. Musketeers and ordinary soldiers roam the streets to keep the peace, but each year, their job becomes harder. The commoners grow violent in their demonstrations against the aristocracy, and many feel that the fuse to this powder keg may soon be lit.

For those able to ignore the beggars and slums, Arula has some of the most lavish, trendy (and expensive) salons, tea rooms, restaurants, and apartments in Vodari. Many leaders of other island nations keep a residence in this city for use during diplomatic visits or vacations. Diplomatic envoys curry favor with the lesser nobility of King Felix's court, so that the nobles will speak to the king on their behalf. Direct access to the king is a rare honor.

Beneath the streets of Arula, even beneath the sewers, there lies a lower level, a sprawling network of twisting tunnels, caverns and wall niches where the remains of the poor are deposited. Very few people venture down to the Catacombs aside from those running the death-carts. There are rumors of creatures prowling the tunnels, and desperate criminals take their chances hiding among the bones to avoid the Musketeers.

Allies & Adversaries

King Felix III (LN male human **noble**) is the monarch of Arula and the brother of Queen Tyche of Veraci. Felix is keenly aware that the commoners despise him, but he has faith his Musketeers will keep them in check as they always have. Felix dislikes bloodshed, but does whatever is necessary to keep himself in power and his family on top. His ultimate goal is to preserve the dynasty of his family for centuries.

Captain Justin Didier (LG male half-elf **musketeer**) sees the suffering in the streets daily, and does what little he can to aid them, so long as he doesn't go far enough to incur the King's displeasure. Didier is loyal to King and country, and to his brother and sister Musketeers, but his heart is pulled in opposite directions every day and night.

Tyna Windheart (CG female halfling **mask**) is a mild-mannered shopkeep by day, but when the Musketeers and the King's spies aren't looking, she is secretly "the Piper." Operating from the shadows, the Piper is a masked figure who has orchestrated a series of plans over the past year, aimed at driving a wedge between King Felix and his sister, the Queen of Veraci. When that is accomplished, Tyna plans to lead the commoners in an uprising to bring down the aristocracy, tear them from their marble palaces, and grind them into the mud beneath 100,000 angry boots.

Jenner Mallux (CE male human **musketeer**) is one of five lieutenants under Captain Didier, and it is no secret he is the most bloodthirsty and mean-spirited of them all. He maintains his rank with minimal reprimands, as he is ruthless in covering his tracks, gifted in misdirection, naturally charismatic, and the eldest son of a



highly-placed noble family in King Felix's court. Jenner is also the best shot in an organization that specializes in sharpshooting. And when no one is looking, he hones his skills on commoners walking alone at night. Captain Didier senses the evil inside Mallux, but until he has hard evidence, his hands are tied by the law.

Princess Alisanne (CG female human **noble**) is the oldest child of King Felix, 16 years old. She has secretly fallen in love with a man far beneath her station, a gifted 17-year-old apprentice architect named Breida (CG male human **commoner**) who designs temples and other buildings. With the help of Dara, one of her loyal ladies-in-waiting, Alisanne sneaks off to see him under a series of false pretenses. It's only a matter of time until their forbidden romance is discovered.

Locations

1. Royal Palace. Tall, gleaming towers and long banners snapping in the wind can be seen from almost anywhere in the capital. The palace is a tiny city unto itself within the heart of Arula. Not only is it an incredible feat of architecture and opulence, but it is engineered with several layers of defenses and able to withstand a siege if necessary.

2. Hall of Civil Governance. The Hall hosts the magistrates who govern everyday life in the city and the Musketeers who keep the peace. It is located close to the Royal Palace for ease of access and quick response times in case of emergency. The Hall always has at least thirty Musketeers stationed on-premise, even overnight, sleeping in the barracks. This is also where new cohorts of Musketeers are trained.

3. Perfume District. This section of town is named for the abundance of high-end beauty parlors, where the air itself seems to be one big cloud of perfume. The Perfume District is where the latest Arushi fashion trends are usually born (in addition to the whims of the royal family), and where the aristocracy goes to socialize and be seen. It is also known as "the court away from court," where powerful figures pull the country's strings from the comfort of salon rooms.

4. Mud District. Named for its filth, the Mud District is one of the worst slums of the capital, a place the upper class avoids like the plague. Here, the poor and downtrodden scrape by day to day, cursing the pampered nobles who have created these conditions. Crime is high and the death-carts are always full and busy.

5. The Catacombs. There are dozens of entrances to the dark labyrinth of crypts beneath the capital. The most well-known of them are concentrated in this area, but other, lesser-known portals to the Below (as the lower class call it) can be found all over the city.

6. The Piper's Shop. Tyna Windheart, the Piper of Arula, runs an odds-and-ends shop of various types of goods and trinkets from other islands. She also has two secret doors leading to escape routes into the Catacombs, which she sometimes takes when no one's looking. She emerges elsewhere in her Piper's costume to hide her identity, before continuing her work in sowing the seeds of rebellion around Arula. The Piper is as familiar with the dizzying labyrinth beneath the city as anyone.

7. Merchant District. As a buffer zone between the wealthy core of the capital and the squalor of the outer reaches, the "middle ring" is where the merchant middle class has their shops and homes. The closer you get to the center of Arula, the more trendy and high-end the merchant shops become.

8. The Citadel. This fortification sits on a hill overlooking the harbor, protecting the city from foreign navies and raiders. It is also the headquarters and training ground of the Royal Naval Academy.

Meri

City: 45,000

The city of Meri is the capital of the art world in Vodari. The most famous and expensive fine arts academies are here, as are many notable names in any conceivable field of the arts, including painting, sculpture, singing, dance, music, and acting. The city is an unceasing succession of arts festivals and performances, its venues staying open later into the night than in other major cities around Vodari.

The aristocracy still reigns here, but the disparity between classes is nothing like what is seen in the capital. Here, the middle and lower classes make up the majority of the artists. They are celebrated for their talents, not sneered at as lesser forms of life. Even those without talent are involved, as audiences and festival-goers, or as assistants to those with creative gifts. A talented artist often employs their family and friends to fetch supplies, book shows, provide transportation, roam the streets as barkers to announce new openings, or anything else needed to help their money maker.

Beyond Meri's outer walls—by no means the height and strength of Arula's, but still formidable—the wilderness is active with wildlife, much of it dangerous or even monstrous. The Hunters' Guild keeps an eye on the region and tries to keep the citizens of Meri safe, especially the farmers who toil outside the city walls. The rangers of the Hunters' Guild make a regular habit of sleeping in the barns and outbuildings of the area's farms, to respond quickly to nocturnal threats. The farmers love them and provide comfortable sleeping pallets and free meals for their protectors.

Allies & Adversaries

Chief Magistrate Avelina Marteau (LN female human **noble**) oversees the civic and legal concerns of the city on behalf of the crown. She is known for being fair and rarely punishes revelers too harshly during festivals. Avelina is a major patron of the local art scene and was an accomplished musician in her youth.

First Ranger Killein (LN male human **scout**) is a hard, leathery-skinned man with hawkish features and short, spiky, iron-gray hair, his face and body a lattice of scars. He has served in the Hunters' Guild for over twenty years and took over as First Ranger seven years ago. Killein also knows how to negotiate, and has increased the pay of his Hunters 150% since taking charge, as the threat level has risen. He's currently working with creature experts from Veraci's House Lagunn to develop a better long-term strategy to stem the rising tide of monstrous activity.

Okranna (CG female half-elf **shanty bard**) and her troublesome troubadours *The Bawdy Bards* are one of the most famous musical groups in Vodari. They travel the isles—they've even been rumored to have played for the frost giants in the far north—but they always come home to Meri. In addition to dozens of humorous, lewd favorites among the rowdy tavern crowds, they have a reputation for charged political satire songs, and have triggered more than a few major bar brawls. Okranna is always looking to challenge a rival bard to a performance duel (see "Duels" on page 197 in Chapter VIII for more information).

Sirenia Silvertongue (CN female elf **mage**) has enchanted hearts in Meri for two decades, literally. She uses her superlative vocal talents to work magic upon important figures in her crowds to get whatever she wants, and has become enormously wealthy and influential because of it.



OKRANNA, LEADER OF THE BAWDY BARDS

Symon Willem (N male human **mage**) changed his name, appearance, and identity after fleeing Zavros and its wars a decade ago. The former wizard reinvented himself in Meri as an amateur playwright. His work soon caught the public's fancy, and his career has since taken off. He still has nightmares about someone from his past discovering him and holding him accountable for desertion or the atrocities he committed while following orders.

Wattle & Dobb (NE male dwarf and female halfling **commoners**) are famous comedic actors. The duo secretly work as spies for Xolen, keeping tabs on Arushi by using their celebrity status to gain audiences with the movers and shakers of King Felix's court. Having developed their schtick as a couple of witty but bumbling, often-inebriated goofballs, they get away with a lot of behavior that would be considered suspicious by any other guest in the homes of the aristocracy, or in the King's palace itself.

Arushi Adventures

Viva la Revolution!

Tyna "the Piper" Windheart and her network of agents in Arushi and Veraci have been secretly enacting a plan for the past year, with the goal of severing the alliance between King Felix and his sister, Queen Tyche of Veraci. They have sown distrust between the siblings and the increasing belief that each sabotages the other's interests. The siblings now quietly mistrust each other, but they're not ready to break ties. A few more incidents need to happen before the alliance reaches its breaking point.

Once the alliance crumbles, the Piper leads Arushi into a bloody revolt, throwing down the monarchy and the pampered, abusive, corrupt aristocracy that has enabled and supported it at the expense of the lower class.

Depending on their allegiances and moral compasses, the PCs could be involved in implementing the sabotage or preventing it. If they're helping the Piper, they might be paid through intermediaries and have no idea what the big picture is (at first). If they become aware of the plot and favor an Arushi revolution, this likely becomes a multi-episode campaign that includes several rounds of cat-and-mouse between the authorities and saboteurs, leading up to the dissolution of the Arushi-Veraci alliance. The build-up and explosive climax of the revolution changes a nation and ripples across Vodari.

Hunting Trip

The Hunters' Guild has observed a steady rise in creature activity, and is keeping a lid on it so as not to panic the city, but the monsters are pushing in on all sides. The Hunters consult with creature behavioral specialists from Veraci's House Lagunn to figure out why, and how to change tactics to combat it and turn back the rising tide. Having gotten wind of the PCs' reputation, the Guild approaches them for some simple freelance hunting work. This can be over land, in the forests around Meri, or if the PCs are more specialized in nautical strengths, they could lend sea support by skirting the coastline in their ship and taking on aquatic dangers that pose a threat to the city.

Bad Romance

The Captain of the Musketeers, Justin Didier, approaches the PCs with freelance work. He suspects that Princess Alisanne is up to something, and fears she's fallen in with the resistance. She knows all of the Musketeers by sight, so having any of them follow her without being noticed is too risky. Captain Didier needs some new faces to shadow her and find out where she's going, who she's meeting with. The PCs uncover her secret relationship with an apprentice architect named Breida. If they continue to monitor her, they see that it has nothing to do with anything political, just two young people in love.

The next day, Breida's body is found in an alley. This adventure becomes a murder mystery, possibly involving the Musketeer Jenner Mallux as the killer, perhaps under orders from King Felix. This adventure could be the pivotal factor in Captain Didier deciding his ultimate loyalty when the revolution finally happens.

Eat, Drink, and Be Meri

The PCs attend the Rainbow Festival in Meri, a celebration of the arts. Vibrant rainbow colors are displayed everywhere, with streamers, colored confetti, wardrobes, body paints, and the like. Somewhere during the festival, the PCs are discreetly given some kind of recreational drug, and flash-forward to finding themselves waking up together in a large suite at one of the fancier inns—maybe one they booked ahead of time, or one they've never seen before.

This becomes an adventure that they've already had half of, but can't remember. A trail of clues is scattered across Meri for them to discover, which triggers new memories of their escapades, or give them encounters with people who witnessed the PCs earlier and can help fill in some blanks. Create an unresolved goal that they must continue to completion once they put the pieces of their missing day or night together.

This adventure is intended to be more of a lighthearted comedy of errors through a festive, kaleidoscopic backdrop full of colorful characters.

Taevara

Capital: Crownport
Population: 425,000 (50% human, 25% halflings, 10% elves, 5% dwarves, 5% gnomes, 5% other)
Ruler: Archpriest Fierros
Exports: Agriculture, seafood, black market goods
Major Languages: Common, Halfling, and Elvish

Over a hundred years ago, Taevara was a monarchy like most of its neighbors. Since then, the Archpriest has taken absolute control over life in the Taevaran Theocracy, enforced by the Knights of Taevara. With the strongest navy and a central location for trade, Taevara has risen to become the most powerful of the southern nations. Taevara wars with pirates, privateers, smugglers, and enemies of the goddess Taeva.

Visitors to the capital should know that using magic (other than divine magic), dancing, drinking, and dueling are all outlawed. As a natural evolution, several dozen subterranean drinking houses have sprung up around the city, giving people a safe place to unwind with ale or wine after a hard day's work, and dance to the music of minstrels bold enough to play these establishments.

Far from the watch of the Archpriest, separated by the Mother's Mountains that bisect the island in a north-south line, the city of Westara is lax in enforcing these strict laws. It hosts a thriving black market, making it a major hub for smugglers.

Power Groups

The Theocrats. The religious rulers of Taevara have coffers overflowing with gold and an iron-fisted will that drives them. They truly believe in their cause, and many citizens in the capital are caught up in their zealotry, lured by the promise of Taeva's favor if they follow the righteous path and serve the Archpriest and his clerics. The Archpriest also controls the strongest navy in Vodari and the vaunted Knights of Taevara.

The Knights of Taevara. Founded centuries ago in Taevara, this group of knights and paladins serve the goddess Taeva and her church. Their leader is the Archpriest of Taeva, who is focused on eradicating piracy from the seas, including privateers.

Westaran Smugglers Ring. The criminal element in Westara may be made up of countless organizations, great and small, but when it comes to the overall longevity of those in their "industry," the smugglers operate as if they're on the same team, more cooperative than competitive. They have enough to worry about with the Archpriest's navy and Knights, without mistrusting one another. Any smuggler caught betraying their brethren in Westara is immediately put to a trial among his peers, and usually given a quick execution as an example to others.



Crownport

Metropolis: 180,000

Visitors to the pristine upper city of Crownport find wide avenues and spired cathedrals. One can scarcely walk for five minutes in any direction without running into a Church of Taeva. Religious-themed sculptures adorn buildings and public fountains throughout the capital, constant reminders to their citizens to follow what the Archpriest has deemed "the righteous path." A large portion of the commoners in Crownport are politely aloof, keeping their heads down in humility and keeping to themselves as much as they can. Those in violation of the theocracy's edicts are identified by postings nailed to the doors of their homes and shops, stating their offenses and punishments. For more grievous crimes, the offenders' bodies are marked for all to see.

The upper city also hosts a luxurious residence for each of Veraci's significant merchant houses, which operate like inns for their respective houses. Whenever a Veraci merchant and their entourage come to Taevara, they can check-in at the nearest family residence and secure a number of rooms for the duration of their stay. The Archpriest is not fond of the indulgences that take place in these locations, but allows them to keep trade flowing in and out of his nation.

A district of poverty and crime stands beyond the well-kept buildings along the main avenues. While some of the most dedicated priests of Taevara serve these people, the Archpriest ignores their suffering and frowns upon those who descend into the squalor of the lower city.

Allies & Adversaries

Archpriest Fierros (LN male human **priest**) believes wholeheartedly in his crusade. He feels vindicated in subjecting everyone he can to his own views in the name of Taeva, although his image of Taeva differs greatly from that from other regions of Vodari. He's a powerful cleric and masterful orator, using sheer force of personality and will to command not only the navy and his Knights, but the masses of Crownport as well.

First Knight Sandis Agholor (LG male half-elf **knight**) is the leader of the Knights of Taevara, the steel-gauntleted right hand of Archpriest Fierros. He is normally a soft-spoken man in gleaming plate who moves slowly and smoothly, preferring to use reason and civility to enforce the edicts of the theocracy. He is famed, however, as a devastating force with shield and sword, when necessary.

High Priest Alcanta (LE male human **priest**) is one of the highest-ranking clerics in Taevara's theocratic order, and secretly uses his position to target his own enemies for personal gain or petty revenge. He seeks to one day usurp the Archpriest and hold all that power in his own bloody hands, but for now, he bides his time and builds his pool of resources. He is secretly a devotee of Vesi.

High Priestess Jaya (LG female human **priest**) has dedicated her entire life to the ideals of Taeva. She grew up in Crownport's poorest district and uses her sacred gifts to help those most in need. Today, she is one of the highest-ranking clerics in Taevara, and secretly gathers evidence of corruption in the ranks. Jaya has taken a special interest in Alcanta and quietly investigates him.

Marco Cincel (NG male human **commoner**) is currently the most famous sculptor in Crownport, perhaps to one day be counted among the great masters. His name is the first to come up when talking about a new commission for a major church or the homes of the higher-ranking members of the theocratic order. He is also a part-time spy for Westara. If he overhears anything relevant among his high-profile clientele that threatens the Westarans, he sends coded parchments through a neutral courier to a specific lockbox in Westara, where it is retrieved and read by a trusted agent of Mayor Cristobal Bruma.

Sir Xavier Casta (LG male human **knight**) is a young Knight of Taevara and talented swordsman who has seen his fellow knights cross the line too many times in the name of duty and following the "righteous path" the Archpriest has set them on. He suffers serious doubts as to the purity of the Knights' mission. At night, he is plagued by dreams of being forced to choose between his oath as a Knight and doing what his heart tells him is right.



First Knight Sandis Agholor and High Priestess Jaya

Admiral Mirabella Roas (LN female human **stormcloak**) is the zealous commanding officer of the Taevaran navy, answering only to the Archpriest himself. A brilliant sailor and calculating tactician, Roas is the bane of pirates everywhere in the southern waters of Vodari. Her faith in the Archpriest's cause is unwavering. Her body is a litany of injuries, her flesh torn away by hot lead or sharp blades. She's missing an eye, has a gleaming metal spike from the left knee-down, is missing two fingers from her right hand, and sports at least six gunshot scars.

Lupo (CG female human **bandit captain**) is the wily proprietor of Taevara's first secret drinking house, the Clandestine, which still operates today. She seems to have a sixth sense for when it's time to pack up and move her business to another secret location, as well as which patrons to grant access to her establishment. Her customers are loyal to her and to the secrecy of the Clandestine.

Locations

1. Taeva's Crown. This massive ivory and scarlet cathedral atop the highest hill in the capital serves as a functional church as well as the Archpriest's domicile and the seat of Taevaran government.

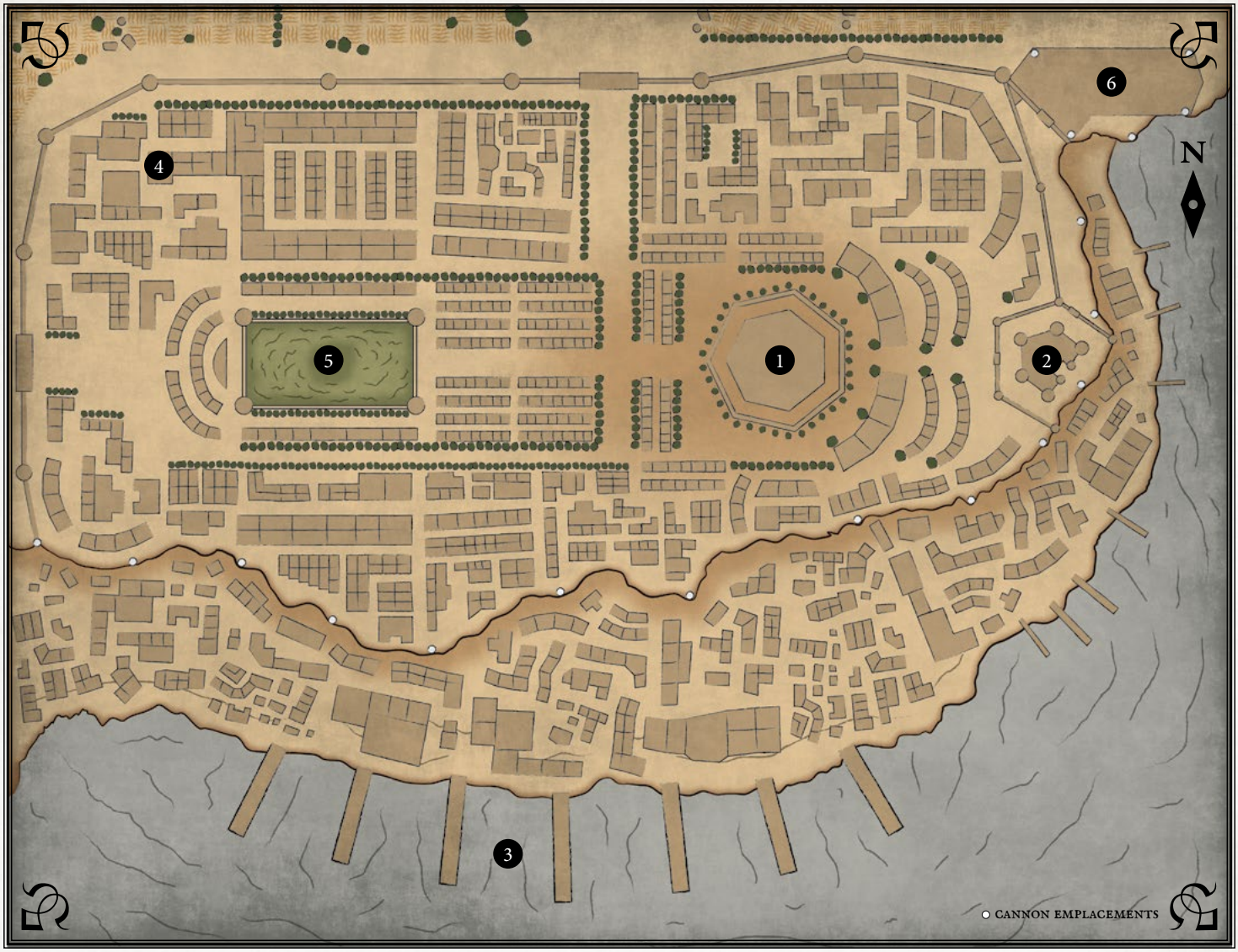
2. Taeva's Shield. This fortified keep is the headquarters and training ground of the Knights of Taevara. Many of the junior Knights spend their first few years in the order calling this place home, living in small, austere chambers as they develop their skills and their religious devotion to Taeva (and loyalty to the Archpriest).

3. Taeva's Arms. So named for the many broad, outstretching "arms" of the naval dockyards, where new ships are constructed for Taevara's navy and existing vessels find berths. The cliffs towering over the dockyards are topped with forts bristling with cannons and sharpshooters. This port is the stuff of nightmares among Vodari's pirate community. Even casual musings about attacking Taeva's Arms will get an ale dumped on your head.

4. The Clandestine. Crownport's first secret drinking house is still in operation, thanks to the careful selection of its patrons and a clever proprietor who moves the location around. She always has at least two secret exit routes, should they ever be discovered and raided.

5. Sculpture Gardens. The largest public park in Taevara is lined with pristine avenues through rows of manicured trees and sculpted shrubberies. It is populated by dozens of lifelike, true-to-scale statues of the humanoid peoples of Vodari. It is seen as a place of tranquility and respect for all cultures, regardless of differences, and is one of the few places in Crownport that is free of religious trappings. The artists responsible for the gardens somehow leveraged the Archpriest into signing an agreement stating that "the Crownsport Sculpture Gardens be forever free from any religious iconography or influence." The origins of this agreement are the subject of wild rumors among the common folk.

6. Taeva's Judgment. This legendary and imposing prison of black



rock sits just outside the city proper. It is perched on the cliff's edge over deadly, rock-toothed surf that devours any prisoners thrown its way—dead or alive. The prison is filled with captured pirates and other offenders against the Taevaran Church. Layers of top security and a legion of guards and jailers, as well as expert "interrogators," staff the prison around the clock, and screams of agony can occasionally be heard over the surf on quiet nights.

Westara

City: 65,000

Fully aware that the Archpriest and his knights are just on the other side of the island, the people of Westara have become shockingly adept at hiding their illegal activities at a moment's notice, should the theocracy come poking around. They've developed a "knocking code" for their street watchers to warn of approaching danger, knocking specific patterns for different messages through the pipes and walls of buildings. Many homes and establishments have furniture built to swivel or flip, instantly concealing gambling tables, secret doors, or black market goods. Nobody can casually throw a blanket or skirt over incriminating evidence like a Westaran.

To make things more confusing for unwelcome visitors, Westara has multiple ports along its western coast, and even a few narrow waterways that cut a short distance inland to lesser-known dockyards. This makes it difficult for the Taevaran Navy to sweep in to catch a specific pirate or privateer ship, as it could be berthed in any number of different places.

In a natural pushback to the forced austerity of Crownport, Westara has an excess of drinking and dancing, and magic is openly applauded. These tiny rebellions keep up a generally jovial, hopeful spirit around this port city year-round. Worship in Westara is done without the zealous fervor of Crownport, but plenty of temples to Taeva can be found throughout the city. Many citizens also quietly pay homage to Okeano, Fortana, and other gods.

Allies & Adversaries

Mayor Cristobal Bruma (N male human **pistolero**) is the political leader of Westara, keeping a tricky balance between the commoners and the smugglers, ruling loosely but with firm, decisive action when that balance is threatened. He is respected by the law-abiding citizens and smugglers alike. Bruma also has his own small fleet of fast ships and reliable, loyal crews. He's not afraid to take to the sea and put his famous brace of seven pistols to work to defend his city and his people.

Luvia Bailar (CG female half-elf **scoundrel**) is a favorite daughter of Westara, a public figure who openly mocks the Archpriest and his rigid theocracy while drinking and dancing in the streets (and getting others to do the same). A dozen times she has escaped the Knights of Taevara. She occasionally joins smuggling crews for a run or two, sets up shop in the black market in Westara, or disappears for

weeks to nobody-knows-where, always following her whims. Some commoners whisper that she's a sea spirit sent to save Taevara from the iron-fisted grip of the Archpriest.

"Serpentine" (CN male dragonborn **corsair**) is the alias of a mysterious smuggler. Serpentine is a constant thorn in the side of the Archpriest and his navy, having frustrated them with narrow escapes for years. His familiarity with the southern waters, its reefs, and islands is rumored to be as extensive as that of Admiral Roas. His ship, the *Sea Snake*, has an almost supernatural ability to disappear around the turn of an island, through a bank of mist, or behind a swell of waves. When not out on the open water hunting merchant vessels, Serpentine and his crew are often found around black market venues in Westara.

Haven

Population: 44,000

To the southeast of Taevara lies the island of Haven. This farming and fishing island is most known for its floating towns, formed along the rocky coast of Haven. All along the southern coast of Haven are densely packed fishing communities made of interconnected boats and anything else that can float. Often, entire towns join in on fishing expeditions. Worship of Okeano is stronger here than in Taevara, although whenever the Archpriest's acolytes or knights are around, they keep their prayers silent. Thus far, Crownport seems uninterested in interfering with Haven beyond sending cargo ships to take the capital's share of fresh seafood catches and harvested crops.

Taevara Adventures

Naval Gazing

While the PCs are engaging in piracy or traveling aboard a pirate or privateer ship in the southern waters, they are set upon by multiple vessels from the Taevaran Navy. They play a nautical game of cat and mouse amidst an obstacle course of tiny islands, reefs, sea creatures, fog banks, and anything else they might encounter on the high seas. If on someone else's ship, the PCs can decide to help the pirates evade or fight off the Taevaran Navy, or they could try to wrest control of the ship from its current crew and turn them in for a hefty reward—assuming the Taevarans don't arrest them all for good measure, suspecting some kind of ploy.

Something Fishy

The PCs are invited on one of Haven's group fishing expeditions, which is half-work, half-party-on-the-water. They get to experience the unique wonder of an entire network of interlocking boats and a few floating buildings (at *least* two or three of which have to be taverns, of course) dragging their nets and fishing lines through the southern waters, swimming around the outer fringes, playing music and socializing. The festivities are suddenly, and violently interrupted by Dortokai (N female **dragon turtle**) attacking vessels on the edge of the flotilla. This poses an especially bad problem, as the ships are in interlocking clusters, and if one goes down…

The fisherfolk look to the PCs to do something to save hundreds of innocent Havenite lives. If the PCs have been social, they should realize there are a handful of other useful personalities that they've met prior to the attack that could be wrangled together into a fighting force, given the right leadership and direction. The PCs could also try to negotiate with the dragon turtle. Most sailors know that dragon turtles attack to secure tribute.

Black Market Bingo

When the PCs find themselves in need of a combination of obscure components or items, the black market scene in Westara has everything—for a price. This adventure can take a break from dire dangers, as a lighthearted comedy of errors. The players encounter the shady-yet-colorful denizens of the black market as they search for the right sellers and items. A section of the market has sprouted a number of trees through the streets, and is filled with pixies, sprites, satyrs and the like, and fun, non-lethal shenanigans ensue.

For a more spooky, dangerous adventure, have the PCs identified as marks by the Hooks, a street gang that frequently haunts the Westaran black market. The Hooks, composed of castoffs from a number of different humanoid races (including **thugs**, **bandits**, and **spies**), are led by the ruthless Nathrol (CE male **cambion**) and his lieutenant Chill (CE female **shadow demon**). The PCs have a creeping sense that they're being watched, then eventually notice they're being followed here and there, then herded through the labyrinthine market into an ambush in a dead-end alley. They'll need to confront and defeat the gang if they're going to finish collecting the items they came to the black market for.

Arch-Nemesis

Archpriest Fierros grows increasingly disgusted by the debauchery and lawlessness of Westara and the cool aloofness of Haven. High Priest Alcanta whispers in his ear, feeding his darker impulses. The Archpriest finally snaps and brings his full might and ire to bear on the rest of Taevara, to bring it in line as he has the capital.

The PCs could start this adventure anywhere in Taevara; Crownport, Westara, Haven, or anywhere in the spaces between. Once they hear about the Archpriest's bold move to subjugate the rest of the nation, they can decide where to go and what role to take (if any). If they're primarily a ship's crew, they could assist Westara or Haven in breaking the Archpriest's naval blockades. If they're a group whose moral code would have them oppose the theocracy and they're feeling particularly ambitious, they could try to sneak into the capital to get to the Archpriest (not recommended for beginners). Depending on how the PCs enter this story, they're likely to come across some notable figures listed in the above Allies & Adversaries section.

Veraci

Capital: Vardi
Population: 320,000 (50% human, 20% dwarves, 10% elves, 5% halflings, 5% gnomes, 10% other)
Ruler: Queen Tyche
Exports: Textiles, art, luxury beverages, magical creatures, and many other things
Major Languages: Common and Dwarvish

Veraci is one of the biggest hubs of commerce in Vodari, where powerful merchant houses constantly vie for influence and control over anything of value. These merchant houses, not the government, are the *real* power in Veraci. There are over twenty merchant houses, but the four most powerful (see Power Groups) are a force to be reckoned with. Each of the four is wealthy enough to afford its own private army, navy, spy network, and trading company fleet. Members of merchant houses, great or small, are expected to dedicate their lives to expanding the influence and power of their house.

The ideal, moderate climate of Veraci attracts many of the rich and powerful here to build their palatial homes. The houses of Veraci, especially in the capital city of Vardi, are the stuff of dreams. When young commoners dream of getting their big chance to make their fortune, they often include the words, "*…and get myself one of those big, fancy Veraci palaces…*" It is the gold standard for luxurious living in Vodari.

Power Groups

House Tealeaf. True to their namesake, this house has cornered the market on tea, as well as other luxury beverages like coffee, fine wines, and liqueurs. Secondary to that, Tealeaf has a large market share in the trading of minor magical items. Tealeaf is feared by most would-be rival houses because of its small but potent force of sorcerers, warlocks, and wizards. Every major merchant vessel has a spellcaster aboard.



House Kawani. Of the Veraci houses, Kawani has the most powerful and skilled navy, and thus their trading company ships are the most difficult for pirates to successfully raid. Kawani is not above recruiting skilled pirate crews into their privateers. In terms of trade, their forte is in the realm of high-end textiles and artisanal crafts. House Kawani sets the trends for fashion and art in Vodari.

House Hemlock. The cornerstone of House Hemlock's trading is in moving local foods to other regions where those foods are considered exotic. By necessity, their merchant fleet is the fastest of the four major houses, so that the food they transport arrives fresh. Hemlock employs top-notch alchemists who create new, innovative food variants. House Hemlock also happens to excel at poisoning their rivals, either fatally, or making them just sick enough to get out of the way.

House Lagunn. The specialty of House Lagunn is in the challenging but lucrative trade of rare and magical creatures. They employ some of Vodari's most experienced animal handlers on the largest vessels of any merchant house. As a natural evolution of this area of trade, Lagunn's private army and navy employ several magical creatures as soldiers. They also use griffons and pegasi as flying mounts.

Vardi

Metropolis: 125,000

The wealthy city of Vardi is blessed with an unrivaled natural harbor, surrounded by some of the most lavish estates in the realm. Giant marble statues standing 20-feet high overlook the ships that come and go. Palm trees and rooftop gardens line the beautiful cobbled streets and canals. Gondolas coast along the winding waterways with singing pilots at the helm, ferrying their wealthy fares around the city.

Vardi is renowned for its many festivals and parties. The running joke is that Vardi invents new holidays just so they have more excuses to throw extravagant celebrations. In a city whose main religion is the almighty coin, Fortana and Scatho have equal sway, and the loudest, longest revelries usually involve one or both.

One other notable feature in Vardi society is that they have developed Vodari's first centralized location and official governing body for the buying, selling, and trading of slivers of ownership in certain businesses, called "shares."

Allies & Adversaries

Brinno Kawani (CN male human **noble**) is a rotund, jolly, gallivanting giant of a man with a beard of intricate braids and many colors. He is a style influencer, a fabulous party host, a heavy drinker, and a deceptively ruthless dealmaker. His rosy cheeks and deep belly laugh hide the cold-blooded shark that lives beneath his skin. House Kawani has prospered greatly under his direction.

Lang Tealeaf (CG female human **tidal sorcerer**) is the youngest head of House Tealeaf since its founding. Unlike many of the other heads of the major merchant houses, Lang goes out on high-profile shipping runs if they're reasonably local. The other key members of the house wish she spent more time in Vardi, handling day-to-day logistics rather than "playing sailor." She secretly hopes that pirates attack one of her runs. She yearns for more action and less time spent as a businesswoman.

Argus Hemlock (LE male half-elf **assassin**) is old and plans to hand the reins of House Hemlock over to one of his grown children—or at least that's what people swear every year for the past ten years. But the old man keeps plugging on, mind still as sharp as the poison daggers he once used in the dead of night. Unafraid to test new life-extending elixirs crafted by his own personal alchemist, Argus continues Hemlock's generations of profit and expansion.

Merchant Houses

Originating in Veraci, family-run merchant houses control much of the trade in Vodari. The houses are known for their ruthless tactics in the pursuit of profit. The four most powerful houses are Tealeaf, Kawani, Hemlock, and Lagunn, but there are many other lesser houses in operation. If a group of PCs finds themselves intertwined in the politics of the merchant houses, they may be forced to choose sides, gaining dangerous enemies.



LANG TEALEAF

Dural Lagunn (N male dwarf **scout**) is one of Vodari's foremost experts on rare creatures, and a shrewd businessman. While not as coldly cutthroat as some of his peers, Dural knows his house has control over a very niche market, and commands exorbitant paydays for his precious cargo. While he is loath to stoop to dirty tactics, he has an indomitable will and doesn't back down from a challenge. His people are fond of saying, "He won't bring a knife to a gunfight. He'll bring a chimera."

Argentia Timbers (N female gnome **mage**) is the proprietor of *Knott & Timbers*, the most prestigious and secure chain of counting houses in Vodari. She claims allegiance to no great merchant house, but has started her own. Every member of the small House Timbers works for K&T, and is forbidden from marrying or joining with any other merchant house, so as not to create a perceived bias in their bank dealings. House Timbers retains an impartial neutrality throughout Vodari. All are welcome to bank with them, or to apply for loans.

Gorddo Knott (LN male dwarf **noble**) is the other half of the famous Knott & Timbers. The old dwarf put up half of the starting capital to found the original branch. He was the chief engineer of its construction, including the underground vaults and complex clockwork security measures, while Argentia Timbers handled the client and business end of things. Gorddo is largely a recluse, living on his vast retirement funds in an opulent estate overlooking the harbor, but his family still handles the installation, upgrade and repair of any K&T security systems in Vodari, not to mention the armed and highly trained security forces. Like House Timbers, House Knott holds themselves apart from the constant games of the other merchant houses.

Queen Tyche (N female human **mage**) allows the merchant guilds to run her kingdom for her, so long as they abide by her preferences and requests and keep healthy tithes rolling in to support the high quality of life to which she is accustomed. The Queen's guard keeps the peace in Veraci, at least on the surface, where the regular citizens can see it. In the shadows, she lets the merchant houses settle their own scores, so long as it doesn't disrupt the overall tranquility and productivity of her nation.

Princess Aquitani (N female human **sea captain**), Tyche's younger wife Aquitani was once a famous privateer. She retired from sea life after marrying the Queen, although she satisfies her love for the open water by going out with a Veraci patrol ship occasionally.

Locations

1. Knott & Timbers Main Branch. Established just over a century ago, K&T is the premier name in counting houses around Vodari, renowned for their impartiality, discretion, and high-end security. The wealthiest clients of the main K&T branch store their valuables in expensive, highly secure underground vaults. Attempts to rob any K&T usually end with the thieves immediately foiled and either killed or wounded on the spot by K&T security forces and engineered security measures. For the occasional thief who escapes (empty-handed), K&T stops at nothing to track them down and bring them to swift justice. Membership in K&T requires that clients have at least 3,000 gold to deposit in their account. PCs who qualify as clients can store their treasures in a K&T vault and make withdrawals at any branch, provided they have a note of credit from one branch, or have time to wait for a funds verification request to make it to the main branch and back to whichever location they're using. Staff who interface with clients tend to be attractive and polite. Those who run security tend to be rougher and no-nonsense.

2. Aurora Harbor. Arguably the most beautiful harbor in Vodari, not to mention one of the largest, Aurora Harbor is surrounded by giant marble pillars of famous Veraci personalities, and its docks are populated by the highest quality merchant vessels, privateer naval ships, and palatial pleasure barges of the rich and famous.

3. The Avenue of Masks. This broad, palm-lined, shining-cobbled street is the main artery through the wealthiest residential section of Vardi. The main households of the biggest merchant houses can be found in this area, each with its own defenses and private security force. The most lavish, expensive festivals start and finish their parades on the Avenue of Masks.

4. Fate & Fragrances. One of the more famous names in Vodari cosmetics, this fantastically expensive shop employs a back room of very talented alchemists, who craft exquisite perfumes and colognes as well as hair dyes and coloration agents for the skin. It is rumored that, for a substantial price and with the greatest discretion, one can buy certain other items like love potions, sleeping draughts, and more.

5. The Sparkling Eye. In addition to selling some of the most impressive and expensive jewelry and accoutrements in Vardi, master jeweler Odo Garrickrock (LN male gnome **commoner**) can also be tempted into custom design jobs, some of which incorporate clockwork mechanics. He has been known to make things for his cousins in Xolen, like scientific goggles with multiple jeweled lenses.

6. The Golden Galleon. For the glittering upper crust looking for



a night out, the Golden Galleon is one of the bigger named hotspots. Known for its dramatic tableside 'performance cooking' and exotic dishes, reservations are notoriously hard to come by without flashing around some serious coin or having the right friends.

7. The Singing Siren. On the other end of the spectrum from the Golden Galleon, the Singing Siren, while still near the main drag, is the kind of place known for its "don't ask questions" atmosphere. People don't come here to 'be seen.' Just the reverse: people come here to hire other people to do things that they don't want to be seen doing.

8. The Floating Market. In a confluence of five separate canals, gondolas gather around a series of interlocking docks that spider web across the surface of the water from dawn to dusk in what is known as the Floating Market. Shoppers can buy fresh produce, fish, baked goods, trinkets, weapons, and many other things right off of the boats. The quality of goods here is decent and affordable to the average townsfolk, not the expensive, high-end goods available in the fancy boutiques in the elite neighborhoods.

9. Vardi Financial Exchange. Vodari's first centralized location and official governing body for buying, selling, and trading business shares. Security here is very high and no-nonsense, and their strict rules and regulations are vigorously enforced. The Exchange has its own elite independent security and enforcement personnel, not only to maintain order, but to hunt down and rectify those who break the Exchange laws elsewhere in Vodari, like deliberately interfering with certain people and places in order to manipulate the market, or interfering with the Exchange's representatives conducting official business.

Valedo

City: 56,000

The second-biggest city in Veraci, Valedo is a smaller, quieter version of Vardi. It echoes the capital's fads and fashions, its architecture, and its economic and political machinations between competing merchant houses. Valedo is best known as where the wealthier people keep their "country houses," although truly rural folk around Vodari view Valedo as a big city. Mid-level wealthy families from other parts of the Southern Isles also keep estates in and around Valedo if they can't afford the high cost of living in Vardi, but still want to be viewed as well-connected to that prestigious social scene.

Allies & Adversaries

Isabella Ombra (CN female human **mask**) is known as the middle daughter of House Ombra, a second-tier merchant house renowned for their cosmetics and perfumes. They own the shop *Fate & Fragrances* in Vardi. What the public doesn't know is that Isabella is secretly a masked thief and spy. She plans to escape the endless rat race between merchant houses to forge her own destiny with the gold and secrets she has stolen from the complacent, wealthy fools of Veraci.



Runsson Barch (LN male dwarf **veteran**) is the captain of the city watch in Valedo, intent on keeping open crime to a minimum. He knows full well there's no stopping behind-the-scenes corruption. He wants his city quiet and peaceful, when it's not some festival or other. A veteran of the wars, he's fully capable of taking down most troublemakers on his own.

Doge Veni Culostorto (LE male human **noble**) runs the government in Valedo for Queen Tyche, though anyone over the age of 12 realizes that the *real* power is in the merchant houses. The Doge is a central figure in the ever-changing game of manipulation and influence in Veraci. He is happy walking the tightrope of conflicting interests between merchant factions, while collecting mountains of gold in bribes, counter-bribes, and counter-counter-bribes. His public persona is gentle, friendly to his citizens, and a pious devotee of Fortana. In private, he is an unabashed lech, glutton, and, when necessary for self-preservation, murderer.

Veraci Adventures

Merchant Wars

The PCs become introduced to the four major merchant houses of Veraci, and get drawn into the great manipulative game in Vardi where they must choose one of the houses to back (or none at all). Depending on the background and skill set of the party, they are courted by at least two houses to join in whatever capacity seems most appropriate: part of a privateer navy to protect merchant shipments on the high seas, part of their espionage network, etc. This plot could end up being an entire campaign. The paths are wide open, but however it goes, tensions percolate between the four major houses until Vardi is ready to explode, possibly with a climactic finish on the open seas in a four-way battle with the PCs at the center of it all.

The Heist

While out drinking at *The Singing Siren* one night, the PCs encounter a disgruntled employee of Knott & Timbers, a dwarf engineer named Munder, who has had enough of being treated like a low-level mook by the front office snobs of House Timber, with their gilded clothes and upturned noses. He's about to hand in his resignation as one of the lead engineers of the main branch, buy a little fishing boat and disappear somewhere far away from Veraci. If the PCs listen long enough and urge him on (read: buy him drinks), Munder eventually divulges that he has the blueprints to the new renovations they're doing in the subterranean vaults.

It would still be dicey, but with his inside information, a daring group of people could pull off something usually thought impossible—staging a successful heist against Knott & Timber. Agents from House Timber soon show up at the tavern looking for the dwarf, aware of his current state of mind and suspecting his potential betrayal. Depending on how the PCs react (or don't), they could end up as the bank's next quarry.

Masks

During the Festival of Fortana, the PCs are having a grand old time on the Avenue of Masks, mingling with the rich and powerful as well as normal city folk, all wearing masks, singing, dancing, drinking and cavorting. One drunken reveler topples against one of the PCs, pulling his or her mask off—but then the PCs realize the reveler isn't stumbling drunk. He's been stabbed. The unmasked PC comes away covered in blood, and people in the crowd notice something amiss. The PC is accused of murder, and the party must react quickly to escape, or face arrest.

The murder victim is a high-profile member of one of the great merchant houses, and the PCs must now piece together a mystery and discover the true killer and their motive if they are going to vindicate the accused member of their party. The ports and roads triple their guards and monitor every person coming to and leaving Vardi, including magic-users. Fleeing Vardi becomes almost impossible for the time being, forcing the PCs to delve into the seedy side of the city, and all the shining merchants and nobles who wear masks every day to cover up their corruption and deadly secrets.

Xolen

Capital: Xoleni
Population: 440,000 (35% gnomes, 25% human, 20% dwarves, 5% halflings, 5% elves, 5% goblinoids, 5% other)
Ruler: Governor Erky Mimbly
Exports: Steel, timber, gemstones and precious metals, firearms, machinery, ships
Major Languages: Common, Gnomish and Dwarvish

Xolen is an economic and technological powerhouse built by gnome, dwarf, and human survivors. Today, guilds control this technocracy, and the powerful Guild Chairs vote each year to elect the governor or retain the current one. The sky above Xolen is darker than the rest of

Vodari, not because of dark sorcery or ominous storms, but because of the constant coal fires and machine work going on day and night. Smoke billows in thick, black pillars from the cities of Xoleni and Gemnackle, coating the island in a pall of industry. Rather than the salty tang of the sea, the air smells of carbon, ozone, and copper.

The exact opposite of the static, enduring structures of the elves, the urban centers and outlying towns of Xolen are in a constant state of flux; expanding, rebuilding, and upgrading as technology progresses. The buildings of this island nation look unlike any other in Vodari. They feature advanced building materials and techniques, modular construction, color-tinted mirror-glass windows, and exact, geometric peaks. This nation both breeds and attracts the best scientific minds in Vodari to its techno-centric community.

Power Groups

Machinists Guild. One of the four largest of the guilds of Xolen, the Machinists Guild has dominion over those who build and run the various contraptions of industry. If it has clockwork parts, it's under their purview.

Science Guild. The second of "the big four," this is the guild of the academics, who create and improve upon the equations and theorems of science.

Guild of Fuels. The third of the four largest guilds controls the electricity, coal, and water that power the technology of Xolen.

Alchemists Guild. The last of the four most powerful guilds deals with practitioners of alchemy and their formulae and products.

The Thorns. Originating in Luna and spreading across Vodari, this passionate and devoted group of people hope to stem the tide of pollution and consumption before it destroys every natural resource in Vodari. The more people become disheartened by the rampant consumption and pollution, the more recruits are brought into the Thorns. They carry out strategic attacks on centers of industry to slow the stampede of technology while they seek a more permanent, big-picture solution. Xolen is currently Enemy #1 on their list, for obvious reasons.

Xoleni

Metropolis: 238,000

The capital of Xolen spreads outward at an unprecedented rate under the fires of industry and technological advances. Machinery great and small pervades everyday life, from vehicles that move heavy loads up and down the broad avenues, to tiny clockwork mechanisms that make mundane tasks faster and easier for even common folk.

One thing lacking within the smoggy city is greenery. The only trees or flowers in the city are clever artifices made to mimic the real thing. With dwindling farmable land and increasingly polluted waters around the city, most trades focus on some aspect of the technology industry, and Xoleni needs to import much of its food from more agricultural nations in exchange for steel, machines, precious metals, and gems.

The nation's military has become a topic of hot debate. Some want to focus the technological talents of their nation on martial applications and increase the size of their military force to better defend their islands. And perhaps expand to others…

Allies & Adversaries

Chancellor Erky Mimbly (N male gnome **noble**), a self-preserving coward, was elected by the Guilds. They control him to guide legislation in whatever ways they require to further their industries.

Pip Cogsgrove (LG female gnome **noble**) is one of Xolen's foremost clockwork artificers and engineers, and the head of the Machinists Guild. She leads the faction who wants to focus on the economy and science, opposing any militarization.

Hallas Farraday (NG male human **mage**), a renowned scholar of the sciences, is the head of the Science Guild and a strong ally of Pip Cogsgrove, advancing science to bring Vodari together, not to further isolate it.



CHANCELLOR ERKY MIMBLY

Graf Thundrun (LE male dwarf **veteran**), the head of the Guild of Fuels, is a leading voice pushing for a more militarized focus in Xolen. While he himself is no scientist, he is adept at wrangling hearts and minds and bending them to his will.

Nicodemus Limmel (CG male gnome **mage**) is the batty but talented head of the Alchemists Guild. While he is loath to see Xolen become *too* military-focused, he sees the value in vigorously defending their marvelous works from those who might seek to take it one day. He also really enjoys explosions.

Evain Verdani (CN female human **druid**) leads the Thorns in their fight against Xolen's increasing pollution and destruction of nature. She deftly keeps herself and her people out of the clutches of the government.



Locations

1. Guild District. The seat of power in Xoleni, as the government operates under the control of the Guilds. The shapers of Xolen's future work and reside here.

2. Port Xoleni. The city's port is full of filthy gray water, flotillas of dead fish, and massive mechanical arms whirring overhead, loading and unloading ships onto mechanized rolling platforms. It is the ugliest, yet by far the most efficient, port in all of Vodari.

3. Artificers' Avenue. Also known as "Clockwork Row," this is the highest-profile cluster of clockwork artificers and engineers in Xoleni, some available for hire if the project (and price) is enticing enough.

4. Factory District. The less financially fortunate live and work in this smog-choked, soot-smeared section of the city, where most of the medium- and large-scale manufacturing is done. The factories run day and night, and the clanging and chugging never stops.

5. Thorn Safehouse. While the Thorns usually camp outside the city limits where they're harder to catch, it is occasionally necessary for them to meet inside the city or evade the law. They do it here, in the secret basement beneath a rarely-patronized bookstore.

6. The Gardens. The only public park in Xolen, the only way the Guilds could be convinced to spare the acreage was to charge an entry fee to visitors. The park is a mechanical marvel, with masterfully-crafted clockwork gardens. It boasts buzzing clockwork insects, alchemical globe lights that shift colors, and an intricate series of alchemically colored streams, recycled through a system of water wheels and gentle falls. The surrounding crystal dome keeps out all the noises of urban industry.

7. Ironline Station. Vodari's first primitive steam locomotive has recently been completed and launched. It has but one line, which runs between Xoleni and Gemnackle. Expansion lines are already being planned and surveyed.

8. The University of Xoleni. Arguably Vodari's foremost college, it produces the realm's best and brightest researchers across every discipline of science and technology.

9. Temple of Sindri. The climbing spires of this temple of Xolen's patron deity rival even the most ambitiously high-climbing, technologically advanced towers of the city.

Gemnackle

Upper City: 29,000
Lower City: 8,000

The mining city of Gemnackle was built into the side of Mount Xolen, and is famed for its amazing innovations across every engineering discipline. It has moving staircases, elevating platforms, and other devices not seen anywhere else in the world. Due to the city's core business and its precarious locale, they also experience far more accidental deaths per capita than anywhere else in Vodari, making it an alluring yet risky place to visit for those in technological or engineer-

ing circles, especially those seeking work.

A stable settlement sits below the main body of Gemnackle, around the flat base of Mount Xolen. Officially called Lower Gemnackle, it is affectionately (or dismissively) referred to by the upper-city-dwellers as "Basecamp." Lower Gemnackle provides a steady stream of logistical support to its loftier counterpart, such as fresh food and textiles. They know that a portion of the "rock spiders" in the city above look at the "base campers" like second-class citizens, and so a low level of animosity exists between the two parts of Gemnackle.

Allies & Adversaries

Gulkis Niebold (LN male dwarf **noble**) is the mayor of Gemnackle, but acts more like a foreman of a massive construction and mining operation. He leaves the headache of bureaucratic business to his assistants while he focuses more on safety, efficiency, and production of the city as a whole.

Malcon Ferrous (CN male human **noble**) is the closest Gemnackle has to a union boss: a loud, aggressive voice clamoring for more and better benefits for the workers, especially those in more hazardous roles. If, in the process of advocating for the mountain workers, he accumulates more power and comfort for himself, that's to be expected. If crossed, he can readily gather a small cadre of rough laborers to bring their oversized wrenches and pickaxes to support him (1d10 **thugs**).

Zinnia Reiss (NG female gnome **mage**) serves as the kind-yet-firm de facto mayor of the lower city, with the ambiguous title of "Chief Logistics Officer of Lower Gemnackle." She coordinates her people so that the upper city can function smoothly, thus keeping Xolen, in general, rolling through its current age of expansion.

Locations

Overlook Keep. The seat of power in the upper city, this large, blocky keep is home to the mayor, his staff, and a garrison of soldiers that keeps people in line when necessary. It has an entire floor dedicated to small accommodations and offices for all the representatives of Xolen's guilds stationed in Gemnackle.

The Skyward Inn. This massive building hosts a majority of newcomers to Gemnackle. It provides them with food and lodging, within sight of the oversized elevators leading up the mountainside to the upper city.

Gemnackle Station. The other terminus of Vodari's first and currently only rail line, leading to Xoleni.

Tideport

Town: 3,500

Located on the island of Narl, southeast of the main island of Xolen, Tideport is a small harbor community, making its living from the sea. They are the primary supplier of fish, shellfish, and other aquatic resources to the capital city of Xoleni. These quiet fisherfolk keep to themselves, aside from their required shipping of goods to and from Port Xoleni. As the demands of industrial expansion continue to rise, the capital has put restrictions on Tideport sending their goods to anyone outside Xolen, and lumber cutters from the main island come more and more to harvest certain types of wood that do not grow on Xolen. This fishing community grows agitated about the emerging trends of their nation.

Allies & Adversaries

Governor Albanius Tross (LG male gnome **sea captain**), or "Governor Alby" as he is known by his constituents, is an easy-going, charismatic leader who spends as much time out on the water—hopping from ship to ship to visit his people—as he does on land. He writes letters to Xolen, voicing his concerns over recent developments that affect Tideport.



Locations

Tidepool Harbor. The island is ringed with docks and smaller ports, but this is the main port for importing and exporting goods.

The Conch. A favorite of the locals, this is the largest and best-appointed tavern in Tidepool, a place where townsfolk gather for a monthly town hall to exchange information and voice concerns or hold votes for Tidepool's current affairs.

Hope

City: 12,500

Located on the southern shores of the main island of Xolen, Hope is the farming equivalent of Tideport, supplying Xoleni and Gemnackle with the majority of their grain, livestock, dairy products, and other farmable goods in exchange for upgraded farming equipment and other technological conveniences. Like Tideport, Hope has recently received an order from the capital barring the sale of their produce to anyone outside of Xolen. And like Tideport, Hope is seeing a recent uptick in lumber crews from the capital harvesting trees as the resources around Xoleni become scarce.

Allies & Adversaries

Birel Berevan (LN male half-elf **commoner**) is the reluctant mayor of Hope. A lifelong farmer from a long line of farmers, he has no love of politics or the added responsibilities of the office. When it comes to defending the rights and livelihoods of his people, though, there is no one in Hope more passionate than he.

Locations

The Big Red Barn. Formerly an actual oversized barn, this converted building now serves as the town hall for the people of Hope, and a sort of 'mini-town' has developed in a circle around the Big Red Barn in the last few years, with shops, watering holes, gaming parlors and more. If the people of the island had an equivalent word for "downtown," they would use it to refer to this area.

Seaside Market. The largest open-air market in Hope surrounds its main port, so that visiting sailors have immediate access to the freshest farm goods. Despite Xolen's recent mandate, the farmers happily sell to outsiders who want to buy goods in quantity. If the fat cat Xolenian guild bosses want to make an issue of it, the farmers are prepared to defy them.

Orcana Tribes

Deepsong. The Deepsong tribe has largely eschewed life on land and all of the surface-dwelling humanoids. Long ago, they moved their tribe to the depths to coexist amongst voda settlements in exchange for serving as powerful guardians of their peaceful aquatic hosts. They remain in killer whale form as much as possible, but one or two occasionally accompany a voda party on an extended visit to the surface. Despite their hostility towards other humanoid races, the Deepsong tribe has a gentler side: their beautiful whale songs can be heard for miles underwater.

Shadowhunters. This tribe can be found spread across Vodari, patrolling waters both shallow and deep, as well as keeping an eye on coastal areas. Their self-appointed mission is to monitor the waters for malevolent threats to the realm, and to deal with them decisively. The tribe keeps a log of where Shadowhunters are patrolling, and when they are due to return. If they are late, the tribe dispatches backup with haste. Members of this tribe are well-ordered and possess tremendous hunting and killing instincts.

Steeltooth. The Steeltooth tribe is the largest Orcana tribe. They work and live side-by-side with the other people of Orca. Their main focus is stopping the increase in Xolenian industrialization and subsequent pollution. The current leaders of the Steeltooth tribe have the potential to galvanize all three Orcana tribes into a unified force in a way their kind has not seen in centuries.

Orca

Town: 3,000

The isle of Orca has had a standoffish history with Xolen's main island for as long as anyone can remember. It is not a place the Xolenians (or anyone else) visit without a very good reason. The governor may handle the daily minutiae and official paperwork, but the real power on the island is and always has been advertised in plain sight: were-orcas, or as they call themselves, the *Orcana*. Three separate tribes of killer whale-folk inhabit the island, mixed in seamlessly among the non-lycanthropes.

The island is self-sufficient, content to keep what they fish and farm, and shun the offers of technological marvels from Xoleni. Advance lumber surveyors have been turned away from Orca for two years now, and despite several written warnings from officials on the main island, that doesn't seem likely to change. Tensions are flaring in the face of this blatant defiance of the Guilds, but it is a fight the citizens of Orca—shapeshifter or not—welcome to their shores. The stains of industry spread outward from the shorelines of the main island, especially around Port Xoleni, and the wereorcas won't sit idly by and watch the pollution spread any further into their home waters.

Allies & Adversaries

Delphine Oryx (CN female **wereorca**) is the fierce leader of the Steeltooth Tribe, and a powerful personality who is very territorial over her peoples' island. She has been in contact with the leaders of Tideport, Hope, and Naft, as well as the Thorns. She's close to taking more aggressive action to address Xolen's unchecked expansion and consumption of natural resources.

Bor Bersko (N male human **noble**) is the governor of the island, a raging drunk, and one of the few people who dares to wag a finger at the Orcana—not that it actually achieves anything. They are content to let him think he runs the island. For now.

Locations

Orca Port. The only port on the island that accepts visitors is laden with a number of defensive traps, and always has at least one or two Orcana in the water to trigger those traps if needed. These defenses have been upgraded over the last year, in light of the growing hostilities between Orca and Xoleni.

Coldwater Cove. An underwater cavern a half-mile off the shoreline, it can only be accessed by creatures who can swim great distances underwater. The cavern is known only to the Orcana tribes, and it is where they gather to discuss tribal matters openly, instead of mutters and whispers in small groups aboveground.

Naft

Population: 1,500

To the north of the main island lies the least known, least inhabited of Xolen's major islands. No major settlements have been built yet. The sparse population is spread throughout the heavily forested island, and they make little effort at interaction with anyone else. Visiting is dicey, as there is no major port anywhere to be found, only scattered, smaller docks that locals use for their small fishing boats.

The hidden truth of the reclusive isle is that most of its inhabitants have formed their own religious sect, simply called the Naftan Way. Their main tenet is to preserve balance in all things. If you give them a fish, they give you a piece of fruit. If you steal something from one of them, they take something from you. If you murder, your life will be taken from you. If you project only love, you will be loved by all in return.

The island has no real government. They live by a code of mutual respect, balance, and common sense. Disputes can be brought before any of the priests or priestesses of the island, and the rare major dispute can be brought to the attention of an impromptu council of several of the clergy.

Like the other smaller islands of Xolen, Naft has received recent visitors from the capital city, advance teams of surveyors sizing up the natural resources of this unspoiled island. The last two teams never returned to Xoleni, and this quiet, reclusive island will soon receive plenty of attention.

Allies & Adversaries

Lady Temperance (N female human **druid**) is the closest thing to a high priestess of the Naftans. She would never refer to herself out loud as "their leader," but she is the most influential spiritual leader of the island, and the most powerful of their druids.

Whitethorn Naft (N male human **scout**) is a direct descendant of the founder of the island, a famous smuggler captain. Whitethorn is also the most skilled and deadly hunter on Naft, beloved by the people for all the food he has provided over the years. But with trouble looming on the horizon from Xoleni, the rugged, intense scout's stealth and his skill with a bow and hunting knife may soon be put to a different use.

Locations

The Heart of Naft. In the center of the island, on the crown of a small rise, there stands a dense circle of evergreen trees. Virtually impassable by normal folk, the center of this thickest of thickets hides an emerald the size of a watermelon, affixed in a bed of quartz in the ground, softly pulsing with light like a slow, deep heartbeat. This is a secret holy site, known only to the priests and priestesses of the

Naftan Way. They believe it to be the literal beating heart of the living island.

The Gauntlet. In light of recent visits from unwanted survey teams from Xoleni, a large group of Naftan hunters invested time and care into creating a long line of natural traps along the southern shoreline to defend against future trespasses. Many of these traps are meant to capture, injure, and dissuade, but for anyone who gets past the first line of defense, the next line inland is of more lethal nature. They have already claimed the lives of a handful of people from the capital.

Xolen Adventures

__ Days Without an Accident

Pip Cogsgrove, head of the Machinists Guild, is paying one of her regular visits to Gemnackle. She undertakes regular visits to inspect new technologies that are in the works for the city, upgrade processes, and increase overall efficiency. Secretly, Graf Thundrun, the head of the Guild of Fuels, has conscripted Malcon Ferrous and his most loyal goons to arrange for an "industrial accident" to eliminate Pip's voice of opposition in Graf's push to move Xolen's focus to more military applications. With Pip out of the picture, Graf is confident he can break the stalemate and ultimately control the future of Xolen.

A Thorn in Xolen's Side

The Thorns are planning a major effort to sabotage some of the most critical systems of Xolen that won't result in innocent deaths. Their goal is to do as much damage as they can in places that specifically have to do with the despoiling of the island's natural resources. They seek to cripple the motor pool of steam-loggers: giant steam-powered vehicles that can cut down, strip, and haul vast loads of felled trees at a rapid rate. They also plan to simultaneously collapse several major coal veins when nobody is there, thus badly bottlenecking coal production for months, if not years. GMs can feel free to make up other, similar types of targets.

The group is also recruiting new faces for this endeavor. Some of their key members have become too recognizable, and they're looking for people who are new to town—people who possess the right kind of skills and the steel spines to do what needs to be done before the island is pillaged beyond all repair. They discreetly approach the PCs to send out some feelers. This leads into the next hook, "Black & White Blockade."

Black & White Blockade

Delphine Oryx and the wereorcas of Orca Isle have been in secret contact with the Thorns, and have found common ground in their desire to stem the tide of industry and pollution from Xoleni. The time has come to push back hard. Adding to the problems created for Xolen in "A Thorn in Xolen's Side", the wereorcas launch an aggressive blockade campaign against any ship trying to import goods or aid to Port Xoleni. Any Xolenian ships leaving port are sabotaged and sunk a mile or so out from the shore, so that there is no chance of salvaging the ships or sunken goods. The wereorcas give any incoming non-Xolenian ships a chance to turn and flee, and damage the hulls of any that test the blockade. With larger ships, the wereorcas board them and attack hand-to-hand until the crews turn and flee, and spread the word around Vodari that Xolen is off-limits to aid. Players can decide whether to join the uprising or oppose it.

The Guilds push back, and the first major casualty on the side of the resistance is Tideport's beloved Governor Alby. His death launches Tideport into the fray. They cease all supply runs to the main island and outfit their own fishing vessels with weapons as best they can. Xolen finds itself fully immersed in a civil divide, with powerful personalities in key positions on both sides.

The Naftan Way

When Xoleni begins incursions to Naft to harvest lumber and other resources (accelerated when the southern shipping lanes are disrupted by the wereorca blockade), the Naftans take an eye for an eye. For every tree stolen, they abduct a member of a survey or lumber crew. For every Naftan injured while driving off the unwelcome visitors, equal harm is visited upon the industrialists and their employees. Eventually, the capital sends in larger, more technologically sophisticated warships, newly commissioned by the militaristic voices among the Guilds. These ships turn the tide and chase the Naftans further inland.

Then the high priests of Naft strike back with their own heavy artillery. The nine most powerful druids enact a ritual that brings the entire island to sentient life; a gargantuan earth elemental that strikes at its despoilers with trees, rocks, poisonous flora, and an army of enraged wildlife.

PCs could be recruited by Xoleni to accompany the warships to invade Naft "to clear out the cultist rabble who stand in the way of progress by attacking our people," or they can side with the reclusive Naftans to repel the Xolenian marines as they establish a foothold on the beach.

There is also a secret treasure hidden on Naft, left over from the smuggler, Captain Whitethorn, who first settled the island. Among some mundane items and a smattering of coins, the PCs discover a treasure map in Whitethorn's rotting old footlocker. The map leads to a much more valuable buried cache of magic items and the bulk of the old pirate's stolen booty.

Zavros

Capital: Port Zavo
Population: 135,000 (40% human, 15% dwarves, 15% elves, 10% halflings, 5% goblinoids, 5% gnomes, 5% tieflings, 5% other)
Ruler: King Feber Proszt
Exports: Sellswords, clay, stone
Major Languages: Common, Dwarvish, and Elvish

Zavros is a land blasted and broken from decades of internal and external warring, now struggling to hoist itself up by its bloody bootstraps and rebuild. The plains are muddy, the forests are muddy, the rocky highlands are muddy—it seems as if the entire island was coated in mud by the giant paintbrush of some god or other. The temperature here is cooler than surrounding isles, due to the omnipresent haze that hangs over much of the island from decades of war fires, and now from tens of thousands of campfires of displaced citizens and orphans. This island is a favorite of the god Scatho, for obvious reasons.

As far as governance, the current king, Feber Proszt, rules in name only. His coffers have been bled almost dry, his castle and estates fallen into disrepair, his royal court sparsely attended by the dregs of the aristocracy, and perhaps most importantly, his military in tatters. He has no heirs, all killed in the years of warring, and is too old, feeble, and depressed to start fresh with a new wife. The true power now lies with the new royalty: the Syndicates. Four major criminal organizations have emerged from the rubble and smoke to carve out their own piece of Zavros, each with its own strengths to contribute to the rebuilding, all the while vying to come out on top when the dust settles.

Power Groups

Guttersnipes. Largely made up of street urchins, this criminal group's strength is in its knowledge of the streets, alleys, sewers and rooftops of Port Zavo. No other group can match the extensive high-speed oral network or elusiveness of the 'Snipes.

Ash Hands. Its original leaders having made a pact with a group of devils, this criminal family owes its power and success to those ongoing bargains (unbeknownst to most of its junior members). They are recognizable by the ash gray handprints on their faces and clothing, A corps of warlocks keeps the other factions too afraid to challenge them to open warfare, and those who make too much trouble for the Ash Hands tend to turn up in the sewers. With no skin.



Blackstones. This group also has fiendish benefactors: a small cadre of demons the Blackstone leader made a pact with three years ago. Since then, they have risen quickly to power over other competing small-timers. The demons behind the Blackstones seem intent on steering them toward conflict with the Ash Hands once they've gained enough power. For now, the Blackstones boast a fearsome squad of warlocks capable of nightmarish feats.

Zephyrs. The least grim of the major criminal syndicates, the "Z's" have a strong 'navy,' which is to say they are pirates looking to get a foothold into the rebuilding of the island nation. They are the favorite of the commoners of Port Zavo, as they share of food and other goods among the masses after a successful haul.

Port Zavo

Metropolis: 78,000

In the capital, crime runs rampant under a number of criminal syndicates that vie for power. The once-beautiful garden-lined cobbled streets have been replaced by filth, refuse, and even the odd dead body. Port Zavo has not quite fallen into lawless anarchy, but it is a dangerous place, day or night. The city has become a haven for smugglers and pirates, as well as fertile grounds for even more sinister forces. The fate of Port Zavo, and thus the entirety of Zavros, hangs on some wild throws of the dice.

Allies & Adversaries

Kage (CN male halfling **wererat**), the self-proclaimed "King of the Guttersnipes," was born and raised in the streets of Port Zavo, and sees himself as taking what is owed. His vision is to rule from the shadows through thievery, assassination, blackmail, and rumor.

Ava Karolyi (LE female tiefling **warlock of the council**) is the leader of the Ash Hands. She made a pact with a group of devils many years ago, after she lost her family to the incessant wars of Zavros. Backed by infernal support, she is now literally hell-bent on taking control of its only major city, then the entire island, and expanding from there. Her long-term goal is to destroy every organized military in the world, as she holds military-minded people in general responsible for her loss.

Mariusz Bolger (CE male human **warlock of the council**) is the leader of the Blackstones. He and his cohorts made a pact with a group of demons three years ago, and have risen to power with the strength of those dark forces. Bolger attracts and converts zealots to his cause, building ranks of fanatics to serve him, his inner circle, and their secret masters. He plans on the takeover of Port Zavo and the whole of Zavros—and destroying the power behind the Ash Hands along the way.

Captain "Sunset" Sylar (CN male half-elf **sea captain**), is the leader of the Zephyrs. He insists that "Sunset" is his first name, is a man of seemingly boundless humor, even in the face of death. He

leads a dozen or so ships from the deck of his *Pig in a Dress*, plus a few hundred land-based followers to anchor their place in Port Zavo. Sylar has captured the hearts of many of the port city's common folk and has the power of popularity behind him in addition to martial strength. He wants the constant fighting in Zavros to stop—but he wants to be in control when that happens, because he doesn't trust anyone else to keep it that way. His faction is the least terrible option for the future of Zavros.

King Feber Proszt, the aging, weary king of Zavros is, in fact, neither aging nor weary—nor human. He is, in reality, a devil named Barayal (LE male **horned devil**), enjoying a lengthy vacation on the material plane. He took over the body of the real king years ago, and is the devil that the Ash Hands owe their fealty and power to, although they are unaware of his human guise. This devil appears to the leaders of the other three major syndicates of Zavros in various illusory disguises, quietly placing the right words at the right time in order to manipulate all four groups like pieces of a massive game. His ultimate goal is to cultivate Port Zavo to become a small pocket of hell on the material plane, a place where he can create a permanent gateway to hell, and expand outward from the city.

Locations

1. Slumgullion. This filthy, rank neighborhood the heart of the Guttersnipes' territory. Their secret headquarters lie somewhere in the muck-choked labyrinth of sewers beneath the cracked cobblestone streets.

2. Ebon Hill. If there is still a "rich part of town," this is it. The larger mansions, with their fenced-in estate grounds, sit on a hill overlooking the rest of the port city. The top members of the Ash Hands have moved in and made this section of the city their home and base of operations, converting some of the city's remaining rich and influential in the process.

3. Temple District. The Blackstones have infiltrated most of the religious sects in the city, even ones whose tenets don't align with their own (which is most of them), in an effort to capture the spiritual wills of the citizens and manipulate them to do their dark bidding.

4. The Dock Ward. The docks district is a rough part of Zavo. A fight breaking out is routine, and in most cases welcomed as entertainment. Despite this, it remains a good place to restock supplies, set up meetings, or find a ship and crew for your seafaring needs. Due to their strong presence on the water, the Zephyrs run most of this district. See The Dock Ward on page 252 in Chapter X for specific locations details.

5. Municipal District. A government still functions in Port Zavo, although it is understaffed, underskilled, and has no real power of enforcement anymore. It simply can't compete with the might of the syndicates. But for any municipal needs, such as they are, the main offices of each ministry can be found in this neighborhood.

6. Eye of the Storm. This well-known tavern in the center of the city serves as neutral ground, a meeting place between syndicates. Its ban on violence and treachery is sacrosanct. Any syndicate violating the rules of the truce accord earns the immediate and brutal wrath of the other factions.

7. The Blue Graveyard. Part of the waters around Port Zavo are impassable by larger ships, choked with row upon broken row of treacherous remains from a hundred or more sunken vessels, victims of the decades of war in Zavros. This doesn't stop people from taking smaller rowboats out to the "Blueyard" and seeking lost treasure beneath the waves here, but the mortality rate for such ambitious divers is high. Large, terrible shapes (**giant sharks**) glide silently among the wrecks, but what is unseen is even deadlier.

Razan

Population: 5,200

Southeast of Zavros is the island of Razan. Lately, the island is shrouded by dark clouds and frequent thunderstorms. Most locals believe the sunless skies began when Baron Lucian Rau, believed to be long dead, returned to his castle overlooking the city of Revana. The once vibrant city is now a gloomy place, avoided by most sailors.



BARON LUCIAN RAU

The island can be traversed in about three hours on horseback at a gallop, if one takes the main road. It runs from the northwestern end, down through Revana, then swings to the southeastern point. Much of the land is relatively flat and featureless, grasslands and forests with serviceable but unremarkable farming land. Fishing continues to be good, and is the main source of sustenance now that the farming production has lessened. The center of the island hosts a small cluster of rocky peaks, only one of which qualifies as a mountain.

On the western bluffs of this rocky terrain, overlooking Revana, one can clearly see the stout edifice and squat spires of Poenari Castle, ancestral home to the Rau family for several generations. The switchback road up the stony incline has fallen into disuse. Recently, a rumor surfaced that the blood orange grove outside the castle, long the pride and joy of the Rau family, once again thrives. Now, however, the oranges drip a crimson juice that smells of copper to those daring



ARUSHI



TAEVARA



VERACI

(or foolish) enough to creep up the switchback road close enough to spy on the shuttered castle.

Allies & Adversaries

Baron Lucian Rau (LE male **vampire**) was thought to be dead when his ship caught fire in open water over a year ago. Rau has recently returned to his ancestral home. He remains locked away in his castle, entertaining no visitors. Dark rumors circulate about Rau's miraculous but ominous return.

Jonas Hager (CG male human **scout**) is a game hunter and fisher, and one of the few voices left in Revana who dares, albeit quietly, to explore the option of doing something about Razan's "situation." If convinced by some bold adventurers, Jonas joins forces to investigate Rau.

Kelvin Helmholtz (LG male dwarf **priest**) is a former holy warrior who long ago hung up his sword. He offers wisdom, spiritual peace, and material aid to those in need. In his three years on Razan, he has witnessed disturbing changes, and sticks it out amidst the slow exodus because people need *someone* to look to for spiritual succor. He could possibly be persuaded to break his old arms and armor out of his dusty old footlocker.

Locations

Revana. The only real city on the island, Revana once thrived as a busy port and waystation for merchants and diplomats. Now, it sits under a shroud of gloom and storm clouds, its once-bustling population now a scant fraction of what it was a year ago. The city sustains its own needs, but has nothing extra to trade or offer to the rest of Vodari—except to any bold souls tempted to solve the mystery of its recently-returned lord...

Poenari Castle. The small, dark-stoned castle sits perched on a storm-whipped bluff overlooking Revana like a massive gargoyle. Tight-lipped servants occasionally come down from the heights to bring supplies up to the castle, but refuse to linger or socialize in town. Inquiries about their reclusive lord are met with hostile glares. The castle has a secret entrance into the island's only mountain, leading to the labyrinthine crypts of the Rau family, and even more ancient tunnels beyond.

Zavros Adventures

Port Side Story

After years of fencing with each other for power and territory, it was inevitable that two people from rival syndicates formed some kind of bond. Lucida, a young Guttersnipe second-story girl, and Hawkins, the navigator for Captain Sylar's *Pig in a Dress*, have fallen in love. Their secret is out, and neither faction is happy. Both sides have forbidden the two to pursue this relationship… and we all know how well young people in love tend to listen.

Suddenly finding themselves on the run, Lucida and Hawkins approach the PCs with an offer of money if they can smuggle the star-crossed lovers out of Port Zavo and get them somewhere far beyond the reach of the syndicates. They must avoid both gangs' eyes on the streets for as long as they can, fight through pockets of pursuers, get to the docks, and get to the PCs' ship if they have one, or steal one if they don't.

The Lesser of Two Evils

After several decades of planning and action, the time has arrived for the devil Barayal, posing as the feeble old King of Zavros, to put into motion his plan to open a gateway to hell. The ground has been seeded with enough blood, there is enough fear in the air, and most of the correct rites have been performed thanks to the Ash Hands. A few years ago Barayal arrived in person to Port Zavo to oversee the final preparations to open the portal for his masters, but meets with resistance from his greatest rivals.

Zizroni (CE female **glabrezu**), the leader of the demonic benefactors behind the Blackstones, has become aware of Barayal's intentions. Sensing how close Barayal is to finishing his portal, Zizroni has called the Blackstones to action to avert the final ritual in Ebon Hill. Losing Vodari would be a significant defeat in the ageless war between demons and devils, with Zizroni being severely punished by her Abyssal masters.

The Blackstones enlist anyone they can to stop the Ash Hands, and approach the PCs with promises of rewards if they join the fight. If the Blackstones fail, the portal opens, and legions of minor devils pour out into Port Zavros, An apocalyptic scenario ensues. The PCs then have to close the portal and cut off the influx of hellspawn before it's too late.



ZAVROS



XOLENI



THE LEAGUE OF CAPTAINS

Blood Oranges

Baron Lucian Rau *did* die at sea—sort of. A vampire had stowed away in the hold of his ship, and had been feeding off of the crew during the voyage until Rau discovered it. Rau himself was bitten and infected, so he did the only thing he could think to do: he set fire to his own ship. The resulting explosion of the powder stores killed the vampire, but Rau was thrown from the ship and sank to the bottom of the sea, where he awakened to find himself turned.

After an arduous trek on foot across the seafloor, he has returned home with a constant thirst for blood and a rather surly disposition. Occasionally, a citizen of Revana goes missing, and although nobody wants to discuss it in the open, most of the remaining islanders have a common suspicion. They also have a common problem: no one will come to Razan to help them.

The longer this goes on, the more chance Rau has to create some "children" to keep him company (he's already made a few), and so the islanders disappear at an exponential rate, until the entire island is lost.

And if that happens, an entire clan of famished vampires will look elsewhere for future meals...

The Pirate Isles

The pirate isles are inhabited by a motley collection of criminals, freedom seekers, and monsters.

Capital: Sceptre
Population: 172,000 (40% human, 15% goblinoids, 10% dwarves, 10% halflings, 5% gnomes, 5% elves, 15% other)
Ruler: The Pirate Queen Esmeralda
Exports: Plunder comes in, black market goods ship out.
Major Languages: Common, Shantyspeak, and Goblin

This archipelago is made up of hundreds of islands, with countless inlets and caves that pirates hide in. It was this feature, and their close proximity to the trade routes of the Southern Nations, that made them an ideal place for pirates to establish hideouts and strongholds. While most of its people live in relative calm and peace, Vodari is a dangerous place. The southern seas are home to pirates and sea monsters, crime-filled ports, and raging storms.

When the war that kept the southern nations busy ended, Taevara looked south and declared war on all pirates, including chartered privateers. Bowing to pressure from Taevara and wanting to avoid a new war, the other nations ended or limited their use of privateers. This left thousands of privateers without work and labeled as pirates, to be hanged if caught. A former privateer named Esmeralda rallied them under the promise of establishing a pirate nation, free of colonial tyranny. The pirates declared war against the world.

Their unification was—predictably—short-lived, because pirates will be pirates. Shortly after seizing an archipelago of colonial islands in the south, this newly united brotherhood devolved to infighting. Esmeralda has survived multiple assassination attempts, and struggles to keep the pirates bound into a loose collective, lest they be taken apart by professional navies and they lose everything they've gained for themselves. Among her closest confidants, she privately refers to her position as the Queen Cat-herder.

Power Groups

League of Captains. In the Pirate Islands, the most powerful captains act as an informal government. This alliance formed recently to combat the Knights of Taevara and other threats to their way of life. The elected King or Queen leads for the entire archipelago for a five-year term.

The Emeralds. Esmeralda's own fleet of twenty ships, whose faction name is a thinly-veiled tribute to herself, flies a black flag with a blazing green emerald. Her ships are known to be comfortably appointed compared to most, and her captains enjoy lavish cabins due to the Emeralds' financial success over the years. Some say she's grown complacent in her success, but Esmeralda's people actually remain as sharp as ever.

The Four Aces. While this faction numbers only four ships, they are a powerful four. With each ship named after one ace of the card deck, the Aces are led by four of the craftiest, most ruthless and experienced captains in Vodari, each of which has assembled an expert, seasoned crew that includes powerful spellcasters and clerics. The Four Aces are currently at the top of the most wanted list for the Taevaran Navy. Each ship's flag is a dirty white, illustrated like its namesake card in either red or black, and flown vertically rather than the usual horizontal.

The Scales. This fleet of a dozen or so ships is crewed primarily by



dragonborn and members of the various amphibious people. Many of their crew can breathe underwater, making for lethal raiding parties and saboteurs. They fly a dark blue flag with a silver icon of counting-house scales, with gold coins on one side and bright scarlet blood dripping from the other.

The Black Guard. The largest of the major pirate factions, the 30-40 ships of the "Blaggards" fly a well-known black flag with what looks to be an eight-pointed white star at a distance, but is actually four crossed swords, of different designs favored by humans, elves, dwarves, and halflings. The Black Guard makes up for lack of quality by having superior quantity: the captains and recruiters make empty or misleading promises to tempt down-on-their-luck sailors into the fold, knowing there will be a fair amount of "turnover."

The Rum Runners. A favorite of bards and storytellers around Vodari, this eccentric pirate fleet of only seven ships is infamous for targeting ships carrying alcohol, especially rum. After a particularly good haul, they have been known to dock in random ports and share a few casks of their ill-gotten gains with the locals. They've earned the favor of commoners everywhere, for some day when they need to hide from the Taevaran Navy or rival pirates. They fly a very recognizable brown flag with a golden cup and crossed bottles, mocking the classic skull and crossbones.

Coral, Dagger & Reef

Population: 16,000

This group of islands is protected by a massive reef to the north. The seas surrounding the reef hold fish of every color of the rainbow, as well as the homeland of the voda. This barrier makes the islands a perfect hideout for pirates, who know how to navigate the treacherous waters full of reefs, sandbars, and rocks.

Port Dagger, the only place on the isle of Dagger that could be called a city, is a sprawling, smelly, messy cluster of crudely constructed buildings and roads, inhabited by thousands of cast-off, disaffected, and downright nasty humanoid pirates. The population is largely made up of minotaurs, goblins, and orcs, but there are a dozen or more other kinds mixed in as well. These pirates are the worst of the worst, refusing to live by the Code of the Sea, contributing more than any other group to the evil reputation of pirates in general. As they are still pirates, Queen Esmeralda grudgingly grants that they are allied with other pirates, although her body language tells anyone watching how she feels about that. And though officially allied with them, she does not control them. At least for the moment, they are disorganized and prone to in-fighting, so they're not the threat on the high seas that they could be. Still, a day may come when Esmeralda's hand is forced into dealing with these bloodthirsty villains.

Despite their sizes, the islands called Coral and Reef are sparsely populated by surface-dwelling people, due to the danger of the surrounding reefs. More experienced pirates may be able to navigate them on a calm day, but if you're not fleeing from a navy, it's too much work and risk for most people to want to live on either of these islands.

The one exception to this is the amphibious voda. Coral and Reef are rare sanctuaries for these peaceful people, a place they can come up to the surface for an extended time without needing to shapeshift into surface people to feel safe. Over the past several decades, they have built humble extensions of their spired underwater settlements on land around the edges of these two islands.

Allies & Adversaries

Suurta (LE male minotaur **buccaneer**) is the current leader of the chaotic rabble on Dagger, if anyone can claim leadership. He stands 7'6" and is 450 pounds of thick muscle and ebon horns, one of which he has pierced and adorned with gold rings. In battle, the foam-flecked, two-handed scimitar-wielding Suurta and his minotaur berserkers are a terrifying force to behold. He has been challenged for leadership in Port Dagger five times, and all five challengers now reside at the bottom of the sea, feeding the fish.

Karjak (CE male orc **buccaneer**) is more or less the main spokesperson for the orc contingent of Dagger. A most capable (and extremely dirty) fighter, a good sailor, and more intelligent than most of

his brethren, Karjak does what he can to keep his orcs wrangled into a semi-cohesive pirate force, and demands a larger share of captured booty for his efforts. He secretly hopes to find better accommodations than Port Dagger, and to not be in charge of a thousand rabid idiots.

Old Ogbog. The corpulent, heavily wrinkled, aging Ogbog (NE male **goblin**) runs Port Dagger, at least from a logistical standpoint. An engineer of decent but not stellar ability, the cantankerous old goblin calls the shots on building construction and repair around the port, including keeping the docks functional, and wisely redistributing the funds given to him by the pirate captains to keep their town running. He refuses to accept the title 'mayor', but...

Neres (NG female voda **tribal warrior**) is a young, innocent voda who spends much of her time on land, patrolling the small, hidden settlements on Coral, hoping to meet some outsiders someday. She yearns for adventure, but has been forbidden by her parents from leaving Coral and Reef. She occasionally swims to Reef to visit her elf friend, Valimai.

Valimai Velloren (N female elf **scout**) is a naduri elf who survived a shipwreck in a terrible storm and made it to the shores of Reef, where the voda helped her recover. Rather than seeking a way back to "civilization," Valimai preferred the solitude of Reef, and remains to this day, fifteen years after she washed up here. She interacts peacefully with the voda who visit her, and they lend each other a hand from time to time. From the cover of the woods, Valimai sizes up visitors to the island. She has a good heart, but no one is welcome to upset the idyllic balance she's forged with her voda friends.

Coral & Reef Adventures

A Three-Hour Tour

The PCs depart from somewhere in the Pirate Isles or Southern Nations with the intent to be out at sea for only a few hours. An unexpected squall knocks them off course and their hull gets shredded by reefs. Their ship ends up on a sandbar within sight of an island. The island is Reef, and as the storm clears, they find a handful of voda staring at them. The leader of the group is Neres, and the voda extend a curious hand of friendship. They are good-natured, not stupid, and assess the PCs before deciding how much help to give them, if any.

From the nearby cover of thick jungle, Valimai has her bow at the ready should the meeting sour. If the PCs end up in conflict with the voda, Valimai attacks them from cover with poison-tipped arrows and then escapes into the woods. If the PCs don't give chase, she'll return regularly to keep firing at them from the treeline. If the PCs do give chase, use the chase section of the DMG (starting on page 252), including the Wilderness Chase Complications Table. On this island, Valimai gains advantage on all chase rolls. The PCs most likely need to befriend both the voda and Valimai to repair their ship and get off of the island safely. Even if they befriend the NPCs, the island still offers any number of dangerous wildlife species, above or below the waves, to provide exciting conflict.

Fortana

The original idea for this island was submitted by Explorer Backer Jordan Edwards.

Population: 7,000

Named after the goddess of luck, this island is home to those willing to wager everything for a chance at the good life. The island is governed by whoever rises to the top, but their title can be challenged at any time by those in the rank beneath them. The governor changes on a nearly monthly basis, and reports only to the Pirate Queen.

Fortana is an island of whims and chaos, not developing any one particular identity, but changing from one mile to the next, like the physical manifestation of the mind of an imaginative child who has had too much sugar. Possibly a little rum. Neighborhoods spring up around a strong idea, and can evolve or totally change depending on those who live there. Sometimes that's just one strong personality who influences those around them.

"Law" is a seldom used word here, and most disputes are settled by challenge. Due to the island's namesake deity, the most common way to settle disputes that cannot be decided with words and logic is through a game of chance or skill. "Let Fortana decide," is the island's motto. The island has a unique currency called "challenge coins." These coins can be spent to issue a challenge to another citizen of the island for just about anything: your home, your ship, your magic sword, your livestock. The coins were put into place to temper the chaos. People collect coins for influence and power, because those with a pile of challenge coins are far less tempting targets to those with only a few challenges to their name. Those who move here and claim citizenship are given three coins to start.

Allies & Adversaries

Kirsch Keirai (LN male half-elf **priest**) is the most recognizable figure on Fortana. As governors and trendsetters come and go and the settlements shift, the silver-haired Kirsch (and his trademark, weather-worn, blue hooded robe) wanders the length and breadth of the island from dawn until midnight, sharing news around the island and helping to settle disputes. Many years ago, he somehow became an unofficial administrator of sorts, and the job just stuck. He also performs marriages, new birth blessings, and other ceremonial duties as the chief cleric of Fortana.

Jorm Trunchin (N male human **buccaneer**) is the current governor of Fortana, wresting the title from its previous owner through a dart-throwing challenge. Jorm's first order of business is to spread word of his position, making sure all of Fortana is updated on the change, and see what he can do with whatever time he has as its governor. He has no idea where to even begin—he just knows he wants to be in charge.

Zooey Belwethi (CG female half-elf **commoner**) is one of the biggest trendsetters on the island, an architect and designer of some renown. Her big personality and talent for engineering fantastically bizarre homes and shops make her a leader of the common folks' tastes and opinions, and thus a very wanted woman on the island by anyone who has the coin to afford her. Common knowledge on the island is that you don't lay down a challenge coin on Zooey Belwethi. Even if you win...you'll end up losing. Big.

Durban Flickwick (CN male halfling **pirate**) is the most recent ex-governor of Fortana, having lost a challenge to Jorm Trunchin. He's convinced Jorm cheated, but can't prove it—at least not yet. Flickwick now serves as a cook in one of Fortana's smaller taverns, an ignominious drop in status, to be sure. But the halfling has a secret stash of challenge coins, and he's laying the groundwork to use them to upset the entire island and put the cheating usurper back in his place.

Fortana Adventures

Fortana Favors the Bold

If the PCs want somewhere to call home together, building or buying an interesting headquarters, Fortana is a fun option due to its eccentricities. They could easily become one of the great influencing factions of the island, if not a governing body, if that interests them. If not, they could get involved in the recent ex-governor Durban Flickwick's plot to retake his position from Jorm Trunchin.

Ghost

This island is a launching point for the odd group of privateers, but has no permanent inhabitants. Most pirates believe the island to be haunted by ghosts. Some say that a pirate captain hid a massive treasure on this island, and made up the ghost stories to protect his booty. Whatever the truth is, there are countless stories of pirates who went searching for the treasure and never returned.

There are docks built in several places around the southwest coastline of the island. Pirates avoid the waters around the north and east coastline, and those who use the island as a staging area stay near the docks, rarely traveling further inland, especially to the misty hills that lie to the northeast. They exchange nervous glances and laughter whenever on Ghost, but they enjoy the privacy afforded by the island's spooky reputation.

Allies & Adversaries

Black Bruun (CN male cursed soul **corsair**) is the cursed, restless soul of Captain Black Bruun, a former leader of the Black Guard. He patrols the hilly northern part of the island, seeking eternal rest. Trapped on the island for fifty years, he betrayed his own crew for riches offered by a rival pirate gang. Now, his only path to redemption is to discover a similar betrayal and to kill the pirate (or pirates) who plan to betray their own crew.

Dougan (N male human **scout**) is a hermit who lives in the caves on the west side of the island, shipwrecked here years ago. Having been spared, but marked for torment, by the undead forces of the island, Dougan has lost his mind. There's no telling how he'll behave should anyone living encounter him.

Locations

Pitcairn Castle. Centuries ago, the wealthy, noble Pitcairn family established their ancestral home here. When Argus Pitcairn, a wizard of great skill, began dabbling in dark secrets with his magic, the area fell under a curse. The bloodline died out, except for one daughter who cut ties with her family and sailed away before it was too late. Today, the Pitcairn ruins are still inhabited by the **lich** who was once Argus Pitcairn, and the **helmed horror** he created, who was once the Captain of the Guard.

Cursed Graveyard. At the northern edge of the hills, there lies a centuries-old graveyard populated by the corpses of generations of Pitcairns, their retainers, and other families who lived on the island at the same time, long before it was renamed Ghost. Argus Pitcairn's wife, Amarine (LE female **mummy lord**), was buried with great care and unnatural ritual. If disturbed, she rises and commands a horde of **zombies**.

Ghost Adventures

The Haunting of Pitcairn Castle

The PCs land on Ghost island, most likely as part of a crew staging their next voyage on the southern docks when they're attacked by bloodthirsty pirates from Dagger. The PCs are heavily outnumbered by the pirates and a violent storm has blown in from the south. The PCs can choose to fight or run inland toward the supposedly haunted hills: "*Maybe* the hills are haunted, but the docks are *definitely* under attack and we'll die here."

The PCs, and any crewmates who escaped with them, have some time to explore the hills. They find the ruins of the ancient Pitcairn family settlement, including the large castle that long ago fell into partial ruin. It is still a complex, multi-floor labyrinth in which they can hide from both the Dagger raiders and the growing storm. After the characters explore and discover some hints as to the history of the castle and settlement, the Dagger goons reappear, having followed the survivors through the howling storm to the Pitcairn ruins.

At this point, undead of varying types emerge at a pace, quantity and danger level appropriate to the party (see suggestions in the Allies & Adversaries and Locations sections). One by one, the allied NPCs and Dagger antagonists fall prey to the voracious, restless dead, and the PCs must figure out how to survive the night. The castle holds clues to defeating the undead, or the PCs can run-and-gun, head to the docks, hijack a Dagger ship, and escape the island like a zombie apocalypse survival story.

Mirta & Morto

These twin islands are named after the divine siblings of life and death. The islands are cursed, or at least that's what the handful of pirates brave enough to use the islands as hideouts like people to think. These rumors are only half-true.

On Mirta, the land is fertile, and growth is healthy and overabundant. Anyone landing on these shores finds plenty of edible options on trees and in the ground, and wild game runs rampant. On Morto, there is plenty of wild growth, but the berries and fruits here cause anyone who eats them to become severely ill, even to a life-threatening degree if they eat too much. On Mirta, colors are vibrant and varied, and the air is alive with a hundred sounds of life and activity, whereas on Morto, colors seem muted, and the air is still as the grave and eerily quiet. It has a cloying taste, like the stale air of a subterranean tomb. Perceptive visitors might notice that their voices and other sounds don't seem to carry as far as they should, and there are no echoes.

Some pirates have small hideouts scattered around Mirta, difficult to find and easy to defend against other small forces. Many of them have their ill-gotten treasures squirreled away across Mirta. The island would be a juicy target, were it not for all the rumors that these pirates spread about the island being haunted. No pirates stay on Morto for long. No treasure is buried there, although the corpses of some unwary visitors can be found scattered around the actually-cursed island.

Allies & Adversaries

The Ghosts. This secretive pirate crew is different from others in that they attract as little attention and fame as possible. When raiding other ships, they fly false flags and claim the identities of more famous pirate crews. They have made Mirta their full-time home, rather than a temporary place to hide. They have also constructed traps and clever devices around the island to mimic the effects of haunting; eerie wind chimes that wail through the trees, phosphorescent mold on fishing line, hanging from boughs to look like will o' wisps, and the like. For more stubborn intruders on their turf, the Ghosts paint themselves in white creek mud and blood-red berry juice and play the role of hungry, restless dead.

The Leaching. Those who make an ill-advised extended stay on Morto find their food quickly spoiled, the water stagnant, and the air cloying. Regardless of how much or little people eat on Morto, their vitality ebbs the longer they stay, as if the island drains away their very life essence. PCs must make a DC 10 Constitution saving throw for every hour they remain on the island. On a failure, their maximum hit points decrease by 1d8. These hit points return at a rate of 1d4 hit points per hour once they leave the island.

...assuming they leave.

Mirta & Morto Adventures

Ghost Story

The PCs pick up some whispers about a certain sloppy pirate crew stashing their loot in secret caches around Mirta, despite rumors of its curse. When that crew gets into a vicious tavern brawl in Sceptre, with many getting killed or badly injured, the PCs find a messy map on a dead crewman. The PCs head to Mirta to find the treasure, but are blown off course by a sudden squall and beach themselves on a sandbar on Morto at night. Assuming their ship takes damage, they'll have to make repairs once the sun comes up. See "The Leaching" under the Allies & Adversaries section for the effects the PCs suffer.

Assuming they escape Morto and the Leaching and continue with their original plan, they find Mirta brimming with healthy sustenance to replace their spoiled food. Once they're well enough and follow the treasure map, they encounter wildlife as well as some other interesting obstacles. See "The Ghosts" under the Allies & Adversaries section.

The messy map the PCs are following doesn't lead to one of the Ghosts' caches, so it's possible something could be worked out between the groups, depending on how the PCs handle the Ghosts. Their top priority is anonymity and preserving the cursed reputation of the island. Earning their trust in the PCs' ability to keep their mouths shut isn't easy, but if the players can accomplish it, this crew could become an ally.



Sharkfin

Population: 2,100

This island is named after the large number of sharks that infest its waters. It is also home to a group of vicious buccaneers, the Threshers, headed by a group of weresharks. Those who brave the reefs and hungry residents below the waves find modest pirate settlements scattered throughout the island, with no one concentration that could be called a town. Pirates choosing retirement from active duty, from age, illness, or injury, often choose Sharkfin. Calmer and quieter than Sceptre, and far cheaper than Tabulu, it doesn't get many unwanted visitors. Fishing is the favorite pastime here, and the catches are excellent. Many a retired pirate struts around Sharkfin wearing sharkskin boots, hats, and vests, with necklaces and earrings of gleaming white shark teeth.

Allies & Adversaries

Robb Shaw (N male human **corsair**) was the leader of the Rum Runners before handing the reins to his prodigy, Fáolan Shae. Now he spends his golden years fishing, drinking from his comically large private stock of stolen rum, and occasionally popping over to Kazina to do a little gambling. He routinely entertains members of the Rum Runners who come by to say hello.

Mako (CN female **wereshark**) is a solitary figure on Sharkfin: a rare wereshark who has settled down to live in one place, an isolated little cove on the southern coast. She does a little trading with the other citizens of the island, but is largely self-sufficient, growing her own vegetables, hunting her own game, and fishing with a spear, bow, and nets, rather than using her hybrid or shark form. She is widely considered the most dangerous person on Sharkfin.

Sharkfin Adventures

Shark Attack

This is an easy set up for fans of *Jaws* and similar movies. The PCs are on a massive passenger ship bound for wherever in the southern waters. Buffeted by a storm, the vessel hits some reefs near Sharkfin. The ship starts taking on water, and some of the passengers' injuries spill blood in the waves. As the ship limps along, navigating the tricky reefs with painful slowness and make it to shore before going under, sharks slip in through the damaged hull. One by one, the crew and passengers fall victim to sharks as the ship fills more and more.

With an ever-increasing amount of blood in the water, the sharks get progressively bigger, and the flooding ship affords them more room to move around. To make things even worse, one of these silent shadows is a wereshark—an even bigger threat.

The PCs must combat the sharks and wereshark, possibly extending their time with emergency repairs, or just seeing how far they can get. Frightened passengers and crew grab all the lifeboats before the PCs can get one, but even if the PCs do get one, that doesn't mean they're safe yet. The larger sharks create plenty of deep-sea horror for longboats, as the PCs see them being attacked and either capsized or just bitten to kindling by the frenzying monsters. The PCs' longboat is capsized within sight of shore, making the last chapter a blood-chilling, frantic swim-and-fight-for-your-lives race to shore with the last surviving NPCs from the ship.

Skull Island

City: 45,000

Most of this island is full of rocky hills and mountains, but the southern coast boasts plenty of sandy beaches and jungles. Skull Island is the location of Sceptre, the largest city in the Pirate Isles and home of Pirate Queen Esmeralda. The city can be a brutal and violent place, but also a jolly, frolicking tableau where pirates come for its many taverns, brothels and gambling houses. The city is also the best place to find rival captains to team up with for major raids in the Sea of Fortunes. The main port in Sceptre is lousy with hidden cannon emplacements and other naval traps that can be triggered by lookouts, should unwanted company come calling.

Allies & Adversaries

Pirate Queen Esmeralda (LN female human **sea captain**) is a charismatic woman in her thirties with skin tanned to a rich caramel, a long mane of raven-black hair, and piercing dark brown eyes. Her presence on the deck of a ship is daunting and inspiring all at once, but she also shares some drinks and stories with even her lowest deck swabs at a tavern, earning a high level of loyalty among her people. She has always envisioned her own death by rapier, pistol, or sinking into the deep blue, and suspects her time draws near. When it comes, she'll welcome it with an enchanting smirk and a wink.



PIRATE QUEEN ESMERALDA

The Ace of Hearts, or Captain Dina Morgannis (CG female human **scoundrel**), is the most widely beloved of the Four Aces, with friends and lovers in almost every major and minor port, ready to assist her and her crew at a moment's notice. Charming, gorgeous, and genuinely good-natured, she's the spokesperson for the Four Aces when interacting with the League of Captains.

The Ace of Clubs, or Captain Kort Klaveren (CN male halfling **sea captain**), is the most elusive and mysterious of the Four Aces. His crew knows more secret hiding places among the southern waters than almost anyone, and his ship's dramatic naval maneuvers border on suicidal insanity at times, yet they always escape and live to fight another day. Despite his size, he's also notorious for being able to drink half his weight in ale.

The Ace of Diamonds, or Captain Helei Kahea (N non-binary half-elf **corsair**), has earned a well-deserved reputation as a big-game hunter on the high seas. Their ship is the fastest of the Four Aces, and they have an extensive network of contacts that puts them on the trail of the most lucrative targets. They are rarely seen without a trademark overabundance of pirated expensive jewelry.

The Ace of Spades, or Captain Berdar Pangeran (CE male half-orc **assassin**), and his crew of mostly humans and orcs are the coldest, most lethal of the Four Aces. They don't parlay, and they give no quarter unless they find a high-profile prize worth a king's ransom. Captain Pangeran is a pirate that most other pirates give a wide berth even in the heart of Sceptre, given his total lack of hesitation to draw a pistol or blade over even the most minor of transgressions.

Ssixipita Sha'an (N male dragonborn **sea captain**) is the leader of the Scales. He's a strong tactical presence on the water, notorious for pulling off elaborate raids with complex coordination, on land and at sea. He is a stern and demanding captain, but fair; his discipline, and that of his crew, rivals the Taevaran Navy. While the Scales are hardly above guile and deception to pull off jobs, "Cap'n Six" is known as a straight shooter among his peers.

Captain Black Belixa Dolunae (CN female tiefling **stormcloak**) is the current head of the Black Guard, whose leader always adds the word "Black" to their name, as part of the faction's tradition. She upholds the Black Guard's usual modus operandi of fast-and-loose recruitment and heavy turnover, but her own crew has been with her for some time, and her massive, black-painted gunship, *Abyss*, is one of the deadliest, most feared ships anywhere in Vodari. It's deceptively fast, despite running heavy with two rows of cannons, and bears a fearsome trademark—a **mimic figurehead** (see Figurehead Upgrades on page 179 in Chapter VI) that bites into any ship's hull that it connects with.

Fáolan Shae (CG male half-human, half-fey **corsair**), the good-humored, hard-drinking captain of the Rum Runners, is said to be one of the luckiest bastards in all the seas. His improbable escapades are the stuff of legend, such that some of his crew find the tales of their adventures hard to believe, even when they were there. His true heritage as part fey is a secret shared by only Fáolan himself and his estranged twin brother, Murron, who he has not seen in five years. Shae is almost universally liked among the noteworthy pirate factions. The scuttlebutt around Sceptre is that, whether something happens to Queen Esmeralda, or she just serves out her five-year appointment, Shae is the favorite to become the next Pirate King of Vodari.

Mare Lanmè (CE female **sea hag**), also known among pirates as the Old Cobra, appears as an elderly, hunched, and rail-thin woman. She dresses in swathed layers of ragged scarves and cloaks, living at the edge of the jungle, but still accessible (just barely) to pirates from Sceptre seeking supernatural favors and guidance… if they're prepared to pay whatever eccentric prices the witch demands for her services. This slithering, sinister shadow gives even the most stalwart of sea dogs the shivers. Her two sisters (**sea hags**) are never far away, and form a coven with Mare.

Locations

1. The Crow's Nest. This ridiculous, leaning, ramshackle, five-story monstrosity built up against the side of a small mountain is not only the largest and most popular tavern in Sceptre, but the seat of power for the League of Captains. They reserve the entire top floor for official business whenever they convene. Even sober patrons find themselves slipping and stumbling off-kilter around the slanting floors and uneven walls.

2. The Coral Crown. One of the oldest buildings on Sceptre, the Coral Crown is essentially a pirate emporium. This small castle, the former home of some long-forgotten noble family, has been transformed into the center of commerce between pirate factions and the full-time residents of the island. Hundreds of semi-permanent stalls fill the grand chambers and halls. Open at all hours, you can find everything from fresh food and strong drink to clothing, weapons, replacement ship parts, forged documents, spell components, magic items, and so much more.

3. The Yard. Further down the coast from the port lies the main shipyard for the repair and construction of ships, for any pirate with the coin to afford it. For those who can't, several smaller outfits operate around Skull Island for less coin, but without the equipment or



high quality of this location. A one-eyed dwarf named Hammerhands (N male dwarf **veteran**) runs the place. He's been known to pound finger-length iron nails into hull planks with his fists if he's in a foul mood.

4. The Old Cobra's Lair. This twisted part of the jungle is home to the witch, Mare Lanmè. Nobody comes here without good reason. Some do not return. The way to her secluded hut is not public knowledge, but can be found out through investigation in Sceptre for those determined to seek an audience. It is fraught with swampy pitfalls and venomous jungle creatures.

5. Cannon Emplacements. These gun clusters are the primary defense of Sceptre against encroaching navies and pirate hunters. With high elevations and swiveling mounts, these cannons have a wide and deep range, not to mention dozens of sniper nooks and zip lines for lookouts to get down to ground level and give details to Sceptre's full-time militia. Each emplacement has a large brass bell for lookouts to ring to alert the city of impending danger.

6. Esmeralda's Keep. This stone tower, built a century ago, was recently taken over by the Pirate Queen Esmeralda and expanded, making for a lavish yet well-fortified and heavily-guarded domicile.

7. The Crooked Swordfish. The most popular gambling house in Sceptre, the 'Fish hires retired pirate captains as their pit bosses to monitor cheating on the premises. Their enforcers are renowned for inflicting significant amounts of pain without causing permanent bodily damage. The 'Fish has not only the usual tables for card and dice games, but state-of-the-art clockwork gambling machines made by Xolenian gnome artificers. That puts them head and shoulders above their competitor gambling houses in Sceptre.

Tabulu

Population: 26,000

Tabulu is known for the gambling houses of Kazina, where the richest people from the Southern Nations come to play. Just the name Kazina conjures visions of glamor and luxury. This cliffside city has been a playground for the see-and-be-seen crowd for over a hundred years. The small city is full of white sand beaches, exotic gardens, luxury resorts, gleaming casinos, ritzy nightclubs, and anything else the wealthy desire. Most visitors don pirate inspired outfits made of the finest silk while in Kazina. Tabulu is part of the Pirate Isles, but Governor Arcos Zendar is allowed to administer the island with relative independence from Pirate Queen Esmeralda.

Allies & Adversaries

Governor Arcos Zendar (LE male human **noble**) runs a tight ship on Tabulu, so that they remain free from scrutiny by the League. As long as the machine runs smoothly and the League sees its healthy share of coin rolling in, everybody's happy. Cheating in his gambling



GOVERNOR
ARCOS ZENDAR

houses is sternly and creatively punished, as is any sort of vandalism or mistreatment of employees of the island's government. Governor Zendar has to deal with a lot of high profile personalities, but he has the backing of the Brethren to do what he deems necessary to any offender, regardless of their social station, level of influence or powerful connections. Even wilder young aristocrats know to watch themselves on Tabulu.

Montgomery "Monty" Pygo. (CG male halfling **scoundrel**) is a permanent resident of Tabulu, a mainstay at all the biggest gambling houses. The only reason he hasn't been barred from all of them is that the amount he wins from the house is more than offset by the rich socialites he brings in for those establishments as part of an ongoing agreement. One of the most adept gamblers in Vodari, Monty loves to befriend young aristocrats with more platinum krakens than sense.

The Countess (N female elf **mage**) is a mysterious woman who runs the most popular and lucrative establishment in Tabulu, the exclusive Gilded Cage. It's a combination of gambling parlor and nightclub. Her true identity and history are unknown, as she always appears with a mask and elaborate configurations of scarves or fancy headdresses that obscure her from the neck up. It is commonly known on the island that she is a very bad person to cross.

Tabulu Adventures

The Governor's Regatta

This popular annual race around Kazina Bay takes ships around a port filled with razor-sharp reefs, strong currents, cheating rival **sea captains**, and a **dragon turtle** lured in by the promise of treasure. The city is filled to the brim with fans, gamblers, and crews. See the Rival Ships & Captains table to provide a group of ships and captains for the regatta.

The PCs can participate in the race by entering their own ship, or crewing one of the many ships already in the race. Any year's race could be anything from a free-for-all death race to a moderately fair race where the best crew wins.

Governor Zendar or a rival captain might be inclined to intimidate or bribe the PCs to throw the race as a leadup to the event. The race should involve a series of skill challenges, combat encounters, and hazards that involve all the PCs. As the race nears its end, only a select few ships should remain in an all-out sprint for the finish.

If the PCs are less daring, they can experience the race as spectators by wagering on the outcome (see "Gambling" on page 199 in Chapter VIII).

Rival Ships & Captains

d10	Ships	Captain
1	*Sea Hawk*	Aida Rantala
2	*Stormrunner*	Oskari Grada
3	*Wave Wraith*	Elena Pozo
4	*Banshee*	Daresso Dal'Varek
5	*Black Dog*	Ishmail Durante
6	*Timblewaver*	Menny Timbers
7	*Skullduggery*	Selena Secada
8	*Devil of the Sea*	Masquerade
9	*The Lucky One*	Kai Air-Runner
10	*Swiftrunner*	Olin Balderk

Kazina Royale

If the PCs are rolling in loot and fancy a night of gambling and carousing in a high-life setting, Kazina is the place for them (see "Gambling" on page 199 in Chapter VIII). There are plenty of stories to tell on Tabulu, and here are just a few to get started:

- The PCs have made dangerous enemies at the card tables: those who lost a lot of money or were embarrassed by the PCs in front of their rich and famous peers.
- One of the PCs is caught cheating, or the party has such a run of luck that their newfound riches attract the attention of Governor Zendar or one of the local criminal gangs.
- If the PCs have the skills and ambition (or foolishness) for it, they can plan a heist to rob one of the gambling houses, whose security rivals a Knott & Timbers bank branch.



The Colonies

The southern nations sailed to the southeast and discovered the Colonies.

To the west, east, and south, the southern nations sailed the high seas and discovered new lands. The most promising of these were in the southeast. These island chains are known as the Colonies, as they have been steadily colonized by the southern nations over the last seventy years. Each has its own identity based on who settled there, and why. The majority of the colonies have been in disarray since the wars, with most in some form of open revolt, under martial law, or abandoned to face raiders and monsters alone.

Faraway Chain

Capital: Sandport
Population: 36,000 (50% humans, 25% dwarves, 10% halflings, 5% gnomes, 5% elves, 5% other)
Ruler: Governor Andri Tarso
Exports: Glassware, meat, produce, grain, tea, timber
Major Languages: Common and Dwarven

Far from the populated islands to the west, the Chain is known for its sandy white shores. The islands are found at a trade crossroads between the Marradi Archipelago and the southern nations. The islands were colonized by Veraci merchant houses to capitalize on their important location on eastern trade routes and ideal climate for plantations.

Faraway is the main island in this chain, and the town of Sandport is an important trade hub. Artisanal glasswares and stained glass windows from Sandport are all the rage among the nobility and the wealthy. The other four largest islands in the chain are named after the most powerful Veraci merchant houses. The island chain is generally well-administered, rife with colonists who are happy to get rich by keeping strong ties to Veraci and its powerful merchant houses.

In addition to glassblowing, the Faraway Chain is known for one other unique export: a delicious fruit called the dragon pear, which only grows here.

Allies & Adversaries

Governor Andri Tarso (LN male human **noble**) was born in Sandport to a well-connected family on good terms with all of the merchant houses. Like his mother before him, Tarso was appointed governor. He runs the colony well, turning ruthless when the concerns of a merchant house are threatened.

Princess Jera Ghislaine (LG female human **noble**) is a refugee from Zavros who has reinvented herself in Sandport under the new identity of Olivia Green. Aside from her own secret, she carries with her not one, but two other incredible secrets regarding true identities. See the "Glass House" in Faraway Adventures for more details.

Gallamaius "Glass" Iss'Ssaria (LG male **adult bronze dragon**) lived on Faraway Island for centuries before it was given that name by humanoids. Once Sandport built up to a large enough point, he slipped in under a human guise and took up work as a glassblower, fascinated with the art. Recently, he has become smitten with Jera Ghislaine. See the "Glass House" in Faraway Adventures for more details.

Throussa (CN male half-orc **ranger**) is a bounty hunter scouring the colonies in search of the refugee Princess Jera from Zavros. The reward for her return is very large, and Throussa is cunning, highly skilled, and relentless.

Locations

Avenue of Glass. They didn't dig deep for the name of this area of the city, but it gets the message across. This section of Sandport hosts most of the glassblowing artisans and their suppliers, and has a very distinctive smell in the air from all of the glass blowing.

The Breakers. North of Sandport, along the coast, there lies a stretch of the island where steep mountainsides slide directly into the sea. The waves break violently here at all hours of the day and night, making the passage extremely dangerous for anyone exploring on



BLOWN GLASS DRAGON

foot. Signs are posted, forbidding travelers from proceeding, but every year, a few foolish souls die as a result of bravado and dares. Beyond the Breakers, up in the mountainside, there is a series of deep caves. Within these caves hides the home of a very important creature. See the Allies & Adversaries section for more details.

The Fishbowl. In the busiest, richest part of Sandport sits the most popular eating and drinking establishment, and the city's top tourist attraction. The Fishbowl's walls curve outward, and are largely composed of thick, beautifully colored and patterned glass made by the most skilled craftspeople on the island. Patrons eating and drinking inside the tavern get the feeling that they are fish inside a glass bowl, passersby gawking at them on all sides.

Faraway Adventures

Glass House

A surviving niece of the King of Zavros, Princess Jera Ghislaine, fled her homeland a year ago, after uncovering a dangerous secret. She knows of the devil Barayal's takeover of her uncle's identity, but didn't know what to do with that information. She fled and kept silent about her secret, taking one loyal man-at-arms with her to Sandport and adopting false identities. At first, their fresh start seemed successful.

Now, however, the princess hasn't been seen for three weeks. Her protector, deathly ill and bedridden, urged his nurse to seek out able-bodied people in Sandport to find her. He worries someone from Zavros recognized and kidnapped her back to their former home, but it could be anything.

The truth is that Jera has become enchanted with a glassblower on the edge of town, spending increasing amounts of time with him. Recently, he confessed a staggering secret to her: he's a bronze dragon in disguise, living among the humanoids for companionship.

With her old man-at-arms on his deathbed, the idea of living full-time with the dragon, who she calls "Glass," has taken hold of her. She's spent the last three weeks in his lair to see how it goes, and she feels safe and content. The PCs are faced with a moral dilemma: should they rescue the princess from the dragon, when the dragon is good to her and she's happy with him? What do they tell the man-at-arms and his nurse? And what happens with the not one but *two* important secrets she carries?

Secret Sunken Sanctum

The PCs are hired by Nula Ramondi (LN female human **noble**) of the Wanderers Guild to go after a lost expedition into the untamed side of Faraway. The expedition's goal was to map the lands west of the mountains and investigate reports of giant lizards most academics believe to be extinct, called dinosaurs. The PCs follow the team's trail for a day, finding out firsthand that the reports are true, as they are hunted by these terrible lizards. The trail continues to a massive opening in the ground that drops two hundred feet into sapphire-blue water. If they can descend down the sides (or somehow survive a jump of that distance), they find themselves in a vast cavern that branches off in several directions. They find some of the exploration team's equipment here, but no sign of any of them, nor does anyone respond to shouted calls.

The cave network links to a massive cavern with a gargantuan, ancient ziggurat covered in growth and rubble. The steps of the ziggurat lead to multiple platforms with doors into the interior. The fate of the exploration team is up to the GM, as is who or what might lie within the subterranean sanctum.

As far as the temple's origins, this hook can kick off a much larger campaign involving other sites of the Ancients. For more details, read up on the Lighthouse of Kolga (Nordaa), the ruins of Zeth'Kur, and the remote isle of Kraken.

Liberty Chain

Capital: Kaba
Population: 47,000 (60% humans, 10% dwarves, 10% halflings, 10% gnomes, 5% elves, 5% other)
Ruler: Liberty Council
Exports: Meat, produce, grain, coffee, timber, ore
Major Languages: Common

This chain of islands was settled mainly by Taevaran and Arushi expatriates. During the wars, these islands saw their share of conflict as the southern nations fought for control of them. Today, the islands that make up this chain vary in loyalty to their colonizers, from steadfast patriotism to declared independence.

Liberty

The namesake island of this chain fought to break away from tyranny while Taevara was distracted by one of its many wars. The port city of Kaba on the island of Liberty is popular with privateers, smugglers, or anyone looking to keep out of the gaze of Taevara. This is no lawless pirate isle like Skull Island, though. Liberty is a burgeoning democracy, with its citizens electing a Liberty Council once every five years. The elected council officials then choose one of their number to be the Council Speaker, who is the public figurehead to announce decrees and the like. This island is full of Taevaran spies and operatives, and it is only a matter of time before Taevara attempts an assassination and coup.

Allies & Adversaries

General Shogren Ward (LG male human **veteran**) is a former Taevaran officer who defected with a thousand of his own loyal soldiers and became one of the leading figures during Liberty's fight for independence. His heroism during the conflict made him very popular among the people of the chain. Despite his lack of any political ambition, or perhaps because of it, he was elected to the first Liberty Council. He took a grievous leg wound in the Liberty wars and now wears a mechanical brace from mid-thigh to mid-shin.

Dimble Fiddlefen (CG male gnome **mage**) is a close, long-time friend of General Ward. Though eccentric and outspoken, Fiddlefen is a brilliant mage, alchemist, strategist, philosopher, and writer. His unorthodox mind was a key factor in Liberty's victory over a foe that in every measurable way should have been superior. He was also elected to the first Liberty Council, although sometimes he drinks too much and misses important meetings. Now that the conflict is over, Fiddlefen finds that he kind of misses the excitement of life-threatening battle.

Thiala Jellenar (LN female half-elf **noble**) is a captivating orator, an astute lawmaker, and a masterful diplomat. In addition to being elected to the first Liberty Council, she was named Council Speaker for this term. Jellenar headed up the team that crafted Liberty's founding set of laws and constantly refines them and their fledgling system of government.

Locations

The Hall of Liberty. A symbol of freedom from tyranny, this building's iconic profile is often used in acts of protest in other Vodari nations that are unhappy with their rulers, usually painted on govern-

ment building walls in white or blue along with messages of freedom.

Fire Coast. A long section of the northwestern coast of the island is dotted with dozens of small outposts. Each outpost bristles with enough cannons to shatter the nose of an invading navy from any of the "mother nations," meaning Taevara, Arushi, and Veraci. This heavily armed and monitored section of the island makes any hostile approach extremely difficult, forcing invading ships to go far out of their way to circle around if they want to attack.

The Podium. A large, sturdy, two-story tavern in Kaba, overlooking the harbor. The Podium has become famous for hosting grand speeches from the brave founders who stood up to Taevara and other great orators. It has become a hybrid tavern and political center. It hosts events like meetings between the heads of state from the Liberty Chain islands and diplomats from around Vodari.

Aru

Aru, the second largest island in the chain, is a loyal Arushi colony, but strongly allied with Liberty. The mountainous island is full of coffee plantations run by wealthy Arushians and the poor colonists under their thumb. As the island becomes more settled, a clear picture of wealth and class disparity is developing. The rich live in luxury, content to be served by their indentured servants or free citizens of the island who struggle to make ends meet comfortably. Many wealthy tourists also come to the picturesque island to take in the unspoiled nature, which has given rise to a trend of bandits lying in wait along known tourism paths.

In the low mountains of Aru's northwest region, a colony of dwarven outcasts has dug in. They're still in the early phases of establishing a basic tunnel network around a giant cavern they've chosen as the starting space of their new city.

Ethri

This island is where Arushi spent the last decade or so dumping "criminals:" more undesirable rebels and beggars, not hardened criminals. Ethri is the opposite of Aru, in that they are very anti-crown. In fact, they fund a group of rebels in Meri. It is still a colony of Arushi in name, but a series of overbearing governors have met untimely deaths, and the current one is doing a good job keeping a very light touch on the island. Ironically, Ethri is now a place where some of the most wanted rebels from Arushi escape to, where once they would have been exiled here against their will.

Ethri's economy thrives thanks to their discovery and cultivation of an indigenous plant species that, when properly processed, can be smoked in a pipe, boiled in tea, or included in culinary recipes to induce a euphoric high. This plant, called the *jaja bush*, is gaining notoriety across Vodari, and sees heavy use in certain locations. Many pirate crews come to the island to harvest their own hauls of *jaja*, but so far no one has replicated the processing secrets.

Nanti

This island is a forgotten, rocky colony of Zavros. When the coffers of the parent nation were drained by years of war, Nanti was abandoned due to its low agricultural potential, lack of suitable timber, and no mines. They just weren't seeing enough of a return on their investment in a time when Zavros urgently needed more income. Now, Nanti's sparse population is largely made up of those on the fringes of society looking to carve out some peace and quiet, away from any semblance of government.

Prosperi

This aptly-named island has bountiful timber and veins of gold and silver. For this reason, it was the most fought-over island during the Liberty Wars, held at different times by Morndirn, Arushi, and Taevara. It is currently held by Taevara under martial law and governed by the navy, although their grasp is tenuous. To further complicate matters, Xolen secretly plans to enter the competition, as their demand for natural resources grows ever greater.



THIALA JELLENAR

Tempest

This island earned its name when a group of Xolenian explorers washed up on its shore in a storm. The scientifically-minded castaways lost almost everything, but used their knowledge to survive. Today, Tempest is Xolen's only colony in the Liberty Chain, primarily a mining and logging colony. Unlike the other islands in the Liberty Chain, most of Tempest has been cleared of jungle, pushing the remaining deadly predators' hunting territory into the encroaching settlements. Xolen is secretly building up forces in a few of the more hidden mining and lumber camps, in preparation of invading nearby Prosperi to wrest it out of Taevara's hands.

Tero

Founded by the Order of the Sun, this island is a commune full of priests and acolytes dedicated to Tero. They are self-sufficient, but export exquisite books. They were left alone during the wars, and the



island even served as a meeting place for peace treaty talks between Arushi and Taevara at the end of the Liberty Wars.

Recently, a mysterious temple was discovered in the deepest jungle. An expedition from Liberty was commissioned to explore the ruins in detail. The only surviving explorer from the group was found at the edge of the jungle, terrified and babbling about shadows coming alive. High Priestess Nadina Ilios (NG female human **priest**) believes the temple harbors a great malevolent presence, and has forbidden further expeditions until a proper team of specialists can clear the evil.

Liberty Chain Adventures

A Mountain of Problems

While visiting the city of Palmshadow, the PCs are approached by a couple of bedraggled, frightened peasants. They work at one of the larger coffee plantations up in the mountains, and describe the ever-worsening conditions to the PCs, appealing to their empathy. Several wealthy plantation owners are driving their indentured servants harder and harder, and living conditions and wages are very poor. *They're essentially slaves*, although no one dares use that word in "polite" company, and many are regularly beaten by the mean-spirited, greedy owners. The two workers who approach the PCs just watched their father die of his wounds after one such beating, and they're risking their lives just by talking to the PCs about this. Scurrying away to return to their plantation before they're missed, they entreat the PCs to help them, and all of the other abused plantation workers.

Two if by Sea

Taevara, having a slow couple of months chasing down pirates, turns their attention to reclaiming the colony of Liberty. Advance word has come to Liberty, and they approach the PCs to defend the colony against the impending invasion, possibly tasking them with recruiting more forces for their side. If properly motivated and courted, the pirate crews currently in Kaba can be convinced to pitch in, as they are at constant war with the Taevaran navy. This leads to a large-scale, exciting naval battle, and an opportunity to include notable NPCs from the Pirate Isles and Taevara.

Tempest in a Teacup

On Tempest, the PCs somehow discover Xoleni's plan to invade Prosperi and take it from Taevara for its abundant natural resources. Xolenian forces muster in four different out-of-the-way mining and lumber camps to keep hidden from prying eyes. Depending on the PCs' alliances, they might side with Xolen or Taevara, or rush to Prosperi and warn the citizens there to get to safety and let the two navies fight it out. To complicate matters, Morndirn could easily come into the mix as well, as they already planned to launch their own effort to reclaim the island.

Vulcani

Capital: Inferno
Population: 5,000 (80% dwarves, 10% gnomes, 9% other, <1% giants)
Rulers: Governor Bentley Jeter Prescott and King Murzavo
Exports: Precious metals and gems, ore, obsidian
Major Languages: Dwarvish, Gnomish, and Common

Xolen established the aptly-named mining colony of Inferno to capitalize on valuable minerals and metals found in the base of Mount Foti, a very active volcano. Here, the mortal world and the elemental plane of fire often overlap. Inferno has very strong defenses in place to keep away the native fire giants, who take offense to the colonization of their home island. Despite this, they find themselves regularly under siege, and must bring in fresh reinforcements monthly. It's a very high-paying post, given the gruesome mortality rate. Even living in Inferno has its risks, with ash and cinders falling frequently. They construct buildings with stone walls and metal roofs pitched at steep angles.

Weather on and around Vulcani is mercurial due to the volcano. Depending on its level of activity, the temperature fluctuates so much that the temperature can rise or fall 30 degrees Fahrenheit in a matter of hours. One side of the island can be sunny and mild, while the other is shrouded in cloud cover and chilly. The surrounding region sees the spawning of cyclone and anticyclone winds that change rapidly, making sea travel around Vulcani a precarious roll of the dice—even more than sea travel normally is.

Allies & Adversaries

King Murazvo (LE male **fire giant**) is the king of the fire giants on Vulcani. While vastly outnumbered by colonists, Murazvo wages an effective war, limiting the expansion of Inferno's mines. Murazvo seeks to subjugate or expel the colonists before their numbers finally overwhelm the giants.

Trunden Flamesunder (LN male dwarf **noble**) is the senior Mining Guild officer in Inferno. He is responsible for both the mining operation and defense against incursions from the fire giants. Trunden is eager to hire anyone capable of helping with his fire giant problem.

Governor Bentley Jeter Prescott (LE male human **cult fanatic**) is popular with the locals and welcomes visitors personally. While Prescott officially runs the island, he is happy to seem powerless and let Trunden Flamesunder believe himself to be in control. Prescott is also the secret leader of the Chosen of Volkan and uses his position to fulfill his cult's ultimate goals.

Nari Caldera (LG female human **commoner**) is a geologist from the University of Xoleni, and specializes in volcanology. She believes that the main volcano on the island is becoming more active, but the governor ignores her warnings.

Locations

Mining Guild Hall. This is the largest building in town and the only structure that survived a devastating fire that once razed all of Inferno. The Guild Hall is the center of business for this mining colony.

The Flaming Cinder. This inn is popular with both visitors and locals. Its spicy recipes mask the taste of ash that finds its way into everything.



Volkan's Altar. The Chosen of Volkan have a secret gathering place that can be found through a network of old, dormant lava tubes, leading to a large cavern created by a massive lava bubble ages ago. Over the decades, the cult carved bas reliefs on the walls and shaped altar out of the natural formations. Here they gather to lay their plans for Vodari.

Emberforge. This fortress is built inside of Mount Foti. It protects the living quarters and massive forges of the fire giants. Emberforge is in the middle of what the colonists call the "Redlands," the off-limits area of the island known to be fire giant territory.

Vulcani Adventures

A Hotbed of Conflict

The Inferno chapter of the Mining Guild has put out the call for experienced fighters to fend off fire giant attacks. The guild pays *extremely* well, because the threat level is very high. Extra compensation is offered for anyone who can help them engineer better permanent defenses against the fire giants. This adventure should involve the PCs spending at least some of the time crossed over into the elemental plane of fire.

I Lava Good Apocalypse Story

On the other side of the island from Inferno, the cult of Volkan seeks to reawaken the sleeping giant. They believe Volkan himself literally slumbers in the depths of the molten cauldron, and they work to find a way to bring him out of his torpor to cause another cataclysmic blast to finish the work that Vesi's Rage never did—scouring Vodari of all the soul-poisoned humanoid species that ruined the work of the Gods, so they may start anew. Their efforts have so far included magical rites, humanoid sacrifices, and alchemical experiments. To their credit, recent months have seen a slow but steady uptick in volcanic and seismic activity around the island...

The Forest Realm

The misty forest-covered islands of the west are home to the elves and forest gnomes.

Long ago, the elves left the great sea to walk on land and live in the forests. For millennia they lived in relative peace, deep in the western forests, far from conquest of the dragonborn and kingdom-building of the dwarves. Then the elven civilization split during the Túraterhat, or the Great Parting. This resulted in the naduri choosing a traditional elven way of life, the silvari moving north to create a new society, and the banishment of the lunori to dwell in darkness.

The Godwar and its aftermath took the lives of many elves. In the following centuries, the elves were happy to remain an isolated people, letting the outside world continue without them. Over the last century, they have been forced to rejoin the world, even going to war against their neighbors.

The Shadowlands

The Shadowlands are nearly devoid of light and color, overlapping the material plane as a shadowy reflection. This plane shares similar landmarks to Vodari, but also has major divergences: forests full of green become dark and twisted, and living creatures are replaced with monsters of shadow and undeath. In scattered locations around Vodari, the veil between these planes is thin enough to create portals between the worlds. These crossings tend to be found in areas of darkness and death.

Arachni

Capital: Oro
Population: 42,000 (99% elves, 1% other)
Ruler: Anneke
Exports: Spies, poison
Major Languages: Elvish

Long ago, the lunori were cast out to live in darkness for betraying their elven cousins during the Túraterhat. Arachni, the northernmost of the elven isles, is their home, and they make the other elven people look like galavanting socialites. The lunori generally discourage visitors to their homeland, although they make the rare exception for the right reasons.

Arachni still retains the effects of the Túraterhat, imposed on them long ago. It's known by many names: "the Night Zone" by the southern islands, "the Shadow Veil" by the north, "the Spider's Darkness" by the elves to the south, it is a vague, invisible hemisphere that surrounds the entire island. This barrier is invisible from the outside, but unmistakable once you pass through it. Any time of day immediately turns to night. The sun never shines on Arachni. Once inside the barrier, even at the peak of midday, the sky above shows the moon in the sun's position. The air within the barrier is eerily still, both on water and land.

On the island, dark forests that grow under moonlight cover the north half of the island. The forests are blanketed in massive spider webs whose strands can be as thick as fingers. Aside from the lunori, the dominant life forms on Arachni are the giant spiders, with whom these elves have developed a harmonious coexistence. The elves give gifts to the spiders, treating them with reverence. In return, the spiders allow the lunori to ride them if they need faster transport, and act as a cavalry force to repel those foolish enough to try to invade their island.

Arachni employs an extensive spy network, made up primarily of highly skilled illusionists trained in the arts of subterfuge and assimilation, bringing back regular updates so that Arachni's preference for isolation doesn't keep them entirely ignorant of current affairs.

Allies & Adversaries

Anneke (LN female elf **noble**) is the deviously clever ruler of Arachni, and will remain so until someone has the skill and the desire to take her down. At the moment, there are no challengers.

Drouan (CN male elf **mage**) is the head of the Lunori's spy network, a skilled illusionist, and social manipulator. He is currently home on Arachni, training the next class of spies and assassins to send out into the world.

Trixani (NE female elf **assassin**) is the top assassin in Arachni's spy network, and enjoys taking the lives of her targets. She is sent out into Vodari to handle the most important kills when the need arises.

Leilani (LN female elf **druid**) is the high priestess of Arachni and a powerful druid. She shares a psychic bond with the giant spiders of the island, and can mobilize them as a coordinated army if anyone dares to invade their shores.

Locations

Spiderspire. The seat of power in Arachni, this massive, conical confluence of ultra-dense, petrified spider webbing reaches the peaks of the highest trees. Wooden flooring and other additions have been built into the structure over the centuries. The spire serves as both a governmental center and a palace for Anneke.

Arachni Adventures

Shadow & Spidersilk

The Shadowlands overlaps with Arachni in many places, and adventurers who dare to sneak onto this island may have some troublesome encounters with more than just the lunori elves and giant spiders. Below is a table to determine random encounters for your PCs as they travel across Arachni.

Random Arachni Encounters

d8	Event
1-2	The PCs find themselves at a crossing into the Shadowlands.
3	The PCs encounter a lunori patrol (4 **guards** and 4 **giant spiders**). If subdued, they are taken prisoner, and brought to Anneke for interview and judgment.
4	The PCs trigger a small landfall under their feet and must make a DC 15 Dexterity saving throw or tumble into a giant spiderweb and become restrained. The PCs must figure out how to free themselves before a cluster of spider eggs hatch into ravenous spiders (2d4 **swarm of insects**).
5	The PCs find a large gathering of lunori elves in the forest, performing a beautiful dance. The dance is a sacred ritual and observance of it from outsiders is forbidden. If the PCs are discovered, they find themselves in a difficult situation.
6	Seeking shelter from an incoming monsoon, the PCs come across a large, empty tree home that looks well-kept. The sound of horns signals the return of the keep's lunori owners, back from a hunt. They immediately defend their home with lethal force.
7	The PCs cross paths with a group of elves (1d4+2 **scouts**) from Silvertree sent to spy on the lunori. One of the elves is poisoned and they're trying to escape to their small boat. They are being hunted by spider cavalry (4 **guards** and 4 **giant spiders**).
8	The PCs encounter a young lunori elf injured by a **carnivorous plant**. It is drawing her into its maw via long, prehensile tendrils. If they save the elf, she can introduce them to Anneke—her aunt.



Aubori

Capital: Mistwood
Population: 85,000 (95% elves, 5% others)
Ruler: High Elder Dara
Exports: Woodcrafts, Bows and Arrows
Major Languages: Elvish

Aubori is the last major island on the southwest fringes of Vodari, and as such, enjoys a more tropical climate than the islands of its elvish cousins. The steamy, misty jungles of the isle's southern half give way to a low, gentle-sloping mountain range, followed by deciduous forest to the north. Aubori is bursting with diverse flora and fauna, and the naduri are unparalleled in their knowledge and skill in harvesting every bit of usefulness from every flower, animal, insect and berry on their island. Self-sufficient as they are, the naduri have little need for trade, but they can occasionally be convinced to share some of their unparalleled wood-crafted products with visiting merchants. The rare longbows and arrows of Aubori goldwood are of the highest quality, and fetch incredible prices outside of their native island.

Life in Aubori is as harmonious as any civilization in Vodari, but even they are not without the occasional conflict. Their tribal society bows to the wisdom of the Council of Elders, led by the High Elder Dara. The Council settles any disputes that the naduri can't handle on a personal level, and their word is final. Going against the Elders leads to immediate and permanent banishment.

Power Groups

The Branchrunners. The small but effective standing military force of the secluded island is composed almost entirely of rangers, with a complement of druids and healers to bolster the ranks. They make exquisite use of the ubiquitous mists to confound, surround, and overtake any unwelcome visitors to Aubori, as rare as they are.

The Council of Elders. A group of seven elder, powerful naduri serve as the governing body. Each serves until their passing, at which point a replacement is selected by the surviving six. They are long-lived even by elven standards, and they share a bond with one another that allows them to communicate over vast distances.

The Wild Ones. A small but growing number of younger naduri seek to experience more of Vodari, not content with Aubori's history of placid exclusivity. A rift is growing between this hot-blooded, upstart faction and the tradition-rooted Elders.

Mistwood

City: 30,000

The rare visitors to the Aubori capital may have trouble with vertigo as they adjust to an entire city built high in the tops of the oldest, largest, strongest trees on the island. The sprawling tree-city's arboreal architecture disorients and unnerves outlanders with its spiderwebs of rope bridges, branch ladders, vine-slides, spiral stairways within massive tree trunks, and willow-wisp lights (a species of plant that glows brightly in the dark) in every building and significant pedestrian route.

Allies & Adversaries

High Elder Dara (LN female elf **druid**) is unnaturally long-lived, even for a naduri. She has been around since before the Godwar, and lives on because of a special connection to the island's namesake goddess, Aubori.

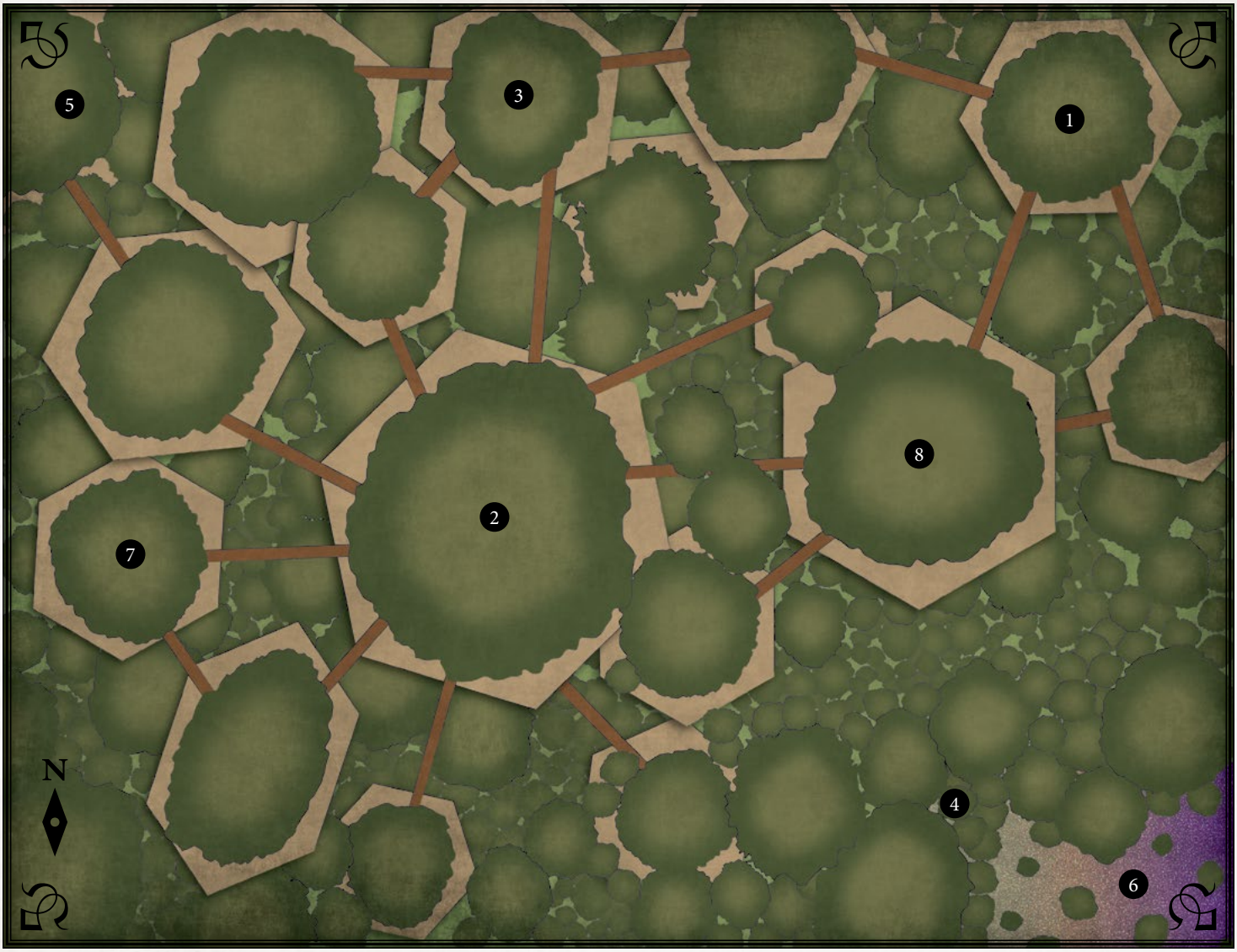
Valyn Ylonen (N male elf **scout**) is the soft-spoken, cool-tempered commander of the Branchrunners, who seems to become a ghost when he stalks his prey in the mists. His loyalty to the Elders and to his rangers is beyond reproach. He is a veteran of the wars, like his twin sister Taryn who commands the Soul Marines on Luna.

Ferrassi (CE female elf **druid**) is the leading figure in the emerging "Wild Ones," Fiery, cunning, unafraid to speak her mind, she is gaining followers and becoming a legitimate threat to the reclusive, peaceful way of the naduri.



VALYN YLONEN

Rilliani Wavewalker (CG female elf **sea captain**) left Aubori on good terms to explore Vodari and expand her horizons. Now a valued member of a "merchant crew with aggressive negotiation tactics," Rilliani occasionally returns home with wild tales and strange cargo, and takes some of her naduri kin's wood crafts to sell around Vodari for handsome profits.



Locations

1. High Elder Dara's Home Tree. The High Elder's solemn abode, located in the highest habitable section of the tallest ancient oak in Mistwood, is forbidden to all outsiders.

2. The Council Tree. The seat of government, this is where the Elder Council and invited attendees convene to settle judgment on Aubori matters.

3. Branchrunners HQ. Including barracks, an armory, training grounds and more, this is the central hub of what passes for the Aubori military.

4. The Red Circle. This is the unofficial secret headquarters of the Wild Ones. The trappings are ramshackle and chaotic, much like their membership.

5. The Hole. At the edge of Mistwood, there lies a hole in the soft earth, roughly ten feet across, that oozes a mist that is hotter than it should be, and occasionally pink- or red-tinged. On the darkest nights, a deep, slow moaning sound echoes up from the depths. Violent offenders are dragged here and pitched in. None ever return, and their horrific shrieks are usually short-lived.

6. The Field of Stolen Breath. Even for the native naduri, this small section of wilderness is too much of an allergic assault on their senses and lungs. Roughly a square mile of *maslina*—a species of tall, golden stalks with violet buds—wavers in the wind. When a strong enough wind blows, the pollen released is aggravating at the very least, and deadly to those with weaker constitutions.

7. The Last Drop. The largest, oldest, and most popular eating and drinking establishment in Aubori, complete with its namesake hole in the floor that drops hundreds of feet to the ground—a silent warning for patrons not to get too rowdy.

8. First Templetree of Aubori. This massive, hollowed-out and intricately sculpted ancient oak is the island's largest temple to the naduri's favored goddess. During high holidays, the choir's singing can be heard for miles across the forests of Aubori.

Aubori Adventures

Wild & Crazy

The PCs are in Mistwood when tensions between the emerging Wild Ones faction and the Elder Council come to a head, threatening the tranquility of Mistwood and the entire island. The Branchrunners step in to uproot the core troublemakers, which proves more difficult than they expected. All it would take is one misplaced (or well-placed) arrow, one significant death, to set off the largest confrontation Aubori has seen in decades. Depending on the attitude and makeup of the PCs' party, they could end up on either side of the conflict.

Wavewalking

The crew of the *Will O' the Waves*, including the renowned Rilliani Wavewalker, returns to port with stranger cargo than usual, and with fresh battle damage and wounded crew. A dangerous ship and crew

are hot on their heels, seeking to reclaim something the *Will* has "aggressively negotiated" away from them. If the PCs need a particularly rare item, maybe that's what the *Will* made off with. They either have to bargain with Rilliani to acquire it, steal it, or take it by force. After acquiring it from her, that's when they discover that there's another party keen on recovering it by any means necessary—and now the target is on their backs.

Jack Frost

A fey from Fernwa has lost his way in the elven isles, and in his loneliness and despair, has turned part of Aubori into a winter wonderland to feel some semblance of the comfort of home. But the sudden climate change in a region that never sees cold winters causes ripple effects that harm the ecosystem in Aubori, throwing everything out of balance.

The Branchrunners sent one group in to investigate the mystery, but the group has not returned. The Elders suggest finding some outsiders to send next, not only to uncover the heart of this mystery, but also to discover the fate of their scouts.

The fey, who goes only by the name "Jack," can potentially be reasoned with if the PCs don't come right at him with guns blazing. If they can convince Jack that they can get him to Fernwa and the fey realm, he counters the winterization of Aubori and shows the PCs where he entombed the first scouting party in ice—still alive and well, just in stasis until he releases them. If the PCs make it a fight, Jack proves to be a formidable fey with strong cold-based powers.

Fernwa

Capital: None
Population: 25,000 (80% elves, 10% gnomes, 10% other)
Ruler: Lady Senzafine
Exports: Rumors and Legends
Major Languages: Elvish, Gnomish, and Sylvan

The emerald isle of Fernwa overlaps the fey realm in places, and the natives of both places mingle back and forth. As such, Fernwa is home to a notable population of faerie folk of varying types. As with the other elven isles, Fernwa sends few of its people out into Vodari. Nor are there many visitors, but those who are able and willing to leave again have strange and wondrous tales to share. Some who visit Fernwa for a short time end up returning home decades older or younger, or holding a swaddling babe of their own making, despite only having visited the isle for days or weeks. Disrespectful, deceitful, or aggressive visitors find themselves the prey in a wild fey hunt, and those never end well for the prey.

Because of their strong connection to the Feylands, the mortal denizens of Fernwa are less devoted to the Vodari pantheon, mingling their love for Aubori with fealty to the fey court. Fernwa also has very little in the way of an organized government, instead following more of a "law of the wild" type of rule under the usually-loose reign of Lady Senzafine, a dreamy-demeanored enchantress.

Allies & Adversaries

Lady Senzafine (N female elf **mage**) is a descendant of both elf and faerie bloodlines, straddling the mortal and fey realms. She rules over the isle with whimsy, eccentricity, and unpredictability. The mercurial Lady of Fernwa can change from childlike innocence to terrifying majesty in the blink of an eye, and sometimes disappears for a year at a time.

The Huntmaster (CN male elf **knight**) is a brutal warrior and the leader of the wild hunts on Fernwa, serving at the beck and call of Lady Senzafine. He commands a vast pack of hunting hounds, foxes, wolves, and hybrids of all of the above. He can also exert some control over other animals, but prefers canines.

Iridesca (LN female faerie **druid**) is a long-term visitor from the fey realm, fascinated by the lives of mortals. She haunts Fernwa like a

The Feylands

The Feylands are a realm of twilight that exists in parallel with the material plane, forming a wondrous and spectacular reflection. This plane shares as many recognizable landmarks with Vodari as disparities: cities are transformed into spired castles of crystal, and in place of regular people and beasts are fey and magical creatures. In scattered locations around Vodari, the veil between these planes is thin enough to allow passage between. These crossings tend to be found in areas of mystery and beauty.

Random Fernwa Encounters

d8	Event
1-2	The PCs find themselves at a crossing into the Feylands.
3	After landing onshore, the PCs feel an overwhelming need to take a nap on the warm sand. Each creature must roll a DC 12 Wisdom saving throw, falling asleep for 10 minutes on a failure.
4	The PCs encounter a patrol (2d4 **scouts**) riding **black bears**. Depending on the PCs' reactions, they are told to follow the patrol to meet Lady Senzafine, or find themselves in a deadly fight.
5	The PCs get lost in the forest for 3d6 hours, often crossing the same recognizable landmarks multiple times. Require them to come up with a resourceful way out of the loop: spell use, clever use of equipment, or roleplaying with an encountered figure.
6	The PCs discover a crying baby in the forest. After a few minutes, the crying draws Lady Senzafine to the scene, who assesses if the PCs were helping the baby or leaving it to fend for itself. The baby is a **pixie** in disguise and flies away when the ruse is exposed by the PCs or Senzafine.
7	The PCs encounter Lady Senzafine wandering the forest. If the PCs attack or offend Senzafine, she sounds a horn to call the Huntmaster. She then smiles and whispers to the PCs, "Run! The wild hunt has begun." The Huntmaster arrives in 2d4 minutes with his best hunters (2d4 **knights**), each followed by a loyal hound (**mastiff**).
8	The PCs find a clearing where a group of **pixies** (1d4+1) are having tea on the top of a large mushroom. If the PCs are friendly, the pixies invite them for tea. The tea contains magical ingredients, and a PC who drinks the tea must make a DC 14 Wisdom saving throw, becoming charmed for 10 minutes by the pixies on a failure. As long as they are charmed, a creature feels energetic with a desire to sing and dance.

fickle spirit, coming and going unexpectedly at all hours. Sometimes she plays pranks on its denizens, sometimes charms them into bed, sometimes makes them disappear for a time. She can shapeshift, but appears in her native form as a shimmering-skinned young woman with a large set of dragonfly-like wings whose buzzing echoes between the hills and trees.

Locations

The Henge. A large circle of monolithic stones stands in a circle roughly fifty feet across, located in the forests at the island's center. There are many shifting areas of crossover to and from the Fey Realm, but the Henge is the most stable and reliable. Those performing faerie magic on the isle find it to be a place of immense power. Because of this, it is monitored constantly, and denizens of Fernwa know not to abuse its power.

Stonekettle. This smooth stone crater, two hundred feet wide at its diameter, is a gathering place for the inhabitants of Fernwa. They convene to share information, celebrate one of their holidays, or attend court when Lady Senzafine (or her proxy) wishes.

The Shining River. This silver ribbon winds through the rolling emerald hills and drops three times in increasingly larger waterfalls, the last of which ends in the churning froth of the sea at the northeast end of the isle. Its waters, when invoked by the right people, have magical properties such as healing and granting premonitions.

Fernwa Adventures

The Shining Paths

The Fey Realm overlaps with Fernwa in many places, and adventurers who dare to sneak onto this island may have some interesting and unexpected encounters. On page 65 you'll find the Random Fernwa Encounters table to determine random encounters for PCs as they travel across Fernwa.

Leafi

Capital: Craobhàrd
Population: 45,000 (55% elves, 30% gnomes, 5% humans, 5% dwarves, 5% other)
Ruler: None
Exports: Minimal
Major Languages: Elvish and Gnomish

Leafi is a strangely ambiguous, reclusive island. They have never had a formal government, and they don't do any large-scale trading. The demographics are a mix of naduri elves, silvari elves, and forest gnomes, along with a smattering of other people who migrated to the western fringes of Vodari in search of a more solitary, self-governing lifestyle. The people here are self-sufficient and survive on barter with one another. Disputes are settled on a local scale, sometimes decided by a fistfight or flip of a coin. The bottom line on Leafi is that everyone wants to be left alone to rule their own lives. The population is scattered around the island, with some larger clusters here and there to make trading easier, but they avoid building a settlement larger than a village. Once a "village" is in danger of becoming a "town," they stop building there.

Leafi is also home to a great number of creatures, some dangerous, some living peacefully around the humanoid denizens of the isle. There are areas to avoid, due to threats like owlbears, shambling mounds, and many poisonous insects and fungi, marked with bright yellow ribbons and small, tinkling bells tied on trees around the perimeters of those areas. On the brighter side, the people of Leafi have remarkably friendly relationships with many of the non-threatening species of native creatures.

Power Groups

Sky Knights. While Leafi has no army or navy to speak of, they do have a small contingent of elite paladins who have forged lifelong bonds with some of the native pegasus herd that lives on the island. While they rarely have cause to draw their weapons other than to hunt for food, the few occasions where the Sky Knights have been called to battle, no enemy of Leafi has ever lived to tell the tale.

Allies & Adversaries

Galvaine (LG female elf **knight**) is the unofficial captain of the Sky Knights of Leafi. Like every one of the pegasus-riding paladins, she has taken the oath to protect the sanctity of life on Leafi for as long as she is able. While cheerful and helpful to any of her Leafi neighbors, she is a holy terror in battle, a vision that the fiercest warriors of Nordaa would take off their helmets and bow to.

Caprion (NG male human **knight**) is Galvaine's second in command, as well as her lover. Much quieter than his captain, Caprion is still a force of nature in a fight, and undyingly loyal. Lately, though, he has been coughing up blood in the evenings, and feels something wrong inside his body, some kind of sickness contracted from something on the island. He has yet to disclose this to anyone, seeking to find the remedy on his own if possible.

Mamura (CE female half-elf **mage**) is a recent arrival at Leafi. She poses as a meek, aging woman who recently lost her family and is looking for somewhere quiet to make a fresh start, away from the bad memories of her home on Silvari. In truth, she is a necromancer and a true agent of chaos who sees Leafi as a pristine canvas on which to paint a masterpiece of death. Her first major brushstroke was to secretly taint Caprion, the Sky Knight, with a slow-acting poison at the most recent harvest festival. Just to watch him die.

Leafi Adventures

The Rotten Apple

If the PCs find themselves in this corner of Vodari, they are present for a holiday festival where they meet some of the Sky Knights, including Galvaine and Caprion. They pick up on clues about Caprion's health problem, which Galvaine has started to suspect. A subtle trail of breadcrumbs leads determined and perceptive PCs to Mamura, culminating in a showdown with Mamura, probably somewhere inside one of the yellow-ribboned danger zones on the island, involving some fearsome forest monsters and riled-up Sky Knights to complicate the whole mess.

Luna

Capital: Coeden Enaid
Population: 30,000 (50% elves, 45% gnomes, 5% others)
Ruler: Dewin Bach
Exports: Soultree wood
Major Languages: Elvish and Gnomish

Luna is a quiet, peaceful island populated largely by naduri elves and forest gnomes, living in harmony among the sacred soultree forests that grow exclusively on this island. Unfortunately, due to the durability and inherent magical properties of soulwood, the rock gnomes of Xolen greatly covet this rare natural resource. The naduri and the forest gnomes now realize that if they want to preserve the sanctity of their island, they have to fight for it.

Power Groups

Order of the Gear & Branch. This academic order, primarily consisting of gnome engineers and naduri naturalists, are the only organization doing careful study and experimentation into the uses of soultrees. They refuse to allow other organizations to come in and harvest the trees, even when offered large sums of money. They believe that no one other than the natives of Luna have the proper care, respect, and knowledge to ensure the continued healthy growth of the soultree forests.

The Soul Marines. The newly formed militia of Luna's citizens, guarding the shores against Xolen and any who would plunder the

soultree forests. The gnomes recently developed technological innovations to upgrade a new fleet of elvish warships, resulting in a small but shockingly potent navy, as well as battlemages who combat this growing threat by figuring out new naval combat tactics like troops who can survive underwater for extended periods of time, weapons and destructive spells that function underwater, etc.

Seekers. A small religious sect that worships Aubori, and possesses a unique relationship with the soultrees. They believe that the trees literally have souls and sentience. They do not approve of the experimentation of the Order of the Gear & Branch, even as careful and respectful as the Order is.

Allies & Adversaries

Dewin Bach (LG male gnome **commoner**) is the governor of Luna and a high-ranking member of the Order of the Gear & Branch. A pacifist by nature, he regrets that his island needs to develop a military, but understands its necessity, and hopes that Xolen and others are discouraged from escalating violence once they see that Luna has declared itself off-limits to their soultree poachers.

Breena Loudthunder (CG female gnome **druid**) is a young woman with a powerful presence, leading the movement to make the rest of Vodari respect Luna as a power for preservation. She acts as a diplomat to other islands, but has a heavy degree of influence with the Soul Marines, and a number of contacts in the Thorns. She has pockets of followers in almost every major island in the southern half of Vodari. The Xolenian Guilds hold closed-door meetings to discuss how to handle this rising voice that threatens their way of life.

Commander Taryn Ylonen (CG female elf **stormcloak**) is a war veteran and twin sister of Valyn, commander of the Branchrunners on Aubori. Like her brother, she holds the reins in commanding the military forces on her island, training the Soul Marines in new tactics, including gnomish naval innovations. She is a strong supporter of Breena Loudthunder, and opposes any more incursions on her home shores—taking lives if necessary.

Bailenna (LN female elf **druid**) is the High Priestess of the Seekers, a silver-haired, soft-spoken woman who sleeps outdoors among the soultrees. The Seekers believe she has some greater degree of communication with the soultrees. She claims to hear conversations in other remote locations in soultree forests as if she's there in person, and occasionally demonstrates other bits of uncanny knowledge. She is accompanied by at least two or three woodland animals—sometimes far more—that do her bidding if needed.

Emaraxia'Khirassh (LE female **ancient green dragon**), whose existence is only known to the few who call her Emeraldclaw, keep the secret of her remote lair, on one of the islands north of Luna. She has used the growing conflict between Xolen and Luna to obscure her treachery, leaving the Order of the Gear & Branch, the Soul Marines, and Seekers pointing blame at each other. With minimal effort, the seeds of distrust between the good-hearted people of Luna grows, as does Emeraldclaw's belly and hoard.

Locations

Whisperwood. The largest and oldest soultree forest, deep in the heart of Luna. The harvesting of these sacred trees is closely monitored and regulated. Many of the Order of the Gear & Branch claim to hear the winds literally whisper to them in this forest.

Order of the Gear & Branch. The headquarters of the Order of the Gear & Branch sits a mile south of the southernmost edge of Whisperwood, and is a combination of an academic forum for ideas and theorems, a workshop for creating their designs, and a school for the education of young minds in engineering, botany, or any of several other fields of research.

Seekers' Grove. The Seekers have established an outdoor temple of sorts on the western tip of the island, where they commune with the soultrees and hold their ceremonies.

South Base. This recently created fortress melts right into the landscape. The outpost was established as the hub of military power, with its attention trained on Xolen. Little does Xolen know what martial innovations lie in wait for their next attempts to raid Luna.



BREENA LOUDTHUNDER

Luna Adventures

Enough

Xolen has become more aggressive and daring in their attempts to sneak onto Luna's shores and harvest soultrees, but their last fleet of lumber poachers never returned. Three ships and all hands, gone without a trace. This time, they send a fleet of five technologically sophisticated cargo ships with advanced harvesting machinery, along with five ironsides with crews of muscle and a few mages as backup. Little do they know that Luna has raised a military and found the will to employ it. The PCs can be introduced to the pre-conflict buzz on either side: one of the Xolenian ships, if they would take a job as hired thugs for them, or on Luna, if they have friends among the naduri and forest gnomes.

Xolenian ships approach Luna in the dead of night, hoping to make it to the coast under cover of darkness and mist, when a flash of lightning illuminates the approach of a never-before-seen Luna naval fleet of a dozen ships. The PCs find themselves thrust into an exciting nighttime naval battle, complete with the technological marvels of Xolen versus the Soul Marines' elven warships, clever tactics, and powerful stormcloaks. The battle is a back-and-forth stalemate, waiting for a wild card like the PCs to tip the balance one way or the other. Either way, this larger conflict is far from over.

Hide & Seekers

Breena Loudthunder, an outspoken champion of Luna, has made powerful enemies of the Guildmasters of Xolen, and they've dispatched a team of assassins to remove the problem. After a speedy chase across the waves, Breena's ship runs aground on the west coast of Luna, and she and her surviving crew flee into the soulwood forest there, into a region known to be popular among the Seekers. She tries to evade her pursuers as her crew is picked off one by one.

The Seeker High Priestess Bailenna becomes aware of the situation through her connection to the soultrees, and she and some of her



PRINCESS MIRA ARGENTALI

Seekers get involved. The PCs can be involved either as an escort to Breena, there for the beginning of the assassination attempt, or they could be guests of the Seekers, learning about the deeper nature of the soultrees. If the party tends toward the darker end of the alignment spectrum and has ties to the Guilds of Xolen, maybe they're the assassins.

Breena's survival or death has repercussions across the southwestern quarter of Vodari and beyond. If the PCs save her and ascertain who was behind the assassination attempt, Luna rewards them handsomely. Depending on the party's skill set, they may even be approached by some of the more extreme elements on Luna, to be part of the team that strikes back at the heart of Xolen.

Silvari

Capital: Silvertree
Population: 240,000 (90% elves, 10% others)
Ruler: King Erdi Argentali
Exports: Wine, Tea, Textiles, Jewelry, Musical Instruments
Major Languages: Elvish and Common

In addition to being the largest and most populous of the Elvish isles, Silvari is also the most visited. While not the most inviting nation for outsiders, the silvari elves trade extensively with the southern nations, and many non-elven merchants and artisans call Silvari home. The eastern edge of the island terminates in a brilliant white wall of stone several hundred feet high—the famed Enverarri Cliffs. Sailors must pass the southernmost end of the cliffs before they reach the island's main bay and harbor, and the port city of Esari. While the southern end of the island boasts rolling emerald hill country, the rest of the island is largely covered in the silver trees that give rise to the name of its capital city.

Silvari's culture and government differ greatly from those of their cousin elves. They exist within a rigid class system, where family ties carry much more weight than individual merits. Their monarch, King Erdi Argentali, inherited the title from his father, and will presumably pass it on to one of his sons. The aristocracy is rife with one-upmanship, corruption and favor exchanges, and secrets are held as a practical currency. The merchant class and military class support the aristocracy, but in recent years, they've edged away from remaining so content, and the lower class of common laborers even more so. Winds of change are blowing through the silver trees...

Power Groups

Aristocracy. The monarchy of Silvari has remained in the Argentali bloodline for over fourteen centuries. They, and the ruling class in general, maintain the status quo, and preserve their lives of comfort and power at any cost.

Merchants. Money is power, and the growing coffers of the merchant class emboldens them to seek a bigger slice of the pie in Silvari. Without the merchants, the aristocrats have no one to supply them with lavish foods, fine clothing, materials for their ostentatious homes, and much more.

Silver Guard. The elite division of Silvari's standing army quietly moves to leverage their might into more overall political power on the island, and better lives for their class in general.

Tabula Rasa. A small but powerful secret society of magic-wielding Silvaran extremists have their own plans regarding the social landscape. They seek to "wipe the slate clean," to reset the social order so that all elves are equal, advancing only on their own merits and contributions to society as a whole, rather than rewarding personal greed.

Silvertree

Metropolis: 120,000

Silvertree, a major hub of high society, is considered one of the leading cities in Vodari for exquisite food, fashion, and music. Their luxurious, complex dishes and textiles draw visitors from around the entire circle of Vodari—as long as they can afford the bill. Their trademark musical style and the high quality of their silver-wooded instruments are equally as famous and sought after. Silvari minstrels command hefty sums to travel the seas to play at prestigious events for wealthy and noble patrons.

On the surface, the gleaming arboreal city of ivory and silver is one of the cleanest and most orderly in the realm, with a citizenry that seems remarkably polite and friendly to one another. But for visitors who spend more than a brief visit in the elvish nation, the cracks between social classes become obvious. The upper crust gathers all the attention from visiting outsiders, but behind their backs, the middle and lower classes are moving chess pieces to change the game.

Allies & Adversaries

King Erdi Argentali (LN male elf **noble**) has ruled Silvari for the last 257 years, but his health has taken a turn for the worse. He fears that his daughter and his three ambitious sons will tear his kingdom apart.

Prince Tani Argentali (LN male elf **noble**) is the eldest of the king's four children, and the heir to the throne when his ailing father dies. He wants to preserve the status quo and enjoy the life of comfort and control his forebears enjoyed, and sees any big change as the enemy.

Prince-General Kaori Argentali (CN male elf **veteran**) is the second in line to the throne and the High General of Silvari's military. He seeks to increase his own power in the kingdom (and the military's position in general), and sees his chance as the king's health worsens.

Princess Mira Argentali (LN female elf **noble**) is the third of the



King's four children and has little chance of seeing real power—unless she seizes it for herself. A shrewd manipulator and keen businesswoman, she has the financial power of the merchant class on her side in her machinations to change the balance of power in Silvari.

Prince Palleri Argentali (NG male elf **noble**) is the youngest of the king's children, and wants to see a more equitable balance between social strata in his homeland. Young, idealistic, impressionable, he is ripe for recruitment (or manipulation) by the Tabula Rasa.

Locations

1. Royal Palace. Home to the royal family and the center of power in Silvari, the palace is a visual wonder. The palace was built from a dozen massive silverwoods, bent and twisted together through eons-old magic from before the Godwar, out of which have been carved a wonder of architecture and nature. The palace and its grounds wind and rise and fall along the natural curves of their organic foundations, making for an unorthodox and sometimes bewildering estate.

2. Silvertide. The most defensible keep in Silvari, this stout castle is headquarters to the Silvari military and home to the Silver Guard, including the General-Prince, Kaori Argentali.

3. Ostium College. The premier school of magic among the elves, the college is notoriously difficult for non-elves to gain admission to. Only those with excellent connections and wealth have any chance, with the rare exception made for a truly gifted potential mage.

4. Sanctum Argentum. Although there are many temples in the city, approximately half of them are loosely clustered around this, the oldest and most attended holy site in Silvari. King Erdi's sister, Isara, is the current High Priestess of Silvari and performs her teaching and ceremonies here.

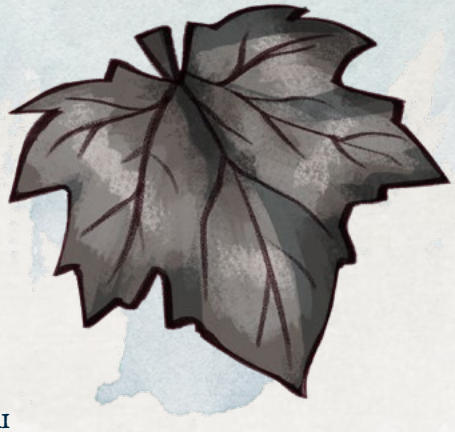
5. Athilien Hall. Any aspiring musician in Vodari looking for fame and fortune dreams of playing in this hallowed concert hall, unrivaled in its acoustic designs and regularly attended by the wealthy and the powerful.

6. Jewelers' Row. The renowned jewelers of Silverwood decided long ago to work in friendly competition but overall cooperation with each other, converging their shops together on a few streets, so that shoppers could easily go from one jeweler to the next.

7. Textile District. Similarly, the textiles and garments industry in Silverwood became centered in one area for ease of shopping, as well as the vendors lending materials and tips to one another for the greater profit of all.

8. The Gaming Fields. Here, the rich and powerful conscript members of the lower class into games to entertain the masses. Though not bloodthirsty like the gladiator pits of the northerners, these games humiliate competing commoners and delight the middle and upper classes.

9. Argentine River. Hundreds of years ago, the ruling Argentali King decreed that the island's main river would henceforth be named after his bloodline. Ironically, he later drowned in that same river.



Esari

City: 45,000

Located on the banks of the bay that forms the mouth of Argentine, Esari is the least elvish of any elvish city. As Silvari's main trading port, the city is bustling with ships coming and going, carrying people and goods from cultures around Vodari. The Esari Port Authority is essentially an independent government, operating under its own set of laws that the city follows, lest they face a small army of ruthless Port Enforcers. Here, outsiders can get a taste of Silvari hospitality and culture without sticking their noses too far inland and disrupting the rest of the island nation. Upper-class visitors tend not to berth here, but continue up the river to the capital, where they stay in finer (and far quieter) accommodations.

Allies & Adversaries

Rossi (LN male elf **bandit captain**) is a ruthless businessman, but no brainless ruffian. He heads the Esari Port Authority and keeps Esari's profits high and ensures the city's continued growth, but he brooks no challenge of his rule, and is willing to get his own hands as bloody as his enforcers.

Barrathi Hallyn (LE male elf **noble**) is the head of the Merchants Guild and general spokesperson for the entire financial district in Esari. After Rossi, he is the most powerful person in town. Just as ruthless as his Port Authority peer, Hallyn publicly keeps on good terms with the PA, but both leaders are aware that their people occasionally trade blades in the dark. The balance between them is a delicate dance.

Tranquil (NG female elf **tidal sorcerer**), as she is known to the people of Esari, is a solitary sorcerer who lives atop one of the bluffs overlooking the bay. She uses her art to pacify the waves when they become too rough. She seems to have no motive other than preserving lives and livelihoods on Esari, although no one like that escapes their share of whispered rumors in the taverns below her home.

Locations

The Figurehead. Drummond (CG human male **pirate**) and Dorsil (CG elf female **pirate**) are a husband-wife duo of pirates-turned-businessfolk, having opened the Figurehead tavern a decade ago. It has become one of the central jewels in Esari's little crown. Any first-time visitor to the port city is advised to make a stop at this always-busy establishment, located right on the edge of the bay.

The Block. "The Block," as locals call it, is the main office, barracks, and armory of the Esari Port Authority, located right in the heart of the dockyards.

Mercantile Quarter. Offices for every major guild can be found in one section of town, slightly inland from the water. Moneychangers, import/export companies, legal solicitors, and other officiants can be found on these well-swept streets, centered around the Merchants Guild building.

Silvari Adventures

Sibling Rivalry

The main story in Silvari is King Erdi's failing health and the aftermath of his impending death. Class warfare is poised to erupt, with brothers and sister turning against one another to reshape Silvari's power structure and society. Adventurers caught in the mix are free to join one of the plotting factions, or to stop the conflict altogether. Every path comes with its own risks and rewards.

The Delicate Dance

Rossi and Hallyn have kept a tense peace between their factions for decades, so that both may enjoy financial success and the comforts of power. As the tides of balance shift in Silvertree, the ripples find their way outward, and each of these leaders has backed a different horse; Rossi with the General-Prince Kaori and his military, Hallyn with Princess Mira and the merchant sector. When the match is finally lit in the capital, a fuse leads to the powder keg here in Esari.

Tranquility

The quiet elven woman on the cliff has spent the last many years taming the waters of the bay so that the ships could come and go in peace around Esari, but things were not always thus. Tranquil was once a powerful sorceress known by another name, one of the most powerful Silvari had seen in a century or more, and she made her share of enemies. One of these enemies is a creature that, like Tranquil herself, has been long mistaken for dead. But signs of the creature—a **behir**—have surfaced around the edges of Esari, resulting in deaths and disappearances. The time has come for Tranquil to leave her private little monastery and remember who she once was.

The PCs could already be inclined to save the city, either out of some loyalty to Esari, the offer of a reward, or the general goodness of their hearts. They cross paths with Tranquil while tracking the beast, with obvious reasons to join forces. Alternately, the PCs might somehow have a connection to Tranquil, either from her past identity or present, and realize that she is about to put herself in mortal peril for the city.

Marradi Archipelago

These mountainous islands are home to the dragonborn and dwarves.

This eastern archipelago is named after the Marradi mountain range, which survived the Godwar relatively intact. These islands are covered in snow-capped mountains and thick forests. Further north, the climate cools and the forests turn from hardwood to pine.

Draga

Capital: Draak
Population: 42,000 (99% dragonborn, 1% others)
Ruler: Emperor Krivar II
Exports: Meat, grain, linen, and wool
Major Languages: Draconic and Common

After the Godwar, dragonborn survivors created their own colony, named after their former empire. The fortress-city of Draak is built into the steep cliff sides above the port. In terms of natural resources, the geography of the island is a well-balanced mix of ore-rich mountains, forests, arable plains, and hills for livestock grazing.

There are rumors that dragons live in the mountains of these islands, and that the Draga have built up an army. Since there are few visitors to the island, as the dragonborn aren't very involved in trade, these rumors are unconfirmed. The few diplomats who do visit the Draga are usually not inclined to make a long trek up into the mountains, and are too "diplomatic" to bring up these rumors in person.

Allies & Adversaries

Emperor Krivar II (LG male dragonborn **knight**) became the champion and emperor of Draga a few years ago. He is a proud and honorable leader in the prime of his life, serving as an example to



his people. Under his reign, the dragonborn of Vodari are becoming the most unified of the humanoid clans. Unbeknownst to anyone else, Krivar has a private cache of ancient scrolls and tablets from dragonborn ancestors, which he believes depict him as some sort of chosen figure to lead a great battle against evil. He spends many late nights alone, interpreting the cryptic messages and iconography in these scrolls to fulfill this prophecy. As part of this journey for the past few years, the dragonborn emperor has been quietly building up Draga's military, and he has been in regular contact with a secret, very powerful inhabitant of Draga: an ancient gold dragon.

Solaris (LG female **ancient gold dragon**) lives in a lair found deep in the most impassable heart of the Draga mountains and is one of the oldest creatures in Vodari. Her full name is Ssa'ra'Sahe, which is unpronounceable to humanoid tongues. She has given herself the name "Solaris" for conversational purposes. Intrigued by Krivar's scrolls of prophecy, she helps him pursue their riddles on the chance that he actually is some chosen figure, a champion for the forces of good in a coming battle of epic proportions.

Kalliss'a'Shara (CE female dragonborn **mage**) is the black night to Krivar's shining sun. Kalliss believes that law, order, and goodness are constructs of the weak and foolish, temporary shields against the inevitability of entropy. She wants to tear down order and embrace chaos, but she currently lacks the resources to pull it off. The emperor is too strong, his royal guard too sharp, his allies and public support too overwhelming. She is known as a simple apothecary in Draak, but she hides her abilities as a necromancer and leader of a conspiracy to end the emperor's reign. Additionally, through the use of a large, enchanted ruby, she is in telepathic communication with a red dragon in Morndirn. The two speak only when needed, but they work together to bring about the end of not only the dragonborn emperor, but Solaris as well.

Bassylla'ra'Sin (LN male dragonborn **spy**) is a chief adviser of the emperor, the head of his spy network (the emperor prefers to call them "scouts"), and the agent who takes care of the dirty business that the emperor is too moral to give approval. Ba'ssylla understands all too well that no empire can survive without occasionally getting their hands bloody. He accepts this role fully.

Draga Adventures

Prophecyspeak

For a campaign of adventures that build Vodari up into a massive, epic powder keg that engulfs the entire realm, the storyline of the dragonborn Emperor Krivar II and the dragon Solaris is a major piece of the story arc, if not the centerpiece. Krivar is poised to be a beacon of light in a rising tide of darkness, and grows into someone the PCs should become acquainted with, if not allied with, if they tend toward the epic-vanquishers-of-evil mode.

On the side of good, one of the biggest pieces on the chessboard as far as NPCs and monsters is Solaris, the ancient gold dragon, and the only way to Solaris is through earning the trust of Krivar, destined by an ancient dragonborn prophecy to be a pivotal figure in this epic clash.

If the PCs have no real inroads to dragonborn society, some notable characteristics and/or standout deeds of the PCs seem to line up with mysterious figures mentioned in Krivar's prophetic scrolls and tablets. Deciphering the cryptic prophecy, it seems that these figures are some sort of "chosen ones," destined to join the dragonborn in this coming confrontation and play key roles in deciding the final outcome.

Istori

Population: 4,800 (35% humans, 20% gnomes, 20% elves, 10% halflings, 10% dwarves, 5% other)
Ruler: Scholar Primus Orlon Candlewyck
Exports: Books and scrolls
Major Languages: Common, Gnomish, Elvish, and Draconic

Named after Istoro, the god of knowledge, this tranquil island is home to the Grand Archives and the College of Istoro. All libraries in Vodari honor Istoro, and the Grand Archives are his most hallowed



Council of Scholars

For millennia, the most knowledgeable sages and professors have formed the Council of Scholars. The goal of the council is simple: to ensure that knowledge prevails over ignorance. In the time after the Godwar, they safeguarded some knowledge from before, and prevented the world from descending even deeper into darkness. Today, its members are found as advisers to the powerful around Vodari, working in libraries and universities, or cloistered in the temples of Istori.

Attaining knowledge often requires the aid of adventurers to procure lost tomes and artifacts from ruins, usually filled with traps and monsters. Any capable group of adventurers will be approached by a member of the Council of Scholars at some point in their travels. The Council pays well and gladly shares whatever knowledge they have about sites they hire adventurers to visit.

place of worship, the headquarters of the Council of Scholars, and the largest reference library in Vodari. The College of Istoro is Vodari's top institution for teaching history and the reading and writing of every known language, even the linguistics of the dead tongues of Vodari's past. They also teach superior techniques for papermaking, bookbinding, and the restoration and preservation of historical artifacts.

Istori is a tranquil, quiet island with peaceful inhabitants devoted to the study of history and its preservation and analysis for future generations. Still, they are not naive. The scholars have always understood that their tranquility makes a juicy target for raiders of any kind. With this in mind, they established a good relationship with neighboring Sanctuary long ago. Sanctuary provides Istoro with a complement of highly trained monks from the Order of the Four Elements to protect them.

The island does a small amount of trade with its neighboring islands, but is largely self-sufficient for their modest needs. They function with a minimum of government and keep themselves out of the diplomacy game. The scholars of Istoro hold academic and advisory positions all over Vodari, as well as being stationed on every noteworthy island, observing history as it happens, chronicling it in their ledgers, and sending copies of their pages back to the main archive office on Istori.

Allies & Adversaries

Orlon Candlewyck (LN male human **scholar**) holds the position of Scholar Primus, the top-ranking official in the Council of Scholars and the closest Istori has to a governmental ruler. He oversees all major projects on the island and settles academic disputes between junior scholars. He speaks, reads, and writes nine languages fluently, and several more passably, and has a wealth of historical knowledge saturated into his brain. Despite his advanced age, he remains mentally sharp and healthy.

Adiressa Millanei (N female elf **acolyte**) is Scholar Secundus on Istori and the Dean of the College of Istoro. She is also the only person on Istori who has more languages under her belt and more historical data committed to memory than Orlon Candlewyck, due to having an extra century of life on him. While not a cutthroat person, Adiressa is eager for age to catch up to the Scholar Primus so that she may inherit the title.

Brecken Rasmus (NE male human **scoundrel**) is a patient, plotting snake in the garden of knowledge. He enrolled at the College of Istoro and went through the entire process in order to gain access to the archives, where he earned a junior clerking position. He still doesn't have access to the more restricted sections, but he's counting on his thieving skills to overcome that obstacle. His ultimate goal is to steal the forbidden arcane lore from the archives that his father claims is hidden there.

Bai An-Bo (NG male water genasi **elemental monk**) is the highest-ranking warrior on the island. He coordinates the Order of the Four Elements on Istori. He is a quiet but friendly genasi man of middle age, with deep blue skin. He patrols the area around the college and the major archive centers of Istori, guarding the most important artifacts, documents, and people on the island. He wears only a blue robe and simple sandals regardless of the time of year, and carries his intricately carved walking stick (quarterstaff) with him at all times.

Istori Adventures

Shhhh! You're in a Library...

The PCs journey to Istori to petition the Council of Scholars for access to a certain section of their archives to search for some piece of lore that involves one or more of the party (the details of which can be fit to the PCs' needs). The arduous search takes all of the PCs spending multiple nights on Istori, poring through a few hundred pounds of old scrolls and books.

They discover something fishy going on in the archives at night. Upon investigating, they discover the presence of Brecken Rasmus from the Allies & Adversaries section of Istori, but they should be aware that they must proceed carefully, lest the overly cautious scholars expel them from the island for causing trouble. If they're clever, they could enlist the aid of the monk Bai An-Bo to help them resolve the situation and maintain their ability to stay on Istori until their original goal is achieved.

Morndirn

Capital: Marradihr
Population: 380,000 (85% dwarves, 5% gnomes, 5% human, 5% other)
Ruler: High Thane Rundren Thunderstone
Exports: Ore, precious gems, precious metals
Major Languages: Dwarven and Common

This island thanedom of the mountain dwarves was first carved out

of the tallest mountains in ancient times. Their massive homeland is almost entirely underground. The Morndirn fight in a war for survival at the deepest edge of their empire. All aspects of Morndirn life are rigidly controlled by a council of clan leaders, led by the High Thane. The High Thane is always on the lookout for powerful heroes for hire to fight in the Night War, and pays handsomely.

Most of the volcanoes in the Marradi mountains are "barely awake," with only the most active spilling magma or belching ash regularly. The dwarves are careful not to mine anywhere near these volcanoes, lest they provide vents into their home tunnel systems and endanger tens of thousands of lives.

The dwarves of Morndirn stand as a vigilant first line of defense against any incursion from the northeast quadrant of Vodari, spanning from Iselaad to Ghak, which the mountain clans refer to as "the monster quarter." As such, the other islands of the archipelago contribute their fair shares of money, troops, and other logistical support to Morndirn.

Power Groups

The Board of Clans. The ruling body of Morndirn is made up of one elected representative from each of the eight mountain dwarf clans, plus the High Thane. They control life on the island with strict discipline. Board members are replaced upon death, retirement, or a unanimous vote of no confidence by the rest of the Board.

The Wave Hammers. A division of the Morndin navy is tasked with drawing a line between the northern edge of the Marradi Archipelago's waters and the islands north of them, monitoring all ships crossing that "line," with strict customs rules regarding who and what may pass. The Wave Hammers are primarily mountain dwarves, but also have troops contributed by the hill clans, dragonborn, and humans of the archipelago.

Sons of the Cauldron. A small sect of dwarven mystics lives apart from the dwarven cities, existing on the volcanic region of the Marradi range in devotion to Volkan. They claim a spiritual connection to the volcanoes, and "speak" to the magma. The High Thane dismisses them as harmless hermits and leaves them to their worship.

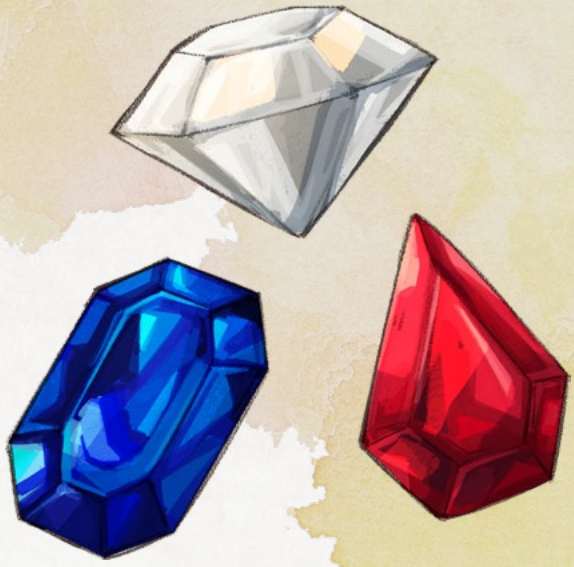
The Rockrunners. One of the most known and respected mercenary forces in the eastern region of Vodari, the Rockrunners are a fearless, violent bunch, but they're well-directed by dwarven leadership. They demand a high price from their clients, but they get results, even if that includes a good bit of collateral damage and some residual looting. The Rockrunners are especially adept at hunting, tracking, and fighting in mountainous or rocky settings, hence the moniker. Battle on open water is their weakness, so they avoid going head-to-head with skilled pirates or naval ships. They have a loose agreement with the Red Axes, who tend to be the opposite: strong at sea, not as much on land.

Marradihr

Metropolis: 225,000

The capital of Morndirn sits inside the largest mountain in Vodari, Mount Marradihr. Founded nearly a millennium ago, the subterranean city is a masterwork of dwarven engineering, brilliant architectural design and peerless craftsmanship. Polished stone tunnels gleam in torchlight and span for miles in every direction within the mountain range, connecting with smaller subterranean settlements under different mountains. The sheer scale of the massive stone columns and arches hewn from the mountain rock usually leaves visitors in slack-jawed awe.

The mines of Marradihr may not have the cutting-edge steam-powered machinery of Gemnackle, but the dwarves have their trade down to an efficient science. Day and night, the mining crews move in shifts, the belts and chains and rail cars move back and forth with their loads. The deep, baritone work songs of the dwarves reverberate through the stone in time with the rise and fall of pickaxes and hammers. The rare outsider permitted to view the larger mining caverns might be overcome with vertigo at the vastness of space under the mountain, walls glittering with gems and precious ores like stars in the night sky.



Allies & Adversaries

High Thane Rundren Thunderstone (LN male dwarf **veteran**) is a masterful tactician and a stern, efficient ruler. His demand for order borders on obsession, and he has ruled an entire culture to his specifications. Thunderstone misses his fighting days, and feels that the High Thane should be seen on the front to inspire his troops, but the rest of the Board of Clans insists that the risk is too great. He constantly plots new ways to end the Night War once and for all.

Thane Nephelina Zeolak (LE female dwarf **scoundrel**) is the second most influential member of the mountain dwarves' Board. Nephelina often plays the foil to the High Thane. They disagree on many things, and she has the boldness and social savvy to openly contest him in a way most dwarves, even other Thanes, do not. It is no secret she covets the position of High Thane, but the conditions are not yet ripe. Perhaps if the Night War were to take a sudden downturn, public opinion might turn against him.

Captain Glouan Dradahk (LN male dwarf **veteran**) is an able sailor, a fearsome foe, and an inspiring leader. His Wave Hammers respect his almost preternatural instincts in protecting the aquatic borders of Morndirn. He always seems to have the right hunches on how to position his fleet to catch those trying to sneak by.

Commander Duncan Yzensturm is called "Ironstorm" by his soldiers. Duncan (LG male dwarf **knight**) is a living legend, a survivor of countless battles, sometimes single-handedly turning the tide of a losing effort. He and his four mighty captains form what is referred to as the Vanguard by the troops manning the Threshold. They take the lead to drive back the forces of darkness when trying to gain ground and establish better forward barriers.

Araxia Ssor'Sschahiin (CE female **ancient red dragon**) is a secret hiding right in the heart of Morndirn, sleeping beneath one of the more active volcanoes, just a hundred miles south of Marradihr. She slumbered deeply for the past couple of decades, but recently awakened after feeling a stirring in her bones of Big Things happening in Vodari, and it calls to her. She senses the reemergence of her ancient nemesis, the golden dragon Ssa'ra'Sahe, who lives on Draga. Araxia is in secret contact with a dragonborn necromancer, laying the foundation for plans to destroy the dragonborn emperor and the gold dragon in one fell swoop.



Locations

1. Great Hall. A staggering display of dwarven craftsmanship and architecture, the 100-foot-high vaulted ceiling of this massive throne room is held up by rows upon rows of columns as thick as a dwarf is tall, all carved directly out of the mountain. The columns and walls host a hanging garden, the most greenery found anywhere in the city, using arcane means to provide needed daylight. At the far end of the Great Hall, the High Thane's keep sits. The keep itself is small by Vodari standards, as Marradihr itself is more secure than any other city in the realm. Although not as prone to the social spectacle of being seen at court, the Great Hall is where many of the mountain dwarf politicians and other movers and shakers meet to discuss the managing of the kingdom.

2. The Great Chamber. This dizzying open space is the main mining artery for Marradihr, pockmarked with openings to off-shooting mining tunnels and ringed with an almost incomprehensible network of cables, ropes, ladders, chains, platforms, lanterns, and dwarves at work around the clock. The bottom of the Great Chamber is not visible from the top floor. In reality, it goes down approximately 200 stories (as measured by a human). The bottom 25% of the Great Chamber is off-limits to miners or visitors, because at the bottom of this vast, empty column, the Night War rages on. The three-foot-thick, steel-reinforced oak platform at the top of the off-limits area is guarded by a full company of guards at all times, complete with their own private food stores and bunkhouse. A single, giant trapdoor in the center of the platform permits entry to a large elevator that can lower troops into the danger zone beneath.

3. The Forge Quarter. Marradihr's manufacturing is mostly consolidated here, everything from simple chains and buckets for the miners to the highest-quality arms and armor.

4. Grumblers. This broad, three-story ale house is the largest and most popular in the capital. They feature many types of ale and whiskey crafted by their hill cousins on Taggthirn, as well as some questionable concoctions from the monster quarter for those who feel especially daring.

5. The Threshold. A network of uncarved natural tunnels, caves, and underground lakes branches off from the bottom of the Great Chamber, where the dwarves dug too greedily and discovered the horrors that lurk so deep in the earth. The mapping of the network doesn't stretch out far from the Great Chamber, and the next attack is a constant threat looming over the heads of every dwarf down there. The soldiers have many traps rigged and emergency evacuation mechanisms in place in case they are overrun, designed to get them all up to the barrier platform in a hurry, while simultaneously activating defenses to keep the monsters at bay long enough to get through the trapdoor and lock it again. Only the veterans of the Night War realize how close they regularly come to losing the Threshold. They are forbidden from talking about it, lest a public panic triggers a mass exodus from the mountain kingdom.

6. The Vaults. Behind the rear wall of the High Thane's keep, Mar-

radihr secures its precious gems and metals in a series of giant vaults under tightly-monitored accounting and heavy security measures, whether warm-blooded, mechanical, or arcane. The more rare and precious the materials, the more complex and deadly the security protecting it.

Red Axe

Island: 5,000

This island is named for the Red Axe pirates, who use it as their base of operations. While the island is part of Morndirn's territory, the High Thane is too focused on the Night War to deal with these criminals. Left alone, the Red Axe pirates have become notorious in the eastern seas for their ruthlessness and use of iron-sided ships. The growing Taggthirn navy aggressively patrols the waters closest to its territory and routinely faces off against these pirates. The Red Axes operate on their own, not mingling much with the forces of the Pirate Queen to the south. They consider the eastern seas their exclusive territory, and in return, they stay out of the southern seas.

These pirates have had ample time and resources to dig in and fortify their bases around the island, making them not worth the time, blood, and money it would cost to root them out. At least not yet.

The Red Axes are the only pirate faction made up primarily of dwarves, who compose about 75% of the group. They primarily recruit disaffected young adult mountain dwarves who have had their fill of conscription and the rigid control of the High Thane. The Red Axes and the Varrdhal Trading Company are bitter archrivals, for obvious reasons.

Allies & Adversaries

The Cardinal is the commander of the Red Axes (CN male dwarf **corsair**), and famous for dressing in his trademark red outfits. He's a cunning sailor and thief, and under his leadership, the Red Axes have doubled in size over the last five years. He considers Drucell Gremmacher, of the Varrdhal Trading Company, a worthy opponent in their ongoing nautical chess match.

Mother (LE female dwarf **priest**) is the Red Axe matriarch. She runs logistics on the island, keeping the entire pirate faction operating as a fairly well-oiled machine (as much as one can with pirates), rather than a chaotic rabble. She is both feared and respected by the group, and anyone who questions her in public can tell you what her knuckles taste like, and how many of their dislodged teeth she keeps in a special jar in her kitchen.

Marradihr Adventures

Hammer Time

If the PCs are looking for work that keeps them on the waves for an extended period, the Wave Hammers could conscript them (see Power Groups) for a one-month stint on patrol at the northern border waters between Morndirn and "the monster quarter." This could be a one-shot or a multi-episode story to give more of a sense of them spending extended time at sea.

They encounter a mix of sea monsters, Red Axe pirates, and bold trading ships trying to blast by the patrols with illegal goods. The climactic battle is a raiding fleet from one of the northeastern islands of Vodari.

The Night War

The High Thane is hiring powerful talent to push back the hordes of subterranean nightmares. The PCs are paid handsomely and allowed access to the bottom of the Great Chamber, and let through the massive trapdoor to the armored elevator that takes them and a couple dozen dwarven heavy infantry reinforcements down to the real bottom, what they call the Threshold. Commander Yzensturm gives them a brief overview of the grim situation before the action starts.

From there, it's a gory monster-movie slog to push through wave after wave of cave-dwelling predators in a maze of tunnels, caves, and undersea lakes that has no discernable end. Think of a high fantasy version of *Pitch Black* and *Starship Troopers* combined.

If players want to segue from Vodari to the grand world of darkness that lies below, this is the way.

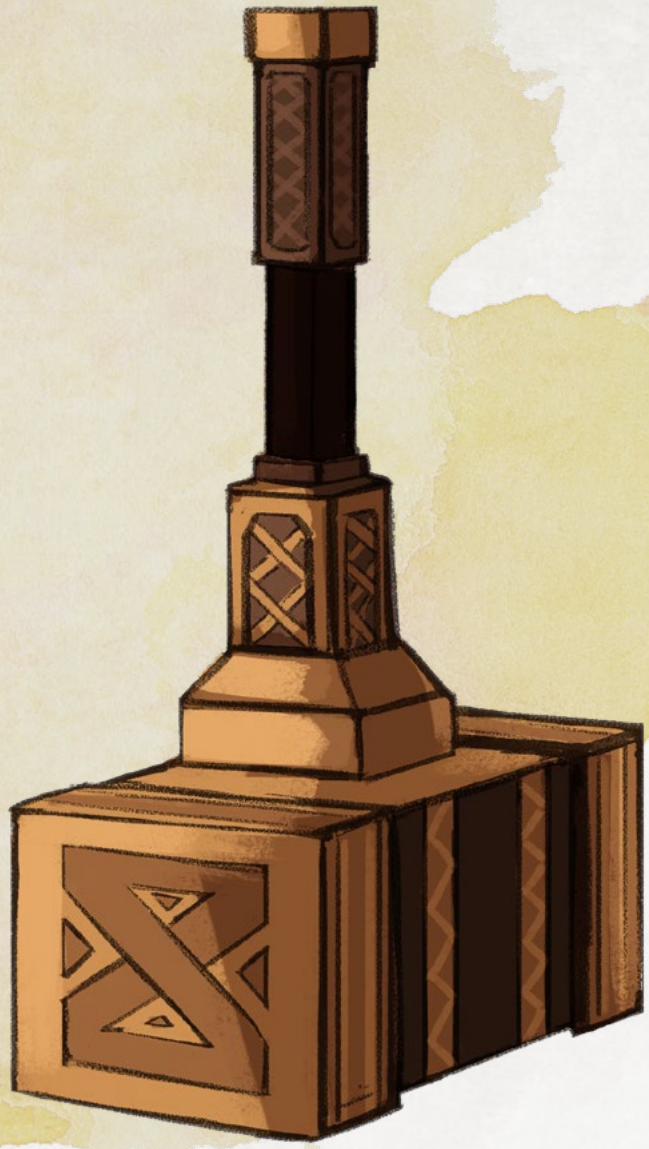


THE CARDINAL

Taggthirn

Capital: Varrdhal
Population: 85,000 (60% dwarves, 15% human, 5% halflings, 5% gnomes, 5% elves, 10% other)
Ruler: Thane Portis Durdain
Exports: Meat, grain, wool, coal, ore
Major Languages: Dwarven and Common

In the destruction of the Godwar, Thirn cities and everything between them washed away. What began as treasure-hunting expeditions by thirn dwarves to find relics and ruins of their homeland evolved into a more ambitious plan. Half a century ago, thirn dwarves from various



southern nations grouped up to fund and establish colonies far to the east, in the Marradi Archipelago. They chose Taggthirn, the center of their former thanedom. The colony has quickly grown, and Varrdhal is a busy trade port for the hill dwarves.

Whereas Morndirn is resplendent with the riches of the mountains, Taggthirn is covered from coast to coast in fertile soil, a diverse spread of agricultural species, and abundant ranching of sheep, goats and other livestock. Its ports are full of trade from every island and its shipyards are called the best in Vodari. In the waters surrounding this thanedom, there are still plenty of treasure hunters, who use a combination of Marradihr deep mining tech and magic to explore the countless ruins.

Power Groups

Farmers Union. The farmers have long understood that they are the backbone of the healthy, agrarian economy of the rebuilt hill dwarf lands. Decades ago, they formed an official labor union, which works hand-in-hand with the thane and his lawmakers to guide the direction of the island.

Shipbuilders Union. The shipbuilders might not feed the island, but their ships are sought by merchants across Vodari. Like the Farmers Union, this union usually works hand-in-hand with the thane, but they are not afraid to flex their power to help the thane make decisions favorable to this important industry.

Varrdhal Trading Company. The VTC has grown to rival the influence of the merchant families of Veraci, and in terms of commerce, they are "the gatekeepers of the east." The VTC controls most of the trade to the rest of the Marradi Archipelago, as well as having coveted relationships with some of the islands north of Morndirn, what the mountain dwarves call "the monster quarter." The VTC has a healthy-sized merchant fleet and gunship escorts, and outposts on every decently populated island in the archipelago, several in the Southern Colonies, and a small one in the goblin city of Lor'thak.

Varrdhal

City: 35,000

The hill clans have built an admirable capital city in the wake of the decimation of the Godwar that claimed so much of their past. Unlike their mountain cousins' capital, Varrdhal sits above ground, nestled in the rolling hills of Taggthirn. The inner city itself resembles a sunlit version of Marradihr in its architecture, but its massive columns are polished white marble as opposed to the dark hewn stone of Marradihr Mountain. Its halls are decked in colorful banners and carpets rather than the darker, muted tones of their mountain kin.

Varrdhal is an important commercial and diplomatic hub in the southeastern quarter of Vodari, seen as the gateway to the rest of the archipelago and points further north.

Allies & Adversaries

Thane Portis Durdain (LG male dwarf **noble**) is widely known as a gracious host to visiting diplomats and traders, who treats his guests with fantastic feasts, so long as they are respectful in his house. For all of his jovial mannerisms, the thane of the hill dwarves is still a stern leader, and a shrewd, iron-willed enemy to anyone who tries to disrespect or take advantage of him or his people. He has two sons, the younger of whom is immersed in commerce while the elder son learns the intricacies of ruling a nation, as the heir apparent.

Carhardt Holdstone (LG male dwarf **commoner**) is known as "the Farmer King," much to his own chagrin. He heads the Farmers Union and is well-liked across the island. A fifth-generation farmer and a skilled negotiator, Carhardt is fair-handed in his dealings, and gets along well with Thane Durdain. Under their cooperation, the nation continues to thrive.

Drucell Gremmacher (N female dwarf **veteran**) is the Chief of Operations of the Varrdhal Trading Company. Her shrewdness and foresight in the world of commerce presents a worthy counterbalance to the great merchant houses of Veraci, at least in the southeastern quadrant of Vodari. She currently seeks to expand the VTC's presence in points further west, but progress is slow.

Locations

1. Cloudstone Keep. The Thane's stout castle in the capital, where visiting dignitaries are treated to feasts as they enjoy an audience with the decision-makers of Taggthirn.

2. The Outer Circle. This innocuous name belies its purpose. Stationed in regular intervals at the main compass points around the capital, these towers are Taggthirn's long-range defenses, a combination of combat mages and dwarven artillery to defend against everything from encroaching ground forces to warlocks on wyverns.

3. The Ribbon. Varrdhal sits two miles inland from the northeastern coast of Taggthirn, overlooking the banks of a thin, winding, silvery river called the Ribbon. Only security-cleared ships are allowed through the imposing defenses at the coastal port, which guards the mouth of the river. A second level of river security awaits inland, by the castle. The river goes underground shortly after it passes the castle, and it is unknown to where it leads from there.



4. Farmers Market. Farmers from the western fields of the island come here daily to share their fresh goods with the hill dwarves of the capital. The market is also used as a social gathering place, where news and idle gossip are shared between citizens from surrounding regions.

5. Diplomats Quarter. Diplomats and traders are housed and entertained in this district. There are excellent restaurants, taverns, a theatre, and other entertainment sites.

6. VTC Head Office. The renowned Varrdhal Trading Company has its headquarters here, including an impressive security force watching things around the clock. The VTC also has a private dockyard in a nearby cove, near the mouth of the Ribbon.

Taggthirn Adventures

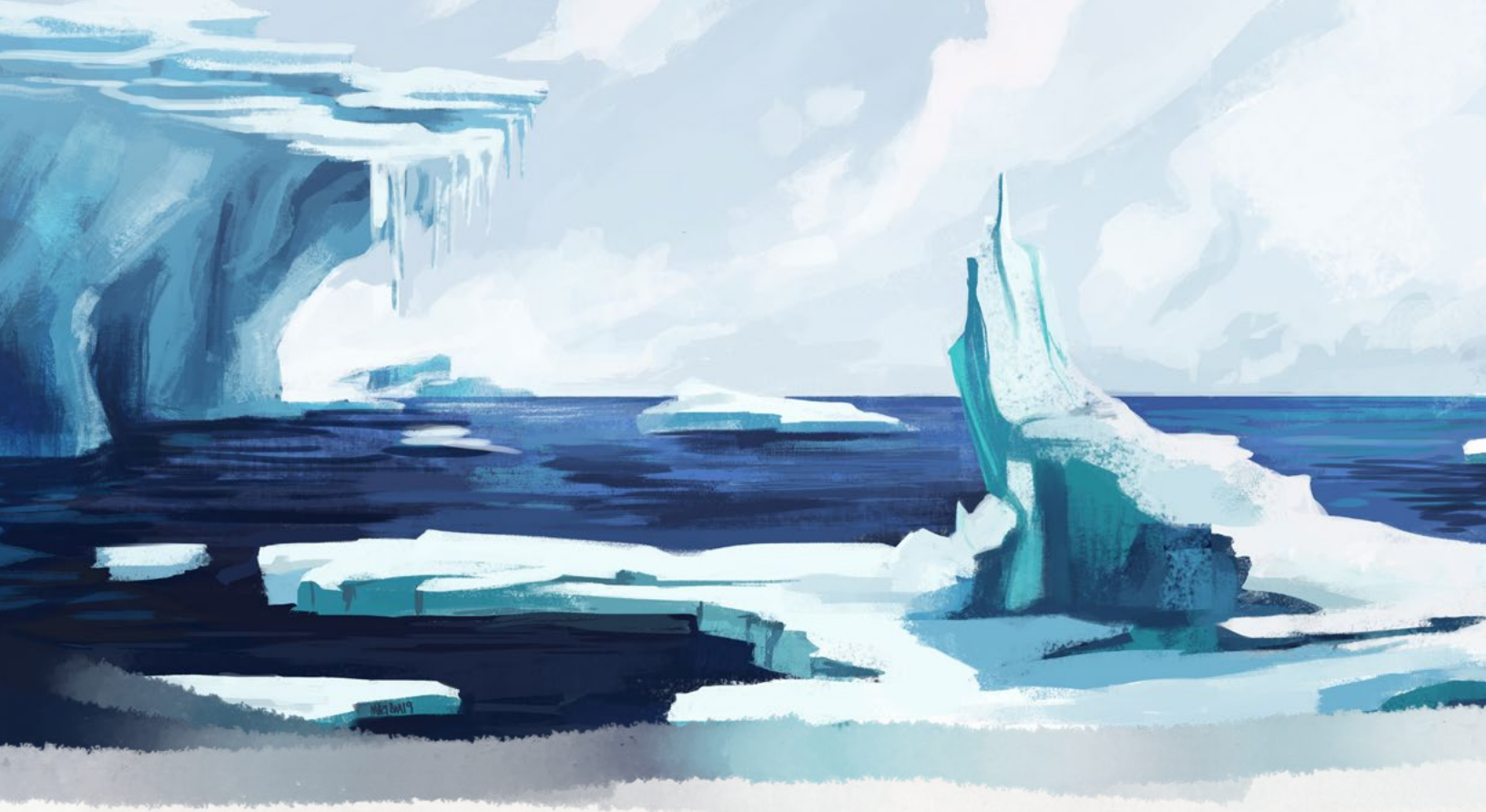
Red Deeds

The PCs are hired by the Varrdhal Trading Company to infiltrate the Red Axes, get close to the Cardinal, the one they call Mother—ideally, both—and assassinate them. They are provided with a beat-up ship, complete with a well-developed false identity, including a ship's log spanning the past two years, a fake flag that looks weathered, the works. They are even provided with a dummy VTC "victim" ship that they are to sink once they see any Red Axes coming their way, to demonstrate that they're for real.

Feast

From one of the smaller, unnamed islands off of the coast of Taggthirn, a pack of manticores has grown tempted by the smell of fresh dwarf meat, and have decided that today, the buffet is open. They have a general awareness that the dwarven city has many soldiers, so they've disrupted a massive colony of cockatrices on their island and herded the flock towards Varrdhal. The capital blows their gargantuan alarm horns while the PCs visit the city for a dwarven feast holiday.

A good portion of the city's military presence is caught off-guard, distracted by the festivities, slow to move with their full bellies from the feasting, but they scramble to action to man the Outer Circle defenses (see the above Locations section). With so many civilians out in the open, the PCs' help in defending the city would be most welcome, and earns them some big favors from the hill dwarves if they're successful. There are nine manticores interspersed throughout two thousand cockatrices, steering the flock into wave after wave of panicked attack. The manticores strikeout and feast on any straggling targets they can spot while using the giant cockatrice flock as cover to occupy the dwarven air defenses. Once enough of the manticores are killed, the remaining ones fear for their lives and flee, and the cockatrice flock disperses and flies away.



The North & Untamed Wilds

The harsh and rugged lands of the north are full of barbarian tribes, orcs, and monsters.

Far from the warm and fertile lands of the south, the islands of the north are the home of the hardened and rugged Nordaa, Stonetusks, and the monstrous people of the untamed wildlands. Those who travel to these islands discover ancient ruins and rare plants, animals, and minerals.

Ghak

Capital: Lor'thak
Population: 110,000 (70% goblin, 15% hobgoblin, 10% bugbear, 5% other)
Ruler: King Bulga Garhung
Exports: Few, but growing
Major Languages: Goblin, Common

The islands of Ghak, the southern neighbor of Khar, are the homelands of the goblinoids of Vodari; goblins, hobgoblins, and bugbears. Over the last few decades on Ghak, this trio found a strange sort of "chaotic harmony" together, where they each fulfill a societal role that helps the island as a whole in a way they have never had before. Instead of constantly fighting one another, the hobgoblins have stepped into the dominant position, becoming leaders of the more numerous goblins. The goblins proved adept at logistical and support roles, once they stopped needing to fight. The bugbears have fulfilled a more militant role, happy to let hobgoblins organize them and give them a purpose: to guard the shores of Ghak and patrol their waters, and to lend the goblins a hand with physical tasks for which the goblins lack the strength.

Unlike the goblinoid warlords and warriors of the past, the last few generations have developed a more long-term perspective. They recognize each others' value and the merits of cooperation over constant conflict, and move toward a unified and productive future. They have found common ground in the scorn of the rest of Vodari, treated like trash, never included in the dealings of the "legitimate nations" of Vodari.

Ghak trades with those willing to actually visit their shores. They are surprisingly decent hosts to anyone sincerely interested in interacting with them. They are also training a diplomatic corps, in the hopes that some nations might soon engage them in talks as equals.

Lor'thak

Metropolis: 80,000

The capital of Ghak—and really, its only major city—seems like a wild landscape of chaos to outsiders. But for the natives, this is daily life, and they recognize the method to the madness. The experience to newcomers would not be unlike visiting a city of children who have eaten far too many sweets, communicating in a code language that they made up during their hyperactive game-playing.

Lor'thak is a sprawling, dangerous mess. Goblin engineering is ambitious but highly erratic. Buildings might be nine stories high and teetering on a 15° angle, or they might have a single floor dwelling that spans a square half-mile. There are extensions of the city that traverse dismal swampland, head out into the sea on thick pylons, and wrap around large trees. Lor'thak is like a metropolitan ivy, creeping into every crevasse and up any branch or boulder that can bear it. Some goblins claim that the city builds parts onto itself when no one's looking. They come to a new extension in the morning and swear that more work has been done since they last left it… but nobody has been around to work on it overnight. Industrial accidents happen around Lor'thak on a scale only rivaled by Gemnackle in Xolen, and they're accepted as a part of life here.

Allies & Adversaries

King Bulga Garhung (LN male **hobgoblin warlord**) is an oversized hobgoblin with a booming voice that can be heard for blocks. As far as goblinoids go, he runs a tight ship, and continues Ghak's chaotic

progress and expansion. Despite his rough discipline, he is generally liked by his people for his fierce loyalty to goblin-kind against the humanoids that shun them.

Shunta (N female hobgoblin **priest**) is the chief priestess of Fortana, spiritual leader of the goblinoid tribes on Ghak. Using hope and praise in her public sermons, she keeps the masses in line and cooperating when King Bulga's bruising tactics falter. Her priestesses also train as diplomats, if and when the outside world takes them seriously enough to have diplomatic relations.

Oona Gumm (CG female goblin **boss**) is Lor'thak's chief engineer, always full of new ideas for ways to improve the city and goblin life in general. Not all of her ideas are good ones, and she knows it. She can almost always be found somewhere on a construction site in the capital, muttering to herself or berating her workers for putting things together improperly. It is rumored she sleeps about three hours a night.

Tun Babadaka (CN male goblin **mage**) is Bulga's head wizard, and is usually kept within earshot of the king. The Goblin King often asks for feats that are beyond his arcane abilities, earning Tun a cuff to the back of the head and a, "Well, what are you good for, then?" Despite this abuse, Tun is a useful resource, and knowledgeable about a surprising amount of things on Ghak and beyond.

Dook (CE male goblin **scoundrel**) is a wrench in the gears of progress in Lor'thak. He despises the outside world. To his mind, Ghak should keep to themselves until they're strong and developed enough to expand via force, not diplomacy. He voices these opinions in dark goblin taverns at night, drawing grumbles of agreement from his fellows. He also unabashedly uses industrial accidents in the capital (of which there is no shortage) as distractions to steal from his fellow goblins' homes.

Mugg'dar (NE male bugbear **chief**) is the commander of the bugbear military on Ghak. He hates outsiders, but he understands the value of following orders and playing the role he and his people occupy in Ghak society. He butts heads with King Bulga regularly, but stops just short of crossing the line each time. For now, at least.

Locations

The Grand Palace of the Goblin King. This massive, mismatched "palace" at the center of the capital spans nine stories, tilting at odd angles as floors have been added to it over time. Its architectural style changes from level to level, as it has been modified by different Goblin Kings and Queens over the decades. Visitors can easily get lost inside, which is just as chaotic and inconsistent as the outside. Some hallways come to dead ends, some have collapsed and not been repaired for long enough that plants have grown up through the rubble, and some doors lead to open-air where a room used to be, but is no longer.

Bunkum's Bandage Bar. One of the most popular drinking houses in Lor'thak, goblin, hobgoblins, and bugbears come here after a long, hard day full of scrapes, cuts, and bruises on the job. Bunkum always has shelves and shelves of bandages on the bar, as his patrons always need them. His famous "painkiller" goblin grog is a perennial favorite among the locals.

Tar Pits. One area that even the bold goblin engineers will not expand Lor'thak anywhere near are the tar pits of their southern swamp. These constantly bubbling, smoldering pits of hot, inky stew are where the denizens of Lor'thak and surrounding areas bring their dead to be returned to the elements, digested without a trace in the hot tar. Goblins also scoop buckets of the stuff for use as an adhesive in their building.

The Store of Stores. Never ones to shy away from grandiose statements, this is what the goblins dubbed their largest general store. A creaking, rainbow-painted, multi-story warehouse full of perilously tall stacks of leaning shelves, selling a countless variety of common goods, rare oddments, and even some custom-built orders for wealthier patrons. It's a mystery even to most goblins how any semblance of a realistic inventory is kept.



KING BULGA GARHUNG

Bobbleball Stadium. Just as bewildering to outsiders as most of the rest of goblin society, the goblins' unique national pastime is a sport called bobbleball. Teams from all corners of Ghak travel to the capital to play at Bobbleball Stadium, which has sprouted a sinkhole in one corner of the field. Instead of fixing the growing hole, they've rewritten the rules of the game to incorporate it.

Ghak Adventures

The City That Never Sleeps

If the PCs are bold enough to visit Lor'thak for trading, or just for adventure in a new place, they should get the full carnival experience of dodging rampant machinery and falling scaffolds for an entire day, with **goblins** yelling at them to get off the fresh paint, **bugbears** gruffly telling them to go around because the bridge up ahead fell into the swamp (again), and **hobgoblin warlords** seeking an audience with them to get news from the outside world.

If they don't already have one, the PCs can encounter any kind of purpose during their visit: a major industrial accident where a large section of new construction collapses and puts lives in danger, requiring their aid; an invading force of bullying pirates looking to burn and pillage because they think goblins are easy prey; the Goblin King himself asking the PCs for help extending a diplomatic hand to other Vodari nations.

There is an opportunity here for the PCs to make a major alliance with an overlooked and undervalued culture that probably isn't what they expected.

Mind the Gaps

If the PCs end up getting involved with Ghak from a diplomatic standpoint, they are visiting King Bulga in the palace when an assassination attempt takes place. A mixed group of bugbears and goblins attack, led (or just planned and launched) by the goblin dissenter, Dook. A couple of Bulga's royal guards get him out of the throne room as the attackers become tied up with the PCs and other guards loyal to their king, but several other assassins give chase into the depths of the palace. The PCs are led on a merry, chaotic chase through nine stories of an insanely constructed castle (see the description under Locations) as they try to find and save the king.

The Night Shift

The sense that visitors get that Lor'thak reconfigures itself when no one is looking is, in fact, accurate. When the city was founded, a goblin warlock bound three **earth elementals** to accelerate the construction of the city, but poorly-worded instructions ("until I tell you otherwise") and the warlock's untimely death meant that they never stopped. They just keep reconfiguring and adding on to the city. They work in absolute, magical silence, because the warlock couldn't stand being kept awake at night.

The PCs discover one morning that the inn where they're staying has been completely cut off from the rest of the city. The street in front of it dead-ends in both directions, and none of the adjoining buildings other than the inn have accessible doors or windows. The innkeeper explains that this is just how the city is, and the buildings might change again soon—possibly sometime before they all starve to death. The PCs can still escape the blocked-in area by climbing, flying, breaking down walls, or teleportation.

The next night, or whenever the PCs investigate, they overhear a rumbling argument in Primordial between the earth elementals, comically discussing whether this is a problem that needs fixing. It's up to the PCs to persuade them to set the city back to rights.

Nordaa

Capital: Daan
Population: 125,000 (35% human, 25% dwarves, 15% elves, 10% halflings, 5% orcs, 5% half-orcs, 5% other)
Ruler: King Gunnar Magnusson
Exports: Timber, shark and whale products, arms and armor
Major Languages: Common, Dwarvish, Halfling, Elvish, Orcish

This chilly northern nation is formed of four major islands and countless smaller ones, populated by an amalgam of humans, dwarves, halflings and elves descended from those who thrived in the cold, harsh environs after the Godwar. Nordaa's islands are largely a combination of low-level mountainous regions and abundant pine forests. It offers decent hunting and farming, and excellent fishing. Sharks and whales are numerous in the waters around Nordaa, which the northern clans have capitalized on in trade. They are protective of their exports, and are known to "actively discourage" other nations from fishing in their waters—usually by way of inflicting significant damage to their ships, allowing them to dock, and selling them materials and labor to repair their ships and return home, at exorbitant prices.

Nordaa has a long history of infighting, as well as a constant testing of boundaries with the islands of Stonetusk, their neighbor to the north. Recently, the current King has done much to solidify Nordaa as a nation. He hasn't quite unified the clans, but has reduced the chest-thumping, glory-seeking, petty feuds that waste lives and resources. In response to this development, they have seen an uptick in aggression from Stonetusk, as the orcs and giants from that region are becoming wary (they would never admit to being "afraid") that Nordaa's power is on the rise, potentially long-term if the clans continue to unify.

The Northerners worship a few gods, but Kalder is easily the most popular, followed by Okeano and Taeva. In general, these devout people constantly honor these deities with offerings and songs.

Daan

Metropolis: 48,000

On the southern end of the main island of Nordaa sits a sprawling city of dark pine and dull gray iron. The capital of the northern clans is also its main naval port, where rows upon rows of longships sit waiting for the next battle, the next great whale hunt, the next adventure. Banners of the great and small clans alike fly on tall poles encircling the festhalls and the King's keep.

The fisheries of Daan run well-stocked from dawn until dusk each night, a fact which newcomers can tell immediately with their noses. The entire city smells of fish, pine and metal. The blacksmiths of Daan outdo each other with the next masterwork sword, axe, armor or helm—when they're not busy outfitting their own people for the next in an endless procession of skirmishes. Songs of glory and battle are also bellowed day and night, echoing off of the rocky bluffs that provide a natural defensive barrier along the north side of the city.

One unique construction feature of Daan that confounds new visitors are the "mead beds"—long pine cradles, almost coffin-like, lining the walls between many of the buildings, where passed out northerners are picked up off the muddy streets and lain safely out of the way until they wake. It is considered very bad form in Nordaa to rob an unconscious warrior who has had a little too much mead. Drawing rude charcoal pictures on their foreheads, however, is commonplace.

Allies & Adversaries

King Gunnar Magnusson (LN male dwarf **noble**) is a battle-hardened old crank of a dwarf covered in a lattice of scars, but his two-decades-long reign has brought the clans of Nordaa closer together than they have been in a long time. His three sons perished in battle, leaving him heirless.

Thane Freydis Norstrom (CG female human **berserker**) is a legendary warrior among the north, and tales of her battles are spreading around the rest of Vodari. She seems the natural heir to the throne of Nordaa, should anything happen to the childless king, although she has expressed zero interest in ruling. Her loyalty is to her king and clan.

Thane Rollo Redhand (CE male halfling **scoundrel**) is the leader of the largest halfling-dominant clan in Nordaa, a clever manipulator, and an ambitious rogue. He has designs on ascending to the throne, and is not above negotiating with some higher-ups on Stonetusk to see if a mutually beneficial arrangement might be possible.

Kharis (N female elf **priest**) is the High Priestess of Kalder in Daan, and works closely with King Magnusson on shaping and unifying Nordaa. Usually a soft-spoken, gentle figure, she harbors a deep hatred for orcs. When they send raiding parties from Stonetusk, Kharis's dark side comes out, and orc blood sprays like surf upon the stony shore.

Locations

Helmhorn Festhall. This longhouse is the largest building in Daan, and is a constant hub of activity for northerners in the capital. Used as both a social hall and a forum for working out arrangements between tribes, the mead never stops flowing, nor the cookfires cease burning.

Daanan Keep. This well-fortified, three-story dome of the stoutest wood and iron serves as both the seat of government for Nordaa and the home of the current ruler and their family. Major disputes are heard here, and sentences passed. The King holds his court here with the thanes of the clans.

Rockrain. This holy site is a massive, aeons-old cavern carved by unknown hands into the north face of Cloudspear, the tallest

mountain on Nordaa. Many northerners make the pilgrimage to the cavern, to see the ancient runes in the walls, and to lay their hands and lips on the sacred stones embedded in the stone floor that offer a soft, warm, golden glow. The pilgrimage comes with some danger, as the precarious trail up to the cavern frequently experiences lethal rockslides, hence its name.

Aldinn

City: 18,000

Where Daan is the mighty capital city, the bastion of martial prowess and glory, of drinking halls and chest-beating speeches, Aldinn is the seat of Nordaa's intellect and memory. The North is not widely known for its academics, but they aren't devoid of scholars. Aldinn is Nordaa's finest training school for anything that isn't directly military. Their historians are trained here, the greatest library of their nation's history is here, museums of ancient Nordaa relics and age-old documents are preserved here. Their clerics are anointed and trained in Aldinn, as well as their mages. There are still rowdy fest halls available throughout the city for the non-academic types passing through the city (and academics don't mind earning coin from visitors and travelers), but they are fewer and further between than in Daan.

Allies & Adversaries

Jorus Boldurin (LN male human **priest**) is the current First Chair of the scholars' council in Aldinn. As the highest academic post in Nordaa, he is the final arbiter of disputes over historical documents, artifacts, translations, and curation of displayed works. He is also arguably the smartest Nordaani alive today, with a vast knowledge of Nordaa's entire history. Jorus is a disciple of Istoro, in addition to the other major deities worshipped in Nordaa.

Gettel Rysdottir (NG female elf **mage**) is the head instructor at Velhurinskole, Nordaa's college of magic. Gettel is a grizzled battlemage, with patches of burn scars across much of her body to prove it. She's a tough instructor, but fair, and she produces top-notch talent, even in specializations outside of battle magic.

Kila Ice-Eyes (N female human **priest**) is the ranking High Priestess of Okeano in Aldinn, and stands equal with Anulf Sunderlund as the second-highest-ranking cleric in Nordaa. Her eyes, arctic blue, reflect the eerie, unshakable calm of this aloof woman, who is also a very capable ship's captain.

Anulf Sunderlund (CG dwarf **priest**) is Kila's equivalent in the service of Taeva. A veteran warpriest who saves countless lives on the field of battle, this grimly humorous dwarf tirelessly trains the next generation of hammer-wielding healers.

Locations

Velhurinskole. Nordaa's one and only school of magic. The orcs of Stonetusk tried once, twenty years ago, to strike a deep blow into the heart of Nordaa by attacking Aldinn, beginning with a key midnight raid on Velhurinskole. It went… poorly.

Pyhälinna. The temples and religious schools for both Okeano and Taeva are combined into one large complex of buildings with its own perimeter wall. The clerics and their students contemplate the mysteries of the gods in privacy and relative peace.

Jólabókaflód. This well-monitored, four-story block of stone and steel is the repository of the most priceless scrolls, stone tablets, and antiquities of Nordaa's history. Outsiders have a difficult time gaining admittance, and anyone stepping out of line in or near the building is punished harshly by the law.

Njord

City: 9,000

Njord is the largest settlement on the isle of Fendihr, the closest of Nordaa's major islands to Stonetusk, making it the first logical stop on orc raids. Njord has a large contingent of able fighters on constant



THANE FREYDIS NORSTROM

vigil, but over the centuries, they've developed a series of defenses that make any attack on their settlement so deadly and frustrating that the more experienced orcs have all but given up trying to hit them, opting for lower-hanging pinecones. Occasionally a younger raiding party tries to make a name for themselves by attacking Njord, and the few survivors return with stories that remind everyone to leave it alone.

Aside from their renowned defenses, Njord is primarily a large but simple fishing and whaling town, producing a significant portion of Nordaa's shark and whale products to export around Vodari. One area they stay far away from is the isle of Orca, in Xolen. Wereorcas attack Nordaa ships on sight, and attack to kill. There have been rumors of the wereorcas selling "Nordaa products" to the Xolenians the way the Nordaani sell whale products—more to send a message back to Nordaa than to turn a profit.

Allies & Adversaries

Thane Lars Haiemorder (CG male human **stormcloak**) leads the Thunderhead Clan and the city of Njord. He runs the town more like a whaling and sharking business than acting like a southern mayor or governor, with a minimum of political skullduggery. He still actively hunts sharks and whales, and takes a front-line position in defense of the town when needed.

Verk Frædingur (N male dwarf **commoner**) is the second-generation mastermind behind the clever defenses erected in and around



Njord. His father engineered the first few rings, and as Verk grew into manhood, he learned from the master by tagging along, helping out with repairs, examining how the parts fit together, and eventually coming up with improvements on his father's designs. His ingenuity is invaluable to Nordaa. His own son has now grown enough that Verk brings the boy along and teaches him the basics.

Ridaro Rothenal (N female half-elf **scout**), called "Lamplighter" by most, is the coordinator of Njord's network of lookouts, stationed in hideaways all around the island. Her lookouts know the fastest, most secret trails across Fendihr, and aside from that, they have a system of alert lamps to light in case of incoming threats. A handful of wizards are spread around the perimeter to send whispered communications on the wind to convey details quicker than any runner could.

Locations

Njordport. The well-defended port sees a lot of activity year-round, as they are the number-one producer in Vodari of shark and whale products. A small attachment of stormcloaks keep a vigilant watch around the clock, ready to make any naval incursion into the port turn into a teachable moment for future generations.

The "Verkshop." Locked away behind high-security contraptions and wily house guards, Verk Frædingur toils away at new designs, not only for the town's defenses, but contraptions and mechanisms to make Njord a safer, more efficient place. The Verkshop is the size of a warehouse, so that the dwarf and his handful of assistants have ample room to construct and test prototypes safely away from the public.

Vindaa

Population: 5,000

The citizens of the isle of Vindaa know well that the rest of Nordaa refers to them as "the boring island." They farm and they fish, living modest, simple lives. They don't have the exciting defenses of Njord, or a mysterious and dramatic Lamplighter Network. They have no notable schools for wizardry or theology or history like Aldinn. They certainly lack the grandeur and booming, bustling glory of the capital, Daan. Even raiders from Stonetusk don't seem all that interested in pillaging Vindaa, for some reason.

In this cloak of mediocrity and obscurity, Vindaa is one of the biggest havens for criminals and refugees outside of the Pirate Isles. Nobody comes looking for anyone here. Nobody even thinks of it. People looking to escape their old lives in exchange for a modest life of farming and fishing come to Vindaa to start over.

Allies & Adversaries

Âl "The Eel" Slipskin (CG male halfling **scoundrel**) was a former high-profile burglar from Tabulu who felt too much heat from the hired leg breakers of a few wealthy gambler-types that Slipskin robbed. He fled the south for somewhere invisible. Now he has a little fishing boat from which he earns an honest living, a quaint seaside cabin, and occasionally he does some sleight of hand tricks to make the local children squeal with delight.

Hadriel (LE male tiefling **assassin**) used to work as an assassin for a demonic master who sought to destabilize the southern islands. Over time, Hadriel became increasingly troubled by the blood on his hands, and when his master was wounded by an old enemy, Hadriel took the opportunity to flee to a quiet place where he could cleanse his mind and soul and change his nature. He struggles daily with inner turmoil, knowing the road is long and difficult.

Eirin Auran (N female half-elf **warlock of the council**) was born and raised on the main island of Nordaa, but when she went to study magic at Aldinn, she found that there were areas the instructors deemed off-limits. Frustrated by these boundaries, she went out into Vodari to seek knowledge that the North had forbidden her. Having gotten exactly what she wished for, this haunted half-elf has returned to Vindaa under a different name, Dite Petterssen, and remains undiscovered by the few friends and family she left behind years ago. She refuses to speak of her adventures of the last few years.

Kolga

There are some places even the bold Nordaans fear to tread, and this island has become one of them. Every few decades, a new group attempts to settle on Kolga, only to return a few months later, missing at least half of the people, and hazy recollections of chilling tales of their time on that mysterious isle. Accounts vary, but one consistency is that there stands, on the west coast of the island, a strange tower of unidentified stone that seems older than Nordaa itself. Anyone returning from Kolga begs their fellow Nordaans never to venture there, although most can never explain exactly why. Three or four separate abandoned settlements remain on the island from past attempts over the last few centuries.

From survivor accounts, it seems that anyone trying to build a home there can last a few months, long enough to get some buildings constructed, but not a fully functioning town. During that time, some sort of nameless, subtle dread and confusion creeps into the settlers' minds. After a few weeks, "accidents" begin happening. People start disappearing in the night, or wander off in random directions as if sleepwalking. After a couple of months, people grow more confused, sometimes not recognizing each other, even spouses, siblings, and long-time friends. Tempers flare beyond reasonable levels, often at minor or perceived issues. For those who stick it out and try to solve the mystery, the stories tell of folk turning on their kin with a murderous rage, or even a trance-like coldness—again, as if they were dreaming and unaware of their actions.

Allies & Adversaries

The Nameless Dread. As described above, this effect, subtle at first, settles on anyone who remains on the island. The Dread builds gradually into full-on madness for those who stay too long. The effect gets stronger the closer one gets to the Lighthouse.

Locations

The Lighthouse. Some accounts of would-be settlers on Kolga have referred to the strange tower as "The Lighthouse," without remembering why they thought to give it that name. The "Lighthouse" is an amazing spectacle: 1,000 feet tall, narrow and straight up like an antenna to the Heavens, inscribed with ancient runes. A 20-foot-high front door opens with a quiet sigh for anyone who approaches, and closes itself behind them on unseen hinges, some mechanism—or sorcery. To anyone who enters during the day, its translucent stone emanates an almost blinding glow. The glow fades shortly after sunset, and light sources are drowned by supernatural darkness within the tower, cutting range to one-quarter (one-half for magical lighting). Sound is also swallowed up, providing no echoes whatsoever.

Inside, a winding stairway climbs all the way to the top, its steps

constructed on a scale more suited to a storm giant than any of the roughly human-sized people, making upward progress difficult and exhausting, especially on top of the psychic onslaught of the Dread.

Süd, Østa, and Annur. The remnants of three previous attempted settlements still stand on Kolga. Süd sits on the southern tip of the island, closest to Nordaa. Østa is on the eastern shoreline, and Annur on the north coast. Annur is the oldest, smallest, and most ramshackle of the three. Østa is not quite as old, and somewhat larger, but has been deserted for many decades. Süd, the closest to Nordaa, is the largest, and has been improved upon over several settlement attempts, including the recent one.

Nordaa Adventures

Raiding Party Animals

The PCs get caught in open water between incoming raider ships from Stonetusk and perilously rocky northern shores of the isle of Fendihr. Depending on the makeup of the PC party, they can charm their way out of a fight, even joining the raiding party, or outrun the orc and stone giant raiders and make it to shore in one piece, perhaps warning the Nordaans of the impending attack, or maybe find another option somewhere in between. This is a good place to introduce the Lamplighter Network, who lend a hand in helping them evade the raiders if that's the way they go.

Caught Red-Handed

When the PCs arrive on Nordaa, Thane Rollo Redhand sees a chance for some scapegoats when he makes his move. He has hired Stonetusk assassins to kill King Magnusson at his birthday celebration at the Festhall in Daan. The PCs receive a dire but brief and enigmatic warning from someone in Rollo's clan who disagrees with the plot, but they are murdered before they can impart any details to the PCs.

The Stonetusk assassins are having clothing tailored to look like the outfits of the PCs, so that when they make their move, figures fleeing the crime scene match the PCs' descriptions. If the PCs can track the assassins down before or during the party and interrogate at least one of them, they can trace the plot back to Rollo Redhand.

Let's Rock

Something is happening at the holy site on Cloudspear, at the cavern known as Rockrain. The sacred stones are losing their golden glow, and the rock slides that plague the mountain trail are more frequent and severe. Kharis, the High Priestess of Nordaa, is convinced something has angered their gods, and she needs to get up there to commune with the site and restore balance. Time is of the essence, and their strongest warriors are too far upland, repelling the next wave of threats from Stonetusk. The remainder are stationed to protect the king and can't be spared for this endeavor. The PCs are asked to accompany Kharis up the mountain, earning the good favor of King Magnusson.

A Quiet Little Place

The PCs' ship is low on supplies and/or needs some minor repairs, and the closest safe harbor is an unnamed pier on Vindaa. The PCs have an innocuous encounter on the docks with one or more of the NPCs listed for Vindaa. That evening, they catch sight of a nasty-looking party of bounty hunters prowling around looking for someone or something, getting rough with some of the mild-mannered and hospitable Vindaa fisherfolk. If they investigate, the PCs find that the bounty hunters are looking for someone matching the description of the fugitive that they met earlier. Whether the PCs help the bounty hunters or side with the fugitive is up to them, although it's probably a more interesting story if they figure out the truth behind the bounty hunters' quarry and end up siding with the fugitive.

The Lighthouse

If the PCs' curiosity about Kolga is too great to be ignored, Süd is the best available landing point. Once there, they find the bodies of the last settlement group in various stages of mutilation, some dead by each others' hands, others alone in hiding places, faces frozen in terror. The other settlements are smaller, older ruins with similar remains: bones and rags, rusty remnants of armor and weapons. The western coast is all high cliffs and deadly reefs, making any landing impossible. See "The Nameless Dread" in Kolga's Allies & Adversaries section for details on what happens to the PCs once they make landfall and begin to explore.

Details of the Lighthouse are listed under Kolga's "Locations". What else is inside and at the top is for you to decide, but this place was crafted by unfathomable Ancients. This adventure should be as blood-curdling-creepy and disorienting as possible. It should be a small miracle just to make it home alive and sane.

The Lighthouse can be incorporated into a larger story arc involving the other ancient ruins around Vodari. Read up on Zeth'Kur, the Secret Sunken Sanctum adventure hook for the Faraway Chain, and the remote isle of Kraken.

Iselaad

Capital: Jötunnstóll
Population: 23,000 (90% giants, 5% orcs, 5% other)
Ruler: Villikóngur
Exports: Fear
Major Languages: Giant

In the farthest northern reaches of Vodari sits the frozen wasteland of the Jötun, known to the rest of the realm as frost giants. Iselaad is locked in a state of perpetual winter, and is far too cold for most people of Vodari to visit for more than a few days. This is just how the Jötun like it. They are, for the most part, happy with isolation from most of the world most of the time. Aside from their capital, Jötunnstóll, the frost giants don't gather in large settlements, preferring to stake out their own territories, leaving a good bit of space in every direction to their nearest neighbor. They do not take kindly to unwanted visitors. Again, the capital is the exception, where the giants are more civilized, and tolerate travelers with good stories or interesting wares to trade.

Aside from the semi-tolerant capital, most of the contact the rest of Vodari has with the Jötun comes in the form of a raid by a frost giant longboat. Due to their size and their tendency to be rough on canvas, the frost giants do not have sailing ships. Instead, they build long, sturdy boats of hardy northern pine. Massive oars move them at shocking speeds through the icy waters in search of slow, cumbersome prey who operate at the mercy of the winds and have difficulty navigating the ice floe-choked northern waters. Frost giants have been known to break down captured ships and use the components as pieces of armor. Some Jötun have even been seen in battle wearing ships' figureheads atop their helmets.



Jötunnstóll

City: 9,000

The frost giants' only settlement large enough to be called a city is Jötunnstóll. From a distance, it is difficult to pick it out from the frozen, mountainous tundra surrounding it. Anyone who dares to get a better look sees rock and ice towers sculpted into simple buildings. Almost every aspect of the city's design is functional, rather than aesthetically pleasing. The buildings are built right out of the landscape and can withstand even the most powerful northern winds and blizzards. Most of the buildings are homes, as frost giants are not a people that tend toward having avenues of shops, entertainment, dining, and public services like most people have in their cities. There are vast storehouses for meat, wood, ore, and other supplies, and some smiths, healers, and a few other practical professions, based on necessity, not comfort or enjoyment.

Allies & Adversaries

Villikóngur (CE male **frost giant**) is the current Jarl of the Jötun, who rules from the capital with a frozen iron fist when he's not out stalking the waters for plunder and skulls to bring home for his hoard. He likes to toy with the smaller people of Vodari the way some animals like to play with their food before eating it.

Rólegur (N male **frost giant**) is one of a small number of the frost giant population that wields magic. For a Jötun, he is soft-spoken, and there are whispers that he and their king have a quiet enmity between them. Rólegur can usually be found around the capital, and is one of the frost giants who is more interested in speaking with visitors from the outside.

Drukknari (CN female **frost giant**) is the most prolific pirate among the Jötun. She captains a small group of black-painted longboats that rows quietly at night, uses rocky atolls and ice floes as cover, and launches surprise attacks on unsuspecting travelers with juicy-looking cargo holds. Her helmet is crowned with the figurehead of a naked, winged maiden.

Locations

The Ice Throne. A massive throne sits outdoors, carved out of the thick permafrost at the center of Jötunnstóll, surrounded by a hundred yards in every direction of mosaics of colored stone and gems depicting a history of the Jötun dating back to the Godwar. This is where the Jarl makes proclamations and passes judgments. This is also where all challenges happen, for any Jötun looking to replace the current ruler.

Fighting Pits. With limited entertainment options in the far north, the frost giants have always favored tests of strength and skill in combat. All around the isles of the Jötun, one finds the local fighting pits: hemispherical, smoothly-planed ice bowls where competitors face-off on the slippery surfaces to gain prestige among fellow warriors. In the capital, the larger fighting pits are encircled by tiers of ice and stone, so that spectators may gather and watch entire groups of combatants fighting at once.

Mead Hall. There is exactly one gargantuan hall for gatherings. Here the frost giants of the capital eat meals and drink mead together for certain events, but only rarely.

Frosva

Even among the frost giants, Frosva is primarily known for only two things: an active volcano and an ancient white dragon. The volcano, called *Ketillinn*, "the Cauldron," sits on the southern half of the island. Its constant emanations of heat have drawn a relatively large population of frost giants over the centuries—not because the Jötun are harmed by the cold, but for ease of forging and other more industrial uses.

Somewhere on the north half of the isle lies the lair of Fornhvítur, an ancient white dragon that has been around for as long as the Jötun have passed down memory. In the oldest ring of mosaics surrounding the Ice Throne in the capital, pictures of Fornhvítur can be found. Once a year, on the eve of the longest day of the year, the giants of Frosva celebrate with a great feast, and in the morning, any young, strong (and foolish) Jötun wishing to make a legend of themselves strikes out to the north end of the island to seek the dragon's lair and defeat it.

None ever have, obviously.

Elder frost giants who feel they have outlived their usefulness and wish a glorious ending also trek to the north, alone and at a time of their choosing, to meet their death in battle against Fornhvítur. It is the preferred death for those hardy veterans who could not find it in battle against the rest of Vodari, or other giants.

The Jötun of Frosva also make regular trips to raid the orcs of Stonetusk to the southwest, as well as assembling hunting parties to visit the monster-ridden island of Rhukug, to see who can return alive with the rarest and most glorious prizes.

Allies & Adversaries

Fornhvítur (CE male **ancient white dragon**) has lived on Frosva for centuries. Fornhvítur comes down from his secret lair a few times a year to devour a frost giant or two, but for the most part, he leaves them alone and they leave him alone, except for the annual party of young hopefuls on the Summer Solstice. This is the dragon's favorite day of the year.

Veiðimaður (N male **frost giant**) is one of the best hunters on Frosva, often leading hunting parties to Rhukug and coming back with the best kills. It is rumored that he may even attempt the ultimate test next Summer Solstice.

Sökkva Skipa (NE male **frost giant**) is the worst nightmare of Stonetusk sailors. A clever sea raider, he lies in wait on tiny islands around the Stonetusk isles, watching for orc raiders to set out for Nordaa, and ambushes them from behind for laughs. His clothing and armor is made entirely from parts of sunken orc ships, orc bones, and orc… "leather."

Locations

Ketillinn, the Cauldron. Located on the southern half of Frosva and dominating the landscape for miles and miles in every direction, this mountain produces a constant stream of billowing smoke and the occasional low rumble, although it has not had a significant eruption for 500 years. Visitors or accidental captives on Frosva might be relieved to take baths in the steaming hot springs on the mountainside, but the frost giants avoid them, preferring their usual baths in icy water. What attracts the Jötun to the region around the volcano is the increased vegetation. That draws a good deal of wildlife such as **giant elk**, which the giants are interested in, for both food and crafting.

Fornhvítur's Lair. In one of the taller mountains near the north end of Frosva, a system of large caverns and tunnels can be found. Inside this icy labyrinth sleeps the ancient white dragon, atop a bed of frost giant skeletons and treasure stolen from centuries of cherry-picking the Jötun on this island, and occasionally beyond. An entire frost giant longship lies ruined in one of the caverns, filled with treasure from when Fornhvítur plucked it from the sea and carried it home. The wily old dragon has left trails of Jötun weapons and armor as bread crumbs to lead future would-be dragonslayers to the wrong caverns, where Fornhvítur can trap and kill them.

Blafjell

Without any sizeable mountain ranges to diffuse the northern winds, Blafjell is actually the coldest major isle in Vodari, even though Iselaad claims otherwise out of a sense of pride. The land itself is without many points of interest, but the water surrounding Blafjell is another matter. One of the most perilous areas to sail anywhere in Vodari is the Mirage Sea. Due to a confluence of meteorological elements, sailors in the water around Blafjell experience treacherous optical

illusions, resulting in many deaths each year. Mists hang low and heavy here, to the point that they look like clouds. Combined with the brightness of the sun reflecting and refracting off of the glaciers, ice floes, and the deep blue water itself, sailors experience a strange sense of the sea and sky blending together. They report extreme vertigo and sensations of "sailing on the clouds." The Skyglass Strait, the passage between Blafjell and Iselaad, is the deadliest concentration of this phenomenon, but is also the best large-target fishing area in the north of Vodari. Ambitious fishers roll the dice on navigating the optical nightmare of the seascape in exchange for the likelihood that, if they come back at all, it is with a full cargo of whale and shark.

Allies & Adversaries

Sharks. The waters around Blafjell are home to a large number of **giant sharks** and **hunter sharks**. They hunt the regions most likely to cause shipwrecks and dump dozens of screaming, thrashing, tender morsels into the water.

Risahvalur. Among the frost giants, there are reports of a **white whale** haunting the Mirage Sea. This whale is hyper-aggressive, and not only sinks the fishing vessels of smaller people, but also goes after frost giants whaling in those waters. Some reports describe the whale at such a size that it can devour a Jötun whaling longship in one bite.

Locations

The Glass Menagerie. Hidden on the island is a small but splendorous castle that looks as if built out of frosted glass. The sparse Jötun population here calls it "the Glass Menagerie," and recounts fairy tales of the Glass Knight and a stolen royal human child. Neither they nor their children go anywhere near the crystalline castle. They insist that both the Glass Knight and the stolen child both still live there, and have created a magical menagerie of glass animal sculptures trained to attack any intruders.

Drölarr & Atorr

On the southern edge of the giant kingdom sit Drölarr and Atorr. Far from the regular violence of the capital, they have achieved a slightly higher level of technological advancement than the rest of the frost giants. There is less infighting and competition for battle-glory here, and sturdy pine growth, resulting in a more stable society with larger, sturdier buildings, more adept wood and leather workers, and more efficient fishing operations. The frost giants here are slightly more open to trade with outsiders, though they remain suspicious. Their favor is hard-earned, but once earned, it endures.

These two islands have been bitterly contested for centuries. The frost giants currently control them, and have for the past several decades, but the combined reptilian cultures of Khar have not written it off. They bide their time, waiting for the right opportunity to retake it without suffering catastrophic losses. The Jötun are keen on keeping these islands, due to the growth of northern pine, which they ship to Iselaad for use in the construction of buildings, ships, weapons, and the like. The Kharians want it back to keep a healthier distance between themselves and the frost giant raiders. From Atorr, giants can too easily send their longboats to Ishkun or islands further south.

On the mountainous southern end of Atorr, Jötun soldiers rotate shifts to keep a constant lookout for the slithering threats from Khar. They know the reptilians are always watching.

Allies & Adversaries

Smiður Torg (LN male **frost giant**) is the leader of the Jötun on Drölarr, a haggard old battle veteran who now stumps around on one wooden leg, building and repairing settlement buildings when he's not settling disputes among his people. He encourages trade to improve life in Drölarr, but is not above pitching merchants head over heels fifty yards through the air and into the freezing sea if he feels that they are deceitful or manipulative.

Árveknir (NE female **frost giant**) is the leader of the frost giant warriors keeping constant watch for Kharian invasion. She occasionally leads ranging excursions to the smaller islands between Atorr and Ishkunn to see what the reptiles are planning.



Skogar (LN male **frost giant**) is the leader of the frost giants on Atorr. He leaves the protection of the isle to Árveknir and her warriors, but in all other ways, Skogar is the ruling voice as well as spiritual leader in their worship of Kalder. He also oversees the regular cutting and shipping of lumber to the capital.

Locations

The Docks. The settlements of Drölarr have no official names, nor does the main cluster of giant-sized docks. They are situated near the main body of buildings that are the closest thing they have to a seat of power. This is where traders are encouraged to carefully and respectfully approach the island, if they wish to attempt an audience with the frost giants here and trade goods. The docks here are filled with massive longboats coming and going, as well as fish, whale, and shark carcasses in various stages of processing.

Sentinel Rock. This "rock," a modest-sized mountain, ends abruptly at the southern edge of Atorr. Its many switchback ledges and interconnecting caverns serve as the frost giants' best vantage point from which to post a rotation of patrols to watch over the waters and smaller islands between them and Ishkun. Over the years, they have persuaded various people to create several giant-sized spy glasses for them to use, vastly increasing their range of visibility. This has been a major component of securing their hold on the island for this long.

Iselaad Adventures

Cold Reception

The PCs are on a ship in northern waters when they are set upon at night by Drukknari and her black-painted raiding boats. They escape, but their ship is damaged in the fight. They make haste to shore and land near Jötunnstóll where they are picked up by a coastal patrol, then brought before Jarl Villikóngur on the Ice Throne and given up for judgment on what should be done with them. Rólegur, the Jötun sorcerer, speaks with the PCs before their audience with the Jarl, and can be a critical ally if they can befriend him.

Sailing on the Sky

On the high seas, the PCs find themselves pursued by an overwhelming pirate fleet, or an enemy from past adventures, and their only

chance to escape is to sail into the dangerous waters of the Mirage Sea. They must find their way through the disorienting effects of the mist clouds, ice, and blinding sun, as well as treacherous ice-choked waters and the deadly denizens of the deep. One, in particular, prowls these waters at the same time, a gargantuan enemy that puts icy terror even into the hearts of frost giants. They call it Risahvalur. He could be the PCs' doom—or their salvation.

Rumblings

If the PCs find themselves in Frosva (maybe they need something specific that only the Jötun can offer), they see a great, smoldering mountain belching black smoke across the sky, even from miles away. They feel tremors deep in the earth underfoot. The frost giants, although rarely friendly to outsiders, are less threatening to the PCs because they are preoccupied with dire signs: there are rumors around the scattered villages that the Cauldron might be waking up for the first time in half a millennium. If it erupts, all life on the southern half of the island could be doomed, including the PCs. The Jötun begin to pack up and flee into the northern mountains, but there lurks another danger: the ancient dragon Fornhvítur dwells somewhere in the north, and would welcome a freely offered buffet. The PCs find themselves thrown in with some unlikely allies as they must pool their talents with the frost giants' local knowledge in order for everyone to survive.

Khar

Population: An unknown number of bullywugs, lizardfolk, kobolds, sahuagin, and others
Exports: Rare roots, plants, and herbs
Major Languages: Common, Draconic, Bullywug, Sahuagin

To the east of Vesi's Rage lie the isles of Khar. Most people of Vodari see this territory as nothing more than a dangerous cluster of foul-stinking swamplands, filled with slimy, slithering, jabbering creatures, best kept at a long distance.

In reality, this picture is incomplete, although not wholly inaccurate. Khar is indeed a conglomeration of several races lacking any centralized government or organization. Each race governs itself, and they coexist out of necessity, although calling them "friendly" to each other might be going too far.

A variety of reptilian and amphibian people inhabit Khar, with none being overwhelmingly dominant. The major sentient species are bullywugs, kobolds, lizardfolk, and sahuagin. Each has their own territory carved out along loose boundaries, with uninhabited buffer zones in between, usually determined by areas of the island with deadly denizens that are best avoided as much as possible.

For the few bold parties who have dared to reach out to the Kharians in regards to trade, the island has rare species of flora that are found nowhere else in Vodari. Some of these rare plants have incredible medicinal properties, while others are entertainingly hallucinogenic, alchemically relevant, or deadly poisonous.

One of the most desolate island clusters of Khar, and indeed of all of Vodari, is home to the ruins of a civilization so ancient that no stories even exist regarding what it may have once been, who built it, and when or why they abandoned it. To the few who even know of the ruins' existence outside of Khar, it is a place of death. In recent years, the Wanderers Guild got wind of these ruins, and have sent three expeditions to these easterly islands, called Zeth'Kur.

None returned.

Khar Island

The main island of Khar is dominated by several tribes of lizardfolk, each with their own nuances and territories. There is also a small contingent of bullywugs here, although they live in greater numbers on another island. The lizardfolk live mostly harmoniously with the bullywugs; less so with sahuagin. The sea devils live in the depths surrounding Khar, but spend plenty of time near the surface, patrolling the coastline of mainland Khar as well as all of the tinier islands surrounding it. Unwary lizardfolk who risk going into the open water, or even too close to it on the beaches, often fall prey to the sahuagin. Knowing this, the lizardfolk are warned from a very young age to stay away from the edges of the island, keeping to the many streams and small rivers that run across the interior to hunt.

The southern portion of Khar is dark, murky swampland, which is where the bullywugs share territory with one of the lizardfolk tribes. The remainder of the isle above the southern swamp is cut in half by a low mountain range that sports several small, mildly active volcanoes. As a result of this geothermal activity, the entire island seems to steam and sweat day and night, all year round. To the east of the range, Khar is largely forested. To the west, the soggy grasslands get swampier every year.

Allies & Adversaries

Besseless (N male lizardfolk **druid**) is the leading voice among the lizardfolk on Khar. While technically a member of the Muckstalker tribe of the southern swamps, Besseless is one of the rare lizardfolk who travels between territories to speak to other tribes, trying to keep them somewhat on the same page.

Ssarekh (N male lizardfolk **gladiator**) leads the Rhazhin tribe of lizardfolk, who dominate the forest east of the mountains. Each tribe has its own warlord, but Ssarekh is the strongest, fiercest, and most skilled in Khar.

Nineha (LE female sahuagin **assassin**) is a name the lizardfolk and bullywugs have come to loathe and fear. She is the boldest of the sahuagin, a shadow that slithers from the water to strike, and leaves blood in her wake when she disappears again.

Locations

The Southern Swamps. Home to the Muckstalker tribe of the lizardfolk and the Mudskipper tribe of the bullywugs, this perilous landscape is almost never visited by outsiders. Its pervasive odor reaches far upland, and the muck that clings to those who dwell there carries that same odor wherever they go. But many things grow here that do not grow anywhere else in Vodari, and the swamp-dwellers are open to trade for weapons and armor. The swamp tribes are experts on the medicinal, poisonous, and culinary uses of every growing thing.

Kharakh Range. The north-south running ridge of small mountains is home to the highly aggressive Firetail tribe of lizardfolk, distinguished by their darker green-brown scales and the ritual branding scars along their tails. Among the lizardfolk tribes, the Firetails are known as superior archers and climbers, making the most of the advantage of their higher ground territory.

Rhazhin Forest. The expansive forest east of the Kharakh Range is home to the lizardfolk tribe of the same name. Clever trap makers, hunters, and skilled crafters, the Rhazhin boast the largest numbers among the lizardfolk tribes.

Ishkun

The lizardfolk of the Watching Eye and Sharp Spear lizardfolk tribes share Ishkun with the urds, winged kobolds related to a larger group of regular, wingless kobolds on a neighboring island within Khar. The Watching Eye tribe lives among the hills and tall grasslands of the northern side of the island, while the Sharp Spears occupy the forests. The mountainous region of Ishkun is where the urds dwell, among the caves and crevasses. The gift of flight allows Ishkun to communicate quickly with the other islands of Khar, especially in response to a frost giant incursion from Atorr. As long as the peoples of Khar keep alive the dream of reclaiming Atorr, the tribes of Ishkun will be their vanguard.

Allies & Adversaries

Seldesh (N female lizardfolk **scout**) is the lead hunter of the Sharp Spear tribe and a strong bridge between them and the Watching Eye

tribe. She understands the importance of the Watching Eyes' vigilance against the frost giants and other potential invading threats, so she and her hunters always give a portion of their fresh game to their cousins.

Ossuruss (N male lizardfolk **druid**) is the wise and wily leader of the Watching Eye tribe, and a friend to the winged kobolds of the Ishkun mountain caves. Ossuruss uses the urds to communicate with a powerful entity on Zeth'Kur, who may be exactly the wild card they need to reclaim Atorr from the frost giants.

Iraka (LE male winged kobold **spy**) is the leader of the envoy of winged kobolds flying back and forth between Ishkun and Zeth'Kur, conveying messages between the Watching Eyes and a powerful entity that is just now making its presence known to the rest of Khar (see the island of Zeth'Kur entry on page 90 for more details).

Locations

Spikewood. The western forests of Ishkun are notorious among Kharians for sporting a large amount of thorny or prickly species of flora. The Sharp Spears have thicker scaly hides and better pain tolerances than their cousins, so it bothers them less.

Kobold Mountains. In one of the taller mountains near the north end of Ishkun, a system of large caverns and tunnels can be found. Inside this icy labyrinth sleeps Kysz'kiathus, known to humanoids as Icestrike (NE male **adult white dragon**), atop a bed of frozen giant bones.

Northern Hills. The Watching Eyes make their homes among the hills and tall grass plains of the north side of Ishkun, and are known as masters of stealth and are superior swimmers to their cousins. It is a quiet territory where winds blow off of the sea almost constantly. The Watching Eyes can usually hear and smell intruders well in advance, from land or sea.

Orabahr

Orabahr is the soggy homeland of the majority of bullywugs. These frog people have a fully developed, albeit strange, aristocracy that is more advanced (using that term loosely) than any of the other Kharians. Despite the crude trappings of class hierarchy, bullywugs are not a highly intelligent species, so their "courtly intrigues" are more ambitious than well laid.

The other Kharian cultures don't take the "wugs" very seriously, although they call upon them in times of need, when all of Khar bands together to repel a common enemy, like the Jötun.

Bullywugs have an avid interest in baubles and treasure, and so lure traders in with promises of good faith, then overrun their ships and steal everything, murdering the crew in the process. Word has gotten around of these "trade practices," and no merchant with any sense or experience willingly goes to Orabahr. As a result, the bullywugs are venturing out into the world of piracy, although they lack the martial strength, brains, or seafaring experience to be good at it anytime soon. The only prey the bullywugs attack are the smallest, most unguarded ships with meager, inexperienced crews. The bullywug "navy" is little more than a dozen large, poorly constructed skiffs, packed with as many bullywug warriors as possible. Occasionally more than possible. This is why there aren't more bullywug ships.

Allies & Adversaries

'High King' Alburp (CE male **bullywug**) is a shining example to self-serving, unqualified, narcissistic, compulsively lying, generally-unfit tyrants everywhere. Anything he can do to maintain his grasp of power and prestige, he will do. Or have someone else do for him. There is no deed he won't stoop to, including turning his fellow bullywugs against each other and especially turning their fears into xenophobia of any outsiders that even sail near their island.

Baron Gurd (NE male **bullywug**) may not be the well-rounded confluence of terrible traits that Alburp is, but a bullywug can dream. He has his bulging eyes on the throne, looking for an opportunity to use outsiders as patsies to eliminate the High King, then capitalize on the already present xenophobia to have his people fall upon the outsiders and kill them before the secret can be spilled.

Locations

Spawning Pool. A large, foul-smelling basin in the middle of Orabahr serves as the primary spawning grounds of the bullywugs. Once a year, matured bullywugs feel the call of nature and make a mass 'pilgrimage' to this place to do their business. Even a stout, iron-gutted dwarf would find it difficult to resist the urge to violently retch from the sights, sounds, and smells of spawning season in this place.

Churruopp City. Only the bullywugs would use the word "city" to describe the hundreds of separate piles of sticks and mud sprawling across several square miles of the northwest region of the island. This cluster is home to all the bullywug 'royalty' and about 3,000 bullywug subjects. Anyone looking to entreat the natives of Orabahr for trade, war, or any other reason must eventually be a "guest" here—very much at their own peril.

Khar Adventures

Race for the Cure

A wealthy aristocrat lives with a debilitating illness, for which she takes a regular medicinal poultice made from a combination of rare herbs and plants only found on Khar. Her last shipment never arrived, and she fears her usual supplier met some misfortune on land or at sea.



'High King' Alburp



KRAG NA'CHOK

The PCs are hired to journey with all haste to Khar to retrieve the medicinal components, and return before it's too late. Supplied with only vague direction of the region they need to target (the supplier knew the exact details, but the aristocrat only cared about the results), they must track down the lizardfolk tribe that lives there and engage them in talks, trade, or combat in order to secure the ingredients. Naturally, the PCs' employer wants a continuing supply of these flora, so she wants an end result that would not alienate the lizardfolk.

Tug of War for Atorr

If the PCs happen to have previously befriended either the Jötun or any of the peoples of Khar (most likely the lizardfolk, if any), they uncover a clue as to the impending conflict between the two island nations over Atorr. One of the winged kobold couriers was injured by some other flying predator on its way to convey messages back and forth between the Watching Eyes of Ishkun and the black dragon of Zeth'Kur, and could be persuaded to spill their secrets. This discovery thrusts the PCs into the middle of the brewing scheme, and they can either join a side when the fight comes, or attempt to derail the battle before it begins.

Stonetusk

Capital: Scathag
Population: 180,000 (60% orc, 18% human, 17% giants, 5% other)
Ruler: Agmar Six-Bones
Exports: Bone carvings, rare monster parts
Major Languages: Orc, Common

Even colder and harsher than Nordaa, farther to the north lie the isles of Stonetusk, home of the orcs and giants, and humans so wild that they're barely more than beasts with prehensile thumbs. Stonetusk's people are a tough, savage lot who contend not only with the challenging climate, but with the myriad deadly monsters that roam their isles. Since orcs and giants are not known for their expansive civil engineering, the lands of Stonetusk are still untamed, leaving all manner of beasts to breed more heavily than in other settled islands in Vodari.

The orcs take advantage of this situation by harvesting coveted body parts and byproducts of rare, highly sought-after monsters and selling them to collectors from other nations. As far as "importing" goods, their preferred method of trade is to send out long-range ships to raid and plunder the merchant vessels and shores to the south and bring back whatever they want. There are tales circulating on the seas of a devastating giant ship—a massive ship, crewed almost entirely by stone giants—prowling the western waters of Vodari.

Stonetusk has a long history of skirmishes with Nordaa to the south. As Nordaa's tribes unify, Stonetusk steps up their efforts to smash them, before Nordaa becomes too powerful for them to contend with.

Scathag

City: 55,000

The orc capital sits on the southwest edge of the main isle of Stonetusk, on stony bluffs with a long drop into a sea filled with jagged, toothlike rocks. The orcs call it "the Maw," and it has become part of their daily lives like a living entity. When orc babies are born with crippling deformities or deemed too small and scrawny, the parents are obliged to give them to the Maw, dropped from a specific rock overhang on the bluffs at the center of the city. Similarly, residents who have committed crimes (and the orcs have a very different code of law than most other peoples of Vodari) that are punishable by death, but who are too old or wounded (from battle or by any of the dangers of Stonetusk) to fight in a judicial trial by combat—they, too, are obliged to walk to the edge of the stony outcropping and fling themselves off the edge, to the churning waters and jagged rocks below. The rare few who survive are welcomed back with honor. Scathag remains the example of the brutal society of the orcs, based on strength, toughness, ferocity in battle, and usefulness to the tribes. The weak and useless are eliminated without hesitation, pity, or remorse. Orcs live fast and die hard. Their gestation period is faster than that of any other humanoid peoples in Vodari, and they are much more given to bearing twins, triplets, or more. This increased birth rate balances out with their high mortality rate and short life expectancy, keeping their overall population numbers comparable to their Nordaa neighbors to the immediate south.

Allies & Adversaries

Agmar Six-Bones (CE male orc **war chief**) is a legend in his time, a veteran of countless skirmishes, an indomitable force of will, and a charismatic leader of orcs, giants, and wildpeople. His namesake comes from the bones of six prominent Nordaa warriors he slew in battle, which he wears pierced through his skin as body jewelry.

Krag Na'chok (CE male orc **buccaneer**) is Stonetusk's most prominent pirate. He leads the ragtag orc navy, such as it is, on raids against Nordaa, when he isn't attacking fishing and merchant ships.

Grolek (NE male **stone giant**) is the captain of the *Avalanche*, the massively oversized pirate ship crewed by giants. They prowl the seas in search of prey and plunder.

Rakhanash (CN female orc **priest**) is the High Priestess in Scathag. She and her Order of the Bloodtusk bless raiding parties before battle, patch up the wounded, and give death blessings to them when life runs out. While she does not participate in raids, Rakhanash remains in Scathag to defend against counterattacks from Nordaa, and she is a fearsome force of nature when provoked.

Locations

The Walk and the Maw. Located at the cliff's edge, near the center of Scathag, the Walk is the long, stony outcropping that stretches out, like a finger pointing out to sea. The Maw refers to the churning, foaming waters crashing into the cliffs below, and the rings of jagged rocks jutting up from the water like concentric rows of teeth. It is where the feeble and condemned go to die, to preserve their honor in the afterlife.

Chieftain's Hall. Not far from the Walk sits a massive pile of stone, wood, iron, stretched skins, and bones, all melded together into a conical, three-story structure. It is the home to the chieftain of the orc tribes and the seat of orc power, where trials, battle moots, holiday feasts, and other major announcements are held.

Temple of Scatho. A similar construct to the Chieftain's Hall, the second largest building in all of Stonetusk is home to the worship of Scatho, beseeching his blessings for coming battles, petitioning his favor to the slain, and commencing rites for holidays and other events, like major mating or unity ceremonies of prominent members of differing tribes. Stonetusk orcs do not have traditional marriages like other humanoid peoples of Vodari.

Lortog

Population: 9,000

The major isle to the west of Stonetusk is the primary home and breeding ground of the stone giants. The rare naive or accidental visitor to this place might be surprised to find almost all settlements built to a giant's scale, although there are scattered groups of wildpeople and orcs among the giants.

The orcs of Lortog have a very specific kind of history: rather than take the Walk in Scathag, an alternate choice for some aging and maimed orcs who feel they can still contribute, but are approaching the border of acceptability for Scathag standards, is to sail across the strait to Lortog and make their home there, if they can survive among the giants. This is seen as an acceptable choice by orckind, not viewed as "fugitives escaping justice." As this tradition has gone on for a century or more, the orcs on Lortog live to ripe old ages compared to their mainland kin, and their culture places more value on wisdom and learning, as they focus on how to be useful members of society on their island. Orcs on Lortog have become better engineers, more efficient farmers, even evolving in areas like philosophy and art compared to their warlike kin.

Some part of stone and hill giant society has meshed harmoniously with these orcs. Others ignore them and stick to their old ways: blood and dominance for hill giants, who venture to the mainland to join with the Stonetusk raiders against Nordaa; for stone giants, isolation, tribal traditions, and dreams of the deep earth.

Allies & Adversaries

Krunk Bonecrown (CE male **stone giant**) is the current dominant chief of the stone giants, although they have virtually no organized government, barely even a tribal one. Krunk is a prized addition to any Stonetusk raiding party. The distance he can hurl boulders strikes terror into the hearts of Nordaa warriors. He wears a crown made of Nordaa bones, bound together by dried viscera and leather thongs. It is an artifact sought by ambitious young warriors as an epic prize of battle, bringing immense honor to the one who claims it after toppling its wearer.

Broug the Builder (N male **orc**) is a former raider who lost his leg in a sea battle years ago. Upon moving to Lortog, Broug turned to a more contemplative way of life, stumping around on a wood and iron replacement below the right knee, and discovered he had a hidden talent for architecture, helping orcs and giants to create more efficient, longer-lasting buildings.

Chara Mu'chesh (N female orc **priest**) tends to the wounds and illnesses of the orcs and other species on Lortog, despite missing her left hand and left eye. She is often the head of the welcoming party when new orcs make the sojourn to reside on Lortog, showing them the ropes of their new life.

Locations

Urkhosh. The name translates to "New Home" in Common, and it is the largest, most-developed orc settlement on Lortog. Sitting on the southern coast, its cook fires welcome the incoming vessels carrying new arrivals.

Nonk. A particular cluster of mountains through the middle of the island is the breeding grounds of the stone giants, and other people are unwelcome here at any time, lest they disturb sacred petroglyphs. Trespassers, if caught, are supposedly turned into jam and put into stone containers for a snack.

Gungamok. The closest thing the giants have to a seat of power, this wide, flat plateau atop the black mountain Krongak on the north-eastern part of the isle is the largest gathering place for the giants for important events. This is also where combat is held for any challenges to the current chief.

Rhukug

Population: 3,000

The northernmost and coldest of the Stonetusk islands, Rhukug is not a place to visit lightly. As it is the closest island to the land of the frost giants, Rhukug was never heavily settled by the orcs or stone giants. In light of this, the various monsters on this island have flourished for a long time. Brave or foolish orc parties venture here to test their courage, or to hunt some rare beast, which they can then dismember and sell to collectors from around Vodari.

The orcs have a single settlement on the southern coast, called Garakh Base. It is a heavily armored and guarded waystation for incoming hunters to stock up on supplies, get updated maps of the terrain and (if they're smart) secure a guide from among the orc rangers who patrol the isle to monitor the migrations of the most dangerous and dominant species.

Rhukug is also visited from the north by frost giant expeditions. Due to the abundance of dangerous fauna and the low population of orcs on the other side of the island, the two groups usually don't come into contact with one another. Not usually.

Some of the more dangerous and noteworthy species on the island include ankhegs, ettins, gorgons, hippogriffs, ogres, remorhazes, trolls, and, atop the highest mountain peak of the island, the hidden lair of a family of yeti.



Allies & Adversaries

Captain Norag Da'kron (LE male orc **gunslinger**) is the current ranking orc at Garakh Base. He determines who may or may not enter the fort, buy a hunting license, and everything else around the base. He skims more than his fair share off of every transaction possible.

Batrakh (CN female half-orc **scout**) is Garakh Base's most skilled and experienced tracker. She lends out her guide services to hunting parties for a hefty fee, and has more knowledge than anyone regarding the nuances of the most deadly species on the island and their current whereabouts.

Luga (N female half-elf **druid**) is a ghost story orcs tell each other over a cup of rotgut by the fire. According to stories, she was a strange, dreamy-eyed half-elf who either lost her mind or was under some kind of spell, when she came to Garakh Base many years ago and asked to go into the forest alone. Laughing, the soldiers let her go. Every once in a while, a hunting party swears they saw her roaming the wilderness, alongside giant monsters that should have eaten her for lunch.

Locations

Garakh Base. The orcs' only permanent structure on the island, the base is surrounded with defenses against the wide variety of dangers on the island. They have outward-facing sharpened stakes, pitch trenches that can be lit on fire at a moment's notice, sniper watchtowers for archers and arbalists with poison-tipped arrowheads, a deep moat, extra thick reinforced walls, three teams of orc spell-slingers that rotate guard duty shifts along with the regular soldiers—the list of defenses goes on. Inside the fortress walls is a town that provides supplies and shelter for incoming monster hunters, as long as they're orcs, or they're bringing an *obscene* amount of money for the base. A one-week "Rhukug hunting license" from Garakh officials costs 1,000 gold per person.

Akkeristokk. When the frost giant hunting parties come to Rhukug to hunt monsters, they dock here, on a long, barren finger of frozen stone on the northeast edge of the island. Their ancestors constructed a rudimentary dock here, with sturdy, oversized pylons and mooring ropes as thick as an orc's thigh, where they dock their ships. They chose this stretch of the island as their port because it has always been a less populated and deadly part of the landscape. There is almost no food here for most of Rhukug's monsters to eat. Nearby, there is a cairn for frost giant hunters who met their deaths on Rhukug, with names carved into a frozen monolith of granite, and age-old smears of dried blood from other frost giant hunters, left as tribute to their fallen brothers.

Yeti Lair. According to the orcs in Garakh Base, there lies an ancient, treasure-filled ruin, hidden high in the mountains of the island. It is also the lair of two **yetis**. Any adventurers exploring the ruins face vicious and unrelenting attacks. The pair recently became the parents of triplets, and they have become extremely protective of their vast territory.

Stonetusk Adventures

Avalanche at Sea

Needing to drop anchor to make some repairs (either to their own ship or a ship they've booked passage on), the PCs encounter the fabled giant pirate ship, the *Avalanche*, somewhere in the western waters of Vodari. They must finish the repairs quickly and evade or fend off Captain Grolek and his crew of stone giants. For a bigger, more exciting and dire adventure, the PCs' ship could be part of a small fleet all headed the same way, and have the *Avalanche* come bearing down on them at night, destroying the leading ships almost immediately, to demonstrate the sheer devastating power of the giant ship and crew, and continue the fight-or-flight from there.

Sending Shadows to Scathag

The kingdom of Nordaa knows that the tribes of Stonetusk are planning a major offensive, targeting the night of the upcoming birthday celebration of King Magnusson. They approach the PCs and offer a healthy reward for them to launch a pre-emptive strike: assassinating Agmar Six-Bones in the capital city of Scathag, the night before the King's birthday. Other non-Nordaa NPCs can join the assassination squad as backup.

Nordaa wants no trace of their hand in the murder, successful or not, so the team, PCs and NPCs alike, must agree to a magic ritual that prevents them from implicating Nordaa. If captured, even under torture, they would be magically compelled to lie and say it was Krag Na'Chok who ordered the hit, so he could step in as chieftain of Stonetusk. Assuming they agree to the job and the ritual, they have three days and nights to land undetected near Scathag, survey the city, concoct a plan, and execute it.

...And then evade tens of thousands of very angry orcs.

Monster Island

If the PCs are in a monster hunting mood, they can meet with Captain Da'Kron on Rhukug and buy a temporary hunting license. Da'Kron introduces the PCs to Batrakh, their best guide. Once the PCs resupply and meet Batrakh, they're given modest bunks at Garakh Base and told to get some sleep. Batrakh likes to leave at dawn.

Any PC that stays up longer notices signs: flocks of birds taking flight, insects going silent, subtle ground tremors.

The beasts of Rhukug suddenly launch a massive, unified attack on Garakh Base. The ships docked at the base are sunk by some giant sea creature. The adventure becomes an all-out survival scenario, with the base's layered defenses overrun one by one by different creatures. Orc soldiers and hunters fall, until those remaining must evacuate and survive until they can find a way off the island.

The reason behind the strangely coordinated attack is Luga, a druid who has lived among these monsters for years. She's had enough of hunters murdering her beautiful creatures, and has decided it's time for them to become the game. She's the key to stopping the attacks, whether through killing her or convincing her.

Zeth'Kur

The remote island cluster of Zeth'Kur lies far to the northeast. Around Vodari, Zeth'Kur is little more than a mysterious name. In recent years, the Wanderers Guild got wind of a rumor of unidentified ruins on the island. Some say the rumor came from an air genasi who flew over the island chain on his griffon and spotted the ruins from several hundred feet up. Others say it came from a wizard whose ship was blown off course and shipwrecked on Zeth'Kur, who spotted the ruins before teleporting away. However it started, the Wanderers Guild has now sent three separate excursions to the island chain, and none were ever heard from again.

The truth of the matter is that there are ancient ruins scattered all across Zeth'Kur, left by a civilization older than recorded memory. What lives there today, however, is not the race who built these structures, but a swarming mass of kobolds, and a black dragon who has only recently awoken from a long hibernation.

Allies & Adversaries

D'him'ashada Ma'dow (CE male **adult black dragon**), aka Shadow, is the lord of Zeth'Kur. He has slumbered for the past twenty-five years after sustaining grievous injuries at the hands of another dragon, and is now fully healed, awake, and hungry for blood. For now, the dragon contents itself by toying with and devouring kobolds. This does nothing to diminish the zealous devotion of the remaining kobolds, who treat "Shadow" as a living god. The dragon is in process of becoming the head of the Watching Eye lizardfolk (through the winged kobold couriers on Ishkun), lining Khar up for an eventual invasion of the isle of Atorr and the frost giants. Once the kobolds have

a place to expand to, Shadow gets his own private island back.

Horchrak (LE male kobold **bandit captain**) is the biggest, strongest, meanest kobold, but makes no pretense of controlling the unruly, seething mass of his brethren running rampant around Zeth'Kur. He looks forward to the dragon eating many more of them so there is more room to breathe and more food to go around. He also looks forward to a good war with the Jötun. Horchuk is an avid trapmaker, specializing in traps that involve creative uses for poisonous critters.

Locations

Ruins. On most of the larger islands in the Zeth'Kur cluster, ruins are still visible aboveground. Ancient glyphs, preserved through the ages, are written in a form of Celestial script that perplexes even the experts of the Wanderers Guild, as it's not a known language. Many of the sites are overrun by kobolds, but the PCs quickly discover that once any mob of kobolds takes significant casualties, they break and disperse for a while, until they can regroup and gather their morale again.

The ruins hold precious artifacts and magic items, but they are challenging to recover thanks to extensive booby traps, puzzles that involve both technology and magic unheard of in Vodari, and powerful ruin- or swamp-dwelling monsters other than kobolds.

As far as the original purpose of the ruins, see "Visiting Zeth'Kur" for details.

Ebonthrone. Shadow's impressive lair, where he has hibernated for twenty-five years, sits at the heart of the most concentrated and well-preserved cluster of ruins on the largest of the Zeth'Kur islands. The ruins there are a giant ziggurat, partially submerged in swampy terrain, but with pockets of air in dry caverns beneath the ground, which can be reached by certain hidden tunnels. The dragon is intimately familiar with the terrain, and keeps his sleeping area (on a pile of treasure and bones) in one of these subterranean air pockets: a well-preserved great hall from the ancient ruins. Any kobold who gets too nosy or unlucky and comes even close to finding the dragon's lair gets liquified by acid.

Kobold Tunnels. Every island in the Zeth'Kur cluster is shot through with hollow veins and pockets created and inhabited by kobolds. These warrens are integrated in some areas with the ancient ruins. The kobolds, having gone too long without a good war and with very few natural predators left on Zeth'Kur aside from the dragon, are reaching the point of overpopulation. Life on Zeth'Kur is no longer sustainable in such numbers. Whenever this happens throughout their history, they explode outward to attack and attempt to spread to nearby territories. In this case, Shadow plans to aim them at Drölarr, Atorr, and the frost giants.



HORCHRAK

Visiting Zeth'Kur

The PCs are hired for the fourth expedition to the mysterious, deadly islands of Zeth'Kur. This time, the Wanderers Guild sends a larger, more heavily armed contingent, in addition to the full complement of scholars and explorers.

The origin of the structures here is a secret that, if deciphered, potentially changes all of Vodari. On the largest island, where D'him'ashada Ma'dow dwells, sit the lichen-swallowed remains of a ziggurat built aeons ago by a scientific coalition of the Ancients, Varu and Dakri alike. It's the final resting place of the Exodus Portal, which still exists somewhere beneath the swamp-flooded bowels of the ziggurat, in one of the somewhat-dry subterranean caverns. The portal is damaged and time-worn, but could possibly be repaired by some combination of engineering and magic, if the ancient writing could be deciphered.

It could take an entire campaign to investigate the unmapped islands, explore the ruins, record, study, and decipher the ancient writings, delve into the subterranean areas, battle dozens — if not hundreds — of kobolds and their traps, then survive a climactic battle with the dragon. If the PCs achieve all of this and find the Exodus Portal, understand its origins and purpose, and repair and activate it, it opens a door to worlds beyond Vodari. It also triggers a change within Vesi's Rage.

The massive maelstrom begins to break apart into a hundred smaller storms, some just as fierce as the original but mobile, and some that quickly dissipate. A section of ocean, about fifty miles in diameter at the center of the dying Rage, is such a dark shade of blue as to appear black in even the brightest sunlight. Beneath this dark, strangely still water lies the heart of Vesi's kingdom, where she retreated aeons ago.

Reactivating the Exodus Portal puts into motion a series of events leading to the gods returning in full glory to Vodari once more. The opening of the Exodus Portal is an existential threat to the pantheon of Vodari because without worshippers, what purpose or power do gods possess? If too many people leave this realm, the deities fear that the very fabric of the realm itself may be undone, and they may lack the power to stop it if enough of their followers have abandoned them.

Zeth'Kur is made to potentially be combined with the other major Ancient sites from around Vodari. For details of those sites, read up on the Lighthouse of Kolga (Nordaa), the Secret Sunken Sanctum hook (Faraway Chain), and the isle of Kraken. We leave it to you to decide how best to weave these pieces into whatever epic tale you can dream, creating a very different future for all of Vodari.



The Map's Edge

Here there be dragons (and other monsters).

Vodari is home to countless islands, many unexplored or uncharted. Only the most adventurous travel to the edge of the map, and few return.



KING JOGORI

Jameson

This recently-discovered island is named after the leader of an ill-fated expedition that went missing. The namesake captain reappeared in a dank tavern in Sandport weeks later, scarred and rambling into his ale. Jameson drunkenly raved that the island was inhabited by intelligent apes who kill any who land on its shores. Most people brush it off as Jameson making excuses for his failure, having lost his nerve after being shipwrecked for so long. Preparations are being made to colonize this island, but it is not yet considered one of the official Colonies.

Visiting Jameson Island

If the PCs are intrigued by the rumors of Captain Jameson's "intelligent killer ape" island, they find when they land on the island… no, it just appears to be your normal, uninhabited tropical island. At first.

As they make their way inland to explore, on their first night, they sense that they're being watched. An item might go missing. If the PCs come with a larger exploration team of NPCs, one of them goes missing after leaving camp to answer nature's call later that night.

Over the next day and night, the PCs learn that there really is a species of ape on the island that demonstrates far more intelligence than they should, all of them wearing similar golden armbands and collars. Deep in the jungle at the center of the island are ruins of the Ancients that the apes call home. Not long ago, one of the apes found a powerful magical artifact among the ruins. The artifact gave this ape sentience, which allowed them to use the magic the Ancients left behind to increase the intelligence of all of the other apes on the island. Now, King Jogori (LN male **giant ape**) is the highly intelligent leader of these people and can fully communicate in any language (or telepathically) using his *crown of mental might*. Jogori doesn't want his island colonized and commands his army of apes to defend it by force. With some care, the PCs could negotiate the emergence of a new people in Vodari, as the apes might be open to building some careful trade relationships.

Isle of Whispers

Somewhere in the northeastern seas, beyond Drölarr and Atorr, there lies a small island shrouded in mist. Occasionally, a ship's captain or crew member whispers about accidentally coming upon the isle, usually after a whaling or shark-fishing trip gone awry in the icy northern waters. They speak of an odd, breakaway group of wizards who live there, and a strange building called the Pernicious Citadel, but people rarely believe their rambling, rum-drunk tavern tales. (See "School of Mistwalking" on page 144 in Chapter IV for more details.)

Allies & Adversaries

Elaché the Weaver (N female human **archmage**) styles herself the Mysteriarch, and teaches Mistwalking only to those who prove their usefulness to her. She rejected the strictures and practices of the Arcane Council, developing Mistwalking out of the secrets she discovered in the Pernicious Citadel. She is consumed with deepening her understanding of the Citadel's mysteries.

Locations

Pernicious Citadel. The only sizable building on this island is a vast, ancient structure that looks like a blend of cathedral and castle. The island's only residents are the Mistwalkers and the few dozen common folk who have pledged their lives to support these reclusive, renegade wizards. It is these commoners who built up the modest settlement at the foot of the hill that leads up to the Pernicious Citadel. The structure itself emanates a foreboding, threatening feeling, and its interior is filled year-round with tendrils of mist and a pervasive chill that sinks into one's bones. The dizzying number of hallways, twists, turns, and doors make it almost a given that visitors become disoriented and lost. Some swear that the building changes, making hallways and doors appear and disappear when they turn their backs for just a moment.

The Citadel has several subterranean levels as well, each one less orthodox in architectural layout than the one above it, becoming organic in design. The building slowly blends into the natural earth below, eventually becoming a network of deep stone caverns and raw, earthen tunnels.

Wielders of arcane magic who wander the Citadel find that the mist whispers to them, promising new heights of power, forbidden knowledge, and the ability to affect their destiny and the destiny of others, if only they prove themselves worthy by searching deeper into the Citadel...

Kraken

The remote isle of Kraken, found at the far southwestern fringe of current Vodari exploration, has developed a reputation for heavy pollen, toxic berries, flora that induces furiously itchy rashes, fauna that attacks people on sight—even the cute, tiny woodland creatures—and isn't worth the trip to visit. It's a very unpleasant place for humanoids.

This is all a cultivated image, seeded across Vodari by the Order of the Kraken. The reality is that the island itself is fairly innocuous in terms of flora and fauna, mostly rainforest, relatively flat. Hidden in the green labyrinth of Kraken sits a stone temple, built at the order's founding. Members meet here just a few times a year. The temple has multiple rings of defenses to discourage and ensnare unwanted visitors, as well as a few dozen members who reside here on a permanent basis, always on the lookout to defend their headquarters.

Visiting Kraken

The PCs get a hint of the existence of the Order of the Kraken and follow the trail here, gaining access by guile, stealth, force, or a combination of those. Maybe they've exhibited the right kind of traits, skills and attitudes to draw an invitation to join the Order, which necessitates a trip to the island. The deepest secret of the Order, one that not even all of its members know, is that the 500-year-old man-made temple was constructed directly over a much older temple, buried by millennia of vigorous growth and tons of earth displaced by tsunamis and earthquakes. This ancient temple, built by unknown hands, is the true source of the power and drive behind the top members of the Order. They are controlled by a sentience older than Vesi's Rage.

Their ultimate purpose is whatever suits your campaign. If you want to incorporate this site into a campaign with other sites of the Ancients around Vodari, read up on the Lighthouse of Kolga (Nordaa), Jameson island, the ruins of Zeth'Kur, and the sunken sanctum hook in the Faraway Chain.

Order of the Kraken

Most believe the existence of the Krakens to be nothing more than a conspiracy theory. The truth is that the Krakens are a secret society with a *very* selective membership that has snaked tendrils into most corners of Vodari, including governments, academic institutions, guilds, merchant houses, famous pirate crews, top-notch gambling houses, major religious centers, and more. The Order of the Kraken is nearing the 500th anniversary of its founding. If the Krakens do indeed exist, it would be a good idea to be on their good side, rather than drawing their ire.

If a group of PCs somehow discovers that the Krakens are real, they are approached at some point in their travels by a member of this secret society. The reason for contact can range from silencing them through assassination, to an invitation to join their ranks.

Sanador

The original idea for this island was submitted by Explorer Backer Corey Cameron.

While few can claim to have been there, Sanador's mountain spire can be seen from almost a hundred miles away. The peak touches the clouds, and the mountain contains ruins with ancient and powerful secrets. To reach the mountain, adventurers must traverse the dense, dangerous jungle that surrounds it on all sides. There are only two types of people bold enough to launch the rare expedition to the far southeast edge of charted Vodari waters: bold adventurers making a name for themselves by unlocking the secrets of this mysterious island, and healers or merchants seeking the healing flora that can only be found in this unique jungle. The latter usually return with amazing bounties and eerie stories of what they encountered, even though they never ventured far off of the beaches. The former often don't return at all. Explorers who do come back from Sanador do so with tales of how they only made it a short distance into the jungle before realizing they were out of their depth, and deciding to live to fight another day. Adventurers who survive Sanador vehemently discourage others from venturing there.

Visiting Sanador

As the PCs venture to the edge of the map to brave the shores of Sanador, they see the spire from a long way off, rising from a hazy horizon. Build suspense throughout an eerily quiet approach to the mist-shrouded shores, exacerbated by oppressive heat and stifling humidity.

Anywhere the PCs land, the island is ringed in dense jungle, so



they have to press through it to investigate the mountain. The jungle is full of wildlife, giving the PCs plenty of challenges. Anyone with appropriate knowledge recognizes the plethora of valuable flora here that could be used for medicine, poisons, alchemy, and more.

The dizzyingly tall spire reveals age-old signs of some long-forgotten civilization. After some time exploring, the PCs are surprised by a wild old hermit named Yash, who appears to be the island's only humanoid inhabitant. He behaves erratically, as he has not spoken with other humanoids "for some time," nervously deflecting questions about how he's survived for so long, any details about how long he's been here, or what happened to the people who once lived here. If pressed, he invents a web of lies regarding his history.

With a careful search or the ability to fly, the PCs can enter the spire. Near its top, the PCs find a massive, complex piece of machinery that rivals anything in Xolen, although its function or operation are unrecognizable.

The truth is that Yash (N male human **druid**) is mad, 300 years old, and the sole survivor of a clan of people who dabbled with experiments to unlock the key to immortality. He is the only one of his people to have gotten the magic to work, but the price is that he can never leave the borders of Sanador. Dozens of his peoples' spirits are currently trapped in gemstones stored in the subterranean vault at the bottom of the mountain city. If the PCs take any of the gems, a horde of **ghouls** and **ghosts** emerge to devour their vital essence.

If Yash ends up dead and the PCs release the trapped souls by destroying all of the gems on the island, or by destroying the Machine, which was the key to their immortality experiments, a celestial being appears. Draw them up through the mountain city to the outdoor apex of the spire, fashioned into a flat roof with ancient symbols carved in a wide circle. A column of light leads down from the sky to shine on the circle, revealing the arrival of a couatl who thanks the PCs for finally releasing the trapped souls of these misguided people. The couatl offers the PCs a suitable reward that a celestial being would be willing to provide.

Sanctuary

Capital: Kaos
Population: 21,000 (75% genasi, 25% others)
Rulers: Four Grandmasters
Exports: None
Major Languages: Primordial and Common

Far removed to the east of the dwarven thanedoms, Sanctuary is the homeland of the genasi and the Order of the Four Elements. This island is a place of powerful elemental magic, where all four elemental planes touch Vodari. Even more than Istoro, there is no government to speak of here.

The only concentrated settlement of any size is the town of Kaos, where visitors can find many temples to the gods and the elements—the heart of the Order of the Four Elements.

Order of the Four Elements

This order of monks was first established on the remote island of Sanctuary by a group of genasi. The order channels the powerful elemental magic that courses through Vodari, protecting the weak from those who would exploit them. Temples of the Four Elements can be found in major ports, but most members of the order wander from settlement to settlement. Their monks aid those facing predatory lenders, greedy plantation owners, and anyone who profits from the suffering of others.

Serving those in need takes great effort, and the monks are stretched thin across Vodari. If an accomplished group of adventurers comes to the Order's notice, a monk approaches them. They have little material wealth to share, but their call for help might appeal to the party's sense of social responsibility, justice, or desire to protect the underdog.

The Order of the Four Elements has a good ongoing relationship with their tranquil neighbors on Istoro, lending them a contingent of monks for protection, since Istoro has no military whatsoever. While they do not engage in traditional diplomatic efforts with anyone, Sanctuary happily welcomes curious visitors, so long as they remain respectful and do not upset the balance of nature and meditation of their order.

Commerce is essentially absent here. The monks want for nothing, are self-sufficient and not materialistic, but their curious, contemplative minds can sometimes be intrigued by something that speaks to their philosophical musings and can be incorporated into their teachings.

Allies & Adversaries

Each of the four elements has a grandmaster who serves as a teacher and overseer for the monks under their respective elemental domains. Each of the four is a master of martial arts, with styles varying based on their element, and each has a very deep understanding of the philosophies of the Sanctuary monks. They have not eschewed their past names, but have taken on titles which the monks of Sanctuary use with the utmost respect.

Jade (LN male earth genasi **elemental master**), the Oracle of Earth, is a ponderous master. He sometimes takes hours to answer a single question when asked by his students, and once a question is asked, the students are expected to wait for him. His wisdom is as deep as his baritone voice, and his skin resembles dark green polished stone, shot through with veins of black; he looks like a living statue carved of jade. He can take a severe amount of punishment without flinching, and his martial arts style is based on economy of movement, letting the enemy dance around and exhaust himself, waiting for the perfect moment to end the fight with one single, sudden, perfect blow.

Alya Fidda (CG female air genasi **elemental master**), the Oracle of Air, is also known to the monks as "Master Yiross." She occasionally disappears for a day, a week, or a month, and if asked where she went, she always answers with some cryptic riddle. In fact, all of her teachings come in the form of riddles for her students to ponder until enlightenment comes to them. She is a tall, lithe woman with sky blue skin and white braided hair that reaches past her waist, which she sometimes employs in her fighting. Her martial style is like a chaotic dance: lightning-fast, difficult to hit, and dizzying to defend against when she turns to offense. Her strikes seem to come at random, often

in leg sweeps and powerful throws.

Roshan (CN male fire genasi **elemental master**), the Oracle of Fire, is also known to the monks as "Master Ember." He is the most intimidating of the four grandmasters by far. His skin is coal-black, with burning red-gold irises and a low-burning layer of red-gold fire that constantly licks across his shaved scalp. His discipline is harsh, but through their training, his students master both taking and dealing out pain. Roshan's teachings often come in the form of harsh mockery if a student asks a question or performs an action without thoroughly thinking it through. Ember's martial style is 90% offense, coming swift and unrelenting, usually ending the fight quickly.

Gentle Wave (N female water genasi **elemental master**), the Oracle of Water, is also known to the monks as "Master Lotus." With an aloof, almost trance-like demeanor and a soft voice that fizzes and hisses like the frothy fringes of the tide on the sand, she dispenses gentle wisdom that leaves her students dreaming of her words when they sleep. Her skin is the blue-green of the sea, and her hair is a long, wavy mass of green, with a texture like kelp. Her eyes are solid black, like the bottom of the sea. When in combat, her style is primarily defensive, letting her opponent flow past her, using their own energy against them with clever holds and twists before ending the contest with a sudden crashing-down of blows, like the pounding of a sudden wave.

Sanctuary Adventures

Elementary

A visit to Sanctuary by the PCs can turn into an accidental or deliberate side trip into one of the elemental realms, with the PCs finding their way back to the portal they were pulled through. Maybe they need to find a unique item or some type of rare resource only found on one of the elemental planes before returning. They could be accompanied by one of the genasi grandmasters, who guides them through their journey.

Stormwind Chain

Capital: Thorne
Population: 19,000 (60% humans, 10% dwarves, 10% halflings, 10% gnomes, 5% elves, 5% other)
Ruler: Mayor Gabrielle Harkness
Exports: Timber, gold, silver, ore
Major Languages: Common

This independent colony was first discovered by a husband and wife duo of former adventurers. The chain is sparsely populated outside of the big island and Varilla. The few who know of this remote settlement have heard the rumors that Stormwind is a land of gold and riches. This rumor is partly true, and more treasure hunters and miners from across Vodari arrive here each year. The island is run with a very loose system of government, and yet seems to be a place where a balance has been achieved through common sense and an "eye for an eye" code of justice. Life is difficult enough on the outer edge of explored Vodari, and the citizens of Stormwind don't take kindly to people making it harder.

Allies & Adversaries

Mayor Gabrielle Harkness (CG female human **stormcloak**) is the mayor of Thorne, and acts as both leader and lawbringer for the entire island chain. She has no interest in or patience with bureaucracy or anyone who tries to foist it on her beloved city of Thorne. The island's surprising social equilibrium is largely due to her guidance for the past many years. Harkness traveled the seas for over a decade and is always interested in hearing tales from visitors to Thorne.

Brummen Tannhauger (N male dwarf **sailor**) has spent most of his adult life chasing dreams of big discoveries and scores to get rich quick. He hasn't hit the Big One yet, but he's had enough small successes to keep him in enough funds to chase the next prospect. On Stormwind, though, he may have finally found the One. If only he can find the right group of people to help pull it off…



GOLD NUGGETS FROM STORMWIND

Stormwind Adventures

The Magnificent (Insert Number of PCs)

If the PCs join the emerging gold rush to the Stormwind Chain, their exploration of the unmapped lands on Varilla reveals a small settlement called Tús Nua that is in dire need of help. They have little to offer, but they appeal to the PCs' better natures to defend their settlement. A large group of bandits from Thorne comes every month and squeeze the people of Tús Nua for everything they have, occasionally murdering one of them to make an example of disobedience. They have no real fighters and no idea how to get out of the mess they're in. This hook is especially good if the PCs are generally heroic.

Gold Rush Fever

The PCs are approached by a team of dwarven prospectors, led by Brummen Tannhauger, who have just discovered a sizable vein of gold on Stormwind. They lack the manpower and resources to mine it all and move it on the market, and they're currently on bad terms with their homeland, so asking dwarves loyal to the dwarven High Council is pretty much a non-starter. Another very significant hitch in their plans: the gold vein is guarded by Zirvassel (LE female **young blue dragon**), whose lair, they suspect, is very close to the find somewhere along the sun-drenched, rocky coast.

In exchange for their help, the dwarves are willing to cut the PCs in on a fair share of the profits. They demand the PCs sign some ironclad legal contracts and swear oaths on something sacred to each of them before entering into this partnership. And of course, there are competing teams with questionable morals looking to snake the score out from under the PCs and their new partners.

Taur

The original idea for this island was submitted by Explorer Backer Sam Dillon.

Capital: Kreta
Population: 11,000 (95% minotaur, 5% other)
Ruler: High Lord Vozrol
Exports: Sailors, warriors, arms and armor, crafted goods
Major Languages: Minotaur and Common

This island is the home of the minotaurs, an ancient people who have all but disappeared from the world. Most of the minotaurs are loath to leave their homeland, given how few of them remain, but some bold souls venture out into Vodari to profit from their strength, ferocity, and martial prowess, joining naval crews or other groups of power, as long as it also brings them honor.

Taur and the minotaurs who call it home are most known for two things: their gladiator arena and the vast, mysterious labyrinth that sits in the center of the island. No minotaur abroad discusses the purpose of the labyrinth, or what lies at its heart, but they're happy to go on for hours about the gladiator fights. Taur does some minor trade in exporting their uniquely-styled heavy-bladed weapons, but they are largely a self-sufficient island.

Little do most of the other people of Vodari know, but the minotaurs have left behind the warmongering culture from the days of old. While they are still hardy warriors, their society has become a meritocracy. Minotaur culture has come to prize excellence in all things, not just battle. Crafts, poetry, cooking, gardening, oratory in the halls of government—if it is done with superb skill, it is lauded by peers, competitors, and spectators alike. Minotaurs earn as much glory for being the greatest baker as they do the finest gladiator. As such, they become singularly focused on one particular skill or area of expertise. Working tirelessly on improving that one thing, they earn the greatest of all gifts to a minotaur: honor. This can lead to an obsessive type of behavior, which has become a prevalent byproduct of this societal evolution.

Allies & Adversaries

High Lord Vozrol (LN male minotaur **gladiator**) is a grizzled veteran of many gladiator fights. He won the hearts and minds of the people, and parlayed that into becoming their leader. He still spends a limited amount of time training young warriors, and he is very selective about those who make the cut for his class each year.

Rusthorn (CN male minotaur **buccaneer**) is a brutal pirate whose trademark metal-plated horns are easily recognized by crews whose ships are about to be boarded by the *Riptide*. He enjoys bringing loot and bloody tales of his exploits back to Taur once a year. His return is widely anticipated and many gather to greet and celebrate this master in his field.

Ebon Targos (NG female minotaur **priest**) is a priest of Kalder, the top spiritual figure on Taur, and the Keeper of the Winding Way. She knows the secrets of the Labyrinth, its every twist and turn. As its sacred gatekeeper, she decides who is worthy to enter.

Locations

The Labyrinth. Covering several square miles at the center of Taur, this maze of 40-foot-high stone walls was built ages ago, surviving the sundering of Vodari by Vesi's Rage. The maze contains a plethora of prowling creatures, devious traps, and clever puzzles to unlock certain doors. The prize at its center varies, based on the maze-walker's reason for entering. For example, a young minotaur with a criminal history needs medicine for his mother, and so is allowed one shot at both redemption and his mother's salvation. At the center of the maze lies the cure to her ailment. The prize is not put there by Ebon Targos, but is manifested by the will of the Labyrinth itself, an ancient sentience that resides in the stone walls.

The Theatre of Honor. This massive stone gladiator arena is the biggest in Vodari, and hosts regular gladiatorial games, non-lethal except on special occasions. This is also where capital punishment is meted out, in the rare case of some unforgiveable crime. Massive bronze statues stand up to 30 feet high, depicting the greatest fighters from throughout the history of Taur.



A STONE MAP OF THE LABYRINTH IS A RARE AND USEFUL TREASURE

Taur Adventures

Are You Not Entertained?

The PCs have angered or threatened someone powerful on Taur, and they are framed for a crime they didn't commit. They have a chance to prove their innocence in the age-old format of trial-by-combat in the Theatre of Honor. Their personal weapons and armor are not allowed, but they are provided with an array of approved weapons and pieces of armor "to ensure a fair trial." They face-off, to the death, against an equal number of minotaurs, possibly including the one who framed them.

A Blood-Red Riptide

The PCs encounter the *Riptide* in southern waters, and get to meet Rusthorn first hand—on the receiving end of a boarding action. For stats, the *Riptide* is a refitted **brigantine**, captured years ago from Taevara. The crew is a motley mix of minotaurs, orcs, half-orcs, savage Nordaans, and a few other displaced humanoids from all over Vodari.

Maze Runners

When the PCs desperately need something rare and valuable that they can't find, or even figure out where to look, they encounter an elderly minotaur who knows he's not long for this world. Drowning himself in rum, the minotaur lets slip that what they seek might be found at the center of the Labyrinth on Taur, if their motives are pure and they are deemed worthy—*and* they're skilled and clever enough to survive the maze, of course.

The Teeth

Only legends speak of "The Teeth," and no map shows their exact location. Most believe they are found far to the south of the Pirate Isles. In sailor's tales, the Teeth are said to contain vast riches for those brave enough to venture beyond the edge of the map.

This fabled place cannot be found on any map, or at least not reliably. Those who have accidentally encountered the Teeth and lived to tell the tale try to put it on a map, but anyone retracing the course to that location encounters nothing of note. On the rare chance two different groups of survivors of the Teeth come together, they each point to vastly different regions where their encounters occurred. This one claims they were blown off course near Nordaa, while that one swears they were 100 miles off the coast of Sanctuary.

Visiting the Teeth

If there is indeed any reason or design behind who encounters the Teeth, no one has figured it out yet. For those who do come across this semi-mythical anomaly, they first encounter thick fog banks obscuring any long-range vision. Evidence of any sea life and birds disappears. Water currents swirl more strongly, making steering difficult. The Teeth suddenly appears ahead of the ship, a deadly configuration of jagged rock formations jutting up from the depths like titanic gray

fangs, set in loose rows. Some have claimed the Teeth seemed to be a set of concentric circles.

Those who keep their wits and survive the treacherous navigation discover that passage through the Teeth catapults them into the Seas Beyond—the Vodari afterlife. If your adventure takes your party here, see Chapter I for more details on the Seas Beyond. Decide where they end up and how they can get back to the land of the living.

Vesi's Rage

This gargantuan, ever-raging storm is roughly a thousand miles in diameter. It appeared where the vast continent of Varanu once was, in the destruction that followed the Godwar. Some believe that the storm is caused by a massive source of magical energy. Others believe Vesi herself can be found in its center. Brave captains who successfully travel close to the Rage have cut hours or days off of longer voyages. Brave captains who are less successful do not arrive at their destinations.

Into the Storm

Any adventuring party who ventures near or into Vesi's Rage are treated to a buffet of madness. At first, it seems similar to sailing into a hurricane, with all of the unpleasant challenges one would face at sea in 100+ mile per hour winds, violently churning seas, deafening thunderclaps, and massive lightning strikes.

This is just how it begins.

Compasses malfunction within the Rage, the storm obscures the stars, and in those rare glimpses of the heavens between storm surges, the constellations are impossibly out of place. Temperatures fluctuate wildly; wind and water currents shift dramatically, violently, and often without warning. Thick mists of unusual color engulf the PCs' ship, to the point where even the sounds of nearby screaming sound like a muffled murmur into a thick pillow. The swirling storm fills the adventurers' ears, and some hear words in the cacophony, even recognize the voices...

Vesi's children also populate the maelstrom. The PCs are under assault from anything that seems appropriate, using the general guideline of "aquatic and chaotic." Krakens, hydras, storm giants, sea hags, water and air elementals, dragon turtles, shadows, and water weirds are just the beginning.

Sailors are said to have gone mad inside the Rage, and walked or hurled themselves overboard, shrieking or laughing hysterically. Some take a blade to themselves in their hammocks. Some just… disappear. One moment they're there; the next, they're not. Captain Fáolan Shae and his crew of Rum Runners on board the *Lucky Number Seven* attest that, after their one and only ill-advised trip through one tendril of the Rage, they ended up with a new crew member none of them had ever seen before, who claimed to have gotten lost in the Rage ten years earlier.

It is not a place any sane, sentient creature should deliberately want to go without an incredibly compelling reason, and even then, they should take every conceivable precaution and preparation they can think of.

Prophets and doomsayers around Vodari insist that the Rage is how Vodari was created, and from the Rage their end will come, at the hands of Vesi herself.

The Undiscovered Lands

The islands presented in this book can be just the beginning of countless adventures. The Vodari world map was designed with hundreds of unlabelled islands to provide your players with your even more places to visit or even discover. As your adventurers travel to the edge of the map, might there be more islands, or even an entire undiscovered continent?

Wanderers Guild

Centuries ago, a group of field explorers created their own guild to share stories, notes, and maps from their adventures, and offer their services as guides. Guild members can apply for guide job postings and access vast stores of knowledge, in exchange for sharing their own. A Wanderer's Refuge can be found in any major port, where you can hire a guide or buy maps or information for nearly any destination.

Under the Seas

An endless, dangerous, and alien world lies beneath the surface of the sea, ready for countless adventures.

Visitors from the surface find the coral spired homes of the voda, the volcanic rift mines of the dwarves, the kelp forest villages of the elves, and the carved seabed homes of the merfolk. They also find the war camps of sahuagin reavers, the trophy-marked territory of the merrow, gargantuan sea monsters, the ancient dwellers of the abyss, and other dangers.

The seas are deep and full of people and places to visit as you leave the coast and descend through the sunlit, twilight, and midnight zones of the ocean.

Sunlit Seas

Plants grow colorful and tall in the sunlit seas as they reach for the light and warmth of the sun above. In the reefs, shoals, grottos, and kelp forests of this zone, there are countless creatures and water-breathing peoples.

Elves

The amphibious quessari elves live in clan-based communities, found in kelp forests and as nomadic hunting bands of the ocean shallows. Aquatic elves love nature, art, music, and magic. The quessari also have an ageless alliance with the dolphins against the sahuagin and sharks.

Merfolk

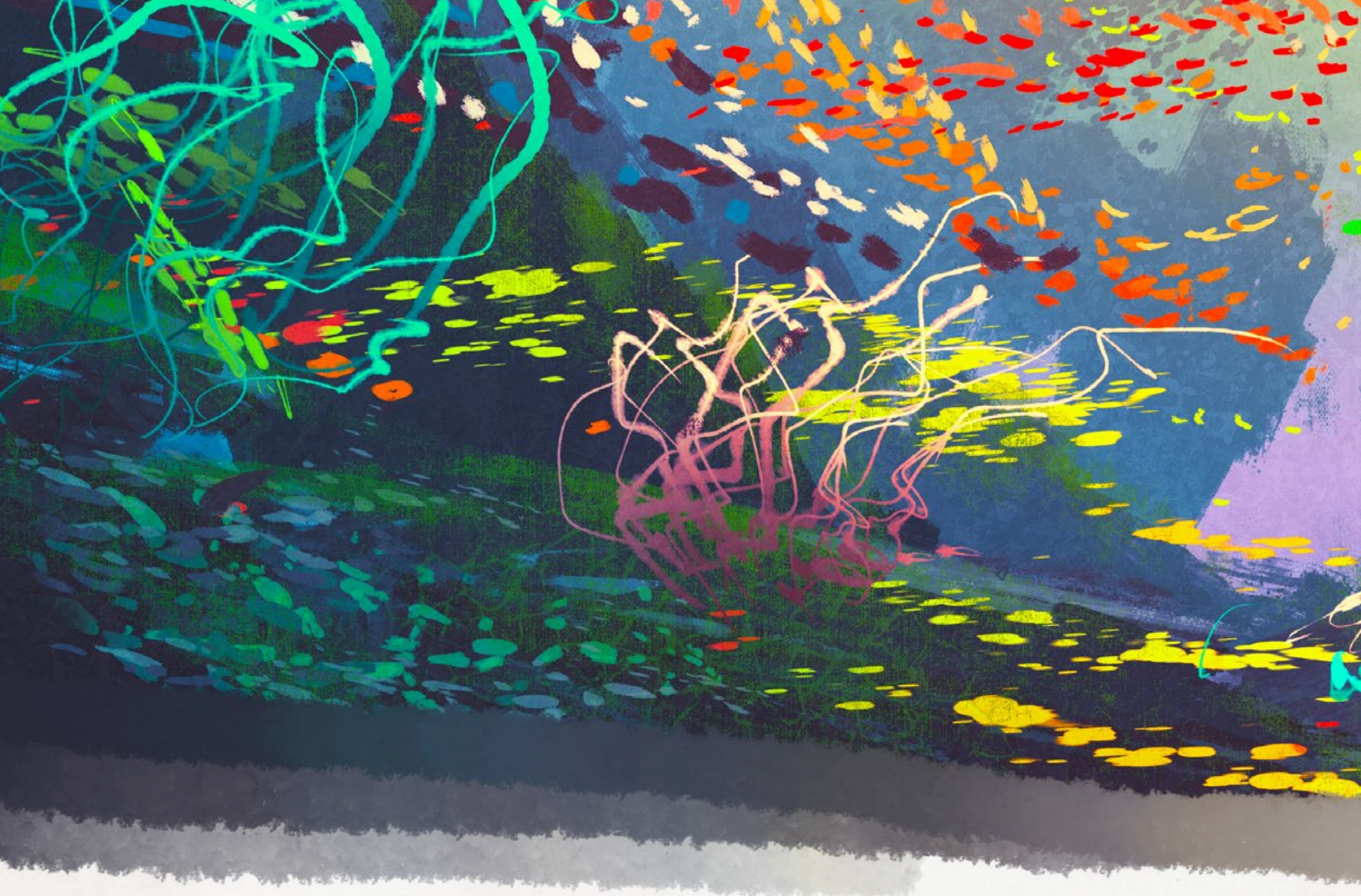
The merfolk are an aquatic people with a humanoid upper body and the lower body of a fish. Most merfolk live simple lives as farmers or hunter-gatherers, but quickly unite when a threat arrives in their territory. They call the vast seabeds that light can reach home, living in structures carved into the rocky seafloor.

Merrow

Long ago, a group of merfolk united under a king bent on conquest at any cost. The evil and corrupted merrow are all that is left from that empire. These cruel predators hunt anything they encounter above or below the waves, taking trophies from their kills to mark their undersea territory.

Sirens

The beautiful sirens came to Vodari from the Feylands long ago. They are truly a people of two worlds, living above and below the waves in grottos and undersea caves found along rocky sections of the coast. They rarely leave the sight of land and have little interaction with other undersea people.



Vodas

The shapeshifting vodas dwell in small communities built among the coral reefs in the shallow coasts of the southern islands and colonies. Living so close to the surface world has kept them out of the age-old conflict between the elves and sahuagin. These peaceful people have no desire for conquest, but fight to defend their lands from invaders, whether they are from above or below the waves.

Twilight Waters

The twilight zone begins at a depth of 650 feet below the water's surface. Those few creatures who live in the twilight waters are adapted to the cold and pressure. When the Godwar broke Vodari, entire cities fell into the ocean and were forgotten by most. Some of those cities fell deep into the sea.

Cecaelias

Cecaelias have a humanoid torso and lower body made up of eight octopus-like tentacles. These secretive and magical undersea people live in small family-based groups until they reach maturity, at which time most strike out on their own for a few decades. Cecaelia settlements are found in caves deep below the surface and usually average only a few dozen members.

Dwarves

Aurirn dwarves are found in isolated mining communities along deep undersea volcanic rifts. A few thousand years ago, this clan of dwarves adapted to life on the ocean floor, due to the magical properties of the metals they mined. Sea dwarves maintain a strong connection with the Mordirn thanedom of the surface, even fighting as marines in the Night War.

Grindylows

Like cecaelias, grindylows have a humanoid torso and lower body made up of octopus-like tentacles. Grindylows are similar in size to halflings and goblins, with a sharklike appearance. Grindylows are known as dangerous raiders, yet most survive as members of nomadic tribes, hunting massive territories ranging from the surface to the edge of the midnight depths.

Kallidu

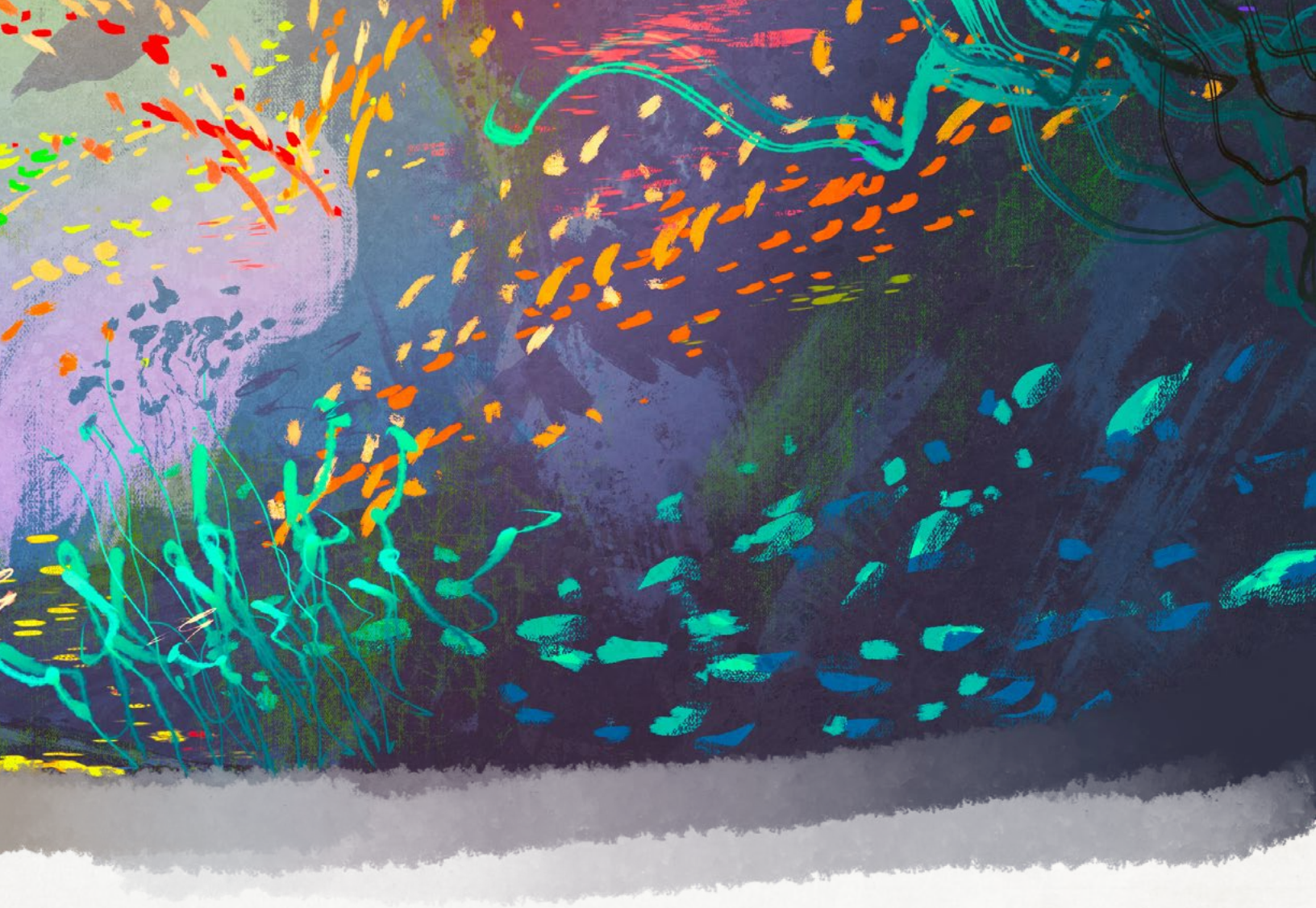
These intelligent monstrous fish were created by magic, living in the ruins of what were once human cities. The kallidu focus on gathering resources and building constructs to pilot. Bolstered by commanding "lesser" creatures with their psionic abilities, they gather materials from shipwrecks, underwater caves, and raids to the surface.

Sahuagin

These fish-like humanoids are called sea devils by surface dwellers. They live in the blackest depths beneath Khar, but send hunting parties to the sunlit communities of the sea elves and the coastlines of the surface to find prey to pull down into the depths.

Storm Giants

The storm giants live far from civilization, seeking seclusion to find signs and omens of the future. These giants are as likely to be found



living in the deepest oceanic trench as the highest peaks of the mountains. Many choose to wander the edge of Vesi's Rage, whereas many answers are found as questions.

Tritons

Tritons first arrived aeons ago from the elemental plane of water after chasing elementals into the deepest seas. Those who remained created settlements in the deepest twilit waters. These undersea guardians valiantly defend those above and below the waves from the most dangerous threats of the midnight depths. While their existence is not well-known, even among some undersea people, tritons are gradually becoming more active among people from both above and below the waves.

Midnight Depths

The midnight zone begins 1,000 feet below the ocean's surface, and is nearly devoid of life. These lightless depths are frigid and under intense pressure. In the deeps, you'll find gargantuan creatures who escaped the elemental plane of water and ancient aboleths hiding in their ancient ruins. You'll also find the children of Dokahi, Vesi, and Volkan dwelling in darkest depths and fiery trenches. Tritons and mighty sea elf warriors brave these lightless depths to hunt these monsters, but they are only visitors.

Looking to Dive Even Deeper?

For GMs and players who are interested in even more fun and adventure under the seas, *Under the Seas of Vodari* will be released in 2020. The book will provide undersea player options, equipment, locations, and an adventure. You'll have everything you need to run a single session or an entire campaign set under the surface of the Vodari's vast ocean.





Chapter III: The People of Vodari

When the world was shattered nearly seven centuries ago, people from all cultures and civilizations were brought together. United by the need to survive, old hatreds were forgotten and former enemies stood together to rebuild. Today you'll find the population of any settled island to be a diverse tapestry of people and cultural traditions. In Vodari, most people identify with the island or nation they call home. Each island has built its own identity, blending ancient traditions with customs grown out of the environment of their new home.

The overall population of Vodari is comprised of humans (30%), dwarves (20%), halflings (15%), elves (10%), gnomes (5%), orcs (5%), and goblinoids (5%). Other people (including dragonborn, half-elves, half-orcs, sirens, tieflings, voda, taur) make up the remaining 10%. From island to island, these numbers vary greatly, and islands dominated by a single people are found throughout Vodari.

There are five new racial options that are unique to *The Seas of Vodari* campaign setting.

Cursed Souls exist between life and death, between the person they were and the ghostlike being they have become.

Sirens are a beautiful amphibious people with a fey background. As they near adulthood, a siren develops a magical gift. Those who enchant their songs become **Seasingers**. Those who gain the ability to change their legs into a tail become **Wavedancers**.

Minotaurs are bovine humanoids who prize strength, skill, and honor above all else. They dedicate their lives to the mastery of a profession.

Vodas are an amphibious shapeshifting people from small communities built among the coral reefs found along the coasts of the southern islands and colonies.

Aurirn, or **Sea Dwarves**, are amphibious dwarves who mine boiling cracks at the bottom of the sea.

The following chapter details the origins and current place for these new racial options and all of the other people who call Vodari home.

Cursed Souls

"There exists a curse for those with unfinished business who've had their life cut short. These folk are cursed souls and they look like you and I, but don't let that fool ya. No heart beats inside that chest, and they're a hollow shell of the person they once were. If you ever stand in the way of one of these strange folk, move aside or you'll end up dead - or worse."

- Capt. Xavier Brineblade, adventurer and explorer

Most people dismiss tales about cursed souls as ghost stories told to frighten children. Some of these stories are actually true; the cursed do exist. Cursed souls suffer in a state between life and death, doomed to remain that way until they can resolve their curse. They shift between the person they were and an empty version of themselves they have become. Anyone unlucky enough to become the target of a cursed soul are in for trouble if they stand in the way of their singular goal.

Between Life and Death

Cursed souls were once alive, but through a curse have become something else. They appear almost identical to the person they were before they became cursed, but with a deathly pallor. They are not fully alive and not quite dead. Food and drink have no taste or ability to satiate them. They no longer age or sleep, but endure memories of the person they were. While their body may appear alive, it is cool to the touch and can even become apparitional when they choose. Most of the time they choose to hide this ghostlike nature, but can reveal it to the terror of witnesses.

A Cursed Existence

Ghost stories are a popular way to pass the time on long voyages. Many of those stories involve a curse and the poor, unfortunate soul who is the recipient. There are many ways for a soul to become cursed, but most involve a violent death or dark magic. Regardless of how they became cursed, they are now tied to it. Work with your GM to fit your curse into your campaign's story using the table below or by coming up with your own ideas. Resolving the curse can free your character to return to the person they were, a peaceful afterlife, or another resolution.



RAMINA WILL NOT REST UNTIL SHE HAS REDEEMED HER FAMILY NAME

Reason for Curse

d8	Time
1	You were killed and cannot rest until you have exacted revenge on your murderer.
2	You made grave mistakes and cannot rest until you have redeemed yourself.
3	You quest was interrupted by your death and you will not rest until it is complete.
4	You were tricked into your curse by a hag or other fey creature.
5	A wizard or other arcane force cursed you.
6	You have been cursed by a demon, deity, or spirit for their own benefit or amusement.
7	Your crew found a cursed treasure that was spent. You will not rest until the entire treasure has been returned.
8	You have no idea what turned you into a cursed soul.

A Familiar Stranger

Cursed souls sway between mimicking their old personality and a new detached and distant one. They can convincingly pass as the person they were, but those who were closest to them likely suspect that something is not quite right. Cursed souls often seek comfort in the people, places, and things that were once important to them. One moment they appear to be their old self, and the next they treat their friends and family like strangers.

Cursed Soul Names

Cursed souls usually keep the name they had in life. The name they had can often feel strange, and they may even forget to respond when called by it. Some cursed souls decide to go by a variation of their name, or even change their name entirely.

Cursed Soul Adventurers

A cursed soul could have taken up the adventuring life for any number of reasons before becoming accursed. While a cursed soul shares those motivations at times, they can also become single-minded in pursuing a way to end their curse.

Cursed Soul Traits

To play a cursed soul, you select a race that you were before you were cursed. You can select from any of the races found in the Cursed Soul Racial Traits table. Your cursed soul retains some of the abilities they had in the past and also gains new abilities.

Ability Score Increase. Two different ability scores of your choice increase by 1. These ability scores should match up with abilities that were strengths before your curse.



A CURSED GOLDEN CROWN

Age. Cursed souls appear the same age as they did before they were cursed, but no longer age.

Alignment. Cursed souls tend to retain the alignment they had before they were cursed, but will in most cases do whatever is needed to end their curse and free their soul.

Size. Your size is the same as your selected race from before you were cursed. Your size is Small or Medium.

Speed. Your movement is the same as your selected race from before you were cursed. This includes a swim speed if you had one.

Ghostlike Nature. You no longer need to eat or drink. In addition, you have resistance to necrotic damage.

Ghostly Form. You can strengthen your connection to the Ethereal Plane and take an incorporeal form. When you take bludgeoning, piercing, or slashing damage from a nonmagical weapon, you can use your reaction to take on a ghostly form and halve the attack's damage against you. In addition, you can move up to half your speed without provoking opportunity attacks. You can't use this feature again until you finish a short or long rest.

Unfinished Business. Your curse holds you to the mortal plane. If you fail a death saving throw, you can reroll the die and must use the new roll. You can't use this feature again until you finish a long rest.

Lingering Memories. You no longer need to sleep. Instead, you slip into a dreamlike state, remaining semiconscious, for 4 hours a day. While in this dreamlike state, you are aware of your surroundings and experience the memories of the person you were. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Enduring Traits. Cursed souls lose many of the traits of the person they were before they became cursed. You retain the traits for your former race found in the Cursed Soul Racial Traits table below.

Languages. You can speak, read, and write Common and another language that you knew before you were cursed.

Cursed Soul Racial Traits

Race	Traits
Dragonborn	Draconic Ancestry, Breath Weapon
Dwarf (Hill, Mountain)	Darkvision, Tool Proficiency, Stone-cunning
Dwarf (Sea)	Darkvision, From the Depths
Elf (Dark, High, Wood)	Darkvision, Keen Senses, Fey Ancestry
Elf (Sea)	Darkvision, Child of the Sea
Gnome (Forest)	Darkvision, Natural Illusionist, Speak with Small Beasts
Gnome (Rock)	Darkvision, Artificer's Lore, Tinker
Halfling	Lucky, Halfling Nimbleness
Half-elf	Darkvision, proficiency with one skill of your choice
Half-orc	Darkvision, Savage Attacks
Human	Increase an ability score by 1 (excluding abilities which you already selected for your Ability Score Increase trait)
Siren (Seasinger)	Amphibious, Singer
Siren (Wavedancer)	Amphibious, Dancer
Taur	Horns, Powerful Build, Savant
Tiefling	Darkvision, Hellish Resistance
Voda	Amphibious, Shapeshift



Morndir, Thirn, and Aurirn dwarves

Dwarves

"This thanedom is all that stands in the way of monsters coming out of your nightmares and onto your doorstep. Our line keeps the darkness from the north and below at bay, while you squabble over trade routes and spices. How dare you say that we only care about protecting our mountains. Pray to Sindri that our mountains never fall."

- Rundren Thunderstone, High Thane of Morndirn

Dwarves believe they were forged by the hammer of Sindri, the mother of creation. Whatever work a dwarf takes up, they spend a lifetime to perfect. They are known for being skilled soldiers, miners, smiths, and artisans. Long ago, the dwarves established their thanedom in the Morndirn mountain range. In the following millennia, they expanded their holdings by settling the surrounding foothills, digging deeper into the mountains, or even mining the seafloor.

The Night War began deep beneath the mountains, against the enemy below. Taking heavy losses, the High Thane instituted conscription. While few in number and far from home, the Aurirn clan fought in the deep undersea lakes for their thanedom. The hill clans refused to send their sons and daughters to die deep under a far off mountain. Civil war erupted, and those under and outside the mountains split into the morndir dwarves and thirn dwarves. Over a thousand years later, the dwarves are a fragmented people.

Thirn (Hill Dwarf)

Thirn are fewer in number than their mountain dwarf cousins, as their homeland of rolling hills fell to the bottom of the sea during the Godwar. Today, thirn dwarves are descendants of the survivors who established settlements alongside the more numerous humans and halflings. Around Vodari, some hill dwarves have taken up crop farming, ranching, and fishing, but most prefer to work as miners, smiths, artisans, or shipbuilders. A century ago, the most powerful thirn clan colonized an island near their former thanedom. Taggthirn (or New Thirn) has grown into a nation of walled hilltop towns and busy trade ports.

In Vodari, a thirn dwarf adventurer could be hunting for ancient dwarven relics, working on behalf of their clan, or just trying to use their skills to make some coins.

Thirn Alternative Traits

Thirn dwarves have lived side by side with the other people of Vodari for centuries. Some have adopted the weapons of non-dwarves and made them their own. In a Vodari campaign, you can choose to substitute the Dwarven Combat Training trait for the trait below.

Thirn Combat Training. You have proficiency with your choice of three weapons selected from battleaxe, handaxe, light hammer, and warhammer. In addition, you have proficiency with one weapon of your choice chosen from any simple weapon, light pistol, longsword, or rapier.

Morndir (Mountain Dwarf)

Morndir dwarves primarily live in a thanedom they carved under the tallest mountains in ancient times. Most spend their entire lives underground. Those who go outside of their mountain home can become quite rich as traders, artisans, and soldiers.

All aspects of morndir life are rigidly controlled by a council of clan leaders, led by the High Thane. They are primarily focused on their constant war against invading armies from deep below. Over the last century, mountain dwarves have started to increase trade with other nations, which has proven both lucrative and helpful in the war effort.

In Vodari, a morndir dwarf adventurer might be looking to escape their strict clan controlled life to explore the vast world outside, a military deserter, on a mission for their clan, or an exile.

Aurirn (Sea Dwarf)

Aurirn dwarves are called sea dwarves by surface dwellers, but they are rarely seen above the waves. They are usually found in isolated mining communities along undersea trenches or the undersea lakes deep under the mountains. Adapted to life on the ocean floor, aurirn dwarves have thickly webbed digits, gills, and scale-like skin.



The aurirn clan are a relatively new arrival in Vodari. A few thousand years ago, a group of dwarves led an expedition to mine a crack in the seabed off the east coast of Varanu. The molten rock that slowly poured out of the seafloor was full of rich metals, some with magical properties. While working at those depths was difficult, the wealth that was available made the effort worth it. Initially, these dwarves could mine for only as long as their magic and machines let them breathe and keep protected from the intense heat. Over the years, some of the dwarven miners began to physically change. These dwarves could better resist the heat and pressure, grew gills on their necks, and saw their skin change to be covered in green-blue scales. They called themselves aurirn, and found that they felt more at home in the deeps, with little or no need to return to the surface. As the number of aurirn grew, the need for magic and machines to mine the seafloor was eliminated. The depths had little effect on them, and they were able to mine trenches deeper and further from the dwarven homeland.

Their work and habitat are dangerous. Even more costly is their commitment to the Night War and the never-ending battles to control the undersea lakes for their thanedom.

Today, aurirn dwarves are still a morndir clan, but are no longer physically the same as their cousins. While they only number in the thousands, they're as important and valued as any other Morndirn clan with a seat on the council. Aurirn dwarf armor and weapons are prized by seafaring adventurers, due to their durability and resistance to heat and rust.

In Vodari, an aurirn dwarf adventurer could be an emissary sent to the surface world, completely uninterested in mining, or just curious about the surface world.

Aurirn Subrace Traits

Aurirn have the following traits in common, in addition to the traits they share with other dwarves.

Ability Score Increase. Your Dexterity score increases by 1.

From the Depths. You have a swimming speed of 30 feet, and you can breathe air and water. You ignore any of the drawbacks caused by a deep, underwater environment.

Fireborn. Adapted to living along the boiling cracks of the seafloor, you have resistance to fire damage.

Elves

"It is time to end our seclusion. Hiding away from the world in our forests will be the end of us. While we remain unchanged, the world beyond our borders will continue to evolve with or without us. Must we be eclipsed like the draga and minotaurs? Let us expand trade, build a grand navy to defend our rights, and take our rightful place on top."

- Mira Argentali, Silvari Crown Princess



NADURI, LUNORI, SILVARI AND QUESSARI ELVES

The elves are children of the natural world and love all that is beautiful. They believe they arrived on this world from beyond, long ago, and their ancestors were given a choice to live above or below the waves. The Godwar and its aftermath took the lives of many elves. The scattered survivors were split between those who worked to rebuild their homeland and those who formed communities with outsiders to survive. In the centuries since, the majority of elves have continued to reject isolation in favor of trade, exploration, and war. Today, the elves are a fractured people, kept apart by geography, ideals, and ancient hatreds.

Silvari (High Elf)

Silvari elves emerged millennia ago as a group of rebellious elves who didn't want to follow strict and ancient customs. These rebels wanted to advance elven society by blending their traditions with new arcane discoveries. In the end, they left their home to create a new one to the north, in the Silvertree Forest.

In the aftermath of the Godwar, the silvari elves rebuilt their homeland high in the trees, led by the Argentali family. Over the centuries, many silvari elves who survived in communities outside the homeland made their way back. These elves returned with respect for and ties with the communities they helped create with humans, halflings, gnomes and dwarves. Some returned with half-naduri and half-elven children. These elves pushed for greater interaction with outsiders through trade and diplomacy, and to reestablish bonds with their elven cousins above and below the waves. Today, as many silvari elves live in Silvari as outside the homeland.

In Vodari, a silvari elf adventurer might seek magical secrets or decide to see the world for a few decades. The rigid class hierarchy in Silvari could push a character from a lower family into the adventuring life. A high elf from outside Silvari could adventure for any number of reasons, from finding their place in the world to getting rich.

Naduri (Wood Elf)

Most naduri elves grow up living in harmony with nature. This lifestyle provides these elves with keen senses, strong instincts, and the ability to travel quickly and quietly through the jungles of Aubori. Naduri elves are known for their distinctive tattoos worn by many of them, and are named after the trees found growing on Aubori.

In the aftermath of the Godwar, most of the naduri elf survivors built treetop villages. There were also a number of wood elves who survived in outsider communities.

The naduri elves of Aubori live in villages found deep in the interior of the jungle. These elves generally live a life rooted in nature by choice, and have no interest in technology or magic that comes from a book. The environment and natural magic provide all they need to survive. Their government is run by tribal elders, who are long-lived even by elven standards. While few outsiders reside in Aubori villages, anyone who shares their ideals is welcome. Most naduri elves travel outside of Aubori at some point in their life and a small amount of trade is conducted from a single port.

For wood elves who continue to live in communities with the other peoples of Vodari, life is dramatically different. They have to work to create a life where nature is important while surrounded by the hustle

of port city life. Many of these elves choose a vocation that calls them outside of the busy city such as a farmer, rancher, or guide.

In Vodari, a naduri elf might become an adventurer to protect nature, spend a few decades to explore the outside world, or complete an important mission by the tribal elders. While rare, a naduri elf could be forced into being an adventurer after being banished for going against their elders. Naduri elves living outside of Aubori could choose to adventure to get away from busy city life.

Lunori (Dark Elf)

Long ago, lunori elves emerged as a faction who believed that conquest would protect the elven way of life. They were cast out for their part in the Túraterhat (the Great Parting) to live in a vast forest covered in darkness.

Today, all that remains of that forest is found on the island of Arachni, which lunori elves call home. These dark woods are a deadly place full of giant spiders and other perils. Out of necessity, their dangerous homeland created a society that is both competitive and cooperative. Most lunori elves are happiest spending their endless nights hunting, singing, and dancing in the moonlight. The most capable lunori elves lead their people and provide protection against the many dangers from the island and beyond.

All of the elves in the forest realm employ some level of isolation, but for the lunori that isolation has been imposed by history and geography. The dark elves, like their island, are shrouded in mystery by the shadowy veil that covers them both. This has caused their neighbors to be distrustful of them. While the lunori elves have little interest in conquest, they have found themselves the target of northern raiders and silvari elves.

In Vodari, a lunori elf adventurer is uncommon, but not unheard of. Those who venture out into the sun-drenched world beyond their darkness covered shores often don't do so voluntarily, but as exiles. Others are sent on a mission to spy on their neighbors, tending to be highly skilled with magic, subterfuge, and assimilation. Rare lunori adventurers can be found who strike out into the sun to test themselves against new challenges found beyond their borders.

Lunori Alternative Traits

Lunori elves who spend significant time living under the sun can adapt to its blinding brightness. These dark elves no longer suffer sensitivity to sunlight, at the cost of losing their superior darkvision. In a Vodari campaign, you can choose to substitute *Superior Darkvison* for the trait below, reducing the radius of your darkvision from 120 feet to 60 feet.

Daywalker. You are accustomed to being in bright daylight and are immune to sunlight sensitivity for up to 8 hours a day. This immunity does not include magical sunlight.

Playing a Lunori Elf Adventurer

Seafaring adventures tend to involve sailing and exploring a world that is drenched in sun. Lunori elves typically wear a hood to hide from the sun and the people under it. If you are considering playing a Lunori elf character, consult your GM first.

Quessari (Sea Elf)

Quessari elves are commonly called sea elves by surface dwellers, though they are a rare sight on the surface. While they are distant cousins of the elves, this split predates history and is remembered only in myth.

Quessari elf clans live in underwater communities found in kelp forests and ocean shallows. Like surface elves, they love nature, art, music, and magic. They are allies of whales and dolphins, and mortal enemies of sahuagin. Unlike other elves, quessari elves are not isolationist and interact with other aquatic people. They are happy to trade undersea treasures with surface dwellers.

Quessari elves have skin that ranges from green to blue in color, often marked with patches or stripes. Their hair is usually worn long and flowing, in colors that include blue, black, or green. They also have gills that are visible in their necks and over their ribs. These elves prefer scant, loose, flowing clothes formed from underwater plants. Sea elves can survive out of water for days or even weeks, but they feel like they are "drying out" without regular access to the sea.

In Vodari, a quessari elf adventurer is rare, but not unheard of. Those who venture above the waves to the surface world usually do so for wanderlust or on an important quest.

Draga (Dragonborn)

"Every draga son and daughter must serve the interests of their clan above all else. As Emperor, I serve every clan. I ask each of you to accept me as one of your own, so we may end our fight against each other and focus on our shared enemies."

- Krivarr, first Emperor of the Draga

Legends talk of the first draga being born from dragons. Tall and powerful, dragonborn are respected for their command of both martial and arcane traditions. Draga emerged as hunters who lived by a traditional code of honor, focused on serving their clan and improving themselves. Their ancient war dances are a tradition once used to share the best hunting places, which has advanced into a powerful form of storytelling when combined with magic. The Draga empire once stretched across much of the continent of Varanu. By the time of the Godwar, their empire was nothing more than a memory found in their war dances and ruins. After the cataclysm, only a small, scattered number of dragonborn survived, but their physical strength and hard work made them valued members of their adopted clans.

Today, the only dragonborn nation is found in the north of the Marradi Archipelago, on the island of Draga, which they named after themselves and their former empire. Draga are found with a variety of chromatic and metallic colored skin tones, but only a fool would use their physical appearance to guess their disposition. Draga tend to be lawful and focus on benefiting their clan, whether that is an extended family of draga or a group they adopt. A dedication to their clan makes it easy for draga to get along well with dwarves.

In Vodari, dragonborn adventurers often seek knowledge and artifacts from their past, or work to serve their clan. Others take on the adventuring life to seek purpose after being exiled, or to gain freedom from rigid clan responsibilities.

Gnomes

"Rock gnomes never seem to really worry about if something should be built, only if it can be."

- Evain Verdani, Leader of the Thorns

Gnomes believe that they were created when a spark fell from Sindri's anvil. Whether this is truth or myth, gnomes have a natural connection to the magic of the world. The gnomes are actually two peoples: the curious rock gnomes who crave mastery over nature, and the forest gnomes who seek to understand and protect the magic of the natural world. These differences have pushed the gnomes to the brink of war, with some forest gnomes doing whatever they can to stop their cousins from destroying the sacred forests of the western islands.



GLIM IS A GNOME INVENTOR FROM XOLENI

TORGGA IS A DRAGONBORN SORCERER FROM DRAAK

Rock Gnomes

In Vodari, when most people refer to gnomes, they mean rock gnomes. In the time after the Godwar, these gnomes applied great ingenuity to fishing and shipbuilding. This led to greater and greater advances in technology and brought steam power, black powder, and other technology to the world. The largest rock gnome settlements can be found on the island of Xolen, such as busy Gemnackle, which has rapidly grown from a mining colony.

Their invention and ingenuity have also brought pollution and environmental destruction to their homeland and beyond. Extracting resources to fuel their rapid industrial growth has resulted in violent clashes with forest gnomes.

In Vodari, many rock gnomes take up adventuring at some point in their life, most just curious to see the world.

Forest Gnomes

Rarely seen by outsiders, the forest gnomes live in the great forest of the western islands. They can be found throughout the Forest Realm, but the greatest number call the islands of Luna and Fernwa home. Forest gnomes use stealth and illusion to protect their small hidden villages. While few in number and small in size, they should not be ignored, as they are powerful with magic and call the forest itself a friend.

As Xolen looks west for resources, many forest gnomes have decided to fight to defend their home. While some of these gnomes are content with sabotaging equipment, the most hawkish believe only a war will stop Xolen.

In Vodari, forest gnome adventurers often leave their secluded homes to seek out the magic in the world or to defend Vodari's forests.

Goblinkin

"Are there other people looked down on and ignored like goblinkin? What must we do to show others we have an important nation like them?"

- King Bulga Garhung III, leader of the goblinkin

Goblinkin are a group of closely-related humanoids made up of goblins, hobgoblins, and bugbears. For millennia, goblinkin were prone to raiding others and infighting, and were ignored or reviled by the other peoples of the world. After the Godwar, humans, elves, dwarves, halflings, and gnomes in the south worked together to form communities, with goblinkin often left on the outside to scrounge for scraps. In the east, a different story unfolded. A large population of goblinkin were forced by circumstance or made a decision to cooperate with each other to survive. Either way, for the first time the goblinkin were united and the kingdom of Ghak was created. They hunted, fished, and even did some simple ranching and farming. Ghak was a little rough around the edges, but an economy emerged.

Today, goblinkin can be found living nearly anywhere in Vodari, but their place in society varies greatly from region to region. When goblinkin are allowed to participate as equal members of a community, they make valuable contributions as artisans, laborers, and warriors. When shunned, goblinkin survive on the fringes as beggars, pickpockets, bounty hunters, raiders, or worse. In their homeland of Ghak, goblins, hobgoblins, and bugbears live together in a chaotic, yet thriving kingdom. In the north, they are rare but welcome members of Nordaa communities. Elves, poisoned by the past, only see goblinkin as an ancient enemy to be hunted. In the south, some see goblinoids as uncivilized vermin and brutes, yet they are found living in every port, especially in Xoleni, Zavros, and the pirate isles.

Goblinkin seek out the life of adventurer for numerous reasons. For goblinkin born in Ghak, adventuring provides an escape from their competitive society and a chance to see the world. For those outside of their homeland, adventuring provides a chance to escape their place at the bottom of society, find treasure, and live the easy life.



SUTHA IS A HALF-ORC WARRIOR FROM NORDAA

Half-Elves

"I love Hope! Thank you to everyone who voted for me to be your mayor again. I would also like to thank Councillor Akoko for his kind words. I'd also like to thank my human father for the beard I wear that hides my blushing face. It is with great pride and humility that I accept these chains of office."

- Birel Berevan, half-elven mayor of Hope

Half-elves who live in Nordaa, the southern islands, and the colonies live in diverse communities which include others of their kind, alongside humans and elves. In Vodari, a half-elf is as likely to be born to half-elven parents as to and elf and human. The social status and wealth of a half-elven child's parents is far more important to their place in society, than how much elven or human blood they have.

Finding a place in the world for half-elves born among the elves is more challenging. Half-elves raised in Silvari are fully accepted members of elven society, but will often chafe against the slow moving and formal nature of daily life. Many Silvari born half-elves seek out careers that take them outside of the elf homeland as diplomats or traders. In Aubori, the birth of a "half-human" is rare, due to the isolated nature of their culture. While the naduri elves fully accept any member of the tribe who proves themselves to be valuable, many half-elves start to feel like outsiders as they begin puberty.

Half-elves seek out a life of adventure for the same reasons as anyone else: to become wealthy or to explore the world. For half-elves born among elvenkind, adventuring provides an escape and a chance to make their own place in the world.

Half-Orcs

"In my chest beats a heart split asunder, that of a brutish warrior and a gentle poet."

- Ront, half-orc bard of some renown

The history of the humans and orcs in the north is a complicated story of hostility and alliance. The strongest of these alliances resulted in a lineage of half-orcs who acted as ambassadors, bridging the gap between humans and orcs. Acting in this role, the half-orcs were essential in the rise of the Verdaan empire. The destruction and chaos of the Godwar hit the half-orcs as hard as anyone, as the Verdaan empire collapsed.

Today, what remains of the northern empire is split into Nordaa and Stonetusk. In Nordaa, clan is more important than the length of your teeth or ears, with half-orcs on equal footing with everyone else. In Stonetusk, orcs admire strength and despise weakness, with



the most capable half-orcs being respected and a few even rising to chieftain. In the south, the contributions of half-orc survivors after the Godwar established them as founders of the southern nations, alongside the dwarves, elves, gnomes, humans, and halflings.

A half-orc adventurer from Nordaa could be on a great quest for his clan or just interested in seeing the world. Those from Stonetusk might become an adventurer to escape harsh treatment or to prove themselves worthy of a higher position in their clan. A half-orc adventurer from the south shares the same type of motivations that drive anyone to pick up a sword or staff.

Halflings

"On any voyage, I equally love when the wind first fills our sails and when I finally spot home on the horizon."

- Saral Windheart, Captain of the *Courageous*

After humans and dwarves, halflings are the most numerous people of the southern islands. Halflings work in every port as merchants, sailors, farmers, fishers, artisans, and nearly any other trade. Most halflings live good and peaceful lives, but there are a few in their number who have taken to thievery, piracy, or worse.

Halfling survivors established the first settlements in the southern nations alongside the humans, gnomes, dwarves, and elves. Their hard work and good cheer were essential in building many of the settlements of the southern islands.

Today, the largest collection of halflings dwell on the island of Haven. Both **lightfoot** and **stout** halflings are found in nearly identical numbers throughout the southern islands. A smaller number live among the barbarian tribes in the northwest islands, and to the east in the colonies. As many halflings live on dry land as on the water. Land dwellers tend to seek out riverside hills to build their farming communities. Those who prefer the sea are usually found living in floating villages made of interconnected boats and anything else that can float.

In Vodari, a halfling adventurer tends to be young and looking to explore the world. While not all halflings are bitten by wanderlust, for many it provides a strong drive to seek out adventure for much of their youth, before settling down into adulthood. The siren's call of a comfortable home defeats as many halfling adventurers as monsters.

Halfling Names

Many halfings in Vodari spend their lives by the sea. The following additional family names can be used for a halfling character who grew up in a halfling floating city or fishing village.

Family Names: Dunerunner, Finwhistle, Highwave, Rumbarrel, Sandfellow, Shellgather, Stormgage, Tidefoot, Undersea, Windheart



DARESSO IS A PRIVATEER FROM VERACI

THOZZ IS A MINOTAUR SAILOR FROM TAUR

Humans

"The light of a human life burns quickly and brightly. Our people create architecture to last millennia. In comparison, humans appear to tear down and rebuild their entire world every century."

- Xanaphia Xiloscient, elven architect

For ages, humans lived alongside the dragonborn, dwarves, and elves in scattered communities or under the thumb of other empires. In the millennia leading up the Godwar, however, human empires emerged among the most dominant powers on the continent of Varanu.

Many scholars believe the human kingdoms brought about the Godwar, by fighting in the name of Vesi and Taeva. Whatever its cause, humans were among the hardest hit by the Godwar, and their cities sank and nations drowned. Most of human history before this cataclysm has been forgotten, due to their short lifespans and their libraries being lost to the sea. The descendants of these survivors have grown into most numerous people in Vodari.

Today, human settlements can be found nearly anywhere in Vodari. You'll find humans living in quiet farm towns, bustling seaports, sunny beachside colonies, and harsh barbarian villages. Humans from the lost nations put aside their differences and joined with the elves, dwarves, halflings, gnomes, and others to survive. Human society is filled with a wide array of physical diversity, and mixed ethnicity is the norm for humans around Vodari. Today, few humans can trace back their lineage to the empires of the old world. Most humans identify with the island they call home and new traditions formed in the centuries since the cataclysm.

While humans are not the only people who get involved in politics, the majority of the leaders in lands dominated by humans are also led by human archpriests, monarchs, chieftains, and governors. The peaceful co-existence of these nations is challenged daily by territorial disputes that could erupt into war at any time.

Minotaurs

"The taurs are misunderstood, portrayed as murderous brutes in tales of adventure. Truth is, they're a civilized and honorable lot. They believe challenge and competition brings out the best in individuals and makes for a stronger society. I've met a few in my day while traveling the world. They had set out to test themselves under the toughest conditions as part of some quest to be accepted as an adult. If you find yourself side by side with a taur, you'll find them handy at navigating and a master of whatever they focus on."

- Orla Crystalwave, Wanders Guild Explorer

Minotaurs, or taurs as they are called by most people, are a rare sight around Vodari and most are known for their size and strength. What many don't understand is that minotaurs are driven by a deep need to master a trade. These once-brutal conquerors have turned into a peace-loving meritocracy. Today, all aspects of minotaur life are controlled by those minotaurs who achieve mastery over their chosen trade.

Strong and Powerful

Minotaurs are most known for their imposing size and brute strength. They have a generally humanoid appearance, with the exception of their bovine horned heads, and hooves in place of feet. Their bodies are covered in thick hair in a variety of colors, including white, reddish brown, dark brown, or black. As they approach adulthood, males see their horns extend taller, and females grow thick, shaggy hair on the top of their heads. Both male and female minotaurs are tall and robust, with many reaching 7 feet tall. They physically mature at around 20 years and can live into the middle of their second century. While some believe them to be murderous monsters who eat people, they are omnivores and eat a diet similar to most humanoids.

Brutal Conquerors

The true demonic ancestry of the minotaurs is known to few. Whatever Scatho's design was when bringing them into the world, that history has been lost to time. Millennia later, their once-dreaded empire is gone and they have been abandoned by their patron god. Today, minotaurs are too few in number to conquer anyone and have grown beyond their warmongering culture of the past. While no child is raised without extensive training with traditional minotaur weapons, their society has become a peaceful meritocracy that values poets as much as warriors.

A Pursuit of Mastery

The minotaurs are a proud people who each strive to be the best. Their culture prizes excellence in all things: war, poetry, cuisine, gardening, masonry – if it is done with superb skill, it is lauded by peers and spectators alike. Most become singularly focused on one particular skill or area of expertise, and work tirelessly on improving that one thing, seeking honor through true mastery. This has also made the minotaurs extremely self-sufficient. While their need for outside trade is minimal, they are friendly to outsiders, especially those with rare skills and techniques to share.

Minotaur Names

Minotaur first names are often rooted in Abyssal, a leftover from their brutal past. Most go by just a first name. These names are often drawn from great and accomplished masters of the past. When the head of a family has become a master of a trade, their family is awarded a last name indicating this accomplishment such as Blademaster, Forgemaster, or Sailmaster.

Male Names: Arkoth, Astorian, Jarthro, Kulgrak, Migthun, Thozzal, Urruth, Vastrul, Vozrol, Zistrun
Female Names: Allmoni, Belgra, Erthrura, Ganathi, Ralras, Salroza, Tragroni, Trillma, Vizgani, Zazgaki

Minotaur Adventurers

Many minotaurs seek out the adventuring life, believing challenge and competition brings out the best in individuals and makes for a stronger society. Those who travel the seas are likely to meet a minotaur on a voyage to test themselves under the toughest conditions the high seas can offer. Most minotaurs eventually settle down and return to the home islands, but a rare few never stop their journey.

Minotaur Traits

Your minotaur character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Minotaurs reach maturity at around the age of 20 and can live well into the middle of their second century.

Alignment. Most minotaurs are lawful and believe in a strict moral code. They prize strength, skill, and honor in all people.

Size. Minotaurs are tall with heights around 7 feet. They have a large muscular build with their weight averaging around 300 lbs. Your size in Medium.

Speed. Your base walking speed is 30 feet.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Savant. You gain proficiency in one skill of your choice. In addition, you gain proficiency with your choice of vehicles (water) or one type of artisan's tools.

Sense of Direction. You have advantage on checks against becoming lost and always know which direction you are facing.

Horns. Your horns are natural melee weapons, with which you are proficient. If you hit with your horns, the target takes piercing damage equal to 1d6 + your Strength modifier.

Minotaur Weapon Training. You have proficiency with the greataxe, greatsword, and maul.

Languages. You can speak, read, and write Common and Abyssal.

Sirens

"Old sea legends told of monsters called sirens who would lure sailors to their death with their beauty and songs. I've met a few of their folk over the years and I don't think there is any truth to those tales. The curious ones who come into town show up barely clothed and without a coin to their name. They're friendly and try to trade shells and other worthless bits. The funny thing is that they're so charming and beautiful that they can always find a barmaid or shopkeeper who'll accept a trinket or a song for trade."

- Cristobal Bruma, Mayor of Westara

Sirens are beautiful amphibious people, descended from a group of fey who were banished to the mortal realm. Sirens live where massive waves crash into rocky coastlines, far from civilization. The sea is their home and provides them with all they need to survive. The hidden settlements of the sirens are found on rare occasions when outsiders follow the beautiful singing or catch them swimming. Sirens seek out beauty in all forms, delighting in the sheen on a beautiful shell or the grand architecture found in the distant cities.



CLIO IS A SIREN WANDERER FROM THE ROCKY COAST OF ARUSHI

Legendary Beauty

The alluring beauty and songs of the sirens are legendary, but many of the old sailor stories paint them as deadly monsters. Their fey heritage has blessed them otherworldly beauty and sirens are always physically stunning with gold or amber eyes, long hair that ranges from light blue to deep indigo, and slender but muscular builds. Their skin ranges from greenish blue to turquoise, with an iridescent sheen while in sunlight. They are similar in height to humans on average, ranging from 5 to 6 feet tall. Being amphibious, sirens have fins on their calves and forearms, webbed hands and feet, and gills in their neck that close tightly while on land.

Fey Outcasts

Long ago, the sirens lived in the Feylands where the beauty of their songs was legendary. Muse, an archfey, was jealous of the sirens and decided she would trick them. She challenged Aria, the vain siren queen, to a singing challenge. The loser and all her people would be banished. Aria, knowing she had no equal as a singer, greedily accepted. The contest was to see which of them could lure a mortal with their singing. Muse put beeswax in the ears of the mortal and threatened to turn his family into birds. Unaware of Muse's treachery, the defeat tormented Aria. She jumped from the highest cliff and crashed into the rocks below. The sirens were exiled to Vodari in humiliation and without their queen.

Idle and Idyllic Lives

For most sirens, their days are idle and peaceful. The sea provides them with fish to eat, material for clothes, and whatever else they need, with little work. Most days sirens can be found sunning themselves on the rocks, frolicking beneath the waves, or relaxing in the undersea caves and caverns they call home. Sirens are fascinated with natural beauty and art in any form. They often sing to each other or in beautiful harmonies. When it storms, their songs shift into wailing ballads. They also enjoy creating jewelry, making carvings of wood and bone, and creating elaborate paintings on the rocks. Sirens wear little amongst themselves, seeing no reason to hide their form. They enjoy wearing jewelry made from shells and other trinkets found in the shipwrecks close to their homes.

Curious Visitors

Sirens live far from civilization and have all they need to live on their own. Over their long lives, some sirens get curious and visit the far off port cities. Most people who meet a siren find them friendly, charming, and captivating. Siren awareness of their natural beauty and grace, provides them with confidence when dealing with others, with some even acting vain. The sirens have few rules, but they are informally led by a matriarchal council of elders. When they enter civilization the rules and laws folk obey both fascinates and outrages these visitors. Sirens are raised communally, so the concept of a family is new to them. While the people of the cities are interesting, the large statues and towering architecture put sirens in awe.

Siren Names

Siren names can draw on their traditions or a common word for something found in nature. Family ties are unimportant to the communal sirens and they do not have last names. A name is given to them by the entire community when they are born. Once they come of age, they select their own name to go by. For sirens, there is not much distinction between male and female names.

Names: Achelo, Aelar, Aeraki, Anemone, Aria, Bela, Breeze, Cadenza, Canto, Calypso, Cela, Ceto, Clio, Coral, Echo, Harmony, Laguna, Mako, Melody, Mezzo, Molpe, Pearl, Rain, Reef, Ruby, Sapphire, Sargasso, Silver, Stone, Storm, Sunset, Teles, Thalassa, Wind, Xander, Zara, Zeno

Siren Adventurers

Most sirens are happy to spend their days amongst their kind. The few sirens who take up the life of an adventurer usually are looking to fulfill their desire to see the outside world, or to find creative inspiration for their songs and art. Sirens come from small, close-knit communities and seek out interesting companions.

Siren Traits

Your siren character has certain characteristics in common with all other sirens.

Ability Score Increase. Your Wisdom score increases by 1.

Age. A siren matures at the same rate as humans, but they're considered young until they reach the age of 30. On average, they live close to three centuries.

Alignment. Sirens prefer having the freedom to do what they want rather than having to follow someone else's rules. Most sirens tend to be self-serving, but fight to protect their companions and anything beautiful from harm.

Size. Sirens have slender but muscular builds. Their height ranges from 5 to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Language. You can speak, read, and write Common and Sylvan.

Subrace. Two subraces of sirens are found in Vodari: seasinger sirens and wavedancer sirens. These distinctions are based on which magical gift a siren receives as they near adulthood. Seasingers and wavedancers usually live in the same communities, or at least in close proximity to each other. Choose one of these subraces.

Seasinger Siren

As a seasinger siren, your love of singing has bestowed magical gifts upon you. During adolescence, your beauty and presence became even more alluring and you gained the ability to enchant your songs.

Ability Score Increase. Your Charisma score increases by 2.

Alluring. You have proficiency in the Persuasion skill.

Singer. Whenever you make a Charisma (Performance) check to sing, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Siren Song. You can use your action to sing a song laced with a subtle enchantment to a creature that you can see within 60 feet. If it can hear you (though it need not understand you), it must succeed on a Wisdom saving throw. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. On a failed save, it becomes charmed by you for one hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you.

You can target an additional creature with your song at 3rd and 5th level. The creatures must be within 30 feet of each other when you target them.

After you use your Siren Song, you can't use it again until you finish a short or long rest.

Wavedancer Siren

As a wavedancer siren, your love of frolicking beneath the waves provided you with gifts as your grew from a child to an adult. You gained the ability to magically transform your legs into a tail.

Ability Score Increase. Your Dexterity score increases by 2.

Sea Dancer. You gain proficiency in the Acrobatics skill and advantage on Dexterity (Acrobatics) checks made while underwater. In addition, whenever you make a Charisma (Performance) check to dance, you are considered proficient in the Performance skill.

Darkvision. Accustomed to life deep underwater and having fey heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Tail. As a bonus action, while the lower half of your body is submerged in water, you can magically transform your legs into a tail covered in bluish-green scales. Your tail has no impact on your worn equipment and any worn magical items work identically to when you have legs. While you have a tail, your base speed is 10 feet and your swim speed increases to 50 feet. You can change your tail back into legs as a bonus action.

Tieflings

"For centuries they pushed us to the side to beg for scraps. Yes, our little band started out as lowly pickpockets and cutpurses, but have things not vastly improved for all of us under my care? Have I not fairly shared our profits with all of you? Now we run Zavo and take what we want. Yet, one of you has betrayed our little collective. I'm going to show everyone how disloyalty is rewarded."

- Ava Karolyi, Leader of the Ash Hands



KALI IS A TIEFLING SORCERER FROM REVANA

A few centuries before the Godwar, tieflings started to appear in the old human empire of Zuroth, when power-hungry nobles made a pact and inadvertently introduced an infernal bloodline. They were called devils or worse, and many were hunted down to be imprisoned, exiled, or killed. After the Godwar, the cooperation between the various peoples often excluded the tieflings, who many still distrusted.

Today, tieflings subsist in small minorities found mostly in the larger cities of the southern islands, often in the poorest and most dangerous quarters. Outside of the larger cities of the southern islands, people still tend to be suspicious of tieflings, but more because of their rarity and appearance.

Dealing with mistrust and poverty created by their outsider status has left most tieflings disadvantaged and embittered. Many turn to crime to get by, working for powerful crime syndicates or becoming smugglers and pirates. Another pathway to power for tieflings is their affinity for magic. Since magical learning is expensive and exclusive, a tiefling gifted with magic is most likely to have received their skill through innate ability, a divine gift, or a dark bargain. Regardless of how a tiefling lifts themselves up, it is rarely an easy path.

Tieflings make great adventurers, since the majority of them have endured harsh conditions at some point in their life. Most seek out the adventuring life to escape their crowded and desperate homes, seeking a better life.

Vodas

"Early one morning on the beach, I saw a human woman who looked like she was dressed for swimming. Then to my surprise I saw her change into a person with blue, rubbery skin. When she saw me, she turned my way and gave me a wink. Whatever she was, she dove into the waves and was gone. Nobody will believe me, but I know what I saw."

- Arcos Monesti, Veraci Fisher

Vodas are an amphibious people who primarily live in underwater communities in coral reefs along the coasts of the southern islands and colonies. Their close proximity to other settlements and the curious nature of the vodas has brought them into contact with the surface world. They often use their innate shapeshifting to hide among surface dwellers and protect knowledge of their existence.

Amphibious Shapeshifters

Vodas are an amphibious humanoid species, as comfortable underwater as on land. They have dark-colored eyes, head-tresses, and webbed hands and feet. The coloration of their rubbery skin varies from bright blue to deep purple. They are similar in height to humans on average, ranging from 5 to 6 feet tall. Due to the fluidity of their bodies, they have the ability to naturally shapeshift. They generally keep their own form while amongst themselves. While above the waves, they prefer to hide their true appearance and take the form of one of the many land-dwelling peoples.



NERESI IS A VODA WIZARD FROM A HIDDEN UNDERSEA VILLAGE

Between Two Worlds

The Godwar created great destruction above and below the waves. In the aftermath, massive coral reefs grew on the ruins of the old world, in the coastal shallows surrounding the southern islands. Over the centuries, scattered settlements of voda survivors thrived. Vodas hid themselves and their spired cities in the massive coral reefs, often only miles away from a busy port city. Living so close to the surface world also kept them out of the age-old conflicts facing other undersea peoples, such as the elves and sahuagin. They have no desire for conquest and war, but they bravely defend their lands when threatened.

Good-Natured Tricksters

Vodas care deeply for others, hating to see anyone suffer. This natural empathy comes in part from their limited ability to sense emotions through their head-tresses. While vodas are good-natured, they love to play harmless tricks or take the form of new people they meet. They fight tooth and fin when those they care about are in danger. They are also natural explorers who treasure the freedom to live life as they wish. Most vodas only ask the world to provide carefree days to find new ruins to explore and currents to ride.

Voda Names

Every voda has a given name and a family name that combines the first names of their parents. Vodas care deeply about the coral reefs where they live. The root of most voda names draw from local features, plants, and animals found in their underwater home.

Male Names: Aqilus, Caol, Kai, Nerio, Ondo, Salas, Sedor, Shoali, Tsunis, Typhi
Female Names: Amaria, Anosa, Corali, Cyraeni, Marea, Neresi, Nyissa, Selina, Soli, Tsuna

Voda Adventurers

Most vodas visit the surface world at least a few times in their lives. The busy port cities call to vodas, drawing most to venture onto dry land out of curiosity, for trade, and just to have fun. The most audacious and daring vodas often become adventurers, to see and experience all that surface world has to offer.

Voda Traits

Your voda character has the following racial traits.

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity increases by 1.

Age. A voda reaches adulthood at the age of 20 and can live up to 200 years.

Alignment. Vodas are almost always good, and embrace the chaos of the world. They value the freedom to live however they like, and dislike excessive rules and laws.

Size. Vodas are about the same size as humans, but relatively slighter. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Shapeshifting. As an action, you can shapeshift into a creature that you have seen before that is Medium-sized and humanoid shaped. You can revert back to your natural appearance as an action, and you automatically do so if you are unconscious.

While transformed, you retain your statistics and don't gain any of the creature's traits. Any equipment you are wearing or carrying

isn't transformed. In addition, you have advantage on any Charisma (Deception) check you make to avoid detection.

Empathic. You have proficiency in the Insight skill. In addition, while you're in your true form and not shapeshifting, you have advantage on Wisdom (Insight) checks.

Language. You can speak, read, and write Common and Primordial.

Additional Racial Options

The people described so far are those commonly found around Vodari. However, there are many other people in the world. From the frozen north, to the blazing south, Vodari's countless islands can provide a place to call home for any character. It's always up to the GM to decide if a less common racial option is available for player characters. The following details provide a starting point to introduce additional racial options into your campaign.

Aasimar are believed to be descendants of those who fought in the Godwar for the creator gods. Few in number, their births are often celebrated as blessed events, and most aasimar go on to do great things.

Avians dwell high in the mountains or deep in the jungle. They are a rare sight, believed to only be sailor stories by some.

Felines were discovered recently on an island far to the southeast by explorers. Driven by curiosity, many catfolk have left their homes to become the explorers themselves, collecting tales, trinkets, and treasures.

Genasi were once humans touched by planar elements. Most of them are originally from the island of Sanctuary, an area of powerful elemental magic. It is unknown if they are descendants of humans changed by elements, or travelers from the elemental planes. You can expect to find at least a few planetouched in most port cities.

Goliaths call the frigid mountains and seas of the northern islands home. Few goliaths leave their tribes to travel around Vodari, and those that do are usually outcasts driven to prove their worth.

Kobolds once served the great dragons, but now they find themselves hiding in ancient ruins or the underbelly of the port cities of Vodari. There are rumors that some kobolds serve dragons once again.

Lizardfolk possess a mindset so different from other humanoids that most of them stay in their swampy homes, far from other humanoids. Some lizardfolk who have ventured out of their homes have found success as pirates and are known as dedicated crewmates.

Orcs are found throughout the north. Unlike the people found on civilized islands who cooperated in the time after the Godwar, their histories are full of competition, conquest, and war. Not all orcs live for war, though, and many live peacefully in Nordaa and the southern islands.

Tritons arrived from the elemental plane of water long ago. Now they protect the seas from the evils that dwell in its darkest depths. While most tritons spend their lives undersea as protectors, some choose to visit the strange world above.

Turtlefolk are nomadic turtle-like humanoids who are skilled at surviving on their own, far from the comforts of civilization. Most turtlefolk spend the majority of their long life traveling the world, exploring its islands, and meeting new people.

Height and Weight

To determine the height and weight for a character, roll for their height and weight on the Random Height and Weight table.

To find the character's height, roll the dice as indicated in the Height Modifier column and then add the number you rolled (in inches) to the character's base height.

To find a character's weight, roll the dice as indicated in the Weight Modifier column and multiply the number by the number you rolled for the Height Modifier. Take the total number and add the result (in pounds) to the character's base weight.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Siren	4'8"	+2d8	90 lb.	x (2d4) lb.
Taur	5'10"	+2d10	200 lb.	x (2d6) lb.
Voda	4'6"	+2d8	80 lb.	x (2d4) lb.



KAI IS A VODA GUARD WHO BRAVELY DEFENDS THE HOME OF HIS PEOPLE



Chapter IV: Character Options

There is a place for nearly any character concept in Vodari. Characters are the center of any story and the following options will help you create adventurers for Vodari or any swashbuckling and seafaring campaign.

The **Gunslinger** is a new class option to create characters who are masters with firearms that draw on their bravado to accomplish amazing deeds. As players advance in this class, they can choose from four archetypes. **Arcane Gunmasters** are gunslingers who combine their skills with firearms and magic. **Musketeers** gallantly serve their crown and depend as much on their fencing skills as their marksmanship. **Pistoleros** combine blinding speed, deadly aim, and panache to defeat their opponents with firearms. **Snipers** are long range specialists whose lethal shots unleash extra damage.

Additional subclass options are provided for each of the core classes as outlined in the table below. These character-defining choices are made at 1st, 2nd, or 3rd level depending on class, unlocking specific features.

This chapter also contains various **backgrounds** created specifically for characters in seafaring and swashbuckling adventurers.

Finally, this chapter provides new **feats**, which offer additional ways to further customize a character to fit Vodari or your own seafaring and swashbuckling world.

Class	Subclass	Level Available	Description
Gunslinger	Arcane Gunmaster	3rd	Weave magic into their shots using a rare form of sorcery
Gunslinger	Musketeer	3rd	As skilled with the blade as with firearms
Gunslinger	Pistolero	3rd	Combine blinding speed and deadly aim to defeat their opponents
Gunslinger	Sniper	3rd	Long range specialists whose shots unleash extra damage
Barbarian	Path of the Buccaneer	3rd	Pillage, capture, and plunder for survival
Bard	College of Nature	3rd	Channel the magic found in nature for a favored environment
Bard	College of Shanties	3rd	Help themselves and their crew focus and cooperate
Cleric	Spirit Domain	1st	Reciprocal relationship with the spirits of the world
Druid	Circle of the Deeps	2nd	Connected to the frightening and unfamiliar lightless depths
Fighter	Cannoneer	3rd	Use gunpowder to devastate enemies using a culverin
Fighter	Corsair	3rd	Believe luck is as important as skill to surviving dangers
Monk	Way of the Wild	3rd	Connect with instinct, ferocity, and the natural order
Paladin	Oath of Discovery	3rd	Seek to find and share truth and knowledge
Ranger	Stormcloak	3rd	Wield lightning and thunder to a mighty effect
Rogue	Mask	3rd	Don a masked persona as a wanted vigilante, outlaw or rebel
Rogue	Scoundrel	3rd	Masters of using charm, wit, and dirty tricks
Sorcerer	Tidal Sorcery	1st	Magical connection to the sea or the moon
Warlock	The Council	1st	Pact with a council comprised of powerful beings
Wizard	School of Mistwalking	2nd	Draw on mysterious mists to create illusions and enchantments



Gunslinger

A new class option with four archetypes

Ducking a tentacle and working to keep his balance on the deck, a human points his pistol towards the kraken. Noticing a small wound previously inflicted by a crewmate, the arcane gunmaster takes careful aim. The magically enhanced elemental shot is true and the kraken roars in anger as smoke escapes from the wound.

The long chase across the rooftops of the wealthiest district of town finally ends. A human musketeer has caught up to an elf jewel thief. Leaving her pistol holstered, the musketeer draws her blade with a flourish to meet the rapier of the charging rogue.

A rough looking half-elf walks into a crowded tavern. The pistolero eyes the folk who are seated playing cards and drinking, looking for his mark. With uncanny reflexes, he rolls to the right and avoids getting hit. A split second later a shot booms from his revolver, leaving his target disarmed and bleeding.

From the deck of a ship, a gnome stands calmly and concentrates as she looks down the barrel of her musket. She smiles as the target surfaces. A quick squeeze of the trigger and the shark is dead before its teeth can bite into her frantically swimming captain.

All of these are gunslingers, highly trained firearms experts who are a cut above most anyone who picks up a pistol or musket. Drawing on their bravado, gunslingers can accomplish deeds with firearms that would be difficult or impossible for others.

A Cut Above

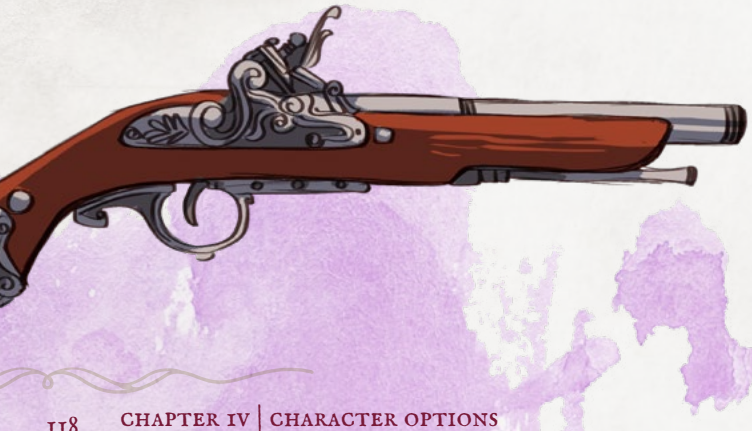
Nobles, swashbucklers, and soldiers spend years perfecting the classic arts of swordplay, but few take the time to gain the same expertise with firearms. Those who invest the years of training it takes to truly master firearms are called gunslingers. A gunslinger is a cut above even those who are highly proficient with firearms. This training, when combined with natural talent, unlocks abilities with firearms that are beyond nearly anyone else. As they specialize, gunslingers further distinguish themselves by combining firearms with magic or blades, or by simply improving their speed and accuracy.

Courage and Confidence

Gunslingers combine technique, lightning fast reflexes, and careful aim to act as masters of ranged combat. Yet there is something more to these gunfighters, a willingness to take risks in the face of danger. A gunslinger draws on bravado, a mix of courage and confidence, to perform amazing deeds with firearms. These deeds often defy what is believed physically possible drawing on magic, luck, specialized training, or uncanny ability.

Creating a Gunslinger

As you build your gunslinger, think about two related elements of your character's background: Where did you get your training with firearms, and what sets you apart from others who pick up a pistol or musket?



The Gunslinger

Level	Proficiency Bonus	Bravado Points	Features
1st	+2	3	Fighting Style, Gunsmith, Bravado
2nd	+2	3	Firearms Training, Quick Draw
3rd	+2	4	Gunslinger Archetype
4th	+2	4	Ability Score Improvement
5th	+3	5	Extra Attack
6th	+3	5	Gunslinger Archetype feature
7th	+3	6	Sidestep
8th	+3	6	Ability Score Improvement
9th	+4	7	Find Cover
10th	+4	7	Gunslinger Archetype feature
11th	+4	8	Additional Fighting Style
12th	+4	8	Ability Score Improvement
13th	+5	9	Luck of the Gunslinger
14th	+5	9	Critical Aim
15th	+5	10	Gunslinger Archetype feature
16th	+5	10	Ability Score Improvement
17th	+6	11	True Grit
18th	+6	11	Gunslinger Archetype feature
19th	+6	12	Ability Score Improvement
20th	+6	12	Sureshot

Every gunslinger trains long and hard in the use of firearms. Did you combine alchemical knowledge with long hours of firing rounds in your laboratory? Did you receive your training from another gunslinger, a mentor looking to pass on their skills? Were you a recruit training at a military academy that stood out and was invited to an elite squad? Did you hone your aim as a hunter, taking down targets from a distance?

Why did you first pick up a firearm? Whatever the reason you picked up a firearm, your training that followed is only half of what makes you a gunslinger. Your courage and confidence are what really sets you apart. As you trained as a gunslinger, how did you test yourself? Was there an event where your courage or bravado stood out? Did you stand in the face of danger while others cowered? Are you known for your trick shooting, quickdraw, or ability to hit far away targets?

Quick Build

You can make a gunslinger quickly by following these suggestions. First, make Dexterity your highest ability score. Your next-highest ability should be Charisma. Second, choose the Criminal, Sage, or Soldier background, depending on how you came to be a gunslinger.

Class Features

As a gunslinger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per gunslinger level.
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gunslinger level after 1st.

Proficiencies

Armor: Light armor
Weapons: Simple weapons, simple firearms, martial firearms
Tools: Tinker's tools
Saving Throws: Dexterity, Charisma
Skills: Choose two skills from Acrobatics, Athletics, Deception, Insight, Perception, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) two light pistols (b) heavy pistol, or (c) musket
- 20 lead balls, and powder flask
- two simple melee weapons
- (a) dungeoneer's pack or (b) explorer's pack
- leather armor and tinker's tools

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Pistol Dueling

When you are wielding a pistol in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Twin Guns

When you engage in two-weapon fighting using light pistols, you can add your ability modifier to the damage of the second attack.

Gunsmith

As a gunsmith, you can use tinker's tools to maintain your firearms. In addition, with access to your tinker's tools and an open flame (or another equal source of heat), you can create the following ammunition over the course of half a day of work (four hours). See *Chapter V* for details on using firearms, firearm weapons, and ammunition.

Lead Balls. When you expend 5 sp worth of lead, you can create 20 lead balls.

Pellets. When you expend 1 gp worth of lead, you can create 20 handfuls of pellets.

Bravado

Beginning at 1st level, you can draw on your courage and confidence to accomplish deeds with firearms that would seem impossible to others, powered by bravado points.

Bravado Points. Your gunslinger level determines the number of points you have, as shown on the Bravado Points column of the Gunslinger table.

You can spend these points to fuel various bravado features, called deeds. When you spend a bravado point, it is unavailable until you finish a short or long rest, at the end of which your expended bravado is recharged. You must spend at least 15 minutes of the rest maintaining your firearms to regain your bravado points.



ARARA IS A GUNSLINGER FROM ARULA

Bravado Deeds. You start knowing three bravado deeds: Danger Sense, Deadeye, and Utility Shot, which are detailed under "Bravado Deeds" below. Many deeds enhance your attack in some way. You can only use one deed per attack.

You learn more deeds as you gain levels in this class, after you've selected a Gunslinger Archetype

Saving Throws. Some of your deeds require your target to make a saving throw to resist the deed's effects. The saving throw DC is calculated as follows:

Deed save DC = 8 + your proficiency bonus + your Charisma modifier

Firearms Training

Beginning at 2nd level, your extensive training with firearms allows you to ignore the loading quality of firearms. In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Quick Draw

Also at 2nd level, your courage and confidence allow you to act quickly when a fight breaks out. You add your Charisma modifier to your initiative rolls.

Gunslinger Archetype

At 3rd level, you choose an archetype that specializes and focuses your skill with guns. Choose Arcane Gunmaster, Musketeer, Pistolero, or Sniper, all detailed at the end of this class description. The archetype you choose grants you features at 3rd level and again at 6th, 10th, 15th and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Sidestep

Starting at 7th level, your extraordinary reflexes allow you to sidestep or tumble out of the way of trouble. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

In addition, you can step out of the way of further assault, moving up to half your speed, without provoking opportunity attacks.

Find Cover

At 9th level, your experience has made you an expert at finding cover when trouble starts. Creatures that target you when you have half cover treat it as three-quarters cover, and treat three-quarters cover as total cover.

Additional Fighting Style

At 11th level, you can choose a second option from the Fighting Style class feature.

Luck of the Gunslinger

Starting at 13th level, you can call on your luck to gain advantage on a saving throw. You can't use this feature if you are unconscious or dying. Once you use this feature, you can't use it again until you finish a short or long rest.

Critical Aim

Starting at 14th level, your have improved your ability to aim for the weak spots of your targets. When you hit a creature with a firearm attack, and roll an 18 or 19 you can spend 1 bravado point to have your attack roll score a critical hit.

True Grit

At 17th level, your courage and confidence allows you to dig deep and regain hit points by spending bravado points. If you roll initiative and have less than half your hit points remaining, you can regain a number of hit points equal to 1d4 + your Charisma modifier (minimum 1) for each bravado point you spend.

Sureshot

At 20th level, you have achieved true mastery with firearms. When you make an attack roll with a firearm and miss, you can spend 1 bravado point to reroll the attack roll. You take the higher of the two rolls and add your Charisma modifier to the result. If the total result is 20 or greater, you score a critical hit.

Bravado Deeds

The bravado deeds are presented here in alphabetical order.

Danger Sense. While wearing light armor, when an attacker that you can see hits you with an attack, you can use your reaction to spend 1 bravado point, adding your proficiency bonus to your AC for that attack.

Deadeye. When you make an attack using a firearm, you can spend 1 bravado point to gain advantage on the attack roll.

Utility Shot. You can spend 1 bravado point to make an attack with a firearm that creates a dramatic effect, rather than causing damage. This can blast open a lock that is not sealed by magic, scoot an unattended object of 10 pounds or less, sever a rope, or any other suitably dramatic effect that the GM approves.

Gunslinger Archetypes

Different gunslingers choose different approaches to perfecting their use of firearms. The gunslinger archetype you choose to explore reflects how you approach your quest of firearms mastery.

Arcane Gunmaster

Arcane Gunmasters are rare gunslingers who can weave magic into their shots using a rare form of sorcery. These gunslingers combine their mastery of firearms with an unexplained connection to magic. It is this arcane connection that allows these gunmasters to quickly shift between firing their weapon and slinging spells, making them a double threat in battle.

Arcane Gunmaster Features

Gunslinger Level	Feature
3rd	Arcane Gunsmith, Spellcasting
6th	Arcane Deeds
10th	Guns & Sorcery
15th	Desperate Sorcery
18th	Advanced Arcane Deeds

Arcane Gunsmith

At 3rd level, you enhance your gunsmithing abilities using your technical knowledge and the secrets of magic. You gain proficiency in the Arcana skill and with smith's tools.

Spellcasting

When you reach 3rd level, you weave magic into your ballistics, gaining the ability to cast spells.

Cantrips. You learn *mending* and two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your

choice at 10th level.

Spell Slots. The Arcane Gunmaster Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher. You know three 1st-level sorcerer spells of your choice.

The Spells Known column of the Arcane Gunmaster Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since you rely on supernatural bravado. You use your Charisma whenever a spell refers to your spellcasting ability. You use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus. You can use a firearm (see *Chapter V*) as a spellcasting focus for your sorcerer spells.

Arcane Gunmaster Spellcasting

Gunslinger Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Arcane Deeds

Starting at 6th level, you combine magic and bravado to weave magical effects into your shots. You gain the following bravado deeds which are presented here in alphabetical order. These shots are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



PHELAN IS AN ARCANE GUNMASTER FROM XOLENI

Elemental Shot. When you hit a creature with a firearm attack, you can spend 1 bravado point to infuse the shot with evocation magic and change the damage type of your shot to be acid, cold, fire, lightning, or thunder. You can choose to spend an extra 1 bravado point to deal an additional 1d8 damage of the damage type you selected.

Silenced Shot. When you make a ranged weapon attack with a firearm, you can spend 1 bravado point to infuse the shot with illusory magic to suppress any noise made by your firearm until the start of your next turn.

Silvered Shot. When you make a ranged weapon attack with a firearm, you can spend 1 bravado point to use transmutation magic to change your shots from lead to silver for the next minute. On each silvered shot that hits, you can choose to spend a bravado point to deal an additional 1d8 radiant damage.



LETA IS A MUSKETEER WHO SERVES THE ARUSHI CROWN

Guns & Sorcery

Beginning at 10th level, when you cast a cantrip, you can make one ranged weapon attack as a bonus action.

Additionally, when you cast a spell of 1st level or higher, you can spend 1 bravado point to make one ranged weapon attack as a bonus action. If your ranged weapon attack hits, it deals an additional 1d10 force damage.

Desperate Sorcery

Starting at 15th level, you can reach deep down for more spell energy when your arcane power seems exhausted. As a bonus action, you can expend bravado points to create a spell slot.

Creating Spell Slots

Spell Slot Level	Bravado Point Cost
1st	3
2nd	4
3rd	6
4th	8

Additionally, you can regain your bravado by expending arcane energy. As a bonus action on your turn, you can expend a spell slot and gain bravado points equal to the level of the spell slot expended.

Advanced Arcane Deeds

Starting at 18th level, you gain the following bravado deeds which are presented here in alphabetical order. These shots are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Advanced Elemental Shot. When you hit a creature with a ranged weapon attack with a firearm, you can spend 2 bravado points to infuse the shot with evocation magic and change the damage type of your shot to be acid, cold, fire, lightning, or thunder. Also, the target takes an additional 3d8 damage of the damage type you selected.

Empowered Shot. When you hit a creature with a ranged weapon attack with a firearm, you can spend 1 bravado point to reroll the weapon's damage dice and use either total.

Spell-Reaving Shot. You can spend 2 bravado points to infuse your shots with transmutation magic, allowing your ranged weapon attack with a firearm to ignore the *shield* spell and magically-created walls up to 10 feet thick until the start of your next turn.

Musketeer

A Musketeer is a gunslinger who takes up their weapons in service to the crown. Defending their monarch's honor becomes the only thing more important than earning a reputation for personal gallantry. A Musketeer develops their skills with the blade as much as their skills with firearms, so that they can accept any duel – or keep fighting even when the enemy charges them directly.

Musketeer Features

Gunslinger Level	Feature
3rd	Bonus Proficiencies, Swordplay
6th	Blade & Gun Deeds
10th	Servant of the Crown
15th	Advanced Blade & Gun Deeds
18th	Battle-Ready

Bonus Proficiencies

Starting at 3rd level when you choose the Musketeer archetype, you gain proficiency in the Persuasion skill.

Swordplay

At 3rd level when you choose this archetype, you gain proficiency in all martial weapons and medium armor. While you are wearing light or medium armor, you gain a +1 bonus to AC.

Further, you also gain a Fighting Style feature from the fighter class, choosing from Dueling, Protection, or Two-Weapon Fighting.

Blade & Gun Deeds

Starting at 6th level, you gain the following bravado deeds which are presented here in alphabetical order.

Esprit de Corps. When a creature who can hear and understand you within 30 feet rolls a saving throw, you can expend one bravado

point and use your reaction to shout encouragement, adding 1d6 to the saving throw result.

Follow-up Shot. When you use the Attack action to attack with a melee weapon, you can spend 1 bravado point as a bonus action to make one attack with a firearm. Roll 1d8 for each attack roll you have missed this turn and add the result to the damage roll of your off-hand firearm attack.

Opening Salvo. When you roll initiative and you are not surprised, you can spend 1 bravado point to make a ranged attack with a firearm.

Servant of the Crown

Beginning at 10th level, when you roll a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check and dislike the result, you can spend 1 bravado point to reroll the check. Use the higher of the two rolls.

Advanced Blade & Gun Deeds

At 15th level, when you gain this feature, your learn the following deed options which are presented here in alphabetical order.

Deft Move. As a bonus action, you can spend 1 bravado point to take the Dodge action.

Point-Blank. When you hit a creature that is within 15 feet of you with a firearm attack, you can spend 2 bravado points to deal an extra 2d8 points of piercing damage. In addition, the creature must make a Strength saving throw or be pushed 10 feet away from you.

Salvo. When you use the Attack action to make a ranged weapon attack with a firearm, you can spend 2 bravado points to pick one creature within 30 feet who can hear you, or you can spend 4 bravado points to pick two creatures within 30 feet who can hear you. Creatures that you choose can immediately use their reactions to make a ranged weapon attack with a firearm.

Battle-Ready

Starting at 18th level, if you roll initiative and have less than your maximum number of bravado points, you regain a number of bravado points equal to your Charisma modifier (minimum 1).

Pistolero

A Pistolero is a gunslinger that focuses on combining blinding speed, deadly aim, and panache. These gunslingers use their uncanny skill with firearms to frustrate and defeat their opponents. Pistoleros also tinker with their firearms, leading to the development of experimental weapons that are both deadly and prone to failure.

Pistolero Features

Gunslinger Level	Feature
3rd	Trick Shooter, Pistolero Deeds
6th	Improved Quick Draw
10th	Advanced Pistolero Deeds
15th	Experimental Weapon
18th	Legendary Pistolero Deeds

Trick Shooter

At 3rd level, your continuous practice has turned the handling of your firearm into an art form. You gain proficiency in the Performance skill if you don't already have it. In addition, your proficiency bonus is doubled for any Performance ability check you make using firearms.

Pistolero Deeds

At 3rd level, when you gain this feature, your learn the following deed options which are presented here in alphabetical order.

Disarming Shot. When you hit a creature with a ranged weapon attack with a firearm, you can expend 1 bravado point to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The creature must succeed on a Strength saving throw or drop a held object of your choice. The object lands at its feet.

Grazing Shot. When you miss with a ranged weapon attack with a firearm, you can spend 1 bravado point to deal half the damage that the attack would have dealt if it were a hit.

Intimidating Shot. You can expend 1 bravado point to shoot your firearm at no target and fire straight into the air. A number of creatures equal to you Charisma modifier (minimum 1) of your choice within 30 feet of you must make a Wisdom saving throw. Against a creature that fails this saving throw, you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks for the next minute.



MACOS IS A PISTOLERO FROM STORMWIND

Improved Quick Draw

At 6th level, your lightning fast reflexes continue to improve. You now add both your Charisma modifier and proficiency bonus to your initiative rolls, and you cannot be surprised while you are conscious.

Advanced Pistolero Deeds

Starting at 10th level, when you gain this feature, you learn the following deed options which are presented here in alphabetical order.

Forceful Shot. When you hit a creature with a ranged weapon attack with a firearm, you can expend 2 bravado points and the creature suffers an additional 2d8 piercing damage. In addition, the creature must make a Strength saving throw or be knocked prone and pushed 10 feet away from you.

Terrifying Shot. When you hit a creature with a ranged weapon attack with a firearm, you can expend 2 bravado points and the target takes an additional 2d8 thunder damage. The creature must succeed on a Wisdom saving throw or it is frightened of you until the end of your next turn.

Thundering Shot. When you hit a creature with a ranged weapon attack with a firearm, you can expend 2 bravado point to attempt to deafen your target. The creature takes an additional 2d8 thunder damage and must succeed on a Constitution saving throw. On a failure, the creature is deafened for one minute.

Loading Experimental Firearms

Regular firearms can be loaded with and fire a single shot during an attack before needing to be loaded. Gunslingers are highly trained with firearms and ignore the loading property starting at 2nd level. Experimental firearms are more complex weapons that can be loaded with multiple shots and fire more than one shot during an attack. This is indicated by the reload property.

Reload. You can fire this weapon a number of times equal to its reload score (indicated in brackets). If you expend all of a weapon's ammunition, you can't fire it again until the start of your next turn.

Experimental Weapon

At 15th level, your experience with firearms and ability to tinker allows you to develop a deadlier firearm. You are assumed to have been collecting materials and working on the gun for quite some time, finally finishing it during a short or long rest after you reach 15th level. Due to the experimental nature of this firearm, it has the following additional conditions and properties:

- Only you have proficiency with the weapon.
- This experimental weapon has a +1 bonus to attack and damages rolls, and counts as magical for the purposes of overcoming resistance and immunity to non-magical damage.
- When you roll a natural 1 on your attack roll, the firearm is jammed and requires an action to clear the weapon.
- You can create an additional firearm (or replace a lost firearm) over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.
- You can maintain up to two working experimental weapons at a time.

The form of your experimental firearm can be a revolver pistol or a double-barrel musket. Each weapon has the following properties:

Revolving Pistol. Your weapon uses the weapon stats for a heavy pistol (see *Chapter V*) as its base and additionally has a reload (6) property (Loading Experimental Firearms sidebar). When you take the Attack action with this weapon, you can expend 2 bravado points to fire all of your remaining rounds of ammunition. For each extra round of ammunition you fire, the target takes an extra 1d4 damage.

Double-Barrel Musket. Your weapon uses the weapon stats for a musket (see *Chapter V*) as its base and additionally has a reload (2) property (Loading Experimental Firearms sidebar). When you take the Attack action with this weapon, you can expend 2 bravado points to discharge both barrels at once, making one attack roll and expending 2 rounds of ammunition. If you successfully hit, you deal an extra 2d10 piercing damage.

Legendary Pistolero Deeds

Starting at 18th level, when you gain this feature, you learn the following deed options which are presented here in alphabetical order.

Covering Fire. As a bonus action, you can expend 2 bravado points to quickly fire at a creature without aiming. You make an attack roll against the creature with disadvantage. In addition, the target can't make opportunity attacks until the start of your next turn.

Stunning Shot. You target a pressure point on a creature. When you hit a creature with a ranged weapon attack with a firearm, you can expend 3 bravado points, and the target takes an additional 1d8 piercing damage. In addition, the target must make a Constitution saving throw. On failure, the creature is stunned until the start of your next turn. The target is immune to your Stunning Shot for 24 hours after the stunned condition ends.

Vengeful Shot. You retaliate against your enemy with the sharp focus only pain can bring. When you hit a creature with a ranged weapon attack with a firearm that damaged you since the end of your last turn, you can expend 3 bravado points and the target takes an additional 3d8 piercing damage. Also, any additional firearm attacks you make against the creature deal an extra 1d8 piercing damage until the end of your next turn.

Sniper

The development of increasingly accurate muskets and ammunition has led some gunslingers to become stealthy, precise hunters, in the wild or on the battlefield. They also become masters of keen observation and debilitating their targets in preparation for the kill.

Sniper Features

Gunslinger Level	Feature
3rd	Bonus Proficiencies, Sniper Deeds
6th	One Shot, One Kill
10th	In My Sights
15th	Elite Sniper Deeds
18th	Master of the Hunt

Bonus Proficiencies

Starting at 3rd level, you gain proficiency in one of the following skills of your choice: Perception, Stealth, or Survival.

Sniper Deeds

Also at 3rd level, you gain the following bravado deeds.

Distant Shot. When you make a ranged weapon attack with a firearm, you can spend 1 bravado point to double both the normal range and long range of your weapon for that shot.

Hidden Hunter. As a bonus action, you can spend 1 bravado point to use the Hide action. Add 1d8 to the result of your Dexterity (Stealth) check.

Slayer's Bullet. When you have advantage on a ranged weapon

attack with a musket and hit, you can spend 1 bravado point to deal 2d6 additional damage. Starting at 7th level, you can spend 2 bravado points to deal 4d6 additional damage. Beginning at 11th level, you can spend 3 bravado points to deal 6d6 additional damage. You can't spend bravado points on this feature more than once per turn.

One Shot, One Kill

Beginning at 6th level, you gain advantage on musket attacks if your target is surprised. If you are invisible or hidden from a surprised target, your first musket attack that hits is a critical hit.

In My Sights

Starting at 10th level, when you observe a group of up to ten creatures for at least 1 minute, you can learn certain information about their capabilities and interactions. Choose two of the following questions for the GM to answer. It is almost impossible to deceive or misdirect your observation, even with magic.

- Which creature in this group is the greatest threat?
- Which of these creatures, if any, is in charge of this group?
- Are any of these creatures illusory or affected by the charmed condition?
- Do these creatures have nearby reinforcements or hidden allies?
- Are these creatures aware of any traps or hazards in the immediate area?

Elite Sniper Deeds

Beginning at 15th level, you gain the following bravado deeds.

Headshot. When you have advantage on a ranged weapon attack with a musket and hit, you can spend 2 bravado points to make your target roll a Constitution saving throw. On a failure, the target is stunned until the beginning of your next turn. You can't use this deed against creatures whose anatomy doesn't include a discernible head.

Piercing Shot. You carefully line up your enemies behind your target. When you hit a creature with a ranged weapon attack with a musket, you can expend 3 bravado points and the target takes an additional 1d10 damage. In addition, you make an attack roll against every creature in a line directly behind the target. On a hit, an additional target takes 1d10 piercing damage. Each of the additional targets must be within the normal range of your firearm.

Suppressing Fire. As a reaction when a creature that you can see stands up from being prone, you can spend 1 bravado point to make a ranged weapon attack against it with a musket that you have loaded and in hand. Your attack doesn't suffer disadvantage from the target's prone condition.

Ghostwalk

Starting at 18th level, while you are hidden, you can move at full speed without revealing your position. If you leave cover or concealment and would normally be revealed, you remain hidden as long as you end your movement behind at least the same degree of cover or concealment that you left. Loud noises still reveal your position as normal.

Optional Rule: Multiclassing

If your group uses the optional rule on multiclassing found in the core rules, here's what you need to know if you choose gunslinger as one of your classes.

Prerequisites. As a multiclass character, you must have at least an a Dexterity score of 13 and a Charisma score of 13 to take a level in this class.

Proficiencies. If gunslinger isn't your initial class, here are the proficiencies you gain when you take your first level as a gunslinger: Light armor, simple weapons, simple firearms, martial firearms, tinker's tools.



LILLI IS A SNIPER FROM GEMNACKLE

Barbarian

Barbarians are born in the wild places beyond civilization's edge. They draw on their most primal instincts to gain supernatural strength, speed, and agility in the chaos of battle.

Path of the Buccaneer

A Buccaneer pillages and plunders for the survival of their friends, family, and themselves. If these barbarians have to shed blood along the way, that's just the way of the world. For those who live sheltered lives in the great port cities of the south, the sea is rarely a destructive force. It provides food, brings temperate weather, and even allows some a life of relaxation and luxury. For Buccaneers, the sea isolates them, giving nothing and requiring their wits and will to exist. Those in cities call these rugged invaders pirates, but it's how they learned to survive. For a Buccaneer, taking what others have to keep those who depend on them alive is an easy choice to make.

Path of the Buccaneer Features

Barbarian Level	Feature
3rd	Board, Invade
6th	Pillage
10th	Capture
14th	Plunder

Board

When you choose this path at 3rd level, your proficiency bonus is doubled for Strength (Athletics) ability checks made to climb or swim.

Further, you have a climbing and swimming speed equal to your walking speed, and have advantage on Dexterity (Stealth) ability checks made while climbing and swimming.

Invade

Beginning when you choose this path at 3rd level, you can choose to shove an enemy as a reaction when you enter rage. While raging, you can choose to shove an enemy as a bonus action. Whenever you successfully shove your foe, you deal your Strength modifier in bludgeoning damage and can choose to immediately move into the area they occupied without expending any movement.

Pillage

At 6th level, you can Dash as a reaction when you enter rage. While raging, you can use the Dash action as a bonus action.

Additionally, when an ally within 5 feet of you successfully hits a creature, you can attack that same creature as a reaction.

Capture

Upon reaching 10th level, you have advantage on all grappling checks as long as you have at least 6 feet of rope in one hand.

Additionally, as long as you have at least 6 feet of rope in one hand, creatures you are grappling are blinded, and don't automatically succeed on escaping your grapple due to their size. Creatures that are immune to the blinded condition instead have disadvantage on attack rolls.

Plunder

Beginning at 14th level, any time a creature within 5 feet of you gains disadvantage on an attack roll while you are raging, you can make an attack with advantage against that creature as a reaction.

You can do so even if you have already used your reaction this turn. You can use this portion of the feature a number of times equal to 1 + your Strength modifier, but never more than once per turn. You regain all expended uses when you finish a long rest.

Bard

Bards are more than simple performers, weaving magic through words, music, and movement to boost their allies and demoralize their foes.

College of Nature

Bards from the College of Nature endeavor to protect the balance that exists between all living things. Members of this college are more at home in the wilderness than a rowdy tavern or royal court. They feel the connection that binds all life together and sustain its harmony. Most of these bards revere the forces of nature themselves, but some devote themselves to Aubori or one of the many nature gods in the multiverse. While all life is precious to College of Nature bards, they also know that nature can provide sustenance and utility to those who only take life when needed.

When a member of this college performs, it can seem as if nature itself joins in with rustling leaves, whistling winds, crashing waves, and singing birds. They harm only those who needlessly take lives, despoil nature, or use dark magic to go against nature's balance. For their protection of nature, they receive magical energy in return. Each bard connects with a specific natural environment, anywhere from the bottom of the sea to the mountains high above.

College of Nature Features

Bard Level	Feature
3rd	Bonus Proficiencies, Natural Focus
6th	Environmental/Elemental Magical Secrets
14th	Natural Inspiration

Bonus Proficiencies

When you join the College of the Nature at 3rd level, you gain proficiency in two skills of your choice selected from Animal Handling, Nature, and Survival. In addition, you gain proficiency with the herbalism kit.

Natural Focus

Also at 3rd level, you learn one druid cantrip of your choice. This counts as a bard cantrip for you.

In addition, you gain a natural focus, a specific environment that you feel a connection with. Select one of the environments below and gain the abilities associated with that environment.

Arctic. Frozen wastelands are a second home to you. You have resistance to cold damage, and slick ice is not difficult terrain for you.

Coast. You are as comfortable on land as in the water. You have a swimming speed of 30 feet, and you can breathe air and water.

Desert. The blazing sun and blistering heat of the desert is a comfort. You have resistance to fire damage and you require only half a gallon of water per day.

Forest. You feel at home high in the tallest trees. You have a climbing speed of 30 feet. Also, you have advantage on Dexterity (Stealth) checks while in a forest environment.

Grassland. The vast grasslands have taught you to travel quickly and quietly. Your speed increases by 5 feet while you are not wearing heavy armor. Also, you have advantage on Dexterity (Stealth) checks while in a grassland environment.

Mountain. The storming skies high above the mountains bring you calm and peace. You have resistance to lightning damage. Also, you're acclimated to high altitude, including elevations above 20,000 feet.

Swamp. You enjoy spending time in thick, foggy swamps. You have resistance to poison damage and can ignore difficult terrain while in a swamp environment.



HARMONY ENJOYS PERFORMING IN MERI AS MUCH AS WANDERING THE DANGEROUS WILDERNESS OUTSIDE THE CITY

ZED IS A BUCCANEER FROM DAGGER JUST LOOKING TO SURVIVE

Environmental Magical Secrets

Starting at 6th level, whenever you learn a new bard spell, you may instead choose a spell from the druid or ranger spell list. A spell you choose must be of a level you can cast, as shown on the Bard table, and the spell must be of 1st level or higher.

A chosen spell counts as a bard spell for you, and is included in the number in the Spells Known column of the bard table.

In addition, your connection to your natural focus is stronger, and you can draw from the magical energies found in nature. Select the environment in the Environmental Magical Secrets Spells table that matches your natural focus and gain the listed spells. The chosen spells count as bard spells for you and don't count against the number of bard spells you know.

Natural Inspiration

At 14th level, you enhance the fragrant smell of flowers, the sound of trickling water, or the touch of a gentle breeze, to soothe, relax, and inspire your allies. A creature that uses a Bardic Inspiration die from you when rolling an ability check, attack roll, or saving throw ignores any disadvantage to that roll, in addition to adding the Bardic Inspiration die to the result.

Environmental Magical Secrets Spells

Environment	Spells
Arctic	*hold person, sleet storm*
Coast	*misty step, call lightning*
Desert	*scorching ray, wind wall*
Forest	*barkskin, conjure animals*
Grassland	*pass without a trace, wind wall*
Mountain	*spider climb, meld into stone*
Swamp	*acid arrow, water walk*



BREE WAS BORN A SAILOR AND DISCOVERED SHE HAD A GIFT FOR SINGING SHANTIES

College of Shanties

Bards from the College of Shanties are most content working in the fields, deep in a mine, or on a ship while leading their crewmates in song. Shanties are songs commonly sung by a work crew. They boost morale, keep time, or just make the day go by faster. These bards weave magic into songs to help themselves and their crew focus and cooperate. The college's members usually need their hands free to work, and are most effective when their crewmates join them in song. A work crew with one of these bards leading a shanty acts like a well oiled machine.

College of Shanties bards find groups of intrepid explorers and adventurers to be an interesting challenge. They relish the chance to take a diverse group and help them work together.

College of Shanties Features

Bard Level	Feature
3rd	Bonus Proficiencies, Spellcasting Focus, Song of Work
6th	Duet
14th	Song of Camaraderie

Bonus Proficiencies

When you join the College of Shanties at 3rd level, you gain proficiency with two skills of your choice. In addition, you gain proficiency with your choice of vehicles (land), vehicles (water), or one type of artisan's tools.

Spellcasting Focus

Starting at 3rd level, you can use your singing voice as a spellcasting focus for your bard spells.

Song of Work

Also at 3rd level, you learn how to weave subtle magic into rousing music that helps your allies focus on their tasks.

If you sing for at least 1 minute, you can bolster the focus of your allies. When you do so, choose a number of creatures up to your Charisma modifier (minimum 1) within 60 feet that can hear you. These creatures gain advantage on any ability check they make while you maintain concentration on this ability for up to 1 hour. The effect of the song ends early if you are incapacitated or if you voluntarily end it (no action required).

Once you sing this song, you can't use it again until you finish a short or long rest.

Duet

Beginning at 6th level, your singing allows you and an ally to better coordinate during combat. Whenever you cast a bard spell of 1st level or higher that has a verbal component, you can expend one use of your Bardic Inspiration to sing a Duet with a creature that is within 60 feet, can hear you, and can speak. As a reaction, that creature can make a weapon attack and add the number rolled on the Bardic Inspiration die to the attack roll.

Song of Camaraderie

At 14th level, you excel at bolstering your crew's camaraderie. When you have at least two allies within 5 feet of you, you can use a bonus action and expend one use of your Bardic Inspiration to lead a Song of Camaraderie. When you do so, choose a number of creatures that can hear you within 30 feet, up to a number equal to your Charisma modifier (minimum of one). These creatures each gain temporary hit points equal to the number rolled on the Bardic Inspiration die + your Charisma modifier. In addition, creatures of your choice within 5 feet of you gain advantage on their next ability check, attack roll, or saving throw before the start of your next turn.

Cleric

Clerics are imbued with divine magic, chosen conduits for the power of the gods. Through devotion to a god, their magic manifests itself in the form of miraculous effects.

Equipment

You can choose to substitute the following starting equipment for your cleric:

- a light crossbow and 20 bolts in exchange for a light pistol, 20 lead balls, and powder flask

Spirit Domain

Rather than worshiping a single deity, followers of the Spirit Domain recognize and commune with the spiritual presence found in all things, living and inanimate, invoking them with the words and holy names of many other religions. Regular folk pray to gods based on their need: Okeano for a safe sea voyage, Toamna for a good crop, or Fortana to win a wager.

Clerics of the Spirit Domain represent this tradition and serve the people who practice it. Syncretizing elements of other faiths and traditions has given rise to something new and chaotic, with different moral boundaries than other religions. The cleric serves the spirits, the spirits serve the cleric; neither is master over the other. Yet one spirit is always closest to the cleric's heart and joins them in battle: a warrior, messenger, healer, or trickster spirit.

Spirit Domain Features

Cleric Level	Feature
1st	Domain Spells, Priest of the People. Spirit Companion
2nd	Channel Divinity: Lesser Spirit Ally
6th	Channel Divinity: Greater Spirit Ally
8th	Constant Guardian
17th	Syncretic Faith

Domain Spells

You gain domain spells at the cleric levels listed in the Spirit Domain Spells table. See the Divine Domain class feature for how domain spells work.

Spirit Domain Spells

Cleric Level	Spells
1st	*false life, unseen servant*
3rd	*augury, spiritual weapon*
5th	*animate dead, spirit guardians*
7th	*confusion, faithful hound*
9th	*animate objects, dream*

Spirit Slash

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

When you cast this spell, your spirit companion makes a melee weapon attack against a creature within 5 feet of it using your spell attack bonus. On a hit, it deals 1d6 slashing damage. Whether the attack hits or misses, the next time the target rolls a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the result.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



HARBREK SERVES THE SPIRITS WITH NAIVARA BY HIS SIDE

Priest of the People

At 1st level when you choose this domain, you gain proficiency with the herbalism kit, and gain the *spirit slash* cantrip. You also gain proficiency in one of the following skills of your choice: History, Nature, or Survival.

Spirit Companion

At 1st level when you choose this domain, you gain a spirit companion that takes the spectral form of a warrior, a messenger, a healer, or a trickster. It takes on the appearance of a Small or Medium humanoid of any race; a Tiny, Small, or Medium beast; or the Small or Medium avatar of a god. This is only an appearance and has no bearing on its game statistics. You can change the form or appearance of your spirit companion when you finish a long rest. You can call your spirit companion from the Ethereal Plane as a bonus action. The

spirit remains until you fall unconscious or you end your turn with the spirit more than 60 feet away from you.

The spirit can occupy your space, but can't share space with other creatures. Your allies can pass through its space freely, while creatures hostile to you treat its space as difficult terrain.

As part of any action, you can command your spirit companion to move a distance equal to your current speed, and it has the same movement modes you do. The spirit companion is immune to all damage except for force damage. It does not have hit points, but when it takes force damage, you roll a Constitution saving throw, as if you were concentrating on a spell. The DC equals 10 or half the force damage it takes, whichever number is higher. On a failed save, it disperses. If dispersed, you can't call it again until you finish a short or long rest. It shares your Armor Class and saving throws.

At the end of any turn in which you don't make an attack or cast a spell other than *cure wounds*, *healing word*, *mass cure wounds*, or *mass healing word*, your spirit companion makes a melee weapon attack against a hostile creature within 5 feet, unless you command it not to do so. On a hit, it deals slashing damage equal to 1d6 + your Wisdom modifier. Maintaining concentration on a spell, even a spell that deals damage or requires you to make an attack roll, still allows your spirit companion to make this attack. It can also attack if you are conscious but unable to take actions, such as when you are paralyzed, petrified, or stunned.

Channel Divinity: Lesser Spirit Ally

Starting at 2nd level, you can use your Channel Divinity to give your spirit companion some power in the world. The effect of this is based on its creature type.

Warrior. As a reaction when you or an ally within 60 feet takes damage, the triggering creature gains resistance against a single damaging effect. As part of this reaction, your spirit companion teleports to a space adjacent to the affected creature.

Messenger. As a bonus action, your spirit companion teleports to a space adjacent to you or an ally within 60 feet of you, lifts you or your chosen ally into the air, and moves itself and the target to any space within 60 feet of that origin. This movement does not provoke opportunity attacks.

Healer. As an action, your spirit companion teleports to a space adjacent to you or an ally within 60 feet of you. You or your chosen ally regain hit points equal to your cleric level, or thrice your cleric level if the target's current hit points are less than half of its maximum hit points.

Trickster. As an action, choose a creature you can see within 60 feet. Your spirit companion teleports to a space adjacent to the target, and the target rolls a Wisdom saving throw. On a failed saving throw, the target can't take reactions for 1 minute; on a success, the target can't take reactions until the beginning of its next turn. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Channel Divinity: Greater Spirit Ally

Starting at 6th level, you can use your Channel Divinity to allow your spirit companion further power in the world. The effect of this is based on the spirit's form.

Warrior. As an action, you and all allies within 60 feet of you gain 10 temporary hit points that last for up to 1 minute. While these temporary hit points remain on a creature, it also gains advantage on all Strength ability checks and saving throws.

Messenger. As a bonus action, you and all allies within 60 feet of you gain darkvision, +5 to passive Perception, and have advantage on all Perception checks. This effect lasts for 1 minute.

Healer. As a bonus action, you and all allies within 60 feet of you gain a new saving throw against any effect that imposes the poisoned condition, and gain advantage on this new saving throw. Any creature that ends the poisoned condition with this new saving throw also gains 10 temporary hit points.

Trickster. As an action, you and up to two allies within 10 feet of you become invisible until the end of your next turn, or until you make an attack or cast a spell. Your spirit companion teleports to a space adjacent to you as part of this action, and becomes invisible for as long as you are invisible. Attacks that your spirit companion makes do not end its invisibility from this feature.

Constant Guardian

Starting at 8th level, once per turn when you deal damage to a creature that is within 5 feet of your spirit companion, your spirit companion makes a melee weapon attack against the same enemy. On a hit, it deals slashing damage equal to 1d6 + your Wisdom modifier. When you reach 14th level, the damage increases to 2d6 + your Wisdom modifier.

Syncretic Faith

Starting at 17th level, you can choose one feature from any other cleric domain that is granted at 6th level or below. If you choose a Domain Spells feature, you can replace any number of your domain spells with an equal number of domain spells from the domain you choose. You can choose a different feature, from the same domain or a different one, when you finish a long rest.

Druid

Druids draw on their connection with nature to extend its will, while claiming no mastery over it. This connection allows a druid to channel powerful magical energies and even transform into creatures.

Circle of the Deeps

Most of the world is ocean, and the druids of the Circle of the Deeps are among the few air-breathers who are one with its mysteries: crushing pressure, unfathomable creatures, and relics of an ancient past. Even those that dwell primarily above the waves find that their connection to the lightless depths gives them gifts that are frightening and unfamiliar to surface-dwellers.

Some druids of aquatic races also belong to this Circle, often taking a more protective stance toward the Deeps. A third branch of this Circle hides in plain sight: those who have embraced Dokahi's malice against the sunlit lands. They threaten to bring the terrors of the deeps to all of Vodari.

Circle of the Deep Features

Druid Level	Feature
2nd	Oceanborn, Crushing Pressure
6th	Pearl-Diving Charm
10th	Where Eyeless Things Dwell
14th	Davy Jones's Locker

Oceanborn

Starting at 2nd level, you have resistance to cold damage, you have a swimming speed equal to your walking speed, and you can breathe water. If you normally breathe water, you gain the ability to breathe air instead, and you gain a walking speed equal to your swimming speed. You can withstand pressure to a depth of 1,000 feet per druid level.

When you use your Wild Shape feature, you can transform into the shape of a beast with a swimming speed. Starting at 8th level, you can choose the shape of a beast with a swimming speed and a challenge rating of up to 2.

With noises and gestures, you can communicate simple ideas with Small or smaller beasts that have a swimming speed.



ESHA IS A DRUID OF THE CIRCLE OF THE DEEPS FROM SANDPORT, BUT FEELS MOST AT HOME UNDER THE WAVES

Crushing Pressure

At 2nd level, you wield the crushing pressure of the depths. When you hit a Large or smaller creature within 120 feet with a spell attack or a creature fails a saving throw against a spell you cast, you can spend your bonus action to knock the target prone, and its speed is halved until the beginning of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain all expended uses when you finish a long rest.

Pearl-Diving Charm

Beginning at 6th level, you can help other people venture into the depths. You gain *water breathing* as an additional prepared spell. Creatures affected by a *water breathing* spell that you cast also gain resistance to cold damage, a swimming speed equal to their walking speed, and the ability to withstand pressure to a depth of 6,000 feet. At 14th level, this increases to a depth of 14,000 feet. When you cast *water breathing*, the spell can't be dispelled by anyone other than you.

Where Eyeless Things Dwell

Starting at 10th level, you gain blindsight out to a range of 60 feet.

Furthermore, you can communicate telepathically with any creature you can see within 120 feet. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to speak at least one language.

Davy Jones' Locker

Beginning at 14th level, when you knock a creature prone with your Crushing Pressure feature, you can also force the target to roll a Constitution saving throw against your spellcasting DC. On a failed saving throw, the target suffers 5d10 cold damage and is restrained for 1 minute; on a success, it suffers half damage and is not restrained. At the end of each of its turns, the target can attempt a new saving throw; on a success, it is no longer restrained. You can use this feature once, and regain the use of it when you finish a long rest.

Furthermore, you regain all expended uses of Crushing Pressure when you finish a short or long rest.



RURIK IS A CANNONEER FROM KABA

Fighter

Fighters spend years honing their technique with countless weapons and in a variety of styles. When they dedicate themselves to focusing on a particular style of combat, they become even more skilled and deadly.

Equipment

You can choose to substitute the following starting equipment for your fighter:

- chain mail in exchange for a breastplate
- a light crossbow and 20 bolts in exchange for a light pistol, 20 lead balls, and powder flask

Cannoneer

The archetypal Cannoneer is a fighter who specializes in using gunpowder to devastate enemies, mixing brawn with technical know-how. Cannoneers master the aiming, reloading, and firing of cannons from the decks of ships, on battlefields, or in their workshop. This specialization allows Cannoneers to blast cannonballs and other projectiles at their enemies using small cannons called culverins. A Cannoneer's resourcefulness and expertise with gunpowder goes beyond the battlefield: anywhere from the deck of a ship to the depths of a dungeon.

Cannoneer Features

Fighter Level	Feature
3rd	Bonus Proficiencies, Culverin, Munitions Maker
7th	Heavy Modification (2 options)
10th	Pyrotechnics, Heavy Modification (3 options)
15th	Advanced Ammunition, Heavy Modification (4 options)
18th	Powder Blast, Heavy Modification (5 options)

Bonus Proficiencies

Starting at 3rd level when you choose this archetype, you gain proficiency with hand cannons. In addition, you gain proficiency with smith's tools, or another artisan tool of your choice if you are already proficient with smith's tools.

Culverin

When you choose this archetype, you have learned to craft a hand cannon called a culverin. You are assumed to have been collecting materials and working on your culverin for quite some time, finishing it during a short or long rest after you reach 3rd level. When you create your culverin, you start with a supply of 10 small cannonballs. The statistics for your culverin are found in the Cannoneer Weapons table. In addition, the following special weapon properties and rules apply to you and your hand cannon:

- This weapon uses your Strength modifier for ranged attack and ranged damage rolls.
- This weapon fires small cannonballs (or other ammunition which will change the damage properties). To fire this weapon requires ¼ pound of gunpowder.
- You can use any hand cannon as a two-handed melee weapon with which you are proficient, which does 1d10 bludgeoning damage.
- Your experience and training has made you strong, steady, and quick with your culverin. You can ignore the heavy and loading property of your culverin. In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attack rolls with your culverin.
- You can create a culverin over the course of two days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials. You can maintain up to two working hand cannons at a time.
- Starting at 10th level, you can create a greatculverin over the course of three days of work (eight hours each day) by expending 200 gp worth of metal and other raw materials.

Saving Throws. If an attack made with a culverin requires your target to make a saving throw, the DC is calculated as follows:

Culverin save DC = 8 + your proficiency bonus + your Strength modifier

Munitions Maker

Starting at 3rd level, with access to your smith's tools and an open flame (or another equal source of heat), you can create the following weapons and ammunition over the course of a workday (eight hours). You are an expert at finding scrap and recycling materials, and require only half the cost of materials to craft the following munitions. See *Chapter V* for weapons and ammunition details.

Cannoneer Weapons

Name	Cost	Damage	Weight	Properties
Hand Cannons				
Culverin	Crafted	2d6 bludgeoning	50 lb.	Ammunition (range 150/300), heavy, loading, loud, misfire, two-handed
Greatculverin	Crafted	2d8 bludgeoning	60 lb.	Ammunition (range 250/750), heavy, loading, loud, misfire, two-handed

Cannonball. When you expend 25 sp worth of metal (such as iron), you can create 20 small cannonballs.

Grenado. When you expend 25 sp worth of metal (such as iron), you can create 5 grenados.

Stinkpot. When you expend 25 sp worth of clay, you can create 10 stinkpots.

Heavy Modification

Upon reaching 7th level, you know every nook and cranny of your culverin and have made some modifications. When you gain this feature, you learn two Heavy Modification options of your choice. You gain an additional Heavy Modification option of your choice when you reach certain levels in this class: 10th, 15th, and 18th level. The options are presented here in alphabetical order.

Breaker. When making ranged attacks with your culverin using any ammunition, you ignore damage thresholds up to 15 hp.

Critical. When making ranged attacks with your culverin using cannonballs, you score a critical hit on a roll of 19-20.

Destructive. When making ranged attacks with your culverin using cannonballs, roll the damage dice for this weapon twice, using the higher result.

Far. When making ranged attacks with your culverin using cannonballs, you double both the normal and long range of your weapon.

Heavy-Duty. When making melee attacks with your culverin, you increase the damage dice to 2d6 bludgeoning.

Knockback. When you make a ranged attack with your culverin using cannonballs that hits, your target is pushed back 10 feet.

Reliable. When making a ranged attack roll with your culverin and you roll a natural 1, you can ignore the misfire property.

Spinning. When making ranged attacks with your culverin using cannonballs, add +2 to your attack roll.

True. When making ranged attacks with your culverin using any ammunition, you can ignore half cover, and treat three-quarter cover as half cover.

Pyrotechnics

Beginning at 10th level, your knowledge of gunpowder allows you to employ this destructive black powder for more utilitarian uses. When you use 1/16th of a pound of gunpowder and a makeshift fuse, you can attempt one of the following. Once you use this feature, you can't do so again until you finish a short or long rest.

Destroy Lock. You can use gunpowder and your smith's tools to destroy a lock. You use your smith's tools proficiency to pick a lock, making the roll with advantage and causing a thunderous boom audible out to 100 feet. On a success, the lock is destroyed.

Destroy Trap. If a mechanism for a trap is detected, you can use your smith's tools to destroy a trap. You use your proficiency in smith's tools to disarm a trap, making the roll with advantage and causing a thunderous boom audible out to 100 feet. On a success, the trap is destroyed.

Fireworks. As an action, you create a firework. At the start of your next turn, a dazzling display of light, color, and sound is generated. Each creature within 5 feet of the fireworks must succeed on a Constitution saving throw (equal to 8 + your proficiency bonus) or become blinded until the end of your next turn. In addition, the fireworks persist for 1 minute, are audible out to 150 feet, and can be seen from 300 feet.

Smoke. As an action, you create a device that gives off smoke. At the start of your next turn, thick black smoke spreads out from you in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Timed Distraction. As an action, you create a noise maker that begins making noise after 1 minute. Small explosions create noise audible from 300 feet away, which lasts for 30 seconds.

Advanced Ammunition

Starting at 15th level, with access to your smith's tools, you can create the following ammunition over the course of a day of work (eight hours). See *Chapter V* for ammunition details.

Explosive Canister. When you expend 10 gp worth of metal and gunpowder, you can create 2 canisters filled with gunpowder.

Flashbang Canister. When you expend 10 gp worth of metal and other materials, you can create 2 flashbang canisters.

Scattershot Canister. When you expend 5 gp worth of metal and other materials, you can create 2 canisters filled with musket balls.

Silvered Shot. When you expend 5 gp worth of silver metal or silver coins, you can create 2 silvered cannonballs.

Powder Blast

Beginning at 18th level, you can use your culverin to fire a devastating blast. As an action, you load your culverin with 2 pounds of gunpowder and fire a 30-foot-cone blast. Each creature in that area makes a Dexterity saving throw, taking full damage on a failed saving throw, or half as much damage on a success.

To determine damage, roll 6d6 fire damage, then keep rolling an additional 1d6 fire damage until you roll a 1 on a die. These additional damage dice can't be re-rolled under any condition. If your final dice total is greater than 40 fire damage, your culverin also backfires and you must make a Dexterity saving throw or take 3d6 fire damage.

Hand Cannon Weapon Properties

While hand cannons can cause more damage than other ranged weapons, they do have some unique properties and potential drawbacks that can act as a counterbalance. The following are properties that apply to all culverins.

Loud. Hand cannons are loud. An attack with a hand cannon produces a loud boom that travels out from your position. If a creature is within 300 feet of you when you make the attack, that creature has advantage on Wisdom (Perception) checks against you, and you have disadvantage on Dexterity (Stealth) checks until the start of your next turn.

Misfire. When you roll a natural 1 on an attack roll with a hand cannon, it becomes fouled. A fouled hand cannon can't be used to attack again until you use your action to clean the weapon.



KORFEL IS A CORSAIR FROM WHEREVER THE WIND BLOWS HIM NEXT

Corsair

The archetypal Corsair is a fighter who has learned one truth: only fools believe they do not need luck. After surviving many battles and storms, a Corsair comes to accept that success comes as much from luck as know-how. These fighters can't leave their fate purely to chance and hone their skills to better their chances of surviving the next peril they face. Corsairs adapt their fighting methods to suit any situation. They also train to be as fast and mutable as the wind. A Corsair knows a gamble can overcome incredible odds, as fortune favors the bold.

Corsair Features

Fighter Level	Feature
3rd	Breath of Fortana, Windward & Leeward
7th	Fair Winds
10th	Winds of Change
15th	Wind in the Sails
18th	Master of Four Winds

Breath of Fortana

Starting at 3rd level when you choose this archetype, you have begun to identify with one of the primary tradewinds of the seas - believed by some to be servants of Fortana.

Fortana Dice. You have two Fortana dice, which are d6s, and are expended when you use them. You regain expended Fortana dice when you finish a short or long rest. You gain one additional die each time you master additional tradewinds, at 7th, 10th, and 15th levels.

Fickle Fate. When you roll a 6 on a Fortana die, you can choose to roll the die again, adding the combined result to any feature that allows you to roll Fortana die. You can continue to do so as long as you keep rolling a 6. However, if you roll a 1 after rolling a 6, you expend the die and add nothing to your result instead.

Tradewinds. You harness one of the tradewinds of Fortana and work its fickle nature into your fighting. Choose one of the following tradewinds to master. You master another tradewind at 7th, 10th, and 15th level.

- *Tradewind of the North*. Versatile weapons are finesse weapons for you, and you deal additional damage equal to the lower of your Strength or Dexterity ability modifier (minimum of 1) when you use them with two hands. You can expend a Fortana die when you deal damage with a versatile weapon and add the result to the damage. Additionally, whenever you would be forced to move, you reduce the amount of forced movement by 5 feet.
- *Tradewind of the South*. Loading and reach weapons increase their damage die by one size when you wield them with one hand. You can expend a Fortana die when you deal damage with a loading or reach weapon and add the result to the damage. Additionally, the first 15 feet of difficult terrain you move through each turn costs you no extra movement.
- *Tradewind of the East*. When you make an attack with a light or thrown weapon, you can add the lower of your Strength or Dexterity ability modifier (minimum of 1) to the attack roll. Additionally, your speed increases by 5 feet, and you can expend a Fortana die and add the result to your AC until the start of your next turn whenever you use the Disengage action.
- *Tradewind of the West*. You can use the Help action as a bonus action immediately after you use the Attack action. Additionally, you can give the creature you Help a Fortana die to use with their choice of their next attack roll or damage roll before the start of your next turn. The die is expended even if they do not use it.

Windward & Leeward

Beginning at 3rd level when you choose this archetype, you have become accustomed to fighting unarmored, or while wearing light or medium armor.

While you are not wearing heavy armor, you can expend a Fortana die to Dash or Disengage as a bonus action.

While unarmored or wearing light armor, as a reaction when a creature makes a weapon attack against you, you can expend a Fortana die and add the result to your AC for that attack. You can also move up to 15 feet in a direction of your choice without provoking opportunity attacks.

While wearing medium armor, as a reaction to being hit with a weapon attack, you can expend a Fortana die to reduce the damage from the triggering attack by that amount, and you may move up to 5 feet in a direction of your choice without provoking opportunity attacks.

Further, you doff and don light and medium armor in half of the normal time.

Fair Winds

Upon reaching 7th level, you have learned to seize opportunities and turn them ever-so-slightly in your favor, granting a small amount of protection against the dangers of ships and port towns - both physical and monetary. You gain proficiency in your choice of gaming sets,

and have advantage on Wisdom (Insight) ability checks made while playing dice or cards.

While unarmored, or wearing light or medium armor, you can reroll any d20 roll that results in a 1 on a Dexterity (Stealth), Dexterity (Acrobatics), or Strength (Athletics) ability checks, but you must take the second result. If you make the check while standing on anything that is floating on water, or while you are in the water, you can reroll results of 1, 2, or 3.

Winds of Change

Starting at 10th level, you are ready for your fate to shift with the winds. After using your Second Wind feature, attack rolls against you that would have advantage instead have disadvantage, and attack rolls and saving throws you make that would have disadvantage instead have advantage. This lasts until the end of your next turn.

Wind in the Sails

Upon reaching 15th level, you can weather any storm. When you use your Indomitable feature, you gain temporary hit points equal to twice your Constitution ability modifier.

Master of Four Winds

Beginning at 18th level, each time you expend a Fortana die, you can treat the first result of a 1 on the die as a 6.

Monk

Monks channel ki, a magical energy flowing through living bodies. In combination with martial training, ki can be harnessed to far exceed the capabilities of their physical body.

Way of the Wild

Monks of the Way of the Wild belong to a monastic tradition that emphasizes their ki as a connection to instinct, ferocity, and the natural order. The ancient sages and martial artists who shaped this tradition described the stances and strikes with various animals and monsters of the world: dragons, monkeys, orcas, stingrays, sharks, and others.



ALANYO FOLLOWS THE WAY OF THE WILD MONK TRADITION

Way of the Wild Features

Fighter Level	Feature
3rd	Disciple of the Wild, Voice of the Wild
6th	Strike of the Wild
11th	Vibrant Soul
17th	Advanced Disciple

Disciple of the Wild

When you choose this tradition at 3rd level, choose two of the following styles: Crane, Dragon, Mantis, Monkey, Crocodile, Orca, Stingray, and Shark. You learn the disciplines associated with them described below, and as you gain monk levels, you learn additional disciplines based on these choices.

At the beginning of your turn, you can spend 1 ki point to enter a stance that you know. You can end your stance at any time; it otherwise lasts 1 minute or until you enter another stance.

Crane Stance. While you are in Crane Stance and a creature adjacent to you misses you with a melee attack, you can use your reaction to move that creature to any other unoccupied space adjacent to you, or to move up to half your speed without provoking opportunity attacks.

Dragon Stance. While you are in Dragon Stance, you can use a bonus action to gain resistance to one damage type of your choice until the beginning of your next turn. You can't choose bludgeoning, piercing, or slashing damage for this feature.

Mantis Stance. While you are in Mantis Stance and you use your Patient Defense feature or the Dodge action, the next time a creature misses you with a melee weapon attack, you can make an unarmed attack against it as a reaction.

Monkey Stance. While you are in Monkey Stance, you can roll a Dexterity (Acrobatics) check instead of any Strength (Athletics) check you would roll. As a reaction when a creature misses you with a melee weapon attack, you can attempt to grapple it.

Crocodile Stance. This stance lasts 10 minutes rather than the normal 1 minute. While you are in Crocodile Stance, you gain a swimming speed equal to your walking speed + 10 feet, and you can hold your breath for 5 minutes + your Constitution modifier. When you are swimming and attack a creature in the water that does not have a swimming speed, you gain advantage on melee weapon attacks.

Orca Stance. While you are in Orca Stance, you can use your reaction to shove a creature that starts its turn at least 20 feet from you and ends its movement within 5 feet of you. Add your Martial Arts die to your Strength (Athletics) roll for this shove.

Stingray Stance. While you are in Stingray Stance, you gain advantage on Dexterity saving throws and Dexterity (Acrobatics) ability checks, and you can use Patient Defense without expending ki points.

Shark Stance. While you are in Shark Stance and you use your Step of the Wind feature or the Dash action, you can make an unarmed attack when you end your movement.

Voice of the Wild

Also at 3rd level, you gain proficiency in the Animal Handling skill, and you can cast *speak with animals* as a ritual.

Strike of the Wild

Beginning at 6th level, you gain the disciplines associated with the stances that you know.

Crane Strike. When you hit a creature with an unarmed strike, you can spend 1 ki point to distract and confuse it, giving other attackers an opening. Your attack deals additional damage equal to your Martial Arts die, and the next melee attack roll made against that target by a creature other than you gains advantage.

Dragon Strike. When you hit a prone creature with an unarmed strike, you can spend 1 ki point to deal additional damage equal to your Martial Arts die and reduce their speed to 0 until the beginning of your next turn.

Mantis Strike. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal additional damage equal to your Wisdom modifier and attempt a blinding strike. The target must succeed a Constitution saving throw or be blinded for 1 minute. At the end of each of its turns, the creature can make another Constitution saving throw, ending the blindness on a success.

Monkey Strike. When you are prone and make a melee weapon attack, you can spend 1 ki to ignore disadvantage on that attack. If your attack hits, you can stand without spending movement. You can do this even when your speed is 0.

Crocodile Strike. When you are grappled and make a melee weapon attack, you can spend 1 ki to gain advantage on the attack roll. If the attack hits, roll your Martial Arts die and add the result to the damage, and you can attempt to escape the grapple. Add your Martial Arts die to the grapple escape attempt.

Orca Strike. When you hit with a melee weapon attack, you can spend 1 ki to deal bludgeoning damage equal to your Martial Arts die + your Strength modifier to a creature adjacent to the target of your attack.

Stingray Strike. When a creature adjacent to you casts a spell, you can use your reaction and spend 1 ki point to make an unarmed strike against it. On a hit, you deal additional damage equal to your Wisdom modifier, and the creature must roll a Constitution saving throw as if concentrating on the spell. On a failed saving throw, the spell is lost.

Shark Strike. When you hit with a melee weapon attack, you can spend 1 ki to deal additional damage equal to your Martial Arts die. At the start of the creature's turn, it takes piercing damage equal to your Wisdom modifier. At the end of each of its turns, it can roll a Constitution saving throw to end this damage. The target automatically stops taking this damage if it regains hit points from any effect.

Vibrant Soul

Starting at 11th level, your maximum ki points equal your monk level + your Wisdom modifier.

Advanced Disciple

Beginning at 17th level, you learn a third style of your choice, including the stance and strike associated with that style.

Paladin

Paladins are righteous crusaders. They combine martial skill with divine power granted from their sworn oath and the righteous path they follow to fulfill it.

Equipment

You can choose to substitute the following starting equipment for your paladin:

- chain mail in exchange for a breastplate

Oath of Discovery

While some champion strength of arms or magical prowess, those who swear the Oath of Discovery believe knowledge is power. Often sworn to Istori, these paladins seek out new lands to explore and secrets to unearth. They also serve as teachers, mentors, and experts for communities they encounter that need their assistance. Above all, these paladins seek to bring truth to banish all lies, and provide knowledge in the face of ignorance.

Tenets of Discovery

Paladins of Discovery share a set of core tenets, though their execution varies widely depending on the region.

Explore. Seek out new frontiers to explore, for yourself or for all.

Enlighten. Shed the light of knowledge on the darkness of ignorance wherever you travel.

Inform. Secrets create ignorance. Informing others empowers them.

Challenge. Confront liars and reveal their deceits for what they truly are.

Oath of Discovery Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity, Ancient Rites
7th	Aura of Concentration (30 ft.)
15th	Twice-Found Sigils
18th	Aura of Concentration (+1d4)
20th	Champion of Discovery

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Discovery Spells

Paladin Level	Spells
3rd	*expeditious retreat, identify*
5th	*see invisibility, zone of truth*
9th	*clairvoyance, speak with dead*
13th	*arcane eye, dimension door*
17th	*legend lore, teleportation circle*

Channel Divinity

When you take the oath at 3rd level, you gain the following two Channel Divinity options.

Explorer's Ward. As an action, choose a creature you can see within 30 feet of you. When you present your holy symbol, the creature is surrounded by shimmering feathers and runes. The creature gains temporary hit points equal to 5 + your paladin level, and gains

proficiency with cartographer's tools, navigator's tools, and thieves' tools. If the creature is already proficient with these tools, they instead have advantage when making ability checks with these tools. This proficiency lasts as long as the creature has temporary hit points from Explorer's Ward remaining. These temporary hit points fade when the target finishes a short or long rest.

Polarize. As a bonus action, you are suffused with divine energy, granting you a number of polarity charges equal to your Charisma modifier (minimum of 1). If not expended, these charges last for one minute.

When you are attacked with a metal weapon, you can use your reaction and spend a polarity charge to roll 1d6 and add the number rolled to your AC against that attack. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll hits or misses.

As a bonus action, you can spend a polarity charge to roll 1d6 and add the result to both your next attack and damage roll when attacking a creature wearing metal armor.

Furthermore, as long as you have polarity charges remaining, you can cast *true north* (see *Chapter VI*) as a bonus action, with your weapon indicating the direction.

Ancient Rites

When you take this oath at 3rd level, you gain knowledge of ancient rites and traditions sacred to your oath. You gain the ability to cast cleric and druid spells with the ritual tag. The spell must be on the spell list for cleric or druid, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. You must have the ritual book in hand to cast rituals.

If you come across a spell in written form, such as a magical spell scroll, a ritual book, or a spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. Copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Furthermore, you gain proficiency with artisan's tools (calligraphy supplies).

Aura of Concentration

Starting at 7th level, you and friendly creatures within 30 feet of you don't have to roll a Constitution saving throw to maintain concentration the first time you take damage each round. Additionally, if you lose concentration as a result of taking damage, the effect of the spell doesn't end until the end of your next turn.

At 18th level, whenever a creature within your aura makes a Constitution saving throw to maintain concentration, they can roll a d4 and add the number rolled to the saving throw.

Twice-Found Sigils

Beginning at 15th level, you master ancient sigils of power, newly rediscovered by you or others who have sworn your same oaths. You can only have one sigil active at a time, and once you have inscribed a sigil, you can only inscribe that same sigil until you finish a long rest.

Sigils. Inscribing a sigil requires you to spend ten minutes drawing the sigil onto a flat surface. When you create the sigil, you can name a number of people equal to your Charisma modifier (minimum of 1) to be magically recognized by your sigil. The sigil covers an area up to 10 feet in diameter, and no smaller than 1 foot in diameter. The sigil is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to discover it. You are aware when your sigils trigger. If you are sleeping when a sigil triggers, you immediately awaken, unless magically prevented from doing so. A sigil can be dispelled as a spell equal to half of your paladin level. Sigils you create remain active until you inscribe another sigil, you spend ten minutes removing it, or the surface the sigil is inscribed upon is destroyed.



SEEBO HAS SWORN AN OATH TO BE A CHAMPION OF DISCOVERY AND TRAVEL THE SEAS

- *Sigil of Prophecy*. When a creature recognized by the sigil finishes a long rest within 60 feet of the sigil, the creature can cast augury as an action one time before next finishing a long rest.
- *Sigil of Truth*. A creature not recognized by the sigil who touches it must make a Wisdom saving throw against your spell DC. If the creature fails the saving throw, you immediately know the creature's surface thoughts, emotions, and one truth the creature is concealing. A creature can't trigger this sigil more than once every 24 hours, though any number of different creatures can trigger the sigil while it is active.
- *Sigil of Correspondence.* You inscribe one half of this sigil on one surface and the other half on a different surface. The surfaces can't be more than your paladin level in miles away from each other. Activating these sigil halves requires an action, and can only be done by recognized creatures. If both sigil halves are activated, each creature activating one of the halves can telepathically speak to and hear the other person as if they were standing next to each other in a quiet room. The sigil halves remain active as long as the creature activating them is touching them.

Champion of Discovery

At 20th level, as a bonus action, you can cause shining runes to cover your skin, and you grow wings comprised solely of these runes. For 1 minute, you gain the following benefits:

- You gain flying speed equal to your walking speed.
- You can use the Dash action as a bonus action, and you can make one weapon attack with advantage when you end your dash as part of this action.
- Your weapon attacks deal an additional 1d8 psychic damage.
- Hostile creatures within 10 feet of you have disadvantage on Wisdom and Intelligence ability checks and saving throws.

Ranger

Rangers combine martial prowess and nature magic. Their abilities aid them on their never-ending hunt to protect the borderlands, whether that be on land or sea.

Equipment

You can choose to substitute the following starting equipment for your ranger:

- a longbow and quiver of 20 arrows in exchange for a light pistol, 20 lead balls, and powder flask

Stormcloak

Rangers who emulate the ideal of the Stormcloak are drifters of the wild seas. These rangers make the dangers of the ocean into their own weapons. Stormcloaks wield lightning and thunder to a mighty effect, whether they favor melee weapons or ranged. The storms that rake the seas are a terror to sailors, but not the Stormcloaks. To the crews, a Stormcloak is a rare boon, a sign of good fortune for the voyage ahead.

Some Stormcloak rangers wear a cloak or long coat that courses with lightning when they use their powers. For others, this is a more figurative sense of being cloaked in power.

Stormcloak Features

Ranger Level	Feature
3rd	Stormcloak Magic, Tempest's Lash
7th	The Power of the Cloak
11th	Stormwrack
15th	In the Storm I Rise

Stormcloak Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stormcloak Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Stormcloak Spells

Ranger Level	Spells
3rd	*thunderwave*
5th	*gust of wind*
9th	*haste*
13th	*freedom of movement*
17th	*passwall*

Tempest's Lash

Also at 3rd level, when you hit a creature with a weapon attack, you can expend one ranger spell slot to deal lightning or thunder damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage increases by 1d6 if the target is made of metal or wearing predominantly-metal armor.

When you are grappled or swallowed whole, you can spend spell slots as an action to deal the lightning or thunder damage specified above without making a weapon attack. The target can avoid this damage automatically by releasing you.

The Power of the Cloak

Starting at 7th level, you gain resistance to lightning damage and resistance to thunder damage. When you suffer damage of either type, you can spend your reaction to absorb some of its power into your weapons instead of grounding it out harmlessly. One weapon of your choice becomes empowered until the end of your next turn. The first time you deal damage with the empowered weapon, it deals an additional 2d6 points of lightning or thunder damage (whichever you absorbed). You can use Tempest's Lash on this strike as well.

Furthermore, whenever you would suffer disadvantage on Wisdom (Perception) checks due to heavy rain, snow, or sleet, you do not suffer disadvantage and instead gain advantage.

Stormwrack

Starting at 11th level, the lightning and thunder that you command become all the more deadly when you strike twice. When you hit with two weapon attacks in a single turn, one target that you damaged in this round suffers an additional 3d6 thunder damage.

In the Storm I Rise

Beginning at 15th level, your cloak grants you flight, and you can protect your allies from lightning and absorb it. As an action, you gain a flying speed equal to your walking speed, and when you or a creature within 10 feet of you takes lightning damage, you can use your reaction to reduce that damage to 0. These benefits last for 1 minute.

Once you use this feature, you can't do so again until you finish a short or long rest.

Rogue

Rogues use skill, stealth, and precision over brute force to overcome most challenges. Their focus on being cunning and nimble are well suited to swashbuckling and seafaring campaigns full of adventure and intrigue.

Equipment

You can choose to substitute the following starting equipment for your rogue:

- a shortbow and quiver of 20 arrows in exchange for a light pistol, 20 lead balls, and powder flask

Mask

A Mask battles injustice and inequality, often outside the law. As a Mask, you come alive when you don your masked persona as a wanted vigilante, outlaw, or rebel. While in disguise, your skill and cunning keep you one step ahead of inept guards and bumbling thugs. The rest of the time you inhabit your secret identity as a well-connected noble, a famous entertainer, the captain of a ship, or any of the other roles people wear. Your masked persona protects your identity and those you care about from trouble. For a Mask, balancing these two roles can be a challenge, but the fight is worth it.

Mask Features

Rogue Level	Feature
3rd	Double Life, Better in a Crowd
9th	Sidekick
13th	Strike Fear
17th	Archenemy

Double Life

When you choose this archetype at 3rd level, you choose a name, costume disguise, and signature weapon for a masked persona. If you actively operate in a populated area as your masked persona for four hours, your name, costume, and signature weapon will become known to residents of the area.



TORBERA IS A STORMCLOAK ON AN UNENDING VOYAGE TO MAP ALL OF THE SEAS

ISABELLA DONS A MASK TO FIGHT INJUSTICE EACH NIGHT IN VALEDO

Costumed Disguise. Your costume can be of any design that hides or disguises your face. This disguise should include changes to your voice and demeanor. Your costume has no impact on your worn equipment or Armor Class.

You can create an additional costume (or replace a lost costume) over the course of one day of work (eight hours) by expending 25 gp worth of materials. You can maintain up to two costumed disguises at a time.

Signature Weapon. You can designate a finesse or ranged weapon as your signature weapon, such as a rapier, whip, dart, or longbow. While using your signature weapon, you gain a +1 bonus to attack and damage rolls.

This weapon is as important a part of your masked persona as your costume. Your signature weapon should have a name, sound, identifying mark, or be used with a certain flourish, that links it to your masked persona. You can change your signature weapon to another finesse or ranged weapon during a long rest by expending 5 gp worth of materials in addition to the purchase cost of the weapon.

Secret Identity. You can switch between your masked persona and your normal persona in one minute. If a creature with an intelligence of 6 or higher sees you switch between identities, they learn your secret identity. Otherwise, the ability to connect these personas using observation is impossible, unless you choose to share the fact that you lead a double life.

Sidekick

Medium humanoid (any race), any alignment

Armor Class: 15 (studded leather)
Hit Points: 22 (4d8+4)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	11(+0)	13 (+1)	11 (+0)

Skills. Acrobatics +4, Stealth +4
Senses. passive Perception 11
Languages. Common and one other language
Challenge 1/2 (100 XP)

Secret Identity. The sidekick has a secret identity. This persona has a name and costume with a mask that protects the identity of the sidekick. While wearing this costume, people recognize the sidekick as their secret identity. They can switch between their secret identity and normal identity as an action. If a creature (with an intelligence of 6 or higher) can see the sidekick while they are switching between identities, they will know both their secret and normal identity.

Coordinated Attack. When an ally the sidekick can see makes an attack within 30 feet of it, the sidekick can use its reaction to grant that ally advantage on their attack roll.

Actions

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

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

In addition, having a secret identity has taught you how to hide your true intentions. While operating as your normal persona you have advantage on Charisma (Deception) checks.

Better in a Crowd

Starting at 3rd level, you are used to facing multiple enemies at once and can use their numbers against them. You gain an additional way to use your Sneak Attack: you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of two or more hostile creatures, as long as you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Sidekick

At 9th level, your work as a Mask has developed a network of allies that you can draw on for knowledge and support during downtime. Your most important ally is your Sidekick. You and your GM can decide the relationship and backstory for you and your Sidekick. Your Sidekick is a race and gender of your choice, gaining all racial traits and using the stats of a **sidekick** (see stat block above).

Your sidekick is inexperienced and in training, so accompanying you on adventures is usually too dangerous. Your Sidekick focuses on conducting surveillance and scouting out locations ahead of time for you. If you and your sidekick team up and spend four hours carousing within a populated area, you gain the following (at your GMs discretion):

Passing the Mantle

A mask can't keep fighting injustice and inequality forever. Even if villains and monsters don't kill a mask, eventually age will catch up to them. If a mask PC is retired, you could continue the legacy by converting the sidekick NPC into a mask, passing the mantle to the next generation. You could even call back to a previous campaign by starting a new version of the mask, years or even decades later.

- Knowledge of guard patrol routes, rotations, and key locations in the area such as jails, fortresses, and armories.
- Knowledge of locations of heavy criminal activity and hideouts of local crime groups.
- Knowledge of popular locations used by nobles and politicians for secret meetings.
- Access to a temporary safe house that is hidden from your enemies. You can continue to access this safe house for 1 week before a new safe house will need to be established.

Strike Fear

Starting at 13th level, your reputation is well known and strikes fear in the hearts of your enemies. While operating as your masked persona, you have advantage on Charisma (Intimidation) checks against creatures that are familiar with your secret identity.

In addition, your signature weapon attacks have become terrifyingly effective. If you hit a creature with a sneak attack using your signature weapon, the target must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature is frightened of you until the end of your next turn.

Archenemy

Beginning at 17th level, you have gained the ability to determine the capabilities of your enemies using repartee and analysis. You can use the bonus action granted by your Cunning Action to designate a creature within 30 feet that can hear and understand you as your Archenemy for 1 minute. When you do so, your attack rolls against the target have advantage until the start of your next turn.

In addition, your weapon attacks score a critical hit on a roll of 19 or 20 while the creature is designated your Archenemy.

Also, if you hit a creature designated as your Archenemy with an attack, you can make a Wisdom (Insight) check contested by the creature's Charisma (Deception). If you succeed, you learn one aspect of the creature of your choice:

- Armor Class
- Creature type
- Current hit points
- Lowest or highest saving throw ability

Once you have used this feature, you can't use it again until you finish a short or long rest.

Scoundrel

As a Scoundrel, life has not been easy, but you have figured out how to turn the tables a bit in your favor. You use your smile, quick wits, and odd dirty trick to find your way into and out of trouble. Making friends is easy and even your enemies have trouble resisting your charm. When things go sideways and the time for talk is over, you are fine with fighting your way out of a bad situation too. Some call you a pirate, smuggler, outlaw, or brigand, but you are just doing what you need to stay on the winning side.

Scoundrel Features

Rogue Level	Feature
3rd	Bonus Proficiencies, Fast Talk, Unsavory Connections
9th	Dirty Trick
13th	Smooth Talk
17th	Tight Spot

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with one type of gaming set and improvised weapons. In addition, you can sneak attack with an improvised weapon that you wield in one hand.

Fast Talk

Starting at 3rd level, your have become adept at using your words to cause confusion, anger, or just to catch someone off-guard. You gain an additional way to use your Sneak Attack: you can use the bonus action granted by your Cunning Action to Fast Talk a creature who can hear and understand you that is within 30 feet. The target must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, you don't need advantage on your next attack roll to use your Sneak Attack against the target if you are within 30 feet of it and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

At 13th level, if you use your Fast Talk feature and the creature fails their saving throw, you can add your Charisma modifier to your next attack roll.

Unsavory Connections

When you choose this archetype at 3rd level, you can draw on your connections to locate people and things that are hard to find. You have made some important friends, and your connections go beyond the mere contacts of a common criminal. By spending four hours carousing within a populated area you can gain one of the following (at your GMs discretion):

- Knowledge of the profession, a recent location, and the affiliates of a humanoid creature who currently resides there.
- Access to any rare or illegal goods and services that are available.
- An offer of employment from a criminal enterprise.
- Access to a hidden pathway or entrance that is known to your connections.

Dirty Trick

Starting at 9th level, you learn to use your surroundings to turn a retreat into an opportunity. When you take the Disengage action, you can find an object (such as debris, a torch, or a drink) to toss at a creature within 5 feet of you. The target must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature suffers disadvantage on the next attack roll it makes before the start of your next turn.

Smooth Talk

At 13th level, you have mastered saying what people want to hear and turning foes into friends. When making a Charisma (Deception or Persuasion) check, you can use Smooth Talk and gain advantage on the roll when interacting with a creature, even if they are hostile toward you. Once you have successfully used Smooth Talk on a creature, it is immune to this feature for 1 hour.

Tight Spot

Starting at 17th level, you have become an expert at combining words and weapons to get out of tight spots. When a creature misses you with an attack, you can use your reaction to make an attack against that creature, adding your Charisma modifier to the roll. In addition, you can move up to half of your movement without provoking opportunity attacks.

Once you use this feature, you can't do so again until you finish a short or long rest.



AZZA IS A TIEFLING SCOUNDREL FROM PORT ZAVO



ZASALI IS A TIDAL SORCERER CASTAWAY WHO WAS RAISED BY GOBLINS

Sorcerer

Sorcerers are those rare individuals who are naturally connected to the magical energies found in nature. They only need to learn to harness their connection to unlock powerful abilities.

Equipment

You can choose to substitute the following starting equipment for your sorcerer:

- a light crossbow and 20 bolts in exchange for a light pistol, 20 lead balls, and powder flask

Tidal Sorcery

Your innate magic comes from the tides, and might be derived either from a connection to the sea itself, or to the moon that controls the tides. As a tidal sorcerer, you may find that your mood reflects the tides as well: when the tides are high, you may feel generous, boisterous, or overbearing; when they are low, you could become withdrawn, deceptive, or grasping. The sea holds an inescapable longing for you, especially if you are forced by circumstance to live inland.

Tidal Sorcery Features

Sorcerer Level	Feature
1st	Born of the Shifting Tides, Call the Tides
6th	Above or Below the Waves
14th	Tides of Fortune
18th	Soul of the Sea

Born of the Shifting Tides

When you choose this origin at 1st level, you gain a swimming speed equal to your walking speed, and proficiency in vehicles (water).

Starting at 2nd level, when you complete a short rest in or within sight of a large body of water (including while aboard a ship), regain 1d4-1 (minimum 1) sorcery points. Once you regain at least 1 sorcery point in this way, you can't do so again until you complete a long rest.

Call the Tides

Starting at 3rd level, when you gain the Metamagic feature, you gain Call the Tides, an additional metamagic option.

When you cast a spell, you can spend 2 sorcery points to choose one of the effects below. These count against the number of Metamagic options you can use on a single spell.

High Tide. Creatures targeted by your spell must roll a Strength saving throw or be pushed 10 feet in a direction of your choice. Your allies can voluntarily fail this saving throw.

Flood Tide. Creatures targeted by your spell gain temporary hit points equal to your Charisma modifier + the level of the slot expended for 1 minute.

Ebb Tide. Creatures targeted by your spell take acid damage equal to your Charisma modifier or the level of the slot expended, whichever is greater, in addition to any damage the spell normally deals.

Low Tide. Creatures targeted by your spell can't use reactions until the beginning of your next turn.

Above or Below the Waves

At 6th level, you learn *water breathing* and *water walk*, which don't count against the number of sorcerer spells you know. You gain the ability to cast them as rituals as well. Additionally, when you expend a spell slot to cast them, you can do so as a reaction. *Water breathing* and *water walk* spells that you cast can't be dispelled by anyone other than you.

Tides of Fortune

Starting at 14th level, when your roll on an attack roll, saving throw, or ability check is a natural 2, 3, 4, or 5, you can add 10 to the result. Once you do so, you must finish a long rest before you use this feature again. You also regain the use of this feature each time you roll a natural 1 on an attack roll, saving throw, or ability check. The 1 must be the roll's final result; for example, if you rolled a natural 1 and a natural 15 while you had advantage, you would not regain use of this feature.

Additionally, when you roll a d100, you can roll twice, learn the effects of both rolls, and choose whichever you prefer. Once you do so, you must finish a long rest before you use this feature again.

Soul of the Sea

Beginning at 18th level, your command over the tides of magic and the sea reaches new heights. When you cast a spell, you can use one Call the Tides option without paying its sorcery point cost, and it doesn't count against the number of Metamagic options you can use on a single spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Warlock

Warlocks gain their power from pacts made with otherworldly beings from the deepest dark of the sea, worlds beyond the mortal, or even with a mysterious and powerful group.

Equipment

You can choose to substitute the following starting equipment for your warlock:

- a light crossbow and 20 bolts in exchange for a light pistol, 20 lead balls, and powder flask

The Council

You have sealed a pact with not one patron, but with a council comprised of powerful beings that share a singular purpose. Most councils have pursued their goals for long periods of time, failing time and time again. Evidence of their pursuits can be found the world over, and the councils rely on warlocks in their service to endeavor on their behalf. These councils range from an academy of wizards who have outwitted death, to pirate brethren who labor under a curse, to an assembly of powerful elementals or island spirits.

The Council Features

Warlock Level	Feature
1st	Ward of the Council, Relics of the Council
6th	Favor of the Council
10th	Empowered Ward of the Council
14th	Succor of the Council

Expanded Spell List

The Council lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Council Expanded Spells

Warlock Level	Spells
1st	*sanctuary, shield*
2nd	*aid, find traps*
3rd	*protection from energy, water breathing*
4th	*freedom of movement, locate creature*
5th	*geas, legend lore*

Ward of the Council

Starting at 1st level, the council has shared the secrets of ward creation with you. As part of a short or long rest, you construct a magical ward that takes on the appearance of objects meaningful to your council. As part of the ward's construction, choose one of the following damage types: acid, cold, fire, force, psychic, or poison. Creating a ward takes one hour, and you may only have one active ward at a time. If you create an additional ward, your current ward stops functioning as a ward.



AYO IS A WARLOCK OF THE COUNCIL FROM ARU

As a bonus action, you can activate your ward. While the ward is active, you have resistance against damage of the type chosen when you created the ward until the end of your next turn. You can change the ward's damage type by spending a bonus action and expending a Hit Die. You do not regain hit points from this Hit Die.

When you suffer damage of this type while your ward is active, you can deal an additional 1d4 damage of the same type with the next successful spell attack or weapon attack you make before the end of your next turn.

This additional damage increases by 1d4 for each Pact Magic slot you have currently expended.

You can use the damaging portion of this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Relics of the Council

Starting at 1st level, you have been trained to seek out the relics of your council. You gain proficiency in the Survival skill. If you are already proficient in Survival, you can roll a d6 and add the result to any ability check that uses the Survival skill.

Additionally, you can cast *identify* and *locate object* without using a spell slot. Once you have cast either in this way, you can't cast either one again until you finish a long rest.

Favor of the Council

Beginning at 6th level, whenever you critically hit with an attack roll, or cast a spell using a 1st-level spell slot or higher, you gain temporary hit points equal to 1 + your Charisma modifier.

When you gain these temporary hit points, you can spend your reaction to instead grant the temporary hit points to a creature you can see within 30 feet. If you do so, you have advantage on the next saving throw you make before the end of your next turn.

These temporary hit points fade after a short or long rest.

Empowered Ward of the Council

Starting at 10th level, you have been entrusted with the secrets of creating empowered wards. When you activate your ward, choose a creature you can see within 30 feet. This creature gains resistance against the damage of the type chosen when you create this ward.

Your additional damage from your ward increases to 1d8, with an additional 1d8 for each warlock spell slot you have currently expended.

Additionally, whenever you or the creature chosen when you activate your ward gains temporary hit points, the other one also gains the same amount of temporary hit points.

Succor of the Council

Starting at 14th level, as an action, or as a reaction when you reach 0 hit points, you can seek the succor of the council. When you do so, your hit points are fully restored, you are instantly teleported to a location you can see within 30 feet, and you are empowered by the council.

For the next minute, roll a d6 at the start of your turn. If you roll a 6 on the die, regain one expended warlock spell slot.

Once you have used this feature, you can't do so again until you finish a long rest.

Pact Boon

At 3rd level, a warlock's otherworldly patron bestows a gift to them for their loyal service. The following is a new option for that feature that is available to you.

Pact of Ink

Your patron imparts to you the knowledge to create Otherworldly Ink. During a short or long rest, you can use the Otherworldly ink to create a tattoo on your skin, and expend a warlock spell slot to store one of your warlock spells within it. Only spells with a casting time of one action can be stored in a tattoo. You can activate a spell stored in a tattoo as a bonus action, instead of the normal casting time of the spell. If you already have a spell stored in a tattoo, attempting to store an additional spell fails. Spells stored as a tattoo are not regained during a short or long rest unless they are expended from the tattoo.

You can perform a 1-hour ceremony to transmute a bottle of ink into a bottle of Otherworldly Ink. This ceremony can be performed during a short or long rest, and any other bottles of Otherworldly Ink you have created return to their original state. The ink reverts to its original state when you die.

Eldritch Invocations

Warlocks gains the Eldritch Invocations feature at 2nd level. The following are a set of new options for that feature. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Sigil of Protection

***Prerequisite**: Pact of Ink*

When you store an abjuration spell in your tattoos, you can gain resistance to one type of damage until the next time you store a spell in a tattoo or finish a long rest.

Flashing Sigil

***Prerequisite**: 5th level, Pact of Ink*

You can store spells with a casting time of a reaction in your tattoos. When you do so, you can use the Dash action as a bonus action, and have advantage on Dexterity (initiative) ability checks until the next time you store a spell in a tattoo or finish a long rest.

Twin Sigils

***Prerequisite**: 12th level, Pact of Ink*

You can create a second tattoo in which to store your warlock spells.

Wizard

In Vodari, only a rare few are accepted for training in the arcane arts. To become a wizard takes years of disciplined study as an apprentice or student at an Arcane Council school. Those who are able to move beyond the casting of simple cantips to combining an extensive knowledge of the arcane with a talent for casting spells are wizards.

School of Mistwalking

Somewhere in the northern seas, there is an island shrouded in mists. Few ships find safety there, but those who have seen it and returned speak of a tower that is the source of the mist, called the Pernicious Citadel. An order of renegade wizards lives around the tower, studying its secrets and contending with its dangers. They practice magic that draws on these mists, confusing their enemies with illusions and enchantments.

The master of the Mistwalker wizards is a woman named Elaché the Weaver. She styles herself the Mysteriarch, and teaches Mistwalking only to those who prove their usefulness to her, as she is utterly focused on the exploration of the Citadel. Adventurers willing to brave its dangers are welcome and allowed to stay as long as they agree to share what they learn with the Order of Mistwalking, and no one else.

School of Mistwalking Features

Wizard Level	Feature
2nd	Mist-Cloak, Student of the Pernicious Citadel
6th	Mistwalking
10th	Confounding Mist
14th	Out of the Gray

Mist-Cloak

Starting at 2nd level, you can draw a cloak of mist around yourself as a bonus action, as long as you don't already have one. The cloak lasts for 1 minute or until you choose to disperse it. While you have a cloak of mist, you gain advantage on Dexterity (Stealth) checks. You can create a cloak of mist in this way a number of times equal to your Intelligence modifier, and regain all expended uses when you finish a long rest.

You can also draw a cloak of mist around yourself when you cast a spell of 1st level or higher from the schools of conjuration, enchantment, or illusion, if you don't already have one.

Student of the Pernicious Citadel

Also at 2nd level, fog, mist, and smoke don't hinder your perception. You gain proficiency in the Stealth skill, if you don't already have it. You add the *fog cloud* spell to your spellbook if it is not there already. You can cast it once without expending a spell slot, and regain the ability to do so when you finish a long rest.

Mistwalking

Beginning at 6th level, when you are in an area that is lightly or heavily obscured by fog, mist, or smoke, and you have a cloak of mist, you can spend a bonus action to disperse your cloak of mist and teleport to any other space within 60 feet that is obscured by fog, mist, or smoke.

Furthermore, you add the *gaseous form* spell to your spellbook if it is not there already, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Confounding Mist

Starting at 10th level, when a creature you can see makes an attack against you, you can use your reaction to disperse your cloak of mist, adding your proficiency bonus to your Armor Class against the triggering attack. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll succeeds or fails. You can't use this feature if you are within the creature's area of blindsight or truesight.

Out of the Gray

Beginning at 14th level, when you use your Confounding Mist and a creature misses you with its attack, you can also cast *confusion* or *phantasmal killer* as part of that reaction. Your spell only affects the triggering creature.



Jae is a Mistwalker wizard from the Isle of Whispers

The Renegades

There are a few different kinds of renegade wizards in Vodari. The most famous are the Mistwalkers, led by Elaché the Weaver (NE female human archmage) and based at the Pernicious Citadel. They reject the Arcane Council's constraints on their exploration of the higher mysteries of magic, and their injunctions against sharing their knowledge with bards, sorcerers, and warlocks. Other renegades belong to one of the eight Great Traditions, but stand outside the governance of the Arcane Council. They might have been cast out by the archwizards for a breach of law or protocol, or trained in wizardry by another renegade. Wizards of the Arcane Council can't stop all renegades from practicing magic, but they often point local authorities at them as an indirect form of suppression, or work directly to hinder their magical efforts.

Backgrounds

Backgrounds for players to create swashbuckling and seafaring characters.

The following backgrounds were created specifically for swashbuckling and seafaring campaigns, such as adventures in *The Seas of Vodari* campaign setting. These are provided as additional background options to offer to your players.

Cartographer

You are a skilled mapmaker, and your knowledge of topography, natural science, and sense of direction make you invaluable to expeditions into uncharted regions. The maps you make define the wilderness for adventurers who come after you, and with your skilled pen you chart the dangerous places beyond civilization.

Skill Proficiencies: Nature, Perception
Tool Proficiencies: Navigator's tools, cartographer's tools
Equipment: A set of traveler's clothes, cartographer's tools, an unfinished map, and a belt pouch containing 10 gp

Feature: Mapmaking

You never get lost in an area you have mapped. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. You can render an accurate map of an area you have traveled through by memory, no matter how long ago you visited it.



GERBO IS A GIFTED CARTOGRAPHER AND CLERIC OF ISTORO

Suggested Characteristics

Cartographers run the full spectrum from bookish geographers to rugged explorers. Most feel equally at home in the wilderness and in a dusty study. They can spend as much time thinking in abstractions as they do observing the real world, and their characteristics often reflect this.

d8	Personality Trait
1	I have a story - entertaining, if not always relevant - about every place on my maps.
2	My speech is seasoned liberally with words from other languages.
3	Unless I write it down or draw it, I forget things very easily.
4	I'm eager to adopt the customs of places I visit.
5	I'm only truly happy when I can see the stars in the night sky.
6	Once I've broken bread with someone, we're friends.
7	I have a list of landmarks and noteworthy places I want to see before I die.
8	Because I'm always on the move, acquaintances seldom become lasting friendships.

d6	Ideal
1	**Open-minded**. There are so many people left to learn from. (Good)
2	**Independence**. If I'm going to see the world, I can't ever let myself get attached. (Chaotic)
3	**Caution**. Foreign lands have strange laws - move carefully, lest you fall afoul of them. (Lawful)
4	**Greed**. The places in my maps surely won't miss a few treasures here and there. (Evil)
5	**Curiosity**. Nothing gives me a thrill like learning something new. (Neutral)
6	**Aspiration**. I want to be as much of a legend as the fabled places I visit. (Any)

d6	Bond
1	I go to any lengths to gather information about the locations on my maps.
2	I have a strange map that points to a place I've never seen. I must learn the truth.
3	My true love was forced to marry another - I'm looking for a place we can go to be together.
4	I have a rival whose career and exploits always seem to be one step ahead of mine.
5	I've sworn not to return to my hometown until I've proven myself.
6	There's something over that next hill. I can't wait to find out what!

d6	Flaw
1	I expect others to hold the same standards of perfectionism that I do.
2	I collect knickknacks in my travels. Not all of their owners were done with them yet.
3	I have a hard time believing the evidence of my eyes if it conflicts with a map or diary.
4	If someone isn't using a map I drew myself, I assume they're lost - in one sense or another.
5	I don't suffer from my obsession. It's everyone around me that suffers.
6	I want to teach people about the world - even if they don't want to listen.

Castaway

Castaways are deeply shaped by the experience of living away from civilization. You were shipwrecked alone or as part of a group at an early age. Daily survival was your way of life. You learned to hunt, fish, build shelter before your eventual rescue. Your life of seclusion has made your strong, but you often feel like an outsider while among civilized folk.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Herbalism kit, vehicles (water)
Equipment: a small knife, a set of common clothes, herbalism kit, and a pouch containing 10 gp

Becoming a Castaway

Your origin could be anything, or you might not even know anything about your past. Here are some suggestions to consider.

d6	Origin
1	My ship sank after being attacked
2	My ship was lost to a fierce storm
3	I was abandoned by my crew
4	I escaped from slavery or captivity aboard a ship
5	I chose to exile myself
6	I woke up with no memories of how I arrived

Feature: Survivor

You can conserve rations and water. If needed, you can easily survive on half the normal rations and water. If you are in the wilderness you do not empty your waterskin and you create two rations per day if you are traveling no faster than a normal pace.

Suggested Characteristics

Use the tables for the Outlander background in the core rules as the basis for your traits and motivations, modifying the entries when appropriate to suit your experience as a castaway.

Enforcer

You worked, or still work, in the field of enforcing rules – either the laws of society or the secret codes of behavior of an organization. Bounty hunters, city guards, inquisitors, thief-takers, vigilantes, leg-breakers… any of them might belong to this background. Their skills and motivations are strikingly similar, and the most cynical of them often note that legal codes are little more than a dividing line between teams. Discerning infractions requires more careful thought and evidence collection than most realize. If the enforcer is sufficiently feared, there are a lot fewer infractions in the first place.

When you choose this background, work with your GM to establish who your employer was and what kinds of "cases" you handled. Which set of laws concerned you, and which side of those laws did you come down on?

Skill Proficiencies: Investigation, Intimidation
Tool Proficiencies: One type of gaming set, vehicles (land)
Equipment: a club, a badge or token of office, a broadsheet or contract with a bounty for a target, a gaming set, a hooded lantern, a set of manacles, a set of traveler's clothes, and a belt pouch containing 5 gp

Employer

Someone hired you as an enforcer. If you still work for them, maybe they're a continuing source of adventure hooks. Or did you burn bridges escaping your employer's service?

d6	Employer
1	Bounty Hunter's Guild (bounty hunter)
2	Church (inquisitor)
3	Craft Guild (thief-taker or caravan guard)
4	Local Baron or Count (palace guard)
5	Sheriff (constabulary)
6	Thieves' Guild or Criminal Family (leg-breaker)

Feature: Legal System (or "Legal" System)

You have knowledge and contacts in a legal system – not necessarily the same as one that you previously served. For example, a criminal who turned Crown's Evidence might have contacts among the city guard. You have an easier time getting that legal system to hold prisoners for a few days for later questioning, possibly bending regulations to do so. It may be necessary to put some effort into maintaining these relationships, of course. Open violations of the rules of that organization may sour your connections as well, though your knowledge of the system is unchanged.

Suggested Characteristics

Enforcers range from brutish leg-breakers (on either side of the law) to brilliant and indefatigable truth-seekers. They are always expected to follow a set of rules, whether that's a formal legal code or a guildmaster's edicts. Much of the tension in an enforcer's life comes from conflict between their rules and their personal wishes.

d8	Personality Trait
1	You can never plan for too many contingencies.
2	Once I'm on a case, I can't think of anything else until it's resolved.
3	I like to sound clever, so I use a lot of big words... incorrectly, as often as not.
4	My manners are abrasive enough that I do not make many friends.
5	I love to quote legal principles in conversation.
6	My first resort in conflict is browbeating my opponents with threats of legal retribution.
7	I am stoic in the face of every kind of hardship.
8	Gallows humor? Bit redundant, wouldn't you say?

d6	Ideal
1	**Hidebound**. If you can't adhere to our laws and traditions, you must suffer the consequences. (Lawful)
2	**"Efficient."** There's a point, far out there when the structures fail you, and the rules aren't weapons anymore, they're shackles letting the bad guy get ahead. (Chaotic)
3	**Mercy**. Mercy and severity are a sacred balance. (Good)
4	**Power**. When all you have is the law, everyone looks like a criminal. Everyone is guilty of something. (Evil)
5	**Justice**. The rules apply equally to all, from the highest to the lowest. (Lawful)
6	**Loyalty**. With my help, the people I serve will rise above all other competitors. (Any)

d6	Bond
1	I carry a tome of laws and precedents to remind me of my duty.
2	Need for an intellectual challenge draws me on.
3	A criminal escaped me once, and I have hunted them across the years.
4	The law – and I – exist to protect the weak from the strong.
5	I do terrible things so that others do not have to.
6	I accused a powerful person of a crime, and I've been dodging assassins ever since.

d6	Flaw
1	I obey any legitimate authority, even when they might be wrong.
2	When I don't have a puzzle to occupy my thoughts, my boredom turns dangerous.
3	I took the expedient path, and now I'm constantly trying to cover it up... but the web of lies is fragile.
4	I've seen the worst that my city or my race has to offer – only the bottle keeps the demons at bay.
5	Damsels, gentlemen, or other romantic interests in distress cloud my judgment.
6	I will never forgive, nor forget.

Revolutionary

You struggle to overthrow what you see as a corrupt order. Your cause might be a radical, reactionary, nationalist, anarchist, or religious revolution – whatever your aims, you prepare yourself every day to fight and possibly die for the sake of the revolution. This puts you in deadly opposition to the established order and "decent" society. For some revolutionaries, there is an endpoint at which they could set down their banner and live in peace. Many find no peace after their victory, as a result of the compromises that victory requires, and continue the cause of the revolution or come to a messy end at the hands of those they put into power. This is not the life for those who prefer to sleep in comfortable beds – revolutionaries spends many nights on the move or in hiding.

When you choose this background, work with your GM to establish your cause and any network of support you may have.

Skill Proficiencies: Persuasion, Survival
Tool Proficiencies: One musical instrument
Languages: One of your choice
Equipment: 3 vials of alchemist's fire, a set of common clothes, a book or pamphlet explaining your revolutionary cause, a belt pouch containing 10 gp

Cause

What cause have you chosen to spend your life fighting for?

d6	Cause
1	Political representation
2	Society-wide behavioral change (abolition, temperance, etc.)
3	Installing or replacing a ruler or governing body
4	Instituting or dissolving a state religion
5	Improving the standing of a racial, ethnic, or other societal group
6	Protection of nature

Feature: Hardened Against Privation

Long hours and desperate circumstances have been your life and your training, and many nights you've had nothing to feed you but the fire in your belly. You can survive indefinitely on half rations, and can go an additional 3 days without food before suffering noticeable ill effects. When you undertake a forced march, you can march an additional 4 hours before you need to make saving throws to avoid exhaustion.

Suggested Characteristics

Few backgrounds are hero and villain at the same time as starkly as the revolutionary. Many live on the line between liberator and oppressor, especially when they avenge the wrongs that an enemy faction has worked against their supporters. Their zeal and willingness to put their own bodies in the path of harm can make them romantic figures - perhaps posthumously.

d8	Personality Trait
1	I idolize a martyr for the cause, and any mention of them can stir me to action.
2	No matter how hopeless the situation, I keep a cheerful and confident attitude.
3	I plan to live fast and die young, so why not have another bottle of wine, maybe two?
4	I present an embittered, sarcastic facade to the world, but my dedication never wavers.
5	Anyone could be a spy or counter-revolutionary, so I keep secrets from everyone.
6	A pretty face is all it takes to distract me from my revolutionary zeal.
7	I disregard dire risks – this is just the life I have chosen.
8	I always have an inspiring speech prepared for when my comrades falter.

d6	Ideal
1	**Greed**: The revolution sounds great, but who says we can't make some money on the side? (Evil)
2	**Peace**: No matter how the enemies of the revolution persecute us, we must not be the first to offer violence. (Good)
3	**Independence**: My own vision of the revolution is the only one I trust – I'll rebel even against the leadership if they go astray. (Chaotic)
4	**People**: My true devotion is to my friends; the rest of the revolution is incidental. (Neutral)
5	**Honor**: No cause can end in honor if it begins in dishonor. (Lawful)
6	**Glory**: Dying for a noble cause is a kind of immortality. (Any)

d6	Bond
1	I must build a better world for my spouse and children to live in.
2	The revolution is my one chance to win fame, glory, and a better station in life.
3	I fight to take down the corrupt order that unjustly executed my parents.
4	I can never allow an innocent to suffer without doing all I can to aid them.
5	I want to complete the revolution so that I can return to the person I love.
6	A former friend betrayed the cause, and I must bring them to justice.

d6	Flaw
1	I pounce on any sign of an ally's weakening devotion to the cause.
2	I use accusations to draw attention away from my own faults.
3	I hold myself to unattainable moral standards.
4	I blindly trust those who say the right words in support of my revolutionary cause.
5	My hot temper is going to get me in real trouble someday.
6	When things turn bad, the first to flee has the best chance to survive, and I am a survivor.



ARARA LEADS HER FELLOW REVOLUTIONARIES INTO BATTLE AGAINST THE ARUSHI CROWN

Variant Sailor: Explorer

You grew up dreaming of sailing the seas, exploring the far edges of civilization and beyond in search of the unknown. You might have been drawn to a life of sea exploration for the love of discovery or to get rich finding lost treasures. If you decide your career as a sailor has focused on exploration, you can choose the Secret Discovery feature instead of the Ship's Passage feature.

Feature: Secret Discovery

Whatever the reason you became an explorer, your journey brought you to some secret, mythical, far off, or otherwise inaccessible place from which only you returned. Only you know of the existence of this place and its secrets. Work with your GM on the specific details of the location and its people, dangers, treasure and more.

Variant Sailor: Navigator

You are a skilled navigator who has learned to combine your knowledge of cartography, sense of direction and superb sailing skills. Your past experience as a ship's navigator makes you invaluable on any sea voyage.

You are used to keeping a daily log and maintaining charts, maps and navigation tools while on a ship.

If you decide your sailing career involved acting in the role of a navigator, you can replace the Sailor proficiencies and equipment with the variant proficiencies and equipment below.

Skill Proficiencies: Nature, Perception
Tool Proficiencies: Cartographer's tools, navigator's tools, vehicles (water)
Equipment: A set of traveler's clothes, navigator's tools, a detailed chart, and a pouch containing 10 gp



ASTROLABE

If you decide your sailing career involved acting in the role of a navigator, you can choose the By Sun & Stars feature instead of the Ship's Passage feature.

Feature: By Sun & Stars

Your skills as a navigator make you an outstanding ship's pilot, and also provide you with an excellent sense of direction. As long as you have a full view of the sun or moon, you can't become lost.

Variant Sailor: Privateer

While pirates are often seen as fearsome and cruel criminals, the privateer is more often glamorized as a romantic hero. As a privateer your activities are similar to those of a pirate, but you are authorized by a country's government by letters of marque to attack the ships of its enemies. You could be a member of the nobility, a commoner or even a former pirate. What sets you above a pirate is your adherence to the Privateer Code, a set of rules to guide your conduct to be honorable and virtuous.

If you decide your sailing career involved privateering, you can choose the Friendly Shores feature instead of the Ship's Passage feature.

Feature: Friendly Shores

When you are in any settlement that is friendly to the flag you sail under, you are treated as a hero of the high seas. Everyone has heard the stories of your adventures and are inclined to think the best of you. Both nobles and common folk make every effort to accommodate your requests in exchange for news of your adventures, unless you act dishonorably.

Variant Sailor: Ship's Surgeon

Ships rarely have a true doctor onboard and this role is often filled by the cook, carpenter or whoever says yes to the job. In the past, you may have been a physician, surgeon, barber, carpenter or nurse who used non-magical healing to treat your patients and create medicine. For whatever reason you became a ship's surgeon, your past medical experience (or lack of experience) is less important than your ability to focus and stop the bleeding when others panic.

If you decide your sailing career involved acting in the role of a Ship's Surgeon, you can replace the Sailor proficiencies and equipment with the variant proficiencies and equipment below.

Skill Proficiencies: Investigation, Medicine
Tool Proficiencies: Herbalism Kit, vehicles (water)
Equipment: Herbalism kit, small knife, saw, a set of traveler's clothes, and a pouch containing 10 gp

If you decide your sailing career involved acting in the role of a Ship's Surgeon, you can choose the Office Hours feature instead of the Ship's Passage feature.

Feature: Office Hours

As a surgeon, your skills are always in high demand. Establishing a temporary office or healing tent in town for a few hours can result in a free meal, roof over your head, or other assistance.

In addition, common folk make every effort to accommodate your requests in exchange for free medical advice or assistance.

Substitute Bonds

Additional Vodari specific bonds for character backgrounds.

The Campaign Bonds table below can be used with any background that you select or create. Select a bond tailored to a campaign set in *The Seas of Vodari* and replace the bond you selected from (or created for) your background.

Campaign Bonds

d12	Bond
1	I was educated in the arcane arts by a powerful archmage. Now I serve the Arcane Council without question.
2	I serve the Pirate Nation and its Pirate Queen. My loyalty is to myself.
3	I'm a musketeer and my loyalty to the Arushi crown is unwavering.
4	Nothing is more important than expanding the wealth and influence of my Verucian merchant house.
5	The secret library where I studied is the most important place in the world to me.
6	I made a discovery, but have not fully explored it. I must return.
7	As a Knight of Taevara, it is my duty to destroy all enemies of Taeva.
8	I am a member of a secret society.
9	I have vowed to protect nature, even if that means going to extremes.
10	My island will always be home, no matter how far away I travel.
11	I'm the descendant of a famous pirate. I will make my own name.
12	My purpose in life is to serve the four elements and use my gifts to protect any who need help.

Feats

Feats for a swashbuckling and seafaring world.

If you are using the optional feats rule, the following new feats allow your players to further customize their player characters to fit swashbuckling and seafaring campaigns.

Deck Brawler

***Prerequisite**: Sailor Background (includes variants)*

Accustomed to fighting on ships, barges or anything else that floats, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to initiative while standing on anything that is floating on water.
- Climbing doesn't halve your speed.
- You can add your proficiency bonus to any check that involves boarding another sea vessel.

Deep Diver

You have spent years diving to catch fish, hunt pearls, or find treasure. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You have a swim speed equal to your movement.
- You can hold your breath for a number of minutes equal to 1 + your Constitution modifier + your proficiency bonus.
- When you run out of breath or are choking, you can survive for a number of rounds equal to your Constitution modifier + your proficiency bonus.

Firearms Expert

***Prerequisite**: Proficiency with a firearm*

Thanks to extensive training and practice with firearms, you gain the following benefits:

- You load firearms so fast, it seems like they never run out of ammunition. You ignore the loading property of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a pistol with the light property that you are holding.

Nimble

***Prerequisite**: Dexterity 13 or higher*

You are built for speed and are an expert at getting out of the way of an attack. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Add +1 bonus to your AC while you are wearing light or no armor and not wielding a shield.





Chapter V: Equipment

Armor

New and existing armor and shield options to equip seafaring adventurers.

The Armor table provides new and existing armor and shield options that fit a swashbuckling world. Details and costs for the most commonly available armor in Vodari are provided in the table.

Light Armor

Light armor is well suited to swashbuckling and seafaring adventurers. It offers some protection without sacrificing mobility and adding weight.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Heavy Leather Coat. This long, heavy coat is made of reinforced leather and provides protection from the elements and during combat.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

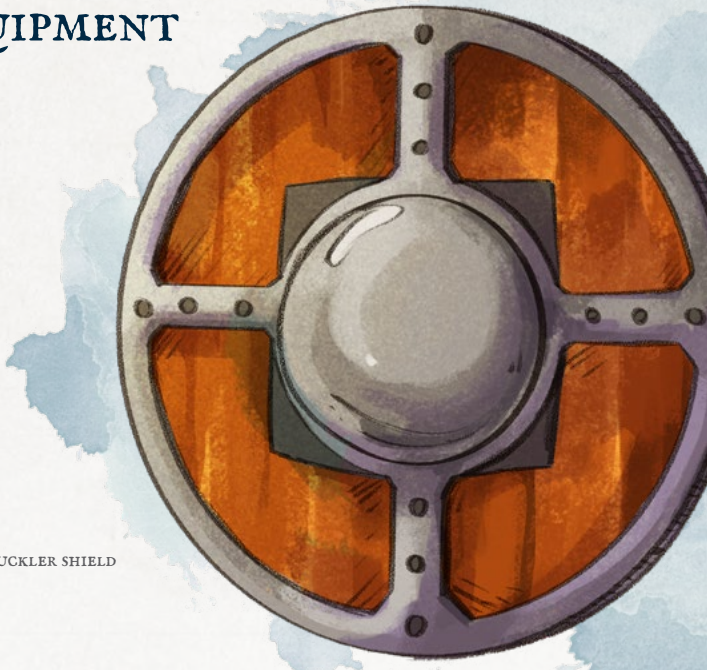
Uniform. Manufactured from tough cloth, it identifies the wearer as a member of a specific military group (such as the musketeers or navy) and signifies rank.

Medium Armor

Medium armor provides a balance between mobility and protection.

Hide. This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes and other people who live far from civilization and lack access to the tools and materials needed to create better armor.

Chain Shirt. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.



BUCKLER SHIELD

Breastplate. This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Armor

Name	Cost	Armor Class (AC)	Str	Stealth	Weight
Light Armor					
Leather	10 gp	11 + Dex modifier	-	-	10 lb.
Uniform	10 gp	11 + Dex modifier	-	-	8 lb.
Studded leather	45 gp	12 + Dex modifier	-	-	13 lb.
Heavy leather coat	50 gp	12 + Dex modifier	-	-	10 lb.
Medium Armor					
Hide	10 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Breastplate	100 gp	14 + Dex modifier (max 2)	-	-	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	40 lb.
Heavy Armor					
Chain mail	75 gp	16		Disadvantage	55 lb.
Plate	1500 gp	18	Str 15	Disadvantage	65 lb.
Shields					
Buckler	4 gp	1	-	-	4 lb.
Shield	10 gp	2	-	-	6 lb.

Heavy Armor

While there is a place for heavily armored warriors on land, seafaring adventurers usually choose light or medium armor to keep mobile and avoid drowning.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Plate. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Shields

Characters can swash and buckle with the smaller buckler as an option. With the widespread use of firearms, using larger shields has become less and less popular.

Buckler. A small metal shield held in a fist grip. This shield is not strapped onto the arm and does not need to be donned or doffed. It can simply be dropped like any held item.

Shield. A shield is made from metal, is round, and is carried in one hand. Wielding a shield increases your Armor Class by 2. It takes 1 action to don or doff a shield.

Weapons

Weapons to arm swashbuckling and seafaring adventurers.

The Weapons table provides new and existing weapon options that fit swashbuckling and seafaring campaigns. The most commonly available weapons found in the port cities around Vodari can be found in this table. In addition, new rules and proficiencies are provided for using flintlock firearms in your game.

Using Firearms

While flintlock firearms cause more damage than crossbows, they have some potential drawbacks. Here are four optional rules and weapon properties for all firearms.

Ammunition. When using flintlock firearms, ammunition is destroyed when fired and you can not collect half of your expended ammunition.

Loud. Firearms are loud. An attack with a flintlock firearm produces a loud boom that travels out from your position. If a creature is within 300 feet of you when you make the attack, that creature has advantage on Wisdom (Perception) checks against you, and you have disadvantage on Dexterity (Stealth) checks, until the start of your next turn.

Misfire. When you roll a natural 1 on an attack roll with a flintlock firearm, it becomes fouled. A fouled firearm can't be used to attack again until you use your action to clean the weapon.

Porous. When a firearm is submerged in water or soaked by a significant quantity of water (such as by a *control water* spell), it become waterlogged. A waterlogged firearm can't be used to make an attack until you use your action to dry the weapon.

Firearms Proficiencies

Flintlock firearms are a common sight in Vodari. Characters in Vodari campaigns gain proficiency with firearms as listed in the Firearms Proficiency table.

Flintlock Firearms & Water

When black powder becomes wet, it can't ignite. Typically, flintlock firearms don't work underwater, but with magic, anything is possible.

Misfires & Gunslingers

Flintlock firearms are more advanced than earlier ranged weapons such as bows or crossbows, but misfires can occur. A flintlock firearm has to be meticulously maintained for the weapon to fire reliably.

If you want to add flintlock misfires to your game, we strongly recommend that gunslinger characters be immune to this mechanic. Gunslingers spend years gaining expertise and mastery with firearms. In addition, they regain bravado points by maintaining their firearms during a rest, keeping their flintlock weapons in peak condition.

Firearms Proficiencies

Class	Proficiencies
Barbarian	Simple firearms, martial firearms
Bard	Simple firearms
Cleric	Simple firearms
Druid	None
Fighter	Simple firearms, martial firearms
Gunslinger	Simple firearms, martial firearms
Monk	Simple firearms
Paladin	Simple firearms, martial firearms
Ranger	Simple firearms, martial firearms
Rogue	Simple firearms
Sorcerer	Simple firearms
Warlock	Simple firearms
Wizard	Simple firearms

Special Weapons

Weapons with special rules are described here.

Axe, Boarding. A boarding axe is similar to a handaxe, but features a spike that allows the weapon to do either slashing or piercing damage. When in hand, a boarding axe grants advantage on Strength (Athletics) checks to scale wooden or other penetrable surfaces, such as ice.

Bayonet. Attaching or removing a bayonet from from a musket is a *Use an Object* action. A bayonet is designed for use while attached to a musket, and counts as an improvised weapon that does 1d4 piercing damage when used by itself.

Blunderbuss. This firearm flares at the muzzle. It can be fired normally using lead balls, or loaded with pellets to make a scattering shot, attacking all creatures within a 15-foot cone. Each creature in the cone must succeed on a Dexterity saving throw equal to 8 + your proficiency + your Dexterity modifier or take 1d6 piercing damage. Using a scatter shot requires one handful of pellet ammunition.

Grenado. Hollow ball of metal or clay fitted with a fuse and filled with black powder (gunpowder). As an action, you can light and throw a grenado at a point up to 30 feet away. Each creature within a 5-foot-radius of an exploding grenado must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much damage on a successful one.

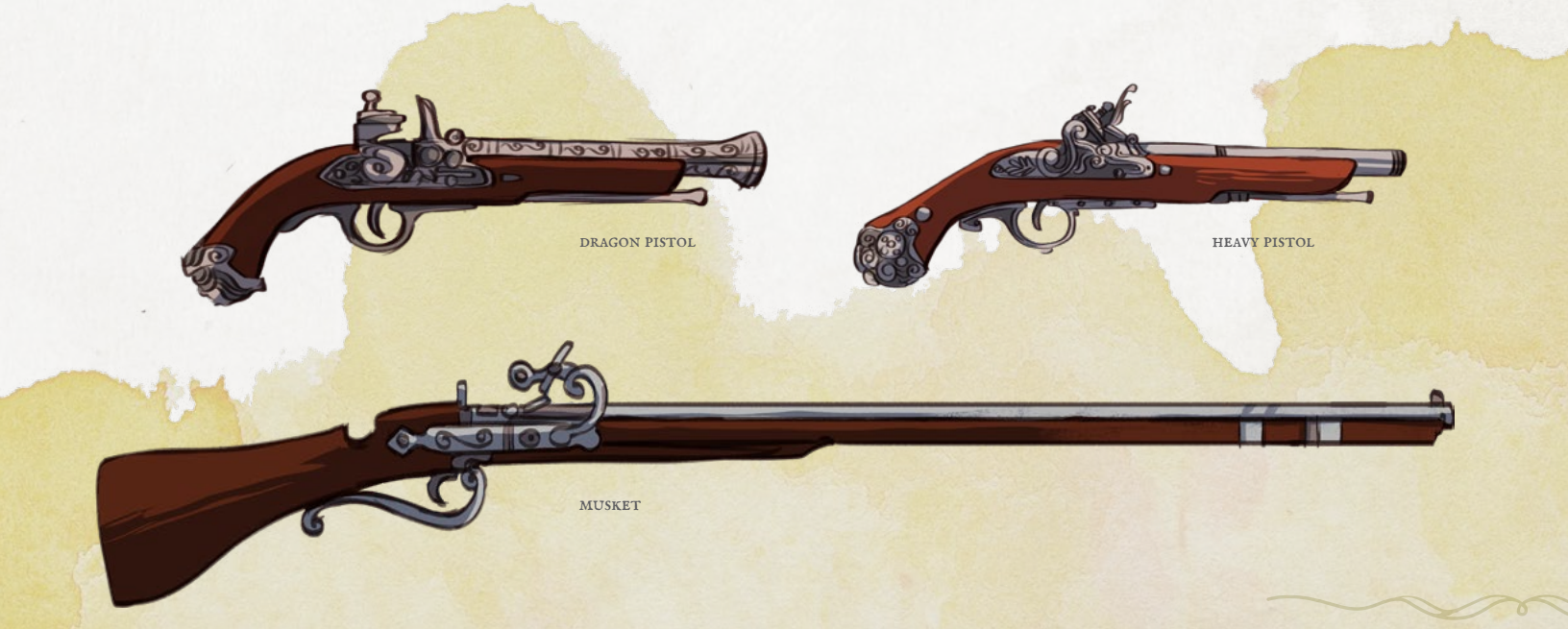
Hook. To attach or remove a hook from the wrist is a *Use an Object* action.

Pistol, Dragon. This firearm flares at the muzzle. It can be fired normally using lead balls, or loaded with pellets to make a scattering shot, attacking all creatures within a 15-foot cone. Each creature in the cone must succeed on a Dexterity saving throw equal to 8 + your proficiency + your Dexterity modifier or take 1d4 piercing damage. Using a scatter shot requires one handful of pellet ammunition.

Stinkpot. Clay jar filled with an alchemical fluid that releases noxious smoke when lit. As an action, you can light and throw a stinkpot at a point up to 30 feet away. Each creature within a 5-foot-radius of the stinkpot must make a DC 12 Constitution saving throw or be poisoned until the start of your next turn.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Belaying pin (club)	2 sp	1d4 bludgeoning	4 lb.	Light
Axe, boarding	5 gp	1d6 slashing	3 lb.	Light, thrown (range 20/60), special
Dirk (dagger)	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Hook	5 gp	1d4 slashing	1 lb.	Light, special
Simple Ranged Weapons				
Grenado	2 gp	-	2 lb.	Special
Stinkpot	1 gp	-	2 lb.	Special
Simple Firearms				
Pistol, light	40 gp	1d8 piercing	3 lb.	Ammunition (range 50/200), light, loading
Martial Melee Weapons				
Bayonet	5 gp	1d6 piercing	2 lb.	Special
Cutlass	20 gp	1d8 slashing	3 lb.	Finesse
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 slashing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Martial Firearms				
Blunderbuss	100 gp	1d10 piercing	10 lb.	Ammunition (range 50/200), loading, two-handed, special
Musket	50 gp	2d6 piercing	12 lb.	Ammunition (range 100/400), loading, two-handed
Pistol, dragon	150 gp	1d6 piercing	5 lb.	Ammunition (range 30/120), loading, special
Pistol, heavy	50 gp	1d10 piercing	6 lb.	Ammunition (range 60/240), loading





CONCERTINA



POWDER HORN

Adventuring Gear

A collection of additional swashbuckling and seafaring related gear and ammunition.

The Adventuring Gear table provides new equipment options that fit swashbuckling and seafaring campaigns. You'll find adventuring gear that is commonly available in the port cities around Vodari listed in the table.

This section describes any items that have special rules or require further explanation.

Astrolabe. Used to determine the date and time (which takes 1 minute) when you can see the sun or stars. At night, you gain advantage on Nature checks related to geography, and Survival checks to navigate in the wilderness or at sea. To use these complex astronomical devices you must be proficient with navigator's tools.

Bandana. Used for sun protection, as a colorful accessory, to collect sweat, or worn under a hat to make it more comfortable.

Canister, Explosive. When fired from a culverin and the target is hit, the target takes normal damage and any creature within 5 feet of the target must make a Dexterity saving throw equal to 8 + your proficiency + your Strength modifier. A creature takes 2d6 fire damage on a failed save, or half damage on a success.

Canister, Flashbang. When fired from a culverin and the target is hit, the target takes normal damage and any creature within 5 feet of the target must make a Constitution saving throw equal to 8 + your proficiency + your Strength modifier. A creature is blinded and deafened on a failed save until the start of your next turn.

Canister, Scattershot. When fired from a culverin and the target is hit, the target takes normal damage and the container breaks open and musket balls spray out. Any creature within 10 feet of the target must make a Dexterity saving throw equal to 8 + your proficiency + your Strength modifier. A creature takes 1d6 bludgeoning damage on a failed save, or half damage on a success.

Cannonball, Small. ¼ lb. of black powder is required to fire a cannonball from a hand cannon.

Compass. A tiny, simple device with a pointer that always points north. All Survival checks made to determine location and direction using a compass are made with Advantage.

Eye Patch. Worn to cover one eye and tied around the head, usually to cover injured or blind eyes. They are also worn to look more intimidating or to keep one eye covered when transitioning from the dim light below decks to the bright sunlight above.

Float Bladder. Emergency flotation device which is formed using a sack of oiled hide filled with air. A float bladder can keep afloat one Medium creature.

Hat, Bicorne. Semicircular hat usually worn by captains and admirals. It is braided and showy, to call out the high rank of its wearer.

Hat, Tricorne. Classic three-cornered hat. It is generally worn by the upper classes and can be both civilian and military garb. They range from a simple leather or felt version to a very fancy silk item with feathers.

Nautical Chart. Nautical charts display settlements, depth of water, the shape of coastlines, currents, tides, and navigational hazards such as reefs. A chart grants advantage on Nature checks related to navigation, to those who are proficient with navigator's tools, when in the area detailed by the chart.

Pocket Watch. A circular device stored in a metal case used to provide the exact time of day, linked to a chain that is stored in a waist pocket of a jacket or vest.

Powder Horn. Container for black powder (gunpowder), usually created from an animal horn. A flask holds enough powder for 40 shots from a firearm and can be refilled with 2 pounds of black powder.

Reed Breathing Tube. The use of a reed tube allows breathing 1-2 feet under the surface in calm waters. Using this device in rough waters is difficult or impossible.

Sextant. Used to determine latitude, a sextant grants advantage on Survival checks made to navigate while above ground at midday or at night. You must be able to clearly see the midday sun or stars to use this device.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Swimming Goggles. Improves visibility underwater, doubling the distance you can see in bright conditions. It provides no improvement while in dim or murky water.

Tattoo. An ink mark placed on the skin for decoration, to indicate group membership, or to provide an arcane focus. The quality, size, and the number of colors used in a tattoo determine its cost. Describe the tattoo to your GM, who sets the price.



COMPASS

GUITAR

Adventuring Gear

Item	Cost	Weight
Ammunition		
Canister, explosive	10 gp	1 lb.
Canister, flashbang	10 gp	1 lb.
Canister, scattershot	5 gp	1 lb.
Cannonball, small	5 sp	1 lb.
Lead balls (20)	1 gp	1 lb.
Pellets (20 handfuls)	2 gp	1 lb.
Powder horn (20)	2 gp	1 lb.
Gunpowder, small keg	20 gp	10 lb.
Astrolabe	100 gp	6 lb.
Bandana	1 sp	-
Compass	100 gp	¼ lb.
Eye Patch	1 sp	-
Float Bladder	1 gp	¼ lb
Hat, Bicorne	2 gp to 5gp	2 lb
Hat, Tricorne	5 sp to 2gp	½ lb. to 1 lb.
Nautical Chart	25 gp	-
Pocket Watch	100 gp	-
Reed Breathing Tube	1 sp	½ lb.
Sextant	100 gp	2 lb.
Spyglass	100 gp	1 lb.
Swimming Goggles	50 gp	¼ lb.
Tattoo	1 to 20 gp	-

Tools

New gaming sets and musical instruments.

The Tools table provides new gaming sets and musical instruments that fit swashbuckling and seafaring campaigns.

This section describes any tools that have special rules or require further explanation.

Castanets. A pair of concave shells joined on one edge by a string that "clack" when hit together. Castanets are often used in conjunction with dancing during a performance.

Concertina. Small and typically polygonal in form. Played by stretching and squeezing between the hands, to work a central bellows that blows air over reeds, with notes being sounded by pressing buttons.

Dice Set, Loaded. These weighted dice are well made and provide you with advantage on checks made for rolling these dice. A successful DC 15 Intelligence (Investigation) check will reveal that these dice are weighted.

Drum. These percussion instruments come in various shapes and sizes. A drum consists of a skin or light metal stretched over a shell or frame. It is struck with the hands, sticks, or a mallet to produce sound.

Fiddle (or Violin). Stringed instrument played with a bow. It has four strings and a body of characteristic rounded shape, narrowed at the middle and with two f-shaped sound holes.

Guitar. Fretted instrument with five or six strings. Played by strumming or plucking the strings with one hand while simultaneously fretting (pressing the strings against the frets) with the other hand.

Hornpipe. Small melody pipe with one or two internal bores, 5 to 8 finger holes and a bell. Traditionally made from animal horn or wood.

Hurdy-gurdy. Fiddle-like stringed instrument. Played by turning a crank to rub a wheel against the strings while selecting notes by pressing a keyboard.

Playing Card Set, Marked. These cards have been expertly bent, colored, or scratched to allow you to know what's on the face of the card by viewing the mark on the back. A successful DC 15 Intelligence (Investigation) check will reveal that these cards are marked.

Tools

Item	Cost	Weight
Gaming Set		
Dice set, loaded	5 gp	-
Playing card set, marked	5 gp	-
Musical Instruments		
Castanets	2 gp	-
Concertina	30 gp	3 lb.
Drum	6 gp	3 lb.
Fiddle	30 gp	1 lb
Guitar	30 gp	6 lb.
Hornpipe	5 gp	3 lb.
Hurdy-gurdy	30 gp	10 lb

Trade Goods

Goods to trade or plunder.

In Vodari, wealth is measured as much in coins and paper as it is in goods and control of the trade routes to move them. Treasure and plunder are as likely to be sacks, crates, and barrels full of trade goods as chests filled with gems and coins. The Trade Goods table shows the value of commonly exchanged goods in Vodari.

Trade Goods

Cost	Goods
5 cp	1 lb. of citrus fruit or 1 lb. of dried fish
2 sp	1 lb. of dried meat or 1 lb. of softwood
5 sp	1 lb. of sugar or 1 lb. of hardwood
1 gp	1 lb. of tobacco
2 gp	1 lb. of dye or 1 lb. of tea
4 gp	1 lb. of nutmeg or 1 lb. of coffee
5 gp	1 barrel of ale, 1 lb. of cocoa, or 1 barrel of wine
10 gp	1 lb. of vanilla or 1 sq. yd. of fur
50 gp	1 barrel of rum
100 gp	1 barrel of aged whiskey or 1 barrel of fine wine



COLLECTION OF TRADE GOODS

Trinkets

When creating a character, you can roll once on the Trinkets table to gain an interesting item to help you with creating your character's backstory.

Trinkets

d100	Trinket
1-2	A velvet bag containing a dozen shark teeth.
3-4	A torn flag of a sunken ship.
5-6	A dolphin carved from coral.
7-8	An hourglass that uses water to tell the time instead of sand.
9-10	An invitation to an upcoming event.
11-12	A seashell that glows dimly in the dark.
13-14	A twenty-sided die made of ivory that only rolls ones.
15-16	A tooth from a sea monster.
17-18	A small sea conch, through which can be heard quiet singing.
19-20	A wooden prosthetic nose with leather cord.
21-22	A vial filled with the ashes of an infamous pirate.
23-24	A small glass bottle filled with black sand.
25-26	A statuette of a seahorse carved from driftwood.
27-28	A silver hand mirror which displays the visage of a ghostly elf instead of your reflection.
29-30	A small silver figurine of a sea turtle.
31-32	A small notebook full of drawings of coral spired undersea cities.
33-34	A brass miniature of a ship trapped in giant tentacles.
35-36	A silver coin of unknown origin that always finds its way back into your pocket.
37-38	A lava stone that is always warm to the touch.
39-40	A small vial of pink sand that shimmers in sunlight.
41-42	A black pearl that reflects no light and casts no shade.
43-44	A ring that lightly glows at high tide.
45-46	A small glass jar full of water that has a tiny swimming fish sealed inside.
47-48	A carved marble fish that floats and comes to life when put into water.
49-50	A flask full of rum that refills when there is a full moon.
51-52	A small shell that is warm to the touch.
53-54	A parrot feather that squawks a phrase when held up to your ear.
55-56	A brass figurine of a crab that tries to pinch anything that picks it up.
57-58	An eye patch that you can see through when worn.
59-60	A doll made in your likeness, wearing a miniature version of your clothing
61-62	A toucan feather that falls very slowly when dropped.
63-64	A small glass vial with a petrified worm in it that always glows purple.
65-66	A red gemstone shaped like half of a heart.
67-68	A tiny mechanical fish that can swim.
69-70	A glass orb full of water and a blue liquid, which forms into a serpent when shaken.
71-72	A copper wire that glows dimly when a storm is nearby.
73-74	A broken compass that points north only when sung to.
75-76	A ring carved with a kraken insignia.
77-78	A mermaid figurine made of tin.
79-80	A signet ring of a noble house.
81-82	A sandstone statuette of a sea dragon.
83-84	A beige jar filled with a clear gel without a label.
85-86	A small book of sea shanties.
87-88	A gold coin with a skull on each face.
89-90	A compass that chooses a random direction to point in each sunrise.
91-92	An iron key with a head made of twisted tentacles.
93-94	A vial of tree sap from a soulwood tree.
95-96	A wooden leg that has been hollowed out so it can be filled with liquid.
97-98	An engagement ring with an engraving inside.
99-100	A sea shell with a strange symbol carved into it.





Chapter VI: Ships & Cannons

Sample Ships

Fill the seas of your world with seaworthy vessels using these templates.

This section provides templates for some of the most common ships found on *The Seas of Vodari*. Use these stats as building blocks to create unique ships that become characters in your adventures, with every voyage and battle further developing their histories. You'll find a quick overview of the ships in this section, along with their cost and speed in the Sample Ships table.

Sample Ships

Ship	Cost	Speed
Brigantine	20,000 gp	6 mph
Canoe	50 gp	3 mph
Elven Warship	40,000 gp	7 mph
Galleon	50,000 gp	4 mph
Ironclad	40,000 gp	4 mph
Longboat	100 gp	3 mph
Sloop	10,000 gp	6 mph
Submersible	50,000 gp	3 mph
Waveskipper	50 gp	9 mph

Adding Ships & Cannons to Your World

You should consider the following information when adding ships into your world from this chapter:

Rowed Vessels. Canoes, longboats, and other rowed vessels are mostly used to travel from larger ships to shore or on inland waterways. In some cases, larger ships carry oars as an optional means of propulsion, such as ironclads.

Currents. If traveling with a current, add the speed of the current to the speed of the vehicle. If traveling against the current, subtract it instead.

Firing Cannons. Cannons are usually split evenly on the port and starboard sides of the ship. Only cannons on a side facing a target can be fired. In nearly all cases, a ship can only fire half of its cannons at a single target.

Brigantine

Brigantines are swift and maneuverable two-masted ships. These ships have a single gun deck and aren't built to carry substantial cargo or troops. They are popular with both navies and pirates in Vodari.

A brigantine has the following features:

Ceilings. The ceilings on the brigantine's lower deck are 8 feet high.
Chests. Storage chests on the ship are made of wood and have AC 15, 10 hit points, and immunity to poison and psychic damage.
Doors. The ship's doors are made of wood and have AC 15, 9 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 15 Strength (Athletics) check.
Light. Hanging lanterns cast bright light throughout the ship.
Railing. The upper decks of the ship have a 3-foot-high rail around the perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures while behind it.
Rigging. Rigging on the ship can be climbed without an ability check.
Sails. The ship has two 70-foot-tall masts with sails to catch the wind.

Example Crew

A brigantine requires a crew of twenty-eight to properly sail the vessel, and has the capacity to carry additional passengers. If characters are guests on a brigantine, the crew consists of the following creatures:

- One captain (**sea captain**)
- Five officers: first mate, bosun, quartermaster, surgeon, cook (**nobles**)
- Twenty-two **sailors**

1. Forecastle

The forward upper deck contains the capstan used to raise and lower the anchor and provides a raised section for firing muskets. The forecastle also has the following features:

Figurehead. Brigantines have an iron figurehead attached at the front of their forecastle, usually shaped like a warrior or sea creature. This figurehead serves as the ship's naval ram.

2. Sterncastle

The rear upper deck contains the helm and provides a raised section for firing muskets.

3. Bow Storage

This area is used for storage or living quarters. If used for living quarters, it is filled with hammocks used by off-duty officers or crew for sleep.

4. Main Deck

The main deck has the following features:

Hatch. A covered 10-foot long by 8-foot wide opening that leads to the gun deck (area 7).
Longboats. Two longboats are stacked on top of each other on this deck. Ropes and pulleys can hoist these boats in and out of the water.

5. Captain's Quarters

This area is occupied by the captain and includes a bed and large desk for writing and reading maps. A chest can be found under the bed containing the captain's belongings.

6. Sleeping Quarters

This area is filled with hammocks used by off-duty crew for sleep.

7. Gun Deck

The gun deck has the following features:

Cannons. Twelve **8-pound cannons** (see the Cannons section of this chapter) are found on this deck. Each weapon has 10 cannonballs and a half-barrel of gunpowder stacked and secured near it.
Hatch. A covered 10-foot long by 8-foot wide opening leads to the lower hold (area 9).

Brigantine

Gargantuan vehicle (85 ft. by 25ft.)

Creature Capacity 28 crew, 14 passengers
Cargo Capacity 50 tons
Travel Pace 6 miles per hour (144 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the brigantine can take 3 actions, choosing from the options below. It can take 2 actions if it has fewer than fourteen crew, and 1 action if it has fewer than seven crew. It can't take these actions if it has fewer than three crew.

Fire Cannons. The brigantine can fire its cannons. The brigantine can only fire its cannons once per turn.
Move. The ship can use its helm to move with its sails.

Hull

Armor Class 15
Hit Points 260 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the brigantine can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Locomotion (water) sails, speed 55 ft.; 15 ft. while sailing into the wind; 70 ft. while sailing with the wind

Weapon: 8-Pound Cannon (12)

Armor Class 17
Hit Points 45

Ranged Weapon Attack: +6 to hit, range 400/1600 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

Canoe

Huge vehicle (15 ft. by 5 ft.)

Creature Capacity 2 crew, 2 passengers
Cargo Capacity 0.25 tons
Travel Pace 3 miles per hour (24 miles per day)

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the canoe can take the move action below. It can't take this action if it has no crew.

Move. The canoe can move using its paddles.

Hull

Armor Class 11
Hit Points 40

Control and Movement: Paddles

Armor Class 12
Hit Points 20
Speed (water) 15 ft.

Move up to the ship's speed, with one 90-degree turn. Without paddles, the canoe's speed is 0.

8. Galley / Mess Hall

This multi-use area contains a galley for food preparation and cooking. It also acts as a mess hall for eating meals and socializing while off-duty.

9. Lower Hold

The flexible area can be used to hold cargo or house passengers and crew.

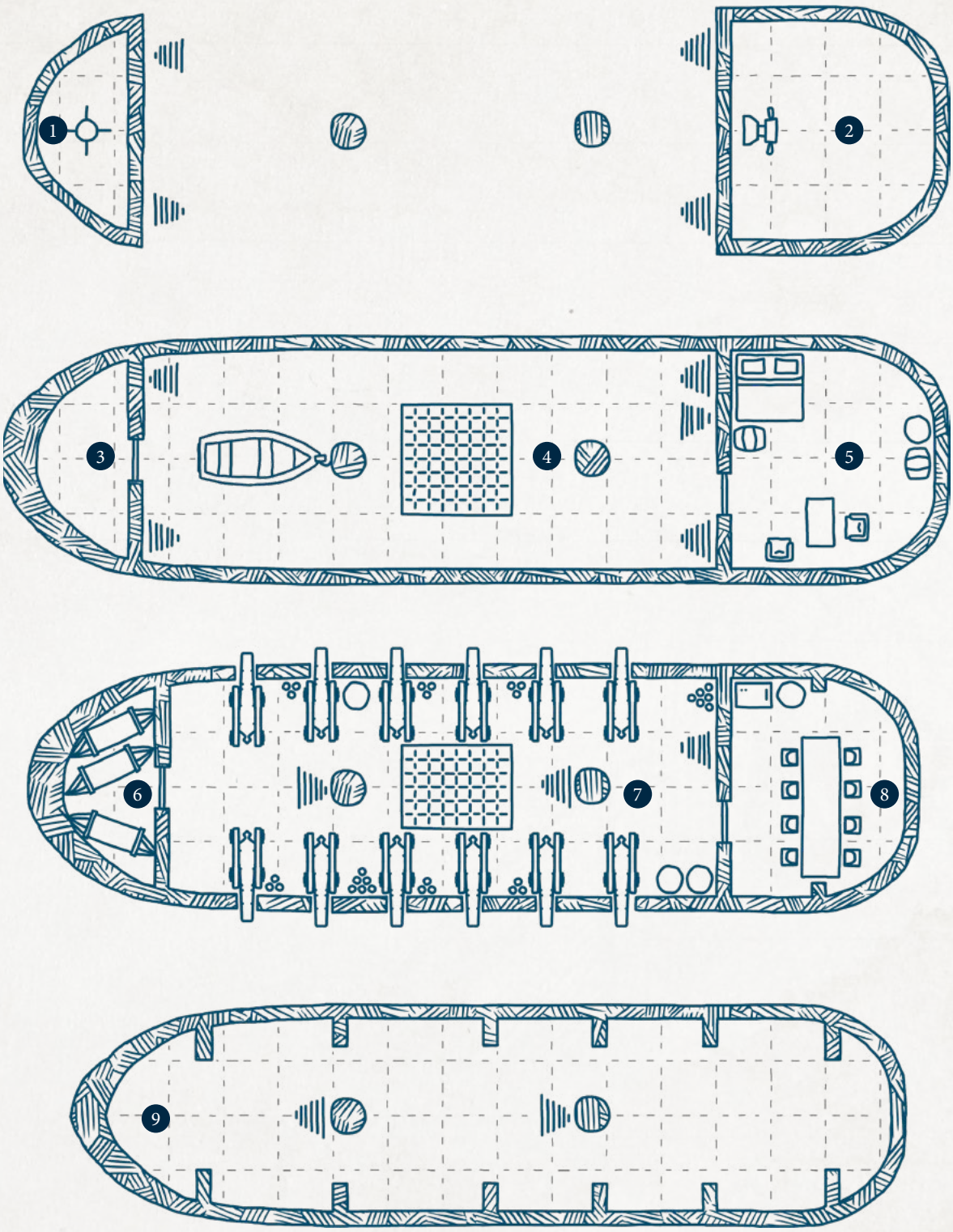
Canoe

A canoe is small, lightweight, and narrow boat typically used to overtake much larger vessels or travel up rivers and streams. A canoe is pointed at both ends, open on top, and propelled by two paddles. Canoes weigh 50 pounds and are easily carried overland.



CANOE

Brigantine


1
2
3
4
5
6
7
8
9
Key
BEDS
CHAIRS
BARRELS
CANNONS
MAST
CANNON-BALLS
STAIRS

Elven Warship

Elven warships are three-masted, multi-deck ships that make up the core of the Silvaran fleet. These sleek ships are known for their white hulls and green sails. The typical elven warship carries dozens of archers and is equipped with arcane cannons and silk sails with wooden battens.

An elven warship has the following features:

Ceilings. The ceilings on the lower deck are 8 feet high.
Chests. Storage chests are made of wood and have AC 15, 10 hit points, and immunity to poison and psychic damage.
Doors. Doors are made of wood and have AC 15, 9 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity (thieves' tools) check made using thieves' tools, or the door can be forced open with a successful DC 15 Strength (Athletics) check.
Light. *Moonglow lanterns* (see the Ship Upgrades section of this chapter) cast bright light throughout the ship.
Railing. The upper decks have a 3-foot-high rail around the perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.
Rigging. Rigging on the ship can be climbed without an ability check.
Sails. The ship has three 75-foot-tall masts with *windchaser sails* (see the Ship Upgrades section of this chapter).

Example Crew

An elven warship requires a crew of forty to properly sail the vessel, and has the capacity to carry additional passengers. If characters are guests on an elven warship, the crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One elven captain (sea **captain**)
- Five elven officers: first mate, bosun, quartermaster, surgeon, cook (**nobles**)
- Two elven ship's **mages**
- Thirty-five elven **sailors**

1. Forecastle

The forward upper deck which provides a raised section for archers to fire from.

2. Sterncastle

The rear upper deck contains the helm and the capstan used to raise and lower the anchor. It also provides a raised section for archers to fire from.

3. Bow Storage

This area is used for storage of cargo and equipment.

4. Main Deck

The main deck has the following features:

Hatch. A covered 10-foot long by 8-foot wide opening leads to the gun deck (area 7).
Longboat. Two longboats are stacked on this deck. Ropes and pulleys can hoist these boats in and out of the water.

5. Captain's Quarters

The great cabin occupied by the captain, which includes a large desk for writing and reading maps and a comfortable chair for relaxing.

Elven Warship

Gargantuan vehicle (90 ft. by 20 ft.)

Creature Capacity 40 crew, 20 passengers
Cargo Capacity 200 tons
Travel Pace 7 miles per hour (168 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	18 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the warship can take 3 actions, choosing from the options below. It can take 2 actions if it has fewer than twenty crew, and 1 action if it has fewer than ten crew. It can't take these actions if it has fewer than three crew.

Fire Arcane Cannons. The warship can fire its arcane cannons.
Move. The warship can use its helm to move with its sails.

Hull

Armor Class 15
Hit Points 450 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the elven warship can't turn.

Movement: Sails

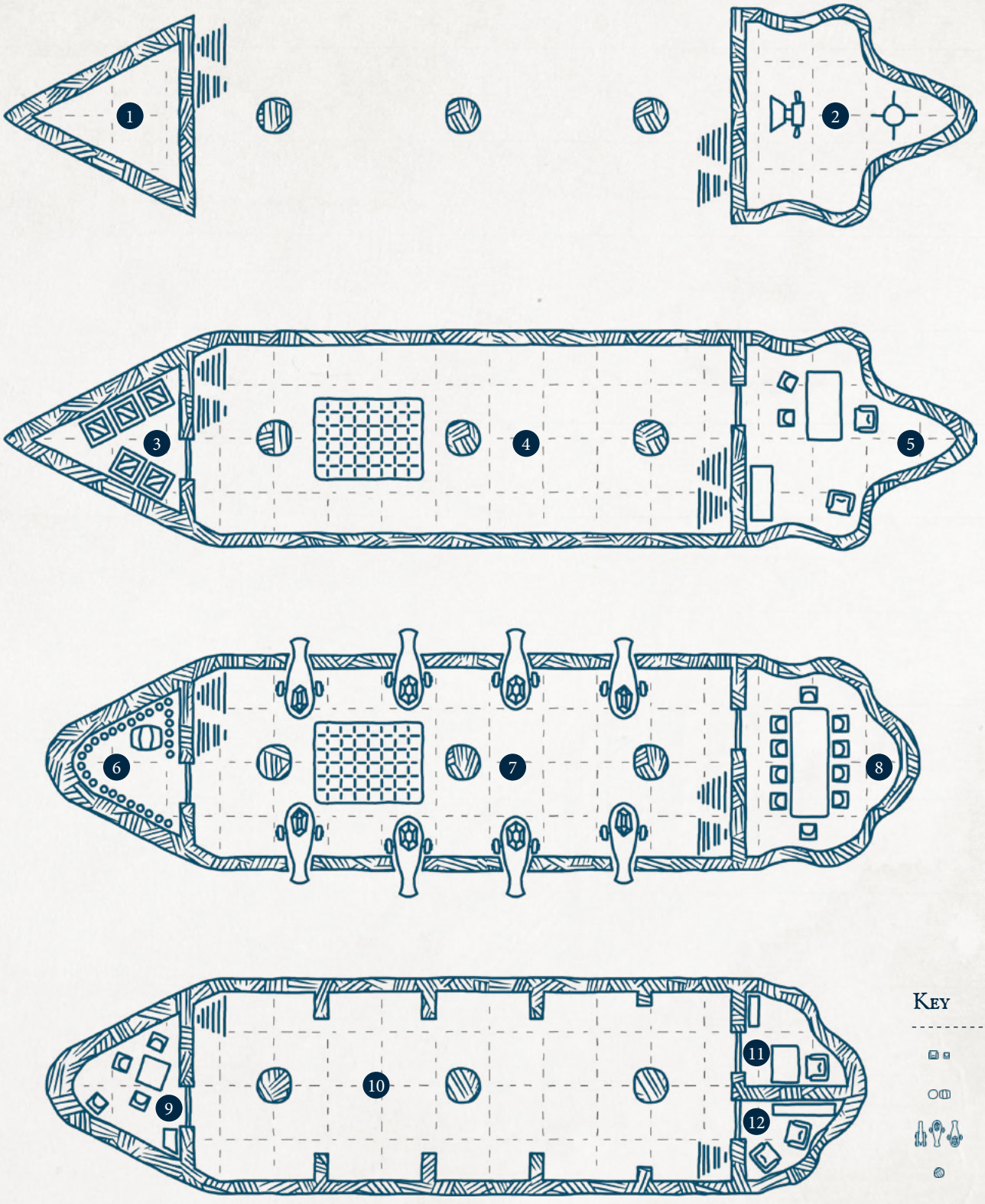
Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Locomotion (water) magic sails, speed 65 ft.; 15 ft. while sailing into the wind; 80 ft. while sailing with the wind

Weapon: Arcane Cannon (8)

Armor Class 19
Hit Points 50

Ranged Weapon Attack: +7 to hit, range 500/2000 ft., one target. *Hit*: 28 (5d10 + 1) force damage.

Elven Warship



6. Armory / Magazine

This area is used for the storage of weapons and ammunition.

7. Gun Deck

The gun deck of the ship has the following features:

Arcane Cannons. Eight 12-pound *arcane cannons* (see the Ship Upgrades section of this chapter) are found on this deck. See the Ship Upgrades section of this chapter.

Hatch. A covered 10-foot-long by 8-foot-wide opening leads to the gun deck (area 9).

8. Mess Hall

This multi-use area contains a galley for food preparation and cooking. It also acts as a mess hall for eating meals, socializing while off-duty, and officer meetings.

9. Crew's Lounge

A shared cabin used by the crew for quiet relaxation while off-duty. This area contains comfortable seating for elves to rest in while meditating. The walls of a crew's lounge are covered in forest murals.

10. Lower Hold

The flexible area can be used to hold cargo or house passengers and crew.

11. Surgeon's Cabin

Cabin occupied by the surgeon which includes an examination table. A chest in this area contains an herbalism kit and five healer's kits.

12. Officers' Lounge

A shared cabin used by the officers for quiet relaxation while off-duty. This area contains comfortable seating for elves to rest in while meditating. In addition, an officer's lounge has a table with a chess set, a small library, and walls covered in forest murals.

Galleon

Galleons are massive, three-masted, multi-decked ships used as armed cargo carriers and gunships. These ships are slower and are usually escorted by brigantines.

A galleon has the following features:

Ceilings. The ceilings on the lower deck are 8 feet high.

Chests. Storage chests on the ship are made of wood and have AC 15, 10 hit points, and immunity to poison and psychic damage.

Doors. The ship's doors are made of wood and have AC 15, 9 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 15 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Railing. The upper decks all have a 3-foot-high rail around the perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The ship has three masts (110-foot-tall fore-mast, 100-foot-tall mainmast, and 70-foot-tall rear mast), all with sails to catch the wind.

Galleon

Gargantuan vehicle (140 ft. by 30 ft.)

Creature Capacity 80 crew, 80 passengers
Cargo Capacity 1000 tons
Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	22 (+6)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the galleon can take 3 actions, choosing from the options below. It can take 2 actions if it has fewer than thirty crew, and 1 action if it has fewer than fifteen crew. It can't take these actions if it has fewer than five crew.

Fire Cannons. As an action, the ship can fire its **12-pound cannons** or its **24-pound cannons**. The galleon can only fire each set of cannons once per turn.

Move. The galleon can use its helm to move with its sails.

Hull

Armor Class 15
Hit Points 1000 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the galleon can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Locomotion (water) sails, speed 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Weapon: 12-Pound Cannons (18)

Armor Class 17
Hit Points 45

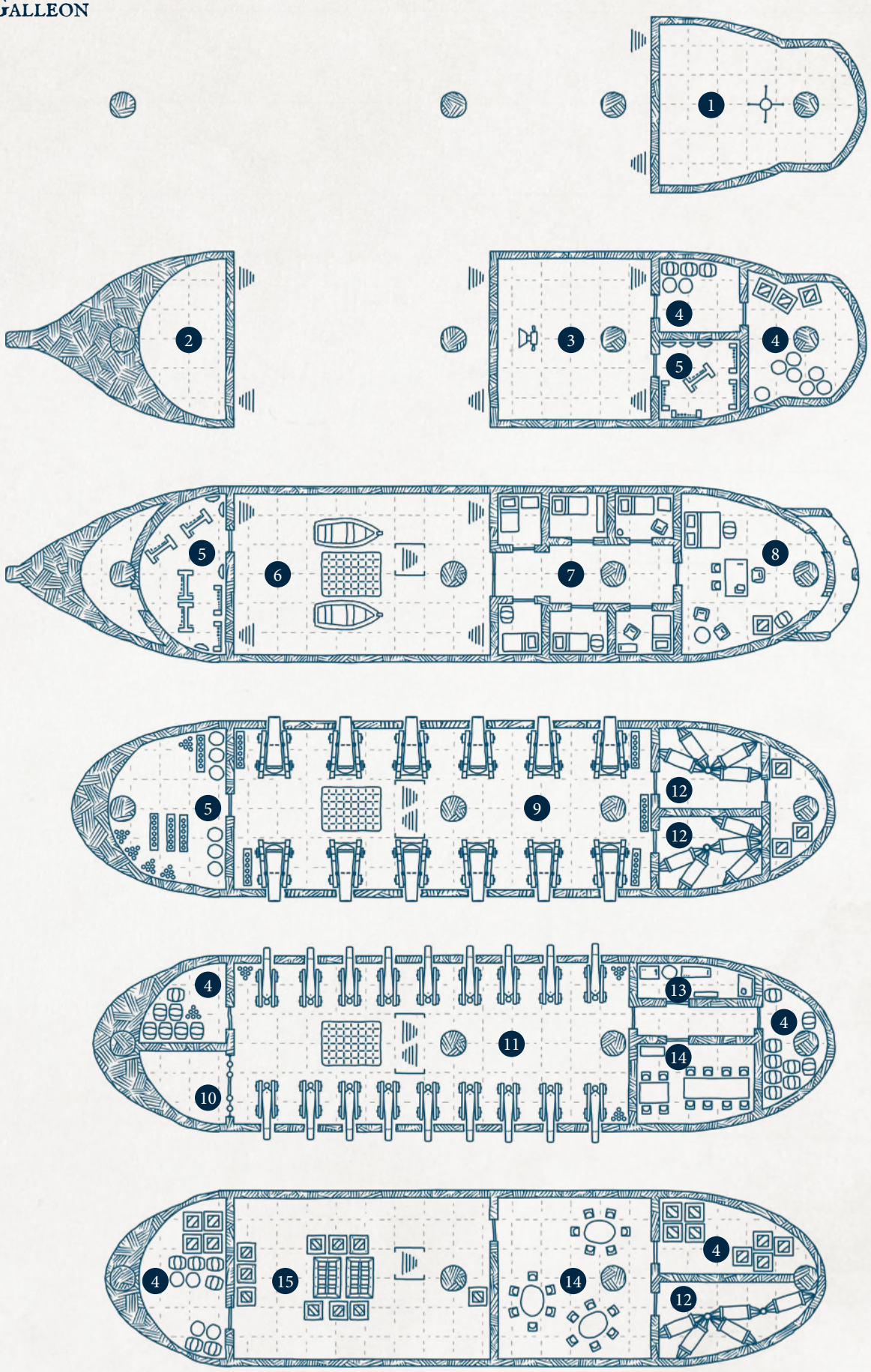
Ranged Weapon Attack: +6 to hit, range 400/1600 ft., one target. *Hit*: 27 (5d10) bludgeoning damage.

Weapon: 24-Pound Cannons (12)

Armor Class 17
Hit Points 75

Ranged Weapon Attack: +6 to hit, range 600/2400 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

Galleon



Key

- Beds
- Chairs
- Barrels
- Cannons
- Mast
- Cannon-balls
- Stairs
- Cargo
- Catapult

Example Crew

A galleon requires a crew of eighty to properly sail the vessel and has the capacity to carry additional passengers. If characters are guests on a galleon, the crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One captain (sea **captain**)
- Five officers: first mate, bosun, quartermaster, surgeon, cook (**nobles**)
- Seventy-four **sailors**

1. Sterncastle

The rear upper deck provides a raised section for observation and firing muskets.

2. Forecastle

The fore upper deck contains the capstan used to raise and lower the anchor and provides a raised section for firing muskets. The forecastle also has the following features:

Figurehead. Galleons have an iron figurehead attached at the front of their forecastle, usually shaped like a warrior or sea creature. This figurehead serves as the ship's naval ram.

3. Quarterdeck

The quarterdeck sits behind the main sail and contains the helm.

4. Storage

This area is used for storage of cargo or equipment.

5. Armory / Magazine

This area is used for the storage of weapons, gunpowder, and ammunition.

6. Main Deck

The main deck has the following features:

Hatch. A covered 10-foot long by 8-foot wide opening leads to the gun deck (area 8).

Longboats. Four longboats are stacked on this deck. Ropes and pulleys can hoist these boats in and out of the water.

7. Officers & Guest Quarters

Cabins occupied by officers or guests, which includes a bed and large desk for writing and reading maps. A chest under the bed contains the occupants' belongings.

8. Captain's Quarters

This area is occupied by the captain, and includes a bed and large desk for writing and reading maps. A chest under the bed contains the captain's belongings. The cabin has a door which leads to a balcony.

9. Upper Gun Deck

The upper gun deck of the ship has the following features:

Cannons. Twelve **24-pound cannons** (see the Cannons section of this chapter) are found on this deck. Each weapon has 10 cannonballs and a half-barrel of gunpowder stacked and secured near it.

Hatch. A covered 10-foot-long by 8-foot-wide opening leads to the lower gun deck (area 11).

10. Brig

This area acts as the jail of the ship. The front wall and door are made from vertical metal bars spaced 5 inches apart. The bars are made of iron and have AC 19, 18 hit points, and immunity to poison and psychic damage. The door's lock can be picked with a successful DC 20 Dexterity check made using thieves' tools, or the iron bars can be forced open with a successful DC 25 Strength (Athletics) check.

11. Lower Gun Deck

The lower gun deck of the ship has the following features:

Cannons. Sixteen **12-pound cannons** (see the Cannons section of this chapter)are found on this deck. Each weapon has 10 cannonballs and a half-barrel of gunpowder stacked and secured near it.

Hatch. A covered 10-foot long by 8-foot wide opening leads to the lower hold (area 15).

12. Sleeping Quarters

This area is filled with hammocks where off-duty crew can sleep.

13. Galley

The galley is used for food preparation and cooking.

14. Mess Hall

The mess hall is used for eating meals and socializing while off-duty.

15. Lower Hold

The flexible area can be used to hold cargo or house passengers and crew.

Ironclad

Ironclads are dwarven-built warships with three masts, mangonels on the top decks, and a single gun deck full of heavy cannons. These ships can rely on sails or rowing crews for movement. The heavy iron hull of these ships makes them floating fortresses, but slower than other warships.

An ironclad has the following features:

Ceilings. The ceilings on the ironclad's lower deck are 8 feet high.

Chests. Storage chests on the ship are made of wood and have AC 15, 10 hit points, and immunity to poison and psychic damage.

Doors. The ironclad's doors are made of iron and have AC 19, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Railing. The upper decks all have a 3-foot-high rail around the perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The ship has three 85-foot-tall masts with sails to catch the wind.

Example Ironclad Crew

An ironclad requires a crew of forty to properly sail or row the vessel and has the capacity to carry additional passengers. If characters are guests on an ironclad, the crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One captain (dwarf **veteran**)
- Five officers: first mate, bosun, quartermaster, surgeon, cook (dwarf **veterans**)
- Thirty-four dwarf **sailors**

1. Forecastle

The forward upper deck provides a raised section for musket fire and has the following features:

Figurehead. Ironclads have an iron figurehead attached at the front of their forecastle, shaped like a dragon, boar, ram, or any powerful other creature. This figurehead serves as the ship's naval ram.

Mangonel. Two *thunderstone mangonels* (see the Ship Upgrades section of this chapter) are attached to the forecastle's deck. Each weapon has 10 mangonel stones stacked and secured near it.

2. Sterncastle

The rear upper deck contains the helm, the capstan used to raise and lower the anchor, and has the following features:

Mangonel. One *thunderstone mangonel* (see the Ship Upgrades section of this chapter) attached to the sterncastle's deck. The weapon has 10 mangonel stones stacked and secured near it.

3. Armory / Magazine

This area is used for the storage of weapons, gunpowder, and ammunition.

4. Main Deck

The main deck has the following features:

Hatch. A covered 10-foot long by 8-foot wide opening leads to the gun deck (area 8).

Longboat. Two longboats are stacked on top of each other on this deck. Ropes and pulleys can hoist these boats in and out of the water.

5. Captain's Quarters

This area is occupied by the captain which includes a bed and large desk for writing and reading maps. A chest can be found under the bed containing the captain's belongings.

6. Officers's Quarters

Cabins occupied by officers which includes a bed and large desk for writing and reading maps. A chest can be found under the bed containing the officers belongings.

7. Bow Storage

This area is used for storage or living quarters. If used for living quarters, it will be filled with hammocks used by off-duty crew for sleep.

8. Gun Deck

The gun deck of the ship has the following features:

Cannons. Twelve **24-pound cannons** (see the Cannons section of this chapter) are found on this deck. Each weapon has 10 cannonballs and a half-barrel of gunpowder stacked and secured near it.

Ironclad

Gargantuan vehicle (120 ft. by 30 ft.)

Creature Capacity 40 crew, 20 passengers
Cargo Capacity 250 tons
Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the ironclad can take 3 actions, choosing from the options below. It can take 2 actions if it has fewer than thirty crew, and 1 action if it has fewer than fifteen crew. It can't take these actions if it has fewer than three crew.

Fire Cannons. The ironclad can fire its **24-pound cannons**. The ship can only fire its cannons once per turn.
Fire Mangonels. The ironclad can fire its magonels (*DMG*, ch. 8).
Move. The ironclad can use its helm to move with its oars or sails. As part of this move, it can use its iron ram.

Hull

Armor Class 18
Hit Points 500 (damage threshold 20)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the ironclad can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Locomotion (water) sails, speed 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Movement: Oars

Armor Class 12
Hit Points 100; –5 ft. speed per 20 damage taken
Speed (water) 20 ft. (requires at least 20 crew)

Weapon: Thunderstone Mangonel (3)

Armor Class 15
Hit Points 100 each

Ranged Weapon Attack: +6 to hit, range 200/800 ft., (can't hit targets within 60 ft. of it), one target. *Hit*: 28 (5d10+1) thunder damage.

Weapon: 24-Pound Cannons (12)

Armor Class 17
Hit Points 75 each

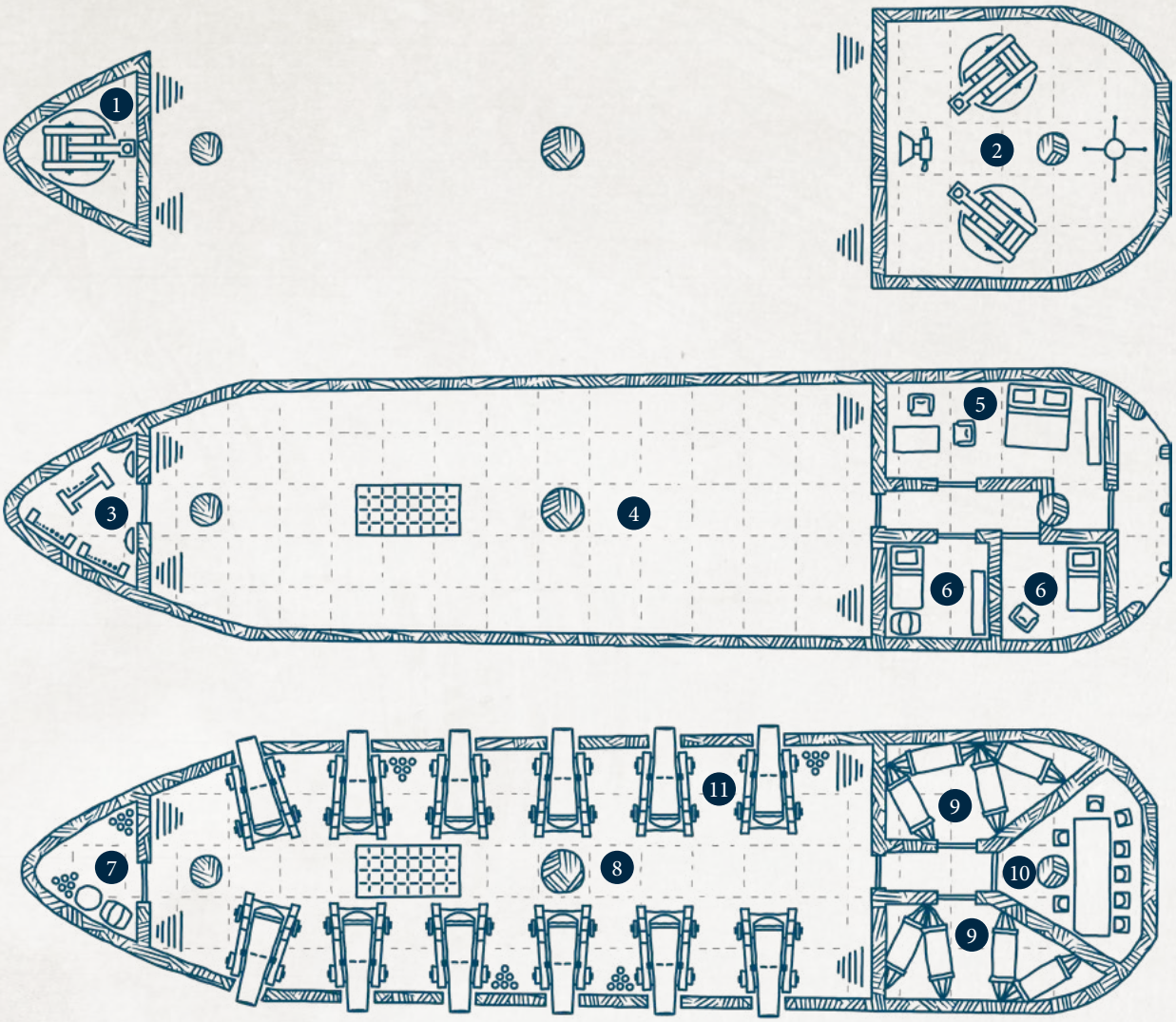
Ranged Weapon Attack: +6 to hit, range 600/2400 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

Iron Ram

Armor Class 19
Hit Points 100 (damage threshold 10)

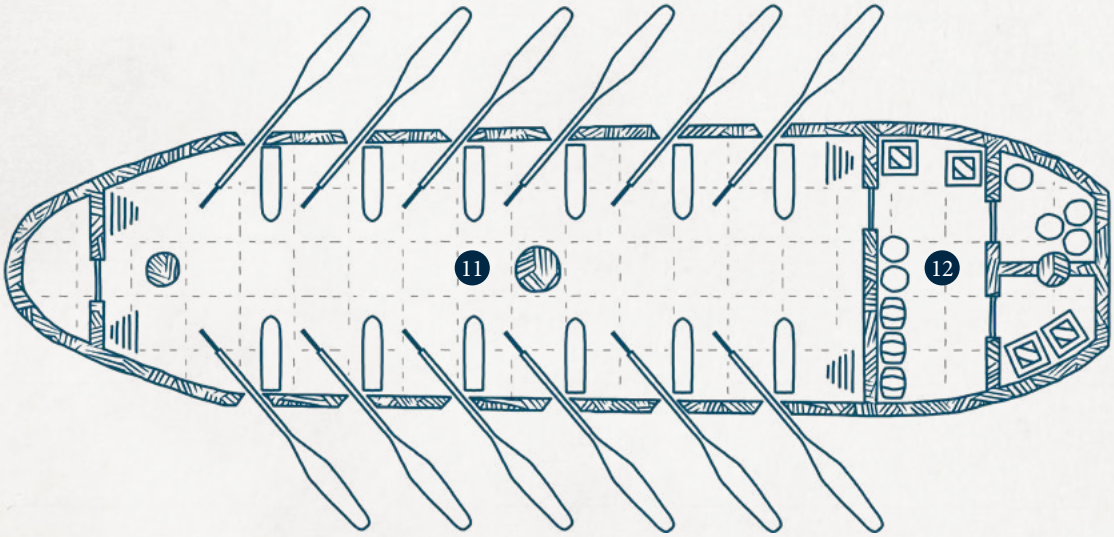
The ironclad has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the iron ram rather than to the ship. These benefits don't apply if another vessel crashes into the ironclad.

Ironclad



Key





Hatch. A covered 10-foot long by 8-foot wide opening leads to the gun deck (area 12).

9. Sleeping Quarters

This area is filled with hammocks used by off-duty crew for sleep.

10. Galley / Mess Hall

This multi-use area contains a galley for food preparation and cooking. It also acts as a mess hall for eating meals and socializing while off-duty.

11. Lower Hold Oar Deck

This area contains twelve benches built into the deck used by crew members to row, each with a 12-foot oar. Six spare oars can be found secured to the walls.

Longboat

Huge vehicle (15 ft. by 5 ft.)

Creature Capacity 4 crew, 4 passengers
Cargo Capacity ½ ton
Travel Pace 3 miles per hour (24 miles per day)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	11 (+0)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the longboat can take the move action below. It can't take this action if it has no crew.

Move. The longboat can move using its oars.

Hull

Armor Class 11
Hit Points 100

Control and Movement: Oars

Armor Class 12
Hit Points 50
Speed (water) 15 ft.

Move up to the ship's speed, with one 90-degree turn. Without oars, the longboat's speed is 0.



LONGBOAT

12. Lower Hold Storage

This area is used for storage or living quarters. If used for living quarters, it will be filled with hammocks used by off-duty crew for sleep.

Longboat

Longboats are carried aboard larger ships. They are used to move large loads such as anchors, chains, or ropes to and from shore. Pirates use the boats to transport the bulk of heavier treasures. They are also used as troop transports for coastal raids.

Sloop

Sloops are single-masted ships known for being fast, agile, and having a shallow draft. These ships are excellent at chasing, running, and hiding in shallow coves. These features make the sloop a popular choice with pirates, smugglers, and even some merchants.

A sloop has the following features:

Ceilings. The ceilings on the sloop's lower deck are 7 feet high.
Chests. Storage chests on the sloop are made of wood and have AC 15, 10 hit points, and immunity to poison and psychic damage.
Doors. The sloop's doors are made of wood and have AC 15, 9 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 15 Strength (Athletics) check.
Light. Hanging lanterns cast bright light throughout the sloop.
Rigging. Rigging on the ship can be climbed without an ability check.
Sails. The sloop has one 50-foot-tall mast with sails to catch the wind.

Example Crew

A sloop requires a crew of fifteen to properly sail the vessel and has the capacity to carry additional passengers. If characters are guests on a sloop, the crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One captain (sea **captain**)
- Five officers: first mate, bosun, quartermaster, surgeon, cook (**nobles**)
- Nine **sailors**

1. Forecastle

The forward upper deck of the sail ship contains the capstan used to raise and lower the anchor and provides a raised section for firing muskets.

2. Sterncastle

The rear upper deck of the ship contains the helm and provides a raised section for firing muskets.

3. Sleeping Quarters

This area is filled with hammocks where off-duty crew can sleep.

4. Main Deck

The main deck of the ship has the following features:

Hatch. A covered 8-foot-square opening leads to the gun deck (area 7).

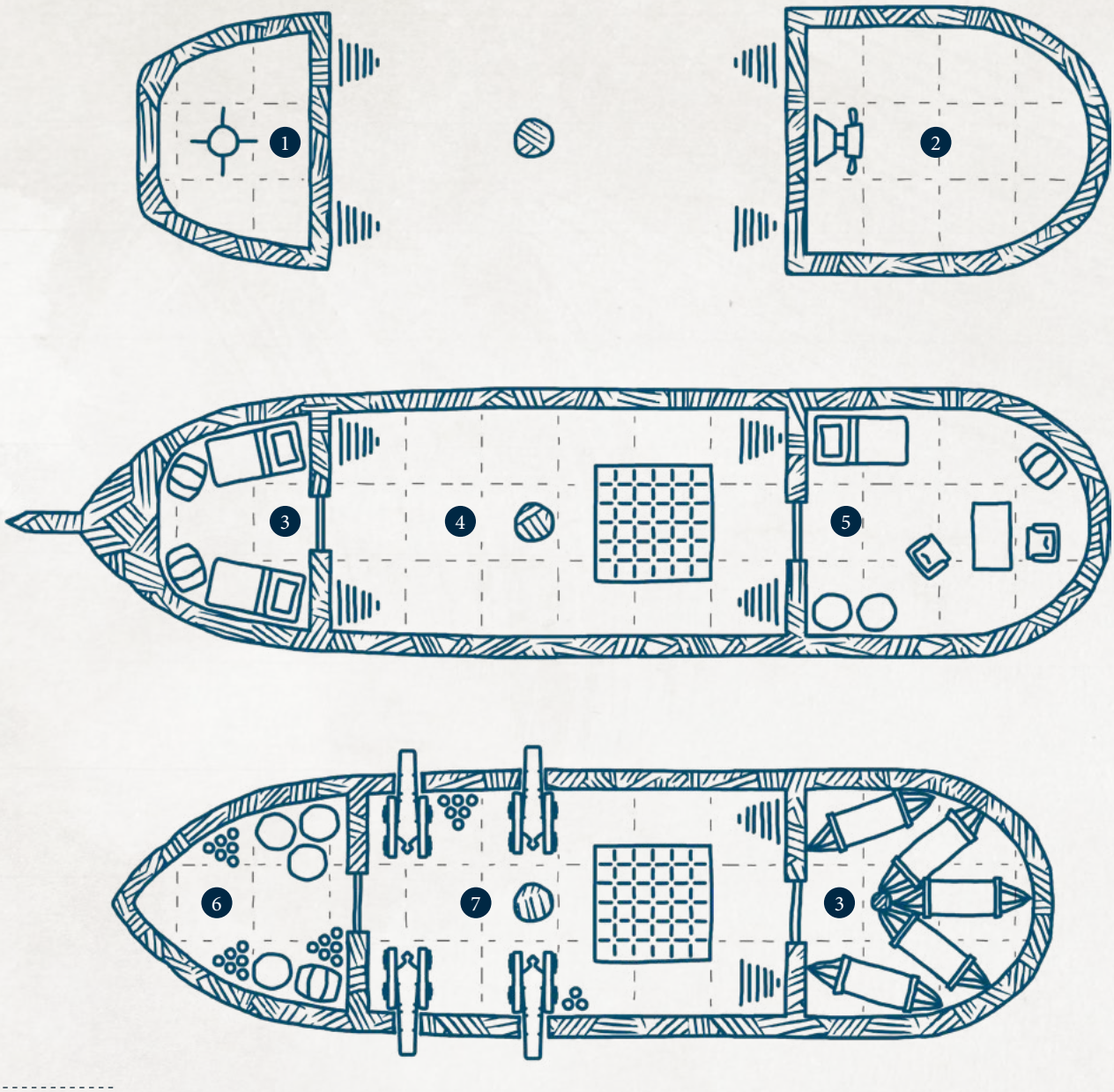
5. Captain's Quarters

The great cabin occupied by the captain, which includes a bed and large desk for writing and reading maps. A chest under the bed contains the captain's belongings.

6. Armory / Magazine

This area is used for the storage of weapons, gunpowder, and ammunition.

Sloop



Key

- BEDS
- CHAIRS
- BARRELS
- CANNONS
- MAST
- CANNON-BALLS
- STAIRS

Sloop

Gargantuan vehicle (65 ft. by 15 ft.)

Creature Capacity 15 crew, 10 passengers
Cargo Capacity 65 tons
Travel Pace 6 miles per hour (144 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the sloop can take 3 actions, choosing from the options below. It can take 2 actions if it has fewer than ten crew, and 1 action if it has fewer than five crew. It can't take these actions if it has fewer than two crew.

Fire Cannons. The sloop can fire its **8-pound cannons**. The sloop can only fire its cannons once per turn.
Move. The sloop can use its helm to move with its sails.

Hull

Armor Class 15
Hit Points 240 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the sloop can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Locomotion (water) sails, speed 55 ft.; 15 ft. while sailing into the wind; 70 ft. while sailing with the wind

Weapon: 8-Pound Cannon (4)

Armor Class 17
Hit Points 40

Ranged Weapon Attack: +6 to hit, range 400/1600 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

7. Gun Deck

The gun deck of the ship has the following features:

Cannons. Four **8-pound cannons** (see the Cannons section of this chapter) are found on this deck. Each weapon has 10 cannonballs and a half-barrel of gunpowder stacked and secured near it.
Hatch. A covered 8-foot-square opening leads to the gun deck (area 9).

8. Lower Hold

The flexible area can be used to hold cargo or house passengers and crew.

Submersible

Submersibles are highly experimental vessels that were developed in Xolen. They have no sails and use steam power to drive a propeller. Subs are capable of floating on the water's surface or submerging beneath it for up to four hours, before needing to surface to refresh its air supply for 1 hour. They are used by underwater explorers and spies.

A submersible has the following features:

Ceilings. The ceilings inside a submersible are built with limited headroom, and are 6 feet high.
Light. Magic lanterns are fixed to the ceilings in all areas of the sub.
Propeller. The ship has one propeller to push the vessel through the water.

Example Submersible Crew

A submersible requires a highly specialized crew of three to properly operate the vessel and has the capacity to carry additional passengers. If characters are guests on a submersible, the crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One captain (sea **captain**)
- Two engineers (**commoners**)

1. Control Room

This area contains a helm, instruments to monitor the engine and ballast, and controls to raise and lower the submarine. The area also includes a large observation window made of reinforced glass.

2. Engine Room

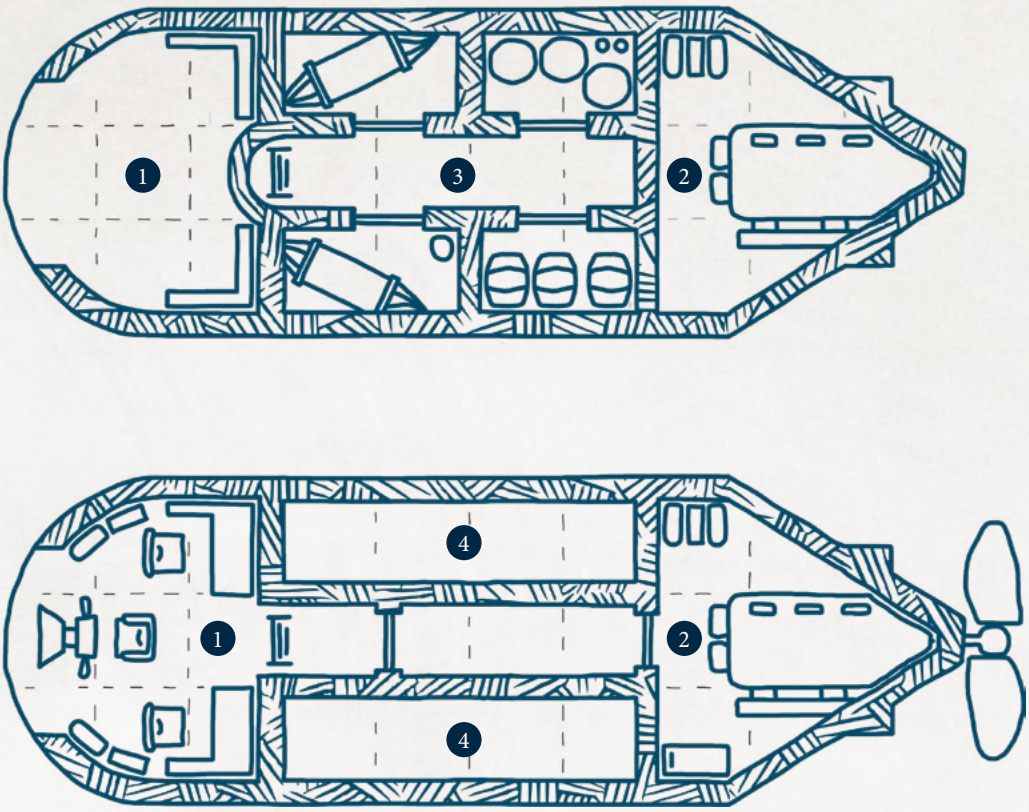
This area contains the engine and life support systems. A set of tinker's tools used for maintenance and repair can be found in the area.

3. Sleeping Quarters & Storage

These areas are used for storage or living quarters. If used for living quarters, it is filled with hammocks used by off-duty crew for sleep. Each crew member has a locker that contains their belongings.

4. Ballast Chamber

These closed-off areas are filled with a mix of air and water to raise and lower the submarine.



Key

- Beds
- Chairs
- Barrels
- Ladder

Submersible

Gargantuan vehicle (50 ft. by 20 ft.)

Creature Capacity 3 crew, 4 passengers
Cargo Capacity 4 tons
Travel Pace 3 miles per hour (72 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the submersible can take the move action below. It can't take this action if it has no crew.

Move. The submersible can use its helm to move with its propellor.

Hull

Armor Class 15
Hit Points 100 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of its propeller, with one 90-degree turn. If the helm is destroyed, the submersible can't turn.

Movement: Propeller

Armor Class 12
Hit Points 50; –10 ft. speed per 25 damage taken
Locomotion (water) propeller, speed 25 ft.

Waveskipper

Waveskippers are small, lightweight vessels which involve fastening a mast and sail to a thin wooden board. These ships can provide incredible speed to chase larger ships and quickly escape. When moving fast enough, a waveskipper rides across the tops of the waves.



TWO GOBLIN RAIDERS RIDING WAVESKIPPERS

Waveskipper

Large vehicle (10 ft. by 5 ft.)

Creature Capacity 1 crew
Cargo Capacity 0.1 tons
Travel Pace 9 miles per hour (72 miles per day)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On each of its turns, the waveskipper can take the move action below. It can't take this action if it has no crew.

Move. The waveskipper can move using its sail

Hull

Armor Class 12
Hit Points 25

Control and Movement: Sail

Armor Class 12
Hit Points 25; –15ft. speed per 5 damage taken
Locomotion (water) sail, speed 85 ft.; 15 ft. while sailing into the wind; 100 ft. while sailing with the wind

Move up to the waveskipper's speed, with one 90-degree turn, requiring its pilot to have at least one free hand. Without a sail, the waveskipper's speed is 0.

Cannons

Cannons to blast enemy ships out of the water

Cannons are available in a variety of sizes, from the small maneuverable guns found on the top deck to the heavy guns found on gun decks. Most cannons are made of cast iron, but older cannons are made from cast bronze. Cannons are described by the size of the cannonball they fire, ranging from the small 1-pounder swivel guns to the heavy 32-pounder guns found on the battlements of coastal fortresses. The larger the ship, the greater the quantity and size of its cannons.

If you would like to have cannons be commonplace in your world, replace the siege weapons found in games set in an earlier historical era. If cannons are wondrous, they are arcane devices created by powerful magic. The following are some example cannons.

Example Cannons

Ship	Cost
Swivel gun	250 gp
8-pound cannon	750 gp
12-pound cannon	1,000 gp
16-pound cannon	1,500 gp
24-pound cannon	2,000 gp
32-pound cannon	3,000 gp



Shooting Cannons at Smaller Targets

Hitting a huge monster or gargantuan ship with a shot from a cannon is much easier than hitting a smaller target such as a reef shark or longboat rowing to shore. The following optional rule is designed to make hitting smaller target harder for some cannons:

- Attacks made with an 8-pound or heavier cannon have disadvantage against Large or smaller targets.
- Attacks made with a 24-pound or heavier cannon have disadvantage against Huge or smaller targets.

Swivel Gun

Medium object

Armor Class 17
Hit Points 15
Damage Immunities poison, psychic

A swivel gun (or patarero) is breech loaded with 1-pound balls of cast iron. It can be turned to attack nearly any target, but it is not recommended to fire across your own deck. Swivel guns are positioned on the top deck of a ship and can be moved around the deck with minimal effort. They can also be added to a longship's bow. It takes one action to load the weapon and one action to aim and fire it. ¼ pound of gunpowder is required to fire this weapon.

Cannonball (1-pound). *Ranged Weapon Attack*: +6 to hit, range 150/300 ft., one target. *Hit*: 7 (2d6) bludgeoning damage.

8-Pound Cannon

Large object

Armor Class 17
Hit Points 40
Damage Immunities poison, psychic

This weapon uses gunpowder to fire 8-pound balls of cast iron, and needs to be loaded and aimed before it can be fired. It takes one action to load the weapon, one action to aim, and one action to fire it. Two pounds of gunpowder are required to fire this weapon.

Cannonball (8-pound). *Ranged Weapon Attack*: +6 to hit, range 400/1600 ft., one target. *Hit*: 22 (4d10) bludgeoning damage.

12-Pound Cannon

Large object

Armor Class 17
Hit Points 50
Damage Immunities poison, psychic

This weapon uses gunpowder to fire 12-pound balls of cast iron, and needs to be loaded and aimed before it can be fired. It takes one action to load the weapon, one action to aim, and one action to fire it. Three pounds of gunpowder are required to fire this weapon.

Cannonball (12-pound). *Ranged Weapon Attack*: +6 to hit, range 500/2000 ft., one target. *Hit*: 27 (5d10) bludgeoning damage.

16-Pound Cannon

Large object

Armor Class 17
Hit Points 60
Damage Immunities poison, psychic

This weapon uses gunpowder to fire 16-pound balls of cast iron, and needs to be loaded and aimed before it can be fired. It takes one action to load the weapon, one action to aim, and one action to fire it. Four pounds of gunpowder are required to fire this weapon.

Cannonball (16-pound). *Ranged Weapon Attack*: +6 to hit, range 550/2200 ft., one target. *Hit*: 33 (6d10) bludgeoning damage.

24-Pound Cannon

Large object

Armor Class 17
Hit Points 75
Damage Immunities poison, psychic

This large cannon is called a ship wrecker, and is found only on the largest ships or the battlements of coastal fortresses. The weapon uses gunpowder to fire 24-pound balls of cast iron, and needs to be loaded and aimed before it can be fired. It takes one action to load the weapon, one action to aim, and one action to fire it. Six pounds of gunpowder are required to fire this weapon.

Cannonball (24-pound). *Ranged Weapon Attack*: +6 to hit, range 600/2400 ft., one target. *Hit*: 44 (8d10) bludgeoning damage.

32-Pound Cannon

Large object

Armor Class 17
Hit Points 100
Damage Immunities poison, psychic

This massive cannon is found only on the battlements of coastal fortresses and are too large to fit on even galleons. The weapon uses gunpowder to fire 32-pound balls of cast iron, and needs to be loaded and aimed before it can be fired. It takes one action to load the weapon, one action to aim, and one action to fire it. Eight pounds of gunpowder are required to fire this weapon.

Cannonball (32-pound). *Ranged Weapon Attack*: +6 to hit, range 700/2800 ft., one target. *Hit*: 55 (10d10) bludgeoning damage.

Cannon Ammunition

Before you can fire a cannon, you need to load it with gunpowder and a projectile to fire out of it. This section provides details for gunpowder, cannonballs, and other ammunition for cannons.

Special Ammunition

Ammunition with special rules is described here.

Cannonball. Gunpowder equal to 25% of the weight of a cannonball is required to fire a cannonball from a cannon.

Chain and Bar Shot (12-pound). Two iron balls joined together by a chain or iron bar, used to destroy sails.

Storing & Handling Gunpowder

Gunpowder, or black powder, is a mundane alchemical substance composed of sulfur, charcoal and saltpeter. Individuals carry small amounts of gunpowder in a powder horn. Larger amounts are stored in wooden barrels (or powder kegs). On a ship, gunpowder and any explosive ammunition are carefully stored in a room called the magazine.

If exposed to fire or lightning damage, gunpowder explodes. Any creature within 15 feet of a gunpowder barrel that explodes must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't worn or carried.

If gunpowder becomes wet, it is ruined.

Ranged Weapon Attack: +4 to hit, range 250/1000 ft., one target. *Hit*: 18 (4d8) slashing damage. If the attack targets a ship's sails, it has advantage and does an additional 18 (4d8) slashing damage.

Explosive Shot (12-pound). This iron ball is hollow and filled with gunpowder. When it hits its target, it explodes and sends shrapnel everywhere.

Ranged Weapon Attack: +6 to hit, range 400/1600 ft., one target. *Hit*: 22 (4d10) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried. Any creature within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 5 (1d10) fire damage on a failed save.

Grapeshot (1-pound). A canvas bag filled with musket balls, used to target multiple creatures at short range. When fired from a cannon, the bag breaks open, firing like a giant shotgun in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a success.

Grapeshot (12-pound). A canvas bag filled with musket balls used to target a creatures at short range. When fired from a cannon, the bag breaks open, firing like a giant shotgun in a 90-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a success.

Cannon Ammunition

Name	Cost	Damage	Weight	Properties
Ammunition				
Cannonball (1-pound)	5 sp	2d6 bludgeoning	1 lb.	Special
Cannonball (8-pound)	2 gp	4d10 bludgeoning	8 lb.	Special
Cannonball (12-pound)	3 gp	5d10 bludgeoning	12 lb.	Special
Cannonball (16-pound)	5 gp	6d10 bludgeoning	16 lb.	Special
Cannonball (24-pound)	6 gp	8d10 bludgeoning	24 lb.	Special
Cannonball (32-pound)	8 gp	10d10 bludgeoning	32 lb.	Special
Chain and Bar Shot (12-pound)	10 gp	4d8 slashing	24 lb.	Special
Explosive Shell (12-pound)	25 gp	-	24 lb.	Special
Grapeshot (1-pound)	2 gp	-	1 lb.	Special
Grapeshot (12-pound)	12 gp	-	24 lb.	Special
Gunpowder, Keg (Half Barrel)	55 gp	-	50 lb.	-
Gunpowder, Barrel	100 gp	-	100 lb.	-



Ship Upgrades

Create extraordinary ships with upgraded hulls, sails, weapons, and more.

The following ship upgrades require a skilled shipbuilder working while the ship is in port for the number of weeks and the cost listed for each upgrade.

Hull Upgrades

Any ship with a hull can benefit from one hull upgrade.

Dimensional Hull

Cost 25,000 gp | 2d4 weeks

The inside of the hull is inscribed with eldritch runes that warp space and mass, allowing the ship to carry far more than its size suggests. The ship's carrying capacity for non-living cargo is doubled. Passengers and animals that stay in the hold find it a deeply distressing experience. For each day of travel, there is a 1% chance that a passenger or animal that stays in the hold is lost to the Ethereal Plane.

Vessel of the Mists

Cost 15,000 gp | 1d4 weeks

Seven opal runestones, each the size of a shield and emblazoned with onyx sigils, are mounted equidistant from each other on the ship's hull. Mists swirl about the ship while the runestones are mounted, making the ship difficult to pinpoint. Attacks against the ship are made with disadvantage. If it is hit with an attack, the mists disperse and attacks against it do not suffer disadvantage until the beginning of the ship's next turn.

Shifting Hull

Cost 15,000 gp | 1d4 weeks

A ship's draft determines whether it is suited to open ocean, coastal waters, or river travel. While aboard the ship, the ship's bosun can spend 10 minutes of concentration to reshape the hull. The ship can have a full keel and deep draft for rough waters, or a draft as shallow as three feet to navigate rivers that almost no other boat could manage. These changes don't affect the ship's cargo capacity.

Spectral Hull

Cost 15,000 gp | 1d4 weeks

The entire hull is imbued with crystals containing necromantic energy. As an action, a crew member can sing a specific shanty. The ship takes a spectral form, and the ship and all friendly creatures aboard it enter the Ethereal Plane and remain there for 1 minute. While on the Ethereal Plane, creatures from the Material Plane can still see spectral forms of the ship and creatures aboard, but can't affect them in any way. The creatures aboard the ship can't affect any creatures or objects from the Material Plane either. While in the Ethereal Plane, the ship can move through creatures and objects (other than the sea itself) on the material plane as if it were difficult terrain, reappearing 5 feet adjacent to whatever it is going through on the Material Plane if the effect ends. Once this ability has been used, it can't be used again until the next sunset.

Movement Upgrades

A ship's sails can benefit from a single upgrade.

Mithril Sails

Cost 7,500 gp | 1d4 weeks

The cloth of these sails is mostly canvas, but with mithral edges and thread throughout that give them a silvery sheen and extraordinary resilience. These sails gain +2 AC, have double their normal number of hit points, and the ship loses 10 feet of speed for every 50 points of damage they take, rather than 25.

Skybound Sails

Cost 20,000 gp | 1d4 + 1 weeks

The edges of these sails are decorated with feathers. While the ship is sailing with the wind and moves at least its speed in a round, a creature at the ship's helm can command it to fly. It gains a flying speed equal to its sailing speed for up to 1 hour, after which it can't fly again until the next dawn. While flying, its speed is still affected by wind conditions, but not by currents in the water.

Spectral Sails

Cost 15,000 gp | 1d4 weeks

These tattered and gauzy sails are woven from clothing that once belonged to those who died in shipwrecks. As an action, while within 5 feet of the sails, the ship's captain may beseech the ghosts of these dead for aid. The ship can pass through other ships as if it were incorporeal for one hour. Once this ability has been used, it may not be used again until the next sunset.

Sunlit Sails

Cost 15,000 gp | 1d4 weeks

These sails are a white so pure as to dazzle the eye. As an action while touching the ship's mast, choose one ship that you can see within 1 mile. The ship's master gunner (or captain, if there is no master gunner) rolls a Constitution saving throw. On a failed saving throw, creatures on that ship that can see the sunlit sails are blinded until the beginning of your next turn. The sails work once, and can't be used again this way until the next dawn.

Windchaser Sails

Cost 15,000 gp | 1d4 weeks

These sails slowly shift color to reflect the current color of the sky, from light blue to iron-gray to midnight-dark. The ship's speed from sails increases by 10 feet.

Weapon Upgrades

The following upgrades can be applied to any weapon that is already mounted aboard a ship.

Arcane Cannons

Cost 15,000 gp | 1d4 weeks

A skilled spellcaster imbues up to four of the ship's cannons with destructive energy. Each cannon gains a +1 bonus to its attack and damage rolls, and its attacks deal force damage and count as magical weapons. These cannons require no ammunition but must be loaded using a magical word.

Thunderstone Mangonel

Cost 10,000 gp | 2 weeks

A skilled spellcaster imbues up to two of the ship's mangonels with elemental energy. Each mangonel gains a +1 bonus to its attack and damage rolls, and its attacks deal thunder damage.

Figurehead Upgrades

Figureheads are carved to resemble dolphins, mermaids, and other such creatures of myth, often related to the ship's name or role. These figurehead upgrades provide both decoration and magical enhancement. A ship can benefit from one figurehead upgrade.

Basilisk Figurehead

Cost 15,000 gp | 1d4 weeks

This figurehead depicts a basilisk gazing out, eyes wide and maw open. As an action, the ship can activate this figurehead to cause the basilisk to turn its gaze on all creatures in a 60-foot cone. Each creature in the cone must make a DC 12 Constitution saving throw. On a failure, the creature is restrained and begins to turn to stone. The creature must repeat the saving throw at the end of its next turn. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic. Once a ship uses this action, it can't use it again until the next dawn.

Mimic Figurehead

Cost 15,000 gp | 1d4 weeks

The figurehead adds a large ram to the ship, with carved and painted eyes and rows of teeth. The eyes and teeth look menacing, but appear to be just decoration. Whenever the ship's bow crashes into another vessel, it deals an extra 4d10 piercing damage as its maw full of razor-sharp teeth comes alive.

Skeleton Figurehead

Cost 15,000 gp | 1d4 weeks

The figurehead creates an aura of unholiness in the ship, making those aboard constantly uneasy. Creatures that board the ship for more than 24 hours no longer require air, food, drink, or sleep while they remain aboard. Those affected by the figurehead appear as skeletal versions of themselves while aboard the ship, through illusory magic.

Miscellaneous Upgrades

The following upgrades apply to the entire ship, rather than a specific element. A ship can benefit from multiple miscellaneous upgrades, but can only gain a specific upgrade once.



Moonglow Lanterns

Cost 5,000 gp | 1 week

Moonglow lanterns are hung from the ceiling throughout the ship. The lanterns shine bright light throughout the entire ship, and are enchanted with the effect of a *continual flame* spell. The lanterns are lit and unlit using a magical keyword.

Glass Bottom

Cost 5,000 gp | 1 week

A 10-foot by 10-foot section of the ship's bottom is inset with thick reinforced glass, permitting someone inside the ship to see into the ocean below. The section is part of the hull and shares its hit points and Armor Class.

Ghost-Lantern Bowsprit

Cost 15,000 gp | 1d4 weeks

An antique iron or brass lantern hangs at the end of this bowsprit. When you light the lantern at night, undead creatures that come within 200 feet of the bowsprit seem to burn with spectral fire and give off bright light in a 10-foot radius.

When your ship would take bludgeoning, piercing, or slashing damage from a nonmagical weapon, you can use your reaction to grant the ship resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the beginning of your next turn. The ship and all of its crew momentarily seem ghostly and translucent. Using this power extinguishes the ghost-lantern and prevents it from being relit until the next dusk.

Hidden Compartments

Cost 15,000 gp | 1d4 weeks

The ship is outfitted with cleverly concealed secret compartments to hide contraband goods, creatures, or anything else from someone searching the ship. Searching for hidden compartments requires a successful DC 20 Intelligence (Investigation) check.

Living Mast

Cost 15,000 gp | 1d4 weeks

Through the power of rare elven magic, the wood of this bark-covered mast is still living. The boom and rigging grow leaves. Once per hour, the hull and the sails each regain 1d10 hit points. While aboard the ship, the ship's cook can cast *goodberry* once, and regains the ability to do so at dawn.

Thunderstruck Mast

Cost 10,000 gp | 1d4 weeks

This mast is made from a tree that survived a natural lightning strike, and it still carries some of that power. Every part of the ship gains resistance to lightning damage. While aboard the ship, the ship's captain can cast *call lightning* (saving throw DC 14) once, and regains the ability to do so at dawn.

Ships & Crews

Launch ships and crews onto the seas of your world for your players to encounter.

In this section you'll find a collection of ships and their crews. In addition, there are details for a set of featured ships.

Random Ships & Crews

The Ships & Crews table provides ships for your party to encounter in port or on the open seas.

Ships & Crews

d12	Ships & Crews
1	The *Stormrunner* is a sleek **brigantine** fresh from the Arushi shipyards. Her captain is Francois Savoy III (NE male human **noble**). Francois accepted a commission as an Arushi privateer just to advance socially. He comes from a ranching family and knows nothing about ships. His crew despise him as a prissy, aristocratic brat.
2	The *Eagle's Talon* is a Taevaran **brigantine** captained by Skye Fisher (LG female human **knight**), a war hero and veteran of numerous naval campaigns. She considers hunting down pirates a calling from the goddess Taeva. On her ship, she demands "as close to perfection as the gods will allow, nothing more." Her loyal crew are honored to serve.
3	The *Nimble Dolphin* is a Zavrosian **sloop**. The captain is a halfling named Cade Goodbarrel (CG male halfling **captain**) and the ship smuggles contraband goods of all sorts.
4	*Luna's Blessing* is a feared pirate **sloop** hunting the Sea of Fortunes south of Arushi and Veraci. The captain, Varis Moonwhisper (CN elf male **werewolf**), has been cursed with lycanthropy. He's a clever tactician who never fails to get results. His crew of misfits are fiercely loyal.
5	The *Sparrow Hawk* is a small **brigantine** of Arushi construction. The captain is a monster-hunter named Mercy Osgood (CG female halfling **ranger**). Mercy's crew is known throughout Vodari as treasure hunters both above and below the waves, because over half of the crew is amphibious.
6	The *Gajutar* is a **longship** captained by Glashaand Bor (CE male **orc war chief**) and his crew of **buccaneers**. They are feared throughout the north due to their ability to raid small settlements and disappear.
7	The *Harlequin* is a multi-colored **sailing ship** captained by Glamfingle the Entertainer (LE male gnome **bandit captain**). The ship serves as both home and stage for this traveling circus. The crew are skilled as entertainers and thieves.
8	The *Whale's Belly* is an **ironclad** that serves as a floating canning plant. The ship contains machinery that can process fish into canned meat. The captain Jorgan Stonesmelter (N male dwarf **sailor**) runs the operation.
9	The *Gorgon*, a massive **galleon**, is one of the most feared ships on the seas. Foosgar Sharkhunter (LN female minotaur **gladiator**) is an experienced sea rover. Her crew is a mixed lot of humans, dwarves, half-orcs, and halflings. Most recently the Gorgon has been attacking ships of the Tealeaf Trading House.

d12	Ships & Crews
10	The *Fortunato* is a small glass-bottomed, treasure hunting **sloop** that was built in Xoleni. The captain is Zephram Abalbabble (CG male gnome **mage**). Abalbabble and his crew locate ship battle sites in shallow water and dive to salvage the wrecks. Word has it that they make good money.
11	A sorceress named Nalakakane the Dawnfriend (NG female human **mage**) captains a magical **longship** crafted from ice and dragon bones called the *Ice Drake*. Nalakakane and her loyal crew of twenty **berserkers** and forty sailors protect the settlements of Nordaa from orc raiders.
12	Captain Glark Grimeteeth (LE female goblin **boss**) commands a small group of raiders consisting of a **sloop** and eight **waveskippers**. The fleet attacks close to shore at dusk, coming fast out of the sun.

Ship of the Damned

Legends whisper of ships of the dead who haunt the seas after meeting a violent end. Anyone who actually sees the torn black sails of one of these vessels should run or prepare to be boarded by ghostly sailors. This ship is a **brigantine**.

Example Crew

The crew consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics:

- One captain (**ghost**)
- Five officers: first mate, bosun, quartermaster, surgeon, cook (**ghasts**)
- Twenty **ghouls**

Using this Ship

A ship of the damned is best used as a random encounter while far between islands. It can provide a difficult naval combat encounter, in which the players need to decide whether to flee, attack from range, or board the ship.

The Arrogant Sage

The original idea for this ship was submitted by Shipbuilder Backer Quinn Duncan.

This **sloop** is crewed by a group of wizards and intellectuals who were cursed for their pursuit of forbidden subjects. Their arrogance led them to believe they could control the dark and ancient magical knowledge they had amassed during a journey of discovery. As they were on the cusp of unlocking powerful secrets capable of destroying Vodari, the preserver gods decided to end the threat. Okeano and Fortana, with the reluctant help of Istoro, struck them with a twofold curse for their hubris. Stories tell the curse as:

Ne'er 'gain shall ye taste sweet rums o' bitter whiskeys
Ne'er 'gain shall ye haughty feet touch thee humble soil

Now the crew has a new a new mission: to find an end to their curse and seek revenge on the gods, as they endlessly sail the seas. The *Sage* rotates its captain every five years.

Notable Crew Members

The officers of the *Arrogant Sage* consist of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics.

Enna "Red" Aloro (LN female elf cursed soul **mage**) is the current captain in the rotation, and in the middle of her five-year tenure. Enna is a talented wizard and excellent captain. She's called "Red" by the crew due to her fiery red hair. She was once was full of life, but now only seeks a way to end the crew's curse. At times she forgets their curse and enjoys joking and waxing poetic.

Ribbles Reese (CE male gnome cursed soul **mage**) is a former captain of the "Sage"and current first mate. He is most to blame for the curse, thanks to his disdain for rules and the natural order of life and death. Before joining the crew, Ribbles was a renegade wizard, hunted by the Council. Now his only goals are to end the curse he caused and punish the gods, no matter the cost.

Odo "Gramps" Simons (LN male human cursed soul **warlock of the council**) is the ship's quartermaster. He gained the nickname "Gramps" for his love of complaining and the fact that he was close to his hundredth birthday before the curse. Odo has found a group of powerful elementals who share his hatred of the gods, and has unlocked new powers to go along with decades of magical study.

Whispers (CG female tiefling cursed soul **shanty bard**) was hired on as bosun and to keep crew morale high on the long journey of discovery. Like most of the sailors on the crew, she was on the voyage to make some gold, but they were all cursed. Now Whispers believes that keeping up morale is the best method to end the curse. She also acts as Ribbles' conscience, turning aside his most heinous ideas.

Neb (LN **mummy**) was found by the crew during their journey of discovery. Neb was facing endless boredom trapped in its tomb and welcomed the chance to travel the world. The god's curse is of little concern to a mummy already cursed with undeath. Unlike the rest of the crew, who tend to be melancholy, Neb is known for having a nihilistic sense of humor and prophetic wisdom.

Using this Ship

The *Arrogant Sage* is best used as a rival crew chasing down the same ancient relic as your PCs. The ship can also act as the location of an important relic that the crew has found. The crew of this ship can provide a magic-heavy combat encounter, or the characters could negotiate for the relic in exchange for offering progress on ending their curse.

The Vile Servant

The original idea for this ship was submitted by Shipbuilder Backer Samuel Falk.

The *Vile Servant* is a **sloop** and sails with a crew of mercenaries that are known for getting results. Whatever needs to be done, this crew will do for the highest bidder. These mercenaries are highly specialized and use covert means to complete a job. No member of this crew thought this is how their life would end up, but now this group of outcasts and criminals sail with each other. They are especially motivated by a job that gives them a chance to enact a little revenge on the organizations that pushed them to the outside with nowhere to call home.

Notable Crew Members

The officers of the *Vile Servant* consist of the following creatures, all of whom have proficiency with vehicles (water) in addition to their normal statistics.

Samuel Gunnarr (CN male human **musketeer**) is the captain and comes from a long line of Arushi nobles. He served in the Royal Musketeers until he was falsely accused of murder, and fled. The skills he gained as a musketeer he now uses to run this crew of mercenaries.



CAPTAIN GUNSMOKE AND FIRST MATE DEAD-EYE DAISY OF THE CRIMSON HAND

Kaia Skarlet (N female siren **tidal sorcerer**) is the ship's first mate. Her family was slaughtered by pirates when she was young. Since then, she has had a vendetta against all pirates. Kaia is supremely talented at using her alluring beauty to get results.

Andrus Windspire (CN male elf **druid**) is the ship's quartermaster. He was the quartermaster on a private Veraci merchant naval ship under a cruel captain. Andrus led a successful mutiny. While debating their choice of taking up piracy or finding a small island to settle, they found Samuel Gunnarr adrift on a small broken ship. Samuel offered the crew purpose, promising a life where they would seek revenge on the organizations that had wronged them and make some gold too. He was voted captain and renamed the ship the *Vile Servant*.

Kristopher Silverlash (CG male human **priest**) is the ship's surgeon. He decided he should leave his order after finding greed and deception among the higher-ranking members of the church of Taevara. He found his true calling when he bumped into Kaia who was on a mission against his church in Crownport. She convinced him to join their crew to find redemption and revenge. Now he serves Okeano and the crew.

Nikolas Holderhek (CN male dwarf **beserker**) recently joined the crew as the ship's cook. Nik was the chef at an upscale restaurant run by the Blackstone criminal syndicate in Port Zavros. He witnessed a murder and the Blackstones kidnapped his wife and daughter as leverage to keep him quiet. In a failed rescue attempt, Nik thought his wife and daughter were killed and he escaped in the confusion. Kristopher Silverlash found the distraught cook and offered him refuge and vengeance. Nik's wife and daughter survived and are still held by the Blackstones.

Using this Ship

The *Vile Servant* can be used in a few ways. The crew could be hired by an enemy of the PCs to capture or kill them. The crew could also

be hired by the PCs for the right price. The PCs could join the crew to seek out their own revenge, or take over the ship and the mission to allow the current officers to retire.

The Crimson Hand

The original idea for this ship was submitted by Shipbuilder Backers Spencer Brown and Christina Kondziela.

The *Crimson Hand* is a **galleon** that was captured as a prize by Gunter Jungerblott nearly a century ago. During one of its countless voyages, the ship was caught in a hurricane and the crew was beached on a small uninhabited island with a temple of Fortana. Landing on the island was fortuitous, as the ship was unharmed and Fortana blessed the Jungerblott bloodline forever. Today, Gunter's grandson Manfred is captain and his crew continues the ship's mission of battling tyranny and greed, spreading freedom and wealth, and following whatever way Fortana's winds blow. The elite of the southern nations see the *Crimson Hand* as vile pirates, but most folk hail them as heroic adventurers. They are the subjects of countless stories and shanties.

Notable Crew Members

The crew of the *Crimson Hand* consists of the following creatures, all of which have proficiency with vehicles (water) in addition to their normal statistics.

Manfred "Gunsmoke" Jungerblott (CN male human **sea captain**) is the captain of the ship and a champion of Fortana and freedom. He is dashing, brave, and leads his crew from the front of any battle they find themselves in. His tactics and the strokes of his cutlass are brutal, but fair. Captain Gunsmoke has a *smiling goddess coin* (see Chapter VII) handed down to him from his father Otto.

Daisy "Dead-Eye" Lagunn (CN female human **corsair**) is the ship's first mate, and capable with the pistol and rapier. Dead-Eye Daisy was once a key member of a Veraci merchant family, and a privateer. She ran away when she learned about her family's unsavory business practices and her unknowing part. It wasn't long before Daisy was recruited to join the crew of the *Crimson Hand*, where she could actively work against all of the Veraci merchant families. Captain Gunsmoke and Daisy are also married, but that is a secret known to few.

James Cutter (CN male human **scoundrel**) grew up poor in the gutters of Arula. While still a boy, he was press-ganged into the Royal Navy. When his ship was attacked by the *Crimson Hand*, Cutter quickly joined Captain Otto Jungerblott as quartermaster. He continues to serve the Jungerblott family under Captain Gunsmoke. Cutter is a man of few words and prefers to let his blades do the talking.

Kalgin Stormfist (N male dwarf **arcane gunmaster**) is the ship's bosun. Kalgin ran away from Morndirn decades ago when he was conscripted to fight in the Night War. He fell in with the crew of the *Crimson Hand* when they helped him lead other deserters from Morndirn to freedom. Kalgin has taken to the pirate life and looks the part, losing an eye in a recent battle. Kalgin always meant to return to his home under the mountains, but fell in love with the sea and a fine woman.

Nyissa Dorsuna (N female voda **tidal sorcerer**) is the ship's sorcerer. Years ago while visiting surface, Nyissa was captured by gnome researchers and forced to endure experimentation. When she finally escaped, she stowed away on the *Crimson Hand*. Discovered by the crew, she told her story and was invited to join the crew.

Sariel Amakir (CG non-binary elf **priest**) is the ship's surgeon. A few years ago, Sariel disagreed with the elders about ending Aubori's isolation and was banished. With Fortana's guidance, Captain Gunsmoke and Dead-Eye Daisy happened upon them starving on the streets of Port Zavros. Now devoted to Fortana and Tero, Sariel sails with the *Crimson Hand*, eager to help anyone in need and fighting for freedom everywhere.

Helga Stormfist (N female dwarf **noble**) is the ship's cook and a former sea dwarf princess. During an undersea adventure, Helga met Kalgin Stormfist and they fell in love at first sight and quickly became engaged. She was told by her outraged father, Thane Harbek II, that she would be cast out of her clan if she didn't end things with Kalgin. Helga ran away with Kalgin, and the two of them have been sticking by each other's side ever since. Helga is an amazing cook, using fresh foods from both deep in the ocean and her onboard greenhouse. Helga is the life force of the crew, feeding them daily, giving them energy to fight for freedom.

Using this Ship

The *Crimson Hand* and its vermilion sails are legendary. The ship is best used as an ally or adversary for the PCs, depending on the nature and actions of your PCs. If the PCs are champions of freedom, then they may call Captain Gunsmoke and the *Crimson Hand* friends. If they serve the goals of the elite of the southern islands, they should expect to face the blades of Captain Gunsmoke and his capable crew.





Chapter VII: Magic Items & Spells

Magic Items

Interesting and powerful aquatic, seafaring, and swashbuckling themed magic items.

In Vodari, magic items are sought after by treasure hunters, mages, and anyone seeking power. Legendary magic items discovered from before the Godwar have provided new understanding of magic, but only an elite few have the skills to create powerful magic items. Anyone who finds a magic item in their hands may be the first to touch it for centuries.

Magic Items A-Z

These common and uncommon magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Flintlock Firearm, +1, +2, or +3

Weapon (firearm), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this finely crafted weapon. The bonus is determined by its rarity.

Aurirn Armor

Armor (medium or heavy, but not hide armor), uncommon

This suit of armor is iron alloyed with the strange minerals of the deep sea that once transformed the Aurirn dwarves. While you wear this armor, you can breathe water and withstand water pressure to any depth, and the armor doesn't rust from contact with water.

Aurirn Weapon

Weapon (any), uncommon

This weapon is made with iron alloyed with the strange minerals of the deep sea that once transformed the Aurirn dwarves. Attacks with this weapon don't suffer disadvantage from being underwater, and this weapon doesn't rust from contact with water.

Bag of the Four Winds

Wondrous item, very rare

This heavy canvas bag is embroidered with images of four horses. It contains the four major winds of Vodari, and when you open the bag as a bonus action, you can release one wind of your choice, or all four of them as an action. Once you release a particular wind, you can't release that wind again until the next dawn.

The Imperial wind blows from the southwest. It is the driest of the four, and named in reference to Taevara. When you release this wind, you can move up to three willing creatures of your choice within 60 feet that you can see up to 15 feet, and they can use their reactions to make a melee weapon attack. For the next minute, a creature must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The White wind blows from the north, and is bitterly cold. When you release this wind, you can choose up to three creatures within 60 feet that you can see. Each creature rolls a Strength saving throw, suffering 6d4 cold damage and getting pushed 15 feet directly away from you on a failure. On a success, they suffer half damage and are not pushed.

The Kin wind blows from the east. It is a heavy wet wind that almost always brings rain, and is named in reference to the goblinkin of Ghak. It is said to carry the sound of mocking goblin laughter. When you release this wind, you can choose up to three creatures within 60 feet that you can see. Each creature rolls a DC 14 Wisdom saving throw, suffering 4d4 psychic damage and disadvantage on their next attack roll that they make before the end of their next turn on a failure. On a success, they suffer half damage and no further effect.

The Rage wind blows in any cardinal direction that is outward from Vesi's Rage. It is a rare and overpowering wind that has ruined many a topmast. When you release this wind, you cast *confusion*, with a DC 14 Wisdom saving throw. If you are within the spell's area, you have advantage on the saving throw. Creatures that succeed this saving throw can't be affected by the charmed or frightened conditions, or *confusion*, for the next 12 hours.

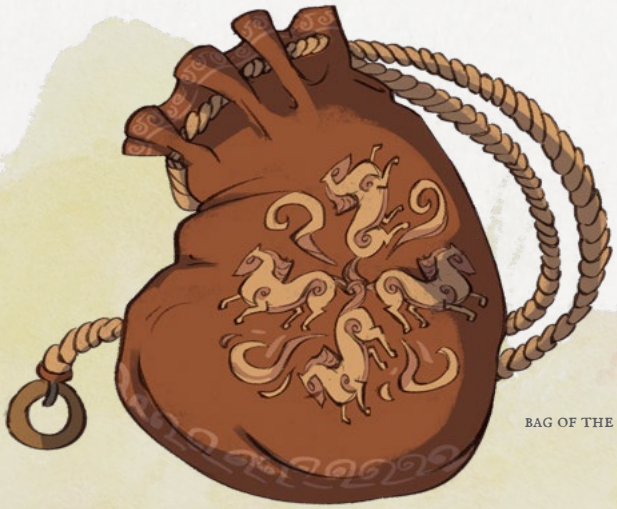
When you release all four winds at once, you can cast *call lightning* and *gust of wind*. You can maintain concentration on both spells simultaneously.

Broken Pocket Watch

Wondrous item, very rare (requires attunement)

It's rare to find a pocket watch at all outside of gnomish settlements. This one seems to be broken, as it sometimes skips back a few seconds. It holds great power for the one who attunes it, though. The broken pocket watch has 3 charges. On your turn, you can spend 1 charge to take an additional bonus action, as the pocket watch ticks back by two seconds to give you another moment for something quick. Once you spend a charge, you can't spend another for 1 hour. The pocket watch regains 1 expended charge at dawn.

Alternately, you can force it to turn backward as far as it can go. This does not require an action or any charges from the pocket watch, but you can't do this if you are incapacitated. You teleport to any location you have been earlier in this turn, you regain any hit points you have lost since the beginning of your turn, and you can immediately take another turn. The pocket watch falls apart after that, and can't be repaired. After 1 minute, you suffer one level of exhaustion.



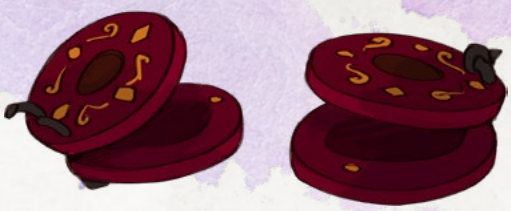
BAG OF THE FOUR WINDS



FLINTLOCK FIREARM



GOGGLES OF DAYWALKING



CASTANETS OF DANCING



GOLD NEEDLE COMPASS

Castanets of Dancing

Wondrous item, rare (requires attunement by a bard)

These castanets are made of rich chestnut wood and show signs of age and care. Using a pair of castanets takes both hands. When you play them as an action, you can choose one or two creatures within 30 feet who can hear you. They must roll DC 12 Wisdom saving throws. A creature that is immune to the charmed condition can't be affected. A target that fails this saving throw begins a rhythmic and energetic dance that lasts for 1 minute. At the start of each of its turns, it moves half its speed in a random direction, avoiding obvious hazards. It can choose how to use its action and bonus action, but it makes attack rolls and ability checks with disadvantage, and its movement for the turn is expended. At the end of each of its turns, it can make another Wisdom saving throw; on a success, the effect ends. If it took damage since its previous turn, it gains advantage on this saving throw.

The castanets can't be used this way again until the next dawn.

Chain o' Command

Weapon (whip), rare (requires attunement)

This whip, made of steel chain, has finely engraved ships decorating its leather handle, and grants a +1 bonus to attack and damage rolls made with it.

After hitting a creature with the whip, you may spend a reaction to cast *command* on the creature with a save DC of 13. Once you have casted *command* with the whip, you may not do so again without gaining a level of exhaustion or allowing the whip to remain submerged in dark liquor for one hour.

Cloak of the Cichlid

Wondrous item, rare (requires attunement)

These cloaks are composed of light, vibrant material woven to appear like fish scales. These cloaks are overly long, usually dragging considerably behind most adventures. This cloak has 4 charges, and regains 1d4 expended charges daily at sunset.

As a bonus action, you may spend a charge to breathe underwater and gain a swim speed equal to your movement speed until you complete a short or long rest.

As an action, you spend a charge to force a number of creatures equal to your Charisma modifier who can see you to make a DC 15 Wisdom saving throw. On a failed saving throw, the creature is convinced you are grievously injured or are otherwise at a disadvantage. Until the end of your next turn, convinced creatures make attacks against you with disadvantage. If a creature is immune to the charmed condition, it automatically succeeds on this saving throw.

Cloak of the Reef Shark

Wondrous item, rare (requires attunement)

While wearing this cloak you have a swimming speed of 40 feet and can breathe underwater.

While wearing the cloak underwater, you can use your action to cast *polymorph* on yourself, transforming into a reef shark. While you are in the form of a reef shark, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Goggles of Daywalking

Wondrous item, uncommon

These goggles block the horrible glare of the evil burning orb in the sky. The lenses of these goggles are darkly tinted and enclosed in golden frames with a leather band.

- If you have Sunlight Sensitivity, while wearing these goggles you no longer suffer disadvantage to attack rolls and Perception checks whenever you, your target, or what you're trying to perceive are in direct sunlight.

Gold-Needle Compass

Wondrous item, rare

If you need to find magnetic north, a compass with an iron needle is a great idea. Most adventurers don't care about magnetic north as much they care about the lure of another metal. The magic of the gold-needle compass is the solution. Its needle points to the largest collection of gold within 5 feet. If two equal quantities of gold are within range, it points to the one with the greater purity. The gold-needle compass has 3 charges. As an action, you can spend 1 charge to extend its range to 30 feet, 2 charges to extend it to 90 feet, or 3 charges to extend it to 180 feet, for a duration of 10 minutes. It regains all expended charges at dawn.

Alternately, you can expend all of its power at once to cause it to point to other valuable metals. Choose one of the following: copper, silver, platinum, adamantium, or mithral. The compass points to the largest concentration of that metal for 10 minutes. Afterward, the needle becomes lead and all magic fades from the gold-needle compass.

Necklace of the Shimmering Sea

Wondrous Item, uncommon

This necklace contains a shimmering sapphire. This effect is a simple illusion, but the effect is stunning. When a creature deals radiant damage to you, you can use your reaction to force it to make a DC 11



NECKLACE OF THE SHIMMERING SEA



SHIP IN A BOTTLE



RING OF WATER BREATHING

Constitution saving throw. On a failure, the creature is blinded until the end of your next turn. Once you use this feature, you can't use it again until the next dawn.

Potion of Swimming

Potion, common

When you drink this potion, you gain a swimming speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to swim. The potion is separated into various layers of clear blue liquid. Shaking the bottle mixes the layers and produces a white froth.

Ring of Water Breathing

Ring, uncommon

While wearing this ring, you can cast the *water breathing* spell from it as a bonus action at will, but can target only yourself when you do so.

Sash of Graceful Steps

Wondrous item, very rare (requires attunement)

This sash of yellow silk is meant to be worn over one shoulder and across the body. While you wear it, you gain a +2 bonus to Dexterity saving throws and Dexterity (Acrobatics) checks, and any solid object that you stand on can bear your weight.

Sash of Protection

Wondrous item, rare

This red silk sash, embroidered with a silver rune of protection, is worn around the waist. You can cast *protection from evil and good* while you are wearing the sash. The sash can't be used again this way for 1 hour. You can choose to cast the spell without a concentration duration, and if you do the sash can't be used again until the next dawn.

Second-Light Lantern

Wondrous item, common

Many humanoid races have darkvision but some find that this curious lantern (which can be a hooded lantern or bullseye lantern) is worth carrying all the same, particularly scholars and spies who often need the finest possible detail without revealing themselves to others. When you light this lantern, you can expend 1 charge to shed second-light. Second-light is visible only to creatures with darkvision and they see the full range of colors in things illuminated by it.

Alternatively, you can expend 1d3 charges to shed a still more specialized light, visible only to those who are touching the lantern's handle. This light lasts for a number of minutes equal to the charges expended.

The lantern has 3 charges and regains 1 expended charge daily at dusk. If you expend the last charge, roll a d20. On a 1, the lantern loses its magic and becomes a mundane item.

Shark-tooth Blade

Weapon (any sword that deals slashing damage), very rare (requires attunement)

This sword's edge resembles the jagged, cruel teeth of a shark, and the wounds it leaves are similarly devastating. When you attack a creature with this weapon and roll a 20 on the attack roll, that creature takes damage equal to your weapon die at the beginning of its turn for 1 minute. At the end of each of its turns, the creature can roll a DC 13 Constitution saving throw. On a success, the effect ends.

While a creature under this effect has fewer than half of their maximum hit points, your movement speed increases by 30 feet, and when you use the Attack action, you can make one extra attack with this weapon. Once you make an extra attack with this weapon, the sword must be covered in blood and completely submerged in salt water for at least one hour during your next long rest.

If you are completely submerged in salt water when you spend this reaction, allies within 5 feet of you benefit from your haste. The haste on your allies ends when your haste ends.

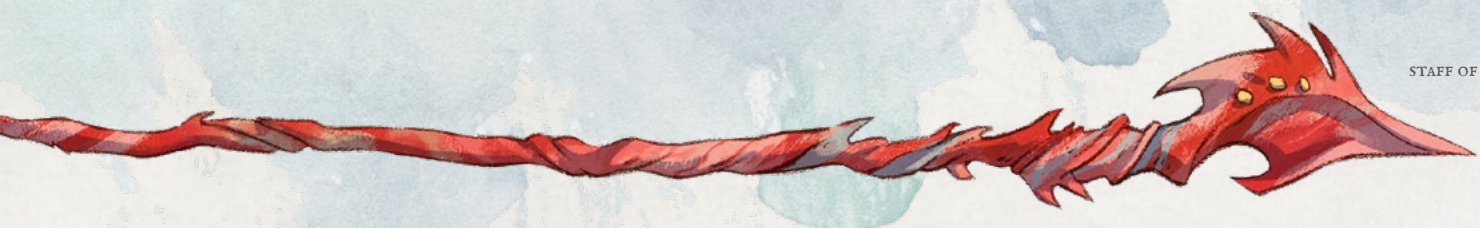
Ship in a Bottle

Wondrous Item, very rare (requires attunement)

The object appears as a glass bottle sealed with a cork that is 12 inches long, 6 inches in diameter and weighs 3 pounds. Inside the bottle is a miniature sailing ship, which appears to be at full sail and floating on rolling seas. A closer look at the ship will reveal its mermaid figurehead changes facial expressions and posture.

While attuned to this object, if you remove the cork, the bottle glows blue and you can decide where a boat will appear within 20 feet of you. The boat will take the form of rowboat or sailing ship, depending on which of the two forms you require. When the ship in a bottle becomes a boat, its weight becomes that of a normal vessel its size.

If you require a rowboat, this item will appear as a boat that is 10



STAFF OF TIDES



SPYGLASS OF THE PIERCING EYE

feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars. The boat can hold up to four Medium creatures comfortably.

If you require a sailing ship, this item will appear as a sailing ship that is 50 feet long, 15 feet wide, and 15 feet deep. The ship has a deck, a steering wheel, an anchor, a deck cabin, a lower hold, a mast and a bowsprit. The ship is outfitted with a mainsail and headsail (or cutter). The ship can hold twenty medium creatures comfortably.

Placing the cork back into the bottle causes the boat to return to the bottle, provided that no creatures are aboard. Any objects in the boat will be left outside the bottle.

Smiling Goddess Coin

Wondrous item, uncommon

This heavy silver coin shows the smiling face of the goddess of luck on one side, and her scowling face on the reverse. Many thieves carry such coins and flip them before a high-risk job, or any difficult task. The smiling goddess coin has 3 charges. As a bonus action, you flip the coin. Roll a d6: on a 4-6, the smiling face appears, you expend 1 charge, and you add 1d4 to your next attack roll, saving throw, or ability check. On a 1-3, the scowling face appears, and you subtract 1d4 from your next attack roll, saving throw, or ability check. (Alternately, flip a coin.) The coin regains all expended charges at dawn.

Instead of flipping the coin, you can feed a single drop of blood to its scowling face. This causes the scowling face to smile as well. The next time you roll initiative at the start of combat, you and up to two creatures of your choice receive a *bless* spell that does not require concentration. Once used in this way, you somehow manage to lose the coin before you can use it again, no matter what precautions you take.

Spyglass of Misty Sight

Wondrous item, uncommon

This silver-plated spyglass is ornately decorated with twisting, flowing engravings. While looking through this spyglass, you ignore light or heavy obscurement caused by mist, fog, or clouds.

Spyglass of the Piercing Eye

Wondrous item, rare (requires attunement)

While looking through this spyglass, you can see in dim light within 1000 feet of you as if it were bright light, and darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

As an action, you can see invisible creatures and objects within that range for 1 round. You can use the spyglass this way once, and can't use it again for 1 minute.

Staff of Tides

Staff very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This staff grants a swim speed of 30 feet and the ability to breathe underwater for up to 8 hours each day. You can use a bonus action to speak this staff's command word and cause it to become an oar, a paddle, or a rudder suitable for a boat up to 20 feet long.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: control water (4 charges), fog cloud (1 charge), water breathing (3 charges), and water walk (3 charges).

This staff regains 1d6 + 4 expended charges daily at the first high tide. If you expend the last charge, roll a d20. On a 1, the staff becomes plain and powerless driftwood.

Special. If your subclass directly relates to the sea, such as Tidal sorcery or druids of Circle of the Deeps, you can use the staff as a spellcasting focus, gaining a +2 bonus to spell attack rolls, spell damage rolls, and spell saving throw DCs.

Tempest Mantle

Wondrous item, common

Guard patrols don't do their best work in driving rain or bitter cold--because they really want to be somewhere else. It is also very popular with sailors and fishers as it can save their lives in the most dangerous environments. While you wear this hooded oilskin mantle, you never have disadvantage on Wisdom (Perception) checks from heavy precipitation.

Alternatively, you can use an action to exhaust its magic. If you do, for 24 hours you ignore the effects of freezing temperatures and you automatically succeed Constitution saving throws against exhaustion while in frigid water. At the end of the duration, the mantle loses its magic and becomes a mundane item.

Thundering Culverin

Wondrous item, rare (requires attunement)

The barrel of this culverin bears an inscription in copper: "The gods themselves shall hear my argument." You have a +1 bonus to attack and damage rolls made with this magic weapon.

This culverin has 5 charges. When you make a ranged weapon attack with this weapon and hit, you can expend 1 of its charges to make the target and all creatures within 5 feet of it roll a DC 13 Constitution saving throw. A creature that fails this saving throw suffers 2d8 thunder damage, and if it was not the initial target, it is pushed 5 feet away from the target. On a success, the creature suffers half damage and is not pushed.

The culverin regains 1d4+1 charges daily at dawn.

Underwater Firearm

Wondrous item, rare (requires attunement)

The barrel of this firearm is worked with a rune of force. This magic weapon deals force damage instead of piercing damage. It doesn't require ammunition, doesn't have the loading property, and can fire underwater.

Relics of the Ancients

These legendary artifacts were created in a time before time, by the mysterious and powerful Ancients. Some still remain hidden deep below the waves, while others have been found, with their power wielded by kings, archmages, or master captains.



ORB OF THE SWIRLING CURRENT



ORB OF THE LIGHTLESS RIFT



ORB OF THE SCORCHING FLAME

Crown of Mental Might

Wondrous item, legendary (requires attunement)

This heavy gold crown contains a large ruby at the center of the headband. When you wear this crown, your Intelligence increases to 18. If your Intelligence is already 18 or higher, it instead increases by 4, to a maximum of 22. You gain the ability to speak, read, and write all languages, and you gain proficiency in Arcana, History, Medicine, Nature, and Religion. You can cast *awaken*, *identify*, *suggestion*, *telekinesis*, and *telepathic bond* once each, and regain the use of them at the next dawn. When you succeed on an Intelligence or Wisdom saving throw, you can use your reaction to deal 2d8 psychic damage to the source of the triggering effect.

A beast that wears this crown attunes to it instantly, and loses attunement 1 minute after they no longer wear it.

Orb of the Lightless Rift

Wondrous item, legendary (requires attunement)

This crystal orb seems to drink in any light that touches it, revealing nothing except for an occasional writhing tentacle. When touched, the tentacles glow purple and come alive. While you hold this orb, you have resistance to cold damage, and when you succeed on a saving throw against a spell or effect that deals cold damage, you suffer no damage and the orb gains 1 charge.

The orb has 7 charges. You must hold the orb to cast spells from it. You can cast the *ray of frost* cantrip, and a creature that takes damage from a *ray of frost* that you cast from the orb loses resistance to cold damage for 1 minute. A creature with immunity to cold damage instead has resistance to cold damage for 1 minute. You can also cast *crashing waves* (1 charge), *fear* (2 charges), *black tentacles* (3 charges), or *freezing sphere* (5 charges). You can use Intelligence, Wisdom, or Charisma as your spellcasting ability score for these spells.

The orb regains 1d6+1 charges each day at dawn. If you expend the orb's last charge, roll 1d4. On a roll of 1, the orb cracks and the tentacled horror within lashes out. Creatures within 30 feet must roll a DC 18 Strength saving throw. On a failed saving throw, they suffer 4d10 bludgeoning damage and are knocked prone. On a success, they suffer half damage and are not knocked prone.

Orb of the Storm's Eye

Wondrous item, legendary (requires attunement)

This crystal orb is filled with a miniature hurricane that never abates. While you hold this orb, you have resistance to lightning damage, and when you use a spell slot of 1st level or higher to cast a spell that deals lightning damage, you deal an additional 1d12 lightning damage.

The orb has 7 charges. You must hold the orb to cast spells from it. You can cast the *shocking grasp* cantrip, and you can cast it with a range of 15 feet rather than touch. You can also cast *thunderwave* as if you used a 2nd-level slot (1 charge), *shatter* (1 charge), *lightning bolt* (2 charges), or *chain lightning* (5 charges). You can use Intelligence, Wisdom, or Charisma as your spellcasting ability score for these spells.

The orb regains 1d6+1 charges each day at dawn. If you expend the orb's last charge, roll 1d4. On a roll of 1, the orb cracks and the hurricane explodes out of it. Creatures within 60 feet must roll a DC 18 Dexterity saving throw. On a failed saving throw, they suffer 4d10 lightning damage and are pushed 20 feet in a random direction. On a success, they suffer half damage and are not pushed

Orb of the Howling Wind

Wondrous item, very rare (requires attunement)

If you hold this storm-filled transparent orb in your hand for one round, the storm inside begins to flow and swirl.

For the next hour, you gain a limited amount of control over the wind within 1000 feet in an area that is a cube up to 100 feet on a side. This effect requires you to be outside and in full view of the sky. You can choose the direction and power of the wind to either becalm or agitate the wind, effectively increasing or decreasing the speed of the wind up to 5 mph (or 45 feet). Once you use the orb, it can't be used again until the next dawn.

Orb of the Swirling Current

Wondrous item, very rare (requires attunement)

If you hold this water-filled transparent orb in your hand for one round, the water inside begins to flow and swirl. For the next hour, you can control water currents within 1000 feet in a body of water inside an area that is a cube up to 100 feet on a side. This effect requires a body of water at least 50 feet square and 25 feet deep. You can choose the direction and power of the current to either calm or agitate the waters. Effectively increasing or decreasing the speed of creatures and floating objects up to 3 mph (or 60 feet). Once you use the orb, it can't be used again until the next dawn.

Orb of the Scorching Flame

Wondrous item, legendary (requires attunement)

This crystal orb appears to contain a raging inferno and swirling ash, always on the verge of breaking free. While you hold this orb, you have resistance to fire damage, and when you succeed a saving throw against a spell or effect from a hostile creature that deals fire damage, you suffer no damage and the orb gains 1 charge.

The orb has a maximum of 7 charges. You must hold the orb to cast spells from it. You can cast the *fire bolt* cantrip, and a creature that takes damage from a *fire bolt* that you cast from the orb loses resistance to fire damage for 1 minute. A creature with immunity to fire damage instead has resistance to fire damage for 1 minute. You can also cast *scorching ray* (1 charge), *fireball* (2 charges), *wall of fire* (3 charges), or *fire storm* (6 charges). You can use Intelligence, Wisdom, or Charisma as your spellcasting ability score for these spells.

The orb regains 1d6+1 charges each day at dawn. If you expend the orb's last charge, roll 1d4. On a roll of 1, the orb cracks and erupts in a torrent of fire. All creatures within 60 feet must roll a DC 18 Dexterity saving throw, suffering 4d10 fire damage and becoming blinded by burning ash on a failed saving throw. On a success, the creature takes half damage and is not blinded.

Orb of the Scouring Brine

Wondrous item, legendary (requires attunement)

This crystal orb holds swirling, dark water. While you hold this orb, you have resistance to acid damage and have advantage on saving throws against the prone condition. When you use a spell slot of 1st level or higher to cast a spell that deals acid damage, you deal an additional 1d12 acid damage.

The orb has 7 charges. You must hold the orb to cast spells from it. You can cast the *acid splash* cantrip, and when you target two creatures with it, they can be up to 15 feet apart. You can also cast *acid arrow* (1 charge), *blindness/deafness* (1 charge), *control water* (3 charges), and *freedom of movement* (3 charges). You can use Intelligence, Wisdom, or Charisma as your spellcasting ability score for these spells.

The orb regains 1d6+1 charges each day at dawn. If you expend the orb's last charge, roll 1d4. On a roll of 1, the orb cracks and the scouring brine spills out of it. Creatures within 10 feet must roll a DC 18 Constitution saving throw. On a failed saving throw, they suffer 4d10 acid damage and are knocked prone. On a success, they suffer half damage and are not knocked prone.

Orb of the Shifting Sands

Wondrous item, legendary (requires attunement)

This crystal orb holds loose sand, continually swirling in tiny dust devils. While you are surrounded with sand, dirt, or stone, you don't need to breathe.

The orb has 7 charges. You must hold the orb to cast spells from it. When you cast a cantrip and hit with a spell attack, the target treats all ground as difficult terrain until the start of your next turn. You can cast *blindness/deafness* (1 charge), *spike growth* (1 charge), *slow* (2 charges), and *move earth* (5 charges). You can use Intelligence, Wisdom, or Charisma as your spellcasting ability score for these spells.

While you hold this orb, you can spend 1 charge to gain a burrowing speed equal to your walking speed for 1 minute or until the next time you come to the surface, and up to two other willing creatures that you touch can come with you.

The orb regains 1d6+1 charges each day at dawn. If you expend the orb's last charge, roll 1d4. On a roll of 1, the orb cracks and a sandstorm bursts out of it. For 1 minute, everything within 30 feet is lightly obscured, and every creature in the area must make a DC 18 Constitution saving throw at the start of its turn. On a failed saving throw, it spends its action that turn coughing on the sand and silt. Creatures that don't need to breathe automatically succeed this saving throw.

Trinkets of Dokahi

Wondrous item, very rare

Trinkets of Dokahi can be found throughout the islands of Vodari. Each trinket is made of iron cast into the shape of a tentacle or tentacled sea creature. The trinkets are intentionally unpolished, but never rust. Trinkets of Dokahi cannot be bought or sold with money, they can be traded for favors, but are most often found or looted. Each trinket grants the bearer wondrous powers, but every use binds the bearer closer to the Dark Mother, and after the bearer has used her power too many times, they are irrevocably in her debt.

The first time you use a trinket, roll 1d10 on the table below to determine that trinket's power. Once used, a trinket can't be used again until the following dawn.

In addition to the listed effect, all *trinkets of Dokahi* grant the ability to breathe water and a swimming speed equal to your walking speed for 1 hour.

Trinket of Dokahi Effect

d10	Event
1	You gain 1d10 + 10 temporary hit points. While you have temporary hit points remaining from this effect, you can squeeze through gaps as narrow as 1 inch, and you are immune to the grappled and restrained conditions.
2	You gain advantage on Intelligence saving throws for 1 hour, and each time you succeed an Intelligence saving throw against an effect from a hostile creature, the next creature that hits you with an attack must roll a DC 15 Wisdom saving throw or suffer the effect of a *confusion* spell.
3	Your eyes turn solid blue for 1 hour. During this time, you can see through darkness, including magical darkness, and all forms of obscurement, to a distance of 120 feet. While you are underwater, you can also see invisible creatures within 120 feet.
4	You gain +2 AC and resistance to piercing and slashing damage for 1 hour, as your skin hardens like the shell of a crab. Until this effect ends, you can don armor normally, but it can't be removed through any means.
5	For 1 hour, your melee weapon attacks deal an additional 1d8 poison damage. A creature that suffers this poison damage also has its speed reduced by 10 feet until the beginning of your next turn.
6	Your saliva turns poisonous for 1 hour. During this time you can cast the *poison spray* cantrip, you gain resistance to poison damage, and when you are hit with a melee weapon attack, you can cast *poison spray* as a reaction. You can choose either Constitution or Charisma as your spellcasting ability for this effect.
7	Your eyes become solid, ever-changing colors for 1 hour. As a bonus action, one creature of your choice that you can see must succeed on a DC 15 Wisdom saving throw, or you can force it to spend its reaction moving 10 feet closer to you, and it suffers 2d8 psychic damage.
8	You grow three extra rows of jagged teeth for 1 hour. This natural weapon deals 1d8 piercing damage on a hit. When you use the Attack action, you can also make a bite attack as a bonus action.
9	A mass of pseudopods erupt out of your mouth for 1 hour. You can use these pseudopods to grapple creatures. A creature that you grapple with your pseudopods takes 1d10 + your Constitution modifier poison damage at the start of its turn, and you regain hit points equal to the damage dealt. The pseudopods don't stop you from speaking, but your voice is burbling and unearthly.
10	Your skin shifts colors wildly for 1 hour. For the duration of the effect, you can become invisible as an action, along with anything you are wearing or carrying. Your invisibility ends when the effect fades, or when you attack or cast a spell.

At the end of the effect's duration, roll 1d12 for each time you have used a trinket of Dokahi. The sum of all dice you roll is your Debt to the Dokahi. If your roll is lower than your current Debt to Dokahi, use your current Debt to Dokahi value instead.

Debt to Dokahi

Total	Debt
1-10	You're fine... for now.
11-15	Dokahi's influence over you grows. Until the next time you use a trinket of Dokahi, you can't gain the benefit of a long rest unless you are within 60 feet of the ocean.
16-20	When a spellcaster who serves Dokahi casts a spell that requires you to make an Intelligence, Wisdom, or Charisma saving throw, you roll with disadvantage.
21-25	Dokahi rules your dreams, and you see signs of Her everywhere. You gain the Flaw: "I must offer a sacrifice of blood, magic, or poetry to Dokahi if ever I disobey Her will."
26+	Dokahi can target you with a *geas* or *dominate monster* effect at any time while you are in the Material Plane or the Plane of Water.

At the GM's discretion, completing a quest in Dokahi's name or at her behest may reduce your Debt to Dokahi value.



TRINKETS OF DOKAHI

Spells

Aquatic and seafaring themed magic spells.

Through study and other means, much of the old knowledge of magic has been rediscovered. This section begins with lists of selected spell lists for new spells provided in this book. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

Bard Spells

Cantrips (0 Level)
Siren's Lament
Song of Battle
Level 1
Heart's Desire
Level 2
Major Mending
Misty Warding
Protection from Water
Level 3
Conch Call

Cleric Spells

Cantrips (0 Level)
Song of Battle
Level 2
Major Mending
Protection from Water
Level 3
Conch Call
Level 4
Bone Lock
Tero's Lighthouse
Level 8
Spirit Wind

Druid

Cantrips (0 Level)
Siren's Lament
True North
Level 2
Crashing Waves
Protection from Water
Level 3
Coral Grasp

Ranger

Level 2
Misty Warding
Protection from Water
Level 3
Coral Grasp

Sorcerer

Cantrips (0 Level)
Siren's Lament
Level 1
Heart's Desire
Level 2
Crashing Waves
Major Mending
Misty Warding
Level 4
Bone Lock
Ghost Cloak
Level 5
Soul Shackle

Warlock

Cantrips (0 Level)
Siren's Lament
Level 1
Heart's Desire
Level 2
Crashing Waves
Misty Warding
Morto's Vengeful Eye
Level 4
Ghost Cloak
Level 5
Grave Pistol
Soul Shackle

Wizard

Cantrips (0 Level)
Siren's Lament
Level 1
Heart's Desire
Level 2
Crashing Waves
Major Mending
Misty Warding
Protection from Water
Level 3
Conch Call
Level 4
Bone Lock
Ghost Cloak
Level 5
Grave Pistol
Soul Shackle
Level 6
Tides of Doom

The spells are presented in alphabetical order.

Bone Lock
4th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a creature that you can see, and that has bones. That target must make a Strength saving throw. On a failure, the target is paralyzed for the duration and suffers 3d10 bludgeoning damage at the beginning of each of its turns as the spell grinds its bones together.

If the target receives magical healing while affected by this spell, it must make a Strength saving throw. On a failure, the healing grinds the target's bones together all the more; the target is not healed, and instead takes damage equal to the amount it would have been healed. On a success, the healing effect functions normally.

At the end of each of its turns, the target can make a Strength saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you can target one additional valid creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Cat o' Nine Tails
2nd-level conjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a knotted, braided leather strap)
Duration: Concentration, up to 1 minute

Lashing red strands of force erupt from your outstretched fingertips. Creatures of your choice that you can see in a 15-foot cone must make a Strength saving throw. On a failed saving throw, a creature takes 3d6 force damage and can't move further away from you except through teleportation. On a success, it suffers half damage and no further effect.

As an action, a creature that failed the initial saving throw can make a Strength saving throw, ending the effect on a success. The effect also ends on a creature if you move more than 30 feet away from it on your turn.

On each of your turns for the duration, you can use your action to deal 1d6 force damage to each creature that is still affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



Conch Call
3rd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, M (a conch shell)
Duration: Instantaneous

You sound the conch shell, waking sleepers and clearing thoughts of outside influence. Choose one creature within range, and end one of the following effects or conditions on them: charmed, frightened, the *confusion* spell, or the *enthrall* spell. All sleeping creatures in range are awakened. This spell can't affect deafened creatures. This spell emits a clear horn note audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose one additional creature within range for each slot level above 3rd

Coral Grasp
3rd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (piece of coral)
Duration: Concentration, up to 1 minute

You conjure coral that grows around a creature's leg or other body part. Choose a creature within range that you can see. The target must roll a Strength saving throw; on a failed saving throw it suffers 4d6 poison damage and its speed is reduced to 0. On a success, it suffers half damage and no additional effect. At the end of each of its turns, the target can choose to suffer 2d6 poison damage and roll a new Strength saving throw. On a successful saving throw, the spell ends. The spell also ends if the target teleports out of the space it currently occupies.

On any turn during the spell's duration, you can grow more coral on the target as an action. The target rolls a Strength saving throw; on a failed saving throw it suffers 4d6 poison damage, it is restrained, and the poison damage it suffers for attempting a Strength saving throw at the end of its turn increases by 2d6. On a success, it suffers half damage and no further effect (its speed remains 0).

Crashing Waves
2nd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of chalcedony)
Duration: Concentration, up to 1 minute

You hold aloft your stone, causing ice-cold waves to crash and roil around you. Creatures in a 5-foot-radius of you must make a Dexterity saving throw. On a failed saving throw, the creatures suffer 2d8 cold damage, and gain vulnerability to damage dealt by this spell until the end of your next turn. On a successful saving throw, the creatures suffer half damage, but no further effects.

On each of your subsequent turns, you may cause waves to crash around you as an action. Creatures within 5 feet of you must make a Constitution saving throw. On a failed saving throw, creatures suffer 1d8 bludgeoning damage, and gain vulnerability to damage from this spell until the end of your next turn. On a successful saving throw, the creatures suffer half damage and no further effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d8 and the bludgeoning damage increases by 1d8 for each slot level above 2nd.

Ghost Cloak
4th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a silver reliquary worth 100 gold pieces, which the spell consumes)
Duration: Concentration, up to 1 hour

Choose one corpse within 60 feet that has been dead for 1 hour or less, and has not already been targeted with this spell. You bind the ghost of that creature to protect a creature of your choosing, even at the cost of its own annihilation. Touch a living creature; until the spell ends, the target has resistance to force, necrotic, psychic, and radiant damage. As a reaction when the target takes damage, you or the target can end this spell to negate up to 4d10 points of damage of any type from that attack. If this damage was caused by a living creature, it must make a Wisdom saving throw. On a failure, it is frightened until the end of its next turn.

Instead of a recently-slain corpse, you can target a ghost or other incorporeal undead. If its challenge rating is less than half your level, it must make a Wisdom saving throw. On a failure, its spirit is bound to protect your target, as described above. It is banished for the duration of the spell; when the spell ends, it must make a Constitution saving throw. On a failure, it is destroyed; on a success, it reappears in an unoccupied space nearest the creature it was bound to. If its challenge rating is greater than or equal to half your level, the spell fails and the action is wasted, but the spell slot is not expended.

Grave Pistol
5th-Level Conjuration

Casting Time: 1 bonus action
Range: 10 feet
Components: V, S, M (a vial of dirt from a graveyard)
Duration: 1 hour

You create a pistol made out of smoky darkness in an unoccupied point you can see within 10 feet of you. When you create a pistol with this spell, one creature of your choice gains proficiency with pistols for the spell's duration and doesn't suffer any ill effect from wielding the pistol. Creatures designated this way don't suffer damage when attempting to use one of the pistols, and gain proficiency with pistols for the spell's duration.

A creature not designated as part of this spell who touches or wields one of these pistols must roll a Constitution saving throw. On a failure, it suffers 4d8 necrotic damage, and its movement speed is halved until the end of its next turn. On a success, it suffers half damage and no further effect. Until the spell ends, you can use a bonus action on each of your turns to cause this damage and effect again.

The pistol doesn't require ammunition, firing shots of necrotic energy instead. The pistol is a magic weapon. On a hit, it deals 2d8 + your spellcasting ability modifier necrotic damage, and the target can't regain hit points until the start of your next turn. If the target is undead, it also has disadvantage on attack rolls until the start of your next turn.

As a reaction when the wielder hits a creature, the wielder can turn the pistol into a shard of necrotic energy that streaks toward the target. The creature must make a Constitution saving throw. On a failure, it suffers 4d8 necrotic damage, and exudes a necrotic miasma that extends 10 feet. On a success, it suffers half damage, and no further effect. Using this reaction destroys the pistol.

Whenever a creature hostile to you starts its turn in the miasma or enters it on their turn for the first time, including the creature exuding the miasma, it must succeed on a Constitution saving throw or suffer 2d8 necrotic damage and have its movement speed halved until the end of its next turn. The creature with the miasma can make a Constitution saving throw at the end of its turn, ending the miasma on a success.

The pistol emits a smoky darkness, turning bright light in a 15-foot radius into dim light and dim light into darkness for an additional 15 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you summon an additional pistol and choose an additional creature for each slot level above 5th.

Heart's Desire
1st-level divination

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

This spell reveals what someone wants most, the true desire of their heart. One creature of your choice that you can see must roll a Charisma saving throw. The target rolls with advantage if they are not currently engaged in conversation, or if they are aware of you and consciously hiding their motives. A creature that you or any of your companions has dealt damage to in the last 24 hours automatically succeeds this saving throw. On a failure, you learn one of the target's deeply-held desires, which might be abstract (such as affection from a specific person or a sense of safety) or concrete (such as a precious gemstone or a cask of rum). An individual can have more than one deeply-held desire, and is not always consciously aware of their own desires.

The target only recognizes that you've cast a spell at all if it succeeds its saving throw and made the roll with advantage, or automatically succeeded because of hostility. Creatures other than the target never notice the casting of this spell.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Major Mending
2nd-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamond dust worth 50 gp, which the spell consumes)
Duration: Instantaneous

This spell repairs major structural damage to objects and heals constructs. It is a favored way to restore ships that have been severely damaged in battle, especially when they can't be taken to a drydock. The object or construct that you touch regains the lesser of 20 hit points or half of its total hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 10 for each slot level above 2nd.

Misty Warding
2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A misty shroud settles around a creature of your choice within range. The first weapon attack made against the creature during the spell's duration has disadvantage. When a melee attack hits the creature and you are within 30 feet, you can use your reaction to teleport to a space adjacent to the attacker and make a single melee weapon attack. The misty shroud fades from that creature.

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

Morto's Vengeful Eye
2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tarnished silver coin)
Duration: Concentration, up to 1 minute

You create a 5-foot diameter crystalline eye, centered on a point you choose within range. A creature must make a Constitution saving throw when it comes within 5 feet of the orb for the first time on a turn, or starts its turn there. On a failed saving throw, the creature suffers 2d4 cold damage. On a successful saving throw, the creature suffers half damage.

As an action, you can disable the aura until the start of your next turn and shoot forth a 5-foot wide, 15-foot long blast of necrotic energy. Creatures caught in the blast must make a Constitution saving throw. On a failed saving throw, the creature suffers 2d8 necrotic damage. On a successful saving throw, the creature suffers half damage.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make a saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d4 for each slot level above 2nd, and the necrotic damage increases by 1d8 for each slot level above 2nd.

Protection from Water
2nd-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pound of wax)
Duration: 1 day

In Vodari, saltwater and rain are ever-present, and ruin many kinds of valuables such as spellbooks and musical instruments. One solid object that you touch of up to a 3-foot cube in size can't be damaged by water for the spell's duration. A flammable object affected by this spell can burn underwater, and can burn (but not ignite) other creatures and objects.

You can make this spell permanent by casting this spell on the same object every day for 1 month.

Siren's Lament
Evocation cantrip

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You imbue your voice with the lamenting cry of an anguished siren. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 1d4 thunder damage on a failed saving throw, and suffers disadvantage on the next Intelligence- or Wisdom-based ability check or saving throw made before the beginning of your next turn.

Creatures immune to the deafened condition are immune to this spell.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Song of Battle
Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, M
Duration: 1 round

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw, or it takes 1d6 psychic damage and you can choose one willing creature within 30 feet of you. The first time before the beginning of your next turn that it hits with an attack, it deals an additional 1d6 radiant damage.

The spell's damage and damage bonus granted to an ally each increase by 1d6 which you reach a caster level of 5th (2d6), 11th (3d6), and 17th (4d6).

Soul Shackle
5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

This spell shackles another target's soul to yours, so that it suffers in your place. One creature of your choice that you can see or name must make a Charisma saving throw. If it fails this saving throw, as a reaction when you receive damage, a spell effect, or a condition, you force the target to suffer it instead. After you do so, the target can make a Charisma saving throw. On a success, the effect ends.

A *remove curse* cast on the target ends the spell early.

At Higher Levels. When you cast this spell with a spell slot of 6th level, the spell's duration is concentration, up to 8 hours. When you cast this spell with a spell slot of 7th level, the spell's duration is concentration, up to 24 hours. When you cast this spell with a spell slot of 8th level, the spell no longer requires concentration. When you cast this spell with a spell slot of 9th level, the spell is permanent.

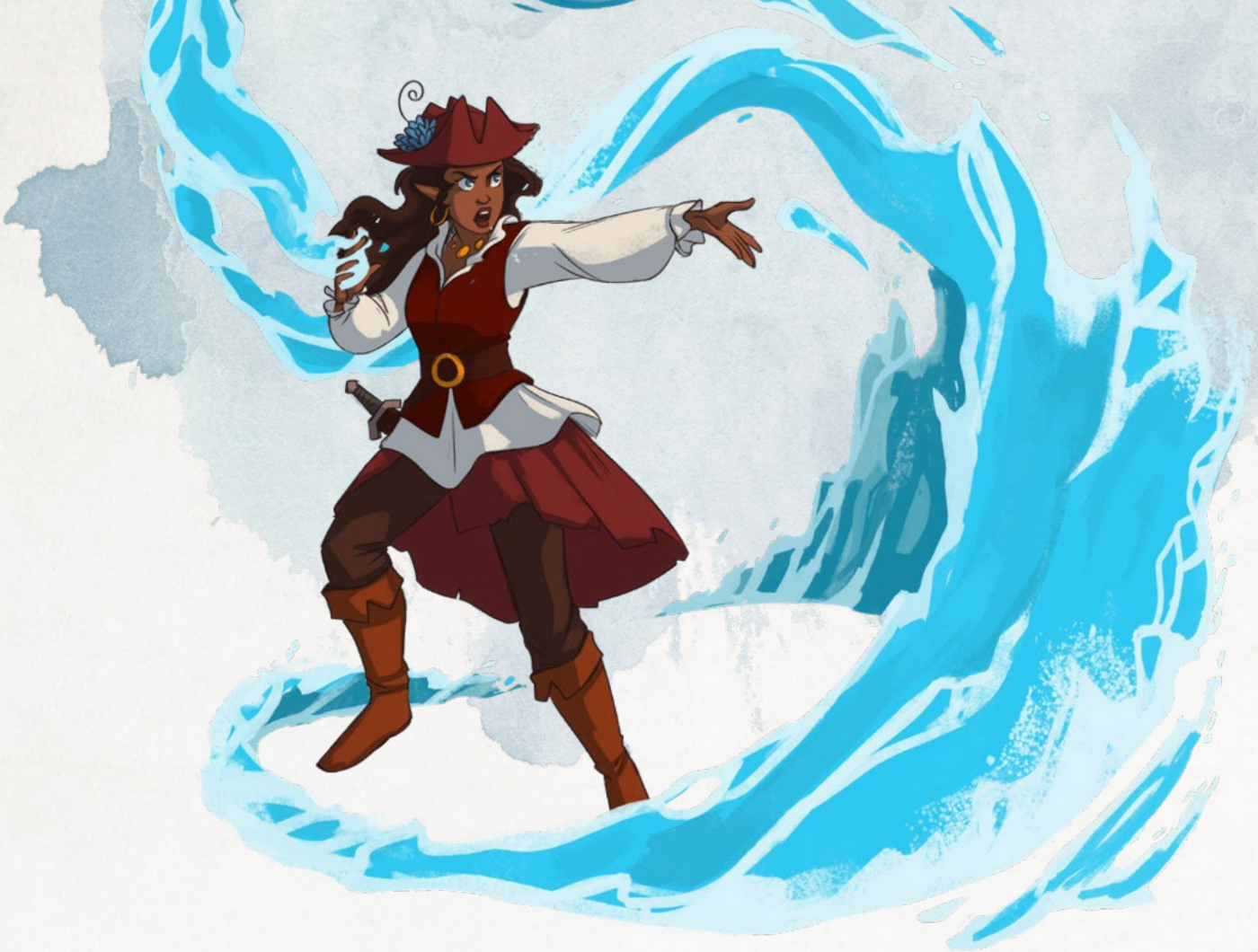
Spirit Slash
Conjuration cantrip
This spell is only available to Spirit Domain clerics (see the Spirit Domain on page 129 in chapter IV for spell details).

Spirit Wind
8th-level conjuration

Casting Time: 1 action
Range: Sight
Components: V, S, M
Duration: Instantaneous

You can call a deadly spirit wind to scour the area of one type of creature, which you declare to be anathema. Any of those enemies that die from the spirit wind only strengthen your allies. As you cast this spell, name one creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead; or one race of humanoids (such as elves or hobgoblins). All creatures of that type or race within 360 feet of you (not including you, if you are of that type or race) roll a Constitution saving throw. On a failure, the creature takes 8d10 force damage, or half damage on a successful Constitution saving throw. For each creature that dies from this damage, you can grant yourself or one ally within range one of the following benefits:

- 10 temporary hit points
- Regain 1d8 + your spellcasting ability modifier hit points
- The creature's next successful weapon attack or damaging cantrip effect within the next minute deals 1d8 additional force damage (caster's choice)



A single creature can't receive more than one of these benefits from a single casting of this spell.

Some deities take offense at the use of a spirit wind, especially if the cleric purports to serve them but uses it against those the deity doesn't regard as enemies. In such cases, the cleric may be required to answer for his or her actions before the deity.

At Higher Levels. When you cast this spell using a 9th-level spell slot, name a second creature type or race that the spirit wind damages.

Tero's Lighthouse

4th-level abjuration

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a black pearl worth at least 500gp)
Duration: Concentration, up to 1 minute

The light of Tero spills forth from you, comforting those you call friend. You emit bright light in a 15-foot-radius, and no additional light beyond that point. If any of this spell's area overlaps with an area of darkness created by a spell of 4th level or lower, the spell that created the darkness is dispelled.

When you cast this spell, you can designate any number of creatures you can see as your allies. You and your allies who remain in the area of bright light gain your spellcasting modifier in temporary hit points at the beginning of each of your turns. Creatures attacking you or your allies within the area of bright light must succeed at a Constitution saving throw or suffer disadvantage on their attacks. Creatures who are immune to the blinded condition do not suffer this disadvantage.

If you are immune to *detect thoughts*, or are in a location that prevents clairvoyance, this spell fails and the spell slot isn't expended.

Tides of Doom

6th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of ichor)
Duration: Concentration, up to 1 minute

A tide of highly acidic water gushes from your fingertips. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 8d6 acid damage on a failed saving throw, or half damage on a success. On later rounds during this spell's duration, you can create another cone of acid, and the damage it deals increases by 1d6 for each additional time you've used this action for this casting of the spell.

True North

Divination cantrip

Casting Time: 1 action
Range: Self
Components: V, S, M (a metal knife or dagger)
Duration: Instantaneous

You place a knife or dagger flat in your palm, which spins to point magnetic north upon completion of the spell, if it exists in your current location. If you are able to determine magnetic north, you have advantage on the next Wisdom (Survival) check you make to navigate before the end of your next turn.



Chapter VIII: Gamemaster Tools

This chapter provides rules and advice for gamemasters who want to run swashbuckling and seafaring campaigns in Vodari or their own campaign world. In this section, you'll find rules for dueling and gambling, new actions for combat, random tables to fill out your world, the Code of the Sea, and more.

Duels

Rules for running exciting duels that the entire table will enjoy.

The gauntlet has been thrown and now it is time to run a duel in your game. In history and fiction, duels stand out as scenes full of tension and action. How can you provide that excitement and avoid creating a long, drawn-out combat scene while the rest of the table waits? Here are some advice and rules for running duels at your table.

Reasons for a Duel

There are many reasons for a duel scenario. Here are some potential starters to make sure the duel has a reason to occur and an outcome that matters.

Avoid a War. When two armies meet on opposite sides of the battlefield, they could avoid mass bloodshed by calling for single combat between two champions. By having a champion from each army fight to determine the outcome of the battle, everyone else could go home without a scratch.

Compelled Duel. A PC or NPC could be compelled into a duel using magic such as the spell *compelled duel* (see core rules). Who cast the spell, and why?

Defending Honor. In a society where the preservation of one's honor is paramount, a duel provides a way to satisfy a dispute and maintain honor. Depending on the seriousness of the dispute, a duel can range from first blood to mortal combat. If you want a location the PCs are visiting to have an established practice of using duels to achieve satisfaction, create a codified set of rules for dueling (see Code Duello). If a PC breaks social norms and insults a noble, they could end up challenged to a duel, even if they aren't aware of the existence of the code.

Final Showdown. After losing loved ones and chasing an adversary for years, a PC finally has their chance for revenge. As the party of adventurers closes in on their companions enemy, they yell to their companions, "Stay back, this fight is mine alone!" It's always a good idea to set this type of scene in a dangerous setting like a rooftop, bridge, burning building, or cliff beside a waterfall. These types of settings are exciting and provide an escape for a villain so they can return to threaten the PCs another day.

Performance Duel. The rival of the party's bard has sent out a challenge to settle who is the better of the two. While things could get serious and turn to combat, this type of duel generally starts with a contest of Performance or musical instrument checks to see who can get the crowd going.

Prize Fight or Contest. Whether it's a sideshow where a brute challenges passers-by, or the main event in a huge coliseum, winning the duel earns the PC a prize. That prize could be their freedom, gold coins, or something needed from an important NPC. If you want to keep the fight non-lethal, have the blows deal non-lethal damage from blunted blades and other non-lethal options.

Training Trials. Lower-level PCs have often left some type of order of bards, warriors, monks, or wizards to wander the world. As they advance, a duel against their former teacher provides an interesting challenge and a chance to earn new class features or even a selected class archetype. This type of duel could be a short session with just one player.

Trial by Combat. The party is in trouble with the law and have to stand for trial. A trial by combat (or judicial duel) can resolve a conflict where there was little evidence, settle a bitter dispute, or be the preferred judicial resolution of an area. The party could appoint a single champion, or you could even have each PC fight for their freedom. As an alternative, you could drop the PCs into a dungeon, gauntlet, or another challenge after being told only the innocent survive.

Code Duello

Whether an impromptu fight demanded during a heated argument or one scheduled for dawn, duels need established rules of engagement. These rules are often called a Code Duello. Without rules of engagement, you have a standard combat encounter. There are countless rules you could invent, but a Code Duello should make sense for the place where it is tradition. Decide how well known and enforced the Code Duello is. What are the impacts of breaking the rules in a duel? Are the rules written down somewhere?

The Code Duello example below for Arushi allows nobles to seek satisfaction when their honor has been threatened.

Code Duello - Arushi

Duels are completely legal in the island nation of Arushi. The following rules of engagement are well known:

- Duels occur in public, outside, during daylight hours.
- Each participant fights alone and can receive no help from outside sources.
- Each participant declares a second, who acts as a witness and ensures both participants obey the rules.
- Each participant fights with the same or similar weapons, determined and agreed to by both parties before the duel begins.
- The participants decide between themselves what armor and shields are allowed.
- No magical items or effects can be used before or during the duel to aid its participants. Any participant found benefiting from magic forfeits the duel and is declared dishonorable.
- The duel lasts until one of the participants bleeds, surrenders, or is unable to continue.

Determining a Winner

As your campaign advances, PCs and monsters gain enormous numbers of hit points. For most duels, reducing an opponent to 0 hit points is neither fun nor essential to determine a winner. When creating your own Code Duello, consider the following ways to determine a winner.

Three Touches. The first participant to successfully hit three attack rolls against their opponent is the winner. Any touch could also be the last if the hit is enough to bring the opponent to 0 hit points. This method helps to quickly determine a winner and works great for lower level PCs. Once PCs gain the Extra Attack feature, duels can become very short and this method can be unsatisfactory if the first round is one-sided. The three-touch method also works if you want

a non-lethal duel with blunted blades, such as in a contest, trial, or training.

To the Blood. The first participant to reduce their opponent to half of their maximum hit points wins. This method avoids a long battle and outright killing an opponent.

To the Death. The first participant to fall unconscious or die loses. This method could work well at the lower levels but takes a significant amount of time at higher levels, especially if damage reduction, self-healing, and resistances are significant.

Other Ideas. There are countless other ways to decide victory, such as pushing an opponent out of the ring or knocking an opponent off a log. Establish the method as part of your Code Duello, and have fun with it.

Establish Setting

Use an interesting and dramatic location for your duel.

- an arena with a screaming crowd
- on a teetering plank over a pool of filthy water at a tavern surrounded by drunk gamblers
- high above the deck of a ship
- in the town square on market day
- high noon at the edge of town
- on a rooftop after a chase
- in the bell tower of a cathedral
- on a balcony at a formal ball

Running a Duel

To run a duel, you don't need a new and complex set of rules. Fifth edition already has everything needed to run combat, with initiative, attack rolls, saving throws, and advantage/disadvantage. Here is a simple framework for running a duel in Arushi, Veraci, or anywhere else that duels are common.

- Each participant makes an initiative check, just like in standard combat.
- Duels are planned, or at least expected, and neither participant can be surprised without some form of serious distraction.
- At the beginning of each round, the GM checks that each participant wants to continue the duel, unless it is to the death. If either participant yields, the duel ends and the participant that ended the duel has lost.
- On their turn, each participant takes their actions and movement. Consider how the spirit of the duel handles Hide, Disengage, or leaving the fighting arena.



Quips and Banter

A duel can be a time for NPCs to taunt a PC with quips that cut deep and establish or reinforce the PC's hatred of them. Banter can be loud and boastful, or whispered just to the PC. Use banter between attacks to reveal plot details such as who really killed the king or an evil plan their PC will never be able to stop once they are dead.

Using Duel Points

Unlike the distracting chaos of regular combat, a duel requires focusing on only one opponent, which can make scoring a hit considerably more difficult. If you want a slightly more complicated system for running your duel, you can have the participants fight to wear their opponent down and gain the upper hand. Choose any combination of the following rules that work for your table.

- Each participant starts with 3 duel points.
- Begin the duel with an intimidation round to allow either opponent the chance to earn a boon to start the duel. Each participant in the duel makes their choice of a Charisma (Intimidation) or Charisma (Performance) check, contested by their opponent's Charisma (Intimidation) or Charisma (Performance) check. The winner of the contest gains their choice of an additional duel point or adding 1d4 to their initiative roll.
- Participants in the duel make normal attack rolls to wear down their opponent. Each attack roll that hits against the opponent's AC takes away a duel point from the opponent.
- A participant only rolls damage for an attack roll that hits when their opponent has started to tire and falter, indicated by having 0 duel points remaining.
- A participant can spend a duel point to gain advantage on an attack roll.
- A participant can attempt to earn a duel point by choosing to forgo an attack to fight defensively, imposing disadvantage on their opponent's next attack roll. If the attack roll misses, the participant gains a duel point.
- A participant wins a duel when their opponent loses hit points for a single touch contest. For other victory conditions such three touches, to the blood, or to the death, continue until the victory condition is reached.

Seconds

Seconds traditionally act as witnesses and assist the person involved in the duel. This could be one or more people. Their role is usually formalized in the Code Duello. A second might need to:

- Negotiate on behalf of the duelists to set the rules, time, and place of the duel. They could even negotiate peace, avoiding the duel.
- Act as a witness and ensure both participants obey the rules.
- Take the place of an ill, injured, or cowardly duelist.
- Notify the next of kin when death occurs, and tend the body of their fallen comrade.

You could set-up a tag team match where a second jumps in and takes the place of a defeated duelist. Victory could be determined by which side landed the most hits or had duelists left alive.

Keeping Everyone Busy

A duel doesn't have to be a time for the other players to sit by while one player takes the spotlight. Let the party run wild and you have a session to remember.

Cheat. It is only cheating if someone finds out. Remind them of the repercussions of getting caught and enjoy the train wreck the ensues when things go downhill. PCs aren't the only ones who can cheat.

Have the PCs stop the allies of the other participant in the duel from supporting the opponent or cheating.

Collect Information. Allow other PCs to learn more about the opponent, find loopholes in the Code Duello, or anything else that could provide an edge. If you feel generous, create a loophole for the players to find in the rules.

Encourage and Insult. The other PCs can help their champion by yelling encouragement or insulting the opponent. A character who is not a participant in the duel can encourage and insult by making a Charisma (Intimidation) or Charisma (Performance) check contested by an ally of the opponent's Charisma (Intimidation) or Charisma (Performance) check. The winner of the contest provides a participant in the duel with a duel point. A character can only provide an ally with a duel point once per duel.

Gamble. A duel is a great time for the other PCs to make a little coin. Allow the other PCs to gamble on the outcome of the duel. If gambling is not allowed, this can create even more complications.

Help and Hinder. If healing and buffing your duelist, or hindering the opponent is allowed, there should be lots to keep the other PCs busy. Set out what is allowed in the Code Duello to avoid the rival duelist being transported to another plane or reduced to a pile of ash (outside of a wizard's duel, of course).

New Actions for Combat

New swashbuckling combat actions.

Vodari is a world of swashbuckling adventure, with dueling nobles defending their honor and heroes swinging from chandeliers. This section adds new actions for players to take during combat to support a swashbuckling feel in any setting. Along with the base fifth edition combat actions, the following actions are available for you to offer your players. You can add these to your game individually or as a group.

Bind Weapon

When you take the Bind Weapon action, you make a melee weapon attack contested by a creature's Strength (Athletics) or Dexterity (Acrobatics). If you're able to make multiple attacks with the Attack action, this attack replaces one of them. On success, you bind your target's weapon. While bound, you and your opponent can't use the bound weapons or move. On their turn, your opponent can use an action to attempt to free their weapon with an opposed Strength (Athletics) or Dexterity (Acrobatics) check or drop the weapon. If the creature doesn't free or drop their weapon, the creature can't move. A bound weapon that is dropped remains bound until the character that initiated the bind ends it. While binding your opponent, you suffer the same limitations, except that you can end the bind at any time.

Give Ground

As a reaction when you take damage from a melee attack, you can move 5 feet away from the attacker onto non-difficult terrain, reducing the damage you take by 1d6. This movement doesn't provoke opportunity attacks. If this reduces the attack's damage to 0, treat the attack as a miss.

The attacker can immediately move into the space you evacuated. This doesn't cost the attacker's reaction and doesn't provoke opportunity attacks, but a creature can only move this way once per turn.

A clarification: *If none of the three squares behind you that increase your distance from the attacker are legal places to end your movement, you can't Give Ground (even if you could otherwise pass through the square, such as when occupied by an ally).*

Tackle

When you want to tackle a creature, you can use a special melee attack, a tackle. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your tackle must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make your choice of a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, the target is knocked prone and takes 1 + your Strength or Dexterity modifier in bludgeoning damage. On a success or failure, you are knocked prone, landing in a square adjacent to the target.

Tag

You can attempt to slice the feather off a hat, pin a cape to a wall with an arrow, or some other impressive act with a weapon against an enemy. While wielding a weapon with the finesse property or any ranged weapon, you can use a special attack, a tag. If you're able to make multiple attacks with the Attack action, this attack can replace one of them.

Instead of making an attack roll, you make a Dexterity (Performance) check contested by a creature's Strength (Athletics) or Dexterity (Acrobatics). On a success, the target has disadvantage on saving throws against the frightened condition until the start of your next turn. You can't use this action against the same creature again for the next 24 hours.

Toss Debris

When you take the Toss Debris action on your turn, you can hurl sand or other small particles at a creature you can see within 5 feet of you. This debris could be from your inventory, such as a bag filled with sand, or from the environment, such as kicking up embers. As an action, you make an improvised ranged attack to throw debris at a creature. Being within 5 feet of a creature doesn't impose disadvantage on this ranged attack. On a hit, the creature has disadvantage on its next attack roll before the start of your next turn. In addition, the target must succeed on a Constitution saving throw (DC 8 + Dexterity modifier), or it is blinded until the start of your next turn. Once blinded, a creature can spend an action to clear its eyes of the particles and end the condition.

You can't use the Toss Debris action again until you finish a short or long rest.

Gambling

Tips and rules for running gambling, from the back alleys to the shining casinos of Kazina.

Gambling is a popular activity on most islands of Vodari. While the activity is illegal in Taevara, it's allowed almost everywhere else, from the back alleys to casinos. This section provides gambling options for running games of chance for your players.

Fortana's Wheel

This casino game features a large ship's wheel with twenty spokes sitting horizontally on a table. The spokes are numbered 1 to 20 and colored black (odd) or white (even). The table around the wheel provides places for six gamblers to sit.

To wager on Fortana's Wheel, a player chooses one of the following betting options based on where they believe the wheel will stop:

- A number between 1 and 20.
- Black (odd) or white (even).
- Low (1 to 10) or high (11 to 20).

A croupier (or dealer) accepts wagers from the gamblers and appoints one of them to be the captain who spins the wheel (rolling a 1d20). The captain position generally passes to the left through each of the gamblers. Once wagers are placed, the wheel is spun and whichever spoke lands on a triangular marker is the winning number and color. Fortana's Wheel pays out as follows:



- A player who chose the correct single number gets their wager back plus eighteen times their wager.
- A player who chose the correct color gets their wager back plus an equal amount.
- A player who chose high or low correctly gets their wager back plus an equal amount.

Sea Horse Racing

This is a game found only in the finest casinos, where six **giant sea horses** race around a massive pool with seating surrounding it. Each seahorse is controlled by a jockey. Gamblers bet on which seahorse will be the first to complete the 480-foot circuit around the pool. The odds column provides the likelihood that a seahorse will win the race, and the payout if it wins. The seahorse with the lowest left odds number is the favorite and most likely to win. For example, a seahorse with 5:1 odds pays 5 gp on a bet of 1 gp if it wins, but is less likely to win than a seahorse with 2:1 odds that pays out only 2 gp on a 1 gp bet.

Complete the following before each race begins:

- Select six seahorses from the Seahorse Odds table, or create your own racers and odds.
- Order the racers by their odds and provide the list to your players who wish to gamble. Explain to your players that a seahorse with lower odds is more likely to win but will return less money on a bet.

A race around the pool generally takes around a minute to complete. To run the race, roll 1d8 and add it to the left odds number for each sea horse four times. For a racer with 3:1 odds, you roll 1d8+3 each round. After each round describe who is winning and losing, with a lower roll indicating a faster running seahorse for that round. After four rounds, the seahorse with the lowest total for all four rolls is the winner of the race.

To determine the payout, those who picked the winning racer are returned their bet plus their bet times the amount you set for that seahorse's odds. Those who did not pick the winning racer lose their bet. Payout is calculated as:

payout = bet + (bet x odds)

On a bet of 10 gp for a sea horse with 3:1 odds, the bettor receives 40 gp based on 10 gp + (3 x 10 gp). If you are familiar with horse racing, you can provide expanded betting options such as place, show, or box bets.

Seahorse Odds

d10	Odds	Seahorse Name
1	2:1	Swift Current
2	3:1	Fish Bait
3	4:1	Stormwind
4	4:1	Okeano's Choice
5	5:1	Blue Beauty
6	5:1	Seacookie
7	6:1	Coral Chaos
8	6:1	Masquerade
9	7:1	Moon Swimmer
10	8:1	Dancing Dash

Skulls

This dice game is popular in both the back alleys of port cities and in lavish casinos. This simple game is played with dice made of bone, with the side with a single pip (or dot) representing the skull. The goal of the game is to roll as many skulls (or ones) as you can in three chances.

To make a wager on a game of skulls, a player places a wager, usually set by a croupier (or dealer). The player rolls three dice (rolling 3d6). Skulls pays out as follows:

- if one skull is rolled the player gets their wager back plus an amount equal to their wager.
- if two skulls are rolled they get their wager back plus an amount equal to two times their wager.
- if three skulls are rolled they get their wager back plus an amount equal to twenty times their wager.
- if no skulls are rolled, the house keeps the wager.

Wagers at the casino tend to be much larger, and gamblers are far less likely to end up dead for rolling triple skulls.

Pirate's Dice

This dice game is for two or more players, requiring the ability to deceive and to detect an opponent's deception.

- Hand each player 5d6 dice along with an opaque cup (or tankard, mug, or anything else you can find).
- To determine which player goes first, have all players roll 2d6. The player with the highest roll goes first, with the remaining players taking turns clockwise from them. In the case of a tie, roll an additional d6 until someone has a higher roll.
- To start the game, each player pays the ante (such as 1 gp) into the pot and rolls 5d6 at the same time in their cup. A player is allowed to view their dice, but should cover their cup to keep their rolls hidden from other players.
- Let the first player guess how many total of one dice face were rolled, such as "five 6s".
- Allow the other players to challenge the bet or make a new one. A new bet must increase either the pip count or the match count (so "three 3s" can be followed by "three 4s" but not "four 2s").
- Continue around the table making new bets until there's a challenge.
- Reveal all the players' dice when a player challenges a bet. If the player who made the challenge was wrong and the player before them got their bet right, the challenger removes one die from their cup.
- Begin the next round with the loser of the previous round making the first bet.
- In later rounds, players roll their remaining dice. Optionally, you can require each remaining player to have to pay an ante each round to continue playing.
- When there's only one player with dice left, they are the winner and collect all of the coins in the pot.



Code of the Sea

Far from civilized lands, the only law that matters at all is the Code of the Sea.

In Vodari, privateers follow this Code as law. Even the vilest pirates follow most of the Code, or at least the articles their captain enforces. The Code is vague by intent, left to the captain to interpret.

1. You must obey the captain and officers.
2. You must keep your weapons ready for battle and always fight when faced with an enemy.
3. You are not to engage in one-on-one combat with an unarmed foe.
4. You will accept any request for a duel with an honorable opponent. You will respect a duel between others and not interfere.
5. You will not game at cards or dice for money while aboard your ship.
6. You are never to fight another crewmate while aboard your ship. Any quarrels must be set aside until shore leave.
7. You will always accept an honorable foe's surrender or a request for a parley, and they will fear no harm from you.
8. You are never to plunder the poor.
9. You will not speak to any creature of the sea without the captain's permission.
10. Your word is always as strong as your steel. You shall never break a promise or an agreement.
11. You are considered fit for duty unless ordered to rest by the ship's doctor. While on duty you will never be found asleep or drunk.
12. You shall receive an equal share of food, drink, and profits. The captain and officers receive extra shares as written in the ship's charter.

Violators face whatever punishment the captain sees fit, including keelhauling, marooning, or death.

Visiting Ports

People, places, and things for your players to meet, visit, and find while in port.

Port Locales

A visit to any port should be full of interesting places to visit and people to find there. The following section provides gamemasters with tools to fill in port locales while preparing for a session or during a game session with an unexpected visit to a new port. In this section, you'll find random tables for inns and taverns, shops, docks, the harbormaster's office, and more locations.

Inns & Taverns

Inns and taverns are the heart of social life in any town or city. They serve as a place to rest, relax, socialize, and share information. From the fancy tea houses of Xoleni to the rough taverns of Sceptre, you'll find a variety of inns and taverns in the list below.



Inns & Taverns in a Port

d10	Inn/Tavern
1	***The Sand Bar***. This local favorite on the boardwalk has tables both inside and out. The owner, Andros Stormwind (CN male human **pirate**), wears an eye patch and is rumored to be a retired pirate.
2	***Harkon's Pub***. A large and popular restaurant and tavern. The owner, Luisa Harkon (NG female human **commoner**), inherited the business from her father and tires of running it.
3	***Home Fires Inn***. A narrow three-story building known for its excellent hospitality. Risswyn Ungart (LE female dwarf **spy**) runs the inn and only occasionally sells out her guests for money.
4	***The Thirsty Fish***. A rough tavern that's popular with sailors and dockworkers. The owner, Harmony (CN female siren **shanty bard**), pays well for live entertainment and provides some herself. The rowdy crowd throws mugs (or worse) at bad performers.
5	***Sea Breeze Manor***. This run-down inn was once a luxurious manor. Rats infest most of the rooms. The owner, Jak Fink (NE male **wererat**) is unkempt and matches his surroundings.
6	***Rockbreaker Inn***. Branryl Rockbreaker (LG female dwarf **commoner**) works tirelessly to provide a comfortable hostel for dwarves and anyone who enjoys authentic home cooking.
7	***The Kraken***. A large tavern with great food, friendly service, and fair prices. The owner, Tiprick Bundlebander (CN male gnome **sailor**), outfits the place with gear salvaged from shipwrecks and tells entertaining tales of the sea.
8	***The Pit***. This small bar near the docks caters to fight fans. The food is bad and the drinks are overpriced, but the place is crowded most nights. Magdalen Atwater (LN female human **gladiator**) arranges fair matches and takes bets on the outcome.
9	***Melindi's Tearoom***. This fancy establishment serves a huge variety of tea, coffee, and delicious cakes. Melindi Mystralo (LG female half-elf **commoner**) is warm and friendly and dislikes bad manners.
10	***The Scurvy Dog***. A run-down tavern that's almost always empty. The food is terrible and the drinks are worse. The proprietor, Nevil Nimblefingers (N male halfling **bandit**), is well connected with the criminal underworld.

Shops

After a long voyage at sea, players will likely want to sell some of the plunder and treasure they earned. The table below has a mix of shops you'd expect to find in any settlement, and some that only fit a port.

Shops in a Port

d12	Shop
1	***Geth's Bait & Tackle***. A small shop with fishing supplies owned by friendly and helpful Geth Sureport (N male human **sailor**).
2	***Gold Star Chandlery***. A large store run by gruff Flint Hardhammer (LN male dwarf **commoner**). The place sells nearly every part that a broken ship could need (spars, rigging blocks, rope, cleats, decking, etc.).
3	***Ella's Treasures & Pawn***. A brightly decorated shop owned by the charming Ella Timbers (LE female gnome **commoner**). She buys and sells second-hand goods and offers small loans for goods held in collateral (with some interesting fine print).
4	***Lia's Tattoos***. Lia Liadon (NG female elf **commoner**) runs this small store. She traveled Vodari for over a century learning the art of tattooing. Her work is both high quality and a great value, as she rarely charges more than 10 gp.
5	***Irontooth Nets***. This small, run-down shop has a variety of nets. The owner, Rangrim Irontooth (CE male dwarf **commoner**), spends most of his time drunk and hates nets. He is thoroughly unpleasant, but his nets are well made.
6	***Seahawk Sails***. This large shop makes sails for ships of all sizes. Owner and proprietor Kiara Seahawk (N female half-elf **sailor**) is always looking for strong, steady hands.
7	***Greycloud & Sons, Shipwrights***. This shop is the size of a warehouse, half of which is built over the water. Mallick Greycloud (NG male human **commoner**) and his three sons build boats and ships from the keel up.
8	***Networthy Bakery***. This bakery's front window is full of delicious treats. A retired privateer named Lidda Networthy (N halfling female **pirate**) runs the shop. Lidda has a pegleg, but it doesn't seem to slow her down.
9	***Sparkle's Gems & Jewelry***. This shop is full of bright and shining gems and jewelry of all kinds. The owner is an excellent jeweler named Sparkle (NG female tiefling **commoner**). Sparkle pays fair prices for gems and jewelry. Two veterans ably handle security.
10	***Mariano Mercantile***. This large general store has a wide inventory. It is owned and operated by Jairo Mariano (N male human **commoner**). In this shop, players can purchase any adventuring gear found in the core rules and this book (see Chapter V), sold at the cost listed.
11	***Thilore's Arms & Armory***. This tidy blacksmith shop is full of well-made goods that blend function and beauty. The smith is a huge half-elf named Thilore Hanali (LG male half-elf **commoner**).
12	***Wildwander's Enchanted Goods***. This tiny magic shop is run by Orla Wildwander (N female gnome **mage**). Orla has a variety of common and uncommon magic items, some potions, and a few rarer items.

Docks

The busy heart of any port is the docks. In wealthy cities, these are safe and well-guarded. Less affluent ports tend to be more dangerous, with visitors left to fend for themselves. The Sights and Sounds on the Docks table provides details to add some life to the docks of any port.

Sights and Sounds on the Docks

d12	Event
1	A gold-robed cleric of Fortana named Everand Sunosi (CG male human **priest**) walks along the docks blessing the fishing boats.
2	A group of dockworkers (NG male dwarf **thug**) sings a shanty as they unload a merchant sailing ship.
3	A thin carriage driver (N female half-elf **commoner**) struggles alone to move a pair of noble passengers' trunks onto the top of the carriage. They await her inside the carriage, growing impatient.
4	A crier (N male dwarf **commoner**) walks the docks telling of the misdeeds of Tyrus Waquati, a sorcerer, thief, and murderer, wanted dead or alive for his numerous evil deeds.
5	A drunkard (CN male half-elf **veteran**) and a gentleman (LE male human **noble**) are in the middle of a duel. A crowd gathers to wager on the action.
6	An old fisher (N human male **commoner**) who is fixing his nets casually spits as the PCs walk by.
7	An oyster cart girl (LN female halfling **commoner**) sells fresh shellfish, calling out her wares as she walks along the docks.
8	A group of six heavily-armed **guards** are going from boat to boat with a wanted poster and an iron gibbet on wheels. Rumor has it that they seek a half-elven warlock.
9	A group of three children are hunting rats for the harbormaster. At the end of the day, they exchange their hard-earned copper with the chandler for jawbreakers and rock candy.
10	A tavern brawl spills out of the Rusty Nail and onto the street in front of the tavern. The whistles of the approaching town guards can be heard a moment later.
11	Quarion Amakiir (CG male elf **bard**) walks up and down the docks, singing and playing snippets of songs from all across Vodari. He is playing this evening at the Black Gull Tavern and welcomes all to attend the show.
12	A group of five **thugs** hangs around the docks trying to look busy.

Harbormaster's Office

The harbormaster is an important appointment. They are responsible for everything that happens in port. They enforce rules, ensure security, and oversee all operations. The Harbormasters table provides a few harbormasters to introduce to your players.

Harbormasters

d4	Harbormaster
1	Ethor Keep (LE male human **noble**) is a lazy and terrible harbormaster. He sits in his office drinking wine while his hired thugs keep the harbor under control by force. Keep is only interested in lining his own pockets, and he routinely charges extra fees or even seizes cargo.
2	Gurdis Dankil (LG male dwarf **captain**) is usually found walking the docks and rarely stays in his squat, four-room shack. Gurdis served forty years as a merchant ship captain before being appointed harbormaster.
3	Rosalina Alvizo (LN female human **captain**) is friendly but no-nonsense. A retired naval captain, she hopes to be the mayor someday. She is extremely good at tracking the comings and goings of ships, passengers, and cargo in her port.
4	Lianna Aloria (LG female elf **noble**) is fond of rules and order. She's been harbormaster for longer than most captains have been alive. The few captains who arrive in her port with shoddy or improper paperwork face fines and a stern lecture.

Outside of every harbormaster's office is a board where the harbormaster posts news, sale notices, and more. The Notices on the Harbormaster's Board table provides some notices for you to share with your players if they take a look at the board.



Notices on the Harbormaster's Board

d12	Notice
1	**Rats on the Dock!** For each dead rat you will be paid 2 cp at sundown. See the Harbormaster.
2	**Skilled Fighters & Wizards Needed** to protect an important expedition. Inquire at the Temple of Istoro.
3	T**hink Ye Can Row Fast?** Sign up for the Harbormaster's Cup. Races are held each week. See the harbormaster to sign up.
4	**Got a Tale to Tell?** Have you traveled far and wide? Share an ale and swap a tale with Bedwynal the Bard at the Blow-Hole Tavern most days.
5	**Ship for Sale!** *The Stalwart* is a two-masted brigantine that can be seen at anchor in the harbor; ask the harbormaster for details or to view the boat. 12,500 gold crowns.
6	**Looking for Crew!** The *Prospero* is hiring crew. Only able sailors need apply. Ask for Bosun Redbeard.
7	**Missing!** Kildrak Ironhammer. Missing for two weeks and his loving wife and seven children need him home. Please help us find him.
8	**Do You Care About Safety and Community?** We're always looking for new recruits for the town guard. Do your part for the community and join today!
9	**Xolenian Technology is Destroying Vodari!** A lecture by the famous Breena Loudthunder (see Luna entry on page 66 in Chapter II), at the Temple of Aubori each night this week.
10	**Local Pirate Reports.** Two sloops working together near Dolphin Key. A frigate hunting between Pelican Reef and Dog Leg Cay.
11	**Ship for Sale!** The *Fortune's Fate* is a well-loved sloop used as a small cargo hauler and then as a private yacht. A steal at only 8,000 gold crowns.
12	**Hiring Crew!** The *Swiftwind* merchant ship is hiring crew. Interested swabs should talk to the ship's first mate, Multrex Vane.

Other Locations

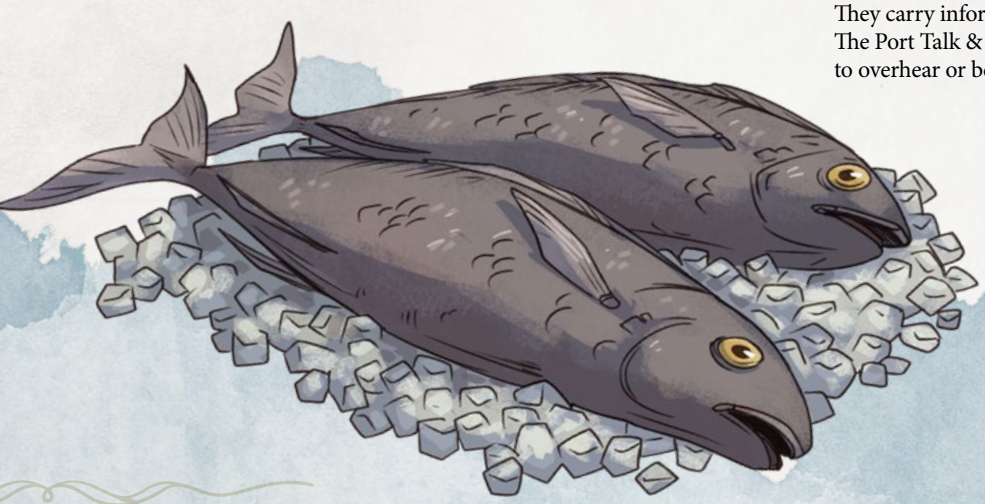
Other significant locations in the docks, and the people to be found in them, are provided in the Other Locations in a Port table.

Other Locations in a Port

d8	Location
1	***City Watch***. A sturdy brick building that acts as the headquarters of the watch and a jail. Captain Arcos Abello (LN male human **veteran**) leads a group of undisciplined guards who are known to accept bribes.
2	***Fish Market***. A large, open pavilion adjacent to the docks shelters tables, baskets, and crates full of fresh fish brought in by local fishers. The energetic and friendly Isa Kaikoa (NG female human **commoner**) manages the market.
3	***The Brothers and Sisters of Tero Orphanage***. A pair of large townhouses near the docks is where Amber Balderk (LG female dwarf **acolyte**) tries to save as many homeless children as she can with little funding and a few overworked volunteers.
4	***The Red Temple***. This large three-story house with an attached courtyard and gardens is actually a discreet brothel run by Shava Sailhaven (N female half-elf **commoner**).
5	***Dockworkers Guild Hall***. A walled-off square with an open archway entrance contains the four-story guild hall. The current Guildmaster is Barris Callabra (NG male human bandit **captain**). If he isn't on your side, you aren't moving cargo through this port.
6	***The Lucky Spot Casino***. A two-story gaming den offering food, drinks, gambling, and secure storage for private wagers. A former adventurer named Reed Tosscobble (N male halfling **noble**) runs the casino and often hires adventurers.
7	***Map Library***. Theadrix Greybeard (LG male dwarf **commoner**) manages a large collection of maps and charts in a small wooden building. The maps aren't for sale, but can be copied at no charge.
8	***Warehouses***. The majority of the large warehouses near the docks are owned by Roondar Nackle (NE male gnome **noble**). He employs guards and mastiffs to protect the warehouses.

Port Talk & Rumors

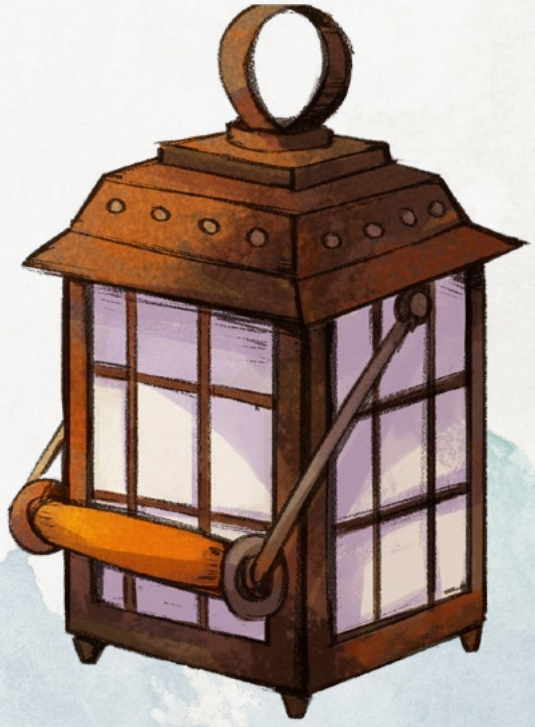
A port is full of ships and people, moving in and out like the tide. They carry information from all across Vodari; some of it is even true. The Port Talk & Rumors table provides information for your players to overhear or be told.



IN THE NORTH, FISH ARE KEPT FRESH USING ICE.

Port Talk & Rumors

d20	Rumor
1	A crewman from the *Amberjack* tells of being hit by a crew of pirates led by a fire-breathing human sorcerer. They were headed to Liberty with a load of mechanical parts and a single passenger, Zeenda Tang (NG female gnome **commoner**). The pirates took both the parts and the engineer.
2	The Temple of Aubori seeks a group to escort and protect Birel Naílo (CG female elf **priest**) while she tours the Stormwood chain of islands, documenting and tending natural shrines to the Goddess.
3	The dwarves have discovered a vein of gold so rich that they're calling it Gold Island. The island's also haunted. The gold has been left just lying on the ground where the dwarves dropped it while fleeing.
4	They say "Granny Fah'ra" (CG female human **druid**) is blessed by Tero. Granny brews a tea that heals all wounds and relieves all conditions. If she has the ingredients and she likes you, that is.
5	It is well-known that there is a half-elven hermit (LN male half-elf **mage**) hiding somewhere on Coral Island. Some say that he hides there because he is a powerful warlock wanted by the Archpriest for crimes against Taevara.
6	Eldeth Fireforge (LN female dwarf **commoner**), the innkeeper of the Drunken Drake, has posted a reward of 100 gp for the capture of the street gang members responsible for injuring her son in the alley behind the inn two evenings ago.
7	Seebu Glim (NG male gnome **mage**) pays extremely well for relics from before the Godwar. It doesn't matter if they're mechanical or magical. Whatever you can find, he'll pay for it.
8	Rangrim Irontooth (CE male dwarf **commoner**), the netmaker, pays silver coin for large scraps of net that end up snagged in the reef just past the harbor opening. The waters are treacherous for swimming, but it can be lucrative.
9	Something or someone is stealing the widow Rebeck's (NG female dwarf **commoner**) pigs and she's fed up. She offers 50 gp for someone to find her pigs or kill whatever ate them.
10	Widower Odo Riesenbach (LN male human **sailor**) is selling his late wife's maps, notes, and journals. Captain Riesenbach sailed throughout Vodari for three decades.
11	Mermaids have been spotted on the rocks just outside the port. Everyone knows mermaids give information on shipwrecks they've seen, if you offer them the right gift.
12	A sage named Daimakos the Truthful (N male tiefling **commoner**) claims to have collected a vast amount of field knowledge of the lands far to the north.
13	Mercy Osgood's (CG female halfling **sailor**) salvage crew seeks underwater fighters. The work is dangerous, but they pay 100 gp for every 10,000 gp value load you bring up, assuming you can survive the underwater bandits.
14	People say a friendly dragon (CG female **adult bronze dragon**) comes into the port to carouse with sailors on Stormwind island.
15	A treasure hunter named Steadfast (CG male dragonborn **scoundrel**) claims to have a map to a forgotten treasure of Captain Flyndt. He's hiring a crew to find the treasure, but be wary; he's either a conman or a fool.
16	The *Lynx* was sighted with heavy battle damage. It is believed that the Taevaran theocracy have offered a rich bounty the capture of the ship and crew.
17	A plantation on the outskirts of town is overrun with **giant spiders** driving off the workers. The plantation owners are paying dearly to get the fields producing again. You gotta wonder what made the spiders go so crazy.
18	Strange old Wartzo Hoon (NG female halfling **mage**) has been paying well for aquatic monster parts.
19	**Ghosts** have been seen walking through town each night. A member of the watch was found dead and aged twenty years.
20	Sarminar Zanfir (N male elf **mage**) is searching for recruits with magical talent willing to serve Queen Esmeralda as mages in her fleet.





Seafaring Adventures

Weather, ships, monsters, and other hazards to create interesting voyages.

Whether you're running a full nautical campaign or a single seafaring adventure, the party is going to travel across the sea at some point. Their voyage could follow a routine trade route, a map to treasure, or even explore what lies beyond the edge of the map. Whatever the destination is, the journey should be an adventure in and of itself. Check for weather, navigation, and encounters during each day of the voyage.

Weather

Those traveling the sea know a change in the weather can be the difference between a smooth passage or going to Davy Jones' Locker. Tell your players what they see, hear, smell, or feel. Make sure the players know the current weather, visibility, and state of the seas at the start of any encounter. The following tables provide tools to determine the weather while your PCs sail the seas.

You can pick weather to fit your campaign, or roll on the Weather table to determine the weather for a given day, adjusting for climate and season as appropriate. Consider the following:

- A wind speed of None is a dead calm, which halts movement by sail and requires rowing or magic to move.
- Strong winds can increase the speed of a ship sailing with the wind by 50%, or reduce the speed of a ship sailing against the wind by 50%.
- When the wind speed is Strong and precipitation is a Storm, the weather should be dramatic and challenging, with a 25% chance of a devastating hurricane.

Weather

d10	Temperature
1-2	1d10 x 2 degrees Fahrenheit colder than normal
3-8	Normal for the season
9-10	1d10 x 2 degrees Fahrenheit warmer than normal

d8	Wind Direction	d8	Wind Direction
1	North	5	South
2	Northwest	6	Southeast
3	West	7	East
4	Southwest	8	Northeast

d20	Wind Speed
1	None
2-5	Light
6-16	Normal
17-20	Strong

d20	Precipitation
1-12	None
13-16	Light rain
17-19	Heavy rain
20	Storm

Visibility

For the visibility and state of the seas, make a judgment call based on the weather.

- Strong wind creates high, rolling seas, reducing visibility.
- A calm sea and clear sky offer great visibility from the crow's nest, with the ability to spot another ship up to 10 miles away. Overcast reduces this to 5 miles, rain to 1 mile, and fog to 300 feet or less.
- In extreme weather, such as fog and storms, sailors face low visibility. They could even get lost, with the sun or stars hidden and only a compass to guide them.

State of the Seas

Don't forget to describe things like the color, clarity, depth, or obstacles of the sea itself. Let them know if they are sailing over a clear, shallow sea full of wrecked ships, through shallows with jagged rock or coral reefs, or a roiling and opaque sea of hidden depths.

Making Knowledge Checks While Sailing

If players ask to learn more about an approaching ship or aquatic creature, ask for a skill check with a Difficulty Class (DC) based on available clues they can sense. You can use an Intelligence (Investigation) or Wisdom (Perception) check or one of the following:

- For an aquatic beast, an Intelligence (Nature) check.
- For an aquatic aberration, elemental, fiend, monstrosity, or other magical creature, an Intelligence (Arcana) check.
- For ships, an Intelligence (water vehicles) check.

Using Proficiency with Water Vehicles

If a creature has proficiency with vehicles (water), the creature's proficiency bonus can be added to any check it makes to control that kind of vehicle in difficult circumstances.

- In nearly all cases, pilot checks add proficiency in vehicles (water) to a Wisdom check
- When visualizing the line a wave takes or similar analyses, use Intelligence
- If the pilot is ordering the crew to quickly get up to full sail, use Charisma
- For sudden evasive maneuvers, use Dexterity

Passive Proficiency. Consider using the pilot's passive proficiency for routine checks to speed up play at the table

Armor Class & Saving Throws. As your pilot gains experience, you could add the pilot's proficiency with vehicles (water) to the ship's Armor Class (AC) and saving throws. This will greatly increase the importance of a pilot's skill in naval combat.



Sailing Encounters

The Random Sailing Encounters table provides a list of encounters for your crew to confront. This list offers a variety of hazards, monsters, ships, and other oddities. The encounters provide a wide range of difficulties, so feel free to scale the encounters or select ones that best match your party's level.

Random Sailing Encounters

d100	Things
1-2	A **giant shark** stalks your ship and snaps at anyone or anything that gets close to it. After an hour, the shark dives and disappears.
3-4	A bolt of lightning slams into the mainmast. Anyone in the crows nest must succeed a DC 13 Dexterity saving throw or take 2d6 lightning damage. In addition, the upper sails and rigging on the mainmast take 4d6 fire damage and ignite.
5-6	An ancient **longship** drifts from the south with a golden sarcophagus upon it. If the sarcophagus is opened, Menkauhor (**mummy lord**) calls 10 square miles of desert out of the sea, stranding your ship on dry land. You must defeat him to free your ship.
7-8	Six **giant octopuses** follow your ship for an hour before they suddenly dive deep and don't come back up. A minute later control of the helm is lost.
9-10	An unnatural fog rolls in, so thick that you can't see more than 30 feet in front of you. Hidden in the fog is an **air elemental**.
11-12	The sky is clear in every direction. The wind slows and you find yourself in a dead calm.
13-14	The ship's stores are spoiled and the water casks are salted. Who is responsible for this sabotage?
15-16	Two **brigantines** battle on the horizon. After a few minutes of firing, one ship turns and leaves while the other begins to sink.
17-18	A group of six **merfolk** are sunning themselves on the rocks of a small nearby island.
19-20	A bundle of ten barrels is floating off the port side. If examined, the barrels appear to be from the Kawani trading house. The barrels contain rum and are worth 50 gp each.
21-22	The *Queen of the Sky*, a Taevaran **galleon**, spots your ship and turns toward you. They signal that they plan to stop and inspect your ship.
23-24	A vast iceberg appears on the horizon, the size of an island. Circling the iceberg is an **adult white dragon**.
24-26	A swarm of seagulls (**swarm of ravens**) with glowing red eyes attack the ship.
27-28	A large field of debris is spotted off the starboard side of the ship. It's all that marks the sinking of an unknown vessel, caused by a **rainbow eel** which is hidden by the flotsam.
29-30	The ship is surrounded by bubbles. Everyone feels the temperature of the water rising. You are sailing through an underwater volcanic eruption.
31-32	Two **chuul** scurry up the sides of the boat and onto the main deck. They serve Oothoon, an **aboleth**.
33-34	The ship suddenly finds itself in heavy wind and rough seas for four hours. Make a DC 15 Wisdom (Vehicles - water) check to navigate through the swollen sea. On a failure, your ship is blown off course by 4d8 miles.
35-36	Your ship strikes something hard under the water, taking 8d10 bludgeoning damage. The ship makes a DC 15 Constitution saving throw. On a successful save, your ship takes half damage. The ship has crashed into massive sunken ruins, just under the surface of the water. The ruins could be a temple of the Ancients, a city that fell to the bottom of the sea during the Godwar, or any dungeon you add water to.
37-38	A **longboat** floats in the middle of the ocean. Carric Cithreth (CG male elf **sailor**) is half-dead and takes days to recover naturally. When comes to, he relates the sad tale of the *Seahawk* and how it was sunk three days ago by a **kraken**. He was the ship's cook and the sole survivor of the attack.
39-40	Heavy clouds hang dark in the sky. Terrible thunder echoes over the waves, yet no rain ever falls. Hours later, the clouds open up with rain and lightning. A **kraken** attacks the ship.
41-42	A Taevaran galleon is being pulled under by the giant tentacles of a **kraken**. The sailors are jumping overboard to get away.
43-44	You spot two gnomes floating on debris. Orryn and Oda Pilwickin (LG gnome **commoners**) survived a shipwreck and have been floating for a day. They are turnip farmers who saved for years for a fantastic cruise, only to have it cut short by pirates.
45-46	A massive silhouette is sighted under the water moving at a fast pace. An **adult sea dragon** named Tartalogi bursts out of the water above the stern of the ship.
47-48	A large bird silhouette blocks out the sun as a **roc** attacks. The bird seeks to capture one or two crew alive to feed its nest full of young.
49-50	You spot a small makeshift raft with a frantically waving half-orc. Lagazi (CG female half-orc **sailor**) reveals that her fishing boat was destroyed by a **dragon turtle** a day ago, and she is the sole survivor of a crew of ten. She believes the monster still lurks nearby.
51-52	As you sail close to a small, uninhabited island, you see a dozen **giant crabs** swarming over a large iron chest.

d100	Things
53-54	The lookout spots a ship in trouble less than five miles away. An Arushi **galleon** is losing a fight against what appears to be a waterspout. Strange to see a waterspout, on a bright sunny day.
55-56	The *Warrior Queen*, a Taevaran naval **brigantine**, is spotted at anchor on your port side. The ship signals that it has a medical emergency.
57-58	You find a half-elf sailor barely alive on a small reef. When she comes to, she claims to have been knocked overboard from the *Rainbow Trader* in a "friendly scuffle" with her bosun about three days ago. She is actually **Vennrys Sifayza** (NE female **pirate**), a vile criminal who's been marooned by her own crew.
59-60	A large glass bottle decorated with sapphires and gold is seen floating off the starboard side. The bottle appears to contain a blue fluid and is likely worth at least 250 gp. It also holds a **marid** who will be freed if the bottle's stopper is removed.
61-62	A barrel-shaped **submersible** pops up to the surface. A hatch opens and a gnome hails you. They noticed that 3d4 **vampire eels** are attached to your ship and thought that you should know before your hull is breached.
63-64	The sea suddenly turns brownish-green with seaweed, in an area around the ship with a radius of two hundred feet. The ship slows to a halt in the choking seaweed. A mass of seaweed (a **shambling mound** and 1d4 **vine blights**) pulls itself up over the rail and attacks.
65-66	A **brigantine** named the *Vengeful Hunter* that is flying the skull and bones comes about fast and bears down your ship.
67-68	A multi-colored shooting star grows brighter and brighter in the sky as it approaches your ship. The object (female **deva**) crashes into the sea two hundred feet off the bow of your ship, with a massive splash.
69-70	A close-matched ship battle has begun four miles from your current location. Four privateers (two **brigantines** and two **sloops**) are attacking a Taevaran **galleon** and three merchant **sailing ships**. A ship on either side would throw the balance.
71-72	The lookout spots a **sloop** with no sails up and anchored in place. The ship flies the yellow banner of plague. There is no movement above decks that the lookout can see.
73-74	2d4 **harpies** attempt to quietly attack the crew on deck. They intend to strike quickly and carry off anyone they can to their cliffside lair.
75-76	A waterspout forms off the port bow and heads toward the ship. When it hits the ship, two **water elementals** land on the deck and attack.

d100	Things
77-78	The entire ship lurches up! Everyone must make a DC 15 Dexterity saving throw to grab onto something or take 1d6 bludgeoning damage. You hear creaking and feel stress in the ship beneath you. A **dragon turtle** looms over the port side. It says, "What tribute do you offer for your pathetic lives?"
79-80	A small spit of an island is spotted. It has one palm tree and a **skeleton**, which attacks if touched. The only items on the skeleton are an empty waterskin and an empty pistol. After finding the island, the wind dies and the ship sits becalmed until morning.
81-82	You see smoke rising from miles away or so. As you approach the smoke, you see a settlement being raided by twenty **pirates**; if you get there quickly you might trap their **sloop** in the bay.
83-84	A **white whale** surfaces and approaches your ship at full speed.
85-86	A small, uncharted island lies 5 miles off to port. There are signs of some sort of settlement.
87-88	A Zavrosian **sloop** signals that it requires aid. The ship sits low in the water and may be slowly sinking.
89-90	You approach a **sailing ship** that is busy hauling in a net with a large creature (**baby sea monster**) trapped in it. An enraged **sea monster** attacks the ship and crew.
91-92	The lookout spots a halfling in a small boat. Though her craft is tiny, Brewyn Parr (CG female halfling **sailor**) does not need help or rescuing. She is determined to be the first halfling to circumnavigate Vodari and map the globe. Brewyn is happy to trade stories.
93-94	A **rainbow eel** surfaces and attacks the ship.
95-96	The lookout spots a survivor in the water. Thom Kampardil (LE male halfling **pirate**) says a storm sank the ship he was traveling on (he doesn't remember its name) three days ago. He offers to pay 500 gp for passage to Sharkfin Island and no mention of him or the trip in your log.
97-98	A small **sloop** bearing the name *Discovery* and the flag of the Council of Scholars is spotted sailing toward you.
99-100	2d4 **sahuagin** climb onto the deck of the ship and attack.

Plunder

Whenever your party find themselves raiding a ship or exploring a wreck, in most cases there should be some plunder to be found. Whether taking the plunder is a just reward or vile thievery is for you and your players to decide.

Cargo Hold

Searching the cargo hold of a ship could provide anything from trade goods to treasure.

Things to Find in the Hold of a Ship

d20	Things
1	A **swarm of rats** is found in a pile of old canvas.
2	An oil lantern for finding your way through the maze of crates and barrels.
3	A small chalkboard for tracking cargo locations in the hold.
4	Five tons of oranges in crates worth 500 gp.
5	A drunken or sleeping **sailor**.
6	A cache of stolen food and rum hidden in a cloth between two crates.
7	A maze of stacks, crates, and barrels of various types of cargo, marked as belonging to House Tealeaf.
8	Web-covered barrels full of spoiled flour reveal a **swarm of spiders** if moved.
9	Critical replacement parts for the ship, like a rudder, 1d6 extra sails of various sizes, and 1d6 mast spars.
10	Six large barrels of clean drinking water.
11	Crates and boxes covered in some sort of fine dust: a **violet fungus**.
12	Goods salvaged from a shipwreck that include lumber, canvas, spars, and ropes.
13	Two tons of iron ore ingots worth 400 gp.
14	Ten tons of cut lumber in stacks worth 200 gp.
15	Fifty barrels of ale and fifty barrels of wine, worth a total of 500 gp.
16	Two tons of tea in barrels worth 8,000 gp.
17	Wooden crates full of tools worth 1,000 gp.
18	A barrel of gunpowder and fifty cannonballs.
19	A carefully sealed crate full of magical components worth 2,000 gp.
20	Ten barrels of rum worth 500 gp.



Captain's Quarters

The captain usually occupies a cabin that spans the width of the stern with large windows. A captain's quarters often contain the most valuable or interesting items on a ship.

Things to Find in a Captain's Quarters

d20	Things
1	A large wooden desk holding a ring with 5 keys, a small flask, a strange gold coin, and a locket in its drawers.
2	A large comfortable armchair, with a map and a letter hidden away behind the seat back cushion.
3	A small golden pocket-watch that seems to run backwards.
4	A fine silk handkerchief with embroidered coat-of-arms.
5	The ship's logbook, charts, maps, and bills of lading for cargo.
6	Three-quarters of a bottle of fine wine and a letter from a paramour.
7	A hooded oil lamp, made of brass.
8	A small library of books with titles including *Hrothgard's Guide to Dwarven Poetry, Herbcraft in the Southern Isles*, and *Sylvain's Migratory Sea Birds*.
9	An hourglass with pink sand.
10	An abacus, logs, and manifests.
11	A loaded heavy pistol hidden in a desk drawer.
12	A chest containing 1d12 x 100 gp value in various gemstones.
13	An easel, a set of oil paints, and a small canvas depicting a lighthouse.
14	A finely-made spyglass.
15	A half-full bottle of aged, fine whiskey.
16	1d4 incomplete maps and charts from some distant location.
17	A small chest containing 1d4 x 100 gp value in gold and silver coins.
18	A collection of navigational tools (a compass, a sextant, and a set of navigator's tools).
19	A small shrine to Okeano.
20	A finely-crafted trident, covered in faintly-glowing arcane symbols, hangs prominently on the wall.

Sea Chases

If an encounter turns into a chase, don't let the encounter become long and drawn out. Determine how many rounds it takes to close in on the quarry, or for the fleeing ship to escape, and fast forward to the excitement.

Convert rounds to minutes, or multiply travel distances by ten, until you need to zoom in on the action. A chase on the water is just a chase between ships (or between a ship and an aquatic monster). To run a chase, consult the chase rules found in Chapter 8 of the DMG.

Complications

Try introducing complications to sea chases, such as those found in the Sea Chase Complications table, which provide challenges for a ship's pilot.

Sea Chase Complications

d20	Event
1	A small whirlpool is in your ship's path. Make a DC 15 Wisdom (Vehicles - water) check to navigate the hazard. On a failed check, you momentarily lose control of the ship. The ship's speed is reduced to 0 ft. and the ship rotates 90° (odd = clockwise, even = counter-clockwise).
2	Your ship is hit hard by currents in all directions as the sea suddenly swells around you. Make a DC 10 Wisdom (Vehicles - water) check to navigate through the swollen sea. On a failed save, your ship's speed slows by half.
3	Your ship finds itself traveling through thick seaweed. Make a DC 10 Wisdom (Nature) check. On a failed check, you are unable to find a clear path through the seaweed and your ship's speed slows by 30 ft.
4	An aquatic monster joins the chase. Roll a random encounter (see page 116 of the DMG) or pick your own monster.
5	A coral reef blocks your path. Make a DC 10 Wisdom (Nature) check to find an alternate route. On a failed check, your ship's speed slows by 30 ft., and your ship takes 4d10 slashing damage.
6	Jagged rocks block the path of the ship. Make a DC 10 Wisdom (Perception) check to find an alternate route. On a failed check, your ship's speed slows by 30 ft., and your ship takes 4d10 piercing damage.
7	A large swell or wave is headed your way. Make a DC 10 Intelligence (Vehicles - water) check to successfully navigate the wave. On a failed check, your ship's speed slows by 30 ft. and your ship takes 4d10 bludgeoning damage.
8	A sudden, massive gust of wind blows against the ship, regardless of the current wind direction. Make a DC 15 Wisdom (Vehicles - water) check to maintain control of the ship. On a failed check, you momentarily lose control of the ship. The ship's speed is reduced to 0 ft., and the ship rotates 90° (odd = clockwise, even = counter-clockwise). The wind direction quickly returns to normal.
9	The wind suddenly drops off, your speed is reduced by half, and you find yourself entering a dead calm. Make a DC 15 Wisdom (Survival) check to find the wind. On a failed check, your ship's speed is reduced to 0 ft.
10	Patches of fog rise up out of the sea all around you. Make a DC 15 Wisdom (Survival) check to find a clear spot. On a failed check, your visibility is reduced to 200 ft.
11-20	No complication.

Grid or Gridless?

When running naval combat encounters, all the specifics of positioning ships can be a bore or over the top for some players, while others love the tactics involved.

Grid-Based Naval Combat. For groups that are interested in being specific and exact with details, bring out the grid and tokens for ships and monsters. Avoid the grid until the ships are close enough to each other to attack. If you have a big enough table or screen, start to place the ships once they are inside the long range of whatever weapons can attack.

Gridless Naval Combat. For groups preferring a narrative style, go gridless. Even without markers and a grid, it's a good idea to quickly sketch out ship placements, indicating speed, heading and facings for your players. Even without combat, the encounter might involve skulking or chasing, so keeping track of range is important.





Chapter IX: Allies & Adversaries

This chapter contains game statistics and lore for new monsters, beasts, and nonplayer characters (NPCs) designed to fit a seafaring world, from the tropical seas of the south to the frozen waters of the north, and everything in between.

Vodari is filled with bustling port cities, quaint villages, unexplored islands, dangerous seas, and other locations. These places need allies and adversaries for your players to encounter along their voyage across Vodari or your setting.

In Vodari, there's a place for any iconic monster: a mimic disguised as pirate treasure, a goblin raiding a merchant ship on a windskipper, a kraken rising from the deep, a demon and devil fighting for control of a crime-filled port, a green dragon hiding deep in the forest of an uncharted island, or any of the countless other monsters found in other fantasy settings. Typical NPCs can be found all across Vodari such as halfling commoners living in floating villages, Taevaran knights hunting pirates, elven scouts protecting their treetop villages, evil cultists working in the shadows, scheming nobles battling over lucrative trade routes, and countless others.

This chapter also provides gamemasters with new monsters, beasts, and nonplayer characters (NPCs) to challenge their players, in addition to those already found in published materials. You'll find over forty new stat blocks with all the information that you need to run each monster, beast, and nonplayer character found in this chapter and referred to in other chapters of the book.

Monsters

This section provides statistics and other details for monsters that are mentioned in this book. Use these monsters to create encounters to challenge your players as they travel around Vodari or your campaign world. These stat blocks are organized alphabetically.





Carnivorous Plant

Carnivorous plants are found in areas of heavy plant growth in the untamed forests across the islands of Vodari. These killer plants are composed of vegetable material, but unlike normal plants, they are carnivorous and have limited mobility. Unable to chase down prey, these plants use a combination of stealth and patience to hunt. While one of these masses of foliage remains motionless, it appears as a normal plant. When a carnivorous plant detects a creature with its tremorsense, it quietly sends its long tendrils creeping toward its prey. When one of the plant's tendrils grasps a creature, it will pull its catch into its maw of sharp thorn-like teeth to be swallowed whole. Once swallowed, the plant will slowly and painfully dissolve its victim using acidic secretions.

Carnivorous Plant

Large plant, unaligned

Armor Class 14 (natural armor)
Hit Points 82 (10d10 + 20)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +3 (+8 if it is motionless and surrounded by thick foliage)
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses tremorsense 60 ft., blindsight 30 ft. (blind beyond this radius), passive Perception 13
Languages -
Challenge 2 (450 XP)

Grasping Tendrils. The plant can have up to 2 tendrils at a time. Each tendril can be attacked (AC 13, 10 hit points). Destroying a tendril deals no damage to the plant, which can extrude a replacement tendril on its next turn. A tendril can be broken if a creature uses its action and succeeds on a DC 13 Strength check against it.

False Appearance. When the plant remains motionless, it looks like a normal plant.

Actions

Multiattack. The plant makes three melee attacks: one with its bite and two with its tendrils.

Bite. *Melee Weapon Attack* +4 to hit, reach 10 ft., one target. *Hit*: 11 (2d8 + 2) piercing damage.

Tendril. *Melee Weapon Attack* +4 to hit, reach 30 ft., one target. *Hit*: The target takes 5 (1d6 + 2) bludgeoning damage and is grappled (escape DC 13). Until the grapple ends, the target is restrained. A tendril that is grappling a creature can pull the creature up to 20 feet straight toward it.

Swallow. The plant makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the plant, and it takes 10 (3d6) acid damage at the start of each of the plant's turns. The plant can have only one creature swallowed at a time.

If the plant dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

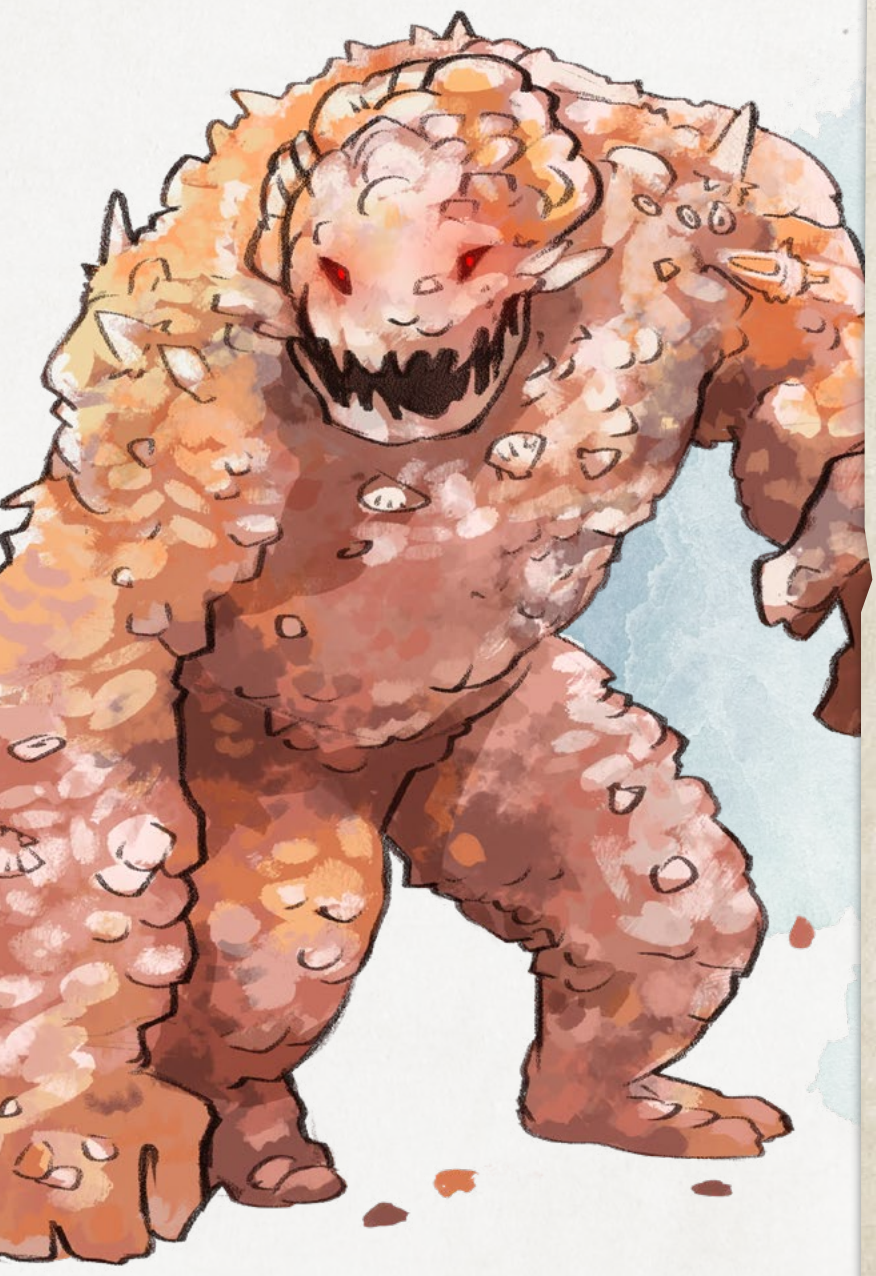
Entangle (Recharge 5-6). Grasping roots and vines sprout in a 15-foot-radius centered on the plant, withering after 1 minute. For the duration, the area is difficult terrain for non-plant creatures. In addition, each creature of the plant's choice in the area must succeed on a DC 13 Strength saving throw or become restrained. A creature can use its action to make a DC 13 Strength check, freeing itself or another entangled creature within reach on success.

Coral Golem

Golems are nearly unstoppable constructs. They have no ambition beyond following a simple set of orders from their creator.

Undersea wizards have been known to create coral golems as guardians to protect their domains. As the name indicates, coral golems are made from living material found in the coral forests that countless sea creatures call home. Voda communities are especially protective of the coral forests. A voda wizard who builds a coral golem would be cast out by their people, but not all wizards who create coral golems are evil.

Coral golems can walk on land but are designed for underwater movement. The golem's poison clouds are quite effective at killing unwanted visitors, or at least keeping attackers at bay.



Coral Golem

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Berserk. Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 50 hit points or fewer, the golem might go berserk again.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes three slam attacks.

Acid Spray. The coral golem projects a liquid spray of acid towards a single target. The targeted creature must make a DC 16 Dexterity saving throw or take 27 (6d8) acid damage.

Poison Cloud (underwater only). A toxic cloud emanates in all directions, filling a 10 ft. radius from the golem's position. The cloud spreads around corners, and its area is heavily obscured. The cloud follows the golem and disappears after 1 minute. Creatures that begin their turn in the area must make a DC 16 Constitution saving throw or take 18 (4d8) poison damage. Only coral golems can see through the cloud.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage and 3 (1d6) poison damage.

Deep Terror Shark

These sharks dwell in the deepest seas, only traveling near the surface to gather enough food to survive. Their largest teeth are over a foot long and capable of breaking through the hull of a ship. Academics call these ancient monsters megalodons, but for the normal folk they are widely known as deep terror sharks.

Ancient Guardians. Deep terrors were created long ago to protect the long-forgotten civilization of the Ancients. Now, these guardians patrol ancient ruins, protecting the treasures they hold from those who dare to trespass. Once a day a deep terror leaves its ruins to hunt.

A Shadow in the Sea. The first sign of a deep terror hunting near the surface is the sighting of a massive shadowy object moving quickly below the surface. By the time its fin appears, this shark has already begun its attack.



Deep Terror Shark

Gargantuan monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 174 (12d20 + 48)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	6 (-2)	14 (+2)	5 (-3)

Skills Athletics +9, Perception +6, Stealth +5
Damage Immunities cold
Senses blindsight 90 ft., passive Perception 16
Languages Aquan
Challenge 10 (5,900 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Magical Teeth. Its creators imbued the shark's teeth with magic, making its bite attack magical.

Siege Monster. The shark deals double damage to objects and structures.

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Actions

Multiattack. The shark makes three attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 21 (3d10 + 5) piercing damage. The shark can choose to grapple the target if it is a Large or smaller creature (escape DC 16). Until this grapple ends, the target is restrained, and the shark can't bite another target.

Swallow. The shark makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the shark, and it takes 14 (4d6) acid damage at the start of each of the shark's turns.

The shark can hold up to two Large-sized or three Medium-sized or smaller creatures at a time. If the shark takes 30 damage or more on a single turn from a creature inside it, the shark must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the shark.

If the shark dies, all swallowed creatures are no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Tail. *Melee Weapon Attack*: +9 to hit, reach 15ft., one target. *Hit*: 27 (4d10 + 5) bludgeoning damage.

Eels

Eels are snake-like fish found throughout the seas and rivers of Vodari. The following eels are far more dangerous than a typical eel, and feared by sailors.

Rainbow Eel

There is a legend that two powerful ship mages fought a great battle, resulting in one of the ships being destroyed in a massive prismatic blast. The intensity of the magical energy transformed a group of giant eels into a completely new species. This new variety of eels have rainbow-colored bodies covered with a layer of mucus that has an iridescent sheen. More importantly, these eels can attack prey with wildly erratic prismatic magic.



Rainbow Eel

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Water Breathing. The eel can breathe only underwater.

Visually Striking. The eel has disadvantage on Dexterity (Stealth) checks.

Magic Resistance. The eel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) piercing damage.

Prismatic Ray. The eel shoots two magical rays from its mouth at random targets within 90 feet of it. Each target must make a DC 14 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it (reroll duplicates).

1. Red. The targeted creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

2. Orange. The targeted creature takes 4d8 acid damage on a failed save, or half as much damage on a successful one.

3. Yellow. The targeted creature takes 4d8 lightning damage on a failed save, or half as much damage on a successful one.

4. Green. The targeted creature takes 4d8 poison damage on a failed save, or half as much damage on a successful one.

5. Blue. The targeted creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. It must then make a DC 14 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. At any time, casting *greater restoration* on the target removes the restrained condition and ends the petrification process.

7. Violet. On a failed save, the target is blinded. The target can make a DC 14 Wisdom saving throw at the end of each of its turns. A successful save by the creature ends the blinded condition.

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8s.

Vampire Eel

These eels have mouths filled with lamprey-like, serrated, jawless teeth used to suck the blood out of their prey. Vampire eels travel in hunting packs and are capable of taking down large sea creatures. Even when just hatched, they can form into deadly swarms. In the dockside taverns, stories are told of their practice of boring through the hull of small ships and draining the sailors of their blood as they drown.

Vampire Eel

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	15 (+2)	4 (-3)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11
Languages -
Challenge 1 (200 XP)

Toxic. If detached against its will, the eel releases a toxin into the target. The target must make a DC 13 Constitution saving throw or be poisoned until the start of the eel's next turn.

Pack Tactics. The eel has advantage on an attack roll against a creature if at least one of the eel's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The eel can only breathe underwater.

Actions

Bite. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) piercing damage, and the eel attaches to the target. While attached, the eel doesn't attack. Instead, at the start of each of the eel's turns, the target loses 10 (3d6) hit points. A creature, including the target, can use its action to detach the eel.

Swarm of Vampire Eel Hatchlings

Medium swarm of tiny monstrosities, unaligned

Armor Class 13 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	2 (-4)

Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 3 (700 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 eel. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can only breathe underwater.

Actions

Bite (swarm has more than half HP). *Melee Weapon Attack* +4 to hit, reach 0 ft., one target. *Hit*: 23 (6d6 + 2) piercing damage.

Bite (swarm has half HP or less). *Melee Weapon Attack* +4 to hit, reach 0 ft., one target. *Hit*: 12 (3d6 + 2) piercing damage.



The Glass Menagerie

Tales abound among the towering Jötun of Iselaad, the sturdy people of Nordaa, and the warriors of Stonetusk. Only when the night is long and the fires burn low in familiar hearths do the bards speak of Blafjell, and its inhabitants. They spin tales of a royal child, taken by the Glass Knight when its parents refuse to relinquish the payment promised to the Pernicious Citadel for securing them victory at a crucial moment.

The Menagerie. Legends say the Glass Knight raised the child as their own, building for it a castle of splendor the world had never before seen. Still, the child was lonely. Wanting the child to be content, the knight created the Glass Menagerie - living recreations of rare animals from their domain in the feylands. The Glass Menagerie soon became the name of their castle, as well.

War with the Spire. The Glass Menagerie wages war against the current master of the Pernicious Citadel, Elaché the Weaver. Tales say that the Weaver desires the Glass Knight's ward, though it is unclear why. Some say that Elaché discovered the royal child's soul within the Pernicious Citadel and now seeks the child's worldly vessel for her own, undoubtedly nefarious purposes.

Glass Bears

The guards of the Glass Menagerie, glass bears possess a sapphire heart, marking them as protectors. The term "bears" belies what these creatures truly are, towering beasts that stand on their hindlegs and spray glass from their mouth and claws.

Glass bears loyally obey those they choose to serve - and no other. While most glass bears remain in the service of fey, a precious few have been given as gifts to those whom the glass bear has shown a bond.



Glass Bear

Large construct, lawful neutral

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6
Skills Perception +5, Survival +5
Damage Resistances cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., Passive Perception 15
Languages Sylvan
Challenge 6 (2,300 XP)

Sapphire Heart. Whenever the bear suffers cold damage, it regains hit points equal to double that amount at the beginning of its next turn.

Fey Materials. The essence of the feylands resides in each bear, causing them to be fey as well as constructs.

Enchanted Glass. As a reaction to falling at or below half of its maximum hit points, the bear begins to fracture. The reach of the bear's melee weapon attacks increases by 5 ft. and they deal an additional 1d8 piercing damage.

Shattered Dreams. When the bear reaches 0 hit points, it shatters. Nonfey creatures within 10 ft. must succeed on a DC 15 Intelligence saving throw or suffer 35 (14d4) psychic damage, suffering half as much damage on a successful saving throw.

Magic Weapons. The bear's weapon attacks are magical.

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws.

Glass Roar (Recharge 6). The glass bear exhales a 15-cone of razor-sharp glass. Each creature in the area must succeed on a DC 15 Dexterity saving throw or suffer 7 (2d6) piercing damage and be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.



Glass Foxes

Glass foxes are the child's preferred animal. An emerald heart pulses within each glass fox, marking them as scouts and hunters. It is said that they hunt down the Weaver's servants, but are particularly adept at discovering mist otters and the other saboteurs that threaten the Glass Menagerie.

A number of glass foxes exist in other parts of the world, having been given as gifts by the Glass Knight, or bought at exorbitant rates.

Glass Fox

Medium construct, lawful neutral

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +5
Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Sylvan
Challenge 1/2 (100 XP)

Emerald Heart. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Fey Materials. The essence of the feylands resides in each fox, causing them to be fey as well as constructs.

Shattered Dreams. When the fox reaches 0 hit points, it shatters. Nonfey creatures within 5 ft. must succeed on a DC 13 Charisma saving throw or suffer 2 (1d4) psychic damage, suffering half as much damage on a successful saving throw.

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Mirrorwalking (Recharge 4-6). The fox creates a shimmering mirror at its location and a location it can see within 40 ft. The fox can walk through these locations as if they were adjacent. The mirrors are not physical objects and remain until the fox is slain or the sun next rises or sets.

Kallidus

Kallidus are found in a wide variety of colors and appearances and vary from two to three feet in length. Naturalists have found that the only physical difference between a kallidu and a typical tropical fish is the abnormally large size of a kallidu's skull. This large skull houses a powerful mind capable of building magic-powered machines. These intelligent fish are nearly defenseless, but make for powerful foes while operating one of their machines.

Gather & Build. Kallidus appear to have only two objectives in mind: gather resources and build magical machines. Their need to aggressively gather resources has led them to slaughter of surface dwellers trying to protect their property. The technologically-advanced people of Xolen have been heavily targeted, and pay a bounty for any kallidus that are captured or killed.

A Mad Wizard's Creation. Kallidus were created by a renegade wizard. The wizard was hunted down by the Arcane Council, but the kallidus continue to grow in numbers and efficiently gather and build. Whether they have minds of their own or are just pawns in their creator's plan is still unclear.

Sea Commanders. Kallidus have few physical gifts, but they can accomplish great things by commanding lesser creatures with their psionic abilities. Kallidus typically order their minions to gather materials from shipwrecks, underwater ruins, and even surface communities.

Kallidu

Small monstrosity, neutral evil

Armor Class 11
Hit Points 3 (1d6)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	16 (+3)	10 (+0)	6 (-2)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common; telepathy 60 ft.
Challenge 0 (10 XP)

Water Breathing. The kallidu can breathe only underwater.

Sea Commander. The kallidu can issue commands to any creature it can see within 60 feet of CR 1 or lower with an intelligence of 4 or less that has a swimming speed.

Minor Telekinesis. The kallidu can move or carry up to 10 pounds of objects in a 30-foot radius with its mind. It can 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. This trait can't be used to attack, or to activate magic items.

Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.



Kallidu Walker

Large construct, neutral evil

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	6 (-2)

Skills Athletics +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, poison
Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common; telepathy 60 ft.
Challenge 4 (1,100 XP)

Nowhere to Run. The walker can make one morningstar attack as a bonus action against a creature it has grappled.

Sea Commander. While in the walker, a kallidu can issue commands to any creature it can see within 60 feet of CR 1 or lower with an intelligence of 4 or less that has a swimming speed.

Minor Telekinesis. While in the walker, a walker can move or carry up to 10 pounds of objects in a 30 ft radius with its mind. It can 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. This trait can't be used to attack, or to activate magic items.

Siege Monster. The walker deals double damage to objects and structures.

Glassed Protection. While in the walker, a kallidu can breathe normally, even when out of water and it can't be the target of spells. If the walker reaches 0 hp, the kallidu inside is ejected 5 ft in a random direction.

Actions

Multiattack. The walker makes two attacks: one with its hook and one with its morningstar.

Hook. *Melee Weapon Attack*: +6 to hit, reach 5ft., one target. *Hit*: 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 14).

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5ft., one target. *Hit*: 14 (2d10 + 3) bludgeoning damage.





Kallidu Crawler

Large construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	16 (+3)	10 (+0)	6 (-2)

Skills Acrobatics +6, Athletics +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, poison
Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common; telepathy 60 ft.
Challenge 7 (2900 XP)

Nowhere to Run. The crawler can make one beam attack as a bonus action against a creature it has grappled.

Sea Commander. While in the crawler, a kallidu can issue commands to any creature it can see within 60 feet of CR 1 or lower with an intelligence of 4 or less that has a swimming speed.

Magic Resistance. The crawler has advantage on saving throws against spells and other magical effects.

Minor Telekinesis. The crawler can move or carry up to 10 pounds of objects in a 30 ft radius with its mind. It can 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. This trait can't be used to attack, or to activate magic items.

Glassed Protection. While in the crawler, a kallidu can breathe normally, even when out of water and it can't be the target of spells. If the crawler reaches 0 hp, the kallidu inside is ejected 10 feet in a random direction.

Actions

Multiattack. The crawler makes three attacks: two with its claws and one with a beam.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The crawler has two claws, each of which can grapple only one target.

Eldritch Beam. The crawler targets a creature it can see within 60 feet. The target rolls a DC 14 Dexterity saving throw, taking 35 (6d10) force damage on a failed save, or half as much damage on a successful one.

Fear Beam. The crawler targets a creature it can see within 60 feet. The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened until the start of the crawler's next turn.

Paralyzing Beam (Recharge 5-6). The crawler targets a creature it can see within 60 feet. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Misty River Otter

Medium fey, chaotic neutral

Armor Class 14
Hit Points 44 (8d8 + 8)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 13
Languages Sylvan
Challenge 2 (450 XP)

Hold Breath. While in water, the otter can hold its breath for 10 minutes.

Shroud. The otter is shrouded by the mist that surrounds it at all times, making it difficult to see. Attacks against the otter are made with disadvantage.

Slippery. Whenever the otter is not the target of a spell or attack, it has resistance against the damage.

Underwater Camouflage. The otter has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The otter makes two attacks with its mist tendrils.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.

Mist Tendril. *Melee Weapon Attack*: +6 to hit, reach 10ft., one target. *Hit*: 7 (1d6 + 4) slashing damage plus 2 (1d4) poison damage.

Mist Otters

These playful creatures have won the hearts of more than one observer as they frolic in the waters. Unbeknownst to many, it is not the spray of the water that surrounds them, but the mists of none other than the Pernicious Citadel itself. While normal otters are fast and difficult to catch, mist otters are another breed entirely, making them ideal for the spying roles given to them by their masters.

Servants of the Spire. Scholars believe mist otters were originally the creation of an Archfey, and are inextricably linked to the Pernicious Citadel. Regardless of their origin, it is certainly true the majority of mist otters are in service to Elaché the Weaver, Mysteriarch of the Pernicious Citadel. She uses them as eyes and ears, most notably in an ongoing conflict with a being known as the Glass Knight.

Shattered Glass. Mist otters often find themselves at risk from the Glass Menagerie - constructs created by the Glass Knight. Glass foxes pose risks to misty river otters when they are most vulnerable on the banks or in their dens. Misty sea otters are less concerned with the glass foxes, but find themselves locked in bitter struggles with glass bears whenever they encounter them.

Rivers and Seas. The mist otters found in rivers are smaller than their ocean-going brethren, and lack much of the contained ferocity found in their kin. Misty sea otters are possessed of a renowned appetite, and woe betide those who get in their way when they are in search of their next meal.

Misty River Otters

Misty river otters are the eyes and ears of Elaché the Weaver. As such, servants of the Glass Knight are always on the hunt for them, particularly glass foxes. Misty river otters tend to follow the behaviors of their nonfey kin, sticking largely to rivers and the surrounding areas to base their operations. Unlike their nonfey kin, misty river otters can't resist playing pranks on the unsuspecting as they go about their business.



Misty Sea Otters

These mist otters are much larger than their river-going kin, and possess a ravenous hunger that must be sated, lest it send them into a bloodthirsty frenzy. When their bellies are full, the misty sea otters enjoy putting on shows and entertaining those lucky, or foolhardy, enough to encounter them.



Misty Sea Otter

Large fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	7 (-2)	16 (+3)	9 (-1)

Saving Throws Dex +7, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan
Challenge 6 (2,300 XP)

Hold Breath. While in water, the otter can hold its breath for 10 minutes.

Fey Pelt. The thick, otherworldly coat of the otter grants it advantage on saving throws against magical effects.

Insatiable Hunger. The otter must consume ¼ of its body weight in food each day or be overtaken with an insatiable hunger. While in this state, the otter's damage dice are treated as if they rolled their maximum result, and the otter immediately regains hit points equal to the damage dealt.

Shroud. The otter is shrouded by the mist that surrounds it at all times, making it difficult to see. Attacks against the otter are made with disadvantage.

Slippery. Whenever the otter is not the target of a spell or attack, it has resistance against the damage.

Underwater Camouflage. The otter has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The otter makes three attacks: one with its bite and two with its mist tendrils.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) piercing damage.

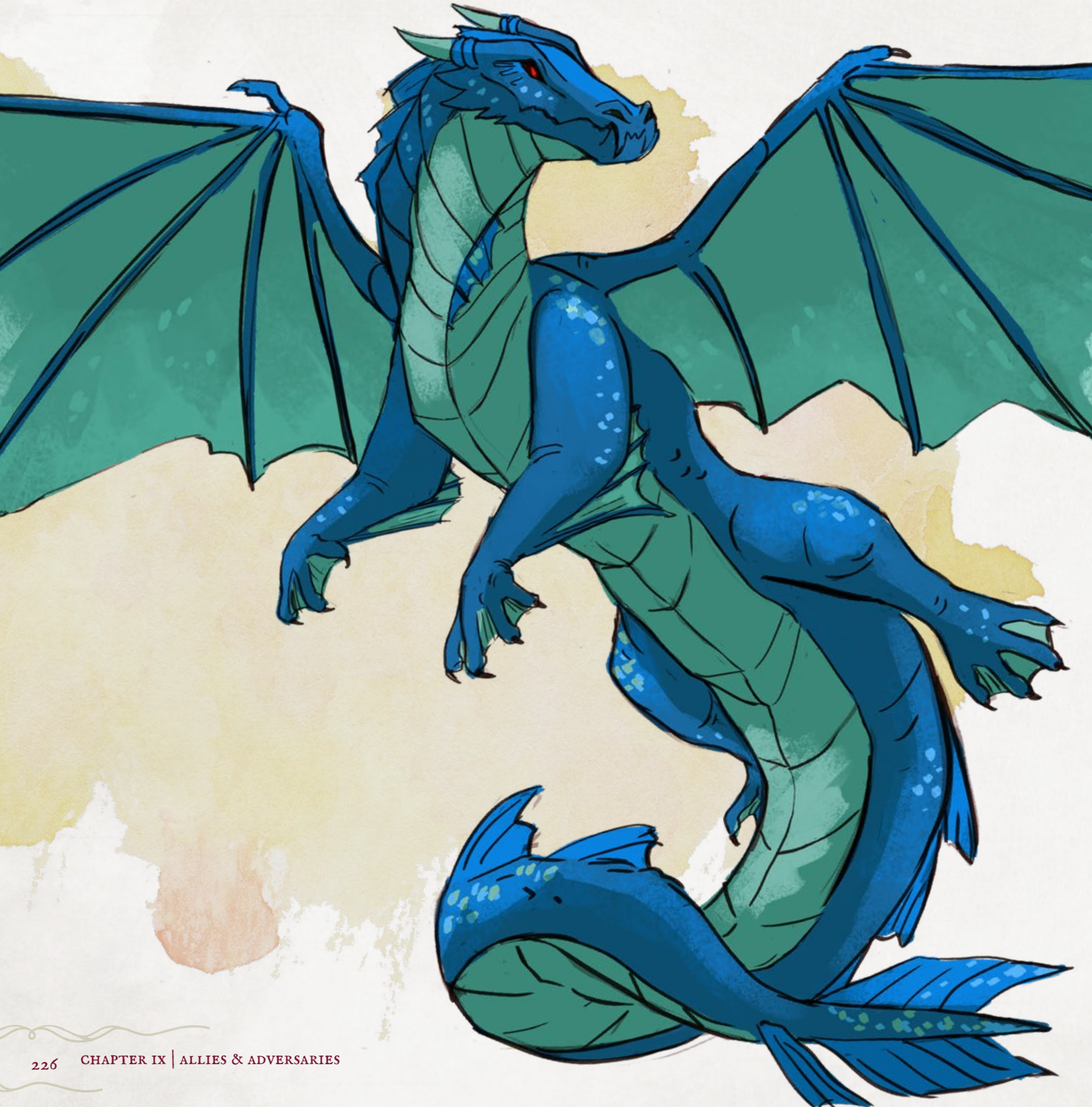
Mist Tendril. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage plus 7 (2d6) poison damage.

Sea Dragons

Sea dragons originally came from the elemental plane of water. They hide in the high seas, lurking and waiting for ships to enter their self-established domain. Sea dragons are highly territorial, competing with each other, bronze dragons, and dragon turtles. Sea dragons are intelligent and patient, and won't waste their time assaulting a fishing boat or small trading ship unless they are looking for an easy meal. Large merchant ships, heavy treasure galleons, and even adventurers' sloops contain great sums of gold and belongings.

Scent of Gold. Sea dragons are capable of smelling gold that enters their territory. Their sense of smell is powerful enough to even determine how large and far away a hoard of gold is within 10 miles. This sense is what they use to identify the best vessels to destroy. If the amount of treasure contained in a ship isn't worth the risk, a sea dragon likely lets the vessel pass without incident. However, if a ship carries great sums of gold, the dragon makes a quick and devastating attack, leaving no witnesses alive.

Avid Swimmers. Even though they are amphibious creatures, sea dragons spend nearly all of their time under the sea. Sea dragons feel the safest underwater, knowing that any threats that can't breathe underwater are at a disadvantage. Their bodies are made for reaching great speeds undersea, and they are the fastest and most nimble swimmers among dragons.



Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

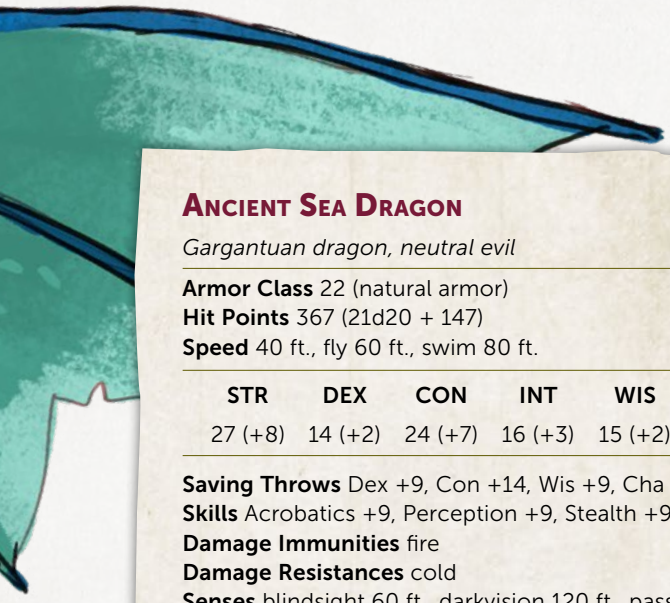
- The dragon controls the water flow, making it move fast in one direction of the dragon's choice. The dragon can select up to six creatures to be affected by it, who must make a DC 15 Constitution saving throw, moving 20 feet in the specified direction on a failure. If the creature impacts another creature, object, or wall, it takes 7 (2d6) bludgeoning damage.
- Walls within 120 feet of the dragon sprout grasping algae until next initiative count 20. Each creature of the dragon's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

Regional Effects

The region containing a legendary sea dragon's lair is warped by the dragon's magic.

- Once per day, the dragon can create a whirlpool within 300 feet. This water hazard lasts until dawn and has a 120-foot diameter. The area is difficult terrain. Creatures that start their turn in the whirlpool must succeed on a DC 15 Strength (Athletics) check. A ship with a length of less than 120 feet that starts its turn in the whirlpool requires a DC 15 Intelligence (water vehicles) check from the ship's pilot. On a success, the creature or ship can move normally. On a failure, the creature or ship is restrained by the whirlpool and travels 25 feet towards the vortex's center. If the creature or ship reaches the whirlpool's center it is plunged 25 feet underwater.
- Beasts within 6 miles of the dragon's lair start swimming around the dragon's desired targets, their bodies shining in bright colors.
- Within its lair, the dragon can set strong permanent water currents in specific places, which can affect the dragon if it desires.

If the dragon dies, magically created water currents revert to normal, and the other effects fade in 1d10 days.



Ancient Sea Dragon

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11
Skills Acrobatics +9, Perception +9, Stealth +9
Damage Immunities fire
Damage Resistances cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Aquan, Common, Draconic
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Steam Breath. The dragon exhales scalding steam in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Brine Breath. The dragon exhales brine in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failed save, the creature is pushed 30 feet away from the dragon, and is blinded for 1 minute. A creature blinded by this breath attack makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Legendary Actions

The dragon can take 3 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. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly or swim up to half its flying speed.

Adult Sea Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., fly 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +7, Cha +8
Skills Acrobatics +7, Perception +7, Stealth +7
Damage Immunities fire
Damage Resistances cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Aquan, Common, Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Steam Breath. The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Brine Breath. The dragon exhales brine in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, the creature is pushed 30 feet away from the dragon, and is blinded for 1 minute. A creature blinded by this breath attack makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Legendary Actions

The dragon can take 3 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. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly or swim up to half its flying speed.



Young Sea Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., fly 40 ft., swim 80 ft.

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

Saving Throws Dex +6, Con +7, Wis +5, Cha +7
Skills Acrobatics +6, Perception +5, Stealth +6
Damage Immunities fire
Damage Resistances cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Breath Weapons(Recharge 5–6). The dragon uses one of the following breath weapons.

Steam Breath. The dragon exhales scalding steam in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Brine Breath. The dragon exhales brine in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature is pushed 20 feet away from the dragon, and is blinded for 1 minute. A creature blinded by this breath attack makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Sea Dragon Wyrmling

Medium dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +3, Cha +4
Skills Acrobatics +4, Perception +3, Stealth +4
Damage Immunities fire
Damage Resistances cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 13 (2d10 + 2) piercing damage plus 3 (1d6) fire damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Steam Breath. The dragon exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Brine Breath. The dragon exhales brine in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw. On a failed save, the creature is pushed 10 feet away from the dragon, and is blinded for 1 minute. A creature blinded by this breath attack makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.



Sea Monsters

Sea monsters hunt for survival and avoid causing harm to intelligent creatures, preferring to watch them from afar. It is believed that these rare and solitary creatures grow lonely, as they hunt vast territories alone. For some, sea monsters are seen as friendly visitors to be greeted with food and song. Most, however, see them as monsters, and try to scare them away or even harm them.

The village of Kolemer on Arushi is one of the better-known places to find a sea monster. The locals have created such a great relationship with their sea monster visitor that the beast hunts fish for them and leaves its catch at the shore.

Overprotective Parents. Sea monsters are extremely overprotective parents. This is due to the low natality rate of these creatures. Sea monsters only gather to mate once every decade, and gestation requires another two years. The parents hunt together during pregnancy and until their offspring can hunt on its own. Anyone who gets too close to a sea monster's offspring faces the wrath of one or both parents. If a sea monster loses its child, it spends the rest of its life hunting the culprits, unless the child is returned unharmed.

Accidental Kidnappers. Sea monsters that are unable to find a mate or lose their mate have been known to accidentally steal children that wander away from communities, only wanting to protect them. These children are always well fed and kept safe by the sea monster, caring for the child as if it were their own. Sea elves and vodas are the usual targets, but there are cases of the children of surface dwellers from fishing villages being taken away by sea monsters.

Baby Sea Monster

Medium monstrosity, neutral good

Armor Class 11 (natural armor)
Hit Points 27 (6d8)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	5 (-3)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Hold Breath. The baby sea monster can hold its breath for 15 minutes.

Limited Telepathy. The baby sea monster can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The baby sea monster makes two bite attacks.

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 8 (2d6 + 1) piercing damage.

Sea Monster

Huge monstrosity, neutral good

Armor Class 15 (natural armor)
Hit Points 90 (12d12 + 12)
Speed 15 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Strength +6, Dexterity +4
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Hold Breath. The sea monster can hold its breath for 30 minutes.

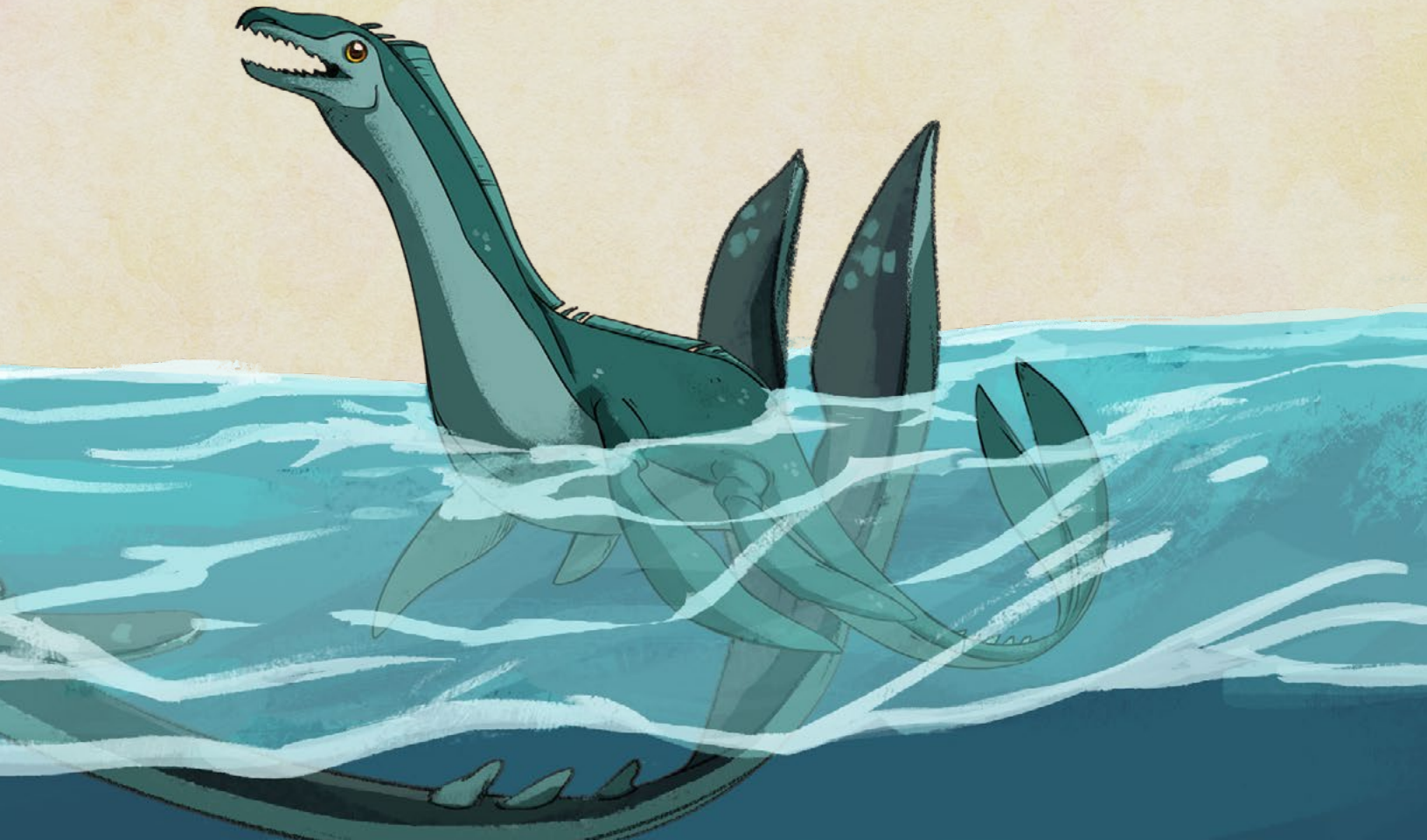
Limited Telepathy. The sea monster can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Murderous Rage. The sea monster gains a third attack on its Multiattack action if a creature other than a sea monster harms or comes within 60 feet of one of its children.

Actions

Multiattack. The sea monster makes two bite attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one creature. *Hit*: 14 (2d10 + 3) piercing damage.





Skeletons

Those who are unfortunate enough to encounter skeletons face a foe cursed to endure undeath for eternity. These skeletons retain much of the personality they had in life, but are consumed by greed, hate, and protecting their treasure.

Pirate Captain Skeleton

This captain was once the charismatic leader of a crew of vile pirates. Now the captain and its entire crew are cursed to undeath for an especially heinous act of piracy. A pirate captain skeleton is always close to their treasure hoard, counting and recounting it, never letting it leave their gaze. If disturbed, the captain fights without mercy until it can return to its work undisturbed. These skeletons are skilled with the cutlass and innate necrotic magic. If defeated, the captain and his crew are freed of their curse.

Pirate Captain Skeleton

Medium undead, lawful evil

Armor Class 13 (thick coat)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +4
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft, passive Perception 10
Languages Common
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the skeleton to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeleton drops to 1 hit point instead.

Actions

Multiattack. The skeleton makes three melee attacks with its cutlass, or makes two ranged attacks with its death bolt.

Cutlass. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Death Bolt. *Ranged Weapon Attack*: +4 to hit, reach 20/60 ft., one target. *Hit*: (1d8) necrotic damage.

Reactions

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

Pirate Skeleton

Medium undead, lawful evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft, passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the skeleton to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeleton drops to 1 hit point instead.

Actions

Cutlass. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

Light Pistol. *Ranged Weapon Attack*: +4 to hit, range 50/200 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Two-Headed Pirate Skeleton

Medium undead, lawful evil

Armor Class 13
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft, passive Perception 10
Languages Common
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the skeleton to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeleton drops to 1 hit point instead.

Actions

Multiattack. The skeleton makes three melee attacks with its cutlasses and one ranged attack with its pistol.

Cutlass. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Heavy Pistol. *Ranged Weapon Attack*: +5 to hit, range 60/240 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

Pirate Skeleton

Pirate skeletons are cursed to serve under their captain's orders for eternity. These skeletons are singular in their purpose of keeping trespassers away from their captain's lair. Pirate skeletons are easily distracted and prone to arguing loudly while on guard or patrol duty.

Two-Headed Pirate Skeleton

These skeletons served as officers under their captain while alive. Now they are cursed to hunt down trespassers who seek their ill-gotten treasure hoard. These skeletons are of two minds, as likely to cooperate as argue when deciding on the best way to handle a foe.



Wereorca

Wereorcas (or Orcana) can be found throughout much of Vodari, but are commonly found on the island of Orca. These lycanthropes are welcomed by the other residents of Orca. The two groups have created a unique coexistence, with wereorcas acting as guardians, leaving the regular folk to worry about the more mundane activities involved in running the island.

These lycanthropes are tribal by nature and split themselves into three separate tribes: Deepsong, Shadowhunter, and Steeltooth. While they find it easy to mix in among the non-lycanthropes, the Orcana prefer to spend their time hunting with members of their tribe.

Unlike most lycanthropes, a wereorca bite doesn't cause a lycanthropic curse. Rather, a wereorca is a blessing that manifests itself in two ways. Most wereorcas are created through procreation between two wereorcas. In rare cases, an individual becomes a wereorca after a series of trials and a sacred ritual.

Player Characters as Wereorca

The character gains a Strength of 18 if their score isn't already higher, and a +1 bonus to AC while in killer whale or hybrid form (from natural armor). They also gain the Hold Breath trait. Attack and damage rolls for the natural weapons are based on Strength. For the Bite attack, the DC is 8 + the character's proficiency bonus + Strength modifier.



Wereorca

Medium humanoid (human, shapechanger), any alignment

Armor Class 12 in humanoid form, 13 (natural armor) in killer whale and hybrid form
Hit Points 187 (22d8 + 88)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	15 (+2)	12 (+1)	10 (+0)

Skills Athletics +8, Perception +5
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 15
Languages Common (can't speak in orca form)
Challenge 8 (3,900 XP)

Shapechanger. The wereorca can use its action to polymorph into a large orca-humanoid hybrid or into a large killer whale, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Hold Breath. The wereorca can hold its breath for 30 minutes.

Pack Tactics. The wereorca has advantage on attack rolls against a creature if at least one of the wereorca's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. In killer whale or hybrid form, the wereorca makes two bite attacks. In humanoid form, the wereorca makes two slam attacks.

Charge (Killer Whale or Hybrid Form Only). If the wereorca uses a Dash action and swims at least 15 feet straight toward a creature, it can make one bite attack against it as a bonus action.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit*: 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the wereorca can bite only the grappled creature and has advantage on attack rolls to do so.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Wereshark

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 13 (natural armor) in shark and hybrid form
Hit Points 150 (21d8 + 42)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+2)	14 (+4)	7 (-2)	12 (+1)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses blindsight 60 ft., passive Perception 14
Languages Common (can't speak in shark form)
Challenge 7 (2,900 XP)

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The wereshark can breathe air and water while in human or hybrid form. While in shark form, the wereshark can only breathe while underwater.

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Surprise Attack. If the wereshark surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. In shark form, the wereshark makes two bite attacks. In humanoid form, it makes three scimitar attacks. In hybrid form, it can attack like a shark or a humanoid.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack*: +7 to hit, reach 5ft., one target. *Hit*: 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the wereshark can bite only the grappled creature and has advantage on attack rolls to do so. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Wereshark

Weresharks are solitary hunters by nature, generally giving settlements above and below the waves a wide berth. Their search for solitude is not only for peace but a survival mechanism. Weresharks lose their sense of reason at times and can wreak carnage on entire communities before finally being overcome by sheer numbers. Sharkfin Island is the only location known to host weresharks as permanent residents.

Weresharks are always on the move and looking for food to hunt. They prefer to use stealth when hunting, waiting for the right time to jump out from their hiding positions. The moment they spot their prey, weresharks trust in their abilities to strike quickly and annihilate their target with a single blow. If the prey survives, though, the scent of blood transforms the wereshark into a killing machine.

Player Characters as Weresharks

The character gains a Strength of 18 if their score isn't already higher, and a +1 bonus to AC while in shark or hybrid form (from natural armor). They also gain the Amphibious trait. Attack and damage rolls for the natural weapons are based on Strength. For the Bite attack, the DC is 8 + the character's proficiency bonus + Strength modifier.



White Whale

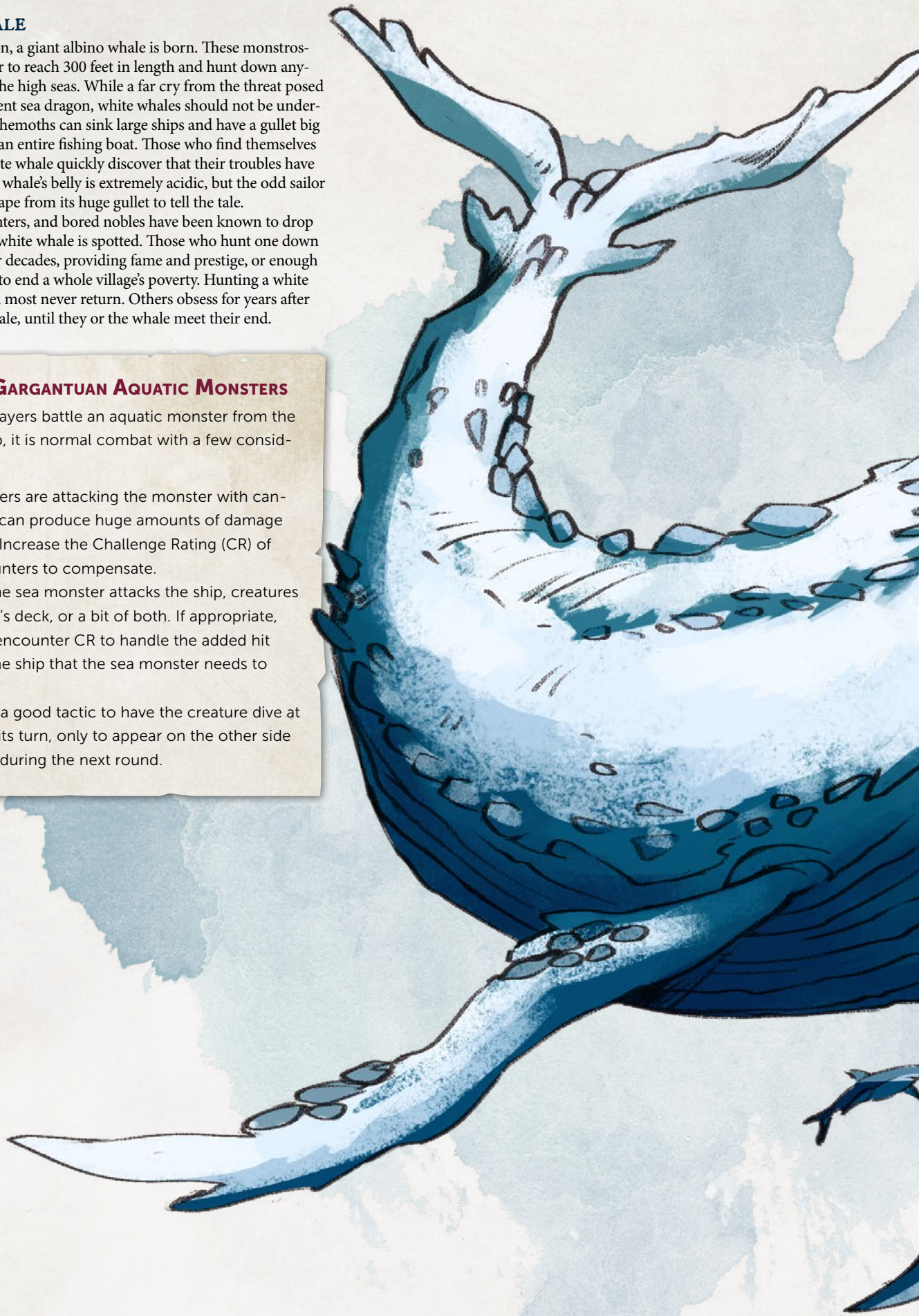
Once in a blue moon, a giant albino whale is born. These monstrosities take only a year to reach 300 feet in length and hunt down anything they find on the high seas. While a far cry from the threat posed by a kraken or ancient sea dragon, white whales should not be underestimated. These behemoths can sink large ships and have a gullet big enough to swallow an entire fishing boat. Those who find themselves in the belly of a white whale quickly discover that their troubles have just begun. A white whale's belly is extremely acidic, but the odd sailor has managed to escape from its huge gullet to tell the tale.

Adventurers, hunters, and bored nobles have been known to drop everything when a white whale is spotted. Those who hunt one down are remembered for decades, providing fame and prestige, or enough food, bone, and oil to end a whole village's poverty. Hunting a white whale is foolish and most never return. Others obsess for years after sighting a white whale, until they or the whale meet their end.

Battling Gargantuan Aquatic Monsters

When your players battle an aquatic monster from the deck of a ship, it is normal combat with a few considerations:

- If your players are attacking the monster with cannons, they can produce huge amounts of damage per round. Increase the Challenge Rating (CR) of your encounters to compensate.
- Decide if the sea monster attacks the ship, creatures on the ship's deck, or a bit of both. If appropriate, adjust the encounter CR to handle the added hit points of the ship that the sea monster needs to damage.
- It is always a good tactic to have the creature dive at the end of its turn, only to appear on the other side of the ship during the next round.





White Whale

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 246 (17d20 + 68)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	18 (+4)	5 (-3)	14 (+2)	7 (-2)

Saving throws Strength +11, Constitution +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft., passive Perception 12
Languages -
Challenge 15 (13,000 XP)

Hold Breath. The whale can hold its breath for 30 minutes.

Actions

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage.

Engulf. The whale fully opens its gaping maw and all Medium or smaller creatures and objects in a 30 ft. cone from its mouth must succeed on a DC 19 Strength saving throw or be completely engulfed by the whale.

While swallowed, creatures are restrained and have total cover against attacks and other effects from outside the whale. Additionally, all creatures and objects in its interior take 24 (7d6) acid damage at the start of each of the whale's turns.

If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures and objects, which fall prone in a space within 10 feet of the whale. If the whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement.

Legendary Actions

The whale can take 3 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. The whale regains spent legendary actions at the start of its turn.

Tail. The whale makes a tail attack.

Engulf (Costs 2 Actions). The whale uses Engulf.

Tsunami (Costs 3 Actions). The whale slams its tail against the water creating a 60-foot cone of water. Each creature in that area must make a DC 19 Strength saving throw. On a failed save, a creature takes 42 (12d6) bludgeoning damage and is pushed 30 feet and knocked prone. On a successful save, a creature takes only half damage.

Beasts

This section provides statistics for beasts mentioned in this book. Use these beasts as allies, adversaries, animal companions, or beast shapes for druids to assume. These stat blocks are organized alphabetically.

Huge Crab

These towering hard-shelled crabs are usually found on remote beaches far from busy port cities. They use their massive pincers to grab and crush anything that threatens their territory. When they aren't hunting, these crabs often bury themselves in the sand to sleep until something disturbs their slumber. These crabs are agile for their size and are protected by a thick and durable exoskeleton. Anyone who defeats a huge crab finds a vast quantity of delicious meat.

Huge Crab

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 32 (5d10 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +3
Senses blindsight 30 ft., passive Perception 11
Challenge 1 (200 XP)

Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two claw attacks.

Claw. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 13). The crab has two claws, each of which can grapple only one target.



Monkey

Monkeys are highly social creatures that live in trees found in tropical forests. They are curious and fond of treats.



Monkey

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	8 (-1)

Skills Acrobatics +4, Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 0 (10 XP)

Nimble Escape. The monkey can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Parrot

These brightly-colored tropical birds range in height from one to two feet. Parrots have a powerful curved bill and feet that are excellent at grasping.



Parrot

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2
Senses passive Perception 12
Languages -
Challenge 0 (10 XP)

Mimicry. The parrot can mimic simple sounds it has heard, such as animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Nonplayer Characters

This section contains statistics for various humanoid nonplayer characters (NPCs) mentioned in this book. Use these NPCs as allies or adversaries for your PCs to encounter as they travel around Vodari or your campaign world. These stat blocks can be used to represent both human and nonhuman NPCs and are organized alphabetically by name.

Arcane Gunmaster

These rare gunslingers weave magic into their shots, combining their mastery of firearms with an unexplained connection to sorcerous magic. Arcane Gunmasters quickly shift between using firearms and slinging spells, making them a dangerous ranged threat.

Arcane Gunmaster

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +5, Cha +5
Skills Acrobatics +5, Arcana +3, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP)

Spellcasting. The arcane gunmaster is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, mending, shocking grasp*
1st level (3 slots): *burning hands, expeditious retreat, thunderwave*

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the arcane gunmaster's heavy pistol ranged attacks.

Actions

Multiattack. The arcane gunmaster makes two ranged attacks.

Heavy Pistol. *Ranged Weapon Attack*: +5 to hit, range 60/240 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

Reactions

Danger Sense. The arcane gunmaster adds 2 to its AC against one attack that would hit it. To do so, the arcane gunmaster must see the attacker.

Buccaneer

Buccaneers are known for their ability to board and take control of a ship before a defense has even been mounted. While some call them pirates, they pillage and plunder for the survival of their isolated communities. If they shed blood along the way, that's just the way of the world.

Buccaneer

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 30 ft.

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

Saving Throws Str +5, Con +5
Skills Athletics +5, Stealth +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Actions

Boarding Axe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Reactions

Invade. When the buccaneer makes a melee attack, it can shove one target it's attacking. If successful, the buccaneer deals its Strength modifier in bludgeoning damage and can choose to immediately move into the area the target occupied.

Cannoneer

Medium humanoid (any race), any alignment

Armor Class 14 (breastplate)
Hit Points 82 (11d10 + 22)
Speed 30 ft.

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

Saving Throws Str +5, Con +4
Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the cannoneer can regain 12 hit points.

Actions

Multiattack. The cannoneer makes three attacks.

Culverin. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 150/300 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage.

Cannoneer

Cannoneers are experts with black powder, and specialize in devastating enemies with their small cannons, called culverins. These artillerists are equally capable of firing their culverin from afar or smashing enemies with it up close.

Corsair

Corsairs are bold risk-takers who combine luck and skill to defeat their opponents. They adapt to their opponents, swiftly moving and flowing like the wind itself.

Corsair

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +4
Skills Athletics +4, Acrobatics +5, Deception +3
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 2 (450 XP)

Fortune's Favor. When a corsair hits a target and deals damage, it can choose to roll a d6 and add the result to the damage. If the result is a 1, the corsair's attack instead deals 0 damage.

Actions

Multiattack. The corsair makes two attacks.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Dirk (dagger). *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Reactions

Slip Blow. When hit by a melee attack, the corsair can roll a d6 and reduce the damage dealt by the result. Additionally, the corsair can choose to immediately move 5 feet without provoking opportunity attacks.



CORSAIR



GENTLE WAVE IS AN ELEMENTAL MASTER

Elemental Master

These monks harness the elemental energies that course through the world. Elemental masters specialize in channeling the forces of creation, usually focusing on one element that is reflected in their fighting style.

Elemental Master

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 78 (12d8 + 24)
Speed 50 ft.

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

Saving Throws Dex +6, Con +5, Wis +6
Skills Acrobatics +6, Insight +6, Religion +6,
Senses passive Perception 13
Languages Common, Primordial
Challenge 6 (2,300 XP)

Elemental Resistance. The elemental master is resistant to one of the following damage types: acid, cold, fire, lightning or thunder.

Elemental Strike (1/Turn). The elemental master can choose to apply one of the following effects to an unarmed attack that hits a creature:

Flame's Fury: The target takes an additional 18 (4d8) fire damage.

Ocean's Crash: The target takes an additional 4 (1d8) cold damage and must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Wind's Breath: The target takes an additional 4 (1d8) force damage and must succeed on a DC 16 Strength saving throw or be pushed 20 feet in a direction of the elemental master's choice.

Mountain's Embrace: The target takes an additional 4 (1d8) bludgeoning damage. The elemental master gains resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of its next turn.

Unarmored Defense. While the elemental master is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The elemental master makes four unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft, one target. *Hit*: 5 (1d4 + 3) piercing damage.

Mask

Masks hide their identity to battle injustice as a vigilante, outlaw, or rebel. Their disguise protects their true identity and keeps those they care about out of trouble. They fight with their famous signature weapon that is feared by their enemies.

Mask

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	15 (+2)

Saving Throws. Dex +5, Int +2
Skills Acrobatics +5, Intimidation +4, Perception +4, Sleight of Hand +5, Stealth +5
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Signature Attack (1/Turn). While using its signature weapon (dart or rapier), the mask deals an extra 14 (4d6) damage when it hits a target with a weapon attack.

Cunning Action. On each of its turns, the mask can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the mask is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mask instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The mask makes two attacks with its rapier.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Dart. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft, one target. *Hit*: 5 (1d4 + 3) piercing damage.

Reactions

Uncanny Dodge. When an attacker that the mask can see hits it with an attack, the mask can use its reaction to halve the attack's damage against it.

Mistwalker

The wizards who learn magic at the base of the Pernicious Citadel are also known to wander throughout Vodari. They might pursue the obscure goals of their renegade order, hire themselves out for coin, or serve their own ends.

Mistwalker

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Stealth +5
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mistwalker is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, fog cloud, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *dispel magic, gaseous form, hypnotic pattern, stinking cloud*
4th level (3 slots): *confusion, ice storm*
5th level (1 slot): *cloudkill*

Mist-Cloak. After casting a conjuration, enchantment, or illusion spell of 1st level or higher, the mistwalker is shrouded in a cloak of mist. The mistwalker can disperse the cloak as a bonus action to teleport up to 60 feet to a location with mist or fog. The mistwalker can also disperse the cloak as a reaction when a creature attacks it, gaining a +3 bonus to AC against the triggering attack.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Musketeer

A musketeer wields a flintlock and a blade for the greater glory of king and country. Defending their monarch's honor is the only thing more important than earning a reputation for personal gallantry.

Pirate

Pirates roam the high seas looking for ships to prey upon in the hope of attaining valuable plunder. Pirates range from lawless criminals to chartered privateers. Some pirates follow the Code of the Sea (see page 201 in chapter VIII), but most treat the code as more of a set of guidelines.



A MUSKETEER FROM ARUSHI

Musketeer

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

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

Skills Acrobatics +5, Persuasion +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the musketeer's light pistol ranged attacks.

Actions

Multiattack. The musketeer makes two rapier attacks, or one rapier attack and one light pistol attack.

Light Pistol. *Ranged Weapon Attack*: +5 to hit, range 50/200 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Reaction

Sidestep. When the musketeer is hit with an attack it can see, it can use its reaction to halve the damage it takes, and move up to half its speed without provoking opportunity attacks.

Pirate

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Acrobatics +4, Intimidation +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Sea Legs. The pirate has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Cutlass. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

Light Pistol. *Ranged Weapon Attack*: +4 to hit, range 50/200 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Pistolero

Medium humanoid (any race), any alignment

Armor Class 15 (leather armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	11 (+0)	13 (+1)	15 (+2)

Skills Acrobatics +6, Perception +3, Performance +4
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 3 (700 XP)

Grazing Shot (1/Turn). When the pistolero misses an attack, it can choose to have the shot deal half the damage that the attack would have dealt if it were a hit.

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the pistoleror's heavy pistol ranged attacks.

Actions

Multiattack. The pistolero makes two heavy pistol attacks.

Heavy Pistol. *Ranged Weapon Attack*: +6 to hit, range 60/240 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Reaction

Sidestep. When the pistolero is hit with an attack it can see, it can use its reaction to halve the damage it takes, and move up to half its speed without provoking opportunity attacks.

Sailor

Medium humanoid (any race), any alignment

Armor Class 13 (heavy leather coat)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Acrobatics +3, Athletics +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Sea Legs. The sailor has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Belaying Pin. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) slashing damage.

Dirk. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 3 (1d4 + 1) slashing damage.

Pistolero

These gunslingers combine blinding speed, deadly aim, and panache. A pistolero's uncanny skill with a firearm is second to none.

Sailor

Sailors are mariners who work aboard a sea vessel as part of its crew. Years of facing dangers such as storms, monsters, and pirates leaves sailors heartier than the common lubber.



PIRATE



SEA CAPTAIN

Scoundrel

Scoundrels use their smile, quick wits, and dirty tricks to find their way into and out of trouble. These opportunistic rogues can turn nearly anything into a weapon and are known to quickly switch from friend to foe.

Scoundrel

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (leather armor)
Hit Points 53 (10d8 + 8)
Speed 30 ft.

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

Skills Deception +6, Insight +6, Persuasion +6, Sleight of Hand +6, Stealth +6
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Dirty Trick. The scoundrel can use a bonus action to take the Disengage action. When the scoundrel takes the Disengage action, it can find an object (such as debris, a torch, or a drink) to toss at a creature within 5 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, the creature suffers disadvantage on its next attack roll before the start of the scoundrel's next turn.

Sneak Attack (1/Turn). The scoundrel deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the scoundrel that isn't incapacitated and the scoundrel doesn't have disadvantage on the attack roll.

Actions

Multiattack. The scoundrel makes two attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage

Improvised Weapon. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) bludgeoning damage.

Reactions

Uncanny Dodge. When an attacker that the scoundrel can see hits it with an attack, the scoundrel can use its reaction to halve the attack's damage against it.

Sea Captain

A ship's captain oversees all operations aboard the vessel under their command, whether a little sloop or a massive galleon. To protect and command their crew, a captain must be skilled with both words and the blade.

Shanty Bard

These bards are most content working in the fields, deep in a mine, or on a ship while leading everyone in song. Their magical shanties boost morale and help their crewmates focus and cooperate.

Sea Captain

Medium humanoid (any race), any alignment

Armor Class 15 (heavy leather coat)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +4, Dex +5, Cha +4
Skills Athletics +4, Acrobatics +5, Intimidation +4, Perception +4, Persuasion +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Captain's Orders (1/Day). As a bonus action, a captain can choose a friendly creature who can see or hear it to attack an enemy. The creature can immediately use its reaction to make one weapon attack.

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Multiattack. The captain makes three attacks.

Cutlass. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) slashing damage.

Heavy Pistol. *Ranged Weapon Attack*: +7 to hit, range 60/240 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

Shanty Bard

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Perception +3, Performance +5, Persuasion +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP)

Spellcasting. The shanty bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, vicious mockery*
1st level (4 slots): *charm person, comprehend languages, healing word, thunderwave*
2nd level (3 slots): *enhance ability, invisibility, suggestion*

Actions

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

Song of Teamwork (3/Day). The shanty bard can choose a creature other than itself within 60 feet that can hear it. As a reaction, that creature can make a weapon attack and add 1d6 to the attack roll.



MARLEE IS A BARD FROM ZAVROS SAILING THE SEAS WITH HER CREW



TORBERA IS A STORMCLOAK RANGER

Sidekick

The stat block for the sidekick can be found in the Mask section on page 140 of Chapter IV.

Stormcloak

Stormcloaks wield lightning and thunder to a mighty effect, with blades or bows. Stormcloak rangers wear a cloak or long coat that courses with lightning when they use their powers.

Stormcloak

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Str +5, Dex +6
Skills Acrobatics +6, Perception +6
Damage Resistances lightning, thunder
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Spellcasting. The stormcloak is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds, hunter's mark, thunderwave*
2nd level (3 slots): *gust of wind, spike growth*
3rd level (2 slots): *water breathing, water walk, haste*

Power of the Cloak. After the stormcloak takes lightning or thunder damage, it deals an additional 2d6 damage of the same type on its next successful weapon attack before the end of its next turn.

Strider. The stormcloak can pass through non-magical difficult terrain at no extra movement cost.

Actions

Multiattack. The stormcloak makes three shortsword attacks or two longbow attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Tidal Sorcerer

A tidal sorcerer's power comes from the tides and the moon that controls them. The sea holds an inescapable longing for them, especially if they are forced by circumstance to live inland.

Tidal Sorcerer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft, swim 30 ft.

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

Saving Throws Con +3, Cha +4
Skills Insight +4, Deception +4, Persuasion +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Spellcasting. The sorcerer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *acid splash, mending, shocking grasp*
1st level (4 slots): *burning hands, mage armor, thunderwave*
2nd level (3 slots): *gust of wind, mirror image, shatter*
3rd level (3 slots): *lightning bolt, water breathing, water walk*

Sorcery Points. The sorcerer has 6 sorcery points. It can spend 2 sorcery points when it casts a spell to gain one of the following benefits:

High Tide. Creatures targeted by the spell must roll a Strength saving throw or be pushed 10 feet in a direction of the sorcerer's choice. The sorcerer's allies can voluntarily fail this saving throw.

Flood Tide. Creatures targeted by the spell gain temporary hit points equal to 3 + the level of the slot expended for 1 minute.

Ebb Tide. Creatures targeted by the spell take 3 acid damage in addition to any damage the spell normally deals.

Low Tide. Creatures targeted by the spell can't use reactions until the beginning of the sorcerer's next turn.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) slashing damage.

Warlock of the Council

These warlocks gain power through a pact with a council of powerful beings, such as an academy of wizards who have outwitted death, pirate brethren who labor under a curse, or an assembly of powerful elementals or island spirits. In exchange, they serve the council, endeavoring on their behalf.

Warlock of the Council

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7
Skills History +4, Investigation +4, Survival +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components.

At will: *disguise self, silent image, speak with dead*
1/day each: *identify, locate object*

Spellcasting.The warlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, prestidigitation*
1st-5th level (3 5th level slots): *counterspell, dimension door, dispel magic, expeditious retreat, find traps, hold person, invisibility, protection from energy, shield, water breathing*

Ward of the Council. As a bonus action, the warlock gains resistance to one of the following damage types until the start of its next turn: acid, cold, fire, lightning, or thunder. In addition, any attacks the warlock makes that deal that damage type deal an additional 1d4 damage until the start of its next turn.

Actions

Multiattack. The council makes three melee attacks.

Cutlass. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.



Chapter X: Starter Adventure

The Island with No Name

Follow a map to find a lost treasure in this starter adventure for 1st-level characters.

"The Island with No Name" is a starter adventure for four 1st-level characters, set in *The Seas of Vodari* campaign world, but easily adapted to any setting. In this adventure, players follow a map to a cursed island in search of the lost treasure of Captain Blackheart. Along the way, they face rival treasure hunters, rough seas, dangerous monsters, skeleton pirates, ancient ruins, and a final showdown with Captain Blackheart. The adventure also provides a starting location with everything new players need to shop, find information, and hire a ship.

Adventure Background

The story of Captain Blackheart's treasure is a favorite story told to children at bedtime, and by old drunks in taverns who swear to have seen it. A few variations of the story exist, but most follow something close to this version, which you can read to your players.

Fifty years ago, the notorious pirate Captain Blackheart and the crew of the Howl of the Sea *took a Taevaran galleon full of gold and silver. Blackheart couldn't land in any port with so large a prize, and the Taevaran navy looking for him. He sailed far to the west, finding a shimmering island that wasn't on any of the charts. As they approached the island, they suddenly found themselves in rain so heavy it blinded and wind strong enough to pull a sailor right off the deck. The* Howl of the Sea *was beached on the island, with shredded sails and holes in her sides. But the treasure was intact, and Blackheart split the surviving crew into two groups. The first stayed on the beach to start on repairs. The second followed Blackheart into the island's heavy jungle to reprovision and hide the treasure. Once seaworthy again, the ship set sail for civilization with a small portion of the treasure, leaving the rest hidden somewhere on the island. As they left the island and cleared its reef, the island faded and disappeared. Some say that Blackheart and his crew spent the remainder of their days looking for the island and their lost treasure.*

Captain Blackheart's Treasure

This story was first told by one of Blackheart's crew when he was in his cups. Blackheart enjoyed the fame the story provided and didn't dispute it or discourage its telling, but the sailor didn't survive the mistake. Much of the old tale contains truth, but the treasure was not lost forever.

The True Tale

The island only shows itself at sunrise and sunset. When a ship comes within a few miles of the island, a supernatural storm rises, pushing the ship towards the island's reef.

When Blackheart and his crew originally landed on the island, they decided to explore it to find materials for repairs and resupply. Over the days that followed, they were attacked by dangerous beasts and killer plants. They also found ancient ruins deep in the interior of the island, where they hid the treasure. Unknown to Blackheart, the ruins were actually a temple dedicated to Morto, the god of necromancy and secrets. The entire island was cursed, and Blackheart soon came under the spell of Morto's whispers and "decided" that he could only allow his most trusted crewmates to share the treasure and know its secret location. The captain and his officers sealed the rest of the crew in the ruins to die. The *Howl of the Sea* sailed away, with a quarter of the treasure and a plan to return when they needed more. When the pirates trapped in the temple finally died of thirst and hunger, Morto cursed them to undeath as skeletons.

Years later, when Blackheart and his conspirators returned to collect more treasure, they were ready for the storm and landed with minimal damage to their ship. When they arrived at the temple, they were ambushed and killed by their former crewmates. Captain Blackheart and his officers became skeletons themselves.

To this day, Blackheart is always close to his treasure, counting and recounting it, never letting it leave his gaze. The crew of skeleton pirates wanders the temple and island. The skeletons seek out anyone unfortunate enough to land on the shores of this island, to turn them into skeletons as well.

The Navigator

Blackheart's navigator, Voyce Fayette, escaped the temple during the skeleton attack where Blackheart was killed. He repurposed one of the *Howl of the Sea's* longboats with a mast and sail, and sailed away with a small fortune. On the journey home, Fayette recorded his adventures in a journal and drew a map so he could find the island again. He also decided to avoid the pirate islands and try his hand as a legitimate businessman in Port Zavo. This adventure is set nearly half a century later, and Fayette is now an old man.

Adventure Summary

"The Island with No Name" starts with the characters securing a map and journal leading to a long lost treasure. Others in port have found out about the treasure, and the group is confronted by a rival crew. After a quick escape from the port, they set sail to the island.

The treasure is concealed on a hidden island, in a temple surrounded by jungle. As they approach the island (likely at sunrise or sunset), a massive storm appears and causes a shipwreck. The characters find themselves stranded, needing to repair the ship and explore the island.

To reach the temple, the group treks through a jungle filled with beasts, skeletons, and other hazards. The temple itself is full of tests set up by Captain Blackheart. The adventure ends with a final showdown between Blackheart and the characters. Blackheart hopes the adventurers are worthy opponents who can defeat him and release him from his curse. If successful, the characters can grab the treasure and escape the collapsing temple.

Adventure Hooks

The following hooks can provide a push for your characters to begin their hunt for the lost treasure.

An Old Man's Tale

A frail old man (Fayette) sits down and interrupts the characters as they are seated around the table at a run-down tavern in 'The Docks," called the Lucky Mermaid. Offering to buy a round of drinks, the old man tells the true version of Captain Blackheart's tale. While most characters would be familiar with the story, none of them have heard Fayette's version. The old man introduces himself as the navigator and slides over an old journal and map scroll. He also introduces Captain Mags as someone who can provide a ship and crew for a share of the take.

'X' Marks the Spot

One of the characters comes into possession of an old journal and map through theft, gambling, or as a gift from Fayette on his deathbed. The journal tells the true version of Captain Blackheart's tale, which none of the characters have heard before. The map clearly shows an 'X', indicating the location of the island and hiding place of Blackheart's treasure. However the character gains possession of the map, Fayette wanted them to have it. If given the chance, Fayette instructs the PC in possession of the map to seek out Captain Mags at the Lucky Mermaid.

Crewmates

The characters are already members of the crew of the *Albatross*, the ship of Captain Mags. The group has been called together in a private room at the back of the *Lucky Mermaid* tavern, before departing for what they believe is a routine smuggling run. Mags tells the true tale of Captain Blackheart's treasure to the crew, including Fayette's part in the story. Once the story is complete, Mags brings out the journal and unrolls a map to the island.

Running the Adventure

To run this adventure, you'll need a copy of the core rules for fifth edition. When the name of a type of ship or creature appears in **bold** type, that is a cue pointing to the stats for that ship (see chapter VI) or creature (see chapter IX or the core rules). It's also a good idea to familiarize yourself with the monsters in advance of running this adventure, along with the rules for travel at sea.

Character Advancement

Characters begin the adventure at 1st level and gain XP by defeating monsters, using skills, and roleplaying. If you choose to dispense with tracking XP and use milestone leveling, the Suggested Character Level table below can be used as a guide.

Suggested Character Level

Section	Suggested Level
Starting Out	1st
Trouble in the Dock Ward	1st
Setting Sail	1st
A Brewing Storm	1st
Beached	1st
Into the Jungle	1st-2nd
The Temple of Morto	2nd

To run the adventure for higher-level characters, adjust the DC for skill challenges and increase the challenge rating for the encounters.

Starting Out

If you are running this adventure in Vodari, start your campaign in Port Zavo on the island of Zavros. This adventure can also be run from a port city in any setting by simply changing the name of the city. Other port cities in Vodari that are excellent starting locations include Sandport on Faraway or Sceptre on Skull Island.

To begin the adventure you can assign one of the adventure hooks, or introduce a hook at The *Lucky Mermaid* tavern (see "The Dock Ward" section of this chapter) using Fayette or Captain Mags.

Roleplaying Fayette

Voyce Fayette (LN human male **pirate**) appears old and frail, but still has some life in him and he can still handle a sword. Now that he is dying, he just wants to share his story. He always meant to get back to the island, but the money never ran out and now his adventuring days are behind him. Fayette would like to see someone return to the island and find the remaining treasure. Fayette gladly answers questions and provides a journal and map.

Roleplaying Captain Mags

Captain Magnolia "Mags" Montrésor is a tough but fair captain, treasure hunter, and scoundrel. She is a well-known captain with a good reputation around the port, and she offers her ship and crew for hire between her own adventures. Her cost to sail to the island is 500 gp (half upfront) or a share of the treasure for herself and each of her crew. Mags is friendly, polite, and uses her charm to get what she wants. Mags might even consider betraying the PCs to keep a treasure for herself if an opportunity presents itself.

The Journal and Map

Regardless of which hook pulls your players into the adventure, the characters gain access to a journal that contains notes and a set of maps. By reviewing the first map, the characters learn the following:

- The map clearly shows the location of the island, which is not found on any other charts or maps.
- With a successful DC 12 Intelligence (Investigation) check, a character finds the longitude and latitude of the island written on the back of the map.
- There is also a note on the back of the map about the island only being visible at sunrise and sunset.

By reviewing the second map and journal, the characters can learn the following about the path to the temple:

- The path is patrolled by skeletons. They have been ordered by Captain Blackheart to look for anyone trying to steal the treasure, and kill them.
- The trail begins on a long beach found on the east shore of the island.
- On the beach, there is a stream where you can find the start of the path.
- From the beach, you follow a path along the stream into the interior of the island for a half-day.
- The path leaves the stream and bends to the northwest as the stream reaches its source, a large pond. A massive rocky outcropping rises out of the jungle along the north shore of the pond.
- The entrance to the temple is carved out of the stone to resemble a skull.

The Dock Ward

The dock ward of Port Zavo can fit a port city in any setting. Significant locations in the docks and the people to be found in them include the following:

Old Lighthouse. Centuries-old, the lighthouse provides the biggest landmark in the docks. There are rumors of people hearing a woman singing, but not a soul can be found.

The Lucky Mermaid. A run-down tavern in the docks, favored by the smugglers and criminals who lurk in the district. The tavern is owned and operated by Webster Ogdon (NG male human **commoner**). Ogdon is gruff and no-nonsense, and does not ask questions about the shady deals his establishment is known for. If slid a little gold, Ogdon can become quite talkative. Vapula (female tiefling **commoner**), the barmaid, can usually be found working the tavern during the busiest times.

The Rosa. A century ago, a ship washed ashore during a storm, severely damaged. The captain decided it would be more profitable to convert the ship into an inn than to make the ship seaworthy again. Numerous additions were built on to it over the years, and it's now the largest inn in the docks. The current proprietors are brother and sister Corrin and Callie Greenbottle (LG halfling **commoners**). The Rosa



MAPS FROM FAYETTE'S JOURNAL

Capt. Magnolia (Mags) Montrésor

Medium humanoid (human), chaotic neutral

Armor Class 13 (leather)
Hit Points 33 (6d8+6)
Speed 30 ft

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

Skills Insight +2, Deception +4, Persuasion +4
Senses passive Perception 10
Languages Common
Challenge 1 (100 XP)

Cunning Action. Due to her high agility and cunning, Mags can use a bonus action to take the Dash, Disengage, or Hide actions.

Sneak Attack (1/Turn). Mags deals an extra 7 (2d6) damage when she hits a creature with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Mags makes two attacks with her cutlass.

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

Light Pistol. *Ranged Weapon Attack*: +4 to hit, range 50/200, one target. *Hit*: 6 (1d8 +2) piercing damage.

Reactions

Uncanny Dodge. When an attacker that Mags can see hits her with an attack, Mags can use her reaction to halve the attack's damage against her.



can't compete with the fancy inns deeper into the city, but it's the best in the docks by a fair margin.

Tidehammer's Armory. Amber Tidehammer (LN female dwarf **commoner**) is a young and inexperienced blacksmith. She recently took over the shop when her father was murdered, but she is a capable weapons maker and armorer. In her shop players can purchase any armor or weapons found in the core rules, sold at the cost listed.

Liadon's Mercantile. Adrie Liadon (CN female elf **noble**). In her shop, characters can purchase any adventuring gear found in the core rules, sold at the cost listed. Thieves caught stealing from Liadon find themselves facing Henk, her shopkeeper and muscle (N male half-orc **veteran**).

Fish Market. The docks are home to a thriving fish market. If there is a nice part of the docks, the Fish Market is it. Everyone from noble servants to fishmongers goes there, and it is an excellent place to overhear gossip from across the city. For those willing to spend some gold for information, Oskar Trueanvil (CE male dwarf **spy**), a gruff and vulgar fishmonger, is happy to buy and sell stories.

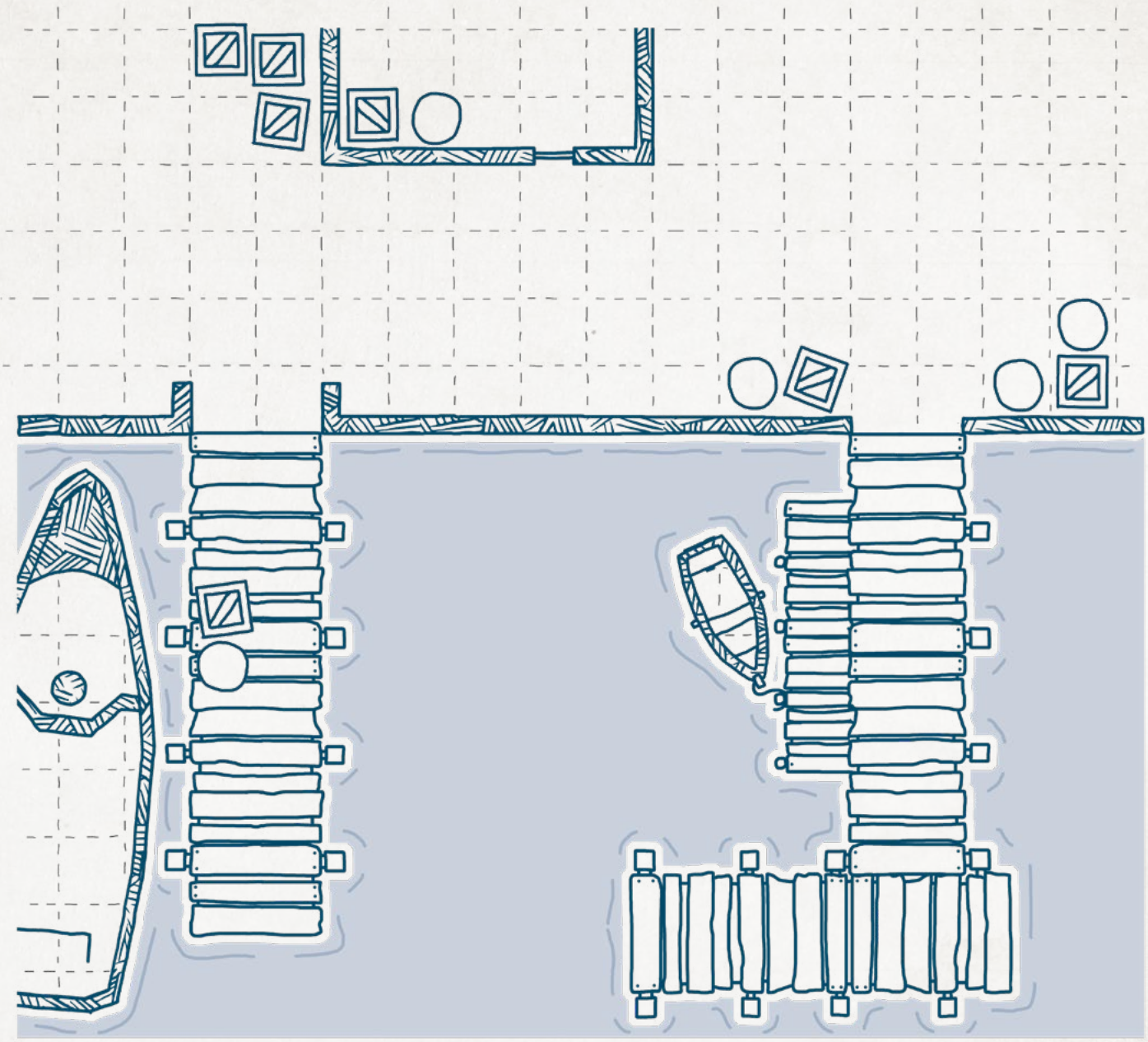
Harbormaster's Manor. Harbormaster Zintee Vanalan (LN male human **noble**) oversees the operations of the harbor. He is extremely wealthy, and one of the most powerful nobles of the city. The manor sits on the highest land in the docks, providing a commanding view of the entire harbor. A large portion of the house operates as a public office where captains declare manifests, pay their fees, purchase charts, and post their ships for hire.

Temple of the Sun. The largest temple in almost every city in the southern islands is the Temple of the Sun. Minori Ray (LG female human **priest**) welcomes anyone with love and light in their heart and willing to make an offering to the god Tero. She also sells healing services or healing potions. Minori offers refuge for anyone in trouble, hiding them in her temple.

Temple of the Sea. Every port in Vodari has a temple to honor

Map - The Docks

ONE SQUARE = 5 FEET



Okeano (or at least a shrine) maintained by the donations of sailors looking for safe passage to their next port. Bree Tealeaf (CN female halfling **acolyte**) welcomes anyone with coins to donate, and offers blessings to Okeano. She has healing potions to sell as well.

City Watch, Docks Precinct. Captain Adrik Stormbeard (LN male dwarf **veteran**) always has a dozen guards on duty. Stormbeard is interested in drinking and gambling rather than working to keep the peace in the docks. He responds personally with a group of eight guards if someone dies in a fight, or if any gunfire is heard.

Trouble in the Dock Ward

The docks district is a rough part of Zavo. A fight breaking out is routine, and in most cases welcomed as entertainment. With a few hours before the ship's departure, you can provide the characters time to shop for supplies or to carouse. The characters find plenty of people and places to interact with. If Mags is with the characters, she leaves to make some final arrangements before they all meet up at the ship.

Once the players decide to head to their ship, interrupt their plans. A gang of four rough-looking sailors and their leader Pearl Voss (CE female half-elf **pirate**) are well hidden in a dark alley, but can be spotted by a character with a passive Perception score of 15 or higher. Whether they are spotted or not, the gang emerges from the alley to cut the characters off.

As you head to the dockyards and to the ship, a group of rough-looking sailors cut you off from your path. You recognize them as crew of the Sea Devil. *This group of scum, led by Captain Taggart, are better thugs than sailors. In the lead is Voss, a female half-elf with an eye patch over her left eye and dark curly hair. She smiles and demands 'Where's the map? Don't play the fools - Taggart knows you're going for the treasure.'*

Hiring a Ship

If the PCs have not already hired Mags as their captain, they need to hire a ship. As the players ask around, you can nudge them toward Captain Mags. If the players want to shop around for another **sea captain**, have them visit the bulletin board at the Harbormaster's Manor (see "The Dock Ward" section of this chapter). The characters find listings for Mags and a couple of other captains offering ships for hire. Of the available captains, Mags has a fair price of 500 gp, or a cut of the treasure, for the dangerous trip into unchartered waters. She is also highly recommended by the harbormaster. The other captains could be overpriced, untrustworthy, or unsavory.

It might be a good idea to run a social encounter where the players negotiate hiring the ship, how to split the treasure, and any other details. The negotiations also set a departure time, such as at sunrise or sunset. If you are tracking XP, award 25 XP to each character if the party attempts to negotiate.

The gang is part of the crew of a **sloop** named the *Sea Devil*. They have been sent by a former pirate turned gangster named Captain Theoban Taggart (NE human male **sea captain**). Taggart has been informed through a **spy** that the characters have a treasure map and are preparing to leave town. Taggart has sent his crew to rough up the characters and find out what they know. Taggart and Mags have a long-standing rivalry. If Mags is the characters' captain, Taggart is even more convinced that they possess a treasure map.

Running the Encounter

The encounter likely starts as an aggressive social encounter, but have everyone roll initiative. If the players are interested in avoiding combat, they can use their skills to deceive, persuade, intimidate, or whatever else can they come up with as actions on their turn, contested by Voss. If your players find a way to avoid combat and you are tracking XP, reward full XP for the encounter.

Voss is willing to kill the characters to get the map if needed, but was ordered by Taggart to capture them alive if possible. If Voss is killed or knocked unconscious, the gang attempts to disengage and run, leaving behind any fallen crewmates. Any captured gang members who are questioned reveal the following details with a DC 12 Charisma (Intimidation) or Charisma (Persuasion) check.

- Taggart was spying on the party and knows they know have a map.
- Taggart knows they are about to set sail.
- Taggart and his crew plan to follow their ship once it departs.

If the characters are defeated, Voss tries to keep them alive, captures them, and takes them to Taggart to be questioned aboard the *Sea Devil*.

Setting Sail

The island with no name is two days' sail to the west of Zavros (or whatever direction you find open water for other settings). If the characters are not already trusted crewmembers, introduce the ship and its crew now.

The Ship

Ask your players to name the ship, or call it the *Albatross*. Either way, the ship is a **sloop** (see chapter VI). The ship is fast, agile, and in good repair. On its lower deck, the ship has four cannons, two on each side.

If any of your characters have proficiency with vehicles (water), cartographer's tools, or navigator's tools, you could make them an officer of the ship such as a Pilot, Navigator, or Quartermaster. Consider assigning the role of Ship's Surgeon to a cleric or anyone proficient in Medicine. Other roles, such as Mate, Cook, Ship's Mage, and Chief Gunner can be created to match up with backgrounds.

The Crew

In addition to the captain, the following crew are aboard the ship:

Chadwick Van Roos. A gruff old sailor (CN male human **sailor**) who can fill out the crew if the none of the characters are proficient with vehicles (water).

Arara Seaflower. A quiet lookout (CG female elf **scout**) who is happier alone on the bow or in the crow's nest than talking with her crewmates.

Cade Reedfellow. A quick-talking sailor (CN male halfling **pirate**) who is never far from the side of his best friend Thokk.

Polly. Enjoys mocking new crew members and acts as a spy for Mags. Polly uses the stats for **parrot** with the following changes:

- An Intelligence of 10
- Ability to speak Common

Thokk. A strong and dim-witted sailor (LN male half-orc **thug**) who is happy to let Cade tell him what to do.

Sailors. The rest of the crew is made up of five **sailors** (see Chapter IX).

Leaving Port

The characters slip out of port without incident. An hour later they are followed by Taggart's ship, a **sloop** named the *Sea Devil*. Taggart keeps his distance and is hard to spot. Once every eight hours, have a character or an NPC on lookout make a DC 17 Wisdom (Perception) check to spot Taggart. Whether they spot the *Sea Devil* or not, after nearly two days' sail, the characters arrive at the island around the same time of day that they left the port. The island only appears at sunrise and sunset, so if they arrive at a different time, they find empty sea. Whether they can see the island or not, if they sail within a few miles of the island, they are caught in a storm.

A Surprise Storm

The adventure really gets started once the characters have been sailing for almost two days and are within a few miles of the island. If it is not sunrise or sunset, adapt the text below with an appropriate description of the sky.

The sky is clear and full of rich reds, oranges, and purples. Below the sky, the seas are light, and you have enough wind to make your destination. Out of nowhere, a vast wall of dark clouds rises from the sea, lightning flashing from inside. The wind and rain hit you like a giant fist.

Run a group skill challenge to see how your players handle the storm. A skill challenge is similar to asking for a skill check, but due to the difficulty of the challenge facing the entire group, it is treated as an encounter. On each player's turn, ask how they try to keep the ship and crew alive in the deadly storm.

- Run the skill challenge for two rounds. Use a DC 13 for all skill checks for successes and failures on each player's turn. For each failure, roll damage for the most relevant section of the ship. For the hull, the ship takes 4d10 bludgeoning damage. For the sails, the ship takes 2d10 slashing damage to the sails.
- Every PC has skills available for a player to use, not just characters who have proficiency in vehicles (water). Don't forget to give advantage on skill checks for creative ideas.

- It is easiest to ask a player what they would like to do, then assign a skill check for them to roll. If a player says something like "*I want to make a Perception check*", ask what are they looking for and how it helps the ship and the crew.
- Strength (Athletics) and Dexterity (Acrobatics) checks can be used to avoid crashing objects and secure loose rigging and sails.
- If players want to use magic, have them roll a DC 13 Intelligence (Arcana) check when using a relevant cantrip, or provide an automatic success if they use a spell that expends a spell slot.
- If one of the characters is at the helm of the ship, keep them busy controlling the ship, and ask for a vehicles (water) check on their turn. For each failure, roll on the Random Storm Events table.
- Crackers taunts characters who roll a natural 1 (or fail by more than 10) on a check.
- If you are tracking XP, award 50 XP to each player for completing the skill challenge.

If the characters had more failures than successes during the skill challenge, the ship's hull suffers another 8d10 bludgeoning damage.

Beached

Once the challenge is complete, the characters wash up on the shore of the island with a ship that's beached and damaged, or destroyed if the hull was reduced to 0 hit points and the ship fails a DC 10 Constitution saving throw.

The swollen seas and hurricane-like weather disappear as fast as they arrived. The skies are once again clear. Your ship is beached on a long, sandy shore. Two hundred feet from the water, thick jungle rises from the sand. The beach itself is covered in seaweed, driftwood, and other detritus. It is broken up by clusters of jagged, rocky outcroppings.

Ask the players what they would like to do. If they don't have any ideas, Captain Mags barks out orders based on the list below.

Head Count. Complete a head count and check for injured. Select an NPC crewmate to be found unconscious or missing.

Assess Damage to the Ship. The players can assess the damage to the ship by making a DC 13 Intelligence (Investigation, vehicles - water, or carpenter's tools) check. Rolls made by a PC who is proficient with vehicles (water) or carpenter's tools are made with advantage. On a success, provide the player with the exact amount of hit points of damage the ship has taken.

Search for the Sea Devil. Any check to find the *Sea Devil* fails, as the ship turned around to avoid the storm, and is sailing around the island waiting for a chance to make landfall.

Find Fresh Water. With a successful DC 10 Wisdom (Survival) check, a character finds a small stream with fresh, drinkable water. A DC 13 Wisdom (Survival) reveals a worn path that follows the stream into the interior of the island, matching the description of the trail found in the journal. If a character is looking for the path, they make the check with advantage.

Set Up Camp. The characters are sent off to scout the beach and find a place to make camp and find provisions, while the rest of the crew assesses the condition of the ship, tends to the wounded, and searches for firewood, food, and water.

Scouting the Beach

Have the characters explore the beach, looking for an area to make camp and anything else that is interesting.

A DC 13 Wisdom (Survival) finds an area that is protected by two rocky outcroppings, with good visibility of the sea and the jungle. A DC 16 Wisdom (Perception) check reveals that rocks are slowly lifting up, moving a few feet, and then lowering down. Any interaction with these rocks (**crabs**) causes them to scatter.

Random Storm Events

d6	Event
1	Your ship is hit hard by currents in all directions as the sea suddenly swells around you. Make a DC 10 Wisdom (vehicles – water) check to navigate through the swollen sea. On a failed save, your ship's sails are battered and take 4d10 slashing damage.
2	A coral reef blocks your path. Make a DC 10 Wisdom (Nature) check to find a path through this obstacle. On a failed check, your ship's speed slows by 30 ft. and your ship takes 4d10 slashing damage.
3	Jagged rocks block the path of the ship. Make a DC 10 Wisdom (Perception) check to find an alternate route. On a failed check, your ship's speed slows by 30 ft. and your ship takes 4d10 piercing damage.
4	A large swell or wave is headed your way. Make a DC 10 Intelligence (vehicles – water) check to successfully navigate the wave. On a failed check, your ship's speed slows by 30 ft. and your ship takes 4d10 bludgeoning damage.
5	A sudden, massive gust of wind blows against the ship, regardless of the current wind direction. Make a DC 15 Wisdom (vehicles – water) check to maintain control of the ship. On a failed check, you momentarily lose control of the ship. The ship's speed is reduced to 0 ft., and the ship rotates 90° (odd = clockwise, even = counter-clockwise). The wind direction quickly returns to normal.
6	Roll again, but double any damage.

After a few skill checks, interrupt the exploration with an attack by a **huge crab** (see Chapter IX). The crab is hiding under the surface of the sand beneath them. Noticing the crab requires a DC 13 Wisdom (Perception) check. If the characters fail to notice the monster, they are surprised and knocked prone as the crab surfaces and attacks.

After defeating the huge crab, let the players decide on their next action. If they want to look for the temple, continue to "Into the Jungle" section of this adventure. If the characters don't return to the ship right away, Mags sends Cade and Thokk out as a search party to fetch the characters for a meeting. If the characters attend the meeting, Mags asks them what they want to do next. Mags and the rest of the crew remain on the beach to set up a stable shelter, repair the ship, and find provisions. If the characters propose entering the jungle at night, Mags encourages them to rest and wait for dawn.





Into the Jungle

If the characters decide to enter the interior of the island to search for the treasure but have not found the path along the stream, have Mags or Arara Seaflower point out the path. Once they enter the jungle, the characters can follow the path along the stream for two hours without too much difficulty. Read or adapt this text if the characters enter the jungle while the sun is bright in the sky. It needs to be adjusted if the sky is dim or dark.

As you follow the path along the stream into the jungle, you leave the bright sun and the sound of the surf crashing on the beach. All around you is thick green jungle, from the ground to the canopy high above. Vines, bushes, trees: the jungle is bursting with life. The sounds of birds, buzzing insects, and other animals is constant.

The jungle is hot, humid, and full of biting insects. As the characters continue on the path towards the temple, they can run into a little trouble along the way.

Quicksand

A patch of quicksand usually appears solid, and might even be covered with debris. An adventurer traveling at a normal pace (not running) recognizes the danger with a DC 15 Wisdom (Survival) check. A running creature automatically fails this roll and travels 5-10 feet into the pit (roll 1d2 x 5 feet). A typical quicksand pit is 20 feet in diameter.

Creatures in quicksand need to succeed a DC 15 Strength (Athletics) check to move 5 feet (in any direction). If this check fails by five or more, they sink 5 feet and begin to drown. A creature whose head falls beneath the surface of quicksand needs to succeed on a DC 15 Strength (Athletics) check to get to closer to the surface or be rescued; otherwise, see the rules for drowning in the core rules.

If you are tracking XP, award 25 XP to each character who helps with the rescue.

Random Jungle Encounters

d12	Encounter
1	1 **giant spider**
2-3	1d4 **constrictor snakes**
4-5	1d4 **giant poisonous snakes**
6-7	1 **crocodile**
8	1d4 **giant frogs**
9	1d4 **panthers**
10	1 **swarm of insects**
11	1d4 **giant lizards**
12	1 **carnivorous plant**

Getting Lost

Following the path is not terribly difficult, but have the pathfinding character make a DC 10 Wisdom (Survival) check to avoid losing the path. If the characters become lost or choose to make their own path, roll on the **Random Jungle Encounters** table. After the encounter, they find the stream and path.

Skeleton Ambush

Morto is the god of necromancy, and the jungle near the temple is cursed. Once the characters have traveled for a few hours, the jungle becomes black and withered. The following text can be read if the characters are traveling in the jungle while the sun is bright in the sky, but needs to be adjusted if the sky is dim or dark.

Blackheart's Challenges

Captain Blackheart has created some challenges and obstacles for the characters. He sends skeleton patrols out into the jungle, and his temple is full of challenges. His goal is to filter out those unworthy of his time, so that only a group strong enough to defeat him could make it to his lair.

As you continue down the twisting path deeper into the jungle, the lush green jungle becomes black and withered. Branches full of dead leaves and thick black vines above block the bright sun, but the dim light that was green is now gray. The jungle is now quiet and the air is still.

By this point in the adventure, the players should be ready to advance to 2nd level. If the players ask for a long rest while traveling through this section of the jungle, their rest is uneasy and filled with nightmares. During any rests, if the characters do not set up a watch or fail a DC 13 Wisdom (Perception) during a watch, a group of 1d4 **pirate skeletons** surprise the characters.

If the characters do not take a rest, have them encounter 1d4+2 **pirate skeletons** on patrol as they continue towards the temple. If the PCs are traveling normally, they hear two voices arguing about 150 feet further down the path. The voices are coming from a group of skeletons that are partially obscured by thick foliage. Two of the skeletons are arguing loudly about which of them is uglier, better with the blade, or some other nonsense. The players can easily hear the absurd shouting.

If the players defeat the skeletons and search them, they find their well-worn weapons. In addition, roll once for each skeleton on the Items to Find on a Pirate Skeleton table.

Items to Find on a Pirate Skeleton

d12	Item
1-2	Nothing
3	A gold earring (2 gp)
4	An eye patch
5	A set of fancy silk gloves
6	A glass eye
7	A hook (see Chapter V)
8	A set of dice made of bone
9	2d6 copper coins
10	1d10 silver coins
11	1d6 gold coins
12	1d4 pearls (10 gp each)

The Temple of Morto

As the characters travel the final hour to reach the temple, the landscape starts to rise and small rocky outcroppings start to poke out of the undergrowth.

The path you have been following west through the bleak and twisted jungle bends to the northwest as the stream reaches its source, a large pond. On the north shore of the pond, a massive rocky outcropping rises out of the jungle that towers above the tangled black trees.

A thirty-foot tall skull is carved into the rockface, partially covered in withered vines. A small set of steps leads to the mouth of the skull, which provides an entrance into whatever lies beyond.

The Temple Entrance

Looking into the mouth of the skull entrance reveals a dark, 60-foot-long square stone passage, 10 feet wide and 10 feet high. The stonework is ancient but generally intact. The hallway ends in a staircase that descends 20 feet.

Halfway down the passageway is a mechanical trap that launches poison-tipped darts at anyone who dares to advance into the temple.

Dust and dirt obscure four tiny holes in the walls through which the spring-loaded darts are fired. The holes can be spotted with a successful DC 14 Wisdom (Perception) check. With a careful inspection of the floor and a successful DC 14 Intelligence (Investigation) check, a character notices irregularities in the floor's tile patterns that reveal the pressure plates. Wedging an iron spike or similar object under a plate prevents that plate from triggering. Stuffing the dart holes in the walls with wax, cloth, or packed dirt prevents the darts from firing.

The trap's trigger consists of two side-by-side 5-foot-square pressure plates, either of which fire darts if 20 pounds of weight is placed on it. Activating either plate fires four darts and disables the trap until it is reloaded. Each dart makes a ranged attack (+7 to hit) against a random target within 10 feet of the triggered pressure plate (vision is irrelevant to this attack roll). Any creature hit by a dart takes 2 (1d4) piercing damage and must make a DC 14 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

1A. Entrance Chamber

At the end of the entrance hallway, a staircase descends 20 feet into a dark chamber below.

You descend the stairs into the temple and enter a dark room with odd angles, roughly 30 feet wide and 25 feet at its deepest with a 15-foot high ceiling. Across the room, a short staircase ascends to a raised antechamber.

If the characters are using any source of light, they find that their light casts a shadow in the shape of a skull towards the center of the room. A DC 13 Intelligence (Arcana) check reveals that the shadow is being cast by necrotic magic. A character that interacts with the shadow in any way can tell that the shadow is unnatural. In addition, anyone who comes within 5 feet of the shadow feels weak and ill. A creature that ends its turn in the shadow takes 7 (2d6) necrotic damage.

Once the characters have had a chance to interact with the skull-shaped shadow, four **pirate skeletons** (see Chapter IX) enter the room from the west staircase. If any of the characters have a passive Perception of 12 or higher, they hear the skeletons approaching and avoid being surprised. If the characters are making noise, have them make a DC 12 Wisdom (Perception) check with disadvantage to hear the approach of the skeletons. The skeletons are furious that treasure hunters have invaded the temple, and voice their displeasure on their turn.

Experienced Players

If you are running this adventure for more experienced players, you can have the necrotic damage reduce a PC's maximum hit points by the amount of necrotic damage taken until they finish a long rest. If you are feeling extra nasty, you can have a character that dies become a **pirate skeleton** that attacks the other PCs.



1B. Antechamber

This small antechamber connects with the lower entrance chamber via a staircase. The antechamber contains heavy wooden doors on the left and right and a set of steel double doors in the center.

Each of the wooden doors opens easily, using the latch. The large double doors in the center are sealed with magic. There are two keyholes and a message above the locks that says '*Blessed death to any who attempt to enter the inner temple without the keys.*'

Both locks are protected with powerful magic and cannot be opened without the key, a *knock* spell, or a successful DC 25 Dexterity (Thieves' tools) check for each lock. Any failed check to open a lock triggers a poison spike and requires the creature to make a Dexterity saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. The mechanical poison spike trap can be found on either lock with a DC 15 Intelligence (Investigation) check. A DC 15 Intelligence (Arcana) check reveals the locks are protected by *arcane lock*.

2. The Crying Fountain

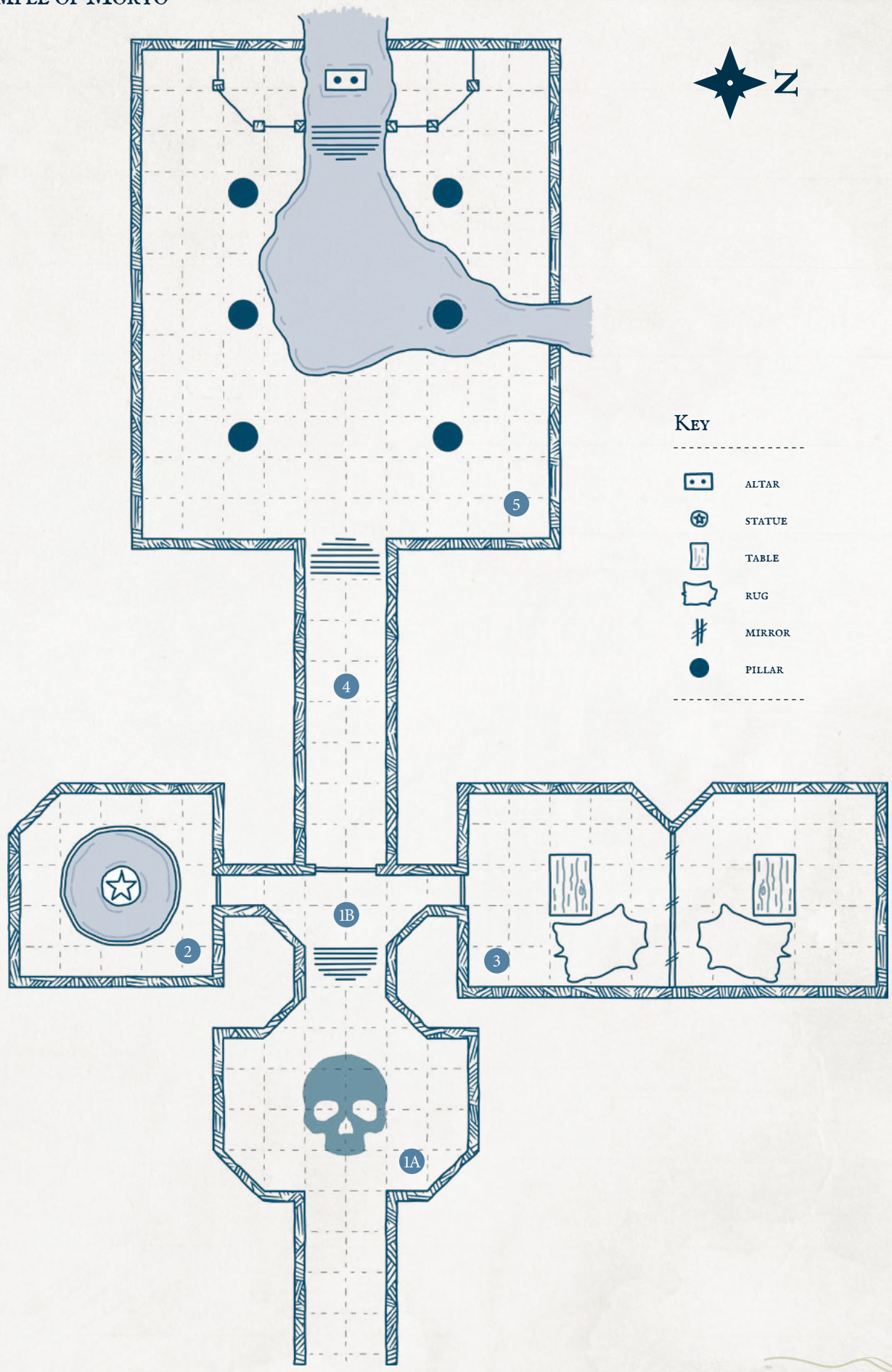
The door to this room opens easily. When the characters look inside, read or paraphrase the following:

The room is a 25-foot by 25-foot square, with the top far right corner angled. In the center of the room, a finely carved and undamaged marble fountain contains water that is dimly glowing blue, lighting the entire room with an eerie blue. A statue of a beautiful crying woman sits in the center of the fountain, water flowing from her eyes. The outer edge of the fountain is carved with skulls and thorns. A plaque on the fountain reads 'Only one who has drunk of me shall find what they seek'.

The water in the fountain looks like normal water, aside from its luminescence, and has no odor. A DC 15 Intelligence (Arcana) check reveals that the fountain has an aura of powerful transmutation, evocation, and enchantment magic. Roll on the Random Fountain Effects table below for any character who chooses to drink from the fountain. Characters who stay in the room for more than a minute must make a DC 13 Wisdom saving throw, becoming compelled to drink from the fountain on a failed saving throw.

Once five minutes have passed and at least half of the party has drunk from the fountain, the first person who drank from the fountain and is conscious starts to feel nauseous. They vomit up a key that unlocks the left lock of the double doors in area 1B.

The Temple of Morto



Random Fountain Effects

d10	Outcome
1	The water is cool and refreshing. You don't need to drink again until the next dawn.
2	The water tastes sweet and spicy, and warms you as is goes down. You gain 2 (1d4) temporary hit points.
3	The water has no taste at all. You and anything you are wearing or carrying turns invisible for up to 1 hour. Your invisibility ends if you make an attack or cast a spell.
4	The water tastes like mint and is extremely frigid as it goes down. You take 5 (2d4) cold damage.
5	The water tastes like ash. Make a DC 15 Wisdom saving throw. On a failure, you *polymorph* into a **skeleton** for 1 minute.
6	The water tastes like something familiar that you can't quite place. You gain a glimpse of the future and have advantage on your next attack roll, ability check, or saving throw.
7	The water tastes like cinnamon and burns like fire going down. You take 2d4 fire damage.
8	The water tastes bubbly and sweet. The *dancing lights* spell is cast on your head for 1 minute.
9	The water is suspiciously warm and has a slightly metallic taste, like blood. You take 5 (2d4) poison damage.
10	The water tastes like honey and goes down thick. You hear a buzzing noise. You take 5 (2d4) piercing damage as bees (**swarm of insects**) fly out of your mouth.

3. The Mirror

The door to this room is easily opened and when the characters look inside read the following:

The room appears to be a 25-foot-wide by 50-foot-long rectangle with the center left-top of the room pinched at an angle. As you look closer you realize the room is actually only half that size, with a mirror on the far wall reflecting a small table and rug on the floor.

A closer look around the room reveals a table with a candlestick and an open and empty carved wooden box, two green chairs and a bearskin rug on the floor. The mirror is actually a magical barrier showing the contents of the other half of the room. A character who looks into the mirror sees (no checks required) a table with a lit candlestick and a closed carved wooden box, two green chairs and a bearskin rug. They do not see their reflection.

If a character attempts to touch the mirror, they find that it is not there: the illusion is dispelled for them instantly. This reveals that the room is actually 50 feet long, with the far side containing another table and rug. As soon as the illusion is dispelled, the bearskin rug (**brown bear**) from the far room becomes animated and attacks.

Once the rug is defeated, the players can explore both rooms. A successful DC 13 Intelligence (Investigation) check reveals that the key is in the mouth of the defeated rug. If the characters are unable to find the key, have the rug come back to life for long enough to vomit the key.

4. Dark Hallway

Once the characters have both keys, they can open the double magical locks.

As the second key unlocks its lock, there is a flash and then a greenish glow surrounds the doors. The locks fall to the ground and the double doors slam open, revealing a hallway in deep darkness.

This 35-foot hallway is covered by magical darkness, with a 15-foot-radius centered halfway down the hallway. The players can enter the darkness and walk through it to the end of the hallway and staircase beyond. The spell was triggered when the locks opened, and ends automatically after 10 minutes. The hallway ends in a staircase that descends 10 feet, into a chamber that has a faint light source.

5. Blackheart's Lair

As you descend the stairs, the room beyond is dimly lit and you hear the trickle of water and the light clink of metal on metal.

As the players get halfway down the stairs, they see a large, 80-foot-wide by 75-foot-deep room with a 30-foot-high ceiling. The room is broken up by six round pillars, each 5 feet wide. The room is dimly lit by wall sconces on each of the pillars in the center of the room. Water flows slowly into and out of the pool. The pool is a few feet deep, and is difficult terrain.

At the far end of the room is a raised dais with a carved skull mural behind it. Water flows from skulls' mouths on the wall and down the stairs of the dais into the room, pooling in the center near the pillars. In the center of the pool is a large pile of wooden chests, jewelry, and coins. The clinking of coins ends and you hear laughter. A skeleton wearing a captain's hat, torn clothing, and armor emerges from behind the treasure pile. He draws his cutlass and looks at you with glowing red eyes.

Captain Blackheart is a **pirate captain skeleton** (see Chapter IX) and wants to talk to the intruders who have been strong enough to make it to his lair. The following dialogue can be used to provide a source of banter with the players.

- "Defeat me, 'n ye can have me treasure. If ye lose, Morto will have yer souls too. Ye'll roam this 'ere island as skeletons for eternity. Savvy?"
- "My greed 'as cursed me. Is a chance at this treasure worth ye suffering the same fate? Leave now an' forget me treasure."
- "Morto has cursed me and me crew. He'll take you scallywags as well."

Blackheart prefers to fight in close range and uses the pillars as cover to protect himself from ranged attacks. This encounter could pose a tough challenge for some parties. If the fight is going poorly for the characters, consider allowing successful Charisma (Persuasion) checks to force Blackheart to ponder what has been said for a turn, taking the Dodge action. If the players reduce Blackheart to half of his hit points in a single round, two **pirate skeletons** descend the staircase to attack the players from behind.

In defeat, Blackheart is freed from his curse. The characters find the following treasure in Blackheart's hoard.

Larger Treasures

Blackheart's hoard can potentially be a dangerous amount of treasure to give lower-level characters. In seafaring campaigns, larger treasures tend to be spent quickly to outfit a ship. For other kinds of games, you may want to provide a typical hoard for a CR 2 challenge.

Treasure

- The treasure hoard contains the following:
- *A ship in a bottle* (see chapter VII)
- Two *potions of healing*
- Twenty chests of silver (25 gp each)
- A small chest of gold (50 gp)
- A small velvet pouch with small gems (50 gp each)
- A small velvet pouch with ten pearls (100gp)
- Two small gold bracelets (25 gp each)
- A pair of engraved bone dice (25 gp)
- A carved bone statuette of mermaid (25 gp)
- A spyglass (see chapter V)
- A compass (see chapter V)

Give the PCs a short period of time to evaluate the treasure and start to collect some of it, before they hear a loud rumble.

Escape the Temple

The god Morto is not pleased that Blackheart's soul is free of his curse and wants revenge against the characters. The ground starts to shake, pieces of the ceiling fall, and water rushes into the room. The ancient temple is falling apart and the characters will be trapped in Blackheart's lair if they don't make a quick escape. The 30-foot high chamber is filling with water, and will be completely filled in 15 minutes.

After two minutes have passed, two rocks fall from the ceiling, targeting players randomly. Targets of the rocks make a DC 13 Dexterity save, taking 6 (2d6) bludgeoning damage on a failed save. Rocks continue to fall, at a rate of two falling rocks each minute the characters remain in Blackheart's lair.

It's best to allow the PCs to ascend the stairs and escape the temple without incident if they are low on hit points and resources. If the characters won the fight with Blackheart relatively unscratched, you could have them face another group of 1d4+1 **pirate skeletons** on their way out of the temple. The skeletons fall into piles of bones after a round or two, as the curse that animated them ends. In addition, the skull shadow in the entrance chamber disappears.

Returning Through the Jungle

Traveling back through the jungle is relatively easy now that Morto's curse has ended. The black and twisted jungle around the temple begins returning to life, with patches of new green growth. The characters have no problem following the path along the stream.

If the characters decide to take a short or long rest, they find somewhere safe to recover without being interrupted, such as a clearing with good visibility. If you would like to challenge the characters with another fight on the way back to the beach, run another random encounter (see the Random Jungle Encounters table back in the "Into the Jungle" section of this adventure). Any skeletons the PCs encounter on the return trip are nothing but a pile of bones, torn clothing, and rusty weapons. You could also set up an encounter with Captain Taggart and a landing party (1d4+2 **pirates**) who have begun a trek to find the treasure.

What's Next

As the characters return to the beach, this starter adventure is over. Where you go from here is up to you and your players. Here are some potential scenarios.

Set Sail

The ship has been repaired by the crew who stayed behind and is ready to sail. The characters now possess a large amount of treasure worth plenty of golden crowns. They can decide how to share it or honor any agreements made before arriving on the island. The open seas provide countless islands to explore and sprawling port cities to spend their coin in. It's time to sail off to the next adventure. Taggart hasn't given up on taking the treasure for himself and harries their return trip.



Rescue the Crew

While the characters were deep in the interior of the island, the crew of the *Sea Devil* sailed into the storm and crashed on the beach a half a mile from the characters' ship. Taggart ambushed and captured Mags and her crew, other than Cade and Thokk. The duo finds the characters as they enter the beach and explain the situation. Before the PCs have a chance to come up with a plan, one of Taggart's patrols (1d4+2 **pirates**) sees the party and rushes to attack from 120 feet away.

Mags' Betrayal

While the characters were busy traveling to the temple, Taggart's ship sailed into the storm and crashed on the beach a few hundred feet from the characters' ship. Mags has teamed up with Taggart and combined their crews to form patrols, watching for the return of the characters. Each patrol group has two **thugs** and 1d4+1 **sailors**.

Appendix A: Monster Lists

Monsters By Creature Type

This index organizes the monsters, beasts, and NPCs found in Chapter IX by creature type.

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This index organizes the monsters, beasts, and NPCs found in Chapter IX by challenge rating.

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Challenge 1/4 (50 XP)
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Sidekick 140
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Coral Golem 215
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Young Sea Dragon 229
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Adult Sea Dragon 228
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Monsters By Location

This index organizes the monsters, beasts, and NPCs found in Chapter IX by whether they can be found above or below the waves (or both).

Surface

Monsters	Challenge Rating (XP)
Monkey, parrot	0 (10 XP)
Sailor	1/8 (25 XP)
Pirate skeleton	1/4 (50 XP)
Glass fox, pirate, sidekick (See page 140 in Chapter IV)	1/2 (100 XP)
Buccaneer, huge crab	1 (200 XP)
Arcane gunmasterer, carnivorous plant, corsair, misty river otter, pirate captain skeleton, shanty bard	2 (450 XP)
Musketeer, pistolero, scoundrel, sea captain, two-headed pirate skeleton	3 (700 XP)
Cannoneer, kallidu walker, mask, tidal sorcerer	4 (1,100 XP)
Stormcloak, warlock of the council	5 (1,800 XP)
Elemental master, glass bear, mist-walker, misty sea otter	6 (2,300 XP)
Kallidu walker, wereshark	7 (2,900 XP)
Coral golem, wereorca	8 (3,900 XP)

Underwater

Monsters	Challenge Rating (XP)
Kallidu	0 (10 XP)
Huge crab, vampire eel	1 (200 XP)
Misty river otter, Sea Dragon Wyrmling	2 (450 XP)
Swarm of vampire eel hatchlings	3 (700 XP)
Kallidu walker, rainbow eel	4 (1,100 XP)
Sea monster	5 (1,800 XP)
Misty sea otter	6 (2,300 XP)
Kallidu crawler, wereshark	7 (2,900 XP)
Corel golem, wereorca	8 (3,900 XP)
Young sea dragon	9 (5,000 XP)
Deep terror shark	10 (5,900 XP)

Appendix B: Nautical Terms

To run a seafaring campaign, you need to sound the part. If you need help with nautical terms, here's a list of definitions to get you on your way to sounding more like an old salt than a landlubber.

Adrift. Drifting at the mercy of the wind and currents, with no way to control or direct the ship.

Aft. The rearward direction or portion of a ship.

Ahoy. A call used to attract attention or as a greeting.

Anchor. A metal device attached by a chain to the ship that can be raised and lowered. Used to hold the vessel in a particular place by digging into the sea bottom.

Amidships. The middle of the ship.

Astern. Behind or toward the rear of a ship.

Avast. A command to stop or cease.

Aye. Yes. As in, "Aye, aye, Captain!"

Ballast. Weight placed in the lower middle of a ship to keep the ship steady in water.

Beam. The width of the ship, measured at its widest point, typically around midship.

Bearing. A compass direction, such as north-by-northeast.

Becalmed. When a ship is unable to move due to lack of wind.

Belay. To secure a rigging by winding on a cleat or pin.

Belaying pin. Short wooden rod used to secure rigging; a common improvised club-like weapon.

Bilge. The lowest compartment on a ship where the two sides meet at the keel, found below the waterline. Pumps are placed here to evacuate water (often quite foul) from leaky vessels.

Binnacle. A small box near the helm that holds the ship's compass.

Black Powder. An explosive alchemical mixture which consists of sulfur, charcoal, and saltpeter, used to fire lead balls or shot from flintlock firearms or cannons.

Boom. A long spar extending from a mast to hold or extend the foot of a sail.

Booty. Goods or property seized by force through war or piracy.

Bow. The front of a ship.

Bowsprit. The spar or beam that extends out from the front of the ship.

Brig. A small prison aboard a ship in the lower decks. Also, an abbreviation of brigantine.

Bulwark. The "rim" of the ship that runs around the top of the upper deck.

Coaming. Raised section designed to deflect or prevent the entry of water into a hatch or other opening.

Capstan. A large, vertical-axled wheel used for winding the anchor chain.

Colors. A ship's flag.

Come About. Changing the direction of a ship. See Tacking.

Cordage. The ropes in the rigging of a ship.

Crow's Nest. Lookout platform atop the highest mast, used to get a better view when watching for approaching sails, monsters, or land.

Davy Jones' Locker. A euphemism for drowning and shipwrecks where the sailors and ships remains are consigned to the bottom of the sea.

Dead Ahead. Directly in front of the vessel.

Dead Astern. Directly behind the vessel.

Draft. The minimum depth of water to float a ship. A ship with a 5-foot draft requires at least 5 feet of water to float, and runs aground in water with a depth of less than 5 feet.

Fathom. A unit of length equal to six feet, used to measure water depth.

Flotsam. Debris floating on the water, usually referring to wreckage of a ship or its cargo.

Fore. The forward direction or portion of a ship.

Forecastle (or fo'c'sle). Raised platform at the front of the ship, used as a fighting platform, and where non-officer living quarters are usually found.

Foot. The lower edge of any sail, or the bottom of the mast.

Freeboard. The height of the side of a ship between the waterline and the deck.

Gangplank. A board or ramp used as a removable bridge between a ship and a pier.

Grog. Watered-down rum, often with lime, sugar, or spices.

Gunwale. Upper edge of the side of a ship.

Gunpowder. See black powder.

Head. The forwardmost portion of the ship. Often the location of the latrine or toilet.

Hearties. Friends. As in, "Ahoy, me hearties!"

Heave to. The act of stopping a sailing vessel.

Heel. Leaning of a ship over to one side due to the wind or seas.

Helm. Method of control used to steer a ship. A wheel or tiller is connected via a steering mechanism to the rudder.

Hold. The lower part of the interior of a ship's hull, used mainly for cargo.

Hornswoggle. To get the better of someone by cheating or deception.

Hull. The frame or body of a ship. It is the hollow, lowermost portion, floating partially submerged and supporting the remainder of the ship.

Jetsam. Cargo or goods cast overboard on purpose, to lighten the ship's load.

Keel. The central bottom beam that forms the "spine" of a wooden ship.

Keelhaul. A punishment where a person is dragged under a ship, across the keel, until near-death or death.

Knots. The measure of a ship's speed in nautical miles per hour. One nautical mile is equal to 1.15 miles or 6080 feet.

Length. The overall length of the ship, as measured from bow to stern.

List. A ship leaning to one side due to shifted cargo or taking on water.

Landlubber (or lubber). A derogatory term used to describe a person unfamiliar with sailing.

Main (Yard). The crossbeam from which a ship's main sail hangs.

Mast. A large vertical pole upon which the ship's sails hang. Large ships have several masts, with the size and configuration depending on the style of ship.

Monkey's Fist. A bunched knot tied at the end of a rope to serve as a weight, making it easier to throw.

Moor. To secure a vessel with lines or anchors.

Mutiny. To revolt against a ship's captain, or any act of rebellion.

Old Salt. An experienced sailor who often acts as a teller of sea stories.

Parley. To conference with an enemy to discuss terms.

Plunder. As a verb, to acquire property by violence; as a noun, the property acquired by force.

Poop Deck. Highest deck at the stern of a large ship, usually above the captain's quarters.

Port. The left-hand side of the ship when facing forward.

Privateer. Hired by the government to pillage enemy ships and weaken their forces. A form of legitimized piracy.

Prize. Captured ship.

Prow. Forward-most part of a ship's bow that cuts through the water.

Quarterdeck. Raised deck behind the mainmast of a sailing ship.

Rigging. The system of masts and lines on ships and other sailing vessels.

Rudder. A flat piece of wood, hinged vertically near the stern of a boat or ship for steering, controlled by a tiller or wheel.

Running. To sail with the wind.

Sail. A sail is a surface, typically made of fabric and supported by a mast, whose purpose is to propel a sailing vessel.

- *Square*: A rectangular sail that only permits sailing before the wind.
- *Lanteen*: A triangular sail capable of taking the wind on either side.

Savvy. To know or understand.

Scuppers. Holes in the gunwales along the deck that allow the draining of water from the deck into the sea.

Scurvy. A disease with symptoms that include swollen gums and spots on the skin, brought on by a lack of nutrients such as those found in fresh fruit. Also used as an insult.

Sea Dog. See 'Old Salt'.

Sea Legs. The ability for a person to keep their balance and not feel seasick when on board a moving ship.

Scuttlebutt. The cask used to serve water on a ship. Also, used to describe gossip.

Shanty (or Chantey). A song, usually of a seafaring nature, sung while a crew work.

Sounding. Process of determining the depth of the seafloor near land, typically done with a rope and lead weight.

Spar. General term used for all rigging poles on a ship, such as masts, booms, and yardarms.

Starboard. The right-hand side of the ship when facing forward.

Stem. Extension of keel at the forward end of a ship.

Stern. Rearmost part of a ship.

Strike the Colors. The act of hauling down a ship's flag to signal surrender.

Swab. A large mop.

Swabbie. A sailor who is low rank.

Tacking. Ships can't sail directly upwind. When sailing into the wind, a ship needs to help its sails catch as much wind as possible, usually by sailing in a zig-zag movement (called beating) to sail partially against the wind by sailing back and forth across it.

Transom. A horizontal beam reinforcing the stern of the ship.

Velocity. The current speed a ship is traveling, which these rules measure in feet per round.

Waist. Central deck of a ship, found between the forecastle and the quarterdeck.

Weigh anchor. To raise the anchor when ready to start sailing.

Windbound. The inability to sail due to winds from the wrong direction, or at too high a velocity.

Windlass. Winch used to hoist anchors and other heavy objects.

Yard. A horizontal pole from which sails are hung.

Yardarm. The main arm across the mast which holds up the sail.

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