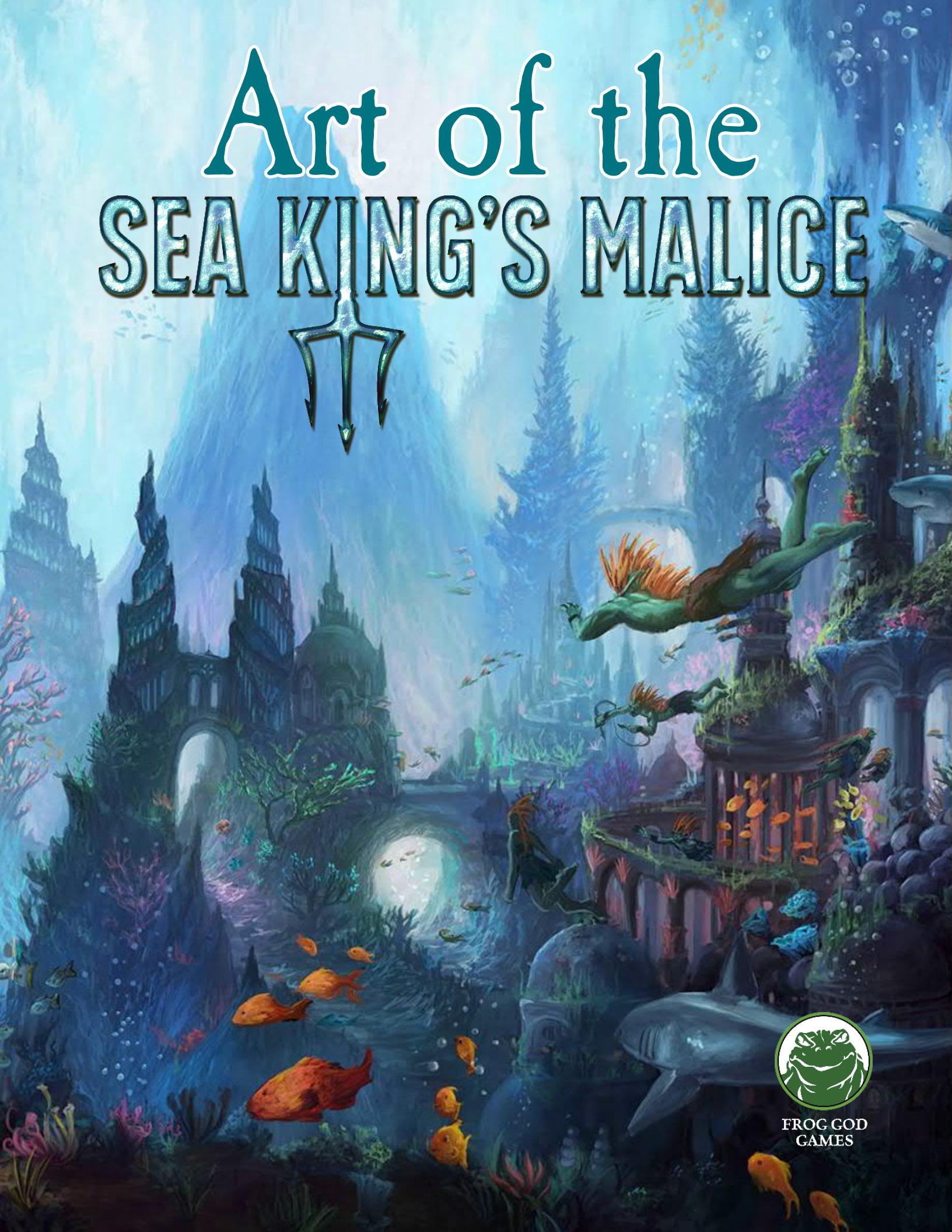


Art of the SEA KING'S MALICE



FROG GOD
GAMES

THE ART OF SEA KING'S MALICE

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DEDICATION: THIS BOOK IS DEDICATED TO THE AMAZING FANS AND BACKERS. YOU ALL MADE IT HAPPEN!



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5TH EDITION RULES,
1ST EDITION FEEL

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Artist: Santa Norvaisite, Digital, 2019

CROCODILE ISLAND

Path of Elisa Brand

As you approach the Trademoot, the town's central open-air market, the sense of excitement only increases. You hear many different minstrels vying for attention in the din among a cacophony of celebratory sounds and voices. However, as you take all of this in, one clear and penetrating voice rises above the tumult:

"Step forward my lords and ladies! Come forward and compete in contests of strength, grace, and wit to determine who will be this year's Master of the Blooms! Don't be shy! Any and all are welcome to give it a go! Step up and try to cover yourself in endless glory!"

As you move forward to take a closer look, the crowd parts to reveal an open space where a series of contests have been set up. The barker whose voice you so clearly heard is owned by a middle-aged man bearing an outlandish top hat and a bright blue sash over his dark topcoat. Seeming to catch your eye, he waves you forward to take part in the contests.



Brand/Sahuagin
Attack

Pass High
Moor Zephyr

Colony
Uder

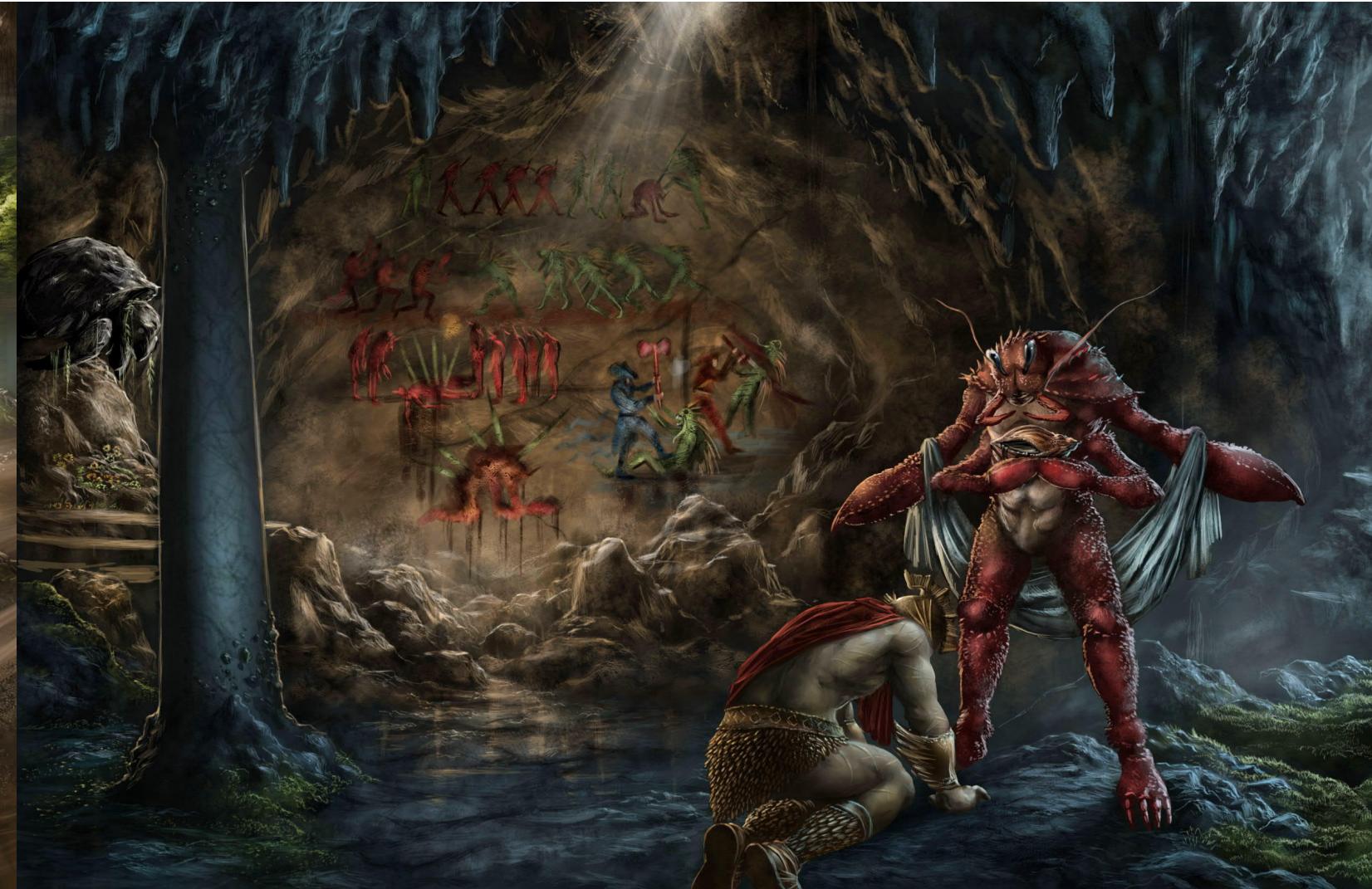
THE ART OF SEA KING'S MALICE





CRANIFORM

Medium humanoid (craniform), lawful good
Artist: Adrian Landeros, Digital, 2019



CRANIFORM PRIESTESS

Medium humanoid (craniform), lawful good
Artist: Adrian Landeros, Digital, 2019





After a couple of weeks on the *Bounty*, you have settled into the rhythm of life at sea. Despite the questionable leadership of Captain Timothy, the *Bounty*'s crew dispatches their daily duties with a practiced efficiency. The weather has been fair and the winds favorable. Land has been out of sight now for a couple of days. Other than the occasional pod of dolphins that has accompanied the *Bounty* for short stretches, the voyage thus far has been almost boring.

That is, until the normal creak of riggings and usual banter among the crew is broken by a sharp cry from the barrelman, "Ahoy! Starboard!" As all eyes swing in that direction, you see quite the sight. Scores of large fish, maybe a school of tuna, break the surface of the water porpoising at high speed. Suddenly, a pointed maw attached to a reptilian head the size of a carriage breaks the surface of the sea and engulfs maybe a dozen of the big silver fish in one swallow. As this monstrosity continues to breach, the ship lists suddenly to port under your feet due to the water displaced by this massive creature.

After regaining your balance, your eyes swing back to the source of the disturbance: a huge turtle-like creature with a long tail and neck with large, taloned flippers. This massive creature is easily as large, if not larger, than your ship in length and width. As water continues to stream off the crenulations of its shell, its huge head swings in your direction. With baleful eyes fixed on the *Bounty*, it surprisingly speaks in Common; its powerful voice sounds like a combination of hissing and a beast clearing its throat: "Well, what do we have here? It has been many moons since I have tasted landbound flesh. Maybe you have something delicious for me?"



Artist: Adrian Landeros, Digital, 2019



Artist: Adrian Landeros, Digital, 2019



Artist: Julio de Carvalho, Digital, 2019

MEETING JAXON BRAND

As the characters explore town, they find Bridgeport to be a prosperous and friendly city, especially with the current festival as its backdrop. Inquiries made anywhere about work yields the universal answers that that the Galley's Hands guild is always looking for strong rowers and that field hand help in many of the surrounding farms is always in short supply. However, with a successful DC 10 Charisma (Persuasion) check, any inquiry about work beyond simple menial labor — after a thoughtful moment of reflection on the part of the NPC — results in a statement to the effect of “I heard that Jaxon Brand is putting some sort of expedition together, and he is paying top coin to those who sign on.”

Any Bridgeporter who is asked volunteers that Jaxon Brand is head of the Brand family, which owns Zephyr Assimilated, the largest mercantile shipping company in Bridgeport. Further, a character who asks where to find Jaxon Brand is directed to the Brand estate that is located directly east just out of town, and told to look for the large white manse with the Zephyr Assimilated sign (a stylized sloop riding a gust of wind) at the beginning of the approach to the manse.

The characters can easily find their way to Jaxon Brand's estate, which is just a few minutes' walk outside of Bridgeport proper. If this visit happens during the day, they find a large ornate archway that features open iron gates (closed after dark) that lead up to a magnolia tree-lined path of pea gravel wide enough for two carriages or carts to pass. On the very top of the arch is a large sign bearing the Zephyr Assimilated logo. Beneath the sign in raised letters painted with gold are the words “Estate Brand.”

The characters see the manse before them as they walk up the approach. The mansion is a sprawling affair, two stories tall, with a broad, open-air veranda on the front. As the party approaches the front steps, a smiling liveried servant moves to greet them. This servant (a middle-aged man with a pale complexion) cheerfully and simply asks, “Good day. What brings you to the Brand Estate?” Any answer relating to the expedition that Jaxon Brand is assembling combined with a successful DC 13 Charisma (Persuasion) check (made with advantage if Baron Ulien’s name is used) results in the following response: “Please come with me then. I will take you to Mr. Brand forthwith.”

Failed checks or inquiries made of other subjects result in a courteous, “Please wait here,” followed by a 15-minute wait while that servant goes off to find Martin Brand (**noble**), Jaxon’s younger son, who handles many of the day-to-day affairs of the estate. When Martin arrives (a young man; short, dark hair; wearing a creased and well-worn vest that looks like it was slept in), he is mildly annoyed and put out by the interruption. A DC 15 Charisma (Persuasion) check improves his mood and makes him more tractable with respect to getting questions answered and finding out about the expedition. He leads those asking about the expedition to his father. In this case, modify the following text to apply to Martin rather than the servant leading the party to meet with Jaxon Brand.



KING BACHZARISAA THE INSATIABLE

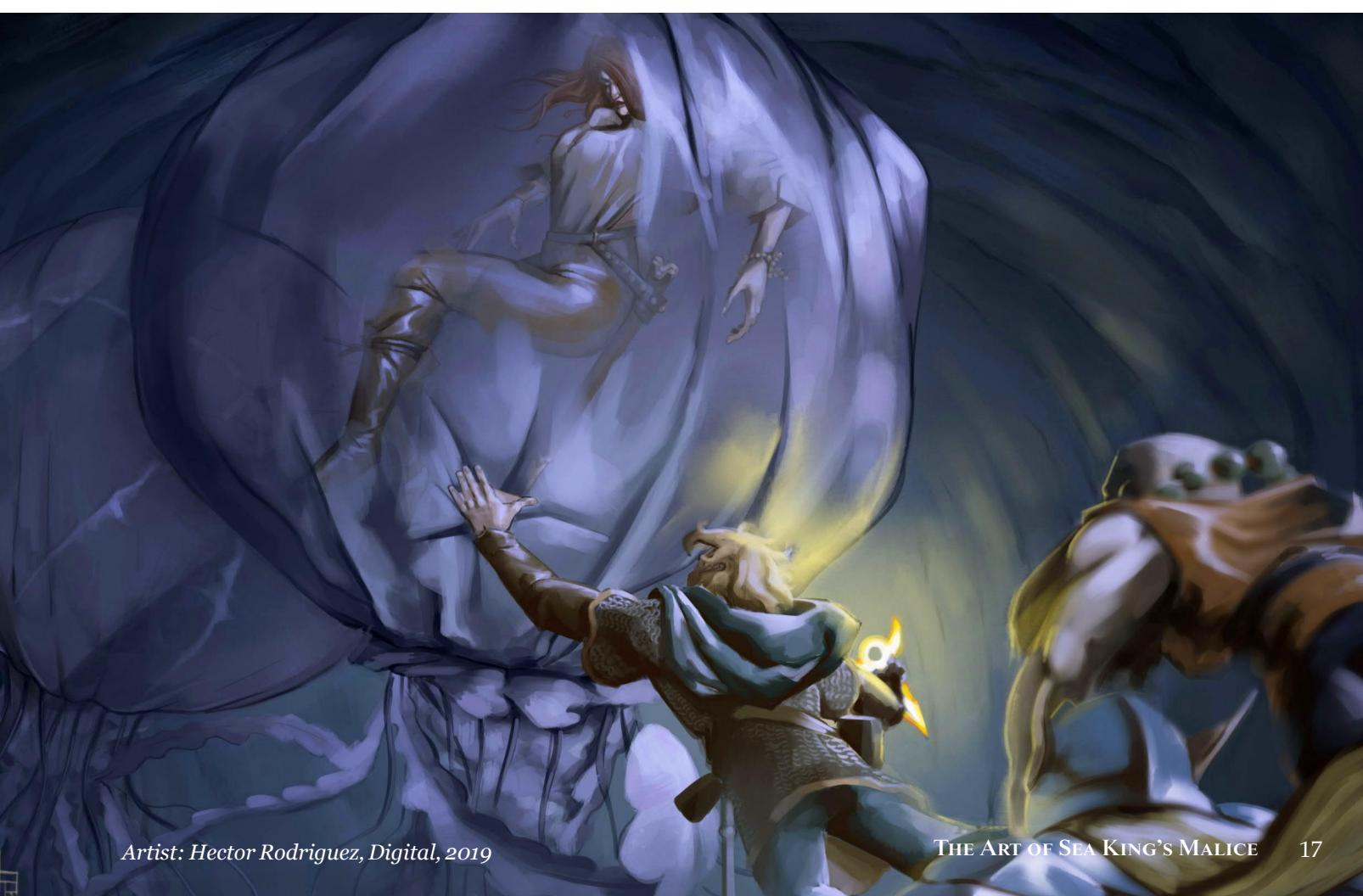
*Large humanoid (sahuagin), lawful evil
Artist: Michael Syrigos, Digital, 2019*



Artist: Santa Norvaisite, Digital, 2019



Artist: Hector Rodriguez, Digital, 2019



Artist: Hector Rodriguez, Digital, 2019

BLOOD ORCHID

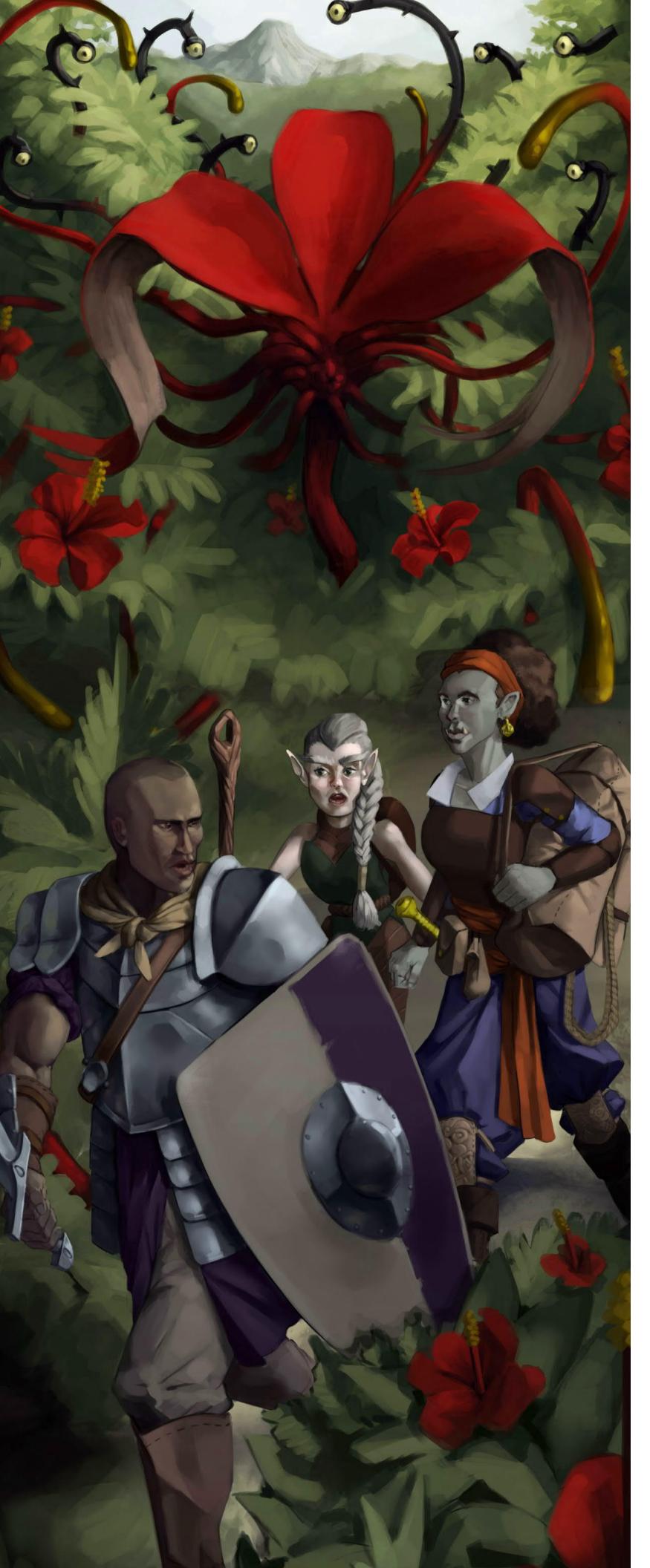
This beast has three downward curving “petals” of flesh with dark, pebbly outer hides and pallid whitish undersides. The petals converge at the blood orchid’s center and end with split tips. On its underside at the center dangle a swarm of writhing pallid tentacles: sixteen manipulator arms and eight thinner tendrils with red eyes at the ends. At the center of these tentacles is a sphincter-shaped mouth at the end of a flexible trunk one foot long and six inches in diameter. At the apex of the creature, there is another cluster of eye tendrils.

Blood orchids are territorial, xenophobic, and possessive. They rarely form alliances with other creatures as their alien mindset keeps them from forming any common ground. They regard other races as aberrant and not to be trusted, even other lawful creatures.

Communication by blood orchids is through a means of empathy/telepathy. They have no sense of hearing, which helps render them immune to sonic effects. The blood orchid can close its outer petals downward and rest on the ground, where it resembles a rocky nodule or fungus of some kind.

Blood orchids occasionally develop sorcerous talents and transform into savants. When their abilities have reached a certain level, they can evolve into a grand savant. Normally each colony of blood orchids is led by a single grand savant, and another cannot evolve while one is present. Typically, a blood orchid savant ready to become a grand savant leaves the colony with a few followers and sets out to establish a new brood elsewhere.

Artist: Hector Rodriguez, Digital, 2019



Artist: Josh Stewart, Digital, 2019



ENTERING THE WRONG SIDE OF THE ISLAND?

The adventure contemplates the characters' arriving on the western side of Crocodile Island on board the *Bounty*. Seeing nothing of note on that side of the island, most parties will want to circle the small island before deciding on a course of action. And, in the process of doing so, they find the *Zephyr*, at anchor, on the east side of the island. After picking up the trail of the object of their quest, Elisa Brand, the characters follow her trail inland going from east to west.

The critical encounter on the island lies at the very center of the island as part of the Hidden Valley section below. So, if a group of characters lands on the west side of the island and then goes inland, it is a simple matter to run all of the encounters as written east-to-west instead of west-to-east. Characters still arrive at the same crucial location: the salt water lagoon detailed in the Hidden Valley section.

Artist: Santa Norvaisite, Digital, 2019



Artist: Adrian Landeros, Digital, 2019



STORM

Many weeks into the voyage and with memories of land recalled like wistful dreams, a violent storm strikes the *Bounty*. The storm builds quickly, starting with increasing winds that change direction by the minute, followed by dark and ominous clouds that appear to stack densely over the ship. When the storm strikes, it is with tremendous violence and requires courageous and composed actions by the crew and the characters to survive it.

Artist: Hector Rodriguez, Digital, 2019



GAMAA

Gamaa is amused at the characters' rescue effort. She is utterly indifferent to terrestrial affairs and is unlikely to help the characters. That said, she is no fan of King Bachzarisaa and the fanatical Enzu. She is happy to give the characters information — delivered in a teasing and lighthearted way.

Artist: CJ Marsh, Digital, 2019



MERROW (SEA OGRE)

Bestial Mermen, neutral
Artist: CJ Marsh, Digital, 2019



SEA GIANT

Large giant, chaotic neutral
Artist: CJ Marsh, Digital, 2019





LACEDON

Lacedons are an aquatic type of ghoul. Similar to ghouls in all other respects, they are distinguished by their natural ability to swim as well as they can walk. They are found only in water, usually prowling near unseen reefs and other dangerous locations where boats and ships are at risk of sinking.

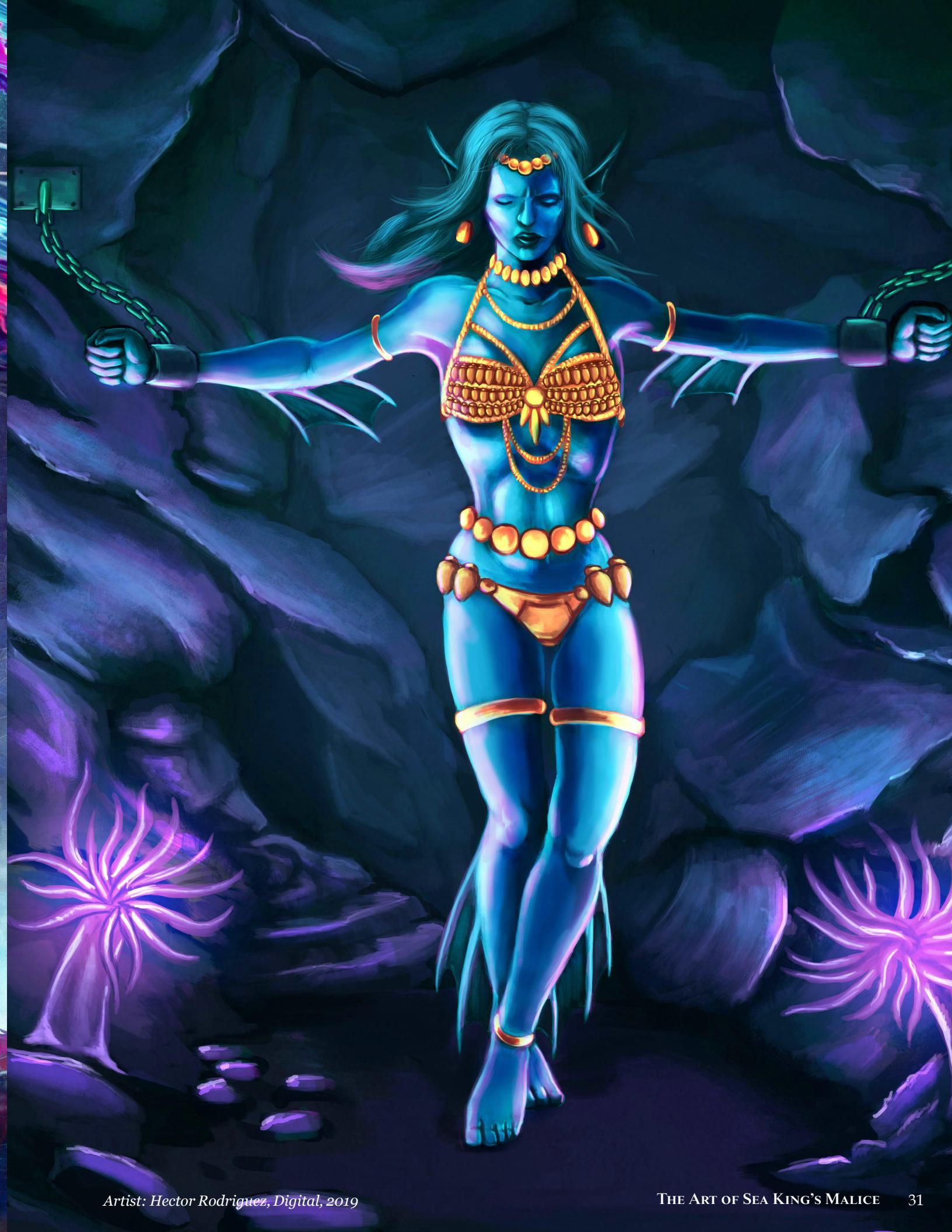
Artist: Hector Rodriguez, Digital, 2019

HELPING UDER

If the characters are willing to help Uder and say anything to that effect to him, he mentions that the grand duke brought him here through a planar portal. This portal is in the depths of the volcano and Uder has not seen the grand duke use it since. Uder can lead the party there, and after a one-hour winding descent through hot, stale, and acrid (sulfur) air-filled tunnels, the group arrives at a landing 400 feet above a large lake of molten lava. The heat here is nearly unbearable.

In the middle of this landing is a 10-foot-diameter circle of inscribed arcane runes on the ground. A successful DC 18 Intelligence (Arcana) check is necessary to activate the portal. If successful, the earth shakes as the portal blazes with magical energy. A hazy image of a view from the Hellsgate Peaks mountains appears within the circle's bounds. Uder immediately recognizes what he is seeing and without a backward glance, strides into the circle and immediately disappears. The circle then stills, and the runes go dark.

Artist: Adrian Landeros, Digital, 2019





Artist: Michael Syrigos, Digital, 2019



Artist: Santa Norvaisite, Digital, 2019

After clearing the crude but dangerous trap at the far end of the fissure, you find yourself in a cramped cavern that widens as you move away from the fissure to a width of nearly eight feet. At the midpoint of the room, it begins to taper down again until the chamber terminates in a punctiform fashion roughly ten feet away from you to the west.

Beyond the vaguely turnip shape of the room, you immediately notice two features: one appears to be a sleeping pallet or mat made of desiccated fronds and leaves, on top of which lies a supine skeletal body clad in tattered bits of clothing; next to and a bit behind the pallet and body stands a small crude shelf, about three feet tall with two shelves. The shelves appear to be heaped with all kinds of shells and rocks.



Once through the Strait of Praeis, the *Bounty* turns southeast toward open ocean. The Sinnar spreads out in its vast blue glory before the Bridgeport vessel. Good weather and fair winds still accompany the mission, and but for the high-handed presence of Captain Timothy, everyone should be settling into the rhythm of sea life. After a week on board, the characters have met and interacted with most of the officers and crew. Bonds or grudges form as you orchestrate.

What follows are a series of encounters that take place on the open sea. It is important to have the storm encounter occur before the *Bounty* encounters the *Discovery*. Encountering the wreckage of the *Discovery* must be the last in the series, and it takes place approximately two months after the *Bounty* leaves Bridgeport.



Artist: CJ Marsh, Digital, 2019



Artist: Michael Syrigos, Digital, 2019



Artist: Josh Stewart, Digital, 2019



Artist: Adrian Landeros, Digital, 2019



SPECIAL THANKS

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By: Vivian Kommer

Finally, I expressly and fully disclaim any responsibility for any and all aquaphobia, selachophobia, ostracophobia, thalassophobia, fear of tridents, or general concerns about jellyfish that may result from reading this book.

—ALEX KAMMER

Art of the SEA KING'S MALICE



From the docks of Bridgeport to the watery depths of the Fang, Sea King's Malice is an adventure dripping with stunning visuals of the Sinnar Ocean and Crescent Sea. Art of the Sea King's Malice seeks to capture this fantastic imagery so that it can be readily enjoyed either on the coffee table or around the gaming table.

Within these pages are portraits of King Bachzarissa, cruel ruler of Tzar'Grandula, his horrid Queen Enzu, and his dreaded bodyguard. Here too are the faces of the puckish Captain Timothy, the sad giant Uder Conbar, the sultry Petruska, and the wise Jyrcyx. Their images are ready to share with player and casual art fan alike.

Art of the Sea King's Malice details the fantastic landscapes of an epic adventure. Here the viewer can see the desperate battles fought on the decks of the Bounty as it is drawn ever closer to the jungle environment of the volcanic Crocodile Island. There they see the Temple of the Sea Mother and the Fane of Djibus imagined by some of the greatest illustrators working in the RPG field.

Art of the Sea King's Malice features gorgeous illustrations from: Santa Norvaisite, Adrian Landeros, Michael Syrigos, Hector Rodriguez, C. J. Marsh, Julio De Carvahlo, and Josh Stewart.



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