Issued to James Carey. Order #SFU23767

Animal Adventures

The Faraway Sea

Sourcebook

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Introduction

What ho! Welcome to Flotsam, eh what? Beautiful little place, right on the verge of the old Faraway Sea! What a place, what a sight, for a young adventurer like you this must be. Course, for an old sort like myself it's something one grows to take a trifle for granted, but, nevertheless, feast your old peepers!

Ah, now, where are my manners? Me old appellation—singularly failed to furnish you with it, haven't I? Name's Osric. Cleric, wanderer, raconteur, habitué of this venerable little haunt, and, it's been said, the most lyrical, loquacious, lothario in this ramshackle city. Not that I'd say as such myself, of course. Far too modest. A humble, self-effacing sort of chap, is old Osric. I dare say you'll come to realise as much as you meet some of the stranger sorts making a nuisance of themselves around abouts.

But I know why you're here, of course. Why does anyone drag themselves out to this old tub. Well…collection of old tubs. Ever been on a city made up of old ships and bits of wreckage before? No, I bally well thought not. But it ain't the architecture drawing you here, is it? No. It's the islands.

Ha! Of course it is. I can see the glint in your eye, already. The glint adventurer's get when they think of the unknown, of rich prizes seized in the midst of danger. Yes, I know that particular gleam all too well, my fine fellows. For Osric used to get the old g in the e himself, a while ago.

Those islands, mysteriously appearing from the mysterious fog, full of mystery. Dashed mysterious places. And the genius loci—bizarre treasures, laden with power, if you get 'em first, of course. There's always other chaps trying to reach those things first, by jove! It can turn into quite the old foot race. Fortunately, I used to run for Foxbridge, you know. I was quite the sprinter, so, you just stick with me, and I'll show you how to get around. All I ask in return is you stand me a drink. Can't say fairer than that, now, can you?

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Welcome to the Faraway Sea!

This book contains everything you need to run thrilling adventures in a setting full of mystery, suspense, and magic. Whether its new player classes, amazing magic items, or strange adventure locations, ***Animal Adventures: The Faraway Sea*** has it all. And much more!

The Faraway Sea is place where crews of adventurers launch from a floating city, in order to visit unknown islands. These islands emerge, irregularly, from a vast storm, which thunder, lightning and raging magic render deadly to any who stray too near, or too carelessly. To those who make it to the islands, there is adventure, danger, and the promise of astonishing riches. Indeed, something much more than riches: the genius loci. The living spirit of the island, concentrated into an item. Or an entity. Or something even stranger still. These genius loci offer astonishing powers to those capable of claiming them. But doing so isn't easy.

Wherever one travels in the Faraway Sea, there are dangerous creatures, hideous monsters, and those who want to purloin the genius loci for their own ends. Most arrayed against you are merely others with an interest in exploration, but others possess grand plans for the genius loci, and the islands themselves. Plans for domination, for conquest.

Fortunately, the Faraway Sea, and Flotsam—the floating city—drew you too. So there's someone there, to stand up for what's right.

The Faraway Sea is waiting. Let's get exploring!

So, what's within these jam-packed pages? Let's take a quick look!

Chapter One: New Playable Species

It shouldn't be too difficult to guess what's contained in this chapter! Until now, Animal Adventures has concentrated on our beloved cats and dogs. But now you can play pigs, alpacas, red pandas… you name it! All the rules you need to do so are here!

Chapter Two: New Classes & Subclasses

It wouldn't be exactly fair to give you all those new playable species, and then not give you some equally interesting classes for them to try out! We've got the Watcher, and the Tinkermage all prepared and ready to go in this chapter, plus amazing new subclasses, just to spice things up a bit

Chapter Three: The History of Flotsam & the Faraway Sea

Every good adventurer needs to know where they are, and some insight into that place's past is invaluable. Well, never fear. It's all provided for you in this chapter; an overview of Flotsam, details on the key players on the floating city, and much more.

Chapter Four: Magical Islands in the Mist

This is why you're here! To explore the islands emerging from the Faraway Sea, finding mysterious treasures, and fighting terrifying monsters. In this chapter, you'll find 11 ready-made islands for you to begin playing with, along with rules for traversing them, generating your own new islands, and keeping track of your rivals!

Chapter Five: Living That Island Life

It's not all about hanging about on Flotsam, you know! You'll be getting over to those islands soon enough, and you're going to need some means of surviving over there, right? These rules are to help with that. Traveling, exploring, and even generating rivals to battle with. It's all right here.

Chapter Six: Genius Loci

Each island contains a *genius loci*—its power concentrated into an item, object, or something even stranger. Those who find and take such an item for themselves gain astonishing powers. As this chapter explains!

Chapter Seven: Friendly Faces & Foul Fiends

Everyone needs friends. Especially given the array of dangerous monsters this chapter is stuffed with! Whether it's new people to meet in Flotsam to assist you in your island sojourns, or the creatures and calamities you might meet on those islands, you'll find them in here!

Chapter Eight: Adventures

Four adventures to give your player characters a real challenge. Whether it's an introductory adventure on Palm Heart Island, or a jaunt to Chronologica, there's something here sure to challenge every party.

So, that's what you've got to look forward to! Be watchful, be wary, and, most of all, be lucky!

Enjoy the Faraway Sea!

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New Playable Species Rules

Well, here we are then, old chappies. The rules for creating your own remarkable animal adventurers, and in some rather splendid new species, including the damnably handsome and charming sea otter. You won't go wrong roleplaying as one of us, I can assure you of that. Every one of my kind is as a decent, tenacious, and rakishly handsome sort as you could wish. So, just you pop along and have a good ole' ogle at the mysterious mysteries and enigmatic enigmas us old animals possess, eh? Enjoy, and I'll see you in the next chapter!

This chapter contains an overview of each new playable species found in the Faraway Sea, with new attributes and special features to evoke the feeling of being one of these awesome animals and to give you an edge when facing the many dangers found in Flotsam and beyond!

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Albatross

Once upon a time, everyone treated you with a sense of respect, sometimes even reverence. Sailors noticed you keeping pace with their ships and swore you were carrying the souls of lost and drowned sailors. You were a welcome guest and a cheered scout. To harm you was to invite a curse upon the offending ship and its unlucky crew.

And then, many years back, that one famous bard came around and sang *that song* about you and your brethren, describing in lurid detail the curse of the crew who dared to kill an albatross.

Now half the time, you're welcomed and hailed as you used to be. The other half, though? Let's just say you've heard the mumbles from disgruntled sailors as you pass them by. And they hurt!

To some, a hero, to others, a villain—it's just another day to you. Let the dry-landers and flat-walkers whisper about you. None of them can match you on your own home turf, the wide-open sea. She calls, and you answer. You know her inside and out, her moods, her patterns, the sharp smell on the air when there is a big storm coming. Truly, you are the greatest of birds!

Albatross Traits

Your albatross character has a variety of abilities that come with being the greatest of birds!

- **Ability Score Increase:** You know more than the rest of the world gives you credit for. Your Intelligence score increases by 2, and your Charisma score increases by 1.
- **Age:** Most albatrosses are considered an adult around 5 years old, though many don't settle down until at least 10. Albatrosses usually live around 60 years.
- **Alignment:** You never know who might be friend or foe, wherever you go. That has led many an albatross to look after themselves first, though that doesn't mean they're out-and-out selfish. Chaotic good is more common than not, but you will still find neutral parties as well as some lawful types!

- **Size:** The average albatross has a body length of 3 to 4 feet, and their wingspan can easily be 9 to 10 feet total! Your size is considered Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Take Wing!** Your dynamic soaring, zigging and zagging over the sea, and riding the air currents with a minimum of flapping, means you are the most efficient flyer in the avian world! You have a flying speed of 60 feet.
- **Seabird:** You know the sea inside and out. You have proficiency in the Nature skill.
- **Sky Call:** You albatrosses have the sweetest, softest voices—but then, all of a sudden, you can SCREECH like a monster! That sound carries, and if you don't know to expect it, oh boy, it's frightening! Once per day, you can unleash your horrible shriek, requiring all unfriendly creatures within 30 ft. to succeed on a DC 12 Wisdom saving throw or become frightened until they succeed on a subsequent check.
- **You Don't Want Me 'Round Your Neck:** The only good thing that came from *That Song* is that you can scare some folks out of attacking you. A number of times per day equal to your Intelligence modifier (with a minimum of 1), you can impose disadvantage on an attack roll being made on you as a reaction. You must declare that you are using this before the enemy attack on you is resolved. All uses are recovered after a long rest.
- **Languages:** You can speak, read, and write Common and speak Albatross—a staccato language of gentle clacks, gasping whistles, and the occasional, horrifying screech, of course!

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Alpaca

There is a story claiming alpacas were once particularly unkind owls who, for their hubris, were cursed to walk the land and never fly again. If this is true, it has done nothing to curb the enthusiasm alpacas have for mischief nor diminished their general *joie de vivre*. Always laughing, smiling, and genuinely carrying on as though everything were one huge joke, alpacas are both the best and most irritating of companions. You don't like to be alone, always seeking out company, and this makes you garrulous, companionable, and maybe, just maybe, the tiniest bit annoying. Not that you recognise your endless stream of patter as irritating. It's just you being friendly. Wonderfully jovial and friendly, that's what you are. Of course, you do sometimes spit at those who annoy you—but not as often as those grumpy llamas. You're too happy to be grumpy for long. There's so much to explore, so much to do, and so much awesome music to dance to! Not many people know alpacas love high-energy music, especially disco, but they do!

Alpaca Traits

Your alpaca character has a variety of abilities that come with being a gregarious, happy alpaca!

- **Ability Score Increase:** Your Strength score increases by 2, and your Constitution score increases by 1.
- **Age:** Typically, alpacas live to be between 15 and 20 years, though there are stories of mystical elders who have lived to be 30. Alpacas are able to stand within an hour of being born and reach maturity after 18 months.
- **Alignment:** As creatures who revel in the occasional dip into anarchy, alpacas are rarely lawful, though it has been known to happen on occasion. Like most awakened animals, their hijinks rarely spill into being evil but do make them more likely to appear neutral, bordering on good.
- **Size:** Including their trademark long necks, alpacas grow to 4 feet tall. Your size is Medium.
- **Speed:** Your walking speed is 40 feet.
- **Alpaca Fur:** You are resistant to cold damage and have advantage on saving throws against the effect of cold harsh weather. Your fur also grants you an unarmoured AC of 13 + your Dexterity modifier.
- **Bite:** You have a natural bite attack. This deals 1d6 + your Strength modifier piercing damage. This increases to 1d8 + your Strength modifier at level 5, 1d10 + your Strength modifier at level 10, and 1d12 + your Strength modifier at level 15.
- **Charge!** When you make a melee attack after moving at least 10 ft., you can add your level to the damage rolls. If you have advantage on the attack roll and the lowest result would have hit you the target, it is also knocked prone.
- **Languages:** You can speak, read, and write Common and speak Alpacan—a language consisting entirely of screeches, screams, humming, snorting, drippling and grumbling at volumes and frequencies that even dogs and most other animals find bizarre to downright annoying.

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Bear

Bears! Dangerous bears! Roaring bears! Angry bears! Protective mama bears! Super-strong spontaneously raging bears! …Laidback bears…? Dancing bears? Sleepy bears? Itchy-scritchy-using-trees-as-backscratchers bears? Humans should make up their minds about you.

Are you fearsome and dangerous? Yes, of course! But never without reason. Are you lazy, calm, and prone to dance? Well, only when the occasion calls for it.

Let the humans speculate. For all their stories, for all their great claims to history, you were masters of the world long before them. You just don't need to go around proclaiming it, is all.

You live your life and do what the moment calls for. That is what it is to be a bear. Gentle and tolerant when among friends. Protective, devoted, and loyal. Your sense of smell is better than a dog's, and your hearing is sharp. You can surprise people with how fast you can run, your strong and powerful muscles often hidden beneath all that fur. And your claws? Those are the stuff of legends. But again, only when called for.

Bear Traits

Your character has a variety of abilities that come with being a bear.

- **Ability Score Increase:** Your Strength score increases by 2.
- **Age:** Bears reach maturity around 2 or 3 years old and live to an average of 20 to 30 years.
- **Alignment:** Bears are social creatures, kind and devoted to friends and family. Don't believe the stories; they aren't as chaotic or unpredictable as they're made out to be. They value life, cooperation, and community, and tend to treat strangers as they would want to be treated—up to a point. Most commonly, awakened bears are neutral good.
- **Size:** Most bears range in size from 4 feet tall up to 8 feet tall. Depending on the type of bear you are, your size and statistics change in the following ways.
  - ***Big Ol' Bear.*** You are one of the largest predators in the world, a grizzly bear, a brown bear, or maybe even a polar bear. Easily the strongest, sturdiest, and most intimidating of the lot, people often fail to realise that you aren't just a meat-crazed murderer.
    - **Ability Score Increase.** Your Constitution score increases by 1.
    - **Size.** Your size is Medium.
  - ***Not Your Everyday Bear.*** Not all brown and black bears are huge. Others are more compact and know how to use their bodies to deliver a stronger swipe. The other types of bears fit here, too. This means you, sun bears, moon bears, spectacled bears, sloth bears, and pandas!
    - **Ability Score Increase.** Your Wisdom score increases by 1.
    - **Size.** Your size is Medium.
- **Speed:** Your base walking speed is 40 feet. You have a climbing speed of 30 feet.
- **Hibernate:** You know how to make the best of a nap! During a short rest, when you spend Hit Dice to regain hit points, you add double your Constitution modifier to the total.
- **Pic-a-nic Time?** As a bear, you have a fantastic sense of smell. You have advantage on Wisdom (Perception) checks that rely on smell.
- **Poke the Bear:** Your strength and speed are legendary, and you level that skill against any who might challenge you. You have multiattack, making two normal attacks per round. Challengers beware!
- **Something-Something Necessities:** You have thick, massive claws that give you a natural attack. Your claws do 2d6 + your Strength modifier slashing damage. This increases to 2d8 + your Strength modifier at level 5, 2d10 + your Strength modifier at level 10, and 2d12 + your Strength modifier at level 15.
- **Languages:** You can speak, read, and write Common and speak Bearish—a rumbling language spoken deep in the back of the throat.

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Fox

You're cunning, resilient, and a naturally intrepid explorer—and one can't forget how devilishly charming you are! You're definitely not a cat, and most certainly not a dog either. No, you're quite different from either of those, thank you very much. You're a fox! Yes, you do have soft fur, especially when someone rubs your belly. Not that you'd go around asking. That's far beneath you! Of course, if someone *were* to give you a few belly scritches, you wouldn't go biting the hand that pets you. You do have manners after all. You live pretty much anywhere that strikes your fancy, as you can adapt to almost any environment from urban to the forests to the mountains! Skulking through alleys or silently ambushing your enemies...or both. Resourceful, that's what you are.

Everyone talks about how cunning foxes are, how they charm their way out of sticky situations. Well, it's not exactly your fault if city guards always give you snacks, even after you've robbed them. Good thing they didn't notice their missing coin pouches until you'd left! Being a fox, you keep mostly to yourself or surround yourself with a small group that you'd fiercely protect from anything.

Foxes make excellent rogues, of course, but they also make magnificent monks, and you'd be hard pressed to find someone to make a savvier sorcerer. They're sly, they're agile, and they're loyal. So, you want them as your friend, not your enemy. Especially if they're slinging fireballs.

Fox Traits

Your fox character has a variety of abilities that come with being a fox.

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Charisma score increases by 1.
- **Age:** Foxes typically reach adulthood around 8 to10 months old and live to be about 11 or 12 years old, though some live much longer!
- **Alignment:** Foxes delight in breaking rules. That's what they're made for after all, right? So, their alignment is best described as chaotic. They tend towards being neutral aligned, equally likely to rob a mansion or to stop the robbers in their tracks.
- **Size:** Foxes tend to average around two and a half feet in height, approximately. Your size is Small.
- **Speed:** Your base walking speed is 35 feet.

- **Bite:** Foxes possess pretty sharp teeth. You have a bite attack dealing 1d6 + your Dexterity modifier piercing damage. This increases to 1d8 + your Dexterity modifier at level 5, 1d10 + your Dexterity modifier at level 10, and 1d12 + your Dexterity modifier at level 15.
- **Darkvision:** You have darkvision up to 60 feet.
- **Keen senses:** You have proficiency in the Perception skill.
- **Night Stalker:** Foxes are keen nocturnal hunters, and they tend to stalk their prey before pouncing upon them. If it is dark, you have advantage on Stealth checks to hide.
- **Rodent Rations:** While a fox will eat just about anything, their favourite snacks are rodents. Sadly, most rodents know and flee at the sight of a fox. When encountering any rodent for the first time, the rodent must succeed on a DC 12 Wisdom saving throw or be afflicted with the fear condition.
- **Sly:** Foxes are sneaky, but sometimes you still manage to find yourself caught with an enemy between you and the exit! You have advantage on Charisma (Deception) checks, useful for trying to talk your way out of sticky situations.
- **Languages:** You can speak, read, and write Common and speak Vulpini—the fox language, composed of a few dozen vocalisations including haunting screams, howls, whimpers, crying, and a chuckling noise used both when fighting or when playing. You won't find any foxes barking or yipping!

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Goat

You're stubborn, courageous, and, when provoked, a truly deadly opponent. What you definitely aren't is furry and adorable. No! That's not you, and you'll butt anyone who says so to the ground! Yes, yes, you've got big soft eyes, and yes, maybe you're a *little* bit fluffy around the edges, but that doesn't make you cute! You're a goat, after all. And goats are tough. You live on mountainsides, gambolling playfully through the snow… no, sorry, not gambolling playfully. Striding determinedly. That's better, isn't it?

Everyone knows the tales of a goat's strength and resilience. Trolls are terrified of goats, of course. They remember what happens when you cross a goat. Or, more precisely, when you don't let a goat cross. That's what being a goat is all about. It's most certainly not about winsome cuteness and about eating carrots out of someone's hand. Although, if they are holding out a carrot, you'd be a fool *not* to take it, really, wouldn't you?

Goats make excellent, doughty fighters, and canny druids. Their general grumpiness also makes them excellent clerics—if you like that kind of grumpy servant of a god who just thinks you should shut up and do what you're told. That's the thing about goats. They're grumpy! Very grumpy, some of the time. But underneath the grumpiness, they're really rather lovely, and they're exceedingly loyal to those they choose as their friends and companions. So, the first thing to know about goats is don't ever *ever* call one cute or pat them on the head. The second thing is make them your friend. You'll never make a better one.

Goat Traits

Your goat character has a variety of abilities that come with being a goat!

- **Ability Score Increase:** Your Constitution score increases by 1.
- **Age:** While no one is quite sure how long an awakened animal (of any species) lives for, goats typically reach adulthood around 12 to 15 months old and live to be about 15 or 16 years old, though some live much longer!
- **Alignment:** No animal as devoted to scrambling around mountainsides and butting people who annoy them could ever be described as anything but chaotic, and goats tend towards this alignment. Despite this, they're fiercely loyal to their friends and family, and are typically good aligned.

- **Size:** Goats tend to average around 3 feet in height, approximately. Your size is Small.
- **Speed:** Your base walking speed is 30 feet.
- **Horns:** Most goats possess some form of horns, and you are no exception. Two sharp bone horns protrude from your skull—though how ornate they are, we leave up to you! You have a natural butting attack. This deals 1d6 + your Strength modifier bludgeoning damage. This increases to 1d8 + your Strength modifier at level 5, 1d10 + your Strength modifier at level 10, and 1d12 + your Strength modifier at level 15.
- **Keen Senses:** You have proficiency in the Perception skill.
- **Stubborn:** Goats do precisely what they want, when they want, and how they want. You have advantage on Charisma saves against any spells which attempt to charm or manipulate you.
- **Troll Terror:** We all know the story about the troll on the bridge and what happened when the troll encountered three different goats. The trolls, and other giant species, certainly do. When encountering a group of giants for the first time, the giants must succeed on a DC 12 Wisdom saving throw or be afflicted with the fear condition.
- **Languages:** You can speak, read, and write Common and Goatish—a language of bleats and headbutts known only to goats and only spoken by those with exceptionally tough skulls!

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Koala

You can eat anything and everything. And you do. The best part is you never feel full. Some people think you're narrow-minded, far too relaxed, and lost in your thoughts—you can't remember who thinks that, precisely, because no one has seen them in so long. Suckers. And, yes, technically, you've got to eat a lot of the small green shoots of the eucalyptus tree. Sounds like a bad thing, but it's really good. Plus, to everyone else it's poisonous. At least everyone keeps *saying* it's poisonous. Maybe it's a "humanoid" thing?

Typically found in a tree on their own, these small furry creatures seem out of place in most locations. Their relaxed manner hides a deep wealth of half-remembered knowledge of a world long lost.

Compared to many animals, koalas seem anti-social, perching on one tree each, waiting for some unseen threat or communing with a long-dead god. The precise nature of what they do in their trees is something that even the koalas aren't entirely certain of, but it has provided them ongoing opportunities to observe and learn more than most other creatures. Where others try and fail, the koalas observe, learn, study, and do.

Koala Traits

Your koala character possesses a number of traits associated with their koala-y nature.

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age:** While no one is quite sure how long an awakened animal (of any species) lives for, koalas reach maturity at 12 months. Typically, they live at least 13 years but rarely reach beyond their early 20s.
- **Alignment:** With their own internal unwritten social structure and their lingering purpose for which they stand guard in their trees, most koalas are agents of good and kindness to those less informed as themselves.
- **Size:** Koalas grow between approximately 2 and 3 feet when standing up right, which would imply you are not in a tree. Your size is Small.
- **Speed:** Your movement speed is 25 feet, and you have a climbing speed of 30 feet.
- **Darkvision:** You can see in dim light within 30 ft. as if it were bright light, and in darkness as if it were dim light. You cannot discern colour and see only in shades of grey through this feature.
- **Keen Senses:** You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pouches:** You have three pouches where you can hide one Tiny creature or a piece of equipment that fits inside a human fist. You can access your pouches as a bonus action. These backward-facing pouches do not allow objects to fall out of them unless you wish for them to.
- **Specialised Eaters:** You can eat most foods that are toxic to other animals and gain sustenance from almost anything remotely edible. You have advantage on saving throws against poison damage and the poisoned condition. You can go twice as long without water before suffering any negative effects.
- **Well Rested:** As part of a short rest, you can add your proficiency bonus to hit points regained from each spent Hit Die. You must complete a long rest before you can use this feature again.
- **Languages:** You can speak, read, and write Common and speak Koalarite—a specialised dialect of Bearian. Koalarite sounds like growls but is actually a language of low-pitched, snore-like breaths… but no one needs to know that!

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Orangutans

Even before awakening, orangutans were rumoured to have enough intelligence to talk but enough wisdom to keep quiet. Able to construct tools and nests out of the bare necessities, orangutans possess a singular ingenuity which rivals that of some humanoids. Raining? Grab a large leaf and use it as umbrella.

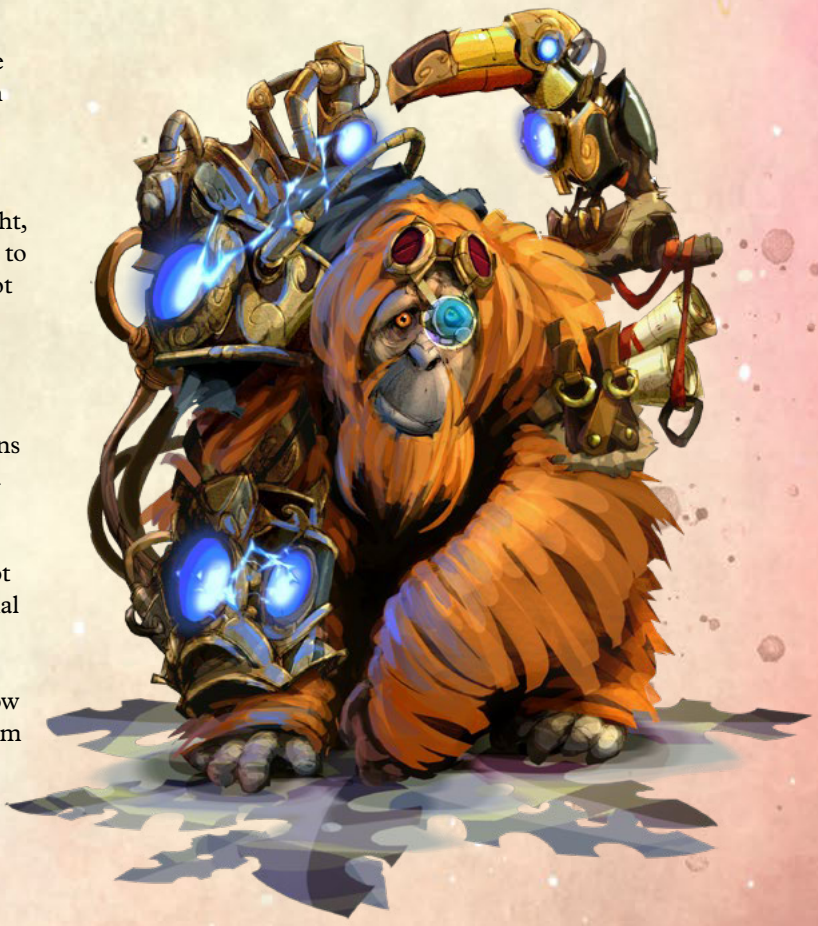
Often existing in small family units while growing up, orangutans prefer solitude or the company of most any creatures apart from other orangutans. Whether this is due to social stigma, a wish to avoid conflict, or simply a matter of irritation over the smells or sight of other orangutans is not widely known. Few awakened orangutans speak of it or, if they do, will give a detailed list of reasons not to talk about it as it is not something they wish to discuss. Perhaps they really don't know. Stranger things have happened.

Despite their imposing size and bulk, orangutans rarely are the ones to start a fight or display aggression. Instead, they find a way to outwit their rivals that is suitably petty but extremely effective. In direct confrontation, when roused to action, orangutans are not afraid to use their might to bring about a swift end to the commotion.

Orangutan Traits

Your orangutan character has a variety of abilities that come with the ginger fur and being a mighty orangutan.

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age:** While no one is quite sure how long an awakened animal (of any species) lives for, orangutans typically reach adulthood around 7 years old and live to be about 30 or 45 years, though some live much longer.
- **Alignment:** Happy to coexist with everyone but other orangutans, it is unlikely for an orangutan to be concerned with law and chaos, though their changeable nature is likely to make them slightly more chaotic than most. It has yet to be seen if this holds true for their awakened members.
- **Size:** Orangutans tend to average around 5 feet in height, though they rarely stand completely upright, preferring to slouch. Their arms are longer, typically closer to a 7-foot span. Your size is Medium.
- **Speed:** You have a walking speed of 30 feet.
- **Expert Climbers:** With their thumbed feet, orangutans are well adapted to climbing. You gain a climbing speed equal to your walking speed.
- **Long-Limbed:** Your arms can reach up to a seven-foot span. You treat all melee weapons as having an additional 5 ft. of reach.
- **Knuckle Walk:** You have advantage on any saving throw against being knocked prone or falling. Standing up from prone costs 5 ft. of movement instead of half.
- **Surprisingly Sneaky:** Despite their size, orangutans have an unnerving ability to appear behind those who underestimate them. You gain proficiency with the Stealth skill.
- **Languages:** You can speak, read, and write Common and speak Sign Language and Apeish—a language that largely consists of howls, shouts, and snarls.



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Pig

For countless ages, pigs have been a source of derision across the globe. While some cultures worship them, most people compare pig's traits with being smelly, filthy, and generally crude. The truth is that while some pigs do exemplify those traits, they rarely mention that pigs are clever, have noses as sensitive as any bloodhound, and have the resilience and strength to make them more than a match for any opponents. Pigs are also quite loyal to their families and friends, and once a bond is forged, the pig will do their best to protect others.

Although they lack thumbs, pigs are more than capable of getting the job done. Some pigs are nimble and quick for their size and are capable of leaping to great heights. Other pigs rely upon their bulk, with a large pig able to knock down a reinforced door and slam things with their snout to get through the day. Within pig society, there is also a stark split between city pigs and their more rustic cousins, the boars. Boars have bodies covered in spiky fur compared to their often-smooth cousins, and their long tusks make for a ferocious weapon to bring to bear against their opponents.

Smaller pigs are often better suited for learning complicated tasks like mastering magic, while their larger cousins are more comfortable using their size to make ferocious warriors. Pigs are prone to gathering in small families where parents make decisions on behalf of their offspring. Although pigs can swim, they do not enjoy sailing upon the ocean too often as the sun can be harsh on their skin and they are not particularly adept swimmers.

Pig Traits

You gain a number of advantageous traits, as a result of being such a fine figure of pigdom!

- **Ability Score Increase:** You're extremely intelligent, and you can deal with just about anything. Your Intelligence score increases by 2, and your Constitution score increases by 1.
- **Age:** You're considered mature, as a pig, at the age of 6 months, and you live to around 20 years old—though being awakened might change that, of course!
- **Alignment:** Smart and intuitive, pigs tend to be surprisingly lawful, and their generally placid temperaments and affection for each other and those who treat them well often makes them good aligned. Like any intelligent species, though, pigs can be of any alignment they so choose!
- **Size:** Pigs range in size from 3 to 6 feet in length and weigh anywhere from 100 to 800 pounds. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Gut Health:** You've got a pretty tough constitution, as a pig. Whatever you eat, whatever you drink, no matter what state it's in… you're usually fine. Pigs have advantage on saving throws made against being poisoned and have resistance to poison damage.
- **Keen Nose:** Pigs are renowned for their ability to detect truffles, even buried deep in the earth. Pigs have advantage on any rolls made to track or follow a scent.
- **Thick Hide:** As a pig, your skin is especially tough. Even the sharpest of weapons are turned aside by its remarkable resilience. When calculating your AC as a pig, you start with a base of 11, instead of 10.
- **Languages:** You can speak, read, and write Common and speak Porcine—a particularly unattractive language to listen to, filled with grunts and snuffles, but capable of conveying incredible depth of emotion.

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Rabbits

Well, hey there cutie pie! Aren't you the sweetest little bunny arou- ACK!

While rabbits might not be the strongest animal to be awakened, that doesn't stop you from bringing the danger to a party. With a deadly turn of speed and kick that could rival a kangaroo, as a rabbit, you are able to take on the world and show it what you're made of. And that's not even to mention reflexes so quick you can pluck a hawk out of the air with your paws! Any party would be lucky to have someone like you watching their backs.

Rabbits tend to find themselves cast in the roles of rogues, rangers, and monks due to their deftness, but that shouldn't stop any little rabbit from following their dreams of other classes. Rabbits have been type cast for too long. You're here to break the rules, pull out all the stops, and give the world of adventuring a run for its money. Take that little piece of chaos and use it to explore the world!

Rabbit Traits

Your character has a variety of abilities that come with being a rabbit!

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Constitution score increases by 1.
- **Age:** Rabbits tend to live between 8 and12 years, though some have been known to push the bounds of the norm. They tend to reach maturity anywhere between 3 and 6 months.
- **Alignment:** Rabbits really only think about three things: eating, running, and making more rabbits. If that isn't the most neutral place you could possibly be, then who knows what is. That being said, push a rabbit just a little too much, and you might be staring into the red eyes of a demon. Chaotic traits are definitely to be found with rabbit personalities, and you probably want to keep a holy hand grenade around for any chaotic bunnies in your party.
- **Size:** Rabbits are anywhere between 1 and 2 feet tall. Your size is Small.
- **Speed:** You have a walking speed of 30 feet.
- **Boxing Feet:** Sometimes you need a little bit of extra kick in your life—and in your attack arsenal. Woe betide any enemy who doesn't take you seriously. You possess an unarmed kick attack which does 1d6 bludgeoning damage. This increases to 1d8 damage at 8th level and 1d10 damage at 16th level.
- **Early Warning:** When it comes to keeping watch, rabbits have had more practice than most. It's not like you want to get eaten after all! Awakened rabbits increase their passive Perception by 3, making them great lookouts.
- **Low & Quick:** Rabbits are well known for their turn of speed, and when combined with their small size, this can be quite the boon. When withdrawing from combat, you never incur opportunity attacks.
- **Retreat is Not an Option:** Rabbits are known for fleeing danger that comes their way, but now you're awakened, you have made the choice to protect your people and your friends. You gain advantage on all saving throws against being frightened.
- **Languages:** You can speak, read, and write Common and speak Rabbitian—a form of sign language made up of a mix of paw signals and nose, ear, and tail movements accompanied by squeaks and snuffles for context or tense.

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Raccoon

Raccoons are a common sight across the Faraway Sea and elsewhere in the world. Naturally clever and skilled survivors, raccoons make the best of any situation and thrive even in inhospitable places. With their hands, they are capable of using small tools, and their nimble size allows them to sneak into places where they are least expected. Raccoons are often accused of being tricksters and thieves, but if you are considered family by a raccoon, then they fight to the death for you. The tricky part is earning their trust as raccoons have often been the focal point of scorn and derision.

Although they make natural sailors, raccoons are nocturnal and often shy away from jobs that force them to work in sunlight. On sailing vessels, they are useful for managing the running of the ship while the rest of the crew sleeps, and their natural dexterity allows them to climb along the masts and the railings with ease. Ever focused on survival, a raccoon's intentions are towards the acquisition of food, and among raccoons, rations are sometimes more valuable than currency. Great girth among raccoons is prized as a sign of success, though a raccoon who can barely do anything but roll around due to his size often becomes the target for thieves.

Thanks to their dexterous hands, raccoons are capable of finding work anywhere. They are most commonly skilled at professions requiring nimble fingers and so it is not uncommon to find raccoons as rogues, illusionists, and wizards, though any fool who expects a raccoon to be a coward and unable to defend herself is in for a surprise. Raccoons will try to avoid a fight if possible but will not shy away from combat if need be, and a raccoon that has been driven to the point of baring its teeth is a raccoon ready for war.

Raccoon Traits

Your raccoon character has a variety of abilities that come being nimble and ready for anything!

- **Ability Score Increase:** You're a savvy animal and surviving—on anything and by any means—is a speciality. Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age:** Raccoons reach maturity around four months old and live to be about 4 or 5 years. That's for unawakened animals, of course. Your lifespan might be longer!
- **Alignment:** You know there are laws. You've definitely heard about them. Maybe even seen a book of them once or twice. Of course, they don't apply to *you*. You've got much more important things to be worrying about than rules. Like… who is going to open that dustbin to get all that delicious food. Raccoon tend towards chaotic alignments, but they're usually good-natured and friendly creatures.
- **Size:** Raccoons tend not to get too big. You're usually around 2 feet in length. Your size is Small.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** You can see in dim light within 30 ft. as if it were bright light, and in darkness as if it were dim light. You cannot discern colour and see only in shades of grey through this feature.
- **Keen Senses:** You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Nimble Critter:** When it comes to escaping, no one is quite as good as you. Getting out of tough situations? Well, you call that a normal day of the week. Evading someone out for your blood? Relax, you do this all the time. If being pursued or chased, raccoons gain advantage on Dexterity (Hide) and Dexterity (Stealth) checks.
- **Survivor:** Raccoons are experts at getting-by, finding food in the unlikeliest of places, and generally putting up with whatever conditions they're in, uncomplainingly. You can get through anything. You always do. Raccoons gain proficiency in the Survival skill.
- **Languages:** You can speak, read, and write Common and speak one other animal language. Raccoons don't have their own tongue, but they're very quick at picking up the language of others.

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Red Panda

Some call them heralds of the fire elementals. Some call them the living flame. Most people call them red pandas. But, whatever name is attached, two things are true—they are cute, and they carry with them the power of fire. But being small, red pandas (or firefoxes as they are sometimes known) wield this elemental power with a healthy dose of humility. It's pretty easy to be humble when the world considers you little more than a ball of fluff, but red pandas are usually pretty good at taking advantage of this fact. And let's face it; the ability to shoot fire out of their paws certainly doesn't hurt.

When startled or facing a larger foe, red pandas often stand up on their hind legs and spread out their arms to attempt to scare away the threat. Despite their best intentions, this rarely works. They also flop on their back exposing their dark underbelly, in order to try and hide. The fact that most humanoids find this display cute to the point of distraction is, it must be said, quite helpful, as even the hardest of hearts can be won over by a red panda's toothy grin and adorable furry belly.

Red Panda Traits

Being extremely adorable isn't the only trait you possess as a result of being a red panda!

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Charisma score by 1.
- **Age:** Red pandas mature after a year and live up to approximately 14 years, with a few living as long as 23 years.
- **Alignment:** Red pandas tend to gravitate towards the chaotic side of things, in sympathy with their fiery natures.
- **Size:** Including their tail, red pandas grow to be around one and a half feet tall. Your size is Small.
- **Speed:** Your base walking speed is 30 feet, and you have a climbing speed equal to your walking speed.
- **Claws:** Although mostly used for climbing and gaining access to food in a pinch, your claws can be used as weapons. You have a set of retractable claws which you can use as an attack, dealing 1d4 + your Strength or Dexterity modifier slashing damage. At 5th level, this increases to 3d4 + your Strength or Dexterity modifier, and 5d4 + your Strength or Dexterity modifier at 11th level.
- **Darkvision:** You can see in dim light within 30 feet as if it were bright light, and in darkness as if it were dim light. You cannot discern colour and see only in shades of grey through this feature.
- **Firefox:** You are resistant to fire damage. You also know the *fire bolt* cantrip. Charisma is your spellcasting ability for this feature.
- **Natural Camouflage:** With their dark-coloured fur underbelly, firefoxes can be surprisingly stealthy when they want. You gain proficiency in the Stealth skill.
- **Languages:** You can speak, read, and write Common and speak Pandarian—a mixture of twittering sounds and whistles.

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Sea Otter

You might be the cutest creature out here in the sea, but that doesn't mean you're not fierce. Yes, you look adorable floating and holding hands with your friends, but you'll take a bite out of anyone who crosses you. Actually, a bite to eat wouldn't be bad, has anyone got any meat to spare?

Sea otters might not be thought of as the scariest creature in the sea, but folks shouldn't underestimate you. If they saw you cracking open an abalone, they might think twice about calling you cute. In addition to your ingenuity when it comes to using tools, you can also just bite into smaller shells, smashing them with your teeth.

With all of the tricks at their disposal, sea otters make great rangers, druids, or even clerics. It wouldn't be surprising to even see a sea otter rogue, what with their unassuming nature. The most important thing to remember about sea otters is that looks can be deceiving, but you know that already! Now get out there and find your adventure!

Sea Otter Traits

Your sea otter character has a variety of abilities that come with being a sea otter!

- **Ability Score Increase:** Your Wisdom score increases by 2.
- **Age:** While no one is quite sure how long an awakened animal (of any species) lives for, sea otters typically reach adulthood around 2 to 3 years old and live to be about 23 to 25 years old.
- **Alignment:** Sea otters are mostly content to spend their days foraging for food and lounging about with their friends, which is the epitome of being neutral. While they can be provoked one way or another, you'll find that their alignment does tend towards being right smack in the middle of that true neutral ground.
- **Size:** Sea Otters average around 4 feet in height, approximately. Your size is Small.
- **Speed:** Your base walking speed is 30 feet, and you have a swimming speed of 40 feet.
- **Barrel Roll:** If you were to encounter a sea otter while in the water, you might find yourself at a disadvantage. That is to say, sea otters gain advantage on attempts to grapple opponents when in the water as they attempt to roll their opponents beneath the water's surface...to wash them. If they can't breathe water that really seems like their problem, right?
- **Hold Breath:** You can hold your breath for 10 minutes.
- **Makeshift Tools:** While you might see a simple rock, a sea otter sees a hammer or a chisel for prying another tasty treat from its captive shell. As such, sea otters have proficiency with improvised weapons as they can readily assess and determine the most effective way to yield unusual items. You gain a +1 bonus to damage with improvised weapons, increasing by 1 at level 5, 11, and 17.
- **Territorial:** Sea otters might spend time in packs with others, but they are generally loners and fiercely protective of the territory they have claimed. You have advantage on Wisdom (Perception) checks to notice enemies approaching.
- **Languages:** You can speak, read, and write Common and speak Otter—a language of chirps, squeals, other sounds, and body language, known only to sea otters.

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New Classes & Subclasses

So, you've chosen yourself a creature to be, eh? First rate. Now, of course, you're going to need a profession. Even I had a job of sorts, before I settled down here, with books and decent brandy. Important to have something to keep the old grey matter active, the limbs moving, and stop everything from atrophying. Terrible thing, seeing a chap who hasn't used his brain in a dozen years trying to think, eh what? Just like old Barmy Pongy Thistletwitch. Left Foxbridge. Never did a day's work afterwards, and now sits at home all day waffling on about collecting newts. Dashed strange fellow. Anyway, taking on one of the old professions, or classes and subclasses if you will, should keep you out of trouble, eh? Have an old peruse, and I'll see you anon!

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New Classes - Tinkermage

Inventor. Innovator. Creator. Maker. All of these terms, and more, apply to the tinkermage. Where wizards intone ancient spells and clerics channel the power of their faith, the clever tinkermages weave magical powers into objects to create wonders.

Tinkermages are inquisitive and inventive by nature. They rely on their intelligence to guide their discoveries, but they are accustomed to the explosive results of experiments gone awry and are adept at getting out of the way. They regularly seek out all aspects of magic; studying and experimenting on their discoveries with an almost obsessive fascination. To the tinkermage, magic is not a static system nor is it some divine mystery. It is the raw clay to sculpt into amazing devices and powerful items.

Creating a Tinkermage

To create a tinkermage, consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Tinkermage table to reference which features you get at each level. The descriptions of those features appear in the "Class Features" section.

Quick Build

You can make a tinkermage quickly by following these suggestions. Put your highest ability score in Intelligence and the next highest in Dexterity. Choose a background. Finally, choose the *firebolt* and *mending* cantrips and the following 1st-level spells: *detect magic* and *identify*.

Multiclassing and the Tinkermage

If your group uses the optional rule on multiclassing, here's what you need to know if you choose tinkermage as one of your classes.

- **Ability Score Minimum:** As a multiclass character, you must have at least an Intelligence score of 13 to take a level in tinkermage or to take a level in another class if you are already a tinkermage.
- **Proficiencies Gained:** If tinkermage isn't your initial class, you gain the following proficiencies when you take your first level as a tinkermage: light armour, medium armour, shield, tinker's tools, and one other tool of your choice.
- **Spell Slots:** Add half your levels (rounded up) in the tinkermage class to the appropriate levels from other classes to determine your available spell slots.

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Level	Proficiency Bonus	Class Features	Augments per Day	Augments per Item/ Spell	Cantrips	1st	2nd	3rd	4th	5th
1	+2	Augment Item, Spellcasting, Tinkercraft	2	1	2	2	2	-	-	-
2	+2	Crafting Specialisation, Magic Item Creation	2	1	2	2	2	-	-	-
3	+2	Magical Polyglot	2	1	2	3	3	-	-	-
4	+2	Ability Score Improvement	3	1	2	3	3	-	-	-
5	+3	Expanded Lore	3	2	2	4	4	-	-	-
6	+3	Crafting Specialisation Feature	3	2	2	4	4	-	-	-
7	+3	Improved Creation	4	2	2	4	4	-	-	-
8	+3	Ability Score Improvement	4	2	2	4	4	-	-	-
9	+4	Inverse Augmentation	4	2	2	4	4	2	-	-
10	+4	Extra Attunements, Specialisation Feature	5	2	3	4	4	2	-	-
11	+4	Material Substitution	5	3	3	4	4	3	-	-
12	+4	Ability Score Improvement	5	3	3	4	4	3	-	-
13	+5	Expanded Lore	6	3	3	4	4	3	1	-
14	+5	Crafting Specialisation Feature	6	3	4	4	4	3	1	-
15	+5	—	6	3	4	4	4	3	2	-
16	+5	Ability Score Improvement	7	3	4	4	4	3	2	-
17	+6	—	7	4	4	4	4	3	3	1
18	+6	Crafting Specialisation Feature	7	4	4	4	4	3	3	1
19	+6	Ability Score Improvement	8	4	4	4	4	3	3	2
20	+6	Grandmaster	8	4	4	4	4	3	3	2

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Class Features

As a tinkermage, you gain the following class features.

Hit Points
Hit Dice: 1d8 per tinkermage level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tinkermage level after 1st

Proficiencies
Armour: Light armour, medium armour, shields

Weapons: Simple weapons

Tools: Tinker's tools and two other tools of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose any three

Equipment
You start with the following equipment, in addition to the equipment granted by your background:

- a simple weapon of your choice
- a light crossbow and 20 bolts
- your choice of studded leather armour or scale mail
- tinker's tools and a dungeoneer's pack
- a notebook to hold your plans, sketches, and technical drawings

Augment Item

At 1st level, you learn how to empower mundane items, magic items, and even spells with your innate magical energy. You do this by imbuing items or spells with magical powers called augments. This magical connection instils items or spells with greater powers.

Number of Augments
When you gain this feature, you can prepare a number of augments for you to use when empowering an item or spell. To do so, choose a number of augments as indicated in the Augments Known column of the Tinkermage table. When you take a long rest, you regain any spent augments and can change your list of prepared augments. Preparing a new list of augments requires time spent contemplating your notes and plans—at least 3 minutes per augment on your list.

Applying an Augment
Whenever you finish a short or long rest, you can apply one or more augments to a nonmagical item, a magic item, or a prepared spell. The chosen item or spell gains an augment chosen from the "Augment List" on page 29. If you wish to apply an augment to a magic item that requires attunement, you must be attuned to it first. Augment benefits remain active until you take a long rest, you die, or you dismiss the effect (as a bonus action).

When you take a short rest, an item imbued with a single augment can be changed to be imbued with a different augment. However, items or spells imbued with more than one augment can't be changed until after you finish a long rest.

You must have physical contact with an item to augment it, and if you augment a spell, it must be one on your tinkermage list. Some uses of this feature require saving throws. When you use such an effect from this class the DC equals your tinkermage spell save DC.

Applying Multiple Augments
You can apply multiple augments to a single item or spell or divide your available augments between different items or spells. Some augments can be applied to the same item or spell multiple times, increasing its power. You must spend the cost of the augment each time you apply it, even with multiple applications of the same augment. For example, adding two Blast of Fury augments to an item requires spending two augments. Some more powerful augments require specific augments be applied first, as indicated in the augment prerequisites.

However, a single item or spell can hold no more than a specific number of augments, as indicated in the Augments Per Item/Spell column of the Tinkermage table. Applying an augment to an item that already has the maximum allowed number of augments automatically fails.

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Spellcasting

By studying the flows of magic and how they interact with objects, you have learned to cast spells. The methodology for your spellcasting involves using objects and tools to produce the desired effect. Your augment pouch is filled with bits of gadgets, metal, and esoterica.

Cantrips

At 1st level, you know two cantrips of your choice from the tinkermage spell list. At higher levels, you learn additional tinkermage cantrips of your choice, as shown in the "Cantrips Known" column of the Tinkermage table.

When you gain a level in this class, you can replace one of the tinkermage cantrips you know with another cantrip from the tinkermage spell list.

Preparing and Casting Spells

The Tinkermage table shows how many spell slots you have to cast your tinkermage 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.

You prepare the list of tinkermage spells available for you to cast, choosing from the Tinkermage Spell List on page 37. When you do so, choose a number of tinkermage spells equal to your Intelligence modifier + your tinkermage level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level tinkermage, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of tinkermage spells requires time spent studying your notebook of inventions or otherwise contemplating crafting techniques: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your tinkermage spells. The power of your spells comes from the innovation of your design and your comprehension of magical theory. You use your Intelligence whenever a tinkermage spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a tinkermage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a tinkermage spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Tinkercraft

At 1st level, you gain the ability to prepare a number of gadgets that you can quickly put together to create a temporary nonmagical item. When you finish a short rest, you can spend 10 minutes cobbling your gadgets. Once before your next long rest, you can use an action to put the gadgets together to fashion any nonmagical adventuring gear with a cost of 1,000 gp or less. The item can't be a weapon, armour, poison, or potion, and it can be multiple items only if the base item comes with multiple parts, such as a set of ball bearings or a climber's kit. Your tinkercraft holds together for a number of minutes equal to your Intelligence modifier.

At 10th level, you can use tinkercraft twice before your next long rest.

Crafting Specialisation

Tinkermages follow many paths in their search for inspiration and invention. Some gravitate to schools or academies to learn techniques. Others are largely self-taught and wander the world practicing their trade and improving their skills.

At 2nd level, you choose your specialisation. The three specialisations—Armoursmith, Biomechanist, and Concoctionist—are detailed at the end of the class description. The specialisation you choose grants you features at 2nd level and again at 6th, 10th, 14th, and 18th level.

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Magic item creation

At 2nd level, your talent for magic item creation raises you above the common craftsman. When you set about to create a magic item, you don't need a formula or plans as long as you have studied a similar item. You may still need any required exotic materials. For example, a winter wolf's hide might be needed to craft *boots of the winterlands*.

Creating a magic item comes with a gold piece cost covering materials, tools, and other supplies and you must spend a number of days to complete the item.

As a tinkermage, you can craft magic items faster and at a lesser cost than other craftsmen. However, you must have a certain number of tinkermage levels to craft items of certain rarities as shown on the Tinkermage Magic Item Creation and Cost table. Halve the listed price and time for consumable items (minimum of 1 day), such as potions and spell scrolls.

A tinkermage engaged in crafting a magic item makes progress in 25 gp increments, spending that amount for each day of work until the cost is paid. You are assumed to work for 8 hours each of those days. More advanced tinkermage features further reduce the cost and time required for crafting magic items. You can create multiple items in a 2-day period if their combined cost is 50 gp or lower. Items that require multiple days to complete don't have to be done in a continuous block of time. The ongoing work can be stored in a safe location until work resumes.

Crafting Table

With a day of work and basic materials, you can construct a portable crafting table, a small folding table and toolset you can use to work on your magic item crafting while travelling. Setting up a crafting table takes 10 minutes. You can spend 2 hours working on a project at this crafting table during a long rest and still gain the benefits of that long rest.

Tinkermage Magic Item Creation and Cost

Item Rarity	Minimum Level	Number of Days	Cost
Common	1st	2	50 gp
Uncommon	2nd	20	250 gp
Rare	5th	50	10,000 gp
Very Rare	10th	125	25,000 gp
Legendary	15th	500	250,000 gp

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Magical Polyglot

At 3rd level, you gain the ability to adapt to an item's magical aura and decipher magical writings found on scrolls and items. You can ignore the class and species requirements when attuning to or using a magic item. You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

At 14th level, you can ignore all class, species, and level requirements when attuning to or using a magic item. You no longer have a limit on the number of times you can use this feature.

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.

Expanded Lore

At 5th level, you expand your study of magical interactions, catching glimpses into other disciplines and esoteries. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Tinkermage table, or a cantrip. The chosen spells count as a tinkermage spell for you and are added to your tinkermage spell list. You learn two additional spells from any class at 13th level.

When you find spell scrolls, you can add them to your list of class spells if it is of a spell level you can prepare and if you can spare the time to study it. For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it. Once you have spent this time and money, you must succeed on an Arcana check with a DC equal to 10 plus the level of spell you are attempting to learn. A failure ruins the scroll. On a success, you can prepare the spell just like your other spells.

Improved Creation

At 7th level, you begin to master crafting tricks and techniques, allowing you to create magic items faster and at a reduced cost. On the Reduced Magic Item Time and Cost table, the 1-6th Level column indicates your normal time and cost to create an item. The columns to the right show how the number of days required to craft the magic item and the cost of creating that item are reduced as you increase in level. You can still create multiple items in a given time period as long as the total cost of those items does not exceed the price indicated in the 1-6th Level column. For example, a 20th-level tinkermage can create three common magic items in a single day since 15 gp times three is less than 50 gp.

The number of days required to craft a magical item reduces further at 15th and 20th levels; and the cost reduces further at 11th, 15th and 20th levels.

Tinkermage Magic Item Creation and Cost

Rarity	Level Minimum*	Days Required (Cost in gp)				
		1-6th level	7th level	11th level	15th level	20th level
Common	1st	2 (50 gp)	2 (40 gp)	2 (30 gp)	2 (20 gp)	1 (15 gp)
Uncommon	2nd	20 (250 gp)	15 (175 gp)	10 (150 gp)	5 (100 gp)	2 (80 gp)
Rare	5th	50 (10,000 gp)	25 (7,500 gp)	15 (5,700 gp)	10 (4,500 gp)	5 (3,500 gp)
Very Rare	10th	125 (25,000 gp)	60 (18,750 gp)	40 (14,000 gp)	30 (10,500 gp)	15 (8,000 gp)
Legendary	15th	500 (250,000 gp)	250 (187,500 gp)	175 (140,500 gp)	125 (105,500 gp)	60 (80,000 gp)

**Minimum level needed to use the reduced time/cost. Characters who do not meet the minimum level requirement can still craft the item but must use the time/cost found in the Tinkermage Magic Item Creation and Cost table.*

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Inverse Augmentation

At 9th level, you can use special augments on the items of your foes, reducing their power and effectiveness. If you have at least one augment that hasn't been applied to an item, you can use an action to spend that augment and choose a suit of armour, a weapon, or a magic item being worn or carried by a creature you can see within 30 feet of you. The creature must make an Intelligence saving throw against your tinkermage spell save DC or the target item gains one of the following inverse augments for a number of rounds equal to your Intelligence modifier.

- **Cracked Shell:** The AC of the suit of armour you selected is reduced by 2. This reduction can't reduce the armour's AC below 10.
- **Broken Claw:** Attack rolls using the weapon you selected have a 2 penalty.
- **Weak Stamina:** If the item has an effect with a saving throw DC, that DC is reduced by 2.
- **Suppressed Nature:** If the item or weapon deals a number of dice of magic damage, this extra damage is reduced by one die. This feature can't reduce the damage dice below 1. For example, a *flame tongue longsword* affected by this feature would deal an extra 1d6 fire damage to any target it hits, instead of 2d6.

You can apply only one inverse augment at a time. If you use this feature on a different item, the effect on the first item ends.

Extra Attunements

At 10th level, you gain a new level of comprehension on the nature of magic items. You can attune to up to four magic items at once. You can attune to an additional item at 15th and 20th levels.

Material Substitution

At 11th level, you learn to work around expensive or rare material augments when casting spells or creating magic items. If you have at least one augment that hasn't been applied to an item, you can use that augment as a substitution for a spell, class feature, or material object needed in the creation of a magic item. For example, while crafting *boots of the winterland*, you can use one of your augments in place of a winter wolf's hide.

Similarly, while casting a spell, you can use one of your available augments as a substitute for a material component that is worth no more than 1,000 gp. You can substitute multiple augments in this way, increasing the maximum component value by 1,000 gp for each augment substituted.

Grandmaster

At 20th level, you have achieved the pinnacle of your craft and achieved a deeper knowledge of the flow of magic. As an action you can replace one active augment with another without expending an available augment. The new augment must meet any required prerequisite. You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

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Augment List

Each of the augments described below includes prerequisites, indicating the objects or spells required, and the cost in augments. More powerful augments require a greater number of augments as a prerequisite. Some augments aren't appropriate for all possible items, weapons, or spells that might meet the augment's prerequisite, though nothing prevents you from applying the augment if the prerequisites are met. For example, a *bag of holding* can be imbued with the Keen Eyes augment, but the bag doesn't gain any benefit from that augment.

Blast of Fury
Prerequisite: item
Cost: 1 augment
You imbue the item with magical energy. Choose one of the following: acid, cold, fire, lightning, poison, or thunder. A creature holding the item can use an action to launch a bolt of energy from the item at a target it can see up to 100 feet away. The creature makes a ranged spell attack, using your spell attack bonus. On a hit, the target takes 1d10 damage of the type you chose.

With Additional Augments. When you add Blast of Fury augments to an item already imbued with this augment, the damage increases by 1d10 for each augment after the first.

Chameleon's Knack
Prerequisite: item
Cost: 3 augments
Choose one skill. While a creature carries or wears the imbued item, it has proficiency in the chosen skill.

Eldritch Aegis
Prerequisite: item
Cost: 4 augments
While a creature carries or wears the imbued item, it has advantage on saving throws against spells.

Elemental Hide
Prerequisite: armour or item
Cost: 3 augments
Choose one of the following: acid, cold, fire, lightning, poison, or thunder. A creature carrying or wearing the imbued item has resistance to the chosen damage type.

Elemental Spirit
Prerequisite: spell or weapon
Cost: 1 augment
Choose one of the following: acid, cold, fire, lightning, poison, or thunder. When a creature is hit by the spell or weapon or when the creature fails the spell's saving throw, the augmented spell or weapon deals an extra 1d6 damage of the type you chose. This augment can't be applied to a spell that doesn't deal damage, such as *enlarge/reduce*.

With Additional Augments. When you add Elemental Spirit augments to an item or spell already imbued with this augment, the damage increases by 1d6 for each augment after the first.

Enhanced Virtue
Prerequisite: spell
Cost: 1 augment
The augmented spell's save DC increases by 1.

With Additional Augments. When you add Enhanced Virtue augments to a spell already imbued with this augment, the save DC increases by 1 for every two augments after the first.

Feral Insight
Prerequisite: weapon
Cost: 3 augments
When a creature wielding this weapon uses the Attack action to attack with it, the creature can make one extra attack as part of that action. The weapon can't be used again in this way until you finish a short rest.

Hearty Vigour
Prerequisite: armour or item
Cost: 2 augments
A creature carrying or wearing the imbued item gains 10 temporary hit points. When these temporary hit points are expended, the augment doesn't end. You can spend 1 Hit Die during a short rest to refill all temporary hit points granted by this augment.

With Additional Augments. When you add a Hearty Vigour augment to an item already imbued with this augment, the temporary hit points granted by the item increase by 10 for each augment after the first, to a maximum of 40.

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Hunter's Steps
Prerequisite: armour or item
Cost: 1 augment
While a creature carries or wears the imbued item, its walking speed increases by 10 feet.

Increased Validity
Prerequisite: spell
Cost: 2 augments
When you add this augment to a spell with a duration of 1 minute or longer, you double the duration to a maximum of 8 hours.

Intuitive Mind
Prerequisite: armour or item
Cost: 3 augments
Choose Intelligence, Wisdom, or Charisma. While a creature carries or wears the imbued item, the chosen attribute increases by 2, to a maximum of 20.

Invigorated Form
Prerequisite: armour or item
Cost: 3 augments
Choose Strength, Dexterity, or Constitution. While a creature carries or wears the imbued item, the chosen attribute increases by 2, to a maximum of 20.

Item Mimic
Prerequisite: armour, item or weapon
Cost 1 augment (common), 2 augments (uncommon), 3 augments (rare), 4 augments (very rare)
You augment the armour, item, or weapon to replicate a magic item you have seen. The rarity of magic item you can mimic is determined by the number of augments you spend, as indicated above. The object you imbue must have the same general properties of the magic item you wish to mimic. For example, if you replicated a *potion of climbing*, the imbued item must be something that can be consumed, such as liquid or food, or if you replicate a *bag of holding*, the imbued item must be an object designed to hold other objects such as a pouch or backpack.

Keen Eyes
Prerequisite: item, spell or ranged weapon
Cost: 2 augments
When you add this augment to a ranged weapon or to an item or spell that has a range of 5 feet or greater, the range is doubled. If you add this augment to a spell that has a range of touch, the range becomes 15 feet.

Predator's Instinct
Prerequisite: spell or weapon
Cost: 1 augment
A weapon imbued with this augment is considered magical. A creature wielding the augmented weapon gains a +1 bonus to attack rolls made with it. When you cast a spell imbued with this augment, you gain a +1 bonus to the spell attack roll. The augment can't be applied to spells that don't require an attack roll, such as *fireball*.

With Additional Augments. When you add Predator's Instinct augments to a spell or weapon already imbued with this augment, the bonus to attack rolls increases by 1 for each augment after the first, to a maximum of +3.

Reinforced Fortitude
Prerequisite: armour or item
Cost: 2 augments
While a creature carries, wields or wears the imbued item, it gains a +1 bonus to saving throws.

With Additional Augments. When you add a Reinforced Fortitude augment to armour or an item already imbued with this augment, the bonus to saving throws increases by 1 for each augment after the first, to a maximum of +3.

Soul-Bound Strength
Prerequisite: item
Cost: 4 augments
While a creature carries or wears the imbued item, its proficiency bonus increases by 1.

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Spell Dance
Prerequisite: 2 spells
Cost: 4 augments
Choose two spells that target only one creature and that don't have a range of self. When you imbue these spells, you can spend a total of 4 augments. You can cast both spells as one action, applying both spell's effects to the target. You must expend spell slots for both spells.

To be eligible, a spell must have a casting time of one action, and it must be incapable of targeting more than one creature at the spell's current level. For example, you can imbue *magic missile* and the 4th-level version of *banishment* together with this augment, but not *magic missile* and *fireball*.

Thickened Hide
Prerequisite: armour
Cost: 1 augment
While a creature wears the imbued armour, it gains a +1 bonus to AC.

With Additional Augments. When you add Thickened Hide augments to a suit of armour already imbued with this augment, the bonus to AC increases by 1 for each augment after the first, to a maximum of +3.

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Tinkermage Specialisations

Armoursmith

Tinkermages who specialise as armoursmiths focus all their considerable arcane talents toward constructing and upgrading their armour. Instead of producing a wide variety of items, armoursmiths layer protective magical enhancements on their armour and optimise attachments to anticipate every situation.

Armoursmith Spells

You always have certain spells prepared after you reach particular levels in this class, as shown in the Armoursmith Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you can prepare each day.

Armoursmith Level	Spells
2nd	*heroism, protection from evil and good*
5th	*flame blade, see invisibility*
9th	*beacon of hope, protection from energy*
13th	*death ward, fire shield*
17th	*antilife shell, passwall*

Crafter's Knack

When you select this specialisation at 2nd level, you gain proficiency with heavy armour and smith's tools or another type of artisan's tools of your choice. In addition, the Strength requirement to wear types of armour is reduced by 3, and the time required to don or doff armour is halved.

Armour Augmentation

At 2nd level, you focus your use of augments onto your own armour. Choose one suit of armour to be your signature armour. If your signature armour is destroyed you can select a new suit of armour to replace it, taking an hour to add all of the benefits of your old armour to it.

When you apply an augment to your signature armour, you reduce the augment cost by 1 (minimum of 1). Applying an augment to your armour that increases your attack or damage rolls affects your unarmed strikes (or armblade, see below).

In addition, after you finish a long rest, you can apply one augment you have prepared to your signature armour without spending the augment. This bonus augment doesn't count against the maximum number of augments you can apply to an item.

Combat Modifications

At 6th level, you alter your signature armour to allow greater flexibility on the battlefield. While wearing your signature armour, you gain the following benefits:

- ***Mithril Enhancements.*** Your armour becomes more flexible without sacrificing protection. If your signature armour is light, you have advantage on Stealth checks. If it is medium, the maximum Dexterity modifier for the armour increases by 2. If it is heavy, you can add your Dexterity modifier to your AC (maximum of +2).

- ***Armblade.*** As a bonus action, you can extend an adamantine blade from your wrist and wield it like a sword. You have proficiency with the armblade, and it deals 1d8 + your Strength or Dexterity modifier (your choice) slashing damage on a hit. You can retract the armblade at any time (no action required).

- ***Geared Articulation.*** You create finely articulated joints for your leg armour, using gears, tubes, and other small mechanisms. If your armour normally gives you disadvantage on Stealth checks, it no longer does so. In addition, if you move at least 10 feet during your turn, your jump distance is doubled.

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Extra Attack
At 10th level, you can attack twice, rather than once, whenever you take the Attack action on your turn. You may take this extra attack only while wearing your signature armour.

Greater Combat Modifications
At 14th level, your prowess on the field of battle increases as you continue to enhance your signature armour. While wearing your signature armour, you gain the following benefits:

- ***Adaptive Fibres.*** You have advantage on ability checks and saving throws made using Strength, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

- ***Elemental Absorption.*** As a reaction when you take acid, cold, fire, lightning, or thunder damage, you have resistance to the triggering damage type until the end of your next turn.

- ***Kinetic Riposte.*** After you take damage, the next weapon attack you make deals an extra 2d8 force damage.

Juggernaut
At 18th level, your signature armour is a behemoth on the battlefield, striking fear and awe in all who behold it. While wearing your signature armour, you gain the following benefits:

- **Iron Mountain.** You can use a bonus action to magically retract or deploy your signature armour onto yourself, extending or retracting your armblade as part of the same bonus action, and your armblade damage increases to 2d8. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

- **Motion Capacitor.** Magical gems inset into the legs of your armour increase your speed by 10 feet. In addition, when you take the Dash action, you can use a bonus action to shove or make one melee weapon attack against a creature anywhere along your path. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +10 bonus to the attack's damage roll (if you hit with the melee attack) or push the target up to 20 feet away from you (if you succeed on the shove). Once you use this special action, you can't do it again until you finish a short or long rest.

- **Power Detonation.** As an action you can release some or all of the augments currently applied to your signature armour in a destructive ball of energy on a point you can see within 100 feet of you. Each creature within 40 feet of that point must make a Dexterity saving throw against your spell save DC, taking 5d6 fire damage for each augment you choose to release (maximum 20d6) on a failed save, or half as much damage on a successful one. The released augments are then removed from your armour, and you can't apply new augments to your armour until you finish a short or long rest.

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Biomechanist

Some tinkermages turn away from fashioning magical items and focus their creative genius on their own bodies. Biomechanists seek to understand and improve living flesh by experimenting on themselves.

Biomechanist Spells

You always have certain spells prepared after you reach particular levels in this class, as shown in the Biomechanist Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you can prepare each day.

Biomechanist Level	Spells
2nd	*disguise self, inflict wounds*
5th	*protection from poison, spider climb*
9th	*fear, water breathing*
13th	*death ward, polymorph*
17th	*modify memory, seeming*

Organic Augments

Starting when you select this specialisation at 2nd level, you can apply augments to your own body instead of items or spells. You can apply a number of augments to yourself equal to the number indicated in the Augments Per Item or Spell column of the Tinkermage table. You can release an organic augment as a reaction when you take damage, or as a bonus action, ending the effect.

Augments applied to your body don't grant their bonuses to equipment, items, weapons, or armour you are wearing or carrying. For example, an augment giving you a bonus to damage increases the damage from your unarmed strikes or natural weapons. It doesn't affect a weapon you wield. Similarly, an augment increasing your armour class, increases your armour class only if you aren't wearing armour. It doesn't affect any armour you wear.

Certain augments have different effects when applied as organic augments, as detailed below:

- **Enhanced Virtue.** This augment increases the save DC of effects caused species traits (if any).
- **Feral Insight.** The extra attack granted by this augment must be an unarmed strike.
- **Item Mimic.** This augment can't be used as an organic augment unless the GM allows.
- **Predator's Instinct.** Your unarmed strikes are considered magical and deal damage equal to 1d4 + your Strength modifier on a hit.

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Mimicking Transmogrification
At 2nd level, you can use an action to touch an allied creature and mimic one of the target's species traits. For the purpose of this feature, species traits are those granted to player character species, such as darkvision or the Brave trait.

You gain the mimicked trait as if it were one granted to you by your species, for a number of hours equal to your Intelligence modifier. When you reach 10th level, you no longer need to touch a willing creature. As long as you have knowledge of a willing creature's trait, you can use an action to mimic it.

Once you use this feature, you can't use it again until you finish a long rest.

Regeneration Reset
At 6th level, your organic augments can be released to speed your natural healing. When you release an organic augment, you can immediately restore a number of hit points equal to five times the cost of that augment. Choose any number of creatures within 5 feet (including yourself) and divide those hit points among them. Once you use this feature, you can't use it again until you finish a short or long rest.

Instead of restoring hit points, you can spend all of the healing energy to remove one condition from a creature within 5 feet of you (including yourself). The condition can be blinded, deafened, paralyzed, or poisoned.

Communal Adaptation
At 10th level, you can now mimic a trait from any creature, not only willing creatures. The mimicked trait must be a trait that doesn't require an action or saving throw. In addition, you can channel your arcane energy to share your transmogrification with your allies. When you use mimicking transmogrification to mimic a trait on yourself, you can also give the same trait to willing creatures within 30 feet of you by spending one spell slot (of any level) for each target.

For example, you can mimic a werewolf's Keen Hearing and Smell trait but not its Shapechanger trait, and you can share Keen Hearing and Smell with five companions by spending five spell slots.

Reactive Immunity
At 14th level, you can quickly adapt your form to protect yourself from danger. When you are attacked or damaged, you can use your reaction to mimic one of the attacker's natural resistances or immunities (whichever is greater), applying it to the triggering attack, if appropriate. For example, if you are attacked by a red dragon, you can mimic the dragon's immunity to fire damage to avoid taking damage from the dragon's fire breath. This mimicked resistance or immunity lasts until the start of your next turn.

Physical Perfection
At 18th level, your organic augmentations cause an unintentional, but beneficial, side effect. As long as you apply one augment to yourself each week, you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, if you fail a saving throw, you can choose to succeed instead. You can't do so again until you finish a long rest.

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Concoctionist

The tinkermage who focuses on potions, elixirs and draughts follow the path of the concoctionist. Often festooned with vials and bottles of all manner, concoctionists mix ingredients and rare reagents, producing potions to aid their allies and harm their foes.

Concoctionist Spells

You always have certain spells prepared after you reach particular levels in this class, as shown in the Concoctionist Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you can prepare each day.

Biomechanist Level	Spells
2nd	*detect poison and disease, healing word*
5th	*blindness/deafness, ray of enfeeblement*
9th	*sticking cloud, water breathing*
13th	*confusion, phantasmal killer*
17th	*cloudkill, telepathic bond*

Alchemical Familiarity

When you choose this specialisation at 2nd level, you gain proficiency in your choice of alchemist's supplies, herbalism kit, or poisoner's kit. In addition, you have a satchel of reagents, components, and other esoteric items, which you regularly fill with ingredients and oddities you find in your travels.

Augmented Distillation

At 2nd level, you can apply your augments to transform common liquids into magical concoctions. As an action, you can apply an augment to a nonmagical vial or bottle of any liquid. The liquid becomes a magical mixture (called an extract), possessing the properties of a liquid-based magic item (such as a potion, elixir, or oil) of your choice. The rarity of the portion you can create in this way is determined by your level, as shown below.

Potion Rarity	Level Minimum
Common or Uncommon	2nd
Rare	5th
Very Rare	10th
Legendary	15th

At the time of creation, you can create copies of the extract by spending a spell slot of first level or higher for each additional extract. Each extract requires its own container. Extracts remain magical until you finish a long rest.

Volatile Brew

At 6th level, you can concoct an unstable mixture of various reagents and hurl them at your foes with an explosive result. Choose one of the following: acid, cold, fire, lightning, poison, or thunder. As an action, you quickly mix together some reagents and hurl the resulting brew at a point you can see up to 60 feet away. Each creature within 15 feet of the point of impact must make a Dexterity saving throw against your spell save DC, taking 2d6 damage of the type you chose on a failed save, or half as much damage on a successful one. You can increase this damage by spending spell slots when you create the volatile brew. The damage increases by 1d6 for each spell slot you spend.

If you create a volatile brew and don't throw it, it explodes at the beginning of your next turn, affecting you and each creature within 15 feet of you.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

Potent Infusions

At 10th level, you learn to create especially powerful elixirs. When you create a potion, extract, or liquid magic item that requires you to roll for a result, such as the hit points a drinker gains from a *potion of healing* or the damage dealt by your volatile brew, you can add your Intelligence modifier to the result.

Chemical Resistance

At 14th level, your experimentation with various hazardous substances grants you a measure of protection from ongoing threats. You can't be poisoned, and you have resistance to poison damage. In addition, you can use a reaction to end one condition on yourself. You can't end a condition in this way again until you finish a short or long rest.

Alchemical Transmutation

At 18th level, your will and knowledge magically transforms one liquid into another. As a bonus action, you can alter a container of liquid in your possession. If this is a nonmagical liquid, you simply choose its new form. For example, you can change wine into lamp oil. If it is a magical liquid, such as a potion, you can change it to another magical liquid of the same or lower rarity. For example, you can change a *potion of invisibility* into a *potion of speed*.

Once you use this feature, you must finish a short or long rest before you can use it again.

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Tinkermage Spell List

Cantrips
Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Guidance
Light
Mage Hand
Minor Illusion
Mending
Message
Poison Spray
Prestidigitation
Ray of Frost
Resistance
Shocking Grasp
Spare the Dying

1st Level
Alarm
Cure Wounds
Comprehend Languages
Detect Magic
Expeditious Retreat
Faerie Fire
False Life
Feather Fall
Floating Disk
Grease
Identify
Jump
Longstrider
Magic Missile
Purify Food and Drink
Sanctuary
Shield
Unseen Servant

2nd Level
Aid
Alter Self
Arcane Lock
Arcanist's Magic Aura
Blur
Continual Flame
Darkvision
Enhance Ability
Enlarge/Reduce
Heat Metal
Invisibility
Lesser Restoration
Levitate
Locate Object
Magic Mouth
Magic Weapon
Protection from Poison
Rope Trick
Shatter
Web

3rd Level
Blink
Counterspell
Create Food and Water
Dispel Magic
Fireball
Fly
Glyph of Warding
Haste
Major Image
Protection from Energy
Revivify
Tiny Hut
Vampiric Touch
Water Walk

4th Level
Arcane Eye
Banishment
Control Water
Fabricate
Faithful Hound
Freedom of Movement
Private Sanctum
Resilient Sphere
Secret Chest
Stone Shape
Stoneskin
Wall of Fire

5th Level
Animate Objects
Arcane Hand
Conjure Elemental
Creation
Greater Restoration
Legend Lore
Planar Binding
Telekinesis
Wall of Force
Wall of Stone

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New Classes - The Watcher

The Order of the Watchers was born of a schism within the Order of the Golden Collar.

Practicality is their highest virtue, and they follow a simple code, defend the weak against any evil. Rugged, determined, never taking a backwards step, Watchers are called on to do the dirtiest of jobs—and to do them without complaint. Any awakened animal can call on a Watcher and be certain of protection; it's their code. But it isn't only unfortunate animals who draw on the special services of the Watchers. Anyone can if they can manage to draw a Watcher's attention.

Legends, local myths, and missing posters summon the Watchers, all of whom seek those creatures hiding in the shadows, plotting and pilfering from the upstanding folk of the realms. Where other orders defend and uphold in the light, the Watchers choose to walk in the darker places. They are found throughout the inhabited realms, plying their bloody trade. Wherever they go, they're valued—if usually from a distance. A reputation for killing, even if in defence of the weak, makes everyone wary. The Order of Watchers works to ensure that, whenever there's need, a Watcher is brought to a city, a village, any community where savage beasts lurk in the darkness.

Wandering Hunters

Watchers shun organisation and guild houses. Instead, each Watcher is a member of the order by grace of the tutorage of another member. Wandering the Gullet Cove and beyond, the Watchers inspire songs and cautionary tales in their wake.

Creating a Watcher

As you create a Watcher, the most important question to ask yourself is 'why?' Why has your character taken up the mantle of the Watcher? Once they set upon the path to becoming a Watcher, who taught them? How long did they remain under their tutorage? Do you still talk to your mentor? Then ask yourself 'what?' What monster did you first see that convinced your character they need to go out and track down creatures and monsters threatening the awakened animals? What monster did you slay first on your path to becoming a Watcher? What have you refused to fight? These are the questions that although not every Watcher will admit to, they have answered in their minds. They are the reason they will not stop, will not don the golden collar, will not stand by. These answers are why a Watcher continues on their path. Why they remain ever-vigilant, ever-watchful for the evil lurking just out of view of most.

Quick Build

You can make a Watcher quickly by following these suggestions. Intelligence should be your highest ability score followed by Constitution. Choose a background.

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Level	Proficiency Bonus	Class Features	Cantrips known
1	+2	Fight Smarter, Fighting Style	-
2	+2	Here to Kill Monsters, Silver Is for Monsters	-
3	+2	Hmmmm, Watcher School	-
4	+2	Ability Score Improvement	-
5	+3	Multiattack	-
6	+3	Arcane Scraps	3
7	+3	Watcher School Feature	3
8	+3	Ability Score Improvement	3
9	+4	Then I Die	3
10	+4	Force of Will	4
11	+4	Multiattack (2), Watcher School Feature	4
12	+4	Ability Score Improvement	4
13	+5	Safeguard	5
14	+5	Always Outnumbered	5
15	+5	Iron Skin	5
16	+5	Ability Score Improvement	5
17	+6	Watcher School Feature	5
18	+6	I Am What They Say I Am	6
19	+6	Ability Score Improvement	6
20	+6	Multiattack (3)	6

Class Features

As a Watcher, you gain the following class features:

Hit Points
Hit Dice: 1d10 per Watcher level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier per Watcher level after 1st

Proficiencies
You are proficient with the following items, in addition to any proficiencies provided by your species or background.

Armour: Light armour, medium armour, heavy armour, shields

Weapons: Simple weapons, martial weapons, improvised weapons, unarmed strikes

Tools: none

Saving Throws: Constitution, Wisdom

Skills: Choose four from Athletics, Nature, Survival, History, Animal Handling, Perception, Investigation, or Insight.

Equipment
You start with the following equipment, in addition to the equipment granted by your background:

- (a) silvered longsword or (b) silvered rapier
- (a) scale mail, (b) leather armour, or (c) chain mail
- (a) light crossbow, (b) a short bow or any simple ranged weapon
- (a) explorer's pack or (b) dungeoneer's pack
- (a) shield or any martial weapon
- (a) six javelins, (b) three hand axes, or (c) two daggers

Watcher Save DC = 8 + Intelligence modifier + proficiency bonus

Watcher Spell Attack = Intelligence modifier + proficiency bonus.

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Fight Smarter
At 1st level, you can substitute your Strength and Dexterity modifier with your Intelligence modifier when making melee or ranged weapon attacks and damage rolls.

Fighting Style
At 1st level, you learn one of the following fighting styles. You can change your selected fighting style when you gain a level in any class.

- ***Natural Attacks.*** Your unarmed strikes deal 1d6 bludgeoning damage + your Strength modifier. If you have a natural attack such as bite or claws that deal less than 1d6, increase the damage to 1d6.
- ***Swift Strike.*** You can make an additional attack as a bonus action provided the weapon does not have the heavy property.
- ***Staying Alive.*** You can add half your proficiency bonus to your AC (rounded down) while you are wearing armour that you're proficient with.
- ***Distant Strike.*** You can add your proficiency bonus to damage rolls for attacks made with ranged weapons.
- ***Move!*** As a reaction, you can swap places with a willing creature within 5 ft. of you that has been targeted by an attack or spell. You swap places with them and cause the attack or spell to target you instead. This must be declared after the target is declared but before the attack is rolled.

Here to Kill Monsters
Watchers specialise in hunting and stopping monsters of all shapes and sizes. At 2nd level, select a number of the following creature types equal to your proficiency bonus:

- Monstrosity
- Aberration
- Ooze
- Construct
- Fiend
- Undead

You gain advantage on Intelligence checks to recall information about your selected creature types and on Wisdom (Survival) checks to track them.

At 5th level, when targeting creatures of those types, you can reroll all damage results and use either result.

Silver Is for Monsters
At 2nd level, you treat your silver sword as magical for the purposes of overcoming damage resistances while you are wielding it.

Hmmmm
At 3rd level, there are few surprises left in the world to a Watcher. That and it has become part of their image to never let the world get under their skin. You are immune to the frightened condition.

Watcher School Feature
Whether through direct tutorage by another Watcher, spending time with a group of Watchers or through discovering first-hand a preferred method of hunting, each Watcher eventually reaches a point where they begin to tailor their approach to better suit their talents. At 3rd level, you select a Watcher School and gain the listed benefits. You gain additional benefits at 7th level, 11th level, and 17th level as detailed under your selected school.

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.

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Multiattack
At 5th level, when you take the attack action, you make an additional attack. You gain an additional attack at 11th and at 20th level.

Arcane Scraps
At 6th level, through practical experience and a few close scrapes, you have been able to piece together enough magical knowledge to turn the minor feats magical students perfect to your purposes. Shunning more advanced casting, Watchers instead focus on the speed of their delivery often pairing their use with a slash of blade.

You learn a number of cantrips from the Cleric or Wizard spell list equal to your proficiency bonus. Intelligence is your spellcasting ability for this feature. If you take the Attack, Dodge, or Dash action, you can cast one of these cantrips that normally has a casting time of an action as a bonus action. When you gain a Watcher level, you can swap one known cantrip with another one.

Then I Die
Watchers choose to live a dangerous life—death could be over the next hill and every day they choose to seek it out. More often than not, when hit by a blow that would kill another creature, Watchers just seem annoyed.

At the 9th level, when you are reduced to 0 hit points you instead drop to 1 hit points and may immediately take an action as if it were your turn.

You must complete a short or long rest before you can use this feature again. You gain an additional use of this feature at 18th level.

Force of Will
At 10th level, you have faced enough trials and monsters that you can resist even the most tempting enchantments. You gain proficiency in saving throws using Charisma. If you are already proficient, instead you become proficient in saving throws using Intelligence. At 16th level, you gain proficiency in saving throws using Intelligence. If you are already proficient in Intelligence saving throws, you gain proficiency in saving throws of one type of your choice.

Safeguard
At 13th level, when a friendly creature within 30 ft. of you is reduced to 0 hit points, you can as a reaction immediately either:

Move up to half your speed towards the friendly creature. Make a single attack targeting the creature that reduced the friendly creature to 0 hit points, if in range.

Always Outnumbered
Watchers often work alone or in small groups. Being outnumbered is expected, leading to those that live long enough to find ways of mitigating their prey's advantages in numbers. At 14th level, creatures targeting you gain no benefit from outnumbering you with melee attacks provided they are of a creature type from your Here to Kill Monsters feature.

Iron Skin
At 15th level, if you don't move during your turn, you may add +5 to your AC against any attacks aimed at you until the start of your next turn.

Practiced Silver
At 17th level, when targeting a creature of the same type as those currently selected from your Here to Kill Your Monsters feature, you deal additional damage equal to a number of d6s equal to your proficiency bonus on a successful attack with your silvered sword.

I Am What They Say I Am
At 18th level, you trigger a critical hit on a roll of a 18-20 on a weapon or spell attack roll. When you trigger a critical hit, you treat all damage dice as having rolled their maximum value.

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Watcher Schools

The Watchers have no centralised leadership or formal training regiment, but there are differing schools of thought on how best to match the magnitude of the dangers they face on a daily basis. Some schools have informal methods of entry being passed from Watcher to Watcher. Others are collected into manuals, scrolls, and stories that can be pieced together by those who know where to look. When Watchers come across another of their order, they find that some share the same tactics and methods.

Ant School

The Ant School teaches the Watcher to specialise in working with a team, protecting their team from harm, and using a momentary burst of strength to overcome larger foes. Senior Watchers of the Ant School use their wits to perform feats of strength that younger members can only dream of.

Defending the Nest. At 3rd level, when a creature makes a successful attack against a friendly creature within 10 ft., you can use your reaction to reduce the damage by an amount equal to your Intelligence modifier + your proficiency bonus.

Wrath of the Swarm. At 7th level, you gain advantage on attack rolls if you have more friendly creatures within 10 ft. than the targeted hostile creature has allies.

Defend the Many. At 11th level, if a friendly creature within 10 ft. is reduced to 0 hit points, as a reaction you can choose to take the damage that creature would have received instead.

Never Outmatched. At 17th level, creatures larger than you do not gain advantage on attempts to grapple or restrain you.

Wasp School

Students of the Wasp School specialise in mobility and using the speed of their attacks to overcome their foes. Popular among younger Watchers, the school requires extreme physical conditioning to achieve its impressive feats. Many who witness a practitioner of the Wasp School's arts believe the Watcher is under the effect of some form of magic, as they move with such grace and precision.

Seizing the Moment. At 3rd level, when you successfully make a melee weapon attack against a creature, you can immediately move 5 feet. This movement does not provoke attacks of opportunity.

Stripes of Speed. At 7th level, your movement speed is increased by an amount equal to 5 ft. multiplied by half your proficiency bonus (rounded up).

Buzzing of Steel. At 11th level, if you do not make an attack action during your turn, you may instead make two reactions that turn.

Lingering Wound. At 17th level, when you damage a creature with a melee weapon attack, you can expend your bonus action to attempt leaving a lasting wound. The targeted creature must immediately make a Constitution saving throw against your Watcher Save DC. On a failure, the creature suffers disadvantage on all attack rolls and saving throws until the end of your next turn. If you score a critical hit on a creature, it automatically fails the saving throw.

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Spider School

Students of the Spider School focus on ensuring they are able to recover from short skirmishes with their prey, whittling their foes down with poison and timed strikes, and preventing the foe from fleeing while slowly closing their web. Although this is not the most popular approach among Watchers, given the number of creatures who resist most poisons and the danger of transporting the components of the poisons, the Spider School persists. The legendary Watcher, Esther the Very Blonde, is believed to have been the first to use the Spider techniques while confronting the burrowing beast of Kalthe.

The Web's Nest. At 3rd level, you gain the following benefits:

- You can reroll hit dice spend during a short rest and use either result.
- While taking a short or long rest, you gain advantage on Wisdom (Perception) checks to detect creatures that approach your camp.
- You gain a climb speed equal to your walking speed.

Webbed Strikes. At 7th level, when you hit a creature with an attack of opportunity, the creature must immediately make a Strength saving throw against your Watcher DC. On a failure, the creature's speed is reduced to 0 until the start of your next turn. On a successful saving throw, the creature treats your melee range as difficult terrain.

Poisoned Blades. At 11th level, you deal an additional 2d8 poison damage when you hit a creature with a melee attack. If the creature is immune to poison damage, it must make a Constitution saving throw against your Watcher DC. On a failure, the target is paralysed until the start of your next turn.

Closing the Web. At 17th level, when you miss with a melee weapon attack, you gain advantage on the next melee weapon attack that targets the same creature.

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Fighter Martial Archetype: Avenging Captain

While many a fighter walks on land and does battle with the monsters and beasts that dwell there, you, my friend, have a different calling. While you may never have thought that you're training would have brought you to the sea, it seems you and the water are now forever connected by one who lives within it.

You are haunted by the image of a great beast from the depths. One destined to take something from you, or who already has. Whether it was your leg, a hand, a trusted companion, or something else, the sea has taken much, but given you something in return. A clear purpose. Whether it is seeking revenge against the creature who wronged you, preventing such a thing from happening to others, or just a desire to free the oceans of such monsters, you set off on an expedition you're sure will never end.

There's plenty of fun to be had as a fighter on the ocean, and plenty of money to be made if that's what you're after. But remember, these distractions may make a fine distraction for a short time, but the purity of your purpose forces you ever onwards, ever deeper into the ocean's grip.

Avenging Captain Features

Level	Feature
3rd	Strength of Arms, Bonus Proficiencies
7th	Captain's Sense
11th	Visions in the Dark
15th	Cast a Line
18th	Whale Hunter

Strength of Arms
You have spent years training and perfecting your abilities with a harpoon. You know the weight and feel of your weapon in your hand. With this feat you gain a harpoon attached to a line and are proficient in its use. The harpoon has a range of 60/120 ft. and deals 1d6 + your Strength modifier piercing damage at 3rd level. This increases to 2d6 + your Strength modifier at 8th level. When you use your harpoon, it takes one action to throw and one action to retrieve your weapon.

Bonus Proficiencies
You're one of the best trackers and fighters out there—after all you can do it all on the sea! That's impressive no matter who you are. You've bested pirates, smugglers, a really angry sea lion that one time, so take the win and boost those proficiencies. At 3rd level, you can pick 2 bonus proficiencies to add to your character.

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Captain's Sense
You know the ways of the sea in all its forms better than your own name. You can feel the changes in the air and the water as they approach. You could even say what or who it is that is trying to sneak up on you and the rest of your shipmates.

At 7th level your passive Perception rises by +2. If you are at sea, or any body of water, you gain advantage on all Wisdom (Perception) checks. No water dweller will get the best of this salty sea dog!

Visions in the Dark
At 10th level, as part of your increased senses now that you're a salty, seafaring scoundrel (or not as the case may be), you also gain night vision. No need for a lamp out on the waves to alert your enemies or scare your prey now! You gain darkvision to 60 feet in all directions.

Cast a Line
At 15th level, you ensure no one gets left behind or condemned to an early grave in the depths—the captain will see to that! Whenever a friendly creature is reduced to 0 hit points, if they are within range of your harpoon, you may immediately stabilise them as a free bonus action. You may use this ability twice per short rest. This increases to four uses per short rest at 18th level.

Whale Hunter
When you get that beast in your sights, you don't want to be caught napping, now do you! You had better keep your hand on your weapon at all times and don't let a single chance get away.

At 18th level you gain the ability to throw your harpoon as a free bonus action, alongside your additional actions and attacks. It still requires one action to retrieve your harpoon, however.

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Paladin Sacred Oath: Oath of Piracy

You have sworn yourself to the Pirate Code and the ways of the sea. You know that piracy entails more than just sword fights and swigging rum, you might love the sight of gold, but upholding the Code and all that comes with it is just as important. As a paladin, you are sworn to uphold the honour amongst thieves and make sure that the culture and lifestyle of pirates, privateers, and all swashbucklers don't get swallowed up to be nothing more than a hunger for treasure, booze, and pleasure.

As a paladin of the Oath of Piracy, you are sworn to the sea and all your fellows who sail upon it, but most of all your Oath is sworn to the Pirate Code set down by the Council of Pirates long, long ago. Or so pirates claim. It could be from last Tuesday as far as you actually know. Your actions will be witnessed and judged by the Council of Pirates, and you must uphold the Code or be stripped of your place in the epic tales of pirate history. And they are really epic!

If you breach one of the piratical codes, you break your oath and must seek redemption by giving away all your gold to another pirate crew in penance.

The Pirate Code

- ***Keep Battle Ready.*** You must keep your piece, weapon, and shield at all times clean and ready for action.
- ***Do Not Steal from Your Comrades.*** Every being shall be called fairly in turn by list on board ship for their hard-earned prize, a proper share of the loot. Do not defraud or steal from the company or your fellows.
- ***Uphold Democracy.*** Every being on board shall have an equal vote in the affairs of the moment. Anything that is for the common good may be voted on.
- **Stand by Your Shipmates.** Any that shall desert their ship in a time of battle shall be punished by death or marooning.

Level	Feature
3rd	Oath Spells, Channel Divinity
7th	The Pirate's Brand
15th	Marooned
20th	Channel the Kraken

Oath Spells

At 3rd level you gain oath spells as a paladin. See the Sacred Oath class feature for more information.

Paladin Level	Spells
2nd	*compelled duel, bless*
5th	*brandishing smite, calm emotions*
9th	*bestow curse, water walk*
13th	*ice storm, secret chest*
17th	*mass cure wounds, commune with nature*

Channel Divinity

When you reach 3rd level, you gain the following Channel Divinity options:

Honour Amongst Thieves. You gain advantage on all social checks and saves against other pirates. All other pirates have disadvantage when making melee attacks against you.

Cursed Gold. You can place a curse on a small item or coin in your possession to give to (or plant on) another. While the item is in their possession, they have disadvantage on all saving throws.

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The Pirate's Brand
Starting at 7th level, once per long rest, you may summon the spirit of the pirate brethren to your aid. For the duration of one encounter, you gain +4 Strength and three hit dice worth of temporary hit points. At the end of the encounter, you gain one level of exhaustion.

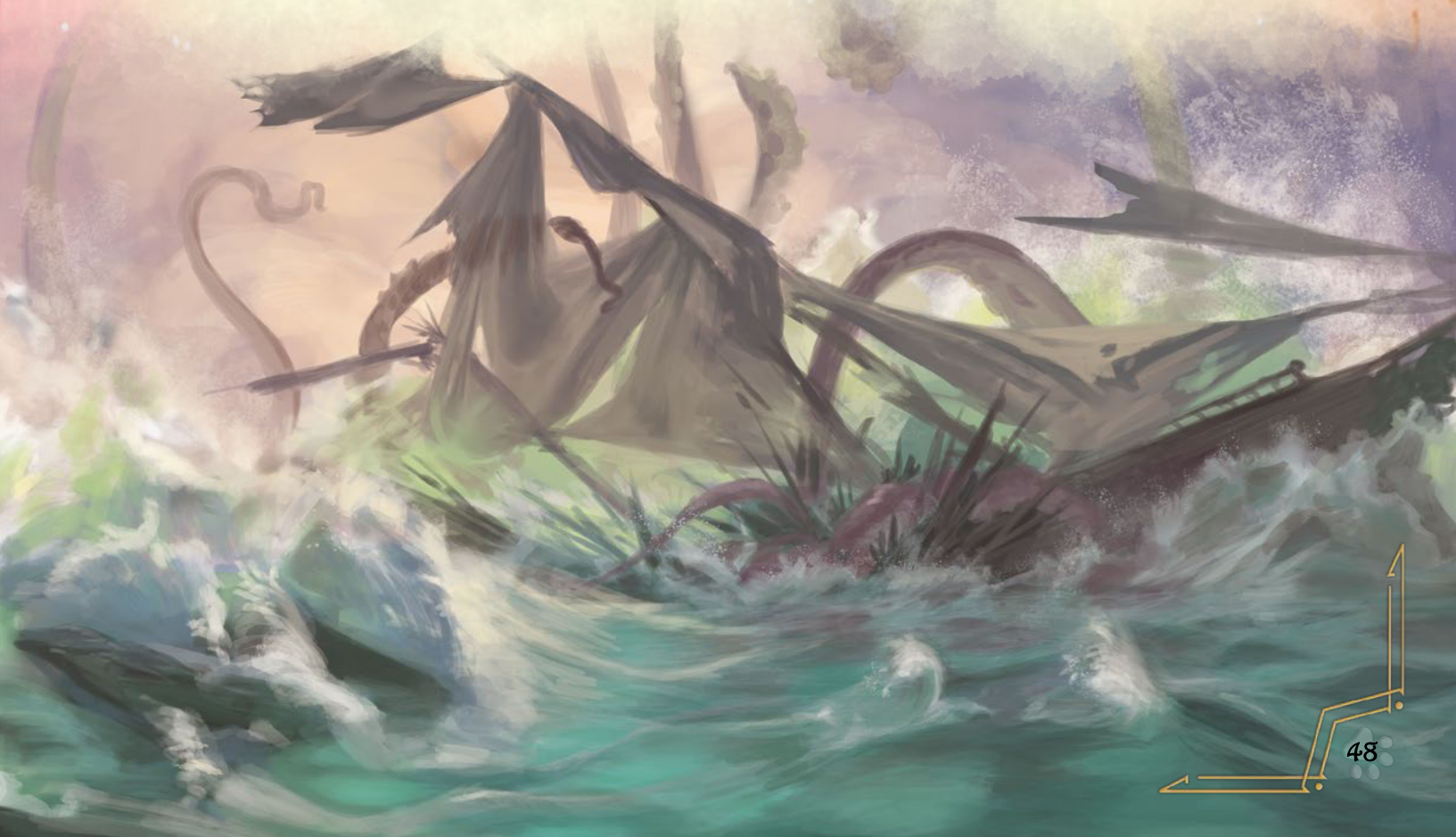
At 18th level, you gain +6 Strength and five dice worth of temporary hit points.

Marooned
At 15th level you can call on the Pirate Code to maroon an enemy on a deserted island. As a bonus action, you may cast *banishment* as a 4th-level spell on one creature you can see within 20 ft. You must long rest before you can use this feature again.

Channel the Kraken
Upon arriving at level 20, you gain the ability to summon the powers of the eldritch horror of the deep, the mighty and fearsome kraken. As a bonus action, you gain the following benefits for 1 minute:

- You gain the strength of the deeps, gaining +8 to your Strength and advantage on all Strength checks.
- Once, on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- After one successful attack, you may choose to automatically grapple your enemy or knock them prone.
- You can breathe underwater as though breathing air. If you're not underwater, you suffer no ill effects.

Once you use this feature, you can't use it again until you finish a long rest unless you expend a 5th-level spell slot to use it again.



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Ranger Archetype: The Sea Ranger

You were born for the sea. Maybe you grew up around it, maybe you stumbled into a fascination for it, or maybe you chose to study it. No matter the beginnings, you have a closeness to the waters, a bond with the element and its creatures that cannot be denied.

You have turned this link into something more, though. When you return to the sea, it sings to you. You know its moods, its habits, and its perils. It welcomes you into its folds, carries you to safe harbour, and gives you ample warning of oncoming surprises. There is no other ranger more beloved by the waves than you!

Sea Ranger Features

Level	Feature
3rd	Bonus Proficiencies, Spells of the Sea, Welcoming Waves
7th	Why'd It Have To Be Sea Snakes?
11th	Tuna'd In
15th	Blessings of the Wave-Walkers, Calm Waters

Bonus Proficiencies
Upon taking the Sea Ranger archetype, you gain proficiency in two additional skills of your choice.

Spells of the Sea
At 3rd level, your mind has been opened to the possibilities of your element. You find it easier to affect the world around you, making the water dance or even shooing away that pesky fog. You gain two spells, the *shape water* cantrip and the 1st-level spell *create or destroy water*. These do not count against a ranger's spells known.

Welcoming Waves
You know these waves like the back of your hand. At 3rd level, you gain a swim speed of 30 ft. and can hold your breath for 3 + your Constitution modifier minutes (minimum 90 seconds).

Why'd It Have To Be Sea Snakes?
Your knowledge of aquatic environments has given you special insight into some of its dangers. At 7th level, select two sea-dwelling creatures as additional favoured enemies.

Tuna'd In
At 11th level, your knowledge of sea flora and fauna is so acute that you can communicate with ocean denizens on a basic level. If a creature has an innate swimming speed, you can communicate with it through the use of gestures and sounds. This only works to a certain extent, to communicate basic ideas. Don't expect long, philosophical debates without the help of a *tongues* spell!

Blessings of the Wave-Walkers
At 15th level, your mind is opened to the many possibilities of your element and everything it—and you—might potentially accomplish. Water twists itself and dances at your whim, and you can extend your own comfort to your friends. If you did not already have *water breathing* in your spell list, you gain it. Moreover, you also gain the *wall of water* and *water walk* spells. None of these count against your known spells.

Calm Waters
At 15th level, you have such a rapport with the sea and its inhabitants that your mere presence has a chance to settle an upset heart. As a full-round action, you concentrate on emitting your calming energy into the air and water around you. Any hostile water-based creature in a 20-foot radius must make a Wisdom saving throw. The DC for this is 8 + your Wisdom modifier + your proficiency modifier.

If a creature fails its saving throw, it loses any hostility towards you. It essentially acts as though under the influence of a *charm* spell, eager to please, so long as you do not encourage it to self-inflict harm. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum 1) or until the creature takes damage. Once the effect wears off, the creature will not know that it has been affected by the spell. You can use this ability once per long rest.

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The History of Flotsam and the Faraway Sea

Its name is far too whimsical for the reality it scarcely describes. Surrounded by mists, storms, and seas high enough to fling whales into passing boats, the Faraway Sea is impassable. You can't go through it, only around it. The maelstrom covering the Faraway Sea is twenty-six miles in length and fourteen miles across. The storms never abate, never relent, never retreat. The only part of the Faraway Sea not entirely consumed by the night-dark clouds is a small patch where the islands appear before circling off again into the chaos of rain and lightning. Eventually, they return. Perhaps in a month, perhaps not for years. There're few rules about such things, and, even after years of study, the Observatory is no closer to guessing why some islands appear more regularly than others.

Within the mass of permanent clouds, behind the constant illumination of the lightning, beyond the surging of the sea itself, lies the rift—a schism in space and time, a place where reality ends and the raw chaos of creation seethes and shifts and spits. It's from this rift the islands originally emerged, or so they say. The energy of the gods themselves pours out of the rift and into the sea and is moulded before being added to the infinite carousel of islands, endlessly orbiting.

The rift, however, is mostly a theory. No one has ever actually, definitively, and verifiably seen it. After all, the luck required to gaze upon a magical maelstrom of that size and first return and second be sane and whole enough to speak about it… Let's just say the luck you'd need would be substantial. Scholars and scientists from the Observatory take a trip out to the fringes of the Faraway Sea frequently; they measure the storm, gauging its anger and its scale (apparently the storm grows angriest just before an island is about to appear), and attempt to gain some understanding of the means by which the fluctuations of magic in the storm create the islands and rotate them like a magician spinning plates.

No one knows what created either the rift or the Faraway Sea. Instead, there is endless rumour and supposition—some of it thoughtful, almost plausible, and some of it crazy enough to provoke outright laughter in those who hear it. To some, the rift is the mouth (or some other exposed anatomical portion) of a god. Left mute by some cosmic tragedy, the god pours their power out in this fashion, spewing their fury into the world. To those less predisposed to romantic notions—most of the Observatory, if we're honest—the rift is a split between planes of existence most likely, they claim, caused by some vast magical undertaking in the distant past.

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These scholars (with the relentless logic of their learned kind) point to the Isle of Dogs, just off the shore of Gullet Cove. Another island, wrapped in impenetrable storm and fog, save for one week in the year, the Isle of Dogs bares much resemblance to those of the Faraway Sea. The prevailing theory of the cause of the Isle of Dogs predicament is the hubris of the elves who first built Gullet Cove. Magical experiments led to all manner of strangeness and chaos in that ancient city, most spectacularly when a chunk of the shore was torn free and cast into the sea, bound up in storms. The parallel between the Faraway Sea and the Isle of Dogs has captivated the scientists of the Observatory, though no definitive link between the two exists. It's thought the elves might have been trying to replicate the conditions responsible for the Faraway Sea, inadvertently succeeding in producing a miniature version rather than a source of almost-infinite power.

For hundreds of years, different civilisations have flocked to the rift, attempting to divine its secrets. The islands were, at first, considered something of a novelty. Some became inhabited, for each island within the rift is protected from the storms, shielded in its own little bubble. These island communities grew, trading with the curious and then vanishing again, safe and insulated from the pandemonium of the world. Of course, sometimes, when these islands emerged again, those communities were gone—some torn apart from within, some from without—but many thrived. Soon, Flotsam and Jetsam emerged mirroring these island communities but also enabling the Observatory to begin tracking the fluctuations of the storm.

Over time, the Observatory became conscious of the strange treasures occasionally discovered on the islands—the *genius loci*. The gewgaws and trinkets, apparently so innocuous, and yet steeped in power, rapidly became an equal focus of research. Perhaps, it was reasoned, the true mystery of the Faraway Sea might be contained in these items that are disgorged by the storm itself. Thus far, there's been no convenient resolution, no single answer, only deeper mysteries.

Are the *genius loci* made as the islands are, in that same moment of creation? Do they, instead, form over time, crystallising into being as the island's identity takes shape? There is still no clear information on such matters. The only certainty is that the *genius loci* contain some fragment or trace of the enormous magical energy contained in the rift. It's speculated, by some, that the *genius loci* might form some sort of message, if properly interpreted. The mysterious monolith in the centre of Flotsam is often pointed to as proof of such claims. No one knows where the monolith came from, who set it up, or even when it was placed there. Some assert the town was built around it, others that it arrived much later, and still others maintain the whole thing is a hoax. No one is quite sure.

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Life Near the Faraway Sea

While Flotsam is the major hub for those living in or near to the Faraway Sea, some prefer to keep their distance from that particular nest of price-gougers, confidence tricksters, and drunkards, or as those who dwell there call them, neighbours. Ysandre, the legendary Pirate Queen, almost never docks at Flotsam if she can help it. Since she left Gullet Cove, she's stuck close to the fringes of the storm, hunting for something or someone and refusing to explain her reasons. There are few who'd push a woman as deadly with a cutlass as Ysandre for more information.

There's always scrap and debris to be found along the edges of the storm, though. Most of the various craft under the command of Madison Shaw, the self-styled admiral of Flotsam, patrol the perimeter of the rift. Sometimes whole boats drift suddenly from the grip of bruise-coloured clouds. Sometimes, it's mere remnants. These wrecks are never crewed; in fact, most show no sign of ever having been sailed at all, save their being on the sea. A few beams, usually buried deep in the hulls, have had symbols etched into them. None have ever been successfully translated, despite some Observatory experts touring the great libraries and archives of the world for years.

The constant storm, the general lawlessness around Flotsam, and the islands' continual motion ensure pirates often prowl along the route to Flotsam and around the Faraway Sea. This, to mariners, is known as 'the long hunt', as crews need to be ready of months of hard sailing—but the rewards can be extravagant. Rumours persist of chests filled with gold, suddenly ejected from the vast banks of clouds. And, if such luck is not with a ship, then there are always merchants and over-confident adventurers to quickly surround and relieve of their hard-earned wages.

Flotsam, despite its reputation, does its best to limit piracy, and, as a result, known pirates are forbidden from making port there. This means committed thieves must remain at sail, keeping out of the way of the regular patrols emerging from Flotsam. Of course, what is considered piracy for those who don't pay the right tithes to the Flotsam authorities is often looked on more kindly when carried out by those who do.

It's occasionally rumoured there are those who live inside the storm, somehow, cosseted in their own little pockets like the islands themselves, but in miniature. Some claim that Old Brass Knees, the peculiar elf who wanders around Flotsam, used to be such an inhabitant—a dweller in the storm, as the rumours dub them—though he never confirms as such, simply grinning and tugging his forelock in salute.

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Flotsam, the City of Exploration

Standing out among the locations in the Faraway Sea is a home for those who look upon the great expanse of the ocean and desire to uncover its mysteries. A home to the eccentric and the bold, Flotsam is a city whose ramparts are covered in numerous telescopes, mirrors, and wind gauges used to monitor everything from tidal movements to how many ships return home to the city at night. When visitors describe the city, certain buildings stand out, such as the enormous Observatory, which helps the city's Collegiate Council gather information on the Faraway Sea, to the enormous Exchange where merchants, shunters, and captains come to sell and trade goods.

Flotsam is a city dedicated to uncovering the mysteries of the world. Governed by the Collegium and their Collegiate Council, the city's motto of "Exploration, Experimentation, and Evaluation" is often repeated by scholars as a personal code. This way of thinking is not just limited to the professors and sages that walk Flotsam's streets but is adopted by many in the city. It is practiced by the chefs willing to experiment with herbs and seafood taken from across the ocean, the engineers who work on developing improvements to ships to allow them to navigate storms more safely, and to adventurers who develop special hand holds and braces to help rescue their comrades who are knocked from the decks of the ships they are on.

That is not to say life is easy in Flotsam. Despite its lofty goals, poverty is rampant in portions of the city, and all too often scientific experiments can rage out of control causing fires, rampaging elementals, and other dangers that threaten the people who live there. The wealth Flotsam has managed to acquire also makes its ships a tempting target for the pirates of the Faraway Sea, and while there are those eccentric fellows whose radical theories are sometimes proved right, there are many more whose strange theories are nothing more than scams that separate people from their hard-earned gold.

Flotsam also has the reputation of being soft compared to its counterpart of Jetsam. Pirate ships will often stalk vessels leaving the city as they believe that Flotsam ships will have holds laden down with rare elements, etherium, and expensive equipment that they can sell in Jetsam or somehow spin back around to sell in Flotsam's Exchange. While some Flotters are more consumed with their studies and are averse to conflict, the ships of Flotsam and the Flotsam Guard have kept the city safe since its founding, and Flotter sailors will proud sing songs celebrating their victories over those who seek to take advantage of the city. Thanks to the Collegium, the ships of Flotsam often have the best technology available to not only safeguard the city but to assist in investigating crimes.

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Life in the City of Discovery

The founding of Flotsam is shrouded in myth, but the most commonly told legend that newcomers will hear is how ages ago the Faraway Sea was a lonely place. The sea itself was becoming cluttered by driftwood, the wrecks of ships, and other things that had become lost upon the waters. Swimming out from their home island were the two sisters who left their tropical paradise to see what the ocean had to offer. Taking the form of enormous otters, they discovered that too many people were becoming lost on the sea and had no place to call their own. The twin sisters clasped their paws together and swam in a circle, creating an enormous whirlpool that brought the countless wrecks and pieces of driftwood together to form the two cities that would one day become the dominate centres of trade and living on the ocean, Flotsam and Jetsam.

For one sister, she decided her city would be a home for everyone regardless of what they believed. Believing that the world was home to exciting new things just waiting to be uncovered, she crafted her city to promote trade and exploration. Slowly settlers came to Flotsam and brought their beliefs and ideas with them, shaping it to become a place where being bold was not just about actions but about how to accomplish those actions. This belief has affected the city to this day, and factors into everything from how the city is run to Flotsam being the lifeblood of trade on the sea.

Flotsam is run by the Lord Governor, who sits at the centre of the board of directors known as the Collegiate Council. The individual governors on the council come from all the most prestigious academic groups in the city as well as representatives from the Flotsam Guard and the Flotsam Guild. The council's decrees and laws are administered to the city through the Collegium, which forms the bulk of Flotsam's government. The Lord Governor is responsible for the overseeing of any projects carried out by the Collegium, the management of any crisis in the city, and making sure that relations with Jetsam and settlements on the islands of the Faraway Sea continue to be peaceful and amicable.

Knowledge is not just power in Flotsam; it is also as valuable a resource as etherium and doubly so if it involves the procurement and refinement of that substance. A rumour, a story, a note stolen from a merchant's desk, or even the private diary of the governor's wife may have a piece of knowledge so rare that it can shape someone's destiny.

Current Governors of the Collegiate Council

There are twelve positions on the council, each one coming with their own title and responsibility. The most prominent positions are:

- ***Lord Governor*:** Currently held by Madam Ameliah Vagonbrey, the Lord Governor has authority to manage the concerns of the council and rule over the city. She is currently trying to keep the council from spending its meetings locked in endless debates and wants to shift the usually intractable council into making decisions on key issues affecting Flotsam.

- ***Constable Governor*:** a position currently held by Deree, a mandrill who lost an eye fending off a pirate attack years ago—is responsible for keeping the peace in the city and is in charge of the Flotsam Guard.

- ***Spiritual Governor*:** In charge of keeping the peace between the numerous faiths of the city, Spiritual Governor Cotriah has only recently arrived in the city and is said to believe in heresies. They have, however, managed to unify most churches in the city and have helped the poor out considerably.

- ***Mechanical Governor*:** Managing the maintenance of devices considered essential to the prosperity of the city, Mechanical Governor Rrorp is a walrus who is constantly swimming in and out of the ocean around the city with tools and parts mounted to her harness. Her job is a thankless position, and her department seems always underfunded.

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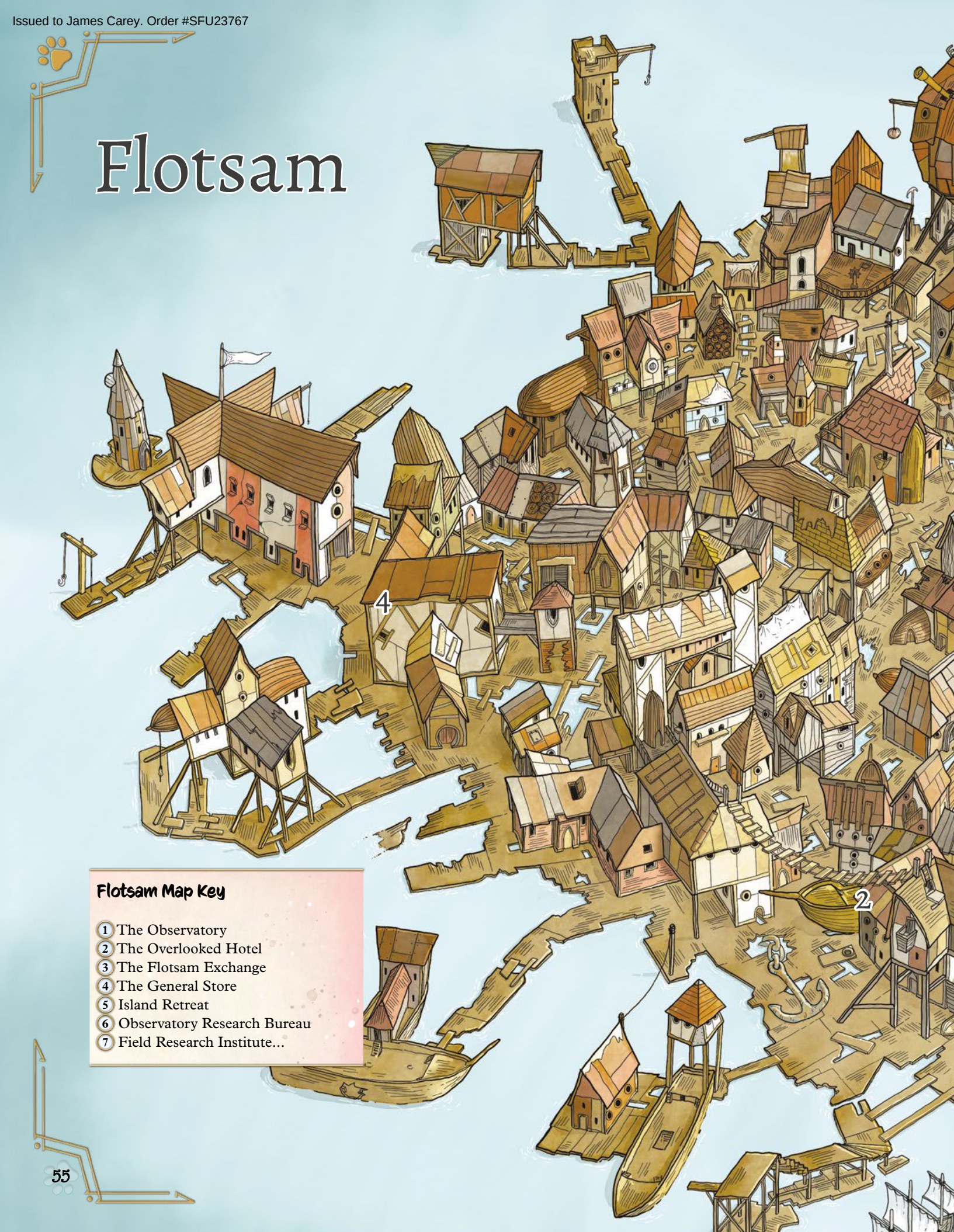
Flotsam



Flotsam Map Key

1. The Observatory
2. The Overlooked Hotel
3. The Flotsam Exchange
4. The General Store
5. Island Retreat
6. Observatory Research Bureau
7. Field Research Institute...

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Key Locations in Flotsam

"If you do not like the city of Flotsam right now, just wait a week, and it will change." This statement, often uttered by the Flotters who live there, reflects the fluctuating nature of the city. Where Jetsam's inherent chaos is due to its ever-expanding nature, Flotsam's is due to its desire to constantly improve on what is there. A city known to experiment with finding new ways to do things, Flotsam routinely changes not just with advances in technology but in what being a trade hub brings in with varied people and awakened animals passing through, philosophies debated in every eatery, and even fresh artistic styles from islands all over Faraway Sea. Historians of the city often break down its history into eras where a certain trend was made popular or when a new artistic style was being used in its buildings.

1 The Observatory

A modern marvel years beyond even the wildest academic theories of the age, the Observatory is a continuous experiment, always in motion. It features some of the greatest technological achievements possible from the most powerful telescopes, barometers so sensitive a sneeze can overwhelm them, to other devices whose purposes are still not understood—even by the researchers who made them. It is said that the Observatory has created devices that are responsible for Flotsam's continued success in detecting lost islands across the Faraway Sea, and rumours abound that the scholars working on these devices are capable of communicating with ships far off at sea.

It is often prone to random bouts of explosion and collapses of its structural supports, and the sounds and odours that emanate from it can cause even the most stoic and iron-willed of people to go diving into the sea to spare themselves the assault to their senses. But there are still those that have faith in the mission of the Observatory despite these flaws. The diehard believers in the project have been able to deliver incredible results over the years, although the structure is also shunned by others for its allegedly supernatural nature. Few of those who work in the building can explain where their ideas on how to improve the Observatory come from, and stranger still is the technology used in its construction. Stories of mysterious figures, blinding lights, and voices speaking out of nowhere frighten the people of Flotsam not accustomed to these enigmatic sights.

While the Observatory is expensive to maintain and improve each year and is distrusted by some in the city, it is also responsible for giving Flotsam an edge when it comes to finding new islands and with gathering information from across the Faraway Sea. The Flotsam Collegiate Council is strict in their demands of the facility, but they know that much of Flotsam's continued success with shunting depends upon the Observatory's findings.

Being a centre of trade means that Flotsam is the source of numerous rumours and tall tales that travellers are bound to encounter as they stay in the city. Some of the most common ones are:

- The Observatory, ORB, and other strange devices in Flotsam are all part of some massive war machine with which Flotsam will use to rid the ocean of pirates once and for all and could be used to bring Jetsam to its knees.
- There is a heretical cult that believes there were not two sister goddesses but three, and that the third left to found a secret city somewhere on the ocean that is home to pirates and criminals.
- The Collegium is involved with a pact with some ancient species that lives on the ocean floor. At night, you can see strange lights and beings lurking in the water just outside of the Collegium's central building.

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2 The Overlooked Hotel

Flotsam has dozens of inns and flophouses for travellers to stay in, and they range from the barely serviceable to fine places to rest your head. But what if you are seeking a genuinely pleasant stay, particularly if you are an animal who finds steps designed for humans a challenge to climb or a lack of places for a bird to rest their tired wings from travelling? The Overlooked Hotel is the place to visit. The Overlooked is not easy to overlook due to the large crowds of animals moving to and from the building, hoping to find a spare room. Established by a beagle named KT Mortimer after she was tired of sleeping in crudely fashioned crates or being unable to reach the doorknob for her room when she came to the city for business, she invested her profits into crafting a place where all animals (and the odd human) could rest comfortably. The hotel has its own concierge, bellhops, and a large warthog named Samson guarding the front door.

Inn owners across Flotsam are not fond of the Overlooked, and frequently complain regarding the smell that emerges from it. But not only is the hotel popular among animals living in the city, it also has the financial support of the Guild. The Guild uses the hotel to wine and dine animal merchants and adventurers who enter the city, and visiting scholars are often given the finer rooms on the top floor. Some claim since the Guild started taking an interest in the hotel that its rates have risen sharply and have priced out animals who barely have two coins to rub between their paws, but for KT, she welcomes the financial interest.

3 The Flotsam Exchange

The dream of those who sail the Faraway Sea is to encounter a grand treasure so vast that they never have to work again. Countless works of fiction depict these exploits to starving Flotters desperate for a break. Should a shunter find even a spec of treasure out upon the sea, there is one place where they can hope to spin it into greater riches, and that is the Flotsam Exchange.

Home to the Flotsam Guild, the Exchange is a massive bazaar where each day hundreds of people gather to exchange goods, convert their etherium dust and nuggets into currency, and invest in promising ventures. At times, it has an almost carnival-like atmosphere as barkers sit outside of the building telling passers-by about the current costs of etherium and the fates of ships lost out on the sea. Inside, the sound of hundreds of voices creates a cacophony of business that many put up with just long enough to get their coins and leave. The Exchange even has its own section dedicated to animals where specially constructed furniture enable animals to walk up ramps to have their etherium appraised by specially trained clerks.

As the financial heart of Flotsam, it is one of the most well-guarded sections of the city. It is the security of the Exchange that brings the Collegium and the Exchange together. Crime is rampant around the Exchange despite the city's best efforts. Petty crimes, such as pick pockets and grifters, are generally accepted as an unavoidable side effect of having the Exchange. More serious crimes, from forgery to those bold enough to try to rob the vaults of the Exchange, are rarer but are known to happen. The Collegium has placed not only guards but many inventions and state of the art locks in the Exchange to prevent these events from happening, and those suspected of acting suspicious on Exchange grounds are often arrested on sight and questioned later.

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4 The General Store

Once a quant frontier shop set up on the western pier of Flotsam, the General Store has become so large and synonymous with selling goods that when Flotters mention going to the General Store they more than likely mean the large shop run by the cat. One of its owners is Jim Claw, a ginger tom who is rumoured to have been the star of a theatre back on the mainland before he came to the Faraway Sea. His best friend, a human named Bob McGill, can be seen working at the back of the shop and bringing in goods to the shop. Jim's quick wit and gift of gab is often accented by Bob's occasional quick remark or straight-faced comment.

The shop began using a small portion of Jim's vessel on the western pier but now dominates the ship completely. A canopy has been erected over the top of the ship, and numerous stalls and barrels line the sides of the vessel. The shop has a strong pirate theme, and this is quite intentional. Although Jim and Bob do their best to acquire the majority of their goods legally, they have on occasion purchased goods from known pirates when certain items become hard to obtain. Jim has been known to sell goods on a sliding scale depending on how much his customers are able to pay. Though if you rub the pair the wrong way, they have been known to shift their prices from the reasonable (if you have shown kindness to others) to the extreme (where they may not like you but do not mind turning a profit off of you.)

5 Island Retreat

Need a drink? Head to the Island Retreat! Need information? Head to the Island Retreat! On the run from someone and need a place to lie low for a while? The Island Retreat welcomes everyone and hopes to help anyone it can—for a price.

Few know when the strange bar opened its doors, but the moment a visitor describes a small piece of its garish and eccentric appearance, locals know exactly where to point them. Built into the top deck of one of the founding vessels of Flotsam, the Island Retreat has small tables surrounded by palm fronds, large masks covering the railings surrounding the bar, and most strangely, a large wall overlooking the ocean made up of fishbowls of every shape and size. Some fishbowls are full of eccentric tokens found from across the seas, but others are full of exotic fish, strange reptiles, and creatures which defy categorisation.

Strangest of all is the large eyeball mounted into a glass ball on the steering wheel at the centre of the bar. It appears harmless, but occasionally it can be seen swimming along to any music that is played. Its piercing gaze can be unsettling at times, and those who start trouble in the Island Retreat often notice it gazing with such intense anger that they back out of the bar without much of a fuss.

The owner of the bar, Yesha, is an ageing woman who very rarely says a word to her customers but almost always seems to know how to make their favourite drink without any prompting. Between making drinks, she is known to sit at the bar, sipping from a large tankard of beer with a single umbrella sticking out of it. Once a patron tried to ask her why she always sat alone, expecting her to go into a sad story about a lost love on the sea. Instead, she just uttered, "The drink is not for me," and gave them a knowing look as the eyeball in the bowl looked on. No one has been brave enough to ask what she meant by that since.

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6 The Observatory Research Bureau (ORB)

The Observatory Research Bureau, or ORB, is literally an orb-shaped building constructed of driftwood, old vessels, and various pieces of metal scavenged from dozens of shipwrecks and islands over the years. Numerous smaller telescopes, binoculars, and other devices are studded across its hull, but crowning the top of the orb is a gargantuan telescope whose intricate nature was the work of dozens of scientists and inventors. The devices at ORB are said to be able to see for miles across the sea from Flotsam as well as able to catalogue the movement of the stars above. In stark contrast to the academic work at the Observatory, numerous runes of power, ancient talismans, and good luck charms have been grafted onto the ORB building over the years. Some academics dismiss the need for such baubles while the priests and sorcerers guarantee that without magical aid, the entire structure would collapse in on itself.

ORB also offers laymen the chance to see scientific findings directly. While the Observatory is still not well understood by the people of Flotsam, the ORB allows for anyone to see through its lenses and look upon vast distances. This has led to some to trust the findings of the ORB researcher more than the Observatory, as proof of its findings are readily available. It is not uncommon for groups of adventurers, hoping to overhear of some startling discovery or lend assistance to those who find some imminent threat to the city through the great telescope, to offer their assistance for a cut of the profits of the venture.

7 The Field Research Institute for Terrestrial Eventualities (FRITE)

One of the most recognisable sights in all of Flotsam, the enormous castle jutting forth from the western pier of the city is recognisable from countless paintings, tall tales told in taverns late at night, and by the ominous sounds that emerge from it at night. Flotterdam Castle, as it is known, is the headquarters for the Field Research Institute for Terrestrial Eventualities, or FRITE, which is an organisation dedicated to the study of strange occurrences and metaphysical issues that affect the Faraway Sea. The castle appears from a distance to be constructed of stone and mortar, but upon closer inspection, it can be discerned that the building is made of carved driftwood and the remains of wrecked ships. The bricks are nothing more than carved wood and heavy coats of paint.

FRITE advertises across the city as an organisation willing to help Flotters with issues that the Flotsam Guard are unable to help with. These can include mundane threats such as helping with obscure and rare diseases and operating a free hospital (though most avoid the hospital due to the group's sinister reputation) to helping victims of demonic possessions, hexes, and the surprisingly common polymorph curses.

The three most visible spokespeople for FRITE are known as the Devil's Three. They are a trio of doctors in heavy robes and plague doctor masks who are willing to take on any case and for a fair price, often for free. While Drs Feend, Deemon, and Cruelhart are often depicted as villains, their jovial demeanours and dedication to finding solutions have made them heroes for those who seek out FRITE's help. The Collegium has mixed feelings on FRITE as of late. There are many on the Collegiate Council that believe that FRITE's meddling has done more harm to the city than good. Inspectors working on the behalf of the Flotsam Guard and the Collegium regularly visit Flotterdam Castle to deliver complaints and perform inquiries into their activities, but there are dark rumours that each time an inspector enters the castle, another bat joins the swarm flying around the battlements at night.

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Key People of Flotsam

Madam Wilder

When Madam Elizabeth Wilder, owner of the eccentric Wilder's Ideas, came to Flotsam, she was the daughter of a bookseller who was only interested in selling simple briefs on things that already existed. After an eye-opening moment where she saw a strange creature swimming alongside the vessel that brought them to Flotsam, she realised that the world was full of much grander and exciting things than simply reporting on what already is. Her combination tea shop and tavern brings in academics and scholars from across the Faraway Seas to discuss matters considered too impractical or absurd to be taken seriously by more practically minded folks. Madam Wilder's brightly coloured clothing featuring a mishmash of styles as well as her often quirky and elaborate hairstyles make her instantly visible across the room, though her stoic goat assistant Cesario tries to do his best to keep her focused on the tasks at hand.

Drs Feend, Deemon, and Crulehart: The Devil's Three

Many know the reputations of the physicians known as the Devil's Three. Clad in black robes with stark-white pointed masks, they are often looked upon as sinister interlopers by many in Flotsam due to their unsettling appearance and off-putting names. What many are surprised to find is that these doctors are some of the foremost experts in their fields, and their kindness and generosity often comes with no strings attached. Dr Feend, an albatross, is an excellent surgeon who ascribes to unusual theories. Dr Deemon, a young dwarf who stays clean-shaven, is a skilled physician whose skill in piecing together symptoms and creating medicines has led him to be the resident diagnostician. Dr Crulehart, a soft-spoken ogre, is an expert in treating sickness through local plants, and though she often sits quietly, letting her comrades speak instead, she is well versed in those diseases that plague the mind and soul.

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Grim Wing McKenzie

An eagle whose muscular frame and strange colouration of a cross with a dagger on his back feathers, Grim Wing McKenzie has served on numerous vessels over the years. Said to be a pirate whose love of treasure dissipated after suffering from a broken heart, McKenzie sits in pubs across Flotsam sipping on a single beer and smoking his pipe. He offers his services for a reasonable fee if the price is right and if there is a promise of great adventure. Those who try to get him to open up about his past are met with his piercing blue eyes, and those that press the matter are too often forced to pick themselves up off the floor after a quick and decisive brawl.

Madison Shaw

An enormous Saint Bernard, Captain Shaw pilots the largest shunting vessel in the sea. Many consider her huge size, which is large even for a canine of her breeding, to be the side effect of a curse that she must have encountered while exploring the ocean. Her vessel, the *Deep Dish*, has had great success over the past few years, and many credit it to her absolutely fearless skills as a pilot and motivator of her crew. Where she came from is a mystery, but many say she had the scars on her snout long before she took up the captain's hat.

Blotter Thorpe, Master Hunter

A ferocious looking grey cat with a jagged scar on the right side of her face, Blotter Thorpe is a renowned hunter capable of finding anyone both inside the confines of Flotsam, Jetsam, and across the Faraway Seas. As a skilled tracker, it is said she can bring any quarry to ground. Rumours that she was not always a hunter range from her once being a rich merchant, a noble's daughter, and even captain of her own pirate vessel abound, but one thing is for certain: she shows absolute kindness to those who need it and bitter hatred to those who deserve it. Her only companion is a mutt named Vulf who often serves as her personal valet and weapons bearer.

Zivago Zarclay, Caretaker of the Observatory

The oldest living member of the staff of the Observatory, Zivago Zarclay moves through the facility like a ghost. Often ignoring any attempts to converse with him, the aye-aye has an almost preternatural awareness of what the Observatory needs to have repaired at any given time. There are times at night when Zivago shares cups of tea with his beloved building and will often sing songs to it at night before he goes to bed in his hammock that hangs off of one of the antennae on the side of the building. Zivago is kind, and though he can be a bit curt in his dealings with others who work on the Observatory, he will stop to explain what he is doing to those who show respect for the building.

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Magical Islands in the Mists

Islands emerge from the mists and storms of the Faraway Sea all the bally time, what? And people like you and I, those with adventure in their souls and a healthy love for the feel of gold in our coin pouches, do tend to like a bit of a jaunt over there. Course, no one is ever going to get to see 'em all… Far too many. But I've been to a fair number over the years. So, I've put together a bit of a tourist's guide, you might call it. Some maps a good old otter friend of mine, Albert, drew up, and some notes on what you can expect to find. Nothing exhaustive, I'm afraid, but what would be the bally point of going yourself if they were, eh?

Let's hope they're of some use to you!

Note: *All island sizes are given in hexes. This represents the total number of hexes that make up the island. For this scale, 1 hex equals 6 miles.*

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Chronologica

Time is of the essence on Chronologica. Quite literally. The place is organised around the constant ticking of the vast clock, suspended in the heavens above. Formed from the smoke of a dozen massive factories, the phantom clock is visible from every point on the island, its ticks audible in every ear. It's enough to drive even the strongest-minded creatures to madness. Chronologica is not what you'd call welcoming. It was once, long ago, before Mr Fugit arrived. Mr Tempus Fugit is the self-styled 'Lord of the Island', though he also goes by the titles of Governor and, when he's feeling particularly grandiose, Master. Where Mr Fugit came from, none are sure. There are only rumours, suggestions, and whispers. None of them convincing. The only established facts surround what he did to the island. Chronologica had always been an island of clockwork. Here, the rivers are controlled by impossibly old clockwork lochs and gates. The mountains rotate on vast clockwork platforms, following the sun so that one side is always cold and the other always warm—no one knows why that's important, but apparently it is. The waters around the island buzz with cogs rotating at speeds fast enough to chew through the hull of any boat passing by. Rumours also abound that the cogs generate an enchantment that prevents anyone teleporting onto the island. This means getting onto Chronologica is carefully controlled. Mr Fugit is not about to allow any unauthorised visitors to his island to disrupt the manufacturing in his factories, and with a mercenary army of drop bears at his command and his terrifying walrus bodyguards, he's more than capable of stopping them. Visitors should certainly not be asking too many questions about what is being made in those factories—or who works in them.

Size: Large (10 hexes)

Genius Loci

The Pocket Watch of Magister Tick

The Pocket Watch of Magister Tick is a perfectly made pocket watch, wrought in gold and brass, and with a tick so pure one can listen to it as one listens to an orchestral symphony. Of course, it's in the possession of Mr Fugit, so it's pretty hard to get hold of…

Note: For more information on the Pocket Watch of Magister Tick, see page 126.

Island Special Rules

An island of absolute discipline, everything is regimented, everything ordered, everything proceeds to the tick of the clock. There is no room for disobedience here or for individuality or thought. What matters is the correct observance of time and the productivity of the factories. Not every island can be fun!

- **Time Management.** While time is strictly managed on Chronologica, there's also a bit more of it about, if you know how to use it. Once per short rest, a player character may suffer 3 hit points of damage to make a third action during their turn, as they draw on a little of this leftover time energy.

- **No Running!** Running is forbidden on Chronologica. If you need to run, you've set out too late! You cannot take the Dash action while on Chronologica.

- **Machines Take Heart.** Characters with construct traits or artificial humanoid or clockwork ancestry increase their speed by 5 feet while on Chronologica. They also regain a number of hit points equal to their Constitution bonus when taking a short rest (which is in addition to any the character gains through spending Hit Dice).

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The Buzzing Bay

Upon taking control of Chronologica, Mr Fugit's first move was to render the island virtually unreachable, save through very specific channels. Channels he could control. What's the point of taking over an island, controlling time itself, and then letting a load of adventurers and heroes queue up to try and take it off you? Mr Fugit is many things—including *fairly* evil—but he isn't stupid.

The rocks, shells, pebbles, and even some of the fish swimming off the coast of Chronologica have been turned into cogs and gears by their long exposure to the powers of the Pocket Watch. Using this power, Mr Fugit forces them to spin endlessly, churning the waters around Chronologica into a gleaming white foam. The cogs generate an invisible, impenetrable barrier that prevent folks from teleporting onto or away from the island. Spellcasters can use teleportation magic inside this dome and can even translocate themselves right up to its very inside edge, but nothing happens when a spell is cast with an intended destination outside of the sphere.

This network of rotating cogs is known, to those on Flotsam at least, as the Buzzing Bay on account of the unmistakeable sound, audible from the floating town as soon as the island comes into view. Ships trying to slip through the impassable network of gears are shredded in seconds, their hulls crunched into matchwood. The crews are always rescued but forced to pay for their lives by toiling in the Great Factory. Nothing Mr Fugit does is ever impulsive —or for free—and those who fall into his grip seldom escape. Those who don't wish their ship to be broken to pieces must be 'clock wise' and approach the island's sole port. There they'll be signed in and must agree to always follow the ERA code of the City of Clocks or risk imprisonment.

The City of Clocks

Enormous in size and scale, the City of Clocks dominates the entirety of Chronologica. It sprawls everywhere, a behemoth of brick and mortar. It clambers up the mountains, destroyed the ticking forests, and filled in the pendulum lakes. It, driven forward by Mr Fugit, took over the once-paradisiacal island and turned it into a smog-filled world of narrow streets, of gas-lit ginnels, and of looming factories, constantly working. Clocks can be found at every street corner in the city, their glowering faces reminding the inhabitants of the time and of their duties. Most of the clocks are more than simply faces telling time. Nearly every one has a mouth, barking orders at those moving too slowly, too quickly, or not moving at all. Above the city hangs the Great Phantom Clock. Made from the smoke and factory fumes belched into the air from a thousand chimneys, it is suspended in the air, a grim, grey god. There is nowhere on the island it can't be seen from, a constant reminder of *the jobs you should be doing!*

There are inns, hotels, theatres, and gambling dens in Chronologica, just as there are in every city. But they do not operate freely, and each is really a front for collecting information on citizens who breach the thousands of laws contained in the Edicts of Righteous Actions (ERA), penned by Mr Fugit himself. Those citizens who do breach the ERA code are summarily arrested and dispatched to work off their sentences in the Great Factory. Mr Fugit's police forces consist chiefly of modrons, of various castes. Their love for order drew them to the City of Clocks, and they were only too happy to follow the orders of Mr Fugit. Orders bring order, after all.

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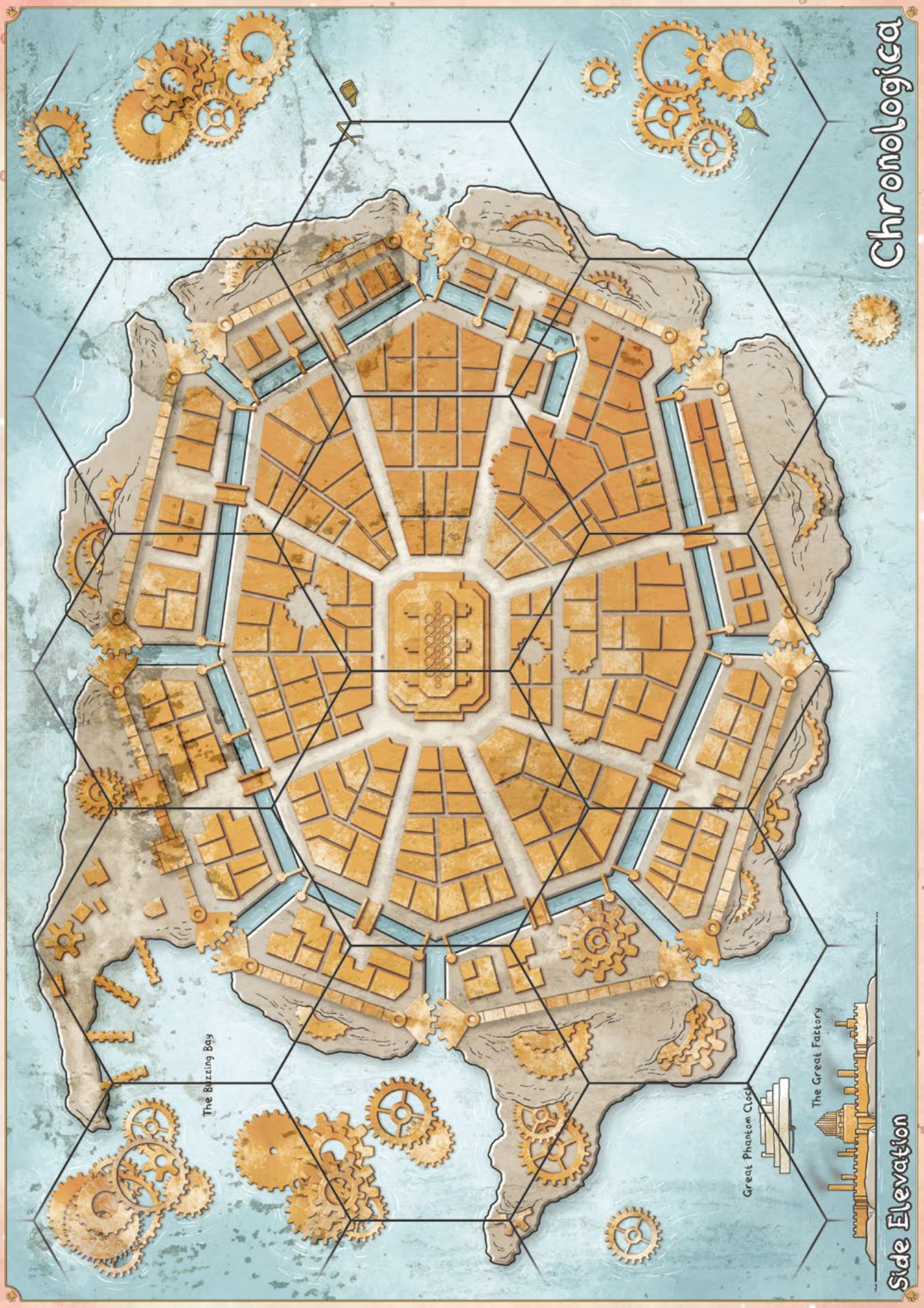

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The Great Factory

There are scores of factories in the City of Clocks and spread across Chronologica. Each manufacture different things, trading them with other cities and nations from far away. It's not entirely clear how Mr Fugit manages such transactions given the island is so often surrounded by an impassable storm and how few ships ever dock at the port. Nevertheless, one of the reasons Mr Fugit's aggressive requisitioning of those who stray into his waters or break the often-ludicrous laws of his city is tolerated by so many is because of his wealth, and the degree to which other local powers rely on the goods he produces. But all of this is as nothing to the size, and importance, of the Great Factory. It stands at the centre of the City of Clocks, dwarfing everything else around it. With at least a hundred chimneys lining its roof and a dozen floors, it stretches for over three miles. Those who are unfortunate enough to become indebted to Mr Fugit in any way end up here. Some are released, having served their time, though none are ever after able to say what it was they did in there, what they worked to create. Their memory of their time inside its walls is carefully wiped. Some occasionally try to escape, but none make it. They're stopped by Mr Fugit's specially trained guards. While the modrons might work inside the Great Factory, they aren't trusted to guard it. Instead, the place is watched over by a force of drop bears. These strange, aggressive creatures work as mercenaries, loyal to the highest bidder, and none bid higher than Mr Fugit. Anyone trying to break in through a window or bust through a door, is certain to be taken down by the backside of a brutal drop bear. It doesn't stop many trying, driven to such desperation by the question: what's Mr Fugit building in there?

Encounters

Those who wander the smog-occluded streets of the City of Clocks are likely to encounter an array of its strange denizens. Some are entirely innocent, simply citizens unable to get away, employed for nugatory wages in the endless factories, and resigned to their lives of drudgery. Others are the agents of Mr Fugit, seeking to press anyone they can into service at the Great Factory, for an impingement of the law, or simply because they can…

D10 Roll	Random Encounter
1	1d8 **monodrones**
2	1d8 exhausted **goblins**, wanting to go to bed
3	1d6 drunken **thugs**, spoiling for a fight
4	2 **bugbears**, accompanied by a guard of 4 **tridrones**
5	1d6 + 1 factory overseers (use **guard** statistics), looking for new workers
6	1d6 **duodrones**
7	1d4 + 2 **drop bears**
8	1d3 scared-looking factory workers (use **commoner** statistics)
9	1d10 + 2 **drop bears**, searching for anyone they can rough up
10	**Mr Tempus Fugit**, accompanied by 6 **drop bears** and 4 **pentadrones**

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Flicker Island

If you're hunting around the Faraway Sea for exquisitely crafted furniture or knick knacks—or maybe even a great warm blanket to take to a snow-covered island—you'll likely hear praises being sung about the artisans from Flicker Island. A picturesque island that comes around occasionally, Flicker Island gets its name from the way light ripples off the woods, seemingly stuck in a pleasing autumnal prism. Or, if you ask visitors to the island, they might tell you that the name probably comes from the mysterious, flickering lighthouse which first drew their attention to the island. Either way, everyone agrees that there's just something about Flicker Island that makes everyone on it talented at crafting!

Old tales about the island mention a series of caverns near the centre of the island that serve as a vault of sorts for the island's most precious item, the Crafting Coffer, which is said to bestow extraordinary talent upon anyone who possesses it, granting them the ability to craft the finest items known to the world. Of course, if you ask a local about the fabled coffer, they'll just laugh and tell you they learned all of their skills from their mum, or uncle, or even from a friendly neighbour. They'll also caution you, in an unexpectedly serious tone, that the caverns beneath the island are full of danger and monsters so it's best not to go hunting for trouble. Where's the fun in that though? Aren't you an adventurer after all?!

Size: Small (7 hexes)

Genius Loci

Crafting Coffer
Images of various tools and craftsmen adorn this small stone chest. The engravings are not static and seem to change but never when looked at directly. When you turn your head away and back, new designs decorate the coffer. The changing images show a progression of crafting, and with repeated viewings, you can watch a particular item being fashioned. The coffer appears to be made of solid stone but it has no discernible weight.

Note: For more information on the Crafting Coffer, see page 123.

Island Special Rules

Arriving at Flicker Island, you find yourself filled with awe and wonder at the marvellous sights and beautiful scenery! The locals are friendly and more than happy to show off their beautiful creations.

- All player characters gain advantage on their first check each day to use any tool.
- Player characters who spend more than a few hours on the island begin to notice strange apparitions at the edges of their vision. These figures seem to be inviting them to follow them towards the centre of the island. None of the locals notice these figures. *Use the statistics for **ghosts** to represent these figures if you like, allowing them to take the form of any person or awakened animal. Remember that these figures are not hostile!*
- The caverns that lie beneath the island are a constantly shifting maze of tunnels. Any checks made to navigate the cave system are made with disadvantage. All creatures who live in the caverns, however, have advantage on these checks and will attempt to lure the player characters further into the maze.

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Twinkleton and Glimmer Bay

Almost all of the inhabitants of Flicker Island reside in the two villages that rest along the shoreline. Twinkleton is on the north-eastern shore and Glimmer Bay is nestled in a small cove on the western shore. Both villages are dotted with cheerful little bungalows that are perched on posts just above the sparkling water. The bungalows are connected to one another via a series of wooden boardwalks, and the central "town square" for each village sits just off the beach, a vibrant marketplace surrounding a central festival area with large tables. The marketplaces are sprinkled with colourful stalls draped in fabrics designed to protect from the sunshine. Many of the market stalls connect to wooden buildings serving as the workshops where the inhabitants make the many fine creations that end up at the market on Flotsam!

The Carnelian Woods

Bursting with a riot of warm colours, the Carnelian Woods of Flicker Island lie beyond the coastal villages, rising gently through hills and dales. If you ask any of the island inhabitants how the island got its name, they are more than happy to sit down with you to watch the sun move across the sky, bringing light and warmth. At times, the sunlight playing through the leaves almost makes the island appear as if a comforting fire is flickering across the island, and that, they say, is where the name comes from!

Wandering through the woods, you're likely to encounter a bevy of interesting wildlife from small squirrels up to enormous bears with frightening roars that can be heard from far away. You may even come across some creatures who don't seem to be entirely of this world! These creatures seem to flicker in and out of existence—ephemeral, ghost-like beings. Unless provoked, most of the wildlife on the island is friendly or neutral towards visitors. The strange flickering beings don't seem dangerous either, but they do seem rather insistent on leading beings towards the centre of the island as if there's something important to see!

If you were to ask any of the island inhabitants about these strange creatures, they'd give you a rather funny look as if you were trying to joke with them. "There's nothing like that on this island!" is a common response when asking about these odd beings, and if you ask about the lighthouse, you get the same response!

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The Forbidden Caves

Near the centre of the island, nestled in the rolling hills, are several entrances to caves connecting to a vast network that runs beneath much of the island. Finding one of these entrances on your own can be tricky, however if you follow any of the flickering apparitions found all around the island, you'll find that they lead you straight to the caves!

Entering into these caverns, you feel a sharp change from the surface of the island as the temperature drops down several degrees and it begins to feel rather chilly. Tunnels run every which way, connecting a vast number of larger caverns in a network that quickly begins to feel like a labyrinth! Anyone who spends a lot of time studying the layout of the caverns soon notices that the passageways seem to be shifting, making it very difficult to navigate!

At the very centre of the island, deep beneath the ground, lies the cavern containing the genius loci of Flicker Island, the Crafting Coffer. Several of the tunnels leading to the central cavern have etchings on them showing various people demonstrating their crafting skills.

Unbeknownst to the island's inhabitants, this unique item is what has been bestowing unnaturally good skills to all of them. The enormous chamber with the coffer is warmer than the surrounding cave system, and upon entering the room it's hard to miss all of the skeletons scattered about. It's harder still to miss the enormous gold dragon curled protectively around the pillar which holds the small stone chest adorned with images of various tools and craftsmen. She certainly doesn't look like she wants to part from her precious treasure.

Encounters

The island is home to a variety of creatures who thrive in the permanent autumnal season, either on the abundant beaches or in the lush forest. Venturing down into the caverns, you'll find a strange assortment of creatures who have adapted to live in the caves. All of the island's creatures work to prevent the removal of the *genius loci*, but the surface creatures are normally neutral or friendly while you're only exploring.

D10 Roll	Random Encounter
1	1d3 hollowfolk
2	2d6 **swarms of bats**
3	1d6 + 1 **tigers**
4	1d6 + 1 **dryads**
5	1 **elemental** (air, earth, fire, or water)
6	1 or 2 **ghosts**
7	2d6 **merfolk**
8	1d6 **black bear**
9	2d4 + 1 **elk**
10	1d6 + 1 **swordbeak parrots**

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The Smoke

On the horizon of the darkening sky is a tower of fire. You can see it from miles around, glowing bright and red as the stars glint into life above it only just visible through the column of smoke that rises from the fire. It's impossible not to sail towards it; you are moths to a flame, quite literally. The closer you get, the more the fire shapes into tiers upon tiers of buildings climbing up into the sky, a city stacked on top of itself. On each tier sit rows of lanterns, balanced on every surface that can take them.

Each lantern glows off the red brick that makes up the tiers. Rows of brick terraces ring around the island as the corrugated iron of factory buildings rises above them. Artistic brick work can be seen in the lantern light, and beautiful terracotta tiling cast with flowers, animals, and other natural imagery follows the roof lines of the houses in a blaze of colour, shimmering in harmony with the sea. The darkness of the night might try to disguise it, but the artisans and craftspeople here are making their presence known. Some of the lanterns glow through stained glass windows and doorways, exquisite designs and images almost seem to move with the flicker of the candles, and the faces of those depicted stare out over the sea and down on your little party of adventurers.

Wherever you look, you can see proudly displayed symbols, guild markings. Guild buildings mark the territory of each group of craftsfolks, and they don't look all that friendly to each other right now. Clearly these were once united people—you can see it in the very creation of the city—but something has gone very wrong. Whatever has divided them is causing lines to be drawn, quite literally.

The heart of all this rises from the mess of chimneys, jutting out of the top of tiers. Smoke from furnaces, kilns, glass blowing chambers, and forges froths into the air, blocking out the stars so that only the lantern light is there to guide your way. But not just lanterns.

The closer you get, the clearer it is that in amongst those lights are pinprick, glowing eyes, like little fires of their own. They are watching, guarding the city, and there is something in the unmoving, unblinking watchfulness that tells you that these are not living creatures in the way that you know.

This is a place built on the dedication to craft, pushing the boundaries of what mortal and machine can make together, looking ever into the mysteries of production. But that isn't the only mystery on this island. The lanterns are burning, but for what purpose? What has divided the guilds? And what can you do to help?

Size: Large (1 level - 1 hex, bottom two layers - 2 hexes each)

Genius Loci

The Heart of the Golem

The Heart of Golem is the symbol of the island. When the city was first built by the original guilds—ceramics, glasswork, textiles, carpentry and smithing—they created the huge golem to represent them all, with each of the guild symbols written into its heart to show in unity and solidarity with each other. The golem and the island belonged to them all. As the city grew and more guilds appeared more golems were made, to serve the craftsfolk and protect the island from raiders and pirates. Each of the new golems was made with a small part of the original one in order to bring it to life and to insure the unity of the city.

Note: For more information on the Heart of the Golem, see page 124.

Island Special Rules

- **Skilled Construction.** With all the crafting guilds and workshops on the island, you can learn an extra tool proficiency or skill while you are here. If a player character wishes, they may spend one week with one of the guilds and gain proficiency in one new skill of their choice.
- **Fire in the Hole!** All enemies on this island have fire resistance, as standard.
- **Golems, Golems, Golems!** If a player character sufficiently impresses one of the guilds, they will be able to purchase a *manual of golems*. Also, golem crafting time while on the island is reduced by half, as the experts are glad to teach better methods of crafting.

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The Guild Quarter

It may be called the Guild Quarter, but this area takes up most of the island. It sprawls across multiple levels of the city, and it's easy to spot when a new guild has added to the tiers to make themselves known. Each of the guilds has its own headquarters and crafting yard, decorated with the hallmarks of their craft and the most elaborate products of their labour. These buildings are shrines to the artistry of the guild members as much as they are practical places to be worked in and used for the community at large. There are rows of studios, large open yard spaces for all sorts of uses, meeting halls for guild business that turn into social clubs in the evening, a food-hall so that everyone in the community can sit, eat, and talk about the day, and even a bath house!

As you move through the quarter, you can see the different symbols of the guilds emblazoned on their respective areas, but even more obvious is the change in the golems that inhabit each guilds' area. Around the Ceramics Guild, the golems are made from terracotta, red as the brickwork and warm to the touch from the power within. In the Glassmiths Guild, the golems' power sources shine out through the ornately coloured glass that they are made of. Each time you enter a new guild area, you see a new form of golem, each beautiful in its own right.

There are also hundreds of homes here. Some still stand empty from the Raid of Darkness, but they have not been left to ruin as there is still hope for the return of those who lived there, or the possibility the home might be occupied by another artisan at some point. The people who live here take pride in their homes and the community at large, but getting them to trust outsiders like you is a difficult task.

You can learn so much about this place and what happened here from the guilds and the craftspeople, but you'll need to earn their trust first and help them against the darkness that is trying to find its way back in.

Firepits

Almost all the guilds need fire at some point to work their materials or machines, and that fire needs to come from somewhere. The firepits burn constantly at an unbearable temperature, each one feeding a different part of the island for a different need. Tunnels, pipes, and tubes run in and out all over the place. This would be a pretty good way to get yourself to anywhere on the island unseen, if you can stand the heat, of course.

This is one of the only places that is visited by almost only golems, and they seem to meet here in the same way that craftsfolk meet in their guild halls. While they don't need rest or relaxation in the same way, the golems stand in groups around the firepits even if they aren't working—or even need to be in here at all. It's strange and a little unsettling to see them like this, speaking in low, unnatural voices to each other.

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The Golem Halls

Deep in the centre of the island are the Golem Halls. These are places that only those who create the golems and the golems themselves are allowed. They ring around the Heart of the Golem, humming with the power that flows out of it into each of the working golems, no matter which guild they are part of. The golems here are not rushed clay creatures purely for labour or protection. They are crafted with care over many weeks and loved by those who make them.

The walls are covered in symbols, calculations, artistic renditions of the inner workings of the Heart and the magical understanding that the craftspeople have of the creations they have made. However, the closer you come to the Heart, the more it seems as if these drawings are done by the golems themselves. The hands of their creators cannot be seen here. This place is for those who are brought into being by the Heart and no one else.

Encounters

The darkness has infested this place and left many dangers that plague the people of the island. While they try to protect themselves from more outside attacks, you must be prepared that at any time you may well be set upon by those creatures of the darkness have remained.

D10 Roll	Random Encounter
1	1 **helmed horror**
2	1d8 **gnolls**
3	1d4 **flame skulls**
4	1d10 + 2 **fire elementals**
5	2d8 **gnolls** and 5 **worgs**
6	1d8 **swarms of bats**
7	2 **wraiths**
8	1d4 + 2 **black puddings**
9	1d6 + 1 **darkmantles**
10	3 **intellect devourers**

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Island of Cursed Stuff

A terrible spell has stricken all the denizens of this once-peaceful island. Every creature has been turned into a sentient object! Long ago, the talking kiln was the potter. The innkeeper rattles around and manages their inn as a set of keys.

On the other side of the, um, sentient coin, all the island's sentient objects have been turned into people. The man who lights the lamps at dusk along the main street lived most of his life as an actual oil lamp. A former knife is now the local butcher.

And everyone is salty about it. They all just want to go back to the way things were. Beautiful partnerships, like the fisherwoman and her sentient fishing boat, have devolved into bickering as everyone switches places and believes they know how to do the other person's job best.

Adventurers from Flotsam flock to the Island of Cursed Stuff to see the various curiosities. Who doesn't want to have a dinner discussion with their charismatic tankard of cider, chat with a snobby brooch who knows more about making jewellery than anyone else on the island, or even listen to a woman who can sing just like a musical instrument because she was one?

But, honestly, most folks from Flotsam make their way to this bizarre island because of the rumours of a fantastical treasure known as the Soul of the Isle that waits for whoever can break the curse.

Size: Large (9 hexes)

Genius Loci

Gertrude, the Light Crossbow

Most people on the island and on Flotsam believe that the *genius loci* of this place is a gem, the Soul of the Isle, and that it's somehow tied to the curse. Some say that it's a ruby, raw and uncut, the size of a cart. Others insist that it's a diamond carved to look like a beautiful woman. And there are those who believe that the Soul of the Isle isn't even a gem at all.

As appealing as those ideas are, the true *genius loci* is a worn, but reliable, light crossbow named Gertrude. This sentient weapon has no qualms about "telling it like it is", which means she doesn't have many friends.

Gertrude is not easy to find, and one must win her over before she'll willingly leave the island. Any thief who tries to abscond with her without her permission will get an earful and be viciously mocked until she's returned.

Note: For more information on Gertrude, the Light Crossbow, see page 124.

Island Special Rules

- From boats to thimbles, most items on this island are sentient. They can talk, and some can even move. It pays to be polite to everyone and everything.
- Magical creations and some creatures wander the island, lashing out at anyone they come across.

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Locations

The Junk Forest
Carriages, coat trees, and all sorts of objects who were once people roam the rolling fields called the Junk Forest, the name they gave themselves. They gather in packs, fighting each other for territory and dominance, trying to find the new meaning in their new situation.

Also, for a bunch of self-exiled, self-proclaimed misfits, this place somehow has a larger population than the nearest village.

There are monkish objects who possess knowledge of mysterious artefacts and powerful relics hidden among the grassy hills. There are also families searching for their loved ones lost to the morose pull of the forest. Adventurers can find more than one reason to explore this sad, strange, sinister landscape.

The Living Lake
Deep underground, through conversational caves, past talking torches, and beyond breathing booby traps is the Living Lake, a subterranean body of water populated by fortune-telling fish, gabby gondolas who used to be drow, and a small town of drow who used to be gondolas.

Those who want to know their fates or have questions that only a clairvoyant carp can answer make the perilous journey into the darkness with hope in their hearts. Of course, not all who make their way to the Living Lake want to commune with destiny. There are many who want to profit off it, trying to steal aquatic oracles or kill the drow who protect those living there so that they may take over.

As a result, the drow and other inhabitants of the Living Lake are always looking for allies to help them keep evil at bay. The location of an incredible treasure or the uttering of an extraordinary secret might just be the reward for helping them.

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The Repair Shop and the Graveyard

The Repair Shop is the local infirmary with two wings coming off the main building.

The western wing always has the pungent odour of herbs wafting around and is where doctors, healers, and clerics treat living creatures. The sounds of hammering, sawing, and sanding come from the eastern wing, the side of the infirmary where the patients are sentient objects.

Behind the Repair Shop is the Graveyard, a cemetery with pathways that wind through headstones and crypts. Deceased creatures and unrepairable objects lie throughout. Most of the tombstones and decorations are sentient and can tell one a lot about the life they're there to commemorate. With so many sentient objects about, the cemetery is a surprisingly lively place, with conversations always coming back around to death.

It's the perfect place for those who enjoy the morbid, macabre, and dressing in black.

The Wandering Fortress

The tall, spiked parapets of this fortress sway above even the tallest trees on the island. The entire building slowly trundles along, never staying in the same place for long.

Before the curse, the mayor of the main harbour village was known as a nosy busybody who nevertheless had the villagers' best interests at his heart. Now, however, he's a massive building who sees his job as protecting the entire island from any negative outside influence.

The Wandering Fortress is one of the few people on the island who are actually happy with the curse. With his arrow slits, boiling oil, and various tricks and traps, he can take on anyone he deems a threat to his beloved home. Despite his size, he's no less a nosy busybody, but he's a much more dangerous one now.

To lure unsavoury characters to him, he has amassed a fortune in treasure that he challenges any and all to try and take from him.

Encounters

No one is quite sure where all the magical creations that ramble across the island come from. They mostly target adventurers but will also attack residents on occasion.

D10 Roll	Random Encounter
1	1d4 + 1 sets of **animated armour**
2	1d6 + 2 **flying swords**
3	1 **iron golem**
4	1 **clay golem**
5	1 **stone golem**
6	1 **shield guardian** (sentient)
7	2 **mimics**
8	1d4 **ochre jellies**
9	3 **gelatinous cubes**
10	1 **rust monster**

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Isle of the Sleeper

A god sleeps upon the waters. Rising out of the sea, the island appears to be a humanoid figure, miles and miles long, resting on its back with its arms reaching out in an oval to form a protective harbour. Lush vegetation blankets the island, somehow enhancing the features of the slumbering form rather than totally obscuring them. Jagged reefs and towering cliffs prevent easy landing. The southern end of the island terminates with the sheer escarpment called God's Feet. From there, the land rises and falls, following the contours of the island, culminating at the northern end where the land rises up to the Skyward Face, the highest spot on the island. Beyond that, the encircling arms of the Sleeper stop a half-mile apart, with its tilted hands forming walls of stone on either side of the harbour entrance.

Some sages speculate the Sleeper was once a god or some primordial turned to stone ages ago. Others reason the shape of the island was the product of centuries of work by a now-lost dwarven clan or other industrious people. To be sure, magical energy swirls and pools like mist across the island, so clearly the humanoid form is not a trick of wind and rain. If answers exist, they languish in some undisturbed cache deep within the network of dungeon halls below the surface of the Sleeper.

Size: Large (10 hexes)

Genius Loci

The Brilliant Heartshards
Golden strands cross like veins within this irregular shard of clear crystal and pulse with glowing energy like a heartbeat. Those fortunate or foolish enough to evade the gargantuan worm in the Heart Chamber of the Sleeper can attempt to pluck one of the crystals growing on the beating heart floating in the centre of the cavern. The moment one touches the Heart, they must choose to sacrifice a powerful memory to the Heart in order to break a Brilliant Heartshard free.

Note: For more information on the Brilliant Heartshards, see page 122.

Island Special Rules

Enchantments and eldritch oddities abound on the Sleeper, as do magical creatures drawn to the unique nature of the island.

- **Call of Stone.** Dwarves or other races with an affinity with earth (such as the Stonecunning trait) are never lost on this island. They can follow the stone like a map.
- **Curse of the Sleeper.** Spells dealing with stone, earth, or magical slumber increase their saving throw DCs (if any) by 2.
- **Magical Disruption (Optional).** A character casting a spell or using a magical ability has a 20% chance of triggering a magical disruption. This could include rolling on a wild or chaotic magic table or some other effect determined by the GM.

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The Surface

Over the centuries, waves of zealots, mage schools, and holy orders have attempted to establish settlements on the Sleeper. Some came to study the strange eldritch nature of the island, others to discover the truth of the slumbering god. The most deranged sought nothing less than to awaken the slumbering god for their own dark purposes. Today, only ruins remain. Near the God's Feet, only undead prowl the crumbling Catacomb of Saint Gurgi. At the midsection, barbaric and insane descendants of the Burbling Lord's Cult guard the unnatural sinkhole that swallowed the towers of their ancestors. A walled ruin on the Skyward Face of the Sleeper, patrolled by aberrations, is all that remains of the Academy of Eldritch Enquiry. Rumours abound that the old mages hid their greatest treasures in a vault within the god's skull.

The Sleeper holds three complete dungeons beneath its surface. Though each appears to be separate, commonly held lore suggests they are linked together. The faintest whispers hint a fourth underground area can be reached for those brave enough to defeat the first three, and in that far off oubliette rests the greatest treasure on the island.

Lost Sleep Harbour

Within the harbour formed by the encircling arms of the Sleeper is the make-shift pirate port called Lost Sleep Harbour. Honestly, it is not much to look at, just a few docks, a scattering of buildings built from shipwrecks, dirt and filth. A sort of place where a stab in the back is cheaper than a good meal. Rest in Lost Sleep Harbour only heals half as many hit points as normal and subjects the character to terrible nightmares.

Fallen Catacomb of Saint Gurgi

Accessible through the ruins of the cathedral above, the Fallen Catacomb is a multi-level necropolis carved from the stone of the Sleeper. The holy order of Saint Gurgi tragically underestimated the magical energy of the island, else they wouldn't have interred generations of their brethren in the necropolis. Their folly rose up in waves of undead and destroyed them. Today, the four levels of the catacomb abound with undead, traps, and lost treasures. A lich named Cardinal Bigglefang rules the undead legions. He is proud and fiercely protective of his domain, but his obsession with poetry and musical performance offers a rare chance for diplomacy and bargaining.

The Inverted Spire

Once nine towers rose above the jungle canopy so the Cult of the Burbling Lord could consult the stars and burn vile offerings to the Autarch of Oozes. However, their dark rituals broke the land, and the towers were swallowed by a vast sinkhole descending far into the ground. Today, an enchanted staircase winds down the sides of the miles-long vertical pit. Broken ruins jut from the sheer walls like jagged teeth, and a foul miasma rises up from the unexplored depths. Fanatics, either degenerated and mutated descendants of the original cult or newer arrivals, guard lost relics while oozes and aberrations hunt among the ruins.

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Skullmaze

From entrances hidden in the ruins of the Academy of Eldritch Enquiry, finely carved passages lead down into the Skullmaze. The mages of old designed the labyrinthian dungeon to test their students, and many perished in the unforgiving crucible. The Skullmaze is filled with arcane traps, summoned creatures, magical experiments gone awry and teleporting archways. The labyrinthine dungeon functions despite the long neglect; however, the spells powering it now produce random effects. Whole levels generate their own ecosystem of monstrosities, while others host feuding fiends determined to win the Skullmaze's secrets for themselves. On the lowest level, a nigh-impregnable vault still holds the lost academy's greatest creations.

Heart Chamber

In the centre of the island, miles below ground, a series of natural caverns weave around the Heart Chamber. Here, the still-beating heart of the Sleeper pulses with the arcane power of the gods while a vast, legendary purple worm called Kalazar curls around it, feeding on its energy. Passages from the other dungeons allow access to the Heart Chamber provided one finds the three gemkeys, each hidden in one of the three catacombs.

Encounters

The darkness has infested this place and left many dangers that plague the people of the island. While they try to protect themselves from more outside attacks, you must be prepared that at any time you may well be set upon by those creatures of the darkness have remained.

D10 Roll	Random Encounter
	Surface
1	An **ogre,** leading a band of 1d12 insane **cultists,** ambushes you!
2	Lost and hungry, a party of explorers (use **scout** stats) flees a **hydra**.
	Fallen Catacomb
3	A pack of 1d10 **ghasts** begins tracking you, for their next meal.
4	A **mummy lord**, unaware it is dead, challenges you to a game of chess.
	Inverted Spire
5	1d6 floating **gelatinous cubes** attack anyone on the enchanted staircase.
6	Waves formed from 1d10 **black puddings** pour out of the nearby ruins.
	Skullmaze Vault
7	A **guardian naga** demands a gift of magic items for passage through its lair.
8	Interrupting the duel between the **glabrezu** and the **bone devi**l was unwise.
	Heart Chamber
9	A pack of 1d6 **behir** prowls around the skeleton of a black dragon.
10	The **purple worm**, offspring of legendary Kalazar, reacts poorly to you.

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The Isle of Twisted Glass

There are many places that seem impossible in the Faraway Sea. The island before you is one such place. It's uncertain if it even counts as an island as it floats, impossibly, above the waves, a huge, cratered sphere, planet- like in its appearance, tethered to the world by a single, huge length of chain vanishing into the ocean. The links of the chain dwarf Medium-sized creatures as the shadow of the island looms overhead, but what seems more mind blowing still is the city the perches atop it all—a city of spun glass.

Twisted strands of glass, as fine as silk, are threaded together into woven towers that almost disappear in the expanse of sky behind them. The shapes that the glass makes can only be seen as the light touches it, filtering through to world below, invisible to all but the beams of light dissected by the filigree. The buildings don't cast shadows. Instead, a rainbow of colour dapples all that surrounds the city, shifting with the turn of the sun and the path of any clouds crossing the horizon. The glistening light calls out to your party, you cannot resist it. Why would you want to?

There is only one way on and off the floating sphere, an old and unused-looking chain ladder that swings aimlessly down the edge of the tether, clanking metal against metal as it moves in the waves. The mooring points seem to be just as abandoned, rotting where they stand with the bones of long-forgotten boats tied to them with ropes that could snap any moment. Whatever else, this island does not seem to get visitors very often, and if it does, it doesn't look like they were in any hurry to leave. This should worry you more than it does, but the light from the city above is so soothing.

Size: Medium (7 hexes)

Genius Loci

The Prism

Have you ever wanted to sooth a broken heart, invoke blissful happiness in someone, or even drive someone into a rage for your cause? Well then simply turn the Prism one way or another, and the light refracting through it brings out that emotion in whoever it is pointed at. A truly wonderful and dangerous object, with limitless possibilities for misuse.

Note: For more information on the Prism, see page 126.

Island Special Rules

- **In the Light of the Prism.** All enemies on this island have resistance against force damage and are immune to any form of magical mind control, such as the *charm person* spell, as they are already under the control of the Prism.
- **Mind, Heart, and Soul.** The light from the Prism isn't all bad though. When you climb up to the island, each player character can increase either their Strength, Intelligence or Charisma score by 1. This benefit lasts for as long as they are on the island.
- **Glass Shards.** When any creature misses an attack, they must roll a d8. On a 1, all creatures within 5 ft. suffer 1d4 + 1 piercing damage, as shards of glass explode everywhere like shrapnel.

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The City of Twisted Glass

It is a truly beautiful place, spires of spun crystalline glass reaching up into the heavens, domes enclosing perfect gardens each one looking as if it has been placed there from another world, and walkaways far above the ground that wind their way through the city seeming never to touch earth. Despite this, there seems to be no hint of outlandish hedonism, no decadence, just pure, calm tranquillity. The light filters down over all of this, spilling fragments of rainbows into every corner and crevasse. You can't escape the light of the Prism or the pulling feeling that comes with it.

The people you see seem vague and uninterested in anything beyond their given task. They are little more than ships in the night to each and don't care that your party have arrived at all. It could have been that they were all too involved in their own little worlds to notice anything new—if it weren't that they have no fear, excitement, or curiosity. In fact, they have no emotion to speak of apart from small, placid smiles permanently on their faces.

Wild Meadows

Outside of the city, the whole sphere is covered in wildflower meadows. As far as the eye can see lush, long grasslands spread out, filled with countryside flowers. They wave lazily in the warm breeze, and the mixed scents of the flowers tumble in the air together. It's the most relaxing place you have ever been but not in the way that the city is. This isn't numbing mindlessness, no. These fields feel like taking a deep breath.

The flowers mimic the colours of the light from the Prism but without the same power in them. Those who live in the city believe the meadows are wastelands, and to go out of the city is a death sentence, but this is far from the case. There aren't many, but a few homesteads dot around, surround by acres of wildflowers and protected by those who have managed to escape the overwhelming power of the Prism, though for how long, they don't know. There is something about the flower fields that keeps the light at bay, and it may be helpful for getting to the Prism chamber to figure that out.

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Crater Lake

Crystal clear water fills the lake, all the way down to the bottom of the crater. In its depths are dark, strange shapes. They don't look like living creatures, but out of the corner of your eye you are sure you see them shift a move. The closer you look the more you think you can see the shape of people, but not quite right. It's not people; its armour scattered across the whole bottom of the lake. But how on earth did it so much of it get there? The water is so enticing, and the bright sun is so hot that you feel like you might just get in…you know you want to.

Encounters

If the island itself wasn't enough of a danger, the creatures here have become as much part of the Prism's light as anything else. Finding yourselves fighting a mind controlling form of light and anything else that decides to come knocking is really going to test your bonds of friendship and the skills you've picked up on the way.

D10 Roll	Random Encounter
1	2d8 + 3 **zombies**
2	1 **shield guardian**
3	1d8 + 1 **mimics**
4	1d10 + 2 **air elementals**
5	1 **giant constrictor snake**
6	pack of 4d10 + 4 **lions**
7	1d8 **scarecrows**
8	1d4+2 **animated armour**
9	1d6+2 **flying swords**
10	1 **oni**

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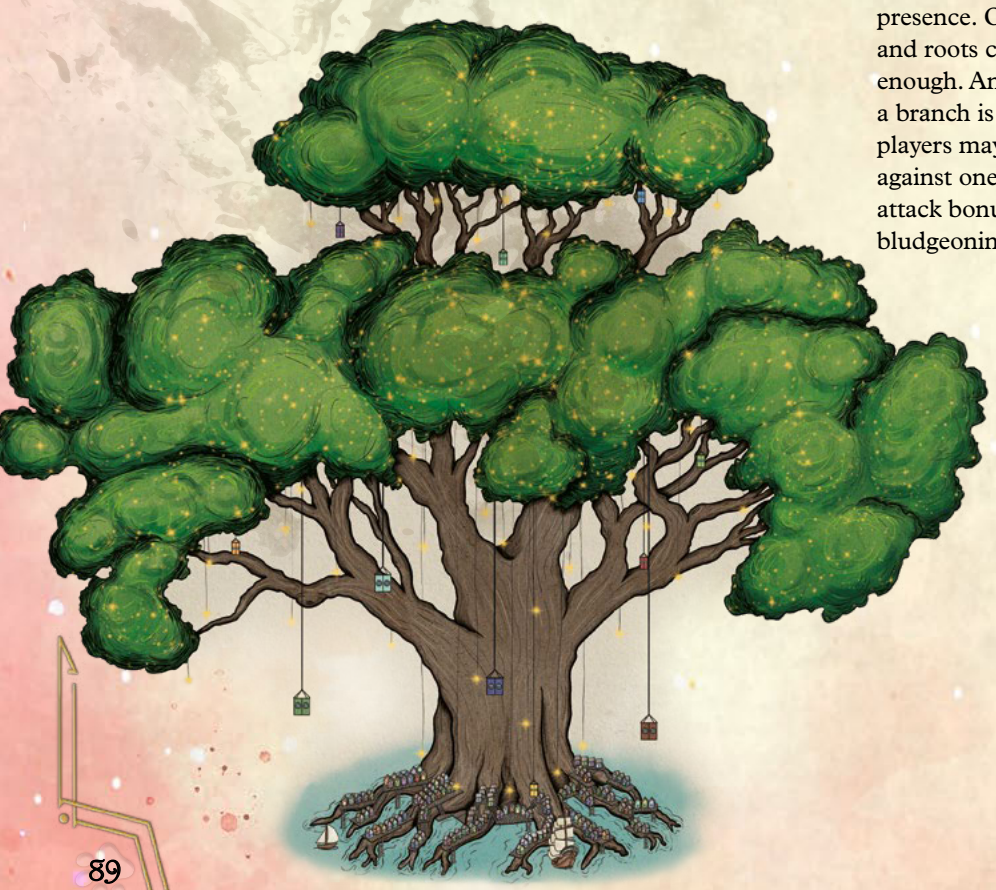
Oak Tree Island

A shape on the horizon, jutting up, alone out of the sea all around. It looks like a tree, but it can't be, can it? The size rivals that of any of the grandest buildings you have come across in your travels, reaching ever higher into the sky. Branches stretch out into a vast canopy, full of fresh leaves of the greenest green. But there's something hiding in those branches, or several somethings. As you approach, you see the tree holding up an entire village amidst its endless branches and the tell-tale sign of movement in the rustling of the leaves.

The more you look the more you see. Fleets of colourful fishing boats bob in and out of the roots, buoys marking safe harbour in amongst the tangled edge of the island. The roots disappear into the depths of the ocean but make the perfect place to dock. Figures work industriously along those tendril roots. Lifting, carrying, trading with each other; there is no shortage of business in any part of this tree. After all, this isn't just a tree; this is a bustling settlement full of all sorts of life, and it might just be worth stopping in at!

Size: Large (4 hexes per layer)



Genius Loci

The Acorn

It's an acorn. Not like a regular acorn, a special acorn. It's the only acorn like it that this tree has made in a thousand years, and it's the only one it'll make for another thousand. Also, it's the only way that any more trees like this will grow. The folk of the tree have been waiting for it to finish growing, building a sanctuary around it to encourage perfect conditions for it to become the best little (really quite large actually) acorn it can be. When the Acorn is done, the sanctuary guards will take it far away and drop it into the ocean, ready to grow into a tree of its own.

Note: For more information on the Acorn, see page 122.

Island Special Rules

- **Helicopter Seeds.** Travelling between branches can be a faff. Finding the next bridge or a way back to the trunk can take time that you might not have. Helicopter seeds allow a player character to act as though under the effects of the *levitate* spell for one minute. After one minute has elapsed, the magical floating effect of the seeds wears off.

- **Whip Slap! Sneak Attack!** No matter how peaceful a place may be, you need to keep an eye on your surroundings in case someone takes unkindly to your presence. On the tree, you'll find that young branches and roots can make a perfect weapon if used quickly enough. And we all know being whipped in the face with a branch is no fun! At the beginning of any encounter the players may use an action to attempt a Whip Slap attack against one creature within 10 ft., using their ranged attack bonus. If successful, the creatures takes 1d4 bludgeoning damage and is stunned for one turn.

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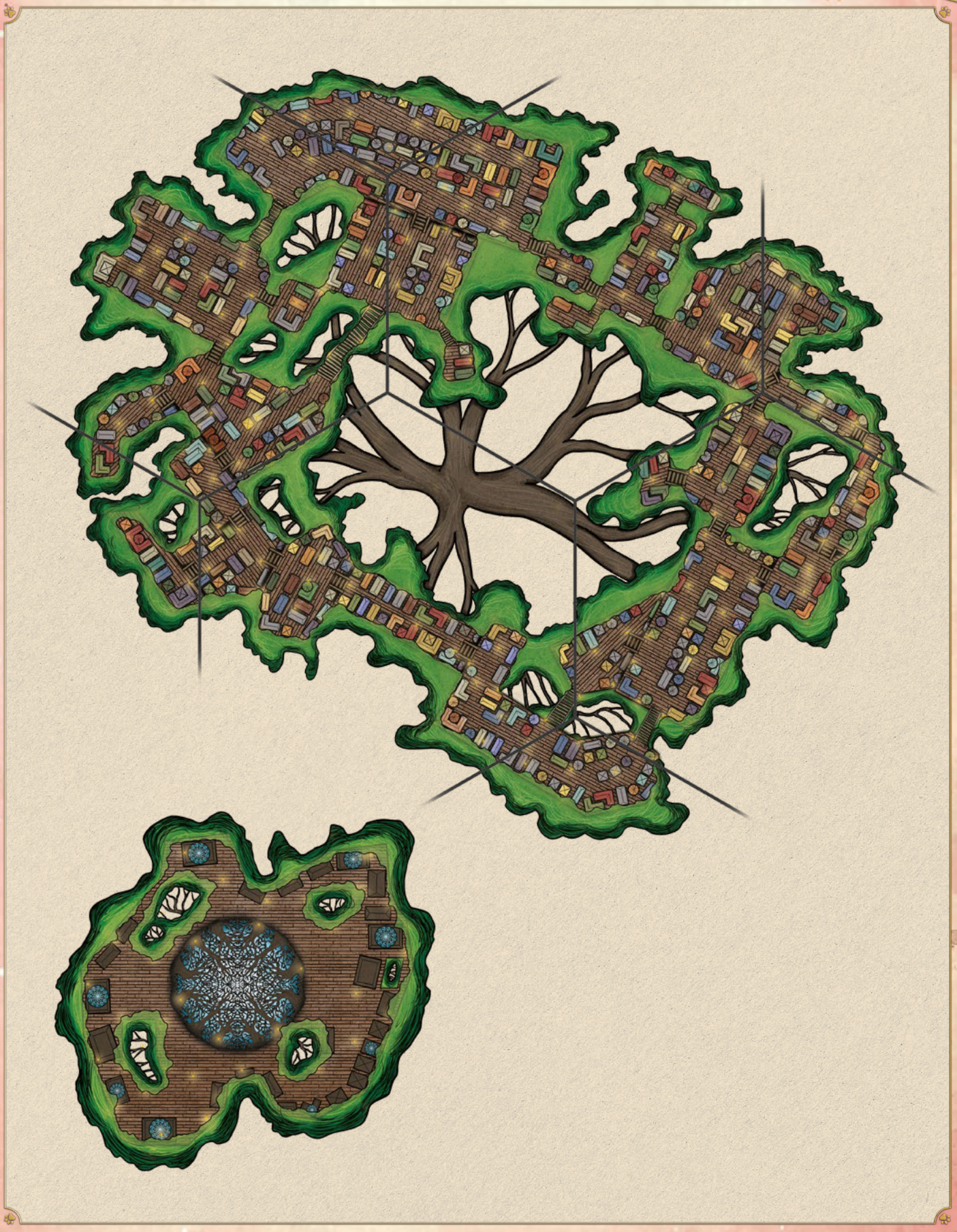

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Roots

Tying your little boat up amongst the fishing fleets of the Roots gives the first glimpse of this busy working port. All the comings and goings of the folks living here can be a little dizzying to start with, but once you get used to the constant activity, the real vibrancy of the place shines through. Rows of little homes, doors painted up bright and welcoming vanish into the maze-like tunnels of the roots. Be careful not to get lost in there, though! Flooding and dead ends are a risk with the tree coming straight out of the water, so navigating any of the less-used areas can be dangerous and tricky, even for the best adventurers. Though, you never know, it might be worth your while.

The shoreline is a mix of work and pleasure for the inhabitants, with market stalls and store houses jostling with fish and chip shops. Speaking of the locals, this tree is teeming with woodland creatures, tipping their flat caps and bonnets to each other, some dressed to nines, others in the staples of work wear. Lots to see, do, and buy, but keep an eye out for the darker said of this quaint little place. Marauders and pick pockets wander the lanes looking to make trouble, and the wild spiders and beetles aren't much fun to bump into either. These creepy crawlies are definitely too big to put under a jar!

Trunk

Lifts and ladders run up and down the trunk, taking goods and people up into the canopy layers. This is the main highway of the tree, but you might also find stores in a knot hole if you're lucky. And you might get attacked by ants if you're unlucky. Guess you'll have to climb up to find which!

Upper and Lower Canopy

From below it may not look it, but the canopy is split in two, and it's not the easiest thing to travel around if you aren't a tree climber. The lower section is as full and bustling as the roots, with much of the produce and goods that lined the docks being winched up here to be sold, traded, and worked with by the myriad of folk who make this their home. Wherever you look, there are trade stalls, craftsfolk plying their skills, and the like. Everyone wants to be your friend, but this place is also a playground for anyone wanting to cause mischief.

Keep an eye about where you walk, not just who you talk with. You don't want to fall to the ocean below! Bridges are needed to get from place to place, and getting up to the next upper level can be a mission in itself. Puzzling your way through the sprawling market of the Lower Canopy and getting passed the Rat King's gangs can really ruin your day if you aren't careful about it.

However, making it into the Upper Canopy is well worth it. Wide-open boulevards, dappled with just the perfect amount of sun light through the leaves, beautifully kept homes and calm, quiet walkways, the Upper Canopy is a definite contrast. But just because it's quiet doesn't mean it's simple. This is place where everyone has secrets, and no one wants to let you in on them. Outsiders aren't welcome. Long gone is the welcoming noise of the markets and docks. Here you put a foot wrong, and you'll have the various toughs who run protection rackets on you in a second. You better be ready for whatever is behind those twitching curtains when you make your way up here. You may just find some of those friends in the Lower Canopy weren't all that friendly.

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Emergent Layer and The Acorn Sanctuary

If you can get away from all of the dangers and puzzles below, you brave adventurers might just make it up into the open sky. Miles above the sea, cradled in the branches of the treetop is the Acorn Sanctuary. This beautiful glass and wood structure seems to be growing out of the tree itself, made from living branches, and housing not only the Acorn but the boltholes of the various gangsters who believe they run Oak Tree Island. This is their asylum: an ugly addition of driftwood and stolen property stuck onto the side of the Acorn Sanctuary like a boil. And you have to get through it, and all that it holds, to get to the Acorn. Think you're up for the challenge?

Encounters

You better keep an eye out on your way through the tree. Even if you can keep out of the way of the bandits, you could easily find a swarm of spiders coming your way or something much more, well, gross. Don't want to step in something that might just want to eat you!

D10 Roll	Random Encounter
1	1d4 **giant spiders**
2	1d10 **gas spore** fungi
3	2d8 + 2 **bandits** riding **giant spiders**
4	5d8 **swarms of insects**
5	1 **ghost**
6	2d8 + 2 **bullywugs**
7	1 **will-o'-wisp**
8	3d8 + 9 **grey oozes**
9	2d8 + 2 **bandits**
10	1 **carrion crawler**

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Perfect Summer Isle

Have you ever wanted to go back to those endless summers from your childhood? Or find yourself in a storybook holiday where adventure is around every corner? Steer your boat right, and you might just get your wish. It's a hard one to find. Even when it appears through the mists of the Faraway Sea, it isn't always where it *should* be. But once you come through, you'll see wide expanses of green fields, white cliffs, and sea birds wheeling overhead. The perfect summer in the most idyllic of countryside, all made real.

There's an old farmhouse, cosy and welcoming set back from the shore. The table is laid with food for you as if you've been expected and warm, soft beds for you to rest yourselves after such a long time at sea. Everything is telling you this is a restful place, a holiday, so why shouldn't you stay for a little while.

Take a walk through the fields, climb the fences, and run free in the sea breeze that spreads wildflower seeds across the hedge rows, and you'll come to the village in the harbour, busy with people having their perfect holiday season. Nestled in the bay, it's protected from any weather that might come. But how could there be a rainy day in this place when everyone just wants to swim in the sea and bask on the beach? Beyond this stands the Manor House, obvious in the sunlight on the cliff tops. What a place to spend a few days or maybe more? It seems too perfect to be true.

Size: Large (10 hexes)

Genius Loci

The Clock of Now

The *genius loci* of this island holds it in a bubble of time to relive the best day of summer over and over. A sideboard clock made from walnut and brass, it sits in the Manor House ticking over until midnight when it winds back and resets the day again. The whole island has been held in a time loop of this day for a very long time, and no one knows, except maybe the owner of the clock trying to hold onto this day for as long as he can. It tells only one time, the eternal, ever-present now.

Note: For more information on the Clock of Now, see page 123.

Island Special Rules

- **Slingshot.** The most important tool in any childhood adventure is the trusty slingshot. All player characters can use the slingshot weapon as a bonus action on this island for 1d4 bludgeoning damage and range of 30/60 feet.

- **Hide and Seek.** When entering a new area, player characters can role with advantage to find hiding spots, traps, or items in that area. This includes use in combat to find extra hiding spots to use for sneak attacks.

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Little Toddlington Village

The Village of Little Toddlington would have once upon a time been the perfect picture of a seaside village. A few colourfully painted shops and houses gathered around a natural harbour with a beach lined with huts and dotted with parasols now are little more than shadows of a past that seems to be a living present elsewhere on the island. The gardens are overgrown beyond saving. The autumn leaves blowing from the unkempt trees scatter across paths no one as walked for years.

The only noise comes from the pub sign, hanging crookedly, looking across the green. If you look closely, you can just about make out the faded image of a man watching with a smile over the remains of the village.

Each building has tales to tell, of abandoned homes made of cracking and forgotten trinkets, of long-since-gone inhabitants who dwindled to nothing in this deep perfection, and marks left on the wall that speak of a sudden exodus. The town was abandoned in a hurry—you can tell. There's too much left behind. The rest of the island sits in a perfect bubble of time, repeating the beautiful days of summer, but here time rolls on and no one seems to notice or care.

The Forest

The light in the forest isn't right when you enter. Whatever time of day it was outside of it, it's twilight here. Always twilight. Dust particles hang in the air, caught in the orange beams of dusk like flies in amber. The village is outside of the time bubble; this forest is frozen by it.

This place is vast. Though from outside it was only a small copse on the hill, inside, the trees seem to stretch out forever in every direction. You could get lost here in the endless, timeless space far too easily.

Dens made by children, collections of sticks lent against trees, some more expertly than others, can be seen all around. Clearly this was a favourite play spot of the locals when there were locals. The more you look around, you can see that some of these dens hide tunnels into large burrows underground. They might even be big enough for you to explore, if you're brave.

The deeper you go into the forest the dens start to disappear, their leaning collections of branches replaced with carvings in the tree trunks. A mix of the initials of lovers, names of those who played here, but also symbols and signs that you don't know. They stand out in the strange, reddish light, almost unnaturally. The hanging shapes of midsummer decorations twist eerily in the non-existent breeze; diamonds of reeds woven together with red string and dried flowers, they are both beautiful and haunting.

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The Manor House

The island sits in the view of the Manor House, high on its hill. You can see every part of the island from those rooms in one way or another, but no one ever really sees in. Oh, the islanders know all about the eccentric, old professor who lives up there with only his butler for company, but no one has ever been into the house itself. A trip up the hill to nose around might just give you something to explore.

Locked doors and closed windows may feel like an obstacle, but you're the bravest adventurers on the island. That's no match for you. A glimpse through the windows shows shadowy rooms full of dust-sheet-covered furniture, but there are hints of light and life coming from somewhere in the house if only you can find a way in.

The stories from the islanders talk about rooms full of experiments, strange taxidermy animals, ballrooms that used to host the most wonderful parties, and the beautiful sunsets shining on the outrageous grounds that are an adventure and maze all their own.

Encounters

The island might seem like the perfect little slice of paradise, but there's something about you adventurers that keeps pulling danger to you. Maybe you're unlucky, maybe the island doesn't like you, or maybe you're not playing by the rules of this place at all. Whatever it is, you need to keep an eye out for any creatures or people who might want to cause a bit of a ruckus with you as the main contender.

D10 Roll	Random Encounter
1	1d4 **sprites**
2	1 **young green dragon**
3	1d4 + 2 **hippogriffs** in a herd
4	1d4 **sprites** riding 2d4 + 3 **faerie dragons**
5	4 **owlbears**
6	1 **shambling mound**
7	1d8 **swarms of bats**
8	2d4 **wights**
9	1d6 + 3 **deep gnomes**
10	1d4 **deep gnomes** riding 1d8 + 1 **mastiffs**

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Snow Blast Island

There's a lot of sunshine in the Faraway Sea. But once you go island hopping, well… things get very different, very quickly. That's the case on Snow Blast Island, which, as the name suggests, is a constantly gelid place, where blizzards strike at a moment's notice, where snow plummets from the sky and renders the environment ever-changing. Here, so the stories say, lies the broken heart of the Frost Queen—a crystal orb of immense power, from which an endless winter spills out, freezing the island, and providing its name.

That said, there are most certainly interesting things to find on Snow Blast Island for those prepared to wrap up warm and brave the perpetual chill. What lurks in the snow-bound corners of this small island? Well, make sure you've packed your thermals—or that your fur is particularly thick at the moment—and get over there and find out! That's the way things work on the Faraway Sea. No one is going to tell you anything unless there's something in it for them anyway. You're going to need to go over there yourself, and make your way through the snow storms, the mounds of ice, to find out what makes this peculiar little place so attractive to the dozens of treasure hunters on Flotsam.

Size: Small (11 hexes)

Genius Loci

Orb of the Frost Queen

The Orb of the Frost Queen, so it's called, is a crystallised tear containing an ancient elemental spirit who dwelt on the island long ago. The Frost Queen fell in love with a curious, kindly, but fairly slow-on-the-uptake giant. Through a series of tragic (and occasionally hilarious) misunderstandings, the Frost Queen became convinced the giant loathed her. Devastated, she wept huge tears at the realisation the giant would never recognise her feelings. The tears were so large that they enveloped her and then froze with the tiny elemental trapped inside. But this orb didn't just transform the elemental—it also transformed the island, radiating ice and snow from where it lay, and plunging the island into perpetual winter. The giant tracked the tear down. Staring into its crystal surface, he tried to smash it and return summer to his home. Instead, the tear fractured, pouring winter from its heart and transforming the (normal) giant into a mighty (and very angry) frost giant.

The power of the Orb can be felt across the island. Many have tried to take the Orb for themselves, believing they can utilise its power as a weapon. But the Orb is not to be taken so lightly. It possesses great power, but it also possesses the keen intellect of the Frost Queen trapped inside. It will not let itself be taken from the island, and those who have tried have found themselves in significant predicaments. Mages, scholars, sorcerers of the most exalted sort… all tried to extricate the Orb from the island. Rumours and tales of how such a feat might be achieved have spread far beyond Flotsam, and adventurers dream of earning such a prize. Perhaps you will be the one to claim it!

Note: For more information on the Orb of the Frost Queen, see page 125.

Island Special Rules

Stepping onto Snow Blast Island is a strange experience. You're filled with the sudden urge to ski, play in the snow, and embrace the constant winter around you!

- All player characters gain the ability to use the Dash action as a bonus action, as you seem to skate (or ski) across the frozen tundra.
- Player characters can also form the snow into snowballs, providing a surprisingly effective ranged attack!
- **Snowball.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d3) bludgeoning damage.
- All enemy creatures encountered on Snow Blast Island are Ice-Marked. Dwelling so long amidst the frozen expanses of the island eventually leaves an imprint.
- **Ice-Marked.** The creature forms a thick layer of crystallised perma-frost across their outer flesh. This increases their AC by 4. If an Ice-Marked creature suffers bludgeoning damage of any kind during a combat, the permafrost is shattered the AC bonus is lost.

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Locations

The Crystal Wood

The centre of Snow Blast Island is dominated by the Crystal Wood. The place earned its name more for its appearance than for any actual crystals hanging about the place. All of the trees are utterly encrusted in rime. Leaves have been long stripped away and replaced with fluttering snowflakes, each uniquely perfect, clinging to the branches in thick clumps.

Deep, difficult to navigate, and filled with ancient secrets for those willing to go looking, the Crystal Wood is visited by all who find themselves on Snow Blast Island at some point, even if only to witness the sun refracted through the ice growth on the trees. Indeed, this is considered a great tourist attraction, and some visit from Flotsam just to see the sights—always a good money-making opportunity for those offering protection. For as idyllic to look at as Snow Blast Island is, the crystal is not without its dangers.

Polar bears, yeti (magnetic and otherwise), winter wolves, and other, far stranger beasts lurk within its limits. They are, however, all afraid of the enormous frost giant who dwells at the forest's centre. A perpetually grumpy creature, Maius is extremely dangerous, but he can be talked to. And, with enough probing—or beer—he might be persuaded to tell the tale of his lost friend.

The Old Shack

It is exactly as described. An old, weather-beaten, decidedly unwelcoming shack. Murmurous Stan, the island's sole permanent inhabitant besides Maius, says (or murmurs) that the shack was here when he first arrived, and it was in a state of disrepair even then. At least, on the outside. The inside is pristine, or so say those who've stared through the windows. Luxurious wooden panelling on the walls, bookshelves filled with the most ancient and ornate grimoire, and a kitchen perpetually stocked with the most delicious of foods. Foods which never go off. The shack was built by the elemental who once lived on the island, for her and Maius to live in.

Most who visit Snow Blast Island steer well clear of the shack. Not even Murmurous Stan will use it for a shelter. It has a reputation for strange, sinister events. At night, it's said, you can hear the chittering of strange creatures within the walls. By day, the shadow of the place is always a little too long, a little too dark, and a little too…*grasping?*

The few who have ventured inside typically return oddly quiet about the whole affair, shaking their heads violently when asked to speak of the place. The only person ever successfully encouraged to speak of what occurred within simply muttered, "Don't go into the tunnels," before running to the nearest bar, and staying within for a long, long time.

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The Ice Caverns

Astonishing to behold, but dangerous if you're not extremely careful, the ice caverns stretch out beneath the entire span of Snow Blast Island. In fact, you're best thinking of the island as some sort of iceberg. Only the top ten percent is visible on first approach. The real treasure is underneath. How you *get* into the ice caverns, to gaze upon their twinkling, frozen majesty, is a little trickier. There are some entrances incised into the sides of mountains, wrenched apart by years of freeze-thaw weathering. Others insist that tunnels can be found, dug out by some long-forgotten inhabitants of the island. (The only reason anyone ever visits the putatively ghost-ridden old shack are the rumours it contains a way into the ice caverns.)

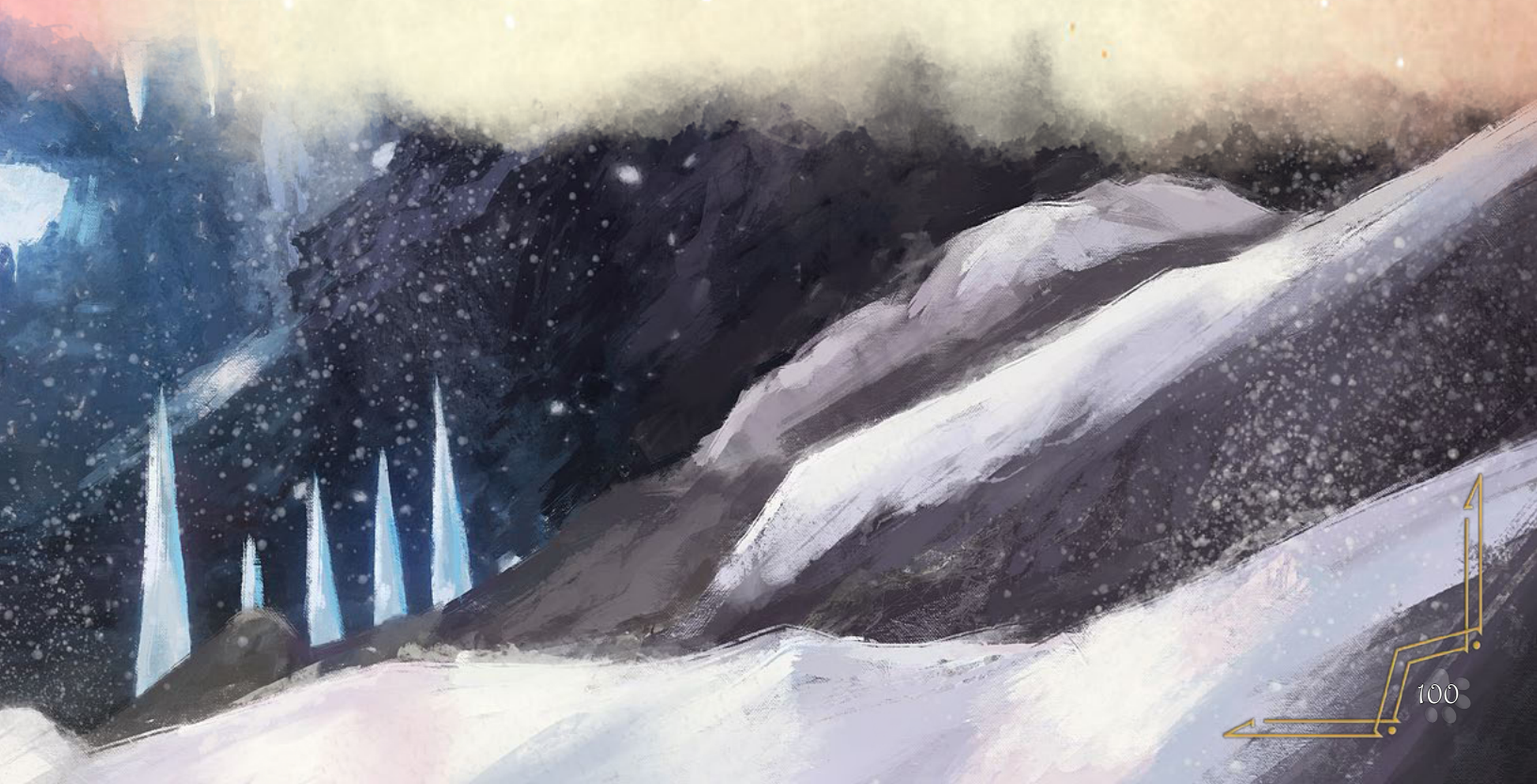
Whenever Snow Blast Island comes into view from Flotsam, it is the riches to be excavated from the ice caverns filling the minds of those watching. But other things lurk in the depths, too. The ferocious, and baffling, magnetic yeti hunts down there. And there are tales of an ancient ice city, hacked into the rime, somewhere deep below the ground. Of skeletons, hacking their way free of centuries old ice, by inches every year. Of ancient sorcerers, preserved by the cold. This is also where the Orb of the Frost Queen can be found. It was brought here by a wizard hoping to take its power for himself. His attempt failed… badly.

The room in which the orb lies is covered with frost, into which an unknown hand has traced the word 'just say sorry' over and over again, and is protected by a dozen winter wolves… who don't much like anyone getting too close.

Encounters

The island is, unsurprisingly, home to many creatures who like the cold. A tribe of orcs dwells in the island's southern hilly regions. Winter wolves, yeti, and even remorhaz make their way across the frozen tundra or dwell in the crystal forest. Most are extremely hostile, though they typically seek to protect the island from interlopers.

D10 Roll	Random Encounter
1	1d8 + 1 **orcs**
2	1 **air elemental**
3	1d3 **polar bears**
4	1 young **remorhaz**
5	1d6 + 1 **winter wolves**
6	1d3 + 1 **orcs** mounted on **polar bears**
7	**Maius**, the frost giant
8	2d4 **ice mephits**
9	1d4 + 2 **yeti**
10	1 **young white dragon**



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ThunderQuake Island

An island surrounded by storms is no surprising view along the Faraway Sea. However, one that has lighting constantly striking its surface, both night and day, is a special rarity. An island where the lightning is entirely reversed, shooting upwards into the clouds from the waters and land below… that's a little more than rare. That's unique. The kind of place you only find in the Faraway Sea.

ThunderQuake Island lives up to its name. A place perpetually covered in storm clouds and thunder, it can be very surprising that people would find a way to live there. And yet that is what the various factions and villagers that reside on ThunderQuake Island have done. A small town has found its way across its surface.

The island itself consists of a few rolling hills and rocky outcrops splattered across its surface. Its biggest landmark is the giant lighthouse on the western part of the island, a powerful beacon light acting as both a guidance for visitors and as the town's main stay of light.

Size: Medium (7 Hexes)

Genius Loci

Lantern of the Lost
The Lantern in the lighthouse is a powerful artefact, its strength increased exponentially by the lighthouse itself. When its shiftable walls are down, the light of the Lantern is bright enough to turn night into day, emitting enough light to be considered its own miniature sun.

Note: For more information on the Lantern of the Lost, see page 125.

Island Special Rules

- **BOOM!** To approach the island, the crew of the ship must succeed on a DC 10 Wisdom (Insight) saving throw (DC +2 for every size above Medium for the vessel they are using) as they approach the island or take 8d6 lightning damage to the boat. Any damage that cannot be absorbed is distributed amongst the crew evenly and then doubled. The light from the lighthouse (or Lantern itself if you are in possession of it) will grant you advantage to the roll.

- **Light in the Darkness.** No spell that affects sight negatively works on the island (such as the *blindness* or *darkness* spells) if the light from the Lantern is active.

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The Lighthouse

Built from an ancient smooth stone, the lighthouse rises over 300 feet into the sky and is the first sight of anyone attempting to dock at ThunderQuake Island. Climbing it is a daunting task, as it is a smooth building with no stairs, lifts, or handholds. But some plucky adventurers have done their best to place various ropes around the structure, to help anyone get up if they wish. At the very top of the lighthouse sits a single Lantern burning so brightly and strongly that anyone approaching must shield their eyes or be blinded. The Lantern is usually shielded by its thick sliding walls that can be moved to give more space and light to the outside world.

Sparkinholm

A home for all who dwell within and upon the wilds of the sea, the town of Sparkinholm went from twelve people to three hundred within the span of two decades. Most residents were looking to get away from a life from the sea, while others had no home to return to. The town itself goes up a small hill, with most of the buildings next to a climbing path that leads to the lighthouse nearby.

The town itself has a surprising number of amenities: a social bar, a peculiar temple dedicated to the many, many gods of the sea, and its own town hall for meetings and important events. Authority within the town falls to two factions, of which most people belong to just one, the Rayeons. They fully believe in using the lighthouse to simulate day for the village for longer periods of time, convinced that failing to do so brings the risk of destruction upon everyone on the island. They cling to the beliefs of the Old Prophet. This long-dead islander wrote a peculiar text, *The Ocean Gospel*, and was convinced that, should the light be extinguished for any longer than a few hours, the island would be consumed by some dark and terrible force from the depths of the ocean. The opposing faction, the Depthers, cleave to the opposite faith. They dismiss the *Ocean Gospel* as the ramblings of a madman, and that the lighthouse should be used only occasionally, leaving the village to rely more on its own light, and less on the power of the *genius loci*.

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The ThunderQuake Barrier

Around the island and its waters, lightning surges upwards from the ocean surface, screeching out of the ground, a constant electrical storm writhing with life and power, granting the island its name. Sparks and sinuous streaks of lightning can be seen from miles around, leaping up from the water, and spiking into the sky. What causes this barrier, none know, though many speculate on connections between the incandescence of the lighthouse and the blinding flashes of lightning. The ThunderQuake Barrier remains the island's sole protection—or at least, that's what *Ocean Gospel* refers to it as—though none know what they're being protected from. There are stories of course: of orc and goblin pirates out on the waves, of dreadful beasts with blood-darkened fangs stalking the darkness… and other things, desperate, cruel creatures of the strangest, foulest kind. All kept at a distance only by the endless devastating frenzy of the ThunderQuake Barrier.

Encounters

Every so often, creatures make it through the ThunderQuake Barrier, reaching the island, and making their base inland, hunting out what they hope are easy prey…

D10 Roll	Random Encounter
1	1d6 + 2 **orcs**
2	1 **manticore**
3	2d8 + 2 **goblins**
4	5 **dire wolves**
5	1d3 + 2 **minotaurs**
6	1d10 + 2 **kobolds**
7	3 **owlbears**
8	2 **chimera**
9	1d4 + 2 **ettins**
10	1d3 **bulette**

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Whalehome & Gnat's Peak

Gnat's Peak is a joke, a barren, insignificant rock in the middle of the ocean. For most sailors, it is no more than a landmark, a checkpoint on the way to a real island, or for those who have crossed the wrong captain, a punishment. With its short beach and a rocky surface that nothing grows, Gnat's Peak only manages to make most navigator maps by its interesting size alone.

However, Gnat's Peak has another name, one granted to it by the very few that know its miraculous secret, the beautiful parallel-island that exists beneath the waves, Whalehome.

To cross over is a mystery, but a good one. One must wait until either dawn or dusk, when the sun is directly halfway over the horizon. Then, from a darkened cave within the rock, one must step through a pool of water, as if walking through a door, finding themselves on the mirrored island of Whalehome. Arriving outside the cave one would find a fertile island, with the bones of a giant whale wrapped around the rocky mountain centre, a thriving village close to the beach, and a natural bay of which fantastical fish reside.

At Whalehome, the Whale-King and all within their entourage can change themselves into human forms and impart their wisdom to both their apprentices and to humans who wish to enter their court. It is said that Whalehome was created as a truce for both whales and humans, in a time before one hunted the other for their flesh and blood.

Size: Medium (10 Hexes)

Genius Loci

Song of the Whale
Within the skull of the first Whale-King, hides a powerful song that contains a very small portion of its power. Such a divine gift can only be granted by the current Whale-King. An adventurer who has acquired such a fragment has done a great service to either the Whale-King or Whalehome.

Note: For more information on the Song of the Whale, see page 127.

Island Special Rules

- **Measured Reflections.** Time is inverted within Whalehome compared to the outside world. Sunset is sunrise, and day is night.
- **No Babelfish Needed.** There is no language barrier between creatures. All languages can be comprehended. Communication with non-intelligent animals proceeds as if the *speak with animals* spell has been cast.
- **Whalish Waybread.** Food given by the villagers in Whalehome is incredibly nourishing, lifting any exhaustion levels a player character might have.

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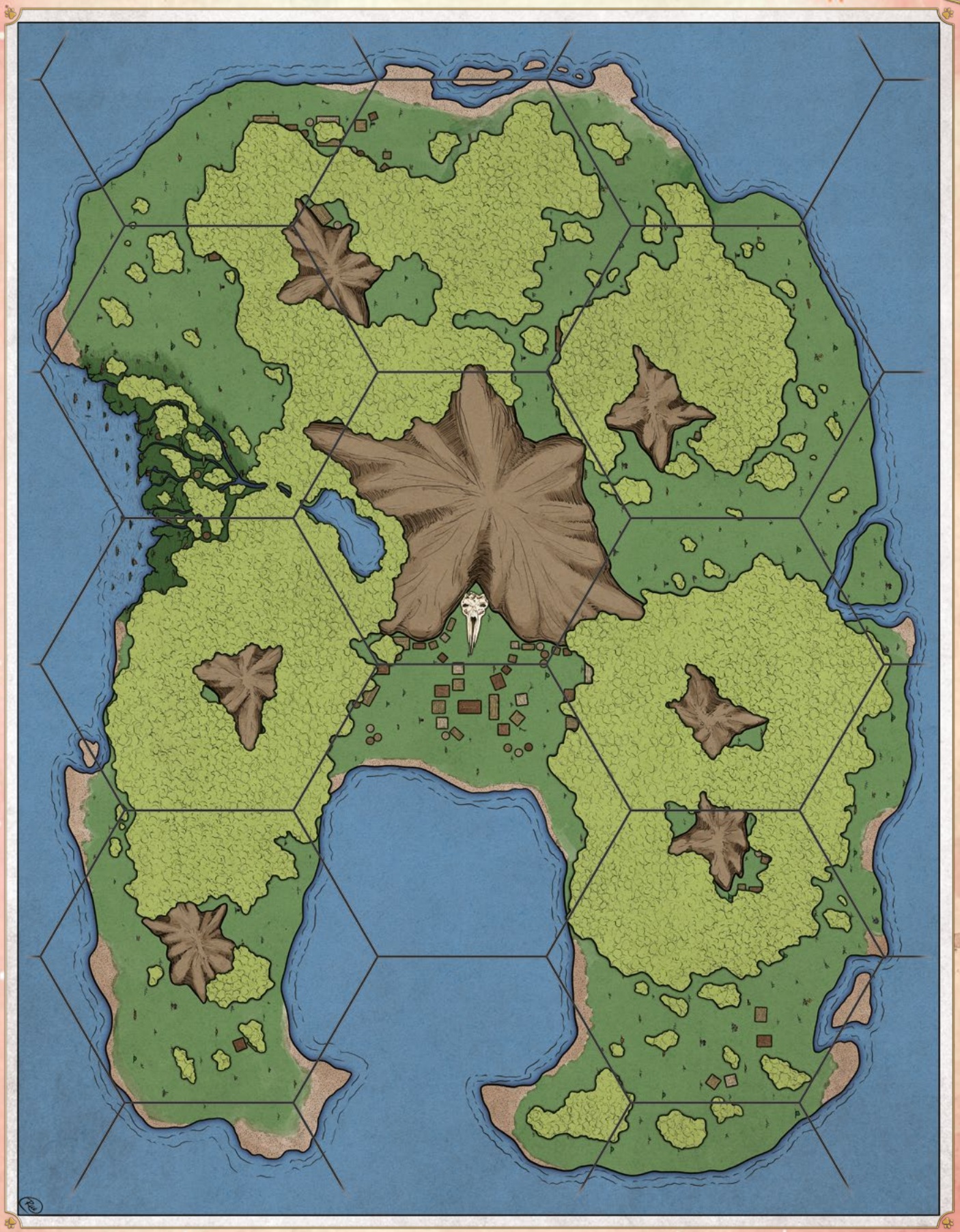

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The Whale-King

It is not surprising that individuals would dare to call themselves kings of the sea. Some do it by claiming they have conquered it, others by attempting to force their dominance. But the one that declares themselves king of the whales is done so by hereditary. The Whale-Kings themselves are the largest of their kind—some growing into the size of an entire island—and they rule whale-kind with a gentle, guiding fin. They tend to live for a millennia before passing on the mantle to an apprentice they have trained for a century and passing away, their body slowly joining into parts of their island, increasing both its size and its power.

The Whale-King's Village

If one is blessed enough to find the entrance to Whalehome, the village will welcome you. Filled with transformed whales (and certain humans who have come to settle with the Whale-King), all people are welcome to join in and live peacefully as long as they respect the rules and decrees of the Whale-King. The village itself hosts about fifty whales and ten humans. As long as a newcomer has the Whale-King's approval, they are treated with courtesy. If, however, the Whale-King turns against them for whatever reason, any outsider would swiftly find the village abandoned, with nothing but empty homes around them. Upon returning to the real world, they would find the pool no longer welcomes them back to the island.

The court itself is less formal than its name. Every fortnight, the villagers gather by the largest home and await the arrival of the Whale-King from the sea. They come through the bay, appearing with a spout of water, and then take the form of whatever creature they desire. A night of stories, tales from ancient seas, and past histories commences, and with the rising of the sun, the Whale-King returns to the ocean, starting the cycle anew.

Skull of the Ancestor

It is said that Whalehome's power comes from the death of one of the first Whale-King, who was great in both stature and leadership. Upon their passing, they lay a final spell over the island that became Whalehome, casting it into its own special world and creating a home for all of its kind to rest and educate their young. Their skull sits along a mountain in the centre of the island and can hold up to twenty people with enough room to move around. Etched along the inside of the skull are the tales of previous Whale-Kings, along with any significant events that has occurred within the ocean itself.

The Bay

A circle of rocks around a beautiful white beach next to the village creates a natural bay on the island, which boasts fish from various parts of the Faraway Sea, if not beyond. It is not that the fish themselves are present within the bay, just that the waters of the bay represent the waters of all the land - fishing within the water of the bay can bring you fish from a part of the sea you have visited previously.

Encounters

The Whale-King's realm is always under threat. Whether from creatures above, trying to force their way into the Whalehome, or those dwellers in the deep, seeking to overthrow a king they detest, there's always some potential danger waiting to be fought.

D10 Roll	Random Encounter
1	1d8 + 2 **sahuagin**
2	1 **dragon turtle**
3	2d6 **merfolk**
4	2d4 **giant sharks**
5	1d6 + 1 **plesiosaurs**
6	1d10 + 2 **sahuagin**
7	1d4 + 3 **water elementals**
8	1 **sea hag**
9	1d4 + 2 **giant octopuses**
10	2 **dragon turtles**

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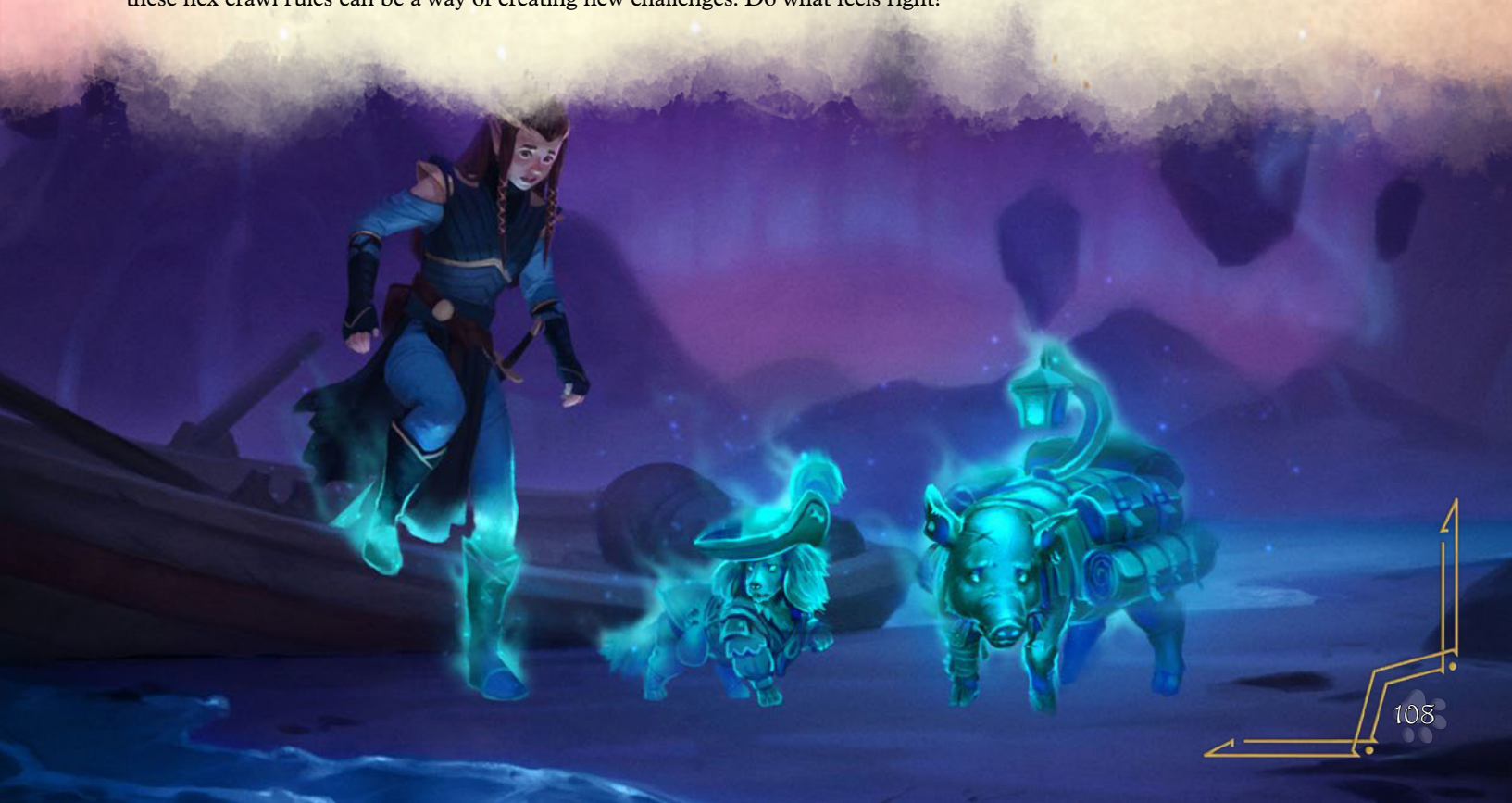
Living that Island Life: Exploration, Reputation and Island Generation

So, you've got your new characters, you've got an overview of the Faraway Sea, and Flotsam, now you need the rules for exploring them! Well, some good news. This is the chapter you've been looking for. These rules take you through choosing and constructing an island adventure, building rival adventuring groups for your player characters to face off against, and creating new islands from scratch!

The following rules are optional; you can use them in your games, or, alternatively, decide to use none of them at all. Decide based on the kind of game you want to run, as well as the group you're playing with. For example, most of the adventures in this book don't use the hex crawl rules detailed under Exploration. This is deliberate—those adventures are designed to be fast, direct, and to be playable in no more than one or two sessions. If you're playing a longer campaign, these hex crawl rules can be a way of creating new challenges. Do what feels right!



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Which Island?

There's a lot of islands out there in the Faraway Sea. There's a dozen or so in this book, and we're only scratching the surface of the weird and wonderful places waiting to be explored. So, how do you know which island is going to show up next? If you're an animal, or an explorer, you go to the Observatory, obviously. You, unfortunately, don't have that luxury—I know, I'm sorry, but you're the GM and that's very nearly as cool.

When deciding which island is about to emerge from the mist, you can either choose the island best suited to the type of adventure you prefer to run. Alternatively, roll on the following table, rerolling if you bring up the last island the player characters visited:

D12 Result	Island Name
1	Flicker Island
2	Dragon-Wise Island
3	The Isle of Twisted Glass
4	Isle of the Sleeper
5	Snow Blast Island
6	Perfect Summer Island
7	Whale Home Island
8	Thunderquake Island
9	Isle of Cursed Stuff
10	Oak Tree Island
11	Chronologica
12	Golem Island

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How Long is it Staying?

The islands of the Faraway Sea are temperamental things; they emerge from the mists for a short time, exposing their secrets to the world, and then are swallowed back up, not to re-emerge for months or years at a time. Determining how long an island is going to be in place is extremely important. If player characters get trapped on an island, they could be stranded there for a long time, and racing to escape as the mists close around them, keeping them somewhere they might really not want to be. After all, spending one day on an island filled with magical dragons might be a remarkable experience filled with insight and learning, but how long can you be there before they start thinking of a player characters as a tasty snack?

An island stays for a minimum of eight hours of in-world time. This is enough time for tourists to journey over if a place looks particularly lovely and inviting, or if the island is well known, and clearly recognised. It is not enough time to explore an island properly, however, as each island is broken into hexes, and a hex takes 6 hours to thoroughly explore (for more on exploring a hex, see page 111). Fortunately, most islands stick around a little longer than eight hours!

The Observatory, on Flotsam, also issues its prediction of how long the island is going to be around. Filled with brilliant, and slightly mad, scientists, the Observatory issues a notice whenever an island appears, estimating how long they believe it is likely to hang around. These are, they're keen to emphasise, just estimates! Sometimes, they're astonishingly accurate… other times not so much. But smart adventurers should know the signs of an island about to disappear back into the clutches of the Faraway Sea!

When determining how long an island remains in place for, the GM should roll on the following table, and add the minimum hours value to the total rolled. Alternatively, should you be in a hurry, simple choose the average hours value!

When determining the accuracy of the Observatory's predictions, if the total of hours rolled is *above* the average, then roll and add the indicated number to the total, and if the total of hours rolled is *below* the average, then roll and deduct the number from the total. The Observatory might only be an hour out, or they might be ten! That's one of the many risks of exploring the islands!

Island Size	Minimum Hours	Additional Hours	Average Hours	Observatory Prediction
Small	8	1d12	14	Total +/- 1d6
Medium	12	1d20	22	Total +/- 1d8
Large	16	2d20	36	Total +/- 1d10

How Do We Know It's Disappearing?

The player characters might have some rough idea of how long they have on the island, but it's not going to be totally accurate. That's a definite risk, if you're hoping to make it back to Madame Wilder's before Happy Hour is over, but risk is what an adventuring life is about. Fortunately, for the punctilious adventurer who is also observant, there are certain signs an island is likely to disappear back into the mist soon.

- 3 hours from vanishing: Mist begins to gather on the ground, as though rising from vents in the earth.
- 2 hours from vanishing: The island begins to shake, gently.
- 1 hours from vanishing: The mist is now thick enough to make vision difficult. Visibility is reduced to 30 ft.
- 1/2 hour from vanishing: The island begins to shake violently, readying itself for to move. Moving more than 20 ft. in a single action requires a creature to succeed on a DC 12 Dexterity (Acrobatics) check, or else be knocked prone!

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Getting To and From an Island

You cannot reach or leave an island by magical means. You just can't do it. The magical energies woven around the Faraway Sea, and the islands within it counteract all magic. It's impossible to *Teleport* a creature from Flotsam to an island, for example. It's also impossible to do the reverse. While it's perfectly possible to teleport from one side of an island to another, getting to or from an island requires more mundane means.

The only exception to this rule are spells enabling communication with others, such as *Message*. These can be sent from, and received on, the islands at any time—even if the island is swallowed by the Faraway Sea.

What Happens When the Island Disappears Back Into the Mist?

If the player characters don't manage to reach their boats—or whatever method of conveyance they used to reach the island—before the time elapses, they're trapped! The Faraway Sea swallows the island back up into a torrent of swirling mist. The player characters can still clamber into their boats and attempt to sail away, but they'll find themselves suddenly sailing towards the island, entirely reoriented without any notion of how this happened or any detectable spell causing the effect.

As to how long it takes for the island to swing round again, we suggest 1d4+1 months, though this depends entirely on the GM and the player characters, and what they wish to do. After all, there are certainly other ways off some of the islands, for those who know where to look. How else does Mr Fugit manage to trade with the great kingdoms of the south, despite Chronologica being subsumed by mist for months at a time?

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Hex Exploration

In ***Animal Adventures: The Faraway Sea*** each island is broken up into a number of hexes. These hexes represent the same area of land, irrespective of the island they're on. A large island might have 6 or more of these hexes, while a small island might possess only 2, but each hex covers an area of approximately the same dimensions.

When player characters arrive on an island, they are always assumed to arrive on the edge of a hex. This begins Exploration. Exploration is how the player characters navigate their way around an island they've never visited before, discovering its secrets, and becoming engaged in the island's comings and goings.

Exploration

When a group of player characters is engaged in exploration, they act as a group, rather than as individuals. This does not preclude a character being sent off to perform certain individuals actions, but such a decision is taken as part of the group, rather than as individual decision.

During exploration, play follows the sequence detailed below

- *Declare*: The player characters, as a group, determine what it is they wish to do during the phase of exploration. They can all act together, or can split off into separate groups.
- *Generating Complications*: Every action possesses a time cost, and a series of potential complications the player characters might need to overcome. The GM determines these complications, using some of the examples below.
- *Description:* The player characters, and the GM, together, describe the journey, and what happens on the way.
- *Resolution:* The player characters and the GM play out, and resolve, any events or encounters the player characters experience during their exploration.
- *Destination:* The player characters reach their destination. The GM makes a note of the time that's elapsed, and any resources the player characters might expend in the process.

Player characters can pass through a hex in a number of different ways, with each method consuming a different amount of time. When determining how long player characters spend in a Hex, the GM should refer to the following table. For the table below, the time for travel assumes the starting at the edge of one hex, and crossing either to the centre of the hex, or to the opposite edge of the hex.

Activity	Time Taken
Exploring a new hex	4 hours
Journeying across an unexplored hex, carefully	4 hours
Crossing a hex, quickly and directly	2 hours
Exploring an individual location thoroughly	2 - 4 hours
Dealing with an encounter or challenge	½ hour

These times are approximate, and, if the GM feels the player characters have spent a particularly long time doing something, they should feel free to add hours, or even reduce them if the player characters come up with impressive and efficient ways of overcoming problems or working as a team.

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Generating an Encounter

As player characters travel across a hex, they'll encounter numerous different risks, and dangers. These pose different challenges to the player characters which they need to overcome in order to progress.

The GM determines what these encounters are, depending on the setting, and the overall adventure they're running.

Each island possesses a table of random encounters, enemies or people the player characters might meet during their time ashore. These don't have to be used simply to generate fights. Instead, the GM can use them in concert with the additional encounter ideas below to construct a sequence of exciting situations for the player characters to navigate through.

Challenges

- *Environmental Hazard*: Precisely as it sounds, the player characters find themselves ensnared, trapped, or otherwise inconvenienced by the landscape itself. This could be as simple as a rockfall, as devastating as a full on avalanche, or as unexpected as a patch of quicksand. As GM, see if the player characters detect the environmental hazard before it hits them (via Perception checks, or perhaps they've been informed of the possibility of such hazards).

- *Trap*: The inhabitants of certain islands aren't best pleased by the visits of adventurers, looking to take a genius loci here, a handful of treasure there. This means sometimes, player characters might find themselves needing to sneak past traps designed to ensnare or kill. Again, the GM should allow player characters to notice the traps, if they're being particularly cautious, or if they've been warned about hostile inhabitants. If they're striding boldly across the island, unconcerned about such things, then falling into a pit trap, or a snare is suddenly a major possibility.

- *Rival Party*: There are lots of adventurers and explorers on Flotsam, all of whom want to make their name, and get to the genius loci before the player characters. This often leads to confrontations, and, generally, makes meeting a rival group something of a delicate dance. The player characters can respond to the rivals as they choose—as hostile or placatory as they wish—but their rivals are going to respond, and they might not be in the mood to back down!

- *Random Encounter*: This one is the easiest. Roll on the island's random encounter table, and play out what happens! Remember, not every random encounter needs to turn violent—the player characters could instead decide to try and reason their way out of a tight spot, or simply go at with teeth and claws.

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Reputation Gains

Flotsam is a town of talkers. They're constantly discussing the latest group of adventurers, speculating about who is likely to become the next group to swagger back into town with a fistful of genius loci and smug smiles on their face, and who is unlikely to come back at all, save as a story told by other visitors about bleached bones on an empty beach.

Gaining reputation is both a substantial benefit for player characters, but also makes them a target for other rival adventurers—who might see their success as a challenge, or as an opportunity.

Each adventure or activity the player characters engage in on an island can potentially boost their reputation score. Detailed below are a series of possible reputation gains, and losses. These are far from exhaustive—the GM should feel free to add more, depending on how the player characters act and respond to the world of the Faraway Sea. Starting a brawl in a local tavern is unlikely to endear them to the Flotsam locals, while stopping such an occurrence might result in a real boost in their popularity.

Reputation Gains

+1 for exploring a new island

+1 for defeating a rival adventuring party

+1 for finding a location

+3 for bringing a Genius Loci back with them

Reputation Losses

-1 for losing a fight with a rival adventuring party

-1 for returning without a Genius Loci

-3 for becoming trapped on an island

Reputation accrues over time, and, as it does, the way player characters can expect to be treated changes. Whether it's a sudden benefit in terms of reduced costs at the Flotsam market, or additional competitiveness when meeting rivals, your reputation determines how people respond and react to you.

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Total Reputation	Flotsam Response	Rival Response
One to Watch (10+)	You get a few nods in the street, a few comments about what you're going to do next. Your presence, anywhere in the town, is remarked upon.	Little change; you're not big enough to be a threat yet, but beyond the odd jostle at the Observatory's message board, and a loud joke, you're left alone.
On the Way Up! (20+)	People ask to hear the story of your latest adventure. You might have a round of drinks bought for you, and people are keen to hear of your next adventure. You receive a 2% discount on the cost of all items at any shop or market stall. In addition, you receive a payment of 35gp from the Observatory if you can bring them reliable information about the islands you visit.	You're just starting to earn the kind of name people get jealous of. You might find your purse a few gold pieces light, or find certain shops won't serve you. When dealing with a rival party member, all social checks are -1.
Real Pros (+30)	You've been doing this a while now. It's been a lot of hard work, but now you're known and respected everywhere. You get tables at short notice, crowds part for you, and you gain a 5% discount on the cost of all items at any shop or market stall. In addition, you receive a payment of 100gp from the Observatory for any information or maps you bring back. They know *you're* coming back.	You're fully fledged rivals now. So, they're going to mess with you, disconcert you, but they might also help you if they think there's some gold or reputation in it for them. All social checks are made at -2. You can pay 10 Reputation, or 300gp, to automatically pass one of these checks, or gain the help of your rivals for one adventure.
Best of the Best (40+)	No one knows this job better than you. You've been doing it a long time, you've survived the worst that the islands can throw at you, and come out smiling. Everyone knows your names, your faces, and that you're as tough as they come. You get a 10% discount on all items at any shop or market stall. You also receive a payment of 150gp from the Observatory for any information on the islands you bring back. In addition, each player characters has advantage on all Charisma checks made while in Flotsam.	You're walking around with a big target on your back. Everyone wants to be you, everyone wants to take what you have. Challenges fly at you from every bar, but not many are prepared to actually go through with it. You make all social checks at disadvantage with rivals, except for Intimidate checks, which are made at advantage. You can pay 5 Reputation, or 500gp, to automatically pass one of these checks, or gain the help of your rivals for one adventure.
Legends of the Faraway Sea! (50+)	You're more myths than people. Whenever you're in Flotsam, people flock around you half the time or keep a respectful, faintly terrified, distance for the other half. You're considered almost more than mortal—whether you're comfortable with this, or not…well, only you know that! You get a 15% discount on all items at any shop or market stall. You also receive a payment of 250gp from the Observatory for any information on the islands you bring back. In addition, each player characters has advantage on all Charisma checks made while in Flotsam.	They're mostly afraid of you, now. Some of them come to you for help, but mostly, they stay out of your way, and murmur about your greatest feats—along with rumours concerning your failures. You make all social checks at advantage, when dealing with rivals. You can pay 5 Reputation, or 1000gp, to automatically gain the help of your rivals for one adventure.

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Rivals

Flotsam thrives on adventuring groups. It's why the town exists. It's what it's there for, after all. If thing were peaceful, calm, and only one or two groups of explorers showed up, the town would be dead in a week. No, the place needs conflict, and it gets it from rival adventuring groups constantly trying to beat their peers to the island, to the genius loci, and to any treasures they might be able to find!

When generating a rival group for your player characters to contend with, there are a couple of questions to bear in mind. These are:

1) How tough are they?
2) How well known are they?
3) How do they feel towards the player characters?

And, finally…

4) What are they called?

Using these four questions, and the tables below, you can put together a rival group—and work out how they're going to respond to your player characters—in only a few minutes! So, let's get started!

The first table allows you to put together a group of NPCs, using statistics from the third core rulebook of the world's favourite roleplaying game. The toughness and durability of your NPCs is graded on three levels—low tier, medium tier, and high tier. Of course, if you want to mix things up, you can choose, for example, a high tier leader and have them oversee a group of particularly dim and inept low tier minions. Go with what makes sense for your game!

Toughness Tier	Leader	Minions
Low (1-4)	Cult Fanatic	Cultists & Bandits
Medium (5-10)	Gladiator	Knights & Scouts
High (10+)	Assassin	Gladiators & Priests

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The next decision is about their level of renown. It's not important to track this, in the way it is for the player characters, so we suggest simply picking one of the tiers below, and going with that. Of course, as the player characters increased in reputation, the renown of their rivals is liable to suffer, so you might want to downgrade your rival party now and again. The advantages each tier get represent their additional experience, or, perhaps, a touch of beginner's luck. These are superseded by the player character's own, of course. But at the start, it can provide a little extra difficulty, and a little impetus for them to get out exploring!

D4	Renown	Advantages
1	Rookies	Wet-behind the ears, and still yet to learn restraint, all rookie rivals gain +1 to their Initiative, should a fight break out between them and the player characters.
2	Low-level Toughs	Nasty in a fight, and used to dealing with upstarts, Low-level Toughs gain advantage on their first attack against the player characters, should a fight break out between them.
3	Old Hands	Been doing this stuff a long, long time. They also arrive at an island two hours before the player characters—they have an insider in the Observatory— and gain advantage on their first attack against the player characters, should a fight break out between them.
4	Champions	These are the people the player characters want to be. They know and have been through it all. Twice. They always arrive at an island three hours before the player characters—the Observatory practically worships them—and they gain advantage on their first attack and first saving throw against the player characters, either in combat or outside.

The penultimate table lets you determine how the rivals respond to the player characters when they encounter them. Are they genuinely friendly? Are they absurdly hostile? Pick one which works for your adventure, and with the player characters!

D10	Rival Attitude	Response to Player Characters
1-2	Friendly	That's it. They're open, decent, generous. They're looking for genius loci of their own, of course, but if you get there first, you get there first. They'll see you in the tavern, and it's your round today. It'll be theirs next time!
3-4	Hostile	Do not get in their way. They'll attack you immediately. In fact, they might just attack you anyway. They don't like what you look like. Or sound like. Or smell like. They don't like you, or anyone. And they don't care who knows it.
5-6	Manipulative	New adventuring parties are perfect fodder for the experienced explorers. Send them on ahead, to mark a way for you to follow. Get them to ask the cantankerous locals the questions while you listen in on the answers. They work out the riddle, you swoop in for the prize. It's only going to work once, but who cares?
7-8	Furtive	Everything is secret. Keep it covert, keep it hidden, and tell them nothing. If they even look at you twice, warn them to keep their eyes on their own business. You might not even be planning to head over to that island, but this kind of party doesn't ever acknowledge that. They keep the tightest of grips on any knowledge they possess.
9-10	Conciliatory	Look, sure, we might screw you over. Or send you down the wrong path. Or even steal your weapons while you're sleeping. But it's nothing *personal*. It's just business!

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The final stage is to choose a name! What is your band of rivals going to be called? What do the player characters hear them referred to, in the taverns and markets? What name is slapped alongside the boats, as they speed towards the shore? Roll twice on the following table and you'll have an answer!

D10 Result	First Part	Second Part
1	Bloody	Conquerors
2	Gorgeous	Hunters
3	Hidden	Iconoclasts
4	Golden	Bandits
5	Grim	Warriors
6	Shredded	Queens
7	Raging	Away Team
8	Hellacious	Hounds
9	Happy	Expedition
10	Miraculous	Heroes

So, what are you waiting for? Put a rival crew together and start making your player characters' lives that little bit more interesting!

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Island Generation

We've provided a good number of islands for you to explore in this book, and we hope to offer even more in the future. But we also know GMs love to make their own deathtraps… I mean interesting locales… for player characters to explore. So we've put together a series of random tables to help you do exactly that.

These offer a means of creating an island quickly, ready for your player characters to go exploring! So, grab yourself some d10, and you're good to go!

D10 Result	Key Island Feature	Key Island Location
1	It rains crystals	A castle built from copper pennies
2	The rocks are transparent, revealing strange pulsing brains within	A single cask of aged whiskey
3	Golden flowers grow over every surface	A large, Victorian-style house, with a magnificent front garden
4	Each tree has eyes growing all over it	An ornate fountain
5	As soon as you set foot on the island, you become… a ghost?	A large, mobile, chest-of-drawers
6	Mountains erupt from the earth at random	A grove, deep within an ancient forest
7	The land is ragged with weeping sores	A hovering platform, made from onyx
8	All the water is in fact blood	A laboratory, polished steel, and white
9	*Everything* can talk. It's the loudest island in the multiverse	A bird nest, woven from impossibly fine strands of copper
10	The flora and fauna is much too large – giant wasps flitter everywhere	A pit, lined with teeth

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D10 Result	Genius Loci	Effect
1	A fine set of silver cutlery	Gain advantage on all Charisma checks made with goblinoid creatures
2	A pack of playing cards	The bearer gains +2 to Intelligence and Wisdom
3	A knife made from a Tarrasque tooth	Do an additional +1d6 slashing damage when the bearer makes a successful attack
4	The skull of a long extinct creature	Add your proficiency bonus to one additional skill of your choice
5	A length of hangman's rope	Gain resistance to force damage
6	A golden thimble	Gain advantage on all Dexterity (Stealth) checks
7	A clay tablet, marked with a forgotten language	Gain proficiency in Arcana
8	A pair of trousers made of human skin	The bearer gains +2 to Strength and Constitution
9	A wooden, children's toy	Gain resistance to fire damage
10	A tea pot	Gain advantage on all Wisdom saves

D10 Result	Unusual Character(s)	Quirk
1	Twelve cats in an ogre suit	A stunning smile
2	A pirate albatross	An unusual scar on their cheek
3	A tiefling, and her companion red panda	Always flicking a coin between their fingers
4	A one-armed dwarf fighter	Always bickering, either with themselves or each other
5	A small brown bear	Always has their hand on the hilt of a weapon
6	An exceptionally tall gnome	Wears an eyepatch, though doesn't need one
7	Twin elves	Smokes cigars, constantly
8	A bugbear druid, and a human wizard	Is actually twelve cats in an ogre suit
9	A painfully thin silver Dragonborn	Laughs at normal statement, but never at jokes
10	A former town guard and soldier	Astonishingly bad haircut

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Genius Loci

Ah, those old genius loci, eh? Remarkable things, and most certainly worth the time it takes to hunt 'em down. Not sure it's worth the discomfort, though. I'm much happier in my old chair, these days. There's a great deal more brandy here, than there is out there on those islands, I should think. Though, to be fair, I did drink a fair amount of the stuff while I was on the islands. Cold hours by the campfire, eh what? Always enlivened by a little snort of the good stuff. Anyway, yes, the genius loci! Remarkable things. I already said that, didn't I? But well, we've all used magical rings and such like, haven't we? Or wands. Waved a few of those around in a fight. Genius loci are a bit different. And if you know how to use 'em, all the better for it!

Genius loci all have different effects and rules associated with their use. Despite this, there are several universal rules which apply to all of them. These are as follows:

- *Genius loci* are all rare artefacts, even if multiples exist (as with the Brilliant Heartshards).
- *Genius loci* require no attunement. If a player character picks one up, they instantly gain access to its power.
- *Genius loci* never run out and can never be broken.
- A player character can never derive benefits from more than one *genius loci* at a time. They may carry multiple but must specify which *genius loci* they are using. A player character may only change the *genius loci* they are using during a long rest.

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The Acorn

It's an acorn. An extremely powerful artefact, in its own way, but still a very large acorn found on Oak Tree Island. It's extremely easy to lose, and that would be a loss indeed. When the Acorn is next to your skin, you feel a great surge of power—more than power, surety, steadfastness, even tranquillity. It's almost like…being a tree yourself. Granted, not everyone might seek out such an experience, but it remains a strangely compelling one for those that do.

If a player character is carrying the Acorn, and has it against their skin, they gain the following benefits:

- They have a +1 bonus to their AC, as their skin hardens and toughens like bark.
- They increase their Wisdom score by 1, as they gain an insight into the earth.
- They gain proficiency in the Nature skill.

These benefits remain for as long as the character has the Acorn against their skin. Should they take it off, they immediately lose these benefits.

Brilliant Heartshards

The only way to gain a Brilliant Heartshard is through the sacrificing a memory to the Sleeper, and the knowledge of this requirement comes magically into one's mind when they reach the Sleeper's chamber on the Isle of the Sleeper. This must be an important moment in the seeker's past. Perhaps some major turning point? Or the first moment they saw a loved one? Or a deathbed reconciliation? A lost memory is completely erased, and only be restored with a wish spell. How the missing memory might change one varies greatly for each individual.

While plucking the Heartshard is difficult and costly, the rewards for success are great. Those who possess a Heartshard, can channel the power of the Sleeper by selecting one of the following benefits when they finish a long rest:

- They increase their Intelligence score by 2.
- They can regain one expended spell slot (of any level).

These benefits can be used a number of times equal to half the user's proficiency bonus (minimum 1). All expended uses are regained with a long rest, for as long as the Heartshard is in possession.

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The Clock of Now

Large, bulky, and somewhat difficult to carry, the Clock of the Now is nevertheless an exceptionally powerful *genius loci* from Perfect Summer Isle, capable of granting its owner a chance of correcting their mistakes. It's a remarkable gift, though it comes with a price, of course. Everything does.

Any player character carrying the Clock of Now immediately gains a point of inspiration, which they may spend at any time they choose. Using the inspiration, however, comes with a price. The player character must roll a d8 and take that much force damage, as the strain of rewinding time takes its toll. Once this ability has been used, it takes 24 hours for the Clock of Now to work effectively again.

Crafting Coffer

Created with the intention of making all things better, stronger, and more resilient, the Crafting Coffer from Flicker Island takes the form of a beautiful, ornate chest. It's surprisingly lightweight when picked up, but its shape makes it awkward to lug around.

When picked up, the Crafting Coffer was fashioned by the island's greatest craftspeople and shines with a pleasing orange glow. Upon finishing a long rest, those that pick up the Coffer can choose to be proficient in a skill.

The lid of the Coffer appears once a skill has been chosen, and inside is a tool kit related to the chosen skill. For example, if you chose to be proficient in Medicine, then an Herbalism Kit could appear in the Coffer. If you selected a skill with no clear correlation to a tool kit, the Coffer will find one that is most appropriate. Picking up the Crafting Coffer grants the following benefits until the character's next long rest:

- They become proficient in one skill of their choice.
- They receive a tool kit related to the skill or one of their choice.
- They can choose to have advantage on one use of the tool kit produced by the Coffer.

All benefits of the Crafting Coffer last as long as the character retains the Crafting Coffer. Should they set it aside, or lose it, these benefits immediately cease.

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Gertrude, the Light Crossbow

Residents don't quite know what the *genius loci* of the Island of Cursed Stuff is. Rumours abound, though. Most believe that it's a very large, very shiny, very valuable gem known as the Soul of the Isle. Others think that the Soul of the Isle is a dulcimer with one string that is always flat. What they all agree on is that it's somehow tied to the island's bizarre curse.

In actuality, the Island of Cursed Stuff's *genius loci* is a plain-looking light crossbow. A light crossbow with a name and an outspoken personality.

Gertrude is a sentient weapon with a wicked wit and a sharp tongue… well, not a literal sharp tongue, more of a metaphorical one. She doesn't have a mouth, after all. So how does she communicate her strong opinions and cutting observations to those around her? Telepathically. Her verbal barbs are inescapable and can inflict literal damage in the form of the *vicious mockery* spell.

As the *genius loci* of a cursed island, Gertrude has quite the affinity for the mystical. She can read and speak every language in the known world and has an incredible encyclopaedic knowledge of all things magical. As a result, she gets a bonus to Arcana checks… when she's feeling cooperative, that is.

Gertrude, the Light Crossbow

- She is a +1 light crossbow that does not require attunement.
- **Language Maven.** She speaks and reads every language.
- **Witty Weapon.** She casts *vicious mockery* at the wielder's level once every round on any creature within 10 feet. In addition, her wielder must roll a d20. On a 1, Gertrude attempts to cast *vicious mockery* on her wielder instead!
- **Arcana Checks.** She gets a +7 to any Arcana checks.

The Heart of the Golem

The Heart of Golem is the symbol of Golem Island. When the city was first built by the original guilds—ceramics, glasswork, textiles, carpentry, and smithing—they created the huge golem to represent them all, with each of the guild symbols written into its heart to show unity and solidarity with each other. The golem and the island belonged to them all. As the city grew and more guilds appeared, more golems were made to serve the craftsfolk and protect the island from raiders and pirates. Each of the new golems was made with a small part of the original one in order to bring it to life and to ensure the unity of the city—all the golems are linked to the one heart.

The craftsfolk of the city loved the golems. They were works of art in themselves, but the golems soon became much more, crafters in their own right and part of the families that lived on the island. The city grew in power and prosperity, and the items made there were wanted by any who could afford them, but this drew more and more attention to the city from those who might do it harm. One fateful night, the city was beset by creatures of darkness.

They overwhelmed the people, stealing away not only the items but craftsfolk themselves and destroying the workshops. The golems saw this and the Heart of the Golem felt the pain of each one as they were broken or saw the people who loved and cared for them stolen away. The Heart of the Golem set itself to protect the city.

While the city was protected, the Heart of the Golem was overcome and began to crack. Now it is all that the remaining craftsfolk and their golem protectors can to do keep themselves and the island safe while they desperately try to repair the Heart.

Those who take a piece of the cracking Golem Heart gain the following benefits:

- They have a +2 bonus to their AC.
- All constructs making attacks against the wielder do so with disadvantage.
- They gain advantage on all attempts to communicate with constructs.

These benefits remain for as long as the character possesses the Heart of the Golem. Should they set aside the piece, or lose it, these benefits immediately cease.

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Lantern of the Lost

The Lantern in the lighthouse is a powerful artefact from ThunderQuake Island, its strength increased exponentially by the lighthouse itself. Encased within a small, wooden box, it's easy to mistake the Lantern for something inconsequential—an ornate jewellery box, for example. But what is truly contained within is far more precious, and far more powerful, than a mere gem. The light of the Lantern, a distilled and refined form of the endlessly burning light of the island, is an astonishing power.

Carrying the Lantern of the Lost confers the following benefits:

- They are immune to the blinded condition.
- They gain truesight to 120 feet.
- They reduce all damage from spell attacks by 2, to a minimum of 1.

These benefits persist for as long as a player character possesses the Lantern of the Lost. Should they set it aside, or lose it, these benefits immediately cease.

Orb of the Frost Queen

The Orb of the Frost Queen is a gleaming crystal ball, inside of which can be seen an endlessly twisting blizzard. A large, jagged crack, spreads across it.

This *genius loci* covers everything on Snow Blast Island in ice and snow. So bitter is the cold that if a creature draws within 10 feet of the Orb, they must succeed on a DC 15 Constitution saving throw or suffer 5 (1d6 + 2) cold damage.

The cold intensifies if a creature touches or picks up the Orb. They must succeed on a DC 20 Constitution saving throw or suffer 10 (1d10 + 5) cold damage. Those that have survived the icy injuries of the Orb, claim that they felt possessed by the spirit of an ice elemental, and that the same elemental has a lot to discuss with the resident frost giant on the island!

If the Orb allows itself to be removed from the island, then a player character carrying it gains the following benefits:

- They gain resistance to all cold damage.
- They increase their Charisma score by 1.
- They gain proficiency in the Insight skill.

These benefits remain for as long as the character possesses the Orb of the Frost Queen. Should they set aside the Orb, or lose it, these benefits immediately cease.

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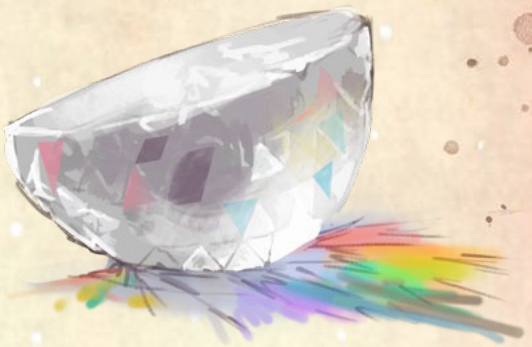
The Pocket Watch of Magister Tick

It's a tiny thing, just a pocket watch. At first glance, it seems unremarkable. Only after minutes of careful study does the magnificence of the craftsmanship reveal itself: the intricate golden filigree, the precision with which the hands have been fashioned, the immaculate time it keeps. As well it should; it is, after all, the pocket watch of a god. Magister Tick, as he is known in this part of the world, is the god of time (and also of carpet slippers, oddly enough). Aeons ago, he dropped his pocket watch on Chronologica, and the perfection of its craft, and its power, seeped into the soil, bled into the air, turning the island into a clockwork paradise. That is until Mr Fugit arrived who claimed the pocket watch for himself. He assumed mastery of the island and began to shape it to his own particular vision. No longer a paradise, the island is a ruthlessly disciplined manufacturing plant, and much of its beauty gone, subsumed to the ambitions of Mr Fugit. And thanks to the whirring cogs that protect the island, no one gets in or out unless he says so. And so it remains, until some heroic soul can snatch the pocket watch from his person, of course.

Should a hero manage this remarkable feat, then the pocket watch confers the following benefits:

- They increase their Wisdom by 1.
- They immediately learn and may use the *mend* cantrip.
- Once per day, they may send a message to themselves in the past, warning of an upcoming danger. This grants advantage on their first attack in any combat, and they cannot be surprised.

These benefits persist for as long as a player character possesses the pocket watch. Should they set it aside, or lose it, these benefits immediately cease.



The Prism

The people of the Isle of Twisted Glass found the Prism long ago. Though it was never clear if it was made by nature or by mortals, its unique properties were identified quickly. The people studied it, ensnared by the need to understand the Prism and how it could be used, mostly likely already effected by it themselves. The fixation on the Prism led them to create a form of glass that could replicate the Prism's properties, though with less subtle results. They made began make more and more from this glass, first things to help the population, then things to urge people to more "correct" ways of thinking, and then to not think at all. Each time they pushed the boundaries of what the Prism could do, they worked that into the glass that reflected it.

The Prism is made up of thousands of replicas of itself, so a player character could take 'a' prism, and the overall Prism would scarcely be diminished. Taking a part of the Prism in this way confers the following benefits:

- They have advantage on all saving throws against mind control spells, such as *charm person*.
- They learn and can cast the *light* cantrip at will.
- They reduce any piercing damage they receive by 1, to a minimum of 1 point.

These benefits persist for as long as a player character possesses a part of the Prism. Should they set it aside, or lose it, these benefits immediately cease.

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Song of the Whale

Within the skull of the first Whale-King, hides a powerful song that contains a very small portion of its power. To gain the Song of the Whale, one must gain the favour of the current Whale-King themselves. Each king has had their own trial, but all gifts granted to human (or animal) kind have been due to a significant achievement that has helped Whalehome or the Whale-King. Once this favour is complete, the Whale-King grants a portion of the skull, in payment.

The Song of the Whale-King grants the following benefits:

- They can breathe underwater, as on land, without any penalties.
- They can communicate with any aquatic creature, as though knowing their language.
- They gain advantage on any social checks made with aquatic creatures.

These benefits persist for as long as a player character possesses the Song of the Whale-King. Should they set it aside, or lose it, these benefits immediately cease.

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Friendly Faces and Foul Fiends

Bobbing about on the briny for a wee while brings you into contact with all sorts of chappies, chappesses, and chaperinos. Some of them are the finest fellows and fillies you could ever hope to meet. Others… well, others are more likely to try and bite a fellow's face off. Not the nicest of ways to say hello, is it? But such is the life of an adventurer, and, why those of us with a bit more up top than the average swashbuckler quickly find a way to retire, sit back in a rather lovely chair, and put one's feet up. Much better way to spend time, don't you know?

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Ysandre

MEDIUM HUMANOID (TIEFLING), CHAOTIC GOOD

Legendary for her exploits with a cutlass in hand, Ysandre has long been considered a terror of the sea. Some of her greatest (and most outrageous) feats are now the kind of stories fellow pirates and sailors know by title alone: 'The Frost Fur Reach Robbery', for example, or 'The Great Doubloon Heist'. Amongst awakened animals, however, she's known for her kindness and her willingness to offer a way to escape the confines of restrictive towns or unpleasant homes to those animals needing them.

For a long time, Ysandre was forced to hide in Gullet Cove, but now she's back on the waves, driving terror into the hearts of those who exploit awakened animals and any traders and merchants with more gold than they need. With her loyal crew at her side, Ysandre's constant circling of the Faraway Sea is writing another page into her storied life—and the 'Island Getaway' is already approaching the status of myth. For all the escapades and general derring-do, Ysandre seems somewhat distracted. She's looking for something in the endless storm, some sign of something, though she confides what it is only to her truest friend, Charlemagne, her first mate. Some rumours suggest Ysandre escaped the attentions of her many enemies in Gullet Cove by accepting the offer of a particularly cunning and untrustworthy god. She hopes, it's said, to find the means of escaping the terms of that deal in the enigma that is the Faraway Sea. If anyone can succeed in such a quest, it's Ysandre.

Armor Class: 15 (padded armour)
Hit Points: 105 (14d8 + 42)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	17 (+3)	11 (+0)	11 (+0)	15 (+2)

Senses: Passive Perception 13
Skills: Acrobatics +6, Athletics +3, Deception +4, Perception +2
Languages: Common, Elvish
Saving Throws: Constitution +5, Dexterity +6
Challenge: 4 (1100 XP)

Abilities

Dirty Fighting. If Ysandre's attacks hit the enemy, she can choose as a bonus action to trip or disarm the target. She may use this ability once per combat.

Sea Prowess. Ysandre has advantage on Acrobatics and Athletics checks that involve movement on a ship and swimming checks.

Loyal Crew. Ysandre is always accompanied by a minimum of 3 raccoon crew.

Go On, Lads! An experienced captain, Ysandre is capable of exhorting a crew to the limits of their abilities. As a bonus ability, Ysandre can grant a friendly creature within 60 ft. of her who can hear her one d6 which can be used as a bonus to one subsequent ability check or save. This bonus die cannot be carried between combats.

Actions

Multiattack: Ysandre makes three weapon melee attacks.

Scimitar: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) slashing damage.

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Charlemagne

LARGE BEAST (BEAR), NEUTRAL

Fearsome, resolute, and indomitable, Charlemagne is the most formidable of first mates. He's absolutely devoted to Ysandre, following her into any battle or adventure, no matter the danger. While she was hiding out in Gullet Cove, Charlemagne was running a small bookshop in Roby City, penning his memoirs. Since Ysandre returned to the sea, Charlemagne is always at Ysandre's side whenever things get ugly.

Armor Class: 13 (padded nautical gear)
Hit Points: 34 (4d10 + 12)
Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Senses: Passive Perception 13
Skills: Perception +3
Languages: Common, Bearish
Challenge: 4 (1100 XP)

Abilities

- **Keen Smell.** Charlemagne has advantage on Wisdom (Perception) checks that rely on smell.
- **Bellow of Command.** Charlemagne knows how to boss people around. He gains advantage on all Charisma (Intimidate) and Charisma (Persuade) checks.
- **Grumpy Squid.** For reasons best known to himself, Charlemagne has a grumpy squid in a satchel on his person. When in melee combat, Charlemagne has advantage on any unarmed strikes or attempts to grapple his opponent.
- **Crab Gauntlet.** The crab on Charlemagne's wrist isn't just for show. Once per turn, the crab joins in one attack made by Charlemagne. If successful, that attack deals an extra 1d6 damage.

Actions

- **Multiattack:** Charlemagne makes two attacks, one with his bite and one with his claws.
- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.
- **Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.
- **Harpoon.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) piercing damage, and opponent is knocked prone.

Raccoon Crew

SMALL BEAST (RACCOON). NEUTRAL

They might not look much, but these little furry rascals are some of the best crewmates on the seas. No matter how tough the conditions, how difficult the sea, these raccoons never give in. They're also dedicated to their captain, the legendary Ysandre, always prepared to scurry across burning decks or icy depths to fulfil her commands. After all, they know she'll lead them to piles of gold and bins filled with food. She's that kind of captain, and they're that kind of crew.

Armor Class: 13 (padded nautical gear)
Hit Points: 5 (1d6 + 2)
Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Senses: darkvision 60 ft., passive Perception 15
Skills: Perception +5, Stealth +5, Survival +4
Language: Common
Challenge: 2 (450 XP)

Abilities

- **Trash Panda.** Raccoons gain advantage on all saving throws related to Constitution.
- **Scent.** Raccoons gain advantage on all Wisdom checks related to their sense of smell.
- **Sons of the Sea.** The racoon crew gain advantage on all Dexterity checks when onboard a ship.
- **Sneer Immunity.** Raccoons are immune to all forms of magical manipulation or mind control (for example, the *charm person* spell).

Actions

- **Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.
- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.
- **Cutlass.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

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Mr Tempus Fugit

MEDIUM CLOCKWORK, LAWFUL EVIL

So, who is Mr Tempus Fugit? An exiled god? An avatar of time? An unfortunate engineer with a penchant for clockwork? No one knows. No one is even sure if he existed before the island of Chronologica appeared, which he's shaped into his own dominion, or whether he appeared as it did, fully formed from the storm. The only certain facts about Fugit are as follows: he's very powerful, he's very scary, and he doesn't care much for conversation. He speaks with the fewest number of words possible, the constant ticking of a clock audible behind every utterance, and anyone who hears his voice is usually in a great deal of trouble. While his form is familiar to all who dwell on Chronologica—the statues are a touch difficult to miss—most who dwell there pray they never meet him. Those who do tend never to be seen again… save as footnotes in historical encyclopaedia, indicating they died hundreds of years ago. What Mr Fugit's true aims and intentions are, no one knows, but most hope they never get in his way.

Armor Class: 17 (natural armour)
Hit Points: 97 (13d8 + 39)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	18 (+4)	18 (+4)	10 (+0)

Saving Throws: Charisma +5, Constitution +8, Intelligence +9, Wisdom +9
Senses: darkvision 60 ft., passive Perception 14
Skills: Arcana +9, History +9, Religion +9
Damage Vulnerabilities: acid, lightning
Damage Immunities: necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned
Languages: Mr Fugit knows all languages fluently
Challenge: 15 (13,000 XP)

Abilities

Magic Resistance. Mr Fugit has advantage on saving throws against spells and other magical effects.

Mechanical Repair. If Mr Fugit is destroyed but his mechanical spider heart remains intact, he is rebuilt in 24 hours, regaining all his hit points and becoming active again.

Spider Heart. Mr Fugit's heart is contained in a mechanical spider. It scuttles alongside him at all times. It responds to his every command, usually scuttling away from danger. If attacked, it instantly attempts to run. It has an armour class of 20 and 45 hit points. If it is destroyed and Mr Fugit is killed, his death is permanent.

Time Flies. Mr Fugit's relationship with time is… somewhat malleable. Once per turn as a bonus action, he may teleport (as though using the spell) anywhere he chooses.

Spells

Spellcasting: Mr Fugit is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): Mage hand, Prestidigitation, Ray of Frost
- **1st level (4 slots):** Detect Magic, Magic Missile, Shield
- **2nd level (3 slots):** Acid Arrow, Detect Thoughts, Invisibility, Mirror Image
- **3rd level (3 slots):** Counterspell, Dispel Magic, Fireball
- **4th level (3 slots):** Blight, Dimension Door
- **5th level (3 slots):** Cloudkill, Scrying
- **6th level (2 slots):** Globe of Invulnerability

Actions

Multiattack. Mr Fugit can use time's vortex and makes one attack with his mechanical fist.

Mechanical Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) piercing damage.

Time's Vortex. Mr Fugit targets one creature he can see within 60 feet, revealing to them their insignificance in the face of time's relentlessness. If the target can see Mr Fugit, they must succeed on a DC 16 Wisdom saving throw or become frightened until the end of Mr Fugit's next turn. If the target fails the saving throw by 5 or more, they are also paralyzed for the same duration.

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Legendary Actions

Mr Fugit 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. Mr Fugit regains spent legendary actions at the start of his turn.

- **Attack.** Mr Fugit makes one attack with his mechanical fist or time's vortex.
- **Stop Time.** Mr Fugit pauses one creature he can see within 30 feet. The creature is immediately held in place, as though suffering from paralysis, and cannot move until the start of its next turn.
- **Time's Unravelling (Costs 2 Actions).** Mr Fugit causes time to suddenly flow backwards for a few seconds. Any creatures of Mr Fugit's choice within 20 feet of him must succeed on a DC 16 Constitution saving throw or be stunned until the end of Mr Fugit's next turn.

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Second Spell

LARGE CELESTIAL (TITAN), NEUTRAL GOOD

As the daughter of Magister Tick, who is sometime called the Inexorable One, the young empyrean known as Second Spell has inherited some of his mastery over time. Unlike some gods, who seem to leave their offspring to find their own way in the universe, Magister Tick took a deep interest in his daughter's upbringing. It was partly out of love and partly out of a need to teach her proper respect for the flow of time, but the love was there, nonetheless. Having watched the regular flow of time raise monarchs to power and wear away empires, Magister Tick had plenty of stories to inspire his daughter's inquisitive mind. Being able to transcend the fourth dimension carries all sorts of benefits, of course. It also offers a vast potential to wreak havoc across the world. Second Spell has chosen to use her powers to explore and experience the many wonders hidden throughout the dimensions, however, and only use her abilities force for good when she can intervene. As time affects her very differently, she has yet to grow fully into her powers. Who can say what marvellous abilities she will gain throughout her travels!

Armor Class: 20 (natural armour)
Hit Points: 250 (20d10 + 140)
Speed: 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	24 (+7)	20 (+5))	26 (+8)

Saving Throws: Charisma +14, Intelligence +13, Strength +13, Wisdom +11
Senses: passive Perception 15, truesight 120 ft.
Skills: Arcana +13, History +13, Insight +13, Persuasion +14
Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, paralyzed, poisoned
Languages: all
Challenge: 18 (20,000 XP)

Abilities

- **Fastest Empyrean Alive.** Not actually a function of speed, Second Spell's apparent swiftness is a result of her ability to manipulate time. Second Spell gains an additional action each round, which can only be used to take one Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

- **Innate Spellcasting.** Second Spell's innate spellcasting ability is Charisma (spell save DC 22, +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- **At will:** Greater Restoration, Pass Without Trace, Waterbreathing, Water Walk

- **Once per day each:** commune, dispel evil and good, plane shift, teleport

- **Magic Resistance.** Second Spell has advantage on saving throws against spells and other magical effects.

- **Magic Weapons.** Second Spell's weapon attacks are magical.

Spells

- **Spellcasting:** Second Spell is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 22, +13 to hit with spell attacks). She has the following spells prepared.

- **Cantrips (at will):** Dancing Lights, Fire Bolt, Mage Hand, Prestidigitation, Ray Of Frost, True Strike
  - **1st level (4 slots):** Detect Magic, Disguise Self, Shield, Thunderwave
  - **2nd level (3 slots):** Blur, Invisibility, Mirror Image, Misty Step
  - **3rd level (3 slots):** Counterspell, Dispel Magic, Lightning Bolt
  - **4th level (3 slots):** Dimension Door, Greater Invisibility
  - **5th level (3 slots):** Cone Of Cold, Creation
  - **6th level (2 slots):** Chain Lightning

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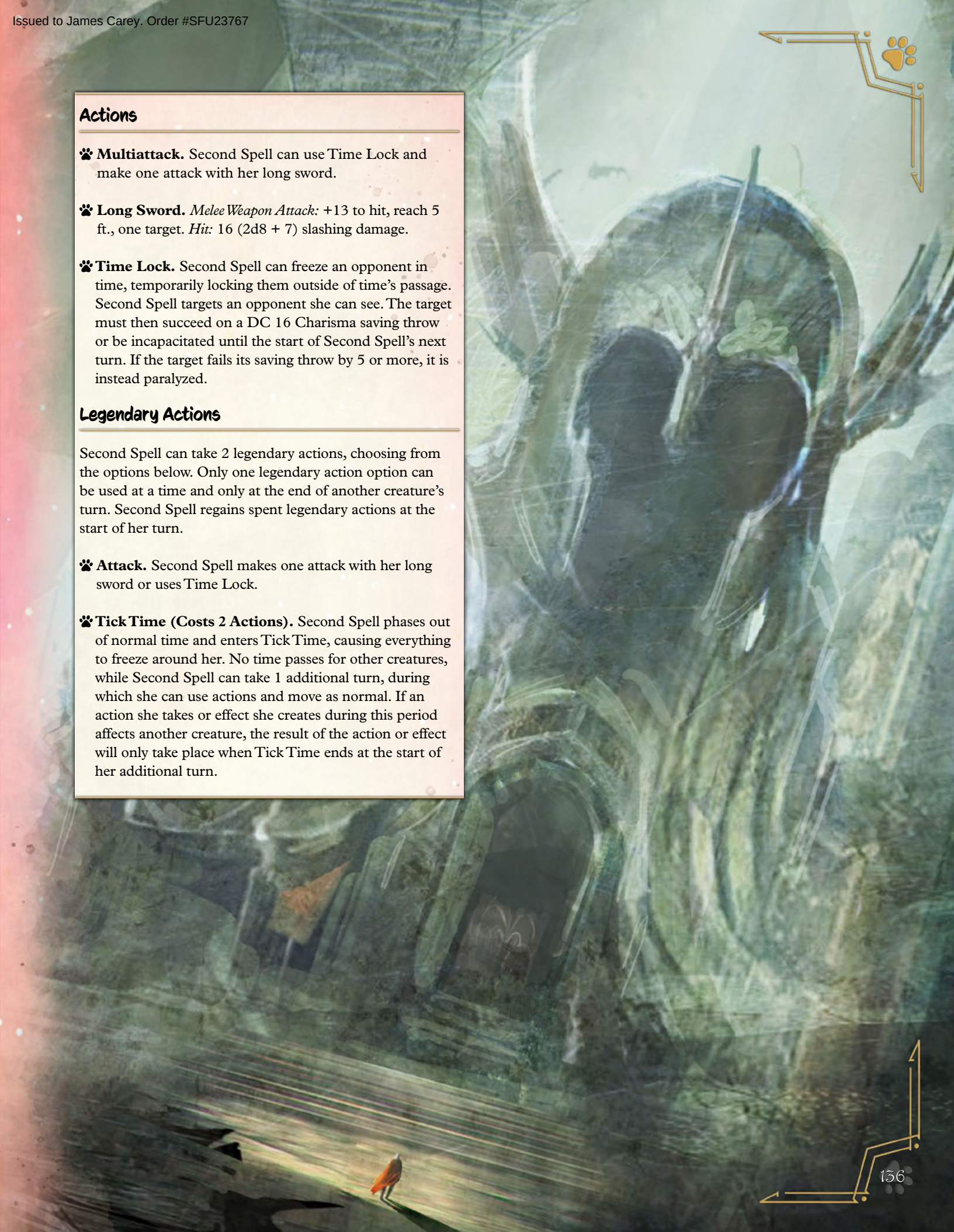

Actions

- **Multiattack.** Second Spell can use Time Lock and make one attack with her long sword.
- **Long Sword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.
- **Time Lock.** Second Spell can freeze an opponent in time, temporarily locking them outside of time's passage. Second Spell targets an opponent she can see. The target must then succeed on a DC 16 Charisma saving throw or be incapacitated until the start of Second Spell's next turn. If the target fails its saving throw by 5 or more, it is instead paralyzed.

Legendary Actions

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

- **Attack.** Second Spell makes one attack with her long sword or uses Time Lock.
- **Tick Time (Costs 2 Actions).** Second Spell phases out of normal time and enters Tick Time, causing everything to freeze around her. No time passes for other creatures, while Second Spell can take 1 additional turn, during which she can use actions and move as normal. If an action she takes or effect she creates during this period affects another creature, the result of the action or effect will only take place when Tick Time ends at the start of her additional turn.

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Murmurous Stan

MEDIUM HUMANOID (HUMAN), NEUTRAL

Everyone on Flotsam knows Murmurous Stan. He lives on Snow Blast Island, but he often visits Flotsam to buy supplies. And liquorice. Murmurous Stan loves liquorice. In fact, that's pretty much all he likes other than being left alone in his icehouse. Stan's icehouse is one of the more incongruous and astonishing sights on Snow Blast Island. Formed from individual ice blocks, Stan's mansion is exactly that, a mansion. With an east and west wing, a grand staircase, dozens of bedrooms, and servants' quarters… despite the fact its only occupant is Murmurous Stan himself.

Stan is short, squat, and heavily bearded. He has a large, bulbous red nose, and is always dressed in a combination of bright yellow, and black. He strides around Snow Blast Island utterly unconcerned by the risk of attack, and yet he carries no weapons, and no one has ever seen Murmurous Stan use magic of any kind. How he lives, and survives, out on the exposed sides of those mountains, none are quite certain. But he does.

As to his name? Well, that's an easy one. Stan's a murmurer. He'll talk, it's true. But he rarely makes eye contact and tries to hurry conversations to their conclusion as quickly as possible. So he can return to murmuring to invisible voices, settled on his shoulders. Is there anything there, or is Stan just ever so slightly delusional? Another of the many mysteries surrounding him. He's also the only person, beyond Maius, who knows the story of the snow queen. He's not exactly keen to talk about it, but he can be drawn out of himself, with a little patience.

Armour Class: 12 (old furs)
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

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

Senses: passive Perception 10
Skills: Insight +4, Nature +4, Survival +4,
Languages: Common
Challenge: 1/8 (25 XP)

Abilities

Not That Way! Murmurous Stan knows the island like the back of his grubby hands. He automatically succeeds at any nature, or survival checks relating to flora or fauna of Snow Blast Island.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 80/320 ft., one target. *Hit:* (1d8 + 1) piercing damage.

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Diamond Gertrude

MEDIUM OBJECT (HUMAN-SIZED DIAMOND)
CHAOTIC NEUTRAL

A powerful, if eccentric, practitioner of the arcane arts, Diamond Gertrude wasn't always made of diamonds. As a wizard fascinated by the promise of immortality, Gertrude hunted down any potential lead she could find, prepared to do whatever it took to escape the bony fingers of death. This led her to pursue some extremely unorthodox angles of research; whether they worked or not tends to be a matter of perspective. For more on Gertrude, see the adventure Confounding Curses and Chatty Chairs, on page 199.

Armour Class: 19 (natural armour)
Hit Points: 100 (12d10 +34)
Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	2 (-4)	18 (+4)	20 (+5)	7 (-2)	12 (+1)

Saving Throws: Charisma +1, Constitution +4, Dexterity -4, Intelligence +10, Strength +1, Wisdom -2
Senses: passive Perception 12
Skills: Arcana +6, History +4
Damage Resistances: force
Damage Immunities: necrotic
Condition Immunities: poisoned, petrified
Languages: all
Challenge: 5 (1800 XP)

Abilities

Vicious Mockery. Diamond Gertrude also has a bad attitude and can cast *vicious mockery* once per round as a free action.

Spells

Spellcasting. Diamond Gertrude can cast a total of 9 spells throughout the encounter. Diamond Gertrude uses Intelligence for her spell casting ability (spell save DC 17, +9 to hit with spells) She can cast any of the following as her 9 spells:

Animate Objects: She Can Cast This At 5th Level.
Enlarge/Reduce: She Can Cast This At 2nd Level.
Haste: She Can Cast This At 3rd Level.
Polymorph: She Can Cast This At 4th Level.

Actions

Diamond Punch. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Crossbow Gertrude

Crossbow Gertrude's features are covered on page 124, as she is a *genius loci.*

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Madison Shaw

MEDIUM BEAST (SAINT BERNARD), NEUTRAL GOOD

Madison Shaw is all but famous around these parts. She may not have been born here, but she's earned her place in Flotsam, sure as any hero. When but a pup, she and her companions led the charge against the infamous cat pirate, Calico Jacqueline. Madison and her friends saw the pirate brought to justice. As a reward, she earned herself her own ship, the Deep Dish.

That was years ago. Now, a good seven years later, the Deep Dish is the largest shunting ship in Flotsam's fleet. She keeps to the edges of the floating city, guiding oncoming wreckage and other debris towards the fleet of collecting ships behind her. Someone's got to keep Flotsam secure, repaired, and growing, and Madison Shaw is happy to provide.

The big, beautiful, blunt-tongued Saint Bernard is always around, practically living on her ship. Her fur has grown a little shaggy, her muzzle has been streaked with the scars of many challenges, and her flews sag under the weight of her many years, but anyone can still see the spring in her step and the sharp gleam in her eye. Everyone 'round these parts knows you don't want to mess with Ms Maddy.

Madison prefers comfortable working clothes, accenting her outfits with layers of eccentric jewellery. With a chuckle, she'll say the only mark Calico Jacqueline ever really left on her was not a battle scar, but a taste for "shinies." With a grin, baring her noticeably long front teeth, she'll dare anyone to prove otherwise.

To this day, no one has taken her up on that.

Armour Class: 12
Hit Points: 36 (6d8 +12)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2))	14 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Senses: Passive Perception 10
Skills: Intimidation +4, Perception +4
Languages: Common, Canine
Challenge: 1 (200 XP)

Abilities

- **Grabbing Bite.** Those teeth are long and sharp! Any time Madison succeeds in an attack on a creature Medium size or smaller, she may choose to declare that opponent grappled. If she does so, the grappled creature will only take half damage from her attack but cannot move away until they free themselves from her iron grip.
- **Not on MY Ship!** While on the *Deep Dish*, Madison has advantage on all Charisma-based checks (Deception, Intimidation, Performance, Persuasion). This has helped her keep her crew in line, scare off any would-be intruders, and occasionally enjoy a good shanty!

Actions

- **Multiattack.** Madison Shaw can make two attacks per round. These can both be bites, both weapons, or one of each.
- **Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, in must succeed on a DC 11 Strength saving throw or be knocked prone.
- **Bejewelled Rapier.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
- **Paw Crossbow.** *Ranged Weapon Attack:* + 2 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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Madam Wilder

MEDIUM HUMANOID (HUMAN), CHAOTIC GOOD

The proprietor of The Witch's Rose, or as some graffiti in town has dubbed it "Which Rose?", Madam Wilder is a beloved, and feared, character familiar to anyone who stays on Flotsam for more than a night. Madam Wilder is much too noticeable to be missed. The stone walls of her establishment glow with a slight etheric light, which has an unnerving habit of changing colour to almost match the outfit or eyeliner Madam Wilder is currently sporting. She is famous across the islands and occasionally dreaded, as the begrudging eccentric aunt that everyone eventually listens to. Eventually.

Easily recognisable with her coloured eyeglasses and wardrobe, which could be described as anything save dull or unremarkable, Wilder's total commitment to whatever has the fortune to have her attention and boundless energy borders on the unnerving. No one is quite sure if being at the centre of Wilder's attention is a good or bad thing, as it seems to vary from case to case. The Witch's Rose is nevertheless one of the more popular spots for adventuring types. Perhaps it's the menu or maybe the Madam's stories. Time will tell.

Armour Class: 14
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

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

Senses: passive Perception 10
Skills: Insight +3, Persuasion +4, Nature +3, History +3
Languages: Common and two other languages that change and seem bizarre, such as Abyssal
Challenge: 1/8 (25 XP)

Abilities

Brave Wardrobe. Madam's wardrobe choices can often be described as brave and, occasionally, bewildering. Madam Wilder can cast *hypnotic pattern* (spell save DC 12) without expending a spell slot or material components. She cannot do so again until she has completed a short rest (usually involving an outfit change).

The Witch's Brew. This concoction is renowned for tasting so bad that it has caused purple worms to shed their skin. A creature consuming the brew must make a DC 10 Constitution saving throw to keep it down. On a successful saving throw, the creature is treated as being under the effect of the *protection from poison* spell.

Pearls of Wisdom. Calling upon her considerable experience, Madam Wilder has a habit of having answers to questions that no one knows to ask yet. Once per day, Madam Wilder can cast *augury* without expending a spell slot or requiring any material components.

She Doesn't Seem to Like You. Madam Wilder knows the *vicious mockery* cantrip and can cast it at will. Charisma is her spellcasting ability for this feature.

Actions

You're Barred! Madam Wilder casts the *banishment* spell (spell save DC 12) at the end of which the targeted creature reappears outside The Witch's Rose.

Tankard. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 15/30 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

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Albert Sneed

MEDIUM BEAST (SEA OTTER), NEUTRAL

If you've spent much time in the Faraway Sea, you've probably encountered Albert Sneed. Unlike some of the other inhabitants who mostly keep to their home island, Albert is generally found travelling around, mapping out the constantly changing locales. If you had to guess what Albert's favourite thing in the world was, you'd be hard pressed to choose between maps or compasses.

Albert generally has dozens of compasses strung around his neck, along with his trusty waterproof satchel containing his cartography supplies, and when he's not on or in the water, he often has a stack of map scrolls atop the satchel. A soft-spoken fellow, Albert fancies himself to be something of a pacifist, but when push comes to shove, he's the type to stick by his friends, and you wouldn't want to get on the wrong side of him.

As a young otter, Albert always recognised that he had an affinity for nature, so he wasn't at all surprised when he started to manifest magical abilities. He then set out to do what he does best, study! And study he did, finding out exactly what he was capable of, and then determining he preferred to only use the power of nature to slow down his enemies or otherwise hinder them unless the circumstances are truly dire. After all, he usually only needs to beat them to the water in order to successfully save his own hide.

If you're looking to find a particular place, you'd be well-advised to make friends with Albert, doubly so if that place is rumoured to be dangerous.

Armour Class: 14 (hide armour)
Hit Points: 28 (5d8 + 5)
Speed: 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	16 (+3)	8 (-1)

Senses: Passive Perception 13
Skills. Insight +6, Nature +5, Survival +6
Languages: Common and Otterish
Challenge: 1 (100 XP)

Abilities

I've Got a Map! Albert has spent his life trying to map as many of the islands in the Faraway Sea as he can find. Albert always succeeds on Survival checks to navigate the islands.

The Power of Nature. In addition to his knack for maps, Albert discovered he has a connection to the lands. Albert knows the following druid spells. Wisdom is his spellcasting ability (spell save DC 14, +6 to hit with spell attacks).

- **Cantrips (At Will):** Create Bonfire, Druidcraft, Mould Earth, Primal Savagery, Shape Water
- **1st Level (4 Slots):** Create Or Destroy Water, Fog Cloud, Goodberry, Speak With Animals
- **2nd Level (2 Slots):** Earthbind, Enhance Ability, Gust Of Wind, Spike Growth
- **3rd Level (1 Slot):** Dispel Magic, Plant Growth

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

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Drs Feend, Deeman, and Crulehart

MEDIUM BEAST AND HUMANOIDS (ALBATROSS, DWARF, OGRE), LAWFUL NEUTRAL

With the awakening of animals, an entirely new type of medicine arose, and all new frontiers draw their pioneers—no matter how sinister these pioneers might be. Drs Feed, Deeman, and Crulehart compose FRITE (see page 59 for more information) and pursue the strangest and most unusual of sciences. Those seeking medical treatments or cures for any ailment might do well to seek them out. Or, as some whisper, everyone would do better to avoid that bizarre manor house and its terrifying inhabitants. There are tales of people vanishing off the streets, of dreadful experiments, and worse. But the doctors seem so friendly. It can't be them, can it?

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Dr Freend: *An albatross who is one of the more outspoken proponents of the altitude theory—that all sickness stems from creatures not being at their correct altitude. As a result, his main method of treatment is to cut bits off one animal and attach them to another, constantly modifying height and stance in order to resolve any malady. The fact he prefers to do this while lightning storms flash outside the window is pure coincidence, and shouldn't, Dr Feend is at pains to point out, associate him with mad scientists.*

Dr Deeman: *This spry young dwarf has a shaven face, though few see it under their mask. Although unable to remember the names of most of their patients, Dr Deeman has a knack for remembering symptoms. He is a believer that the best way to inspire problem solving is by speaking thoughts out loud, as they are discounted, to whittle down possibilities to a diagnosis. Deeman's specialty is the creation of new medicines; this he carries out late at night, decocting one liquid into another, stirring in noxious-looking tinctures, and cackling madly. He is, he insists, perfectly normal, however.*

Dr Crulehart: *Standing at little under eight-feet tall, the mild-mannered, softly spoken empathetic Dr Crulehart believes local plants hold the key to the remedy and prevention of sickness in all creatures. Unlike her companions, she will often only speak when she is certain in what she has to say. The plants she prefers tend to have exquisitely savage-looking thorns, large mouths at the end of sinuous tendrils, or else an ability to grow over everything in a matter of minutes. Dr Crulehart is always quick to reassure her potential patients that her plants have never eaten anyone. So far as she is aware.*

Armour Class: 13 (leather apron and plague mask)
Hit Points: 9 (2d8) (each)
Speed: 30 ft. (fly 30 ft., Dr Feend)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	10 (+0)

Senses: Passive Perception 12
Skills: Investigation +5, Medicine +4, Nature +4
Languages: Common
Challenge: 1 (200 XP)

Abilities

- **Diagnosis by Consensus.** When the three Drs take an action to examine a creature, object, or location, they can spend 10 minutes discussing their findings. Once their deliberation is complete, they are treated as casting *legend lore* on the creature, object, or location. They must complete a long rest, usually involving a series of increasingly loud differences of opinion, before they can use this feature again.

- **Bedside Manner.** All creatures within 10 ft. of the Drs gain advantage on Wisdom saving throws against becoming frightened.

- **Medical Bag.** As an action, a Dr can apply medical supplies in their bag to a creature who is either at 0 hit points or below half their maximum hit points. The targeted creature can immediately spend a number of hit dice equal to their proficiency bonus as if it were a short rest. A creature cannot benefit from this feature again until it has completed a short or long rest. The Drs have 3 uses of this feature each and regain all uses after completing a short rest, replacing the supplies in their bag.

- **Masks.** The Drs gain advantage on saving throws against poison and disease.

Actions

- **Diagnostic Stick.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature *Hit:* 4 (1d8) bludgeoning damage.

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Jim Claw & Bob McGill

Jim Claw, and his tame human, Bob McGill, are familiar sights on Flotsam, generally wandering around and seeking out some form of trouble. Both possess light fingers, and a healthy mistrust for authority—one of the reasons they both live on Flotsam. Some claim Jim Claw spent a long time in the cells of the Gullet Cove Watch before he found a human he could ride around on and pin most of his less-legal activities on. Bob McGill, on the other hand, believes Jim to possess something approximating a charmed life. The little beggar seems to escape from situations capable of killing any other being on Flotsam, but Jim simply walks freely through fire and brimstone, entirely unconcerned. McGill's conviction that he's destined for some great and dreadful purpose—as opposed to being a pretty ordinary baker—have led to the two becoming partners. It's not a happy partnership, certainly not one free from arguments and the occasional throwing of rolling pins, but it is bringing them a fair bit of money. You need something dodgy doing, you ask Claw and McGill. They'll usually see you right.

Jim Claw

SMALL BEAST (CAT), CHAOTIC NEUTRAL

Armour Class: 12 (old fur)
Hit Points: 11 (2d8 + 2)
Speed: 25 ft.

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

Senses: Darkvision 30 ft., Passive Perception 10
Skills: Insight +4, Sleight Of Hand +4, Survival +4
Languages: Common, Feline
Challenge: 1/8 (25 XP)

Abilities

- **Listen Very Carefully.** Jim can understand what is being said as long as he can see the lips, or similar region, of the creature speaking. In addition, he gains advantage on all Wisdom (Perception) checks based on hearing.
- **Deadshot.** Jim gains advantage on ranged attack rolls when using light, heavy, or hand crossbows.
- **Five Lives Left.** Jim can reroll a failed saving throw once per short rest.

Actions

- **Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.
- **Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bob McGill

MEDIUM HUMANOID (HUMAN), NEUTRAL GOOD

Armour Class: 12 (apron)
Hit Points: 9 (2d8)
Speed: 30 ft.

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

Senses: Passive Perception 13
Skills: Deception +4, Perception +3, Persuasion +4,
Languages: Common
Challenge: 1/8 (25 XP)

Abilities

- **"You Foolish Mortal! Can You Not See…"** Bob has an almost limitless ability to find an explanation that does not involve it being his fault. All Wisdom (Insight) checks made against Bob are made at disadvantage. Once per long rest, Bob can cast the I spell (spell save DC 12) without expending a spell slot or material components. When posing the suggestion, Bob must use the verbal component, *"You foolish creature/mortal, can you not see?"*
- **Foot Under Many Doors.** Bob is in touch with almost every guild, order, gang, political movement, and anything else in the islands. Once per long rest, Bob knows and is willing to share up to five rumours or pieces of bizarre information about what may be happening across the islands from his contacts or customers.

Actions

- **Rolling Pin.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 15/30 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Issued to James Carey. Order #SFU23767

Noll the Young

LARGE DRAGON (COPPER), CHAOTIC GOOD

Noll is a very inexperienced copper dragon, recently hatched on the island. He has a very positive outlook on life and wants to help everyone, even if that help is not wanted or needed. Unfortunately, this has gotten him into trouble. He scares easily as well and often needs to be convinced to try new things. Once he is comfortable with this new thing, he tries to enthusiastically share it with others around him. He has a lot of growing up to do.

Armour Class: 12 (natural armour)
Hit Points: 45 (7d8 + 7)
Speed: 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	9 (-1)	6 (-2)	13 (+1)

Skills: Persuasion +2
Damage Resistances: Lightning
Senses: Darkvision 60 ft., Passive Perception 9
Languages Draconic, Common
Proficiency Bonus +2
Challenge: 3 (700 XP)

Actions

Multiattack. Noll makes two attacks, one with his bite and one with his tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

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Goblin Follower

SMALL HUMANOID (GOBLINOID), NEUTRAL

Look, they're followers. They're not bad people, but well… things have got a little out of hand. What started as their leader saying he'd found something new, something to make all of their lives better is now a mess of magic, violence, and chaos. It's not what they signed up for. It's not why they started following Pookle Prisk, but they're in too deep now to turn back!

Armour Class: 14 (Leather Armour)
Hit Points: 7 (2d6)
Speed: 30 ft.

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

Senses: Darkvision 60 ft., Passive Perception 9
Skills: Stealth +6
Languages: Common, Goblin
Challenge: 1/4 (50 XP)

Abilities

Nimble Escape. A goblin follower can take the Disengage or Hide action as a bonus action on each of their turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* (1d6 + 2) piercing damage.

Goblin Acolytes

SMALL HUMANOID (GOBLINOID), NEUTRAL

Prisk is a genius. Power is good, and he's got the means to take it. So, some small animal village gets crushed? So what? It's just a collection of crummy houses. Prisk is building something magnificent. Something made of living stone. Something to stand as a monument to his genius—and the power of his followers—for all time. That's worth getting behind!

Armour Class: 17 (Heavy Leather Armour)
Hit Points: 17 (5d6)
Speed: 30 ft.

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

Saving Throws: Strength +4
Senses: Darkvision 60 ft., Passive Perception 9
Skills: Stealth +6
Languages: Common, Goblin
Challenge: 2 (200 XP)

Abilities

Relentless. The goblin acolyte is a formidable and durable opponent. If the goblin takes 14 damage or less that would reduce it to 0 hit points, they are reduced to 1 hit point instead.

Actions

Multiattack. The goblin makes two attacks with their scimitar. The second attack has disadvantage.

Scimitar. *Melee Attack Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage

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Pookle Prisk, Goblin Chief

SMALL HUMANOID (GOBLINOID), NEUTRAL EVIL (WHILE IN POSSESSION OF THE GENIUS LOCI)

Like any leader wanting to protect their people, Pookle was always looking for something to guarantee their safety. Something to ensure that when he died, they'd be looked after. The mask, with promises of impossible power, seemed the best way to do exactly that. Now, well… now Prisk cares about nothing except power. Nothing except building bigger and more terrifying monuments to his own glory. Someone needs to stop him. But who would dare?

Armour Class: 18 (*genius loci*)
Hit Points: 21 (6d6)
Speed: 30 ft.

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

Saving Throws: Charisma +4, Dexterity +4, Strength +4, Wisdom +4
Senses: Darkvision 60 ft., Passive Perception 9
Skills: Insight +6, Perception +6, Stealth +6
Languages: Common, Goblin
Challenge: 4 (1100 XP)

Abilities

- ***Genius Loci.*** The *genius loci* is a powerful locus of magic. While wearing it, Pookle has magic resistance. He takes half damage from all magical spell attacks and has advantage on all saving throws against magical effects.

- **Stone Shaper.** The *genius loci* provides Pookle with power over stone. As a result, he may cast *mage hand* to pick up stone as a free action. He can also cast *stone shape* as a 4th-level spell once per turn without requiring any components.

Actions

- **Multiattack.** Pookle Prisk makes two attacks with his axe.

- **Axe.** *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 10 (1d10 + 4)

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Bloodfish

TINY BEAST, UNALIGNED

Pernicious little creatures, bloodfish are found throughout the Faraway Sea. Every island, whether it contains a constantly leaking volcano or a glacier, still has bloodfish swarming in its bays. A cross between a leech and a mosquito with a bit of piranha thrown in, bloodfish open wounds in their prey and then return to feast on it, as it flows into the water. Sharks usually swim in the creature's wake, waiting for the bloodfish to find prey for the sharks to descend on.

Armour Class: 13 (scales)
Hit Points: 4 (1d6 + 1)
Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Senses: Passive Perception 9
Languages: —
Challenge: 1/8 (25 XP)

Abilities

Replenish. If a bloodfish makes a successful Blood Drain attack against a target creature which is already bleeding, instead of inflicting damage, it may instead choose to restore 1d3 hit points to itself.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the bloodfish opens a wound. The proboscis of a bloodfish is coated in an anticoagulant. On the next turn, the target loses 5 (1d4 + 3) hit points due to blood loss, on top of any other damage they might have suffered. After one turn, the bleeding ceases.

Swordbeak Parrot

SMALL BEAST, UNALIGNED

One of nature's most remarkable looking creatures, the swordbeak parrot's name conveys its most obvious feature adequately. Its beak resembles a sword in both dimensions and sharpness. Those unfortunate enough to be pierced by the thing testify, in anguished tones, to the beak's efficacy as a weapon. Despite this, the bird is spectacularly beautiful, a riot of coloured feathers, large multi-hued wings, and eyes betraying considerable intelligence. Just don't annoy the creature.

Armour Class: 13 (resilient feathers)
Hit Points: 22 (4d10)
Speed: 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	9 (-1)	10 (+0)	13 (+1)

Senses: Passive Perception 10
Languages: A few words in Common and one other language
Challenge: 1 (200 XP)

Abilities

Magnificent Plumage. The swordbeak is renowned for its beautiful feathers. It has advantage on any Charisma saving throws.

Sweeping Low. The swordbeak swoops down on its foe. If the swordbeak flies at least 20 ft. straight towards an enemy, and then hits it with a beak attack, the target takes an extra 7 (2d6) slashing damage.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

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Great Wight

HUGE UNDEAD, NEUTRAL EVIL

It's an enormous undead shark. Such knowledge is usually enough to put most people off wanting, or needing, to know anything more. Those whose curiosity outweighs their sense of self-preservation sometimes ask: how did such a creature come to be? To which the only answer is: gods only know. Whether the great wight is the result of a necromancer's sense of humour, an accident with a grimoire and a fishing trip, or something equally strange, none know. What is known, however, is that the great wight is a terrifying abomination. Don't fall out of your boat…

Armour Class: 13 (natural armour)
Hit Points: 126 (11d12 + 55)
Speed: 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Senses: Blindsight 60 ft., Passive Perception 13
Skills: Perception +3
Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't silvered
Damage Immunities: Poison
Condition Immunities: Exhaustion, Poisoned
Languages: —
Challenge: 5 (1,800 XP)

Abilities

Sunlight Sensitivity. While in sunlight, the great wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

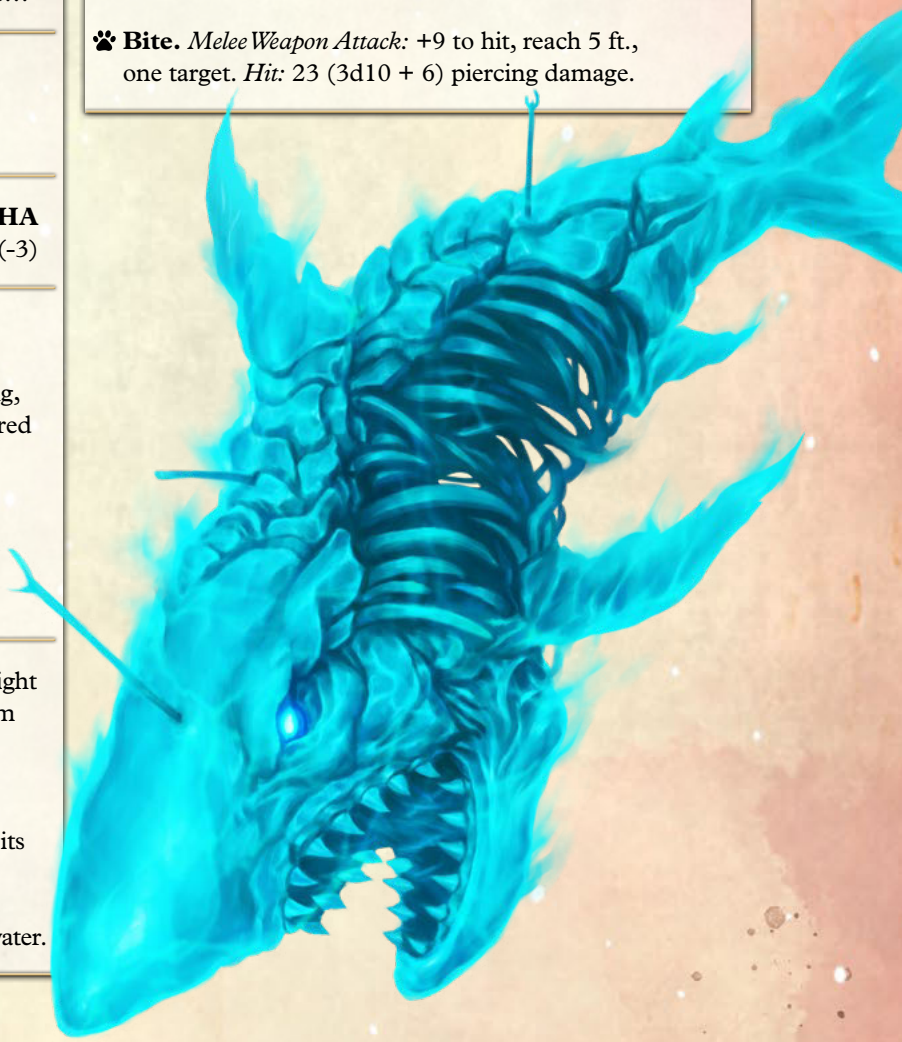
Water Breathing. The shark can breathe only underwater.

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie. The great wight does not control the zombie; the zombie simply wanders, seeking sustenance.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 6) piercing damage.



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Scuttlefish

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Always found in swarms, scuttlefish are another of the Faraway Sea's unpleasant creatures. Possessed of teeth capable of shredding wood in seconds, the 'sailors' bane' as they're sometimes called, are responsible for the sinking of more craft than a thousand rugged shorelines. Typically, scuttlefish attack ships on the open ocean, gnawing their way through the hull and then attacking sailors as they seek to escape a sinking ship… told you they were nasty critters.

Armour Class: 11
Hit Points: 28 (8d8 - 8)
Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	9 (-1)	3 (-4)	7 (-2)	2 (-4)

Senses: Darkvision 60 ft., Passive Perception 8
Damage Resistances: Bludgeoning, Piercing, Slashing
Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Languages: —
Challenge: 1 (200 XP)
Proficiency Bonus: +2

Abilities

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Gnawing. The scuttlefish swarm gnaws through wood at its normal movement speed, leaving a 5 ft. diameter hole behind it.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a scuttlefish swarm. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Issued to James Carey. Order #SFU23767

Magnetic Yeti

LARGE MONSTROSITY, CHAOTIC NEUTRAL

It's always easy to tell when the magnetic yeti is near. Swords start shaking in their sheaths, armour tries to wriggle free of its wearer, and metal seems to become alive. Quite how such a creature came to exist, none are sure. It seems almost certain to be the creation of a drunk wizard with an extensive grimoire and little common sense. A snarling, camouflage predator who can't really camouflage itself any longer, the magnetic yeti emerges from the depths of a snowstorm and hurls itself at anything that looks edible.

While the creature is called a 'yeti', there's no proof that it is a yeti. The thing about being magnetic is metal tends to attach itself to the creature wherever it goes. Scraps of iron, steel, fragments of copper all attach themselves to the creature's outer form until it's entirely armoured. Whatever lurks within this metallic shell has never been identified. Certainly it's something large, strong, and with big teeth. That's usually more than enough information for most.

Armour Class: 18 (natural plate armour)
Hit Points: 51 (6d10 + 18)
Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Senses: Darkvision 60 ft., Passive Perception 13
Skills: Perception +3, Stealth +3
Damage Immunities: Cold
Languages: Yeti
Challenge: 3 (700 XP)
Proficiency Bonus: +2

Abilities

Attractive. The magnetic yeti attracts all metal within 30 ft. of it. The first time a creature bearing a metal melee weapon is within 30 ft. of it, they must succeed on a DC 14 Strength (Athletics) check or the weapon flies from their hands and becomes a new addition to the magnetic yeti's armour. This weapon can be prised free, again requiring a successful DC 14 Strength (Athletics) check.

Keen Smell. The magnetic yeti has advantage on Wisdom (Perception) checks that rely on smell.

Felt Its Presence. The magnetic yeti's magnetic field disturbs all nearby metal. It cannot surprise any creatures wearing metal armour or carrying metal melee weaponry.

Actions

Multiattack. The magnetic yeti can use its chilling gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The magnetic yeti targets one creature it can see within 30 ft. of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the chilling gaze of all yetis (but not abominable yetis) for 1 hour.

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Baby Kraken

SMALL MONSTROSITY, CHAOTIC NEUTRAL

This small bundle of tentacles and scales has an uncanny ability to endear itself to almost any other creature. It really is… terrifyingly adorable. For some reason, its capacity to bite your face off adds to the cuteness. Such is the way of things.

It is found in shores and shallows, where it can roam freely in and out of the water as it continues to grow… and grow. A baby kraken is innately curious and often collects all manner of bizarre pieces of detritus and discarded items that wash ashore. Baby kraken may seem to be defenceless, however each has a link to its parental kraken — ensuring it is never truly alone. Kraken tend to be protective parents, in their own way.

Armour Class: 13 (forming scales)
Hit Points: 27 (5d6 + 10)
Speed: 5 ft. (20 ft. while in wheelbarrow bucket), swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	8 (-1)	8 (-1)	18 (+4)

Senses: Darkvision 60 ft., Passive Perception 9
Skills: Persuasion +6, Performance +6
Damage Immunities: Cold
Languages: Primordial, Telepathy 120 ft.
Challenge: 1/2 (100 XP)

Abilities

- **Amphibious.** The baby kraken can breathe air and water indefinitely without any issue.
- **Adorable.** The baby kraken gains advantage on all Charisma checks.
- **Mamma's Angry.** While still on the same plane of existence as its mother, the baby kraken has a telepathic link to her (usually projecting images of those who mean it harm or whatever currently has its interest).
- **Wheelbarrow Bucket.** While above ground, baby kraken often constructs, or those who "adopt" it construct, a mechanism to move above ground and remain partially covered in water. This apparatus takes many forms but tends to follow the same framework of a wheelbarrow with a bucket-like section where the baby kraken sits. While in the bucket-barrow the baby kraken gains a walking speed of 20 ft. (included in stat block). As an action, baby kraken can close the bucket, granting it three-quarters cover but reducing its walking speed to 0, until it uses an action to open it again.
- **Release the…NO!** The baby kraken gains advantage on all saving throws against spells that would charm, command, suggest or compel it to do anything.

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Actions

- **Multiattack.** The baby kraken can make two tentacles attacks and one nibble attack. Instead of tentacles attacks, it may instead make one boop and two collected accessories attacks.

- **Tentacles.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+2) piercing damage and is grappled by the baby kraken (escape DC 11).

- **Nibble.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 1) piercing damage plus 3 (1d6) acid damage. Nibble attacks targeting grappled creatures are made at advantage.

- **Boop!** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. On a hit, the targeted creature is treated as being targeted by the *confusion* spell (spell save DC 13). The effect ends early if the baby kraken successfully targets another creature with boop!

- **Collected Accessories.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

- **Look at That Face!** The baby kraken pulls a face which could melt ice. Each creature that can see the baby kraken must immediately make a Charisma saving throw (DC 13) or be charmed by the baby kraken until the end of their next turn. On their turn, each charmed creature must use its action to coo, coddle, and generally refer to how adorable the baby kraken is.

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Drop Bears

SMALL BEAST, CHAOTIC EVIL

Drop bears are stealthy predators who evolved to look just like their koala prey (only with bigger, sharper teeth) and infiltrate their habitats. Some awakened drop bears themselves have crafted a compelling narrative about guarding the isles, keeping them safe from koalas—showing themselves to be skilled propagandists and liars, as the truth is very much the opposite. The koalas' inability to completely remember their half of the story doesn't help the situation, however.

Now, drop bears work as mercenaries and guards, suspending themselves from any nearby surface and watching the goings on beneath, waiting for any chance to hurl themselves down on an unsuspecting foe. After all, drop bears need to eat, don't they? These groups of tough, disciplined, and quite cute, soldiers are in great demand. Often mocked by their foes, they typically end up feasting on their defeated enemy's remains. It's the circle of life.

Armour Class: 13 (dense fur)
Hit Points: 22 (4d6 + 4)
Speed: 25 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

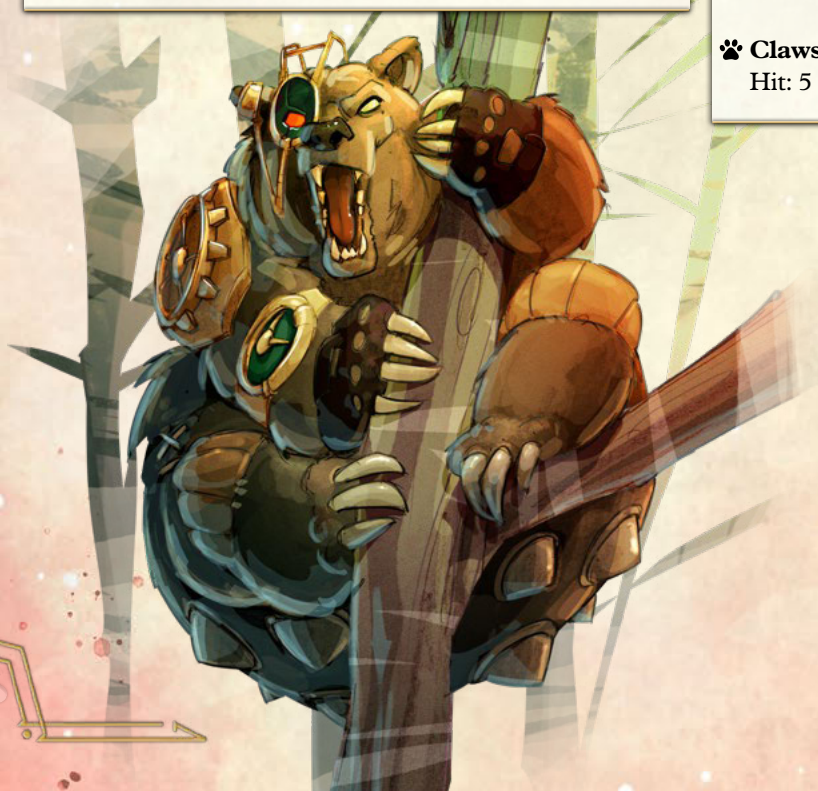
Senses: Darkvision 60 ft., Passive Perception 10,
Skills: Stealth +4, Sleight of Hand +4, Survival +4
Languages: Any two languages (usually Koalarite and Bearian)
Challenge: 2 (200 XP)

Abilities

- **Koala-like.** There are few physical differences or ways of distinguishing a drop bear from a koala without seeing their teeth or until one lands on you.
- **Bounce.** Drop bears never suffer fall damage. Instead, they bounce as if they had jumped a number of feet equal to the distance they have dropped divided by 5.
- **Attached.** Once a drop bear successfully attacks a creature with its powerful bite, it can choose to remain attached to the creature with its jaw biting into the target. Until the start of its next turn, the drop bear gains +2 to its AC.
- **Pack Tactics.** The drop bear has advantage on an attack roll against a creature if at least one of the drop bear's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

- **Multiattack.** The drop bear can make one drop and one powerful bite attack or two claw attacks and one bite attack.
- **Drop!** The drop bear can target a creature that is below it by at least 5 ft. with this attack.
  Melee Weapon Attack: +4 to hit. one creature, range line of sight. *Hit:* 6 (1d10 + 1) bludgeoning damage.
  Add the total distance the drop bear has dropped to reach the target to the damage of this attack.
- **Powerful Bite.** *Melee Weapon Attack:* +4 to hit, one creature, 5 ft. range. *Hit:* 7 (1d8 + 2) piercing damage.
- **Claws.** +4 to hit, one creature, 5 ft. range.
  Hit: 5 (1d6 + 1) slashing damage.



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Hollow Folk

MEDIUM (OR SAME AS THE CREATURE THEY HAVE CLAIMED) ABERRATION, CHAOTIC EVIL

The mists and storms raging around the Faraway Sea claim lives with tragic inevitability. Hundreds are swallowed by clouds, scorched by lightning, or drowned by raging seas. Humanoid species, animals, awakened animals—none are entirely safe. And none are safe even after death. Some hideous intelligence, concealed within the rift, takes the spirits of the dead and…toys with them. Melding man and animal to create sinister hybrid phantoms, each cursed with a terrible hunger. These unfortunate ghosts are the hollow folk, broken remnants, eternally seeking sustenance and rest. The hollow folk usually attack under the cover of night, moving silently and seeding confusion as missing friends and guards float back into town as hollow folk. What force animates and controls them is a mystery few have the courage to pursue.

Armour Class: 15 (looted and natural armour)
Hit Points: 51 (6d8 + 18)
Speed: 25 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	6 (-2)	6 (-2)	16 (+3)

Saving Throw: Constitution +5
Senses: Darkvision 30 ft., Passive Perception 8
Damage Resistances: Bludgeoning, Slashing and Piercing Damage
Damage Immunities: Necrotic, Poison
Damage Vulnerabilities: Radiant, Psychic
Condition Immunities: Frightened, Poisoned, Asleep, Exhausted
Languages: Understands any it knew in life but cannot speak
Challenge: 3 (700 XP)

Abilities

Wanderers of the Mists. The hollow folk can walk on water and hover at will as an action. While at least partially obscured by mist, they can teleport as an action to any mist within 10 miles of their current location.

Actions

Multiattack. A hollow one can take one attack with its hollow hold and one attack with its etheric grasp.

Etheric Grasp. *Melee Weapon Attack:* +5, reach 15ft., one target. *Hit:* 10 (2d8 + 2) necrotic damage plus 5 (1d10) force damage.

Hollow Hold. The hollow folk targets a creature within 5 ft. of it that is currently at 0 hit points. If the targeted creature dies before it is targeted by a *greater restoration* or *nondetection* spell, it immediately rises as a hollow folk.

Consume Creature. One creature the hollow folk can see within 15 ft. of it must immediately make a Charisma saving throw (DC 13). On a failure, the creature suffers 21 (3d12+3) force damage and has its hit point maximum reduced by the same amount as the damage suffered. On a successful saving throw, the creature suffers half as much damage, and its hit point maximum is not reduced. The hollow one cannot attack with this effect again until it reduces a creature to 0 hit points.

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Shipwreck Golem

HUGE CONSTRUCT, CHAOTIC NEUTRAL

Its body formed of the crushed hulls of untold ships of all sizes, a face of ships wheels, arms of yard lines and decking. The shipwreck golem is a hulking, walking nightmare for any who dare to set sail upon the uncertain waters between the Faraway Isles.

The process of crafting such a monster is a secret known only to a very few. The shipwreck golem begins to form when a ship sinks without their captain doing down with the vessel. The breaking of the age-old tradition awakens a dormant curse that is harboured in the heart of every ship. A sufficiently cunning wielder of dark magic can reach out to this curse, binding it to them, and raising the ruined ship back to the surface as a shipwreck golem. The timbers and beams stretch, twist, warp, and reform into an avatar of vengeance, seeking to crush and consume any other vessel it happens across, to become strong enough to never sink, and to consume a crew so utterly it can never again be abandoned.

Armour Class: 16 (natural armour)
Hit Points: 229 (17d12 + 119)
Speed: 30 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	12 (+1)	25 (+7)	8 (-1)	10 (+0)	8 (-1)

Saving Throws: Strength, Constitution
Senses: Passive Perception 10, Truesight 60 ft.
Skills: Athletics +7, Acrobatics +4
Condition Immunities: Prone, Frightened, Exhaustion, Asleep, Charmed, Restrained, Grappled
Damage Immunities: Cold, Poison, Bludgeoning, Slashing and Piercing damage from nonmagical weapons
Damage Vulnerabilities: Fire
Languages: Understands Primordial and the language of its captain in life but cannot speak
Challenge: 8 (3,900 XP)

Abilities

- **Construct Nature.** The shipwreck golem does not need to sleep, eat, breath or drink.
- **Hulking Mass.** The shipwreck golem's sheer size and the shifting nature of its form is itself a danger and weapon to those who would wish to escape it.
- **Shifting Hulls.** The shipwreck golem's body is made of the shifting ship hulls of its former victims. When the shipwreck golem suffers a critical hit, it sheds part of one of its hulls, causing all creatures within 10 ft. of it to immediately make a DC 14 Dexterity saving throw, being knocked prone and suffering 3d6 bludgeoning damage on a failure. Creatures that succeed suffer half as much damage and are not knocked prone.

Actions

- **Multiattack.** The shipwreck golem can make two attacks with its smashing fists and one with its ropes and lines or active its crush ability.
- **Smashing Fists.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., all creatures in a 5ft square. *Hit:* 19 (3d6 + 10) piercing damage plus 7 (2d6) acid damage. A creature successfully targeted by this attack is grappled (escape DC 14) by the debris and ropes of the golem's fists.
- **Ropes and Lines.** All creatures in a 20 ft. radius of a point within 30 ft. of the shipwreck golem must immediately make a DC 14 Strength saving throw. On a failure the creature is restrained and takes 10 (3d6) bludgeoning damage. On a successful saving throw, the creature is not restrained but still suffers the damage.
- **Crush!** The shipwreck golem causes all creatures and objects it has restrained to immediately suffer 26 (3d10+10) bludgeoning damage. This damage always overcomes an object's damage threshold.

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Shipwracked

MEDIUM CONSTRUCT, CHAOTIC EVIL

Formed by driftwood and discarded rigging, these mysterious creatures possess multiple limb-like appendages with a ship's wheel at the centre, around which the rigging spirals and becomes entwined. What animates such a mass of lifeless stuff is unknown, though many speculate that it's either the spirits of drowned sailors or the rage of the sea. Some even assert a shipwracked is the offspring of a shipwreck golem, as preposterous as such a notion is.

Whatever the truth, a shipwracked is to be feared. Amid the waves, they devour and claim shipwrecked crews, lost without hope. These are the shipwracked most hear of and why they are feared more than understood. Other shipwracked stalk the bottom of rivers, marshes, and pools of water, pulling down fishing boats and ferry passengers that peer over the edge for too long.

Armour Class: 13 (forming scales)
Hit Points: 56 (8d8 + 16)
Speed: 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws: Constitution +4, Strength +4
Senses: Darkvision 60 ft., Passive Perception 10
Damage Resistances: Bludgeoning and Piercing damage
Damage Immunities: Necrotic, Poison
Condition Immunities: Frightened, Poisoned, Asleep, Exhausted
Damage Vulnerabilities: Fire
Languages: Understands Terran and Primordial but cannot speak
Challenge: 3 (700 XP)

Abilities

Knotted Nature. The shipwracked's body is a shifting mass of knotted rigging and can change its direction at will. Any creature that grapples the shipwracked is also grappled by the shipwracked. The shipwracked also gains advantage on Dexterity saving throws as it is able to slide out of way.

Crafted Creature of the Sea. The shipwracked does not need to eat, breathe, or sleep. The shipwracked gains advantage on all attack rolls if the targeted creature is under water and does not have a swim speed.

Tighten Joists. At the end of its turn, any creature that is currently grappled by the shipwracked suffers 1d6 bludgeoning damage. The damage increases by 1d6 for each round the creature is grappled by the shipwracked.

Actions

Multiattack. The shipwracked can make two attacks with its knotted punches. It may substitute one knotted punch attack for a drag under attack.

Knotted Punch. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) bludgeoning damage. A creature successfully targeted by this attack is grappled (escape DC 12).

Drag Under. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. A creature successfully hit by this attack is pulled under the water.

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Hellish Snail

LARGE ELEMENTAL, UNALIGNED

The hellish snail is a terrifying creature, imbued with formidable elemental powers. While it creeps along at well, a snail's pace, it is deceptively dangerous, with five deadly tentacles that flail at any living creature who strays too close. Despite this, hellish snails are hunted due to their shells, offering protection against magic and mundane weaponry. Some also claim that someone possessing jewellery formed from the shell of such a creature can never be claimed by the pit—though people believe anything when their immortal soul is concerned.

Armour Class: 16 (natural obsidian shell)
Hit Points: 69 (6d10 + 36)
Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	4 (-3)	22 (+6)	3 (-4)	10 (+0)	5 (-3)

Senses: Darkvision 60 ft., Tremorsense 60 ft.
Damage Resistance: Piercing
Damage Immunities: Acid, Poison, Fire
Condition Immunities: Poisoned
Languages: —
Challenge: 3 (700 XP)

Abilities

Lava Tendrils. The hellish snail has five lava tendrils. Whenever the snail takes 10 damage or more on a single turn, one of its tendrils dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tendrils die, the snail retracts into its shell, gaining total cover, and begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the *regenerate* spell, can halt this dying process.

Actions

Multiattack. The hellish snail makes as many lava tendril attacks as it has lava tendrils, all against the same target.

Lava Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) fire damage.

Obsidian Wall. The hellish snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

Snippy

SMALL CANINE (CHIHUAHUA), CHAOTIC GOOD

Brave, courageous, but somewhat lacking in the sword skills needed to deal with certain problems facing his town, Snippy is prepared to do whatever it takes to ensure Palm Heart Island is secure against any danger. When not worrying about his friends and their community, Snippy enjoys making lemon meringue pies and playing canasta. He's rather good.

Armour Class: 16 (ring mail, shield)
Hit Points: 22 (4d6 + 8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	14 (+2)	11 (+0)

Senses: passive Perception 14
Skills: Athletics +5 Intimidation +1
Languages: Common, Canine
Challenge: 1/2 (100 XP)

Abilities

Palm Heart's Protector. Snippy is committed to the protection of Palm Heart and will do anything to defend his home. He has advantage on any attack made against one of Pookle's henchmen.

Actions

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) slashing damage.

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The Peril of Palm Heart Island

A goblin chief, once peaceful but now bent on domination. An island of awakened animals in danger. Rescuers, adventurers, and heroes are needed! Are you going to answer the call?

This is an introductory adventure for the Faraway Sea setting, filled with all the peril, fun, and fearsome foes you'd expect of an Animal Adventures escapade!

Below, you'll find an in-depth overview of the adventure, before getting into the meat (and bones) of the adventure further on. Be brave! Palm Heart Island needs you!

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Adventure Overview

The adventure begins with the player characters onboard a boat, heading directly for Skullcano Island. Unusually, there aren't many competitors racing alongside them this time—because Skullcano Island wasn't always Skullcano Island. And when a giant skullcano appears on what used to be a glorious tropical paradise, even the extremely curious tend to stay away. But not our heroes! They're responding to an impassioned plea for help from a group of fellow awakened animals. And hey, if finding out happens results in them finding a valuable *genius loci*… well, where's the harm in that?

The harm comes in the form of a local goblin chieftain who encountered the island's *genius loci*, a smooth wooden mask, and somewhat unwisely, put it on, and it granted him astonishing powers of control over liquid rock. The goblin's mind was soon overwhelmed by the visions of conquest the *genius loci* showed him. With the power of the island coursing through him and his growing clan of goblins around him, Pookle Prisk (the goblin chieftain's name, naturally) began to turn the once verdant island into a rocky fortress.

This, of course, isn't exactly ideal for the small, peaceful community of awakened animals who dwell on the island. Their beautiful tropical haven is being quickly destroyed as Pookle turns the island into something truly horrible—with a great big skullcano at the centre. The island always had a volcano at its heart, but turning it into a giant skull… well, it's a valuable insight into Pookle's mind.

The player characters need to make their way to the skullcano, through the remnants of the thick tropical forest still clinging to the island. There'll be some trouble on the way, of course. Pookle's deep connection with the island via the *genius loci* means he's aware of the player characters as soon as they set foot on the island—which also means goblins are soon dispatched to take care of the interlopers, and, if that doesn't work…Pookle has the power of living rock at his disposal.

Overcoming these obstacles won't be easy, but, if the player characters can make it to the skullcano, then they have some hope of stopping Pookle. How they do that, of course, is up to them. Before he donned the *genius loci*, Pookle was a reasonable, intelligent creature. Perhaps he can be reached? Or perhaps the only option is the language of the sword. However they resolve Pookle and the *genius loci*, once Pookle's grip on the living rock is broken, much of it dissolves into magma, requiring the player characters to surf down a torrent of lava to escape. And everyone knows what lurks in lava, right? Lava sharks, of course! Negotiate this final threat, and the player characters have saved the day and the island!

This adventure is designed for player characters of 3rd level. It's challenging, but some thought and some clever strategies should seem them through unharmed. It's definitely worth reminding the players at the start — not every enemy has to be defeated through fighting. There are plenty of opportunities for negotiating your way out of a fight in this adventure, should the player characters want to take them!

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Welcome to Palm Heart

The day is bright, the sea is placid, and the boat the player characters are aboard is small but fast and well equipped. It's captained by a chihuahua named Snippy and crewed by a raccoon (Stripy) and an otter (Stan). All three are residents of Skullcano Island. They came to town seeking aid, and the player characters were the only group who responded.

The player characters were told the following:

- The island spotted emerging from the mists by the observatory was, initially, thought to be new. Its main feature is an enormous skullcano—or a volcano, shaped like a skull, just to be clear.
- The truth, revealed by Snippy, Stripy, and Stan is somewhat different than what the researchers believe. Skullcano Island (as it's quickly become called) used to be known as Palm Heart Island. It was once a tropical paradise… it isn't any longer!
- The chief of a clan of goblins who dwell on the island, Pookle Prisk, has discovered the island's *genius loci*—a sinister mask—which he's using to reshape the island into a rocky fortress.
- In doing so, he's destroying the village, orchards, and fishing spots of the awakened animals whom Snippy, Stripy, and Stan represent.
- They used to have good relationships with the goblins, and Pookle was considered a friend by Snippy, but since he found the mask… things have really changed.
- They believe Pookle wants to finish reshaping the island into a fortress and then possibly attack Flotsam!
- The journey from Flotsam to Skullcano Island is about an hour, and the player characters are able to ask any questions they like of Snippy, Stripy, and Stan. The trio are willing to share information and answer the player character's questions as best they can, mainly rehashing the information above. They're clearly unsettled by what's happened on their island and are deeply fearful of what might become of their small community.

The trio come from the small village of Palm Heart (which, until very recently gave the island its name) is a well-established, agrarian community. It's populated exclusively by awakened animals of all different species, living in harmony with the island and each other and even, until Pookle Prisk's discovery of the *genius loci*, the goblins. They also explain that Pookle is able to use the *genius loci* to move and shape rock, becoming liquid and reforming at his command. They are extremely scared of this power, as Pookle has used it to claim much of the land the Palm Heart community used for growing food. Beautiful volcanic lakes are now turned into something like stony ramparts; groves of beautiful palm trees are now defensive walls. There is increasingly little of the once-idyllic island left.

Once the player characters have spent some time interacting with the crew of their boat, they arrive at Palm Heart. The village is extremely small, with only a little jetty for the various fishing boats and other small craft the villagers use for their daily lives. Palm Heart is, when the player characters arrive, extremely quiet.

Snippy explains: *Since Pookle started wearing the mask… well, everyone thinks it's safer to stay inside, frankly. Keep out of the goblin's way. We're not adventurers here. We're famers, and we're not going up against goblins. Especially as some of them we counted as friends.*

Stripy and Stan, upon mooring the boat and thanking the adventurers for their agreeing to help, immediately head back to their homes. Snippy, however, offers to accompany the player characters on their hike to the skullcano (see page 159 for more information on Snippy).

A successful DC 12 Wisdom (Insight) check reveals that he'd much rather not do this, and is deathly afraid of doing so, but considers it his duty. Should a player character say to Snippy that he doesn't need to accompany them, Snippy looks uncertain for a moment, before sagging in relief, and grasping the player character's hand. He searches in his small pack for a moment and offers that player character a *potion of healing*. If the player characters decide to take Snippy with them, he uses this potion when it's needed—but is as likely to use it on himself as on an adventurer.

If Snippy goes with the player characters, he leads the way out of the silent village. Otherwise, he points the player characters into the interior of the island, where strange rock shapes loom up, casting ominous shadows across the earth, and the remaining trees form a dense and impenetrable tangle. The journey to the skullcano has begun!

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The Flaming Forest

A short distance from the edge of the village begins the Flaming Forest. The trees aren't actually on fire, but their long exposure to the seething magma roiling beneath the island and the strange influence of the *genius loci* has resulted in the trees of this forest becoming wreathed in roots and branches which resemble glowing lava. Despite the dense tangle of trees, the light here is even brighter than it was in the village—but the light possesses a deep, red glow.

Volcanic gases seep from a few small vents in the earth, giving the entire forest a heady, almost intoxicating scent. Indeed, upon entering the Flaming Forest, every player character (and Snippy, if he's there) must succeed on a DC 14 Constitution saving throw or become stunned as the gases take hold. Any player character affected by the gas can try and shake off their lethargy, with a subsequent Constitution saving throw, made at the start of each of their subsequent turns.

The gas isn't entirely natural. Pookle is aware of almost everything happening on the island. Wearing the *genius loci* has, in some sense, made the erstwhile goblin chief the island. As soon as the player characters had set foot on the island, he was aware of them. These sweet-smelling gases are designed to weaken the player characters and make it easier for the player characters to be swiftly defeated by his goblins, goblins that are currently rushing to intercept the player characters.

The player characters might be able to detect the sound of Pookle's goblins, with a successful DC 16 Wisdom (Perception) check. The goblins are too used to this terrain to be easy to hear, or spot, as they're intending to ambush the player characters. If none of the player characters manage to hear or spot the goblins, then the goblins have managed to surprise the adventurers. There are twice as many **goblin followers** as player characters,

The goblins' tactics are simple; they begin by firing arrows at the player characters (hoping to do some damage before the adventurers even realise that they're there). Once this initial flurry is over, half of the goblins draw their swords and close with the player characters, aiming to hold them in place. The rest scurry over to the trees. They clamber up, grab coconuts, and hurl them at the player characters. These coconuts are the same glowing, lava red as the roots and branches of the trees, and, when they land, explode with an unpleasant squelching sound.

Any creature struck by a magmanut (as they're more properly called) suffers 1 point of bludgeoning damage. The true danger with magmanuts comes later. Any magmanut striking a player character will land in the earth. After 1d3 rounds, it suddenly explodes like a tiny organic landmine! Any creature within 5 ft. in any direction of the magmanut must succeed on a DC 14 Dexterity saving throw or suffer 1d6 fire damage and be knocked prone.

If the player characters approach the trees and try to climb them—requiring a successful DC 14 Dexterity (Acrobatics) or DC 14 Strength (Athletics) check—the goblins sever one of the glowing veins in the tree, sending lava spewing down on the player character. A player character must succeed on a DC 16 Dexterity saving throw to avoid damage. A failure results in the player character taking 1d4 fire damage and falling from the tree, becoming prone and taking an additional 1d4 bludgeoning damage. Any player characters who are prone will have a magmanut thrown towards their head by the goblins.

Of course, the player characters don't have to climb the trees, at all. They can cut them down or simply fire arrows into the trees.

They can also try talking to the goblins, if they wish. The goblins are very loyal to Pookle—after all, a leader with a magical mask capable of reshaping volcanoes tends to inspire a degree of loyalty—but they also know that *things aren't right*. A successful DC 16 Charisma (Persuasion) or DC 18 (Intimidate) check, along with a sufficiently impassioned argument, is enough to make them consider whether the promises of power and glory Pookle has made them are actually better than the life they had before. Should a player character bring up friendships with the inhabitants of Palm Heart or refer to Snippy (whether he's there or not), then they may make their Charisma check at advantage. If the player characters don't succeed in swaying the goblins, then the goblins fight until three-quarters of their number are killed before fleeing deeper into the forest.

The player characters can give chase, if they choose, although it is difficult to keep up with a goblin running for their life across terrain they know well. Should the player characters pursue one or more of the goblins, it requires a successful DC 16 Wisdom (Survival) check to track the goblin across rock and through tangled jungle.

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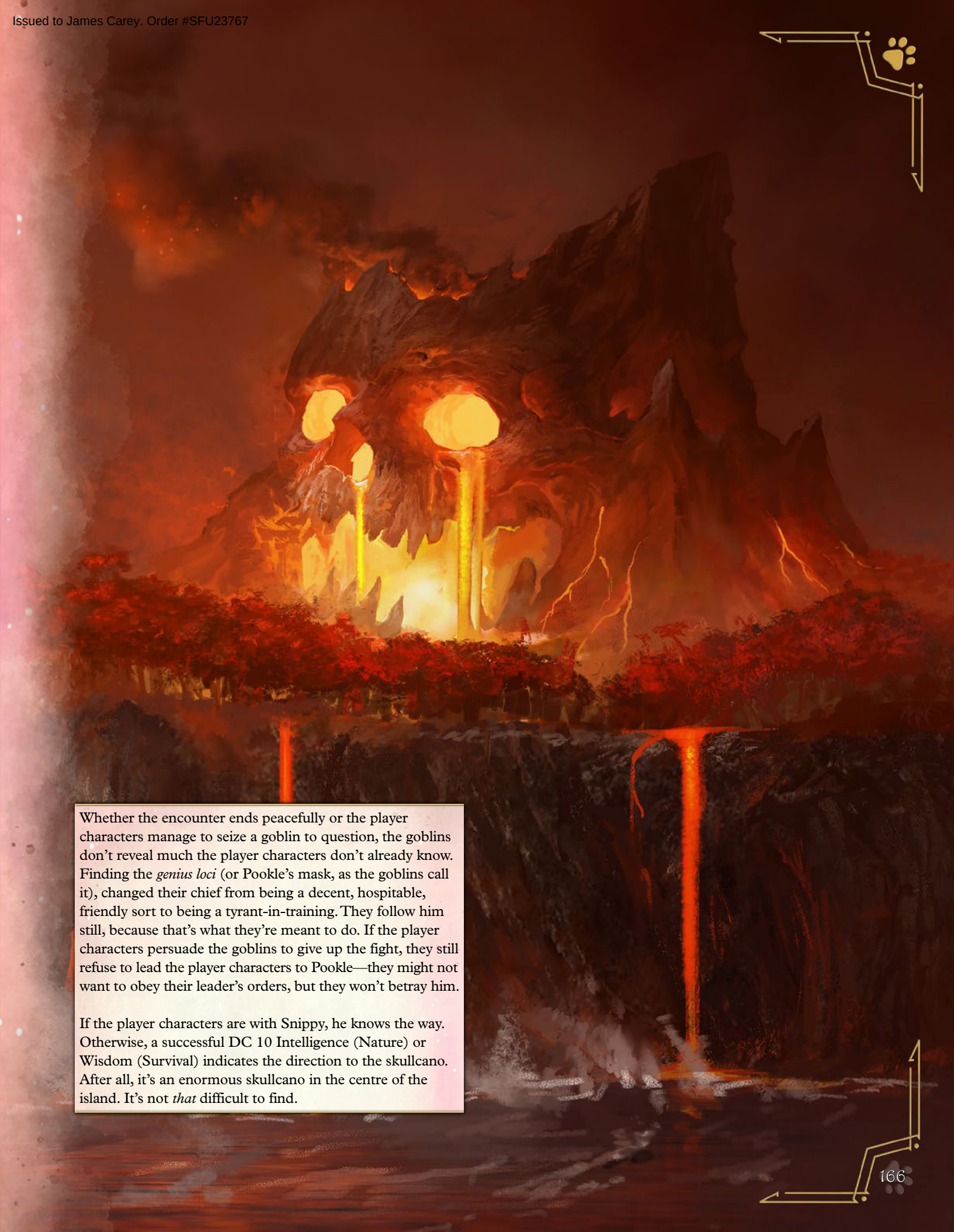

Whether the encounter ends peacefully or the player characters manage to seize a goblin to question, the goblins don't reveal much the player characters don't already know. Finding the *genius loci* (or Pookle's mask, as the goblins call it), changed their chief from being a decent, hospitable, friendly sort to being a tyrant-in-training. They follow him still, because that's what they're meant to do. If the player characters persuade the goblins to give up the fight, they still refuse to lead the player characters to Pookle—they might not want to obey their leader's orders, but they won't betray him.

If the player characters are with Snippy, he knows the way. Otherwise, a successful DC 10 Intelligence (Nature) or Wisdom (Survival) indicates the direction to the skullcano. After all, it's an enormous skullcano in the centre of the island. It's not *that* difficult to find.

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For Want of a Bridge

The forest continues for another two or three hundred feet, with the player characters having to force their way through more glowing lava trees. The trees give way to a large, rocky outcrop, where the stunted, petrified remains of trees dot the edges of the cliff. Clearly, Pookle's power was used to create this place—as a successful DC 12 Wisdom (Insight) check reveals, should the player characters be interested.

An enormous, deep gorge splits the rocky outcrop. There is no bridge across the gulf—the goblins destroyed it at Pookle's instruction when the player characters arrived on the island—and there's certainly no easy way across.

There's also the fact that drawing near is one of the island's strangest inhabitants. It's the slow, creeping menace of the **hellish snail**, exiting the forest from 40 feet to the left of the player characters. This unusual and highly dangerous creature is a real threat. With a shell formed from obsidian, an underside virtually immune to any form of heat, and a series of lava tendrils sprouting all around it, it's a deadly foe. The failure of his goblins to prevent the adventurers from drawing ever nearer to the skullcano lair where Pookle plans his next move has resulted in a severe reaction!

The player characters are in a tough position. The first problem is how to get across the gorge safely without the bridge. The second is the creeping menace of the hellish snail, inexorably closing in.

The gorge itself is 20 feet across. Long vines hang down on both sides. Should a player character want to attempt to leap, it requires a successful DC 16 Dexterity (Acrobatics) or Strength (Athletic) check. If a player character fails this check, they must succeed on a DC 14 Dexterity save, grabbing one of the hanging vines to arrest their plummet into the depths. If they fail this Dexterity save, a fellow player character can attempt to rescue them, using magic—or even a well-placed arrow—pinning them to the gorge-side by their clothing. Any such attempt is made at DC 14. Should all these chances fail, then the player character plunges into the depths… But don't worry! They'll be back as prisoners of Pookle in the next scene (that doesn't mean you need to tell the players that though)!

Alternatively, there are any number of methods by which the player characters could get across the gorge. Magic is an obvious route, or they could try chopping down one of the forest trees and improvising a bridge that way. Whatever crazy, or brilliant, ideas, the player characters come up with, the GM should feel free to indulge. Let them be as bold and creative as possible.

Don't, however, let them forget the impending threat of the hellish snail. It might be a little slow, but it's coming for them. And when it gets there? Well, it's extremely tough. If the player characters start to forget about the hellish snail, they may soon regret it. As soon as it's within range, the snail unleashes its lava tendrils, attempting to inflict some nasty wounds and split the party up. Then to the tendrils will swarm over a nearby magic-user. Hellish snails are attracted by the scent of magic and are able to detect those who employ it regularly as they make for the most delicious meal.

Whatever the player characters choose to do, whether they ignore the hellish snail and simply escape over the gorge, leaving it forlornly on the other side, or duel it to the death, this should be a tough encounter. The hellish snail is a difficult fight for a party of third-level player characters, and finding a way to get all of the player characters over the gorge is not going to be easy. Use this scene as a puzzle with a very angry, very dangerous timer in the form of a rapidly approaching hellish snail! Test your adventurers; these islands aren't meant to be easy, and Pookle isn't going to make things trouble-free!

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Skullcano Approach

Getting across the gorge might not be easy, but at least it means the adventurers are closing in on the skullcano and Pookle. The skullcano now looms over the player characters, a vast edifice glowering down at them. It's an unsettling vista, an enormous, laughing skull, the eyes of which blaze with volcanic, orange life. A stream of the same lava cascades from the skullcano's mouth, emphasising the sinister, lurid atmosphere of Pookle's lair.

The approach to the skullcano is a series of huge piles of rock, with a path wending between them. It isn't quite a maze, but it's not far off. Pookle clearly constructed this corridor to make the journey to the skullcano as dangerous as possible. The boulders make perfect vantage points for goblins to hide behind and hurl down rocks or magmanuts, enabling the goblins to scurry away before the player characters can take their revenge. There are six **goblin followers** on the stone ramparts, each with a sack filled with various blunt, heavy items that are going to hurt if dropped on an exposed head.

These goblins are constantly on the move, using their action to make a ranged attack with either their bow or with a magmanut, then relocating to a different pile of rocks. Their shifting locations make it difficult for the player characters to coordinate a response. The player characters are always aware of the goblins' presence, however. As soon as the player characters near the rocky approach, they are greeted by a chorus of harsh, giggling and taunts. These goblins are Pookle's most ardent supporters—they're really quite attached to the idea of conquering Flotsam and making themselves the real power in the Faraway Sea. As a result, they're nasty foes and have no real interest in listening to the player characters if they attempt to persuade them to resolve things peacefully.

Of course, the adventurers don't *have* to take the path at all. It's completely possible for them to do what the goblins themselves do, climb up onto the rock piles and walls, fighting the goblins on their own ground. This is an effective tactic and certainly throws the goblin's plans off. If the player characters do make this approach, the goblins will endeavour to stay away from the adventurers, keeping up a steady barrage of arrows and magmanuts.

These goblins don't flee. They're totally committed to Pookle's vision, and they aren't going to go down without a fight. Once the goblins are dealt with, and the path through the rocky ramparts followed, the player characters are confronted by the skullcano itself!

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The Skullcano

Getting into the skullcano isn't difficult. A winding path leads upwards to a large fissure in the stone of the glowering mountain. The way is entirely undefended. Player characters can make a successful DC 12 Wisdom (Perception) or Wisdom (Insight) check to confirm this is the case. There are no goblins concealed behind the small heaps of stone. The player characters have overcome Pookle's various attempts to slow them or deter them, and he's decided the best way to deal with them is to bring them inside his lair, overwhelming them with weight of numbers on unfamiliar terrain. Then, he can do with them as he likes.

Upon reaching the fissure, the first player character to arrive should be allowed to make a second DC 12 Wisdom (Perception) check, with a success discovering that the doorway is booby-trapped and a failure activating the trap. Pookle might want to draw the player characters into his lair, but that doesn't mean he doesn't want to hurt them a little bit too! A tripwire stretches across the entrance, and breaking it—whether on a failed check or for any other reason—deposits a large pile of heavy rocks on the unfortunate entrant's head dealing 1d10 + 2 bludgeoning damage. Should the player characters spot the trap, however, it can be disarmed with a successful DC 14 Dexterity (Sleight of Hand) check. This leaves a large pile of rocks perched above the entrance, which a well-aimed arrow or any other successful ranged attack could dislodge—something for the player characters to bear in mind?

The interior of the skullcano is a classic evil lair. Streams of lava course down the walls, pooling into an enormous lake of seething, glowing lava. In the centre of the pool is an island surmounted by a strange, rough, pyramid-like structure. This is Pookle's sanctum, where he retreats to commune with the island itself and to plan his grand strategies. The lake is fringed by a narrow walkway (10 feet across), and the island in the centre of the lava lake is reached via a bridge (also 10 feet across).

Pookle is, at the beginning of the encounter, within his inner sanctum and watches the efforts of his underlings, hoping they can deal with the player characters so he doesn't have to draw on the magic of the *genius loci*. He will, of course, but the process exhausts him, and he has much grander designs for his powers.

His underlings are eight **goblin followers**, positioned around the edge of the lake, and four of his biggest and most dedicated **goblin acolytes** standing guard about the sanctum. The eight goblins around the pool launch a hail of arrows, before closing with the player characters, in order to stop them nearing the bridge. They attempt, where possible, to work in pairs. One engages the player character directly, manoeuvring them into position for their fellow to shove the unfortunate victim into the lava pool.

Dealing with these goblins is difficult—the proximity of Pookle means they are unlikely to surrender or be susceptible to the player character's attempts at persuading them to abandon their leader. Should the player characters try such an approach, then a successful DC 18 Charisma (Persuade) or Charisma (Intimidate) will be required to convince these goblins that standing by Pookle is strongly inadvisable! If the player characters managed to dissuade the goblins from fighting them in the woods (or if they have Snippy with them), then they gain advantage on this check. Of course, they might not feel particularly inclined to extend such empathy to goblins attempting to hurl them into the lava. The goblins also hurl magmanuts, aiming to use these to knock the player characters into the lava.

Falling into the lava is extremely inadvisable. If a player character is knocked into the lava, they immediately suffer 4d6 fire damage, and suffer an additional 4d6 fire damage per round until they manage to clamber out.

If the player characters manage to deal with the goblin followers around the lava pool, then the four goblin acolytes around the sanctum immediately prepare for battle. Two of them move to obstruct the bridge, ensuring that crossing that narrow span is going to be an extremely difficult process. Unlike the goblins around the lava pool, these are Pookle's acolytes and are unsusceptible to even the most impassioned pleas for peace.

At this point, **Pookle**, too, decides to make an entrance. He immediately begins to utilise the magical powers granted to him by the *genius loci*, sending streamers of lava at the player characters or hurling gigantic rocks at them (see Pookle's statistics on page 147 for more). The player characters have two ways of dealing with Pookle. The first, and most direct way, is simply to kill him. If they do, as soon as he dies, the skullcano begins to rumble, before chunks of it fall from the roof, and the entire edifice starts to crumble!

Alternatively, if the player characters wish, they can try to wrestle the mask from Pookle. Doing so restores the goblin chief, suddenly, to himself. Freed from the endless visions of power and destruction which the mask has filled his mind with, he immediately calls his acolytes to his side, to stop any fighting. Getting the mask off Pookle is not easy, and he resists frenziedly. He must be successfully grappled and held

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for two turns. As soon as the mask is removed, however, he ceases to be hostile. He also points out that without his focus to keep the skullcano in place, it's about to collapse.

Aftermath

Getting out of the skullcano alive is the player characters' main concern at this point. Huge chunks of rock fall from the ceiling, threatening to leave them as a red smear rather than a heroic animal adventurer. As the player characters run, each must succeed on a DC 12 Dexterity save or be struck by cascading rock, suffering 1d8 + 2 bludgeoning damage.

Once out, the player characters are triumphant! Pookle's madness has been stopped, one way or another. The skullcano collapses in on itself, a pile of smouldering rock, covering over the volcanic lake. The player characters can trek back to Palm Heart to inform the villagers that the terror is over. If Pookle survived, he goes with the characters, along with a number of his kin, to apologise for the madness which overtook him and start rebuilding the once strong relationship between the two communities.

If the player characters thought to collect the *genius loci* before the skullcano collapsed, the animals and goblins of Palm Heart offer it to them as a reward for their assistance but insist on a promise not to use its power while on the island, where it is clearly too strong. The animals also offer 400 gold pieces they've collected between them, as a thank you for saving their home.

Beyond any additional time the player characters want to spend on the island—perhaps to aid in the renewed cooperation between the animals and the goblins—the adventure is over! Snippy, Stan, and Stripy are happy to take the player character back to Flotsam, whenever they choose.

EXPERIENCE

The player characters should earn enough experience from this adventure to allow them to reach the next level.

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The Nick of Time

It is an extremely rare occurrence for anyone of any importance to receive an invitation to Chronologica from the island's governor. On the odd occasion that anything has been sent out, previous recipients have always politely refused. Mr Tempus Fugit, who sometimes goes by either Governor or Master, is both notoriously secretive and fond of taking prisoners, after all.

An invitation is exactly what our player characters have received, however, which is how they find themselves aboard ship, slipping through a narrow channel with the frothing waters of the Buzzing Bay eagerly waiting to either side of the vessel's hull.

The following adventure is designed for 4-6 player characters of levels 8-10. At least one player character should be an awakened animal. If possible, a clockwork awakened animal is even better.

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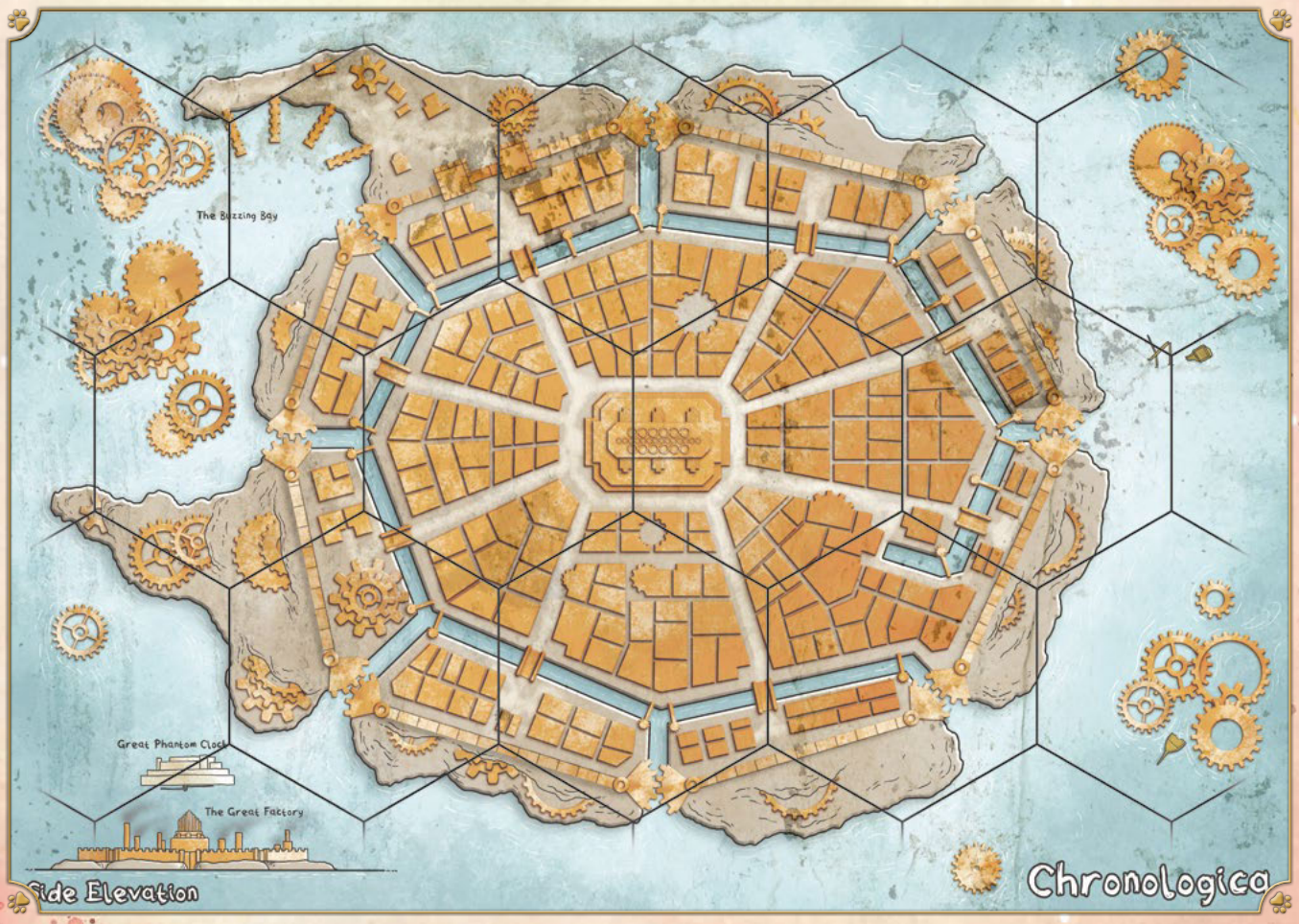
Adventure Overview

All is not well on the island of Chronologica. Although the average citizen is not quite able to place a finger, or paw, on the problem, every resident of the island has a sense that something in the daily order of their lives is not quite right. Mr Tempus Fugit knows, of course, for nothing happens on the island without his knowledge. Or that is how things have always worked until now, at least, since, the Great Phantom Clock is bleeding time, and Mr Fugit has been unable to fathom why.

His pride in knowing every little detail that transpires in Chronologica is perhaps Mr Fugit's one greatest weakness, however, for it has allowed his confidence in his mastery of the island's inner workings to grow into something bordering in a belief in his own omnipotence. Although not truly a god, Mr Fugit does have a divine instrument in his custody in the form of a certain timekeeping trinket. Unfortunately for Mr Fugit, someone that *does* have a spark of divinity recently managed to slip by the island's defences. Aware that her father's pocket watch was somewhere on an island he had described as a paradise, Magister Tick's daughter, Second Spell, recently came looking for the heirloom with the hopes of recovering it. What she found instead was an industrial hellscape that trapped her in the enervating vapours which gather together to form the Great Phantom Clock.

Initially tasked by Mr Fugit himself with surreptitiously investigating the strange distortion of seconds, the player characters will need to follow a trail of clues that lead to a young empyrean trapped in the time vortex that fuels the Great Phantom Clock. Although freeing her solves the immediate problem affecting the island, it also opens up a new dilemma. Can the heroes find the source of the disturbance before synchronicity with the ticking of the Great Phantom Clock renders them unable to? And will they aid Second Spell in recovering her father's pocket watch? While doing so will mean going back on their word and turning against their employer, successfully aiding her will also free Chronologica from the grip of a tyrant. A win-win all round, surely?



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Digging for Dirt

Chronologica is a large island full of ancient and wondrous mechanisms that, if not already subsumed, are rapidly being enclosed by new industrial buildings. The sprawling City of Clocks has grown to encompass the island and everything in it, spawning new locations even as they swallowed the old. There is a map and even a guidebook to help visitors get around, and the guidebook even has a recommended order of prominent locations to visits. At least, it says recommended, but if visitors deviate from the 'recommended' order, they soon find that they've broken one of the many codes they signed up to when they arrived on the island.

This adventure focusses on a number of key locations and non-player characters that are intrinsic to the events of this adventure. Chronologica and the city it hosts are vast and rambling, however. Lacking a complete copy of the City of Clock's Comprehensive Archive of Buildings and Locations (CABAL), Gamesmasters should feel free to include any number of additional places and personages that add to the overall narrative.

Beneath the Pelt

It started as a second every once in a while. A momentary pause of the ghostly clock's hand that brought a frown to the faces of the island's inhabitants and caused Mr Fugit to pause in his unceasing works. Then more seconds began to lapse, each one causing fresh disharmony in the island's meticulously timed mechanisms. Unable to find the source of the disturbance himself, Mr Fugit has called in the best help he can find to rectify the problem. If the problem cannot be fixed, the Master fears the dissonance caused by the hiccups in time will eventually derail many of the mechanisms that keep the island and its populace functioning.

Unknown to Mr Fugit, the loss of seconds in the Great Phantom Clock began occurring shortly after Second Spell became trapped by its vapours. As the daughter of Magister Tick, she is usually able to step outside of normal time and observe the world without anyone even knowing she is nearby, which is exactly how she managed to slip onto the island. Her search for her father's pocket watch took her too close to the time-syphoning vapours that fuel Chronologica's ghostly clock. The mist reached out and latched on to Second Spell as a new source of fuel, trapping her in an ethereal existence somewhere between normal time and the time phase that she uses to travel around—something Second Spell likes to call Tick Time. Whenever the clock steals a little bit of Tick Time, it loses a second or two of its own Phantom Time, which subsequently causes a glitch in the unceasing operation of the island's rhythm. And the more it syphons, the greater problem is growing.

Second Spell has attempted to use Tick Time to escape the clock's clutches on three separate occasions, each at a different location where she thought it might increase her chances of slipping free of the timepiece's grip. Every time she did so, however, the Great Phantom Clock syphoned off the energy with devastating results to the surrounding area. Aware that remaining phased is the one thing stopping her falling into the rhythm of the island's clock and becoming further trapped, Second Spell has been left in something of a quandary.

It is these three occurrences that Mr Fugit will send the heroes to investigate. Unfortunately for Mr Fugit, the inspection of these three events will key Second Spell into the fact that a certain group of investigators have become aware of her presence. Desperate to escape the enervation she is suffering at the hands of the Great Phantom Clock by any means, she will reveal her presence to the player characters at this point and beseech them for help. It's at this point that the heroes will need to make a choice between honouring their contract or freeing Second Spell, and eventually Chronologica, of the Governor's grip.

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Fugit's Fugue

Why doesn't Mr Fugit know what's happening? He does. Sort of. His intimate connection to every cog and clockwork function of the island means he can get to the source of any spanner that appears in the works very quickly. Except this one. For him, trying to solve this particular problem has been like grasping at overly greased spindles.

With very few variables to interpret, his cognitive mind has worked to the understanding that the simplest solution is likely the answer. (This theory is often called Pancho's Shaver elsewhere in the world after the fluffy dog who tried all sorts of lotions and potions to soothe his itchy skin, only to eventually resort to a razor and find out he was actually covered in fleas.) Very few other beings have as fine an understanding of the flow of time and the order it brings as Tempus Fugit, and only one of those individuals has previously visited Chronologica. This has led Mr Fugit to calculate that Magister Tick—or someone or something in his service—is causing the ripples that are rocking the clock. Fugit has also intuited that his and his minions' synchronicity with the Great Phantom Clock (which Second Spell calls Phantom Time) is stopping them from seeing past the problem.

Not willing to face Magister Tick personally or risk ownership of his pocket watch and mastery of the island, Mr Fugit has reached out to the best help he can find to solve the issue. As they'll be newcomers, the investigators also won't be synchronised with the island's governing timepiece either. Not right away at least. Always playing his cogs close to his chest, Mr Fugit endeavors to keep the player characters in the dark about his intuitions. Still, it's entirely feasible that they will be suspicious over their presence on the island. No one ever receives an *invite* to the island, after all, and there are plenty of rumours of animals visiting the place only to never be heard from again. As a clockwork being with a god's timepiece to hand, trying to read Mr Fugit's intent or emotions is no easy task, however, putting all such attempts at disadvantage.

Unrelenting Control

Mr Fugit likes everything working to a plan. His plan. While he certainly won't make the player characters privy to his schemes, he is willing to take a number of steps to keep them focussed, which includes sending his minions in to make a point or force them down a particular path. In any case, he can always blame the actions of mechanical underlings on the fact that the slipping of time has driven them haywire.

If the player characters begin poking their snouts into any of the island's affairs outside of the locations and individuals connected with the investigation, he will rapidly escalate from verbal warnings and the presence of the walrus twins as physical intimidation, to eventually telling the brothers to slap a few chops with their flippers to get the message across. Stay out of Fugit's business.

Life Without the Master

As the heroes investigate the time distortion and its effects continue to get worse, little indicators of how life for the islanders could be without Mr Fugit dominating their every waking moment begin to slip through.

- Every inhabitant of the island has a fixed, neutral expression. They never display any outward happiness, sadness, joy, or displeasure. There are no wishes or dreams outside of carrying out their daily allotted tasks, their whole life ordered and guided by the constantly ticking clock and their own place in the island's daily functioning. As the Great Phantom Clock gets held up for longer than a second or two, however, so too does the expression of the islanders change from momentary confusion in the odd brief second of its stalling to joy and wonderment in the longer pauses.
- Everything moves at roughly the same pace on the island. This is written into the soil and carefully regulated by the clock's tick-tock. Even the birds in the sky keep the same sedate speed as those on the ground below them. As the clock's pauses grow longer and more frequent, however, this control lessens. Dogs begin running and frolicking, birds begin wheeling and soaring, and other folks jump and skip with glee.

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Clocking In

You had all heard the stories, of course, but none of them really prepared you for the moment you set eyes upon Chronologica. The slowly revolving mountains immediately drew the eye, inspiring a sense of wonderment that soon became subdued as you noticed the buildings and manufacturing plants striving to claim almost every inch of the island.

The clang, stench, and rhythmic pulse of industry roll over you like a palpable wave as you take it all in, the churning and buzzing of the waters to either side of the ship only adding to the mechanised grandiosity of the scene. Floating above it all and keeping the industrial rhythm synchronised is the Great Phantom Clock, the steady ticking of its hands audible above even the buzzing of the seas and the incessant noise of fabrication.

It isn't long before the docks and jetties that the Buzzing Bay protects come into view, the mechanically powered oars that drove your ship across the waters stowing themselves away as the vessel berths with immaculate precision. Two blocky, mechanical beings dressed in matching outfits await you on the wharf, their square forms flanked by a pair of surly-looking bears whose wicked talons and oversized ears twitch with impatience. Surely it's your imagination, but it almost feels as if your own heart starts beating to the rhythm of the ghostly clock almost as soon as your foot lands on the dock…

By Invitation Only

The player characters have been invited to Chronologica by Mr Fugit, who has heard of their prowess and problem-solving capabilities from their previous exploits. Having delivered the offer of employment, the perky **pentadrone** called Pentupuladratus, or Pentup for short, has escorted the player characters to Chronologica aboard Mr Fugit's sleek and wondrous private vessel, the *Timekeeper*.

Other than the odd friendly sea turtle or curious whale, the journey to the mechanical island goes like clockwork. The *Timekeeper* will be sailing again in a few hours, so Pentup leaves the player characters in the capable hands of two **quadrone** heralds and their surly **drop bear** escorts. Then it's just a laborious briefing on the Edicts of Righteous Action that govern the actions of all citizens and visitors of Chronologica and a quick signature to say they've understood, no exceptions. Nothing to worry about here as long as they don't plan on breaking the rules. Which of course they don't, right? After that, the heroes are taken to Mr Fugit's estate in a coach pulled by mechanical horses that never go faster than a saunter.

Although named the Governor's Palace, the functional building is anything but palatial, seeming more workshop than grand residence where both the façade and interior are concerned. The sterile interior is a maze-like network of chrome-plated and copper-clad corridors connected by irising doors made of overlapping cast iron lined with lead.

Mr Fugit's audience hall is both the physical and mechanical heart of the palace, in the one place that provides oversight and control of the building's—and many of the island's—various activities and functions. Control panels, dials, and tubes filled with neon gases take the place of trophies, tapestries, and thrones inside this room.

A marvel of mechanical engineering himself, Mr Fugit constantly prowls the room, adjusting knobs and dials on panels and listening at brass tubes as he 'entertains' his new employees. He also gets straight to business, as time is now pressing. And if there is one thing that Mr Fugit cannot abide, it is the urgency that time imposes when it begins slipping away.

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Synchronising Functions

The player characters' own internal rhythms begin to be synchronised by the Great Phantom Clock as soon as they set foot on Chronologica. Throughout the next 24 hours, each 8 hours they spend on this mechanical marvel will impose one of the island's special rules. This initially begins with the Time Management special rule and progresses through to Machines Take Heart. For example, a player character can use the benefit described under Time Management during their first 8 hours on Chronologica but is not subject to No Running! until 1 second after the 8 hours has passed, at which point they are now under the effects of both the Time Management and No Running! special rule, and so on. That said, player characters who are caught using the Dash action during the first 8 hours will soon find that they have broken one of the more serious requirements of the ERA document they recently signed up to.

Time to synchronisation isn't just measured in the ticking of a clock, however, for the actions the player characters take can also speed up the harmonisation process. Each player should keep a record of how many hours have passed for their character on the island in terms of synchronicity. The GM should also provide a list of actions and activities that will push this timer forward at an increased rate. A sample list of activities that can affect the timer and the time that gets added are presented here, although GMs are free to add or remove items from this list both before and during the adventure as events progress.

- **Special Rules (30 minutes).** Making use of the benefits of the Time Management and Machines Have Heart special rule ties the player character much more closely to the clock governing them.
- **Magical Healing from an Islander (30 minutes).** Receiving any sort of magical healing from a resident of Chronologica suffuses the hero with energy linked to the clock.
- **Spellcasting (1 hour).** Casting a spell of level 4 or higher draws more magical energy from the island, tying the character more intimately with its workings.
- **Long Rest (4 hours).** Taking an extended time to rest and recuperate on the island allows the Great Phantom Clock to take greater control. The time added is in addition to the time required for the long rest, so 12 hours in total.
- **Vicinity of the Great Phantom Clock (See Description).** Every 5 minutes spent within 100 feet of the Great Phantom Clock is equivalent to 1 hour of synchronisation. Of course, the player characters need to spend some time here to find and free Second Spell…

A player character that has gathered a full 24 hours of synchronisation is completely harmonised with the ticking of the Great Phantom Clock. This means they are not only fully affected by Chronologica's special rules but are now so in synch that they cannot interact with Second Spell in her time phase.

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Facts of the Matter

Despite being formed of whirring cogs and overlapping metalwork, the precision engineering of Mr Fugit's component parts means that he barely makes a sound when he moves. Always calm, always composed, ever business-like, the Master of Chronologica takes as much time as he needs to describe his requirements, occasionally pausing to check his pocket watch as he manoeuvres around the room and delivers his terms. With the mechanical spider that carries his heart occasionally heard in the background, never seen but always there, Mr Fugit offers the following information:

- The Great Phantom Clock is irregularly losing time, although this is happening with increasing frequency.
- Mr Fugit unashamedly admits that the problem has proven beyond his own engineering skills, so he has brought in the best noses in the land to sniff out the glitch.
- If the problem can't be resolved, all of Chronologica will go haywire, wreaking untold havoc on its mechanical workings, infrastructure, and productivity.
- The player characters have 24 hours to complete their contract. After that, they are useless to him in terms of being able to deliver it. (Mr Fugit has never needed to study the increased synchronicity that certain actions can cause so is unaware that they might be worthless to him before this.)
- Unless in a life-or-death situation, during which they are authorised to take any action necessary, they are to cease their investigation and report directly to Mr Fugit as soon as they find the source of the problem. This last part of the briefing is a potential loophole for the heroes to exploit later in the adventure.

He also explains that three major occurrences have happened as a result of the time distortions, though more are expected as the rate increases. In the first, a section of the whirring mechanics that protect the waters of the island seized and exploded, sending shrapnel flying into a nearby cove and damaging an iron golem guardian stationed there. Next, one of the island's ancient lochs malfunctioned a section of canal to the east of the island, causing serious flooding in the immediate vicinity. Then, more recently, a group of his modrons went haywire and smashed each other into a pile of broken metal and cogs.

He is sure that some currently hidden clue will lead to uncovering the problem affecting the clock. As it's the most recent occurrence, Mr Fugit states that the player characters' investigation should begin there and work its way backwards through each of the events. He then supplies each of the player characters with an amulet inscribed with a plus symbol and an eye in each of the upper quadrants, explaining that this trinket will allow them to communicate with the modrons of the island. Note that it doesn't really matter which order the player characters tackle them in. Mr Fugit just likes to have a clear and precise structure to everything. If they do deviate from his instruction, however, this gives him the perfect excuse to provide a verbal warning for ignoring his commands—see "Unrelenting Control" on page 174 for his escalation methods in relation to frequent disobedience.

Meaty Treats

What does Mr Fugit's reward for the successful completion of the investigation look like? That is left entirely up to the Gamesmaster and the interests of their player characters. It could be cold, hard gold, a lifetime's supply of anise or catnip, a particular magical item that Mr Fugit has promised to manufacture, or simply the heroic feeling of saving an island of diligent workers from imminent doom. One way to examine the heroes' requests would be to hold an audience between them and Pentup prior to launching into the adventure itself. Aside from delivering the invite, the canny pentadrone is fully authorised to negotiate on Mr Fugit's behalf.

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Modron Massacre

The site of the modron malfunction is located in the tunnels below one of the great rotating mountains. Modron monodrones and duodrones are employed to carry out the continual service and maintenance that is required to keep the vast structures turning. It takes a little over 2 hours to reach the site of the conflict, which includes an overland hike through the winding alleys and lanes of the sprawling metropolis, plus a 30-minute descent into the tunnels via service lifts and automated carts. As each of the modrons have truesight, none of the caverns and tunnels below the mountain are lit. There are also a few other unique features that affect certain actions within this environment:

- The overwhelming rumbling and grinding of the giant mechanisms that turn the mountains means that all Wisdom (Perception) checks related to hearing and Constitution saving throws to maintain concentration are made at disadvantage.
- The friction of the mechanisms produces a fierce heat that can sap energy. Player characters must make a Constitution saving throw for every 30 minutes they spend in this environment, suffering a level of exhaustion on failure. Note that the player characters will need to make at least one saving throw due to the 30-minute descent to the site of their investigation.

The site of the confrontation would be a bloodbath if the workers were anything but mechanical. Metallic limbs, broken springs, shattered cogs, and artificial eyes are splayed everywhere throughout the rectangular chamber. The player characters' eternally sombre **modron** escort seem to somehow become even more grim as the group approaches the scene.

Four corridors exit the room, which includes the southerly one the team entered from. Each of these corridors has a notice beside it, although they are all written using the precise symbols of the modron language. While none of the modrons speak Common, the amulet that Mr Fugit gave to each player character will enable a translation to take place. The far northerly tunnel from the one they entered by continues the service duct for this floor. Access to this floor's cogs lie down the easterly tunnel, while the sign for the westerly one reads, "Power Room".

Much of the energy needed to cause the mountains to rotate is provided by lava continually heating water into steam. This wouldn't normally provide enough energy to turn vast piles of stone, of course, so both the molten rock and liquid are infused with raw elemental energies that increase their output enormously. The Power Room is where this infusion takes place, and it is this process that Second Spell was hoping to draw on as a boost to increase her chances of breaking free. Sadly, the resultant backlash of energy that was released when the Great Phantom Clock syphoned off her Tick Time drove both the modrons on shift in the Power Room and those en route to take over haywire, causing them to charge at each other in the central chamber and resulting in the mechanical slaughter.

The player characters can gather some key clues by examining the scene through Intelligence (Investigation) or Wisdom (Perception Survival) checks:

- A visual examination of the chamber proves that the teams charged into each other. The fact that the melee took place in this room indicates that the modrons from the Power Room caught the relief team here. The damage both teams have sustained clearly implies that both sides were in a frenzy.
- **DC 12:** The player characters pick up on claw and scuff marks made by the modrons charging out from the Power Room towards the central chamber. When linked to tools that have been hastily discarded in the Power Room and a lack of similar signs of initial violent activity from the relief, it seems that whatever took hold of the modrons first struck in the Power Room.
- **DC 15:** A close inspection reveals a pair of footprints scorched into the stone, almost as if a bright flash had seared the impression into the rock. The slender footprints are consistent with someone wearing slippers. A cursory inspection of the machine in the Power Room suggests that it regulates the flow of both lava and water. At least, that's what the two separate feeds seems to indicate.
- **DC 20:** *Intelligence (Investigation) only.* The machine doesn't actually regulate the flow of lava. Ports in the device accept a tube containing a faintly glowing liquid in one of two colours, blue or red. If pressed, the modrons can confirm that this machine injects raw elemental energy into the fluids that power the mountain's mechanics.

Using spells to divine the presence and application of magic in the Power Room reveals that a strong transmutation effect was released here, one so powerful, in fact, that the lingering aura sill glows brightly. This glowing aura's influence means the any player character who enters the Power Room adds 1 hour to their synchronicity countdown.

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Hazardous Depths

This first scene that the heroes visit is simply intended to clue them into the fact that the current events plaguing Chronologica are likely the result of one or more persons either tampering with or employing powerful forces. It's also an insight into Mr Fugit's own control over ancient and mighty mechanisms that few outsiders have even seen. The player characters can—and very much will—draw their own conclusions and create their own theories from this basis. If a Gamesmaster would like to add a little action, it's entirely feasible that a rogue **purple worm** or group of **umber hulks** have broken into the maintenance tunnels after being attracted by the huge pulse of magical energy.

Although eternally sombre, the modrons are exceedingly grateful that the heroes took the time to investigate the deaths of their comrades in their own limited capacity. Monodrones and duodrones in particular are generally considered as expendable automatons by the other residents of Chronologica. If the player characters have approached the investigation professionally and shown some compassion to the mechanical constructs, their modron escort will provide each party member with their choice of one *potion* from the following list: *climbing*, *gaseous form*, *hill giant strength*, *speed*, or *water breathing*. These are taken from the carefully regulated stores that are maintained to help the modrons with their maintenance duties, but they are more than willing to face their overseer's wrath for this small token of appreciation.

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Booting the Bulls of the Broken Loch

Depending on whether they follow Mr Fugit's stated order of enquiry, the next place to investigate is the malfunctioning loch towards the east of the island. If the player characters are making their way here from the site of the modron massacre or the Governor's Palace, the journey takes a little over an hour. Travelling from the Buzzing Bay explosion requires 2 hours.

Like every other once-grand feature of Chronologica's past, the eastern canals have been totally enclosed by residences and manufacturing plants. The part of the city close to the malfunctioning loch is particularly heavily industrialised, containing very few dwellings.

The player characters pick up on the sounds of panicked crowds as they approach. Every so often, the ground also trembles and the sound of falling masonry can be heard. A thin metallic line of **modron** constables backed up by grouchy **drop bears** is currently providing a living cordon keeping residents and workers away from the vicinity of the loch. Flashing the amulets that Mr Fugit gave them allows the player characters to slip past the police barrier without incident. The constable in charge, a **tridrone** named Sergeant Notibulum, explains that two steeds are rampaging through the area. Not only are they trampling through buildings, but their noxious breath also seems to be freezing people in place.

The canal has flooded an area roughly 300 feet by 300 feet in size. The water is no deeper than the sole of a shoe at the extremities but deepens knee-high within 150 feet of the canal. Movement in this inner zone is considered difficult terrain. The canal itself is a 10-foot-wide strip of water that crosses the area centrally. Unless using one of the three bridges that span the canal here to stay clear of the water, moving through the canal requires a character to swim. Anyone so much as dipping a toe in the water adds 1 hour to their synchronisation timer.

Two **gorgons** are currently rampaging around the area. They were employed as simple mechanical beasts of burden until recently, their slow-paced lives involving nothing more than pulling barges to and fro at a very sedate pace, thank you very much. Then, a few days ago, Second Spell arrived here and attempted to divert the flow of the canal into an old storm drain. This sluice would eventually spill into the depths of the Great Factory and flood the furnaces there, which she had hoped would vanquish the Great Phantom Clock. Unfortunately, her attempt at using Tick Time here instead caused the culvert of the loch to jam open and the water of the canal to speed through it, flooding the surrounding area. The two mechanical oxen pulling barges at the time were submerged below the water. In a similar fashion to the surge of energy at the modron massacre site, the resultant backlash of energy suffused the two beasts of burden with transmutative energy, slowly warping them into the gorgons. Just recently, shortly before the heroes arrived in fact, they broke free of their watery graves and began tearing through the vicinity. It's a good job the player characters turned up at this exact moment…

Uniquely, the gorgons' petrifying breath seems to have a lesser effect on those player characters least in synch with the island's beat than those closest to harmonisation. Any player character still within the first 8 hours of their synchronisation timer gains advantage on their Constitution saving throw versus either of these gorgons' petrifying gas.

The area can be investigated properly once the gorgons are dispatched and the flooding waters are dispersed. A successful DC 15 Strength (Athletics) or Intelligence (Investigation) check will allow a player character to force the culvert shut or repairs it enough to make it operable. The opposite loch can then be operated to enable the excess water to drain away.

Once the waters are drained, a DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals a small pair of handprints on the mechanism that operates the loch. If the player characters have already been there, the hands are imprinted in the same manner as the footprints at the site of the modron deaths. Further magical examination via *detect magic* or similar means reveals a similar powerful transmutation aura lingering here.

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There are, however, some further checks to be made that will certainly add to any theories being posited:

- **DC 15 Intelligence (Investigation) or Wisdom (Perception):** A barely visible storm drain can be discerned just beneath the lip of the canal's edge once the waters recede. Currently shut, all signs indicate that it was intended to be operated from the loch mechanism, although the components to allow this appear to have been removed.
- **DC 20 Intelligence (History) or Charisma (Persuasion):** A successful test when questioning the constables over the purpose of the storm drain or canvassing the scared workers for information reveals that it was sealed to protect the furnaces that provide power for the Great Factory. Either check can be reduced to DC 15 if the storm drain has already been spotted. The Charisma (Persuasion) check can be reduced to DC 15 if the player characters carry the potion rewards from the modrons under the mountains or DC 12 if they've also spotted the storm drain.

After the gorgons are dealt with and the flood waters recede, even the drop bears begrudgingly acknowledge that the player characters are making their lives easier, and word soon spreads. Because of this, future social interactions with any drop bears employed as guards on the island gain advantage. Ultimately, this means that most drop bears under contract for Mr Fugit will assume the actions of the player characters are beneficial, so they will rarely intervene from here on out unless given good cause to do so (such as Mr Fugit directly ordering them to provide some death from above to the player characters). The new arrivals are poking around in the sewers? Mr Fugit must have said it's ok. The investigative team would like to check how secure the Great Factory is? That's ok with us!

Additionally, as a thank you for saving the nearby Finest Threads textile factory from being reduced to rubble by the mechanical beasts, its owner, Temerity Gauge, provides the player characters with a *pristine engineering toolkit*. The high-quality tools in this precision toolset allow the player character using them to add their proficiency bonus to skill checks when undertaking engineering tasks. Anyone already proficient with an engineering toolkit instead gains advantage on such checks.

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Iron Frenzy

The third site to investigate, and potentially the last on the list for the player characters, is the bay that was covered in shrapnel when part of the whirring blades protecting Chronologica exploded. The detonation occurred as a result of Second Spell making her first attempt to leave the island and break free of the Great Phantom Clock's effects. Using Tick Time to bring the churning waters to a standstill, she attempted to teleport away and almost succeeded until the clock intervened. The drain on Second Spell warped her magic, drawing everything metallic towards her then releasing it in an explosive blast. The resultant explosion of mechanical components damaged a nearby iron golem. It had been dragged down a nearby cliff by the initial magnetic pull of the warped magic, with the whole experience shredding its carapace, damaging its structure, and trapping it in the cove. It currently shelters in a depression under the cliff, making it impossible to spot from above on the cliff as it sits further towards the sea than the hollow the golem is taking refuge in below.

Journeying to the cove from the loch incident requires 3 hours. If the player characters travel here from the revolving mountain or the Governor's Palace, only 2 hours are needed.

No matter where they approach from, the maddened **iron golem** attacks as soon as the player characters set foot on the cove or escarpment surrounding it. Because of the damage to its structure, the iron golem's immunity to bludgeoning, piecing, and slashing from nonmagical sources not made with adamantine weapons is reduced to resistance. It also only has 150 hit points remaining after the pummelling it has received. In addition to its normal attack modes, the iron golem also has a rock-throwing ability equal to that of a fire giant.

A full study of the area can be undertaken once the golem has been dealt with. Looking out to sea confirms that an area some 50 feet in diameter remains free of the frothing water that indicates the deadly cogs hiding below. Further Intelligence (Investigation) and Wisdom (Perception) checks can deduce additional information:

- **DC 10:** The spread of destruction and shrapnel caused by the exploding cogs emanates from one spot close to the water's edge. Moving to the centre of the emanation and sifting through the sand a little uncovers two familiar footprints made of glass where the grains have been fused.
- **DC 12:** The explosion must have happened after a powerful force drew everything from the nearby surroundings into that central spot, including the cogwheels under the sea. Large impact marks along the cliff face suggest this magnetic force was also strong enough to pull the golem over the cliff before the detonation happened.

Using *detect magic* to aid the search reveals the same transmutation aura present at the other sites, only this time it is also interlaced with conjuration magic.

A message appears in the sand shortly after the player characters end their search, as if some giant stamp had placed it there in between them blinking. One short, simple word. HELP.

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Sand Script

Having become aware that the player characters are looking for her through the course of their investigations, Second Spell uses the messages in the sand to describe her plight and appeal to them for help. If another one of the sites serves as the location of the player characters' investigations, she will instead use an alternative method of communication. This might involve forming words with the mechanical innards of the slain modrons at the revolving mountain, for instance, or smearing them into the grime of factory windows surrounding the damaged loch.

Briefly explaining that she is slightly out of phase with their own passage of time, Second Spell asks if she can temporarily bring the player characters into her temporal effect so that they can better converse. If they agree, being shifted into the purgatory that Second Spell is trapped in feels like being endlessly squeezed into an extremely thin line. The player characters must attempt a DC 15 Wisdom saving throw as they cross into Second Spell's time phase. On failure, they suffer disadvantage on all ability checks for 1 minute. Any of the heroes that have reached 24 hours on their synchronisation timer will be unable to enter Second Spell's time phase. The conversation that follows happens in the blink of an eye for anyone left behind. If everyone has reached synchronisation, the entire discussion takes place through messages in the sand, which likely gets a bit tedious and frustrating for both parties.

Once she is face-to-face with the heroes, Second Spell takes some time to describe exactly who she is and what her purpose is on the island. Although she initially only intended to seek her father's pocket watch, she now hopes to bring an end to Mr Fugit's cruel regime and stop the Great Phantom Clock from stealing time for good. She's been into the Great Factory and seen the merciless conditions that Mr Fugit uses as a life sentence for those who disobey him. She also remembers her father's tales of the marvellous paradise the island used to be. She is sure that freeing the residents and mechanisms from the Governor's grip will eventually allow the isle to return to something of its former paradise. She asks the player characters to free her from the limbo she is trapped in and help her recover her father's timepiece, which must be how Mr Fugit retains such complete control over the regulation of everything on the island. There's also the fact that leaving her trapped in her current situation will leave her at the mercy of the Great Phantom Clock's draining touch. She theorises that this won't only be the death of her but could potentially cause the destruction of the island too. And no one wants that. Do they?

She explains that the best way of freeing her would be to reattempt her plan at flooding the furnaces below the Great Factory. This will extinguish the fires whose toxic fumes fuel the Great Phantom Clock and free her from its deadly grip. All the player characters need to do is gather enough components to reconnect the storm drain to its override mechanism on the loch's control panel. They will need to be quick once they begin the repairs, however, as it will not take long for Mr Fugit to discover their actions and head to intercept them. Although they won't be able to see her, Second Spell assures the player characters that she will be on hand to step in and help contend with Mr Fugit as soon as she is free of the clock's grasp.

A tremor shakes the island as the player characters blink back into their normal phase, and a cold blast of air sends sand hissing outwards from their location on the beach, the static charge of its touch leaving their skin tingling and hair standing on end. It appears that the Great Phantom Clock has once again feasted on Second Spell's energy.

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Off to Work We Go

Gathering the components to reassemble the mechanism for the storm drain is a fairly straightforward affair. The player characters can make a DC 12 Intelligence (Investigation) or Wisdom (Insight) check to determine exactly what they need, then either salvage the parts from detritus discarded from the factories, recover them from the inner workings of the fallen iron golem, or ask their modron allies at the mountain to gather them up.

Due to the fact that it happened in a different phase, Mr Fugit has not been privy to the player characters' conversation with Second Spell. Thanks to the recent tremor and momentary pause in the Great Phantom Clock, however, he is aware that another incident of some kind recently occurred. Drawing the conclusion that this was likely the result of his most recent employees' investigations, he is currently watching them like a hawk through his extensive spy network and city-wide snooping devices. The player characters can pick up on little signs of this with a DC 20 Dexterity (Stealth) or Wisdom (Perception) check. On a success, they begin to notice little things such as mechanical crows flitting between perches to shadow their movements, a cleaning modron always conveniently sweeping litter near their location, or even the glowing red eyes of clockwork rats following their progress from windows or crevices. Mr Fugit is watching. Always watching. But there is little to do except press on.

Repairing the storm drain mechanism requires a total of 5 successful DC 15 ability checks made using either Intelligence or Dexterity. The checks are progressive, so failing one doesn't mean starting from scratch each time. Passing each check in succession without failing any will mean the mechanism is repaired in 5 rounds (30 seconds). Unfortunately for the heroes, Mr Fugit will make his entrance on the second round immediately after the second successful check made as part of their repair work.

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Time Unbound

Mr Fugit arrives in a fury with his two beefiest minions in tow. Giving the player characters the benefit of the doubt that it was relevant to their investigation as they gathered components, he immediately understood their plans as soon as they started repairing the storm drain's mechanism.

One of the player characters will need to continue the repair work while the rest hold **Mr Fugit** and the **walrus twins**, Rusty and Benji, at bay. As the mechanism connects the storm drain to the loch's control panel, the player character undertaking the repairs will need to start at either the storm drain or control panel and make small movements towards the opposite end of the mechanism between successful checks. This movement can be made as part of a repair check, so it doesn't interrupt the player character's attempts, but it does allow Mr Fugit to attempt ingenious ways to try to hinder or stop their progress temporarily. The player character undertaking repairs may want to start at the storm drain end first, which avoids the need to make a comedic saunter for the operating lever on the loch's control panel once the task is complete. No running, remember!

Mr Fugit is a tough customer, one made even more so by the hired muscle he has brought along to back him up. Thankfully, the player characters will only need to keep him at bay for 5 rounds before Second Spell is free and she phases in to back them up. This includes the 3 additional rounds needed to finish repairs and the 2 rounds it will take for the canal water to reach the Great Factory's furnaces.

Mr Fugit roars in fury once the lever is pulled, then rages again as the Great Phantom Clock wavers and dissipates. His shout at the clock's dispersal is echoed across the city only the residents are cheering with glee! Three things happen as soon as the Great Phantom Clock dissolves:

- Second Spell immediately phases into existence at the player characters' location. They didn't really think she wasn't going to show, did they?
- The Great Phantom Clock's rhythmic hold over the island is shattered, freeing everyone on it from the special rules that have been governing them.
- Mr Fugit comes to the realisation that his time is up.

Immediately understanding that time has slipped from his grasp, the great Tempus Fugit makes one last effort to overcome his foes before deciding that escape is the better part of valour. It's been said all along that Mr Fugit is no fool. His careful control of access to the island includes incorporating a loophole that allows him to whisk himself away should he need to in a hurry. His marvellous ship, the *Timekeeper*, doesn't just serve as a transport for his chosen emissary. It also acts as the terminus for a very precise funnel between the impenetrable dome and itself that provides him with an emergency exit should he need to get away in a hurry—which is exactly what he uses it for as soon as he realises he is outmatched, roughly 2 rounds after Second Spell's entrance.

Aftermath

Almost all of the islanders are ecstatic at being freed from the mercy of the Great Phantom Clock and Mr Fugit's dictatorship. The workers that were locked away in the factories blink as they step into the sunlight once again, their faces a picture of shock at their sudden freedom. Children and adults alike gallop through the streets, shouting with joy at being able to run at last. The cats and dogs who had been so restrained because of their inability to race now give chase to the sounds of barking and hissing.

It doesn't take long for word to spread that it was the player characters who freed the island from Mr Fugit's domination. The islanders still have much to sort out, including how they will now govern themselves, but they all pitch together to ensure that the player characters are given fair reward for their deeds.

Second Spell also thanks the player characters and offers to take them to any place of their choosing. Although they have defeated Mr Fugit, he escaped with her father's pocket watch, which has already proven to be a dangerous tool in his mechanical hands. She intends to track him down and recover the timepiece. Having asked so much of the heroes already, Second Spell leaves it unsaid but she would dearly love for the player characters to accompany her on further adventures. The battle for Chronologica's freedom may be over, but Tempus Fugit is still at large. Who knows what nefarious plans he will already be hatching!

EXPERIENCE

After everything they have faced, the player characters should also have earned more than enough XP to gain a level. Even without the other dangers they have faced, confronting Mr Fugit and winning the day is certainly worthy of a level advancement.

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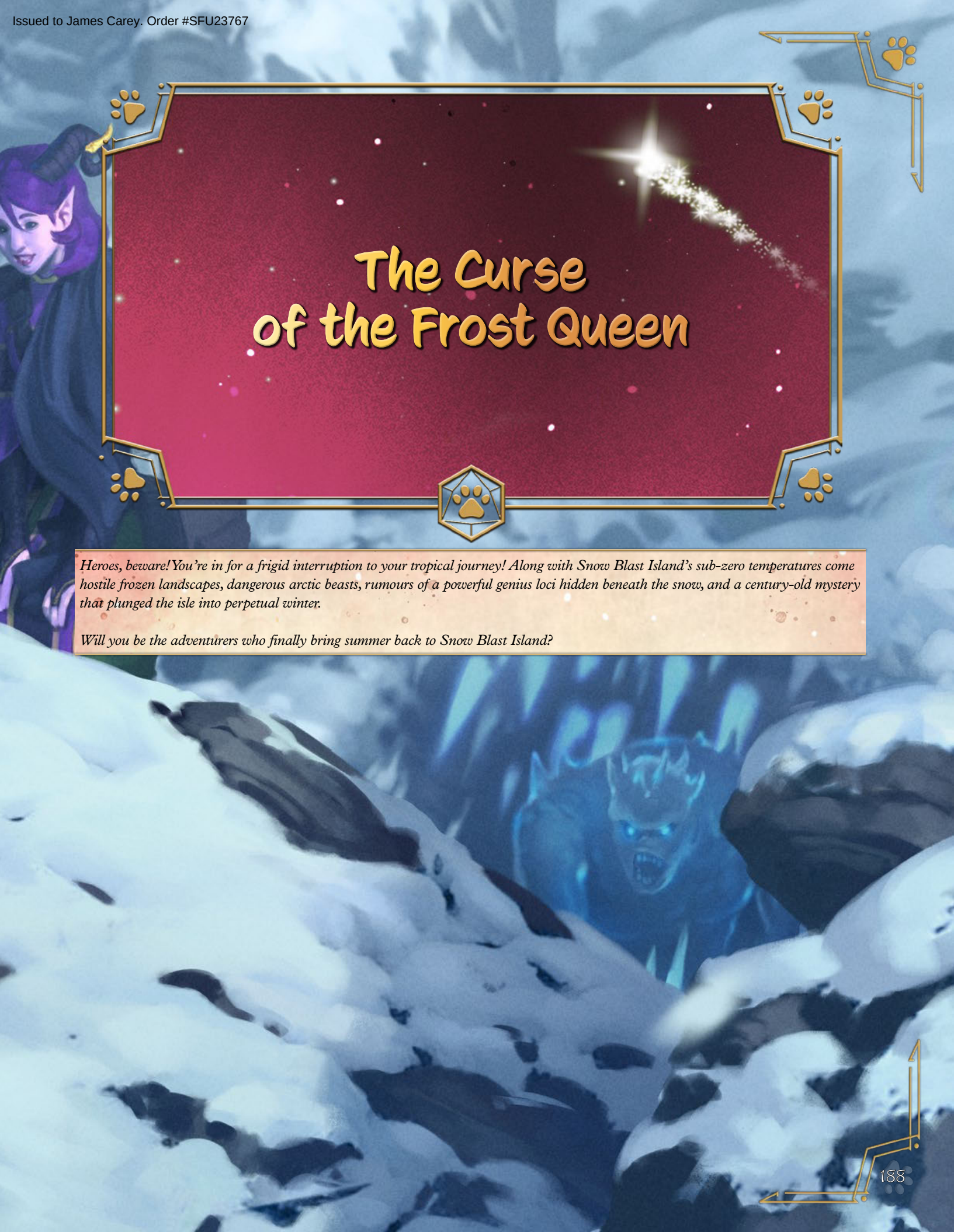

The Curse of the Frost Queen

Heroes, beware! You're in for a frigid interruption to your tropical journey! Along with Snow Blast Island's sub-zero temperatures come hostile frozen landscapes, dangerous arctic beasts, rumours of a powerful genius loci hidden beneath the snow, and a century-old mystery that plunged the isle into perpetual winter.

Will you be the adventurers who finally bring summer back to Snow Blast Island?

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Adventure Overview

The tales of Snow Blast Island's dangers are immediately confirmed when the player characters' hot air balloon is set upon by a young black dragon as they approach Port Bluster. They must find a way to fend off their airborne attacker and land the balloon safely if they want to hunt for the storied broken heart of the Frost Queen, the powerful magic orb rumoured to keep the island locked in winter.

Unfortunately, their only local guide is the quiet, antisocial, and possibly mad Murmurous Stan. If the player characters can be patient and persuasive, he'll tell them of the island's strange and perilous sites.

Where the adventurers go next is up to them. Perhaps they begin by following the fleeing dragon back to the Snowbound Hills, where they find the remains of a pleasant town buried beneath thick blankets of snow and ice. The black dragon lives here, huddled for warmth in what was once the town hall. If given the chance, she apologises for frightening the characters, explaining that she was over-excited at the prospect of a lift off this freezing island. In fact, with her knowledge of the land, the dragon could be a valuable friend to our heroes!

Or maybe they investigate the weather-beaten Old Shack to see if the eerie rumours are true. If they do, the incongruously luxurious interior, size-mismatched furniture and housewares, and trapdoor revealing a long staircase into the Ice Caverns will only introduce more questions—that is, if they can make it past the ice mephit calling the shack home!

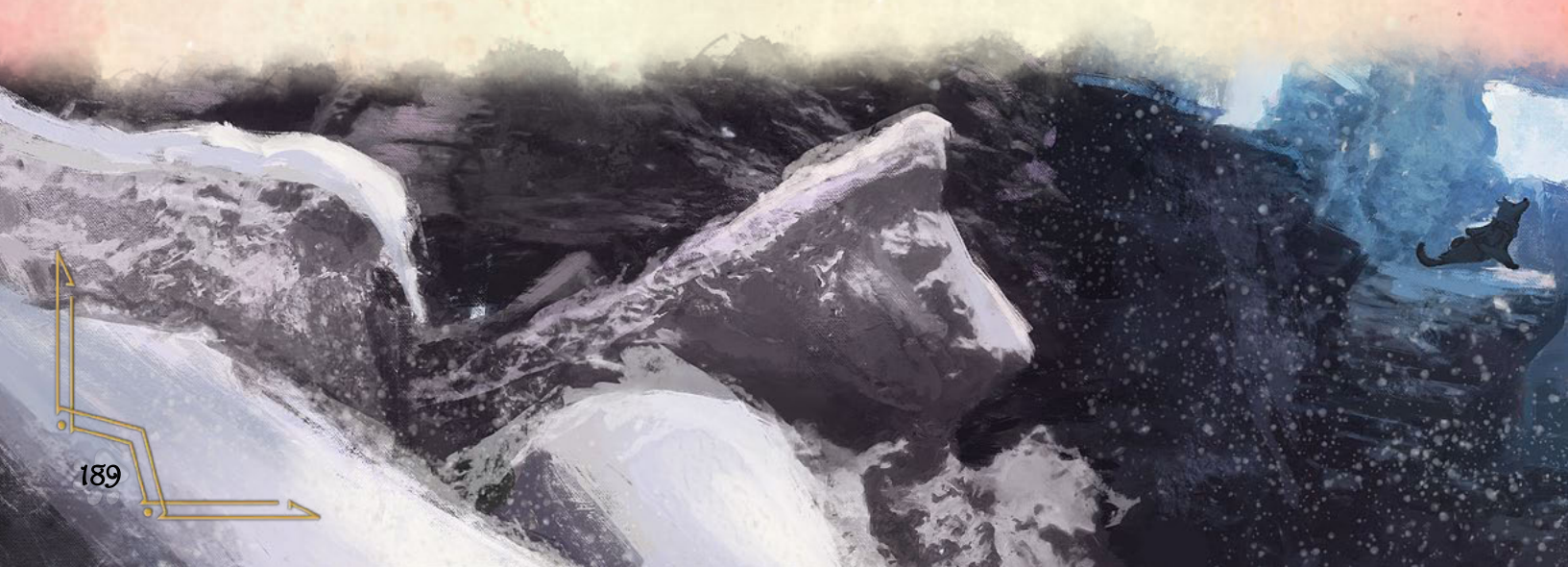
Characters might instead journey to the lovely but deadly Crystal Wood, finding themselves at the mercy of the ice-marked beasts that dwell there: yeti, polar bears, ice mephits, and worse. In the centre of the wood lives Maius, the frost giant, the only living witness to the incident long ago that trapped the island in endless winter. He can recount his version of events, but only if characters can convince him through a combination of bribes and favours.

When characters find their way into the Ice Caverns, it will take all of their wits and strength to avoid joining the skeletons of past treasure hunters still mouldering in the many caves and tunnels. But with a lot of skill and a little luck, they can find the legendary genius loci, the fractured Orb of the Frost Queen, guarded by a pack of winter wolves. But the Orb isn't just an artefact! Instead, it contains the Frost Queen herself, an ancient elemental spirit who demands that Maius apologise to her over past wrongs.

Once Maius apologises, the crack magically heals itself, and the Orb can be taken from the island as a magical item. While on the island and before Maius has apologised, the globe covers everything in ice and snow.

If our heroes can put together the pieces and convince the frost giant to say he's sorry, they may be the first in decades to see the lush, tropical paradise that Snow Blast Island once was—and thaw some ancient hearts in the process.

Players should be free to follow whatever path they choose and might not even need to visit every location in order to break the Frost Queen's curse and free the island. They will face dangerous enemies but may also make some powerful friendships if they're willing to listen!



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Arrival at Port Bluster

We open on the players in the basket of a hot air balloon called the *Squallskimmer*. Over the previous hour of travel, the temperature plummeted, leaving the player characters shivering, fur dusted with snowflakes. Chunks of ice have appeared in the waters below the balloon, growing steadily larger and more dangerous looking as they grow closer to Snow Blast Island, its silhouette looming out of the mists.

Suddenly, a dark shape appears from the clouds over the island, a **young black dragon**. Before the adventurers can react, the dragon wraps herself around the basket. The balloon drops with the added weight, and the player characters must succeed on a DC 12 Dexterity saving throw or be knocked prone. Any character who remains standing gets advantage on their initiative roll to fend off the dragon.

Horace, the albatross balloonist, squawks out a plan. "I'm going to attempt a water landing to dislodge the beast! But we can't let it do any further damage to the balloon. Can you keep it busy?"

The *Squallskimmer* begins at an altitude of 300 feet. Horace spends each turn venting the air in the balloon, causing it to descend 50 feet. He must succeed a DC 12 Dexterity (Acrobatics) check to stabilise the balloon as it drops. If he fails, all players in the basket must repeat their DC 12 Dexterity saving throw or be knocked prone.

Players don't have to fight the dragon—feel free to let them get creative! They can try to talk with her, attempt to scare her off or detach her in other ways, or aid Horace with his work, among other things. The dragon will react defensively, striking back at those who have most recently hit her, but her primary goal is to remain on the basket of the balloon. She is very worked up and won't be easy to communicate with, but a successful DC 18 Charisma (Persuasion) check could get through to her. Reference "The Snowbound Hills" on page 196 for more information about how she might respond if characters can engage Sulfuria in dialogue. If she drops below 100 hit points, or when the basket touches the water, she flees towards the southern end of the island.

During the final two rounds, players spot a figure on the docks, about 150 feet away, aiming a crossbow in their direction. It's Murmurous Stan, doing his best to help the adventurers fight off the dragon.

Once the dragon flees, Murmurous Stan begins rowing to the balloon to fetch the newcomers. While the characters wait for him to arrive, the very-chatty Horace has a lot to say. He agrees to drop the heroes off at Snow Blast Island but refuses to set foot on the island himself due to the scary stories he's heard. These stories may include:

- There is a haunted shack with whispering walls and ominous, grasping shadows. Horace once met a hollow-eyed man in a tavern who tried to spend the night in the Old Shack. All he would say was, "Don't go in the tunnels."
- The curse of the evil Frost Queen plunged the island into perpetual winter a century ago.
- There are miles of labyrinthine tunnels beneath the surface of the island, easy to get lost in and rife with dangerous magics—but also containing priceless treasures!
- The beasts that roam the hills and the Crystal Wood are "Ice-Marked"—clad in natural frozen armour and incredibly dangerous.
- **Ice-Marked.** The creature forms a thick layer of crystallised perma-frost across their outer flesh. This increases their AC by 4. If an Ice-Marked creature suffers bludgeoning damage of any kind during a combat, the permafrost is shattered the AC bonus is lost.

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Once in the rowboat with Murmurous Stan, the adventurers will quickly realise that he is quite the opposite of their chatty balloonist friend! They have heard tales of Stan back on Flotsam, where he sometimes visits for supplies. No one knows how he survives as the sole inhabitant of Snow Blast Island. He may be slightly out of his mind (why else would he stay on this inhospitable iceberg all alone?). He also adores liquorice.

Stan's manner of speaking is true to his name. He murmurs, reluctant to make eye contact. Sometimes his murmurs are directed at the player characters, but other times he seems to be talking to himself. Perhaps his time in isolation has made him this way, or perhaps he's simply talking to someone that the characters can't see. With a little patience and the right questions, our adventurers might learn something from him.

Stan can tell them the story of the Frost Queen that Horace hinted at. Nearly a hundred years ago, an ancient frost elemental frost used to live on the island, which was once sunny and warm. They say she emerged from the caverns below the ground one day, although no one knows why. She lived peacefully on the island and fell in love with a giant named Maius, who lives on this island still. It was her tears over unrequited love that transformed not only the elemental herself, but the entire island. Snow Blast Island has been covered in snow and ice since that day.

Stan can also tell the player characters about the main areas of the island:

- *The oddly orderly Snowbound Hills to the south.* These barren, tree-less hills are arrayed in neat rows, almost like they were built instead of formed by nature. This is where the black dragon lives, guarding her hoard.
- *The Old Shack on the edge of the Crystal Wood.* Many call this place haunted, but rumours that it contains a secret entrance to the Ice Caverns make it a popular destination for treasure hunters, nonetheless. It's been here (and empty) for Stan's entire life.
- *The Ice Caverns, an astonishing network of frozen tunnels that stretch out beneath the entire surface of the island.* In fact, Stan says the island is more like an iceberg: What's on the surface is only a fraction of what's there. The real treasures of Snow Blast Island are said to be underneath. However, Stan isn't quite sure how to get into the Ice Caverns.
- *The beautiful Crystal Wood, named for the way the bare, ice-crusted trees sparkle and glitter.* Instead of leaves, each bough is decked with fluttering snowflakes. But despite its loveliness, the wood is home to all manner of dangerous beasts and to the frost giant that even the beasts fear.

It is even possible, with a successful DC 16 Charisma (Persuasion) check, that Stan might act as a guide, leading the player characters across the island, although he will refuse to enter the Ice Caverns.

Once the player characters' feet are firmly on the snow, they might feel the urge to frolic in it! This is a good time to teach them some fun, wintery skills they can use on Snow Blast Island. All player characters gain the ability to use the Dash action as a bonus action in order to skate or ski across the frozen tundra. Player characters can also form the snow into snowballs, providing a surprisingly effective ranged attack.

- **Snowball.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d3) bludgeoning damage.

At this point, our heroes are free to go anywhere they choose! There's no "right" order to explore the island in, so encourage them to follow whatever clues or stories spark their interest.

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The Old Shack

At the edge of the Crystal Wood stands—or rather, sags—the Old Shack. This worn, two-storey building appears at first glance to be on the verge of collapse. However, visible through the windows is an immaculately clean and well-kept interior.

If player characters have obtained the key from Maius, it will unlock the front door. Otherwise, a character proficient with thieves' tools can pick the lock on the front door with a successful DC 15 Dexterity (Sleight of Hand) check, or, if they're feeling less polite, break a window with a successful DC 13 Strength (Athletics) check.

Inside, they find a well-kept home. On the main floor, the door opens into a living room with luxurious, wood-panelled walls, a stone fireplace, and two armchairs, one oversized and one in miniature. By the door, a massive hat and scarf and a tiny hat and scarf are hung on pegs. To the left, a kitchen full of dishes both large and small, and a pantry is stocked with dried and jarred food, beer and wine, and even fresh fruits and loaves of bread that show no signs of decay. This strikes the heroes as strange, considering that Stan assured them that this shack hadn't been inhabited in nearly a hundred years.

To the right, a small study is walled with neatly organised bookshelves, full of everything from cookbooks to arcane grimoires written in long-lost languages. Somehow, nothing is dusty. A successful DC 13 Intelligence (Investigation) check reveals a letter, written in a tiny, neat script, but never sent.

I am made of frost, but you are the one with the cold heart! I have dropped hint after hint, but still, you ignore me. There is only one explanation: You do not love me. If your heart is frozen, then let your home be frozen, too!

There is a staircase leading up to the second floor, which holds the bedroom. Again, in the bedroom is one very large bed and one very small one. All the furniture and housewares, while fine, are similarly mismatched—perhaps meant to accommodate two people of disparate size.

While they spend time in the shack, they'll experience several unsettling and mysterious occurrences, just like they were warned. As they walk between the rooms, they'll hear occasional scuffling and clicking sounds from beneath the floorboards, as if something is moving just beneath their feet. Player characters hear the sound of a cabinet or drawer slamming from a nearby room, but when they enter the room, there is no visible source for the noise. Every once in a while, a frigid wind passes through the house, causing a chill to run down the player characters' spines.

If player characters pay attention to these occurrences and try to follow them, they arrive at the pantry. On the floor, easily visible without a check, is a large, wooden trapdoor with a thick, iron ring to lift it. It is not locked. Should players pull it open, they find a set of stairs leading down into the darkness, and a cold wind blowing up from the depths. But, more urgently, they also find an **ice mephit** clinging to the underside of the trapdoor!

The mephit is holding a half-eaten loaf of bread. Once discovered, he leaps into the pantry and attack the characters, wreaking havoc on the little kitchen. In addition to a normal ice mephit's attacks, this one may grab jars of preserved food, like pickles or fruit, and hurl them at characters for a ranged attack. When he picks up a jar, it becomes coated in frost and deals cold damage in addition to bludgeoning damage when it strikes a target. Tasty!

- **Pickle jar.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, 3 (1d6) cold damage.

Characters may fight the mephit, or they might prefer to simply trap, escape, or otherwise neutralise it. Either way, once the mephit is taken care of, they can finally take the stairs beyond the trapdoor. These stairs go further and deeper than any normal set of stairs would. As they descend, the brick walls glitter with ice, before finally giving way to raw, frost-rimed stone. This staircase leads into the Ice Caverns.

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The Ice Caverns

The Ice Caverns are a sprawling network of frozen underground spaces running beneath the entirety of Snow Blast Island and beyond, stretching beneath the ocean. The caverns are dark, but any light source will refract off the walls and crystalline structures of the space, making the caverns twinkle and glow blue. Noises echo, making it difficult to pinpoint the source of a sound or travel stealthily.

There are many dangers in the Ice Caverns, but none so dangerous as its sheer size. When the characters begin to explore, the most important thing to impress upon them is its vastness. Emphasise its scale by describing soaring ceilings, endless-looking tunnels, and multiple passages and openings leading in and out of each space.

To simulate the scope of the caverns, roll on the table below to generate unique caves and passageways. It is recommended that players pass through 1d4 + 1 cavern locales before reaching the Winter Wolf Den, but feel free to adjust those numbers if you feel a shorter or longer journey through the caverns would suit your players. If the player characters succeed on a DC 15 Wisdom (Survival) check, they are able to scout out a more efficient path. Subtract one cavern from your total.

Winter Wolf Den

When characters have traversed the caverns, they find themselves in the Winter Wolf Den. The outer edge of this spacious cavern is cluttered with glassy stalagmites made entirely of ice. Traced onto the frosted surfaces of these are the words “just say sorry”, repeated over and over again.

There are a dozen **winter wolves** sleeping or prowling the cavern. (There’s no need to call for a check to spot them—they’re not hiding!) In the centre of the cavern, there is a swirling crater, as though the snow and ice in this cavern was flung outward from a central point. At its core is a pale blue orb, pulsing with a soft light. A jagged fracture splits the surface. The wolves do not attack the characters unless they attempt to approach the Orb, in which case the wolves defend it.

If a creature touches or picks up the Orb, they must succeed on a DC 20 Constitution saving throw or suffer 10 (1d10+5) cold damage. They are also immediately possessed by the spirit of the Frost Queen. The possessed creature shouts “I demand an apology!” before carefully placing the Orb back where it was. If player characters find a clever way to move the Orb without touching it, a cold wind will whip up in a 10-foot radius around it, bringing snow, and disadvantage on Wisdom (Perception) checks within its area of effect.

Players can retrace their steps to exit the way they came in. Stick to the previously rolled caverns, but reroll encounters if you like. Alternatively, they can go through an additional two caverns after reaching the Winter Wolf Den to find a different exit, which leads them out of the caverns and into the Crystal Wood through an opening amongst the roots of a lightning-struck tree.

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D20	Features
1	A long tunnel that grows slowly narrower as it goes. The exit is so small that only one character may pass through it at a time.
2	A medium-sized cave with crystal stalactites and stalagmites crowding the space. The entire cave is considered difficult terrain.
3	An oblong cavern with a high ceiling covered in hundreds of bats. Bat guano coats the floor. If the players make a loud noise, the bats will swarm (1d4 + 2 **swarms of bats**) at the player characters and attack.
4	A vast, echoing cavern with a small pool of still water near the middle, the surface covered in a thin sheet of ice. Submerged in the pool are the skeletons of two unlucky treasure hunters. One of them has a decaying knapsack which contains a *driftglobe*.
5	A wide, rounded tunnel with a patch of ice a third of the way in. A successful DC 13 Wisdom (Perception) check will reveal a safe path on the right side. If the player characters step anywhere other than the safe pathway, the ice cracks, and they fall into a 10-foot-deep ice pit and take 3 (1d6) bludgeoning damage.
6	A small, sloping cavern that concludes in a dead end. Characters must go back the way they came and take another path.
7	A medium-sized cave with purple, frost-covered, luminescent mushrooms sprouting from the walls and casting dim light throughout. It is **violet fungus** and attacks the player characters if they come within range.
8	A wide cavern with the crumbled remains of a stone obelisk in the centre. There are arcane symbols carved in the stone, but they are too faded to read. The obelisk is not magical and has no effect.
9	A narrow but tall passageway that begins to collapse as the player characters move through it. They must make a successful DC 12 Dexterity saving throw to escape it or take 7 (2d6) bludgeoning damage. The player characters must succeed a DC 14 Strength check to dig themselves out.
10	A small, low-ceilinged cave. Against one wall, five skulls have been stacked in a pyramid shape. Resting in the eye sockets of each skull are a gold piece, for a total of 10 gold pieces.
11	A dark, cramped tunnel formed mostly of stone. A lantern has been hung near the entrance here but has gone out.
12	A roughly triangular cavern. At the point, a single, fire-blackened skeleton is slumped. The ice around it is frozen in a swirling pattern, ash trapped in the ice, as if it melted and then re-froze. The skeleton has a *ring of swimming* on its finger.
13	A steep, narrow staircase rough-hewn from the ice. It spirals down the outside edge of a cylindrical space, ending at a doorway to the next cavern. In the middle of the cylinder is only blackness with no discernible bottom.
14	A winding tunnel, forty feet long before ending in a cave-in. Player characters must backtrack and find another path.
15	A roughly rectangular cavern with transparent, glassy walls of ice. Frozen deep in the ice are two skeletons in the act of fleeing a third skeleton holding a *greataxe*.
16	A cavern that contains what was once a campsite, including a tattered canvas tent, a moth-eaten bedroll, and the scattered remains of a campfire. In the tent, there are a *climber's kit* and *50 feet of rope*.
17	A cavern containing a long stone bridge over a wide, rushing subterranean river. If player characters look down into the water, they might spot the shadow of a very, very large creature swimming by.
18	A long, vertical tunnel of sheer ice. There is a frost-coated rope hanging down. Player characters must succeed on a DC 10 Strength (Athletics) check to scale it or find some other means to reach the top.
19	A vast cave filled edge-to-edge with a huge, pitch-black underground lake, crossable only on a series of icy steppingstones. Player characters must succeed on a DC 10 Dexterity check to cross the stones safely or fall into the water. Any that fall in the water take 3 (1d6) cold damage.
20	A small, cramped passageway with semi-transparent walls and ceiling, through which player characters can see they are beneath a large underground body of water. They see the silhouette of a plesiosaurus pass over them as they walk through it.

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The Crystal Wood

The centre of Snow Blast Island is dominated by the Crystal Wood. All the trees in this forest are encrusted in glittering frost, their leaves long stripped away and replaced with perfect, delicate snowflakes, clinging to the branches and fluttering in the wind. The refraction of light through the trees is a breath-taking sight, but the player characters must be wary of that beauty distracting them from the dangers of the forest. Many ice-marked creatures roam this land, and it is well-known that the **frost giant** Maius dwells in the middle.

There is an entrance to the Ice Caverns in the roots of a huge, twisted dead tree, once struck by lightning. Player characters might emerge from here if they leave the Ice Caverns at a different location than they entered them. They may also find it from the outside with a successful DC 12 Intelligence (Investigation) check or with direction from the Sulfuria, the young black dragon.

To find Maius, they need only to follow the easily visible trail of destruction he leaves. The closer our heroes get to the centre of the wood, the more evidence there is of the frost giant's rage and size. Trees have been felled, his huge footprints have filled with now-frozen water and become difficult terrain, and birdsong and the chattering of animals fades as the characters near his territory.

When they find Maius, he is stomping around, roaring "I'm THIRSTY!" Characters may attempt to calm him by many means, but the easiest, of course, would be to provide him with a drink! His favourite drink is beer (a beverage plentifully stocked in the Old Shack) and offering him some will immediately calm him and make him significantly more friendly. However, other forms of persuasion, accompanied by a successful DC 12 Charisma (Persuasion) check, could also settle him down.

Once calmed, Maius will recount his version of events. Characters may note that there are some key differences between his story and the stories they've been hearing from other characters.

- He was once a hill giant and good friends with a frost elemental.
- She used to give him papers. He produces a sheaf of letters from his belt pouch. He thought them a puzzling gift but accepted that perhaps elementals gave different sorts of gifts where they came from. (They are love letters, but Maius cannot read.)
- One day, she gave him a key to her shack. He believes this was for the purposes of getting the mail and watering the plants if she ever went on vacation. He still has the key and will lend it to players if they ask him.
- The frost elemental demanded he tell her how he felt about her. He responded that he thought her a good friend. For some reason, this upset her. She wept icy tears until they crystallised around her body, transforming her into an Orb that spilled winter onto the island.
- Cold and lonely, Maius tried to break through the ice of the Orb to free his friend and return summer to the island. But when it fractured, ice and snow erupted from it, transforming Maius into a frost giant.

It has been almost a hundred years since these events, but Maius is still confused about what happened. He misses his friend but is wary of interacting with the Orb any further after how it has already changed him. However, he can be convinced to make an apology with a successful DC 16 Charisma (Persuasion) check.

If players fail to persuade him into apologising, he complains that he's lost his favourite winter wolf pelt. If he had it back, he would surely be in a better mood. If players can resolve his complaint, the DC for convincing him decreases by 2. If they are still unable to persuade him, he follows up by hinting about orcs stealing his spear, preventing him from hunting. If characters retrieve his spear, any attempt to convince him is an automatic success.

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Winter Wolf Pelt

Maius lost his winter wolf pelt while rampaging through the woods the other day. He recalls that he had it when he fished in the river, but not when he climbed the lightning-struck tree to scare off a bird that was bothering him. Player characters can locate the river with a successful DC 10 Wisdom (Nature) check or locate the lightning-struck tree with a successful DC 12 Wisdom (Perception) check if they haven't already found it. Once either landmark is located, it will take a successful DC 13 Intelligence (Investigation) check to find the pelt half-stuck in a snowbank.

Player characters can also obtain a new winter wolf pelt. If they have already killed a winter wolf, they can simply return to its body and skin it. To find 1d4 **winter wolves** in the Crystal Wood, characters must succeed on a DC 14 Wisdom (Survival) check to track the creatures. It's another survival check to successfully skin one, this time with a DC of 11.

Stolen Spear

Maius left his spear leaning against a tree while he swam in the river last week. But while he was swimming, those nasty **orcs** came by on their **polar bears** and stole it! Maius saw the orcs camped out just north of his cave that morning.

The player characters should have no trouble finding the orcs with the frost giant's direction. However, there are twice as many orcs as there are party members, which means a fight could be a mistake. One orc in particular has the spear strapped to the side of his polar bear mount. The player characters can use any tactics they choose to retrieve the spear. But be warned. The orcs are not interested in negotiating.

Once Maius agrees to apologise, he cooperates with the player characters as they either lead him to the Winter Wolf Den or bring the Orb to him. If players encounter any combat while Maius is in their company, he takes part in the battle, but opponents are also frightened of him, so they may be less likely to attack or might flee during combat.

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The Snowbound Hills

When the player characters first visit these hills, they notice how strangely orderly they are. The hills are of consistent sizes and seem arrayed in neat rows. What they don't know is that this is because beneath years of snow and ice, the "hills" are actually buildings. This is what remains of a once-thriving island community where most of the inhabitants lived. With a successful DC 15 Wisdom (Perception) check, players might notice a chimney or weathervane poking out of the snow.

Characters may want to dig into some of the hills to uncover what is beneath. A success on a DC 12 Strength (Athletics) check enables them to shovel enough snow away to find a door or window, or employ some other creative solution to melt, move, or pass through the snow. Buried under all this is a nice little neighbourhood. They may find themselves in a modest little house, clothes still in the closets, food moulding in the cupboards. Or perhaps they find themselves in the town general store, looking at bins of long-rotten fruits and shelves of crates that once held grain, but have now been chewed into and emptied by mice. Each building is vacant, as though the inhabitants left one day, intending to return shortly, but never coming back.

The **young black dragon** that beset the Squallskimmer upon the player character's arrival has made her home in one of the largest hills (originally the town hall) in order to keep warm. The dragon has dug a tunnel through the snow and now lives comfortably inside the building. It's easy to spot the largest hill and the wide, cave-like opening in the side of it, but using that tunnel is a little harder.

The tunnel begins with a steep decline that will require a successful DC 12 Dexterity saving throw (or some other creative solution!) to traverse without slipping and sliding towards 7 (2d6) bludgeoning damage where the tunnel levels out against a snow-crusted brick garden wall. Past this, the tunnel starts up again fifteen feet higher (an easy thing for a dragon to navigate, but more difficult those of smaller stature). Once they've scaled this, the player characters find themselves inside the dragon's den. Player characters may want to be stealthy while making their way inside. If so, they will need to succeed on a DC 17 Dexterity (Stealth) check to escape the dragon's notice.

The interior of the dragon's den might surprise characters if they haven't yet identified the hills as buildings. It is a sturdy wooden structure, although one wall has been torn open by the dragon's claws to make way for the tunnel entrance. There was once furniture, but it is now in matchsticks, pushed into the corners of the structure. Player characters can look up and see a big brass bell in a wooden tower, once used to mark the hours, but now stilled by snow. The dragon huddles in a massive hoard of mittens, scarves and hats, stolen from tourists or recovered from the snow after the previous owner lost them. She is making a strange roaring sound they eventually realise is weeping.

If characters choose to address her, or if she notices them arriving, the dragon will introduce herself as Sulfuria. She will apologise for her behaviour at the docks and explain that the "balloon incident" only happened because she got too excited at the prospect of a ride off the island. Being young, she is not strong enough to fly the whole way to another warmer island.

She collects warm clothes in an effort to keep herself warm, but judging by her shivering and the dragon-sized goosebumps on her hide, it's not enough. Offering her more warm clothes for her collection can be a good way to bribe her into doing the characters a favour, although she might also be convinced to help out of guilt over the balloon incident.

Sulfuria can offer the following information or assistance:

- A few months ago, a treasure hunter told her of an entrance to the Ice Caverns deep in the Crystal Wood. It is a tunnel in the roots of a huge, lightning-struck tree.
- She heard that Maius heroically tried to destroy the Orb of the Frost Queen in order to save the island. His punishment from the evil queen was the curse of being transformed into a frost giant. Poor thing!
- She could fly the characters from one location to another, although she won't agree to more than one trip, since she hates being out in the cold and wants to get back to her cosy den as quickly as possible.

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Aftermath

When Maius issues his apology, a warm wind suddenly rises. The frozen landscape begins to melt, green plants unfurling through the remaining snow. The fracture across the surface of the Orb of the Frost Queen glows with a blinding light. Everyone shields their eyes, and when they open them again, a frost elemental, no taller than a human's knee, is holding the now-whole Orb.

It is the Frost Queen's turn to apologise to Maius for subjecting both him and the island to nearly a century of suffering over a miscommunication. She thanks the player characters for reminding her that we don't all see the world the same way. She offers them the Orb as a reward (for more information, see page 125). Without her trapped inside, it can no longer plunge entire lands into winter, but it can still provide some protection to the bearer.

Sulfuria comes to find the player characters once the thaw begins. If this is the first time the player characters have seen her since the balloon incident, she will apologise for frightening them and give her explanation about being desperate to leave the island. But now that things are warming up, she's finding that this little island has really grown on her. She plans to stay—although she'll have to start a brand-new hoard that's more appropriate to a tropical location. She offers the characters a ride to the docks, excited to stretch her wings in the warm weather.

At the docks, they find Murmurous Stan, amazed by the transformation. He tells the characters that he is descended from the mayor of the island, which is why he remained here and acted as the island's steward, despite the harsh landscape. Some part of him, he admits, thought that the island would remain locked in ice for his entire life. Now that he needs to take on the mantle of mayor and rebuild the island, he's a little intimidated by the prospect, but also excited! He will also tell them that the island can now be referred to by its previous name, Summer's Breath Isle.

This concludes the adventure! Whenever they're ready to leave, Murmurous—or rather, Mayor—Stan offers to take them back to Flotsam on his boat. After all, rebuilding the island is going to take time, and he needs to start spreading the word as soon as possible.

EXPERIENCE

The adventurers should gain enough experience from the adventure to advance to the next level.

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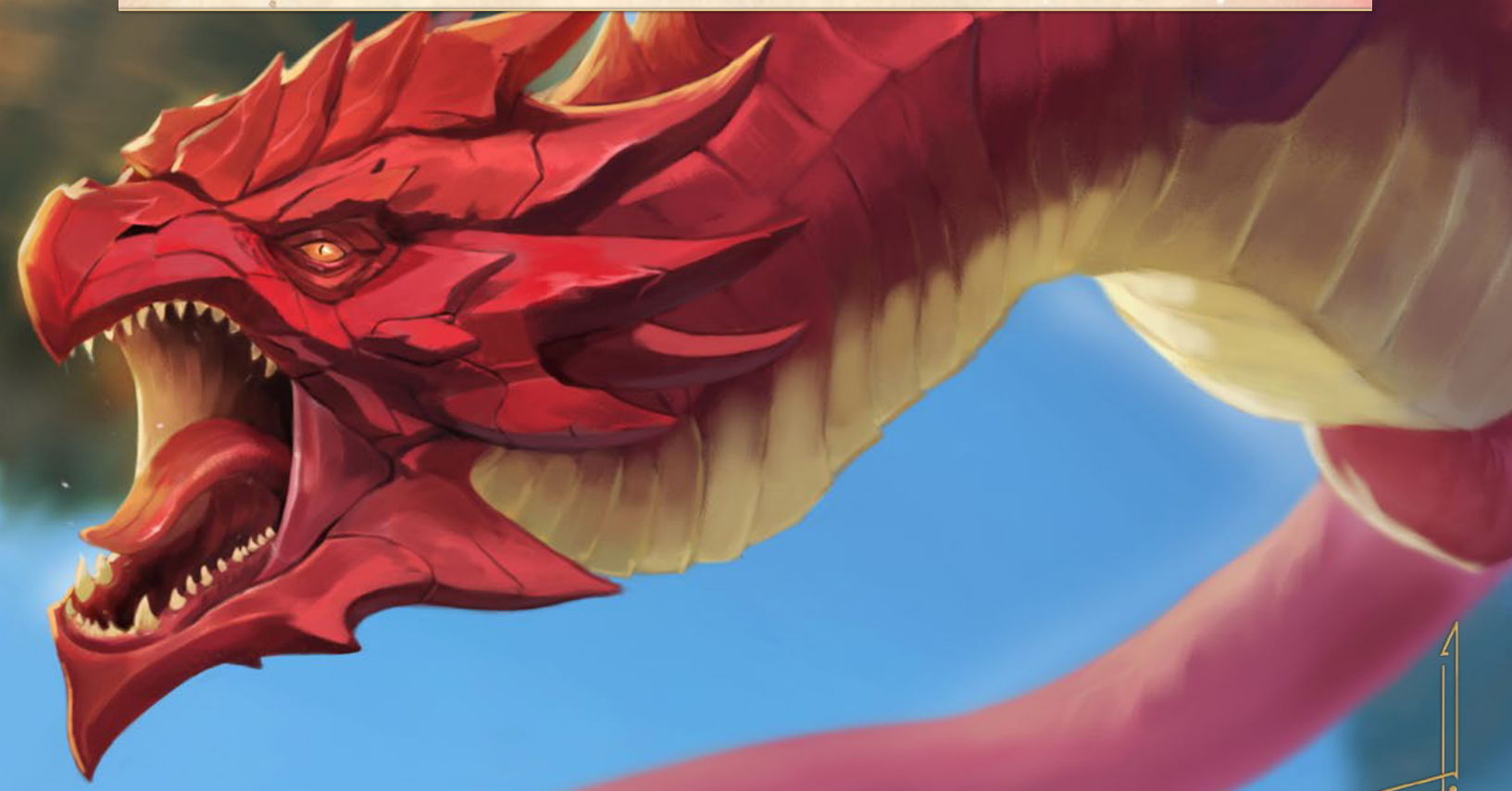
Confounding Curses and Chatty Chairs

A strange and mysterious curse plagues every living being on the Island of Cursed Stuff. All the people have been turned into sentient objects. Meanwhile, all the sentient objects have become people!

The Island of Cursed Stuff needs brave adventurers to help break the spell that has turned everyday life upside down for all its inhabitants.



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Adventure Overview

The player characters find themselves on a boat en route to the Island of Cursed Stuff. There, they meet a sentient rocking chair named Charles who begs them for their help to break the curse that's, well, cursing everyone on his island… hence the name of the island.

The player characters need to make their way across the island, navigate through the Junk Forest, traverse the Dehydrating Desert, face a sentient bridge over a canyon that splits the land itself, avoid various traps, solve a bunch of puzzles, and tromp through a wizard's Dread Dungeon to find the Soul of the Isle. Phew! These player characters will have to work hard to earn their next level, that's for sure!

Also, rumours upon rumours swirl about what the mysterious Soul of the Isle actually is. Many on the island suspect that it is this place's genius loci. Once the player characters find the Soul of the Isle, they'll need to figure out how to break the curse and save all the people and sentient objects who live there.

This adventure is perfect for a group of 4th-level player characters. And remember, the player characters can almost always find a way to avoid a fight if they so choose.

I'm confused...

There are a number of puzzles in this scenario. None of them are overly complex, but some tables simply don't enjoy working out riddles and the like. That is absolutely fine. If the players get stuck on any particular puzzle, or if you just know your table aren't big fans, the player characters can discover the correct solution at any time with a successful DC 15 Intelligence check. Whatever ensures the most fun for your group is the right way to play.

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Gawking at the Shocking, Talking Rocking Chair

The waves slap at the side of the boat as the vessel cuts through the water, taking the player characters and a couple of tourist groups out to the Island of Cursed Stuff.

The captain, her short hair stuffed under her hat, seems strangely uneasy on the bobbing ocean. She hasn't said a word, not even to welcome the adventurers onto the boat.

A comfortable, unoccupied rocking chair sits in the middle of the deck. Suddenly, it starts to shuffle along the planks, clattering back and forth in what looks like agitated pacing… or as agitated as a chair with well-worn arms and a plush, overstuffed cushion on it can look, anyway.

The chair telepathically welcomes everyone on board and tells them the following:

- On the Island of Cursed Stuff, all the people were turned into sentient objects, and all the sentient objects turned into people. For example, the talking rocking chair is the local tavern keeper who was formerly a tiefling chef named Charles. And, just so you know, it is NOT easy serving hungry adventurers without any hands or even paws!
- The captain used to be the boat, and the boat used to be the captain. That's why the captain is a bit on the quiet side. She's still not used to having a mouth to communicate with. She misses being in the water. The boat isn't talking because he's still not comfortable even being a boat, and it takes all his concentration just to sail around without crashing into things and sinking.
- All the people and all the sentient objects want to return to the way things were. No one really knows how to do their jobs anymore. On the island, society is collapsing from the conflict. To break the curse, they need the help of adventurers… adventurers just like the player characters! How convenient, right?
- The curse of the Island of Cursed Stuff is tied to its genius loci, a mysterious treasure called the Soul of the Isle. If any adventurers can break the curse, the denizens of the island have agreed that they can have the Soul or any other treasures they find along the way… as long as the treasure agrees to the bargain if it is sentient.
- Rumours abound about what the Soul actually is. Magic stolen from an ancient necromancer? A crystal ball that shows only mundane futures? A supernatural lens made of jade that focuses curses? No one's sure, but it's probably worth a lot of gold.
- The only one who knows anything about anything is the Witch of the Woods, a secretive woman with a curious amount of knowledge. Few have met her. Even fewer have survived.

It becomes clear that most of the others on the ship are there to gawk at the sentient objects and maybe find some talking treasure to take home with them. Breaking the curse is not their priority. Charles the Chair notices he's piqued the player characters' interest and focuses his attention on them, hoping they'll agree to help.

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As they travel, the player characters can ask any questions they like of Charles the Chair. And the journey can take quite a while as the boat keeps getting off course or accidentally going in circles.

Charles the Chair is happy to chat with the player characters. He is clearly annoyed with the state of things and misses his tiefling form. His former chef's knife turned into a goblin who now does all the cooking. And while he hears the tavern's food is mostly edible from all the people who are former sentient objects and have unsophisticated palates as a result, Charles can't even taste it to confirm! A travesty for a chef!

If the player characters can break the curse, Charles promises to make them a lavish feast to celebrate.

Succeeding on a DC 10 Wisdom (Insight) check reveals that Charles isn't lying about any of it. He doesn't know how to break the curse. He doesn't know what the Soul of the Isle actually is. And he really will make a delicious feast for whoever can break the curse… and it will be the best food he's ever made in his life.

When they make it to the island, Charles clatters his way along the cobblestones and show the player characters to the end of the village. There, he'll point his rockers down a road that, in the far distance, leads to rolling hills filled with strange silhouettes.

That, Charles explains, is the Junk Forest. The Junk Forest is not so much a forest as wide-open fields with cranky and frustrated furniture and household goods that were once people. They now rove in gangs and fight for territory and a sense of normalcy.

It's said that there are some in the Junk Forest who know where the Witch of the Woods lives. The knowledge broke their minds and drove them to abandon their homes in the village. Those fields, however, have become a terrifying place to the villagers, and Charles can no longer accompany the player characters once they step outside the village. It's just too dangerous for someone like him.

Charles will then turn around and rattle his way home, his telepathic "good luck" fading from their minds. The player characters are on their

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Finding a Twitchy Snitch to Lead You to the Witch

As soon as the village begins to disappear behind a small hill, the silhouettes become more recognisable as groups of large pieces of furniture, wagons, and various other sundry items lumbering, rattling, and rolling over the fields and low hills of the Junk Forest. Despite the wandering packs, the sun shines down merrily. Wildflowers dot the landscape with splashes of colour and waft their sweet scents over the fields. Small, winged flutes and chimes, the island's version of birds and butterflies, flit about in the air. Before this was the Junk Forest, the villagers called it the Picnic Meadows.

After a bit of walking, woven rugs with lovely, intricate patterns appear on either side of the road. Succeeding on a DC 14 Wisdom (Perception) check allows the player characters to surmise that at least one of the rugs is more than it appears and gives the player characters a chance to ready an action.

Then one of the rugs attacks! This first rug gets a surprise attack (unless the players readied an action). The rugs aren't sentient, but they are magically animated **rugs of smothering**. There are half as many rugs of smothering as there are player characters.

As the players are fighting or fleeing, a small collection of tables, wardrobes, and chaise longues will come trundling down the road. They have spikes nailed to their legs and cushions and wear eye patches even though they have no eyes. Bold splashes of paint mar their stained wooden parts and even some of their fabric. They fly small flags, waving in the gentle breeze, their black background emblazoned with a stark, white Jolly Roger. This motley crew of furniture looks like they came from the sitting room of someone with an unhealthy obsession with the pirate cliché.

If the player characters do not defeat the rugs, the furniture shoos the rugs of smothering away just before the first player character gets to 0 hit points. If the player characters are running from the rugs, the furniture comes to their immediate aid, chasing the rugs off. If the players defeat the rugs, the furniture eyes the player characters warily. These inhabitants of the Junk Forest mention that the rugs of smothering are pests plaguing the entirety of the Junk Forest like vermin.

This group of furniture is the Gentlemen of Fortune, a group of former harbour vendors who banded together after the island's curse turned them into various household furnishings. Now they roam the Junk Forest reminiscing about their time as people and trying to make themselves appear as intimidating as comfortable, cosy home decor can. There are twice as many pieces of furniture as there are players. Each one has the statistics of a **goblin**.

The player characters can ask about the Witch of the Woods. The Gentlemen of Fortune are a bit cagey about it and try to change the subject.

The player characters can fight the Gentlemen of Fortune. After the first of them fall, the Gentlemen surrender and tell the player characters that the Witch of the Woods is in the oasis at the centre of the Dehydrating Desert… and that the Witch of the Woods is really mean. The Gentlemen then run away.

The player characters can also try to talk to the Gentlemen of Fortune. By succeeding on either a DC 16 Charisma (Intimidation) or a DC 12 Charisma (Persuasion) check, they learn that they need to find the oasis in the middle of the Dehydrating Desert and that the Witch of the Woods is not a nice person *at all*. The Gentlemen also add there are quicksand whirlpools, or sand-whirls, in the desert by day and terrifying monsters by night. The Gentlemen wish the player characters well if Persuaded or they'll wish them ill if they were Intimidated.

It appears the player characters need to cross the deadly Dehydrating Desert to find this Witch of the Woods. Will they choose to tackle the desert by day? Or risk the denizens that only come out at night?

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Stay Alert and Don't Overexert in This Desert

The Desert During the Day

If the player characters choose to tackle the Dehydrating Desert by day, the sun beats down on them as they trudge through the seemingly endless expanses of sand.

To get through the desert, the player characters must make it through six hours of hiking through the scorching dunes.

Every so often, the sand turns into spinning, gulping vortices known as sand-whirls (an amalgamation of the words quicksand and whirlpools that the Gentlemen of Fortune coined) trapping any poor soul caught in them while the sun burns relentlessly in the sky. Sand-whirls can appear two times an hour (a roll of a 1 on a d6) as long as the player characters are in the Dehydrating Desert during the daytime.

Player characters caught in the sand-whirls can escape them with a DC 14 Wisdom (Survival) check or a DC 16 Dexterity (Athletics) check. Every time the player characters fail their check, they struggle for fifteen minutes inside the sand-whirl.

Those observant player characters who succeed on a DC 16 Wisdom (Perception) check can hear the signs of a quicksand whirlpool forming under their feet, giving them advantage on the checks they'll need to make with each sand-whirl that shows up.

For every four hours in the Dehydrating Desert during the day, a player character must succeed on a DC 10 Constitution saving throw or acquire a level of exhaustion.

Once the player characters make it through their six hours of hiking and any additional hours of struggling with sand-whirls, they make it to the oasis in the middle of the Dehydrating Desert. It's a dense, dark forest giving the player characters a chance to take a long rest before they make their way into the centre of it.

The Desert at Night

If the player characters choose to traverse the Dehydrating Desert by night, they face dangerous foes.

The quicksand whirlpools, or sand-whirls as the Gentlemen of Fortune call them, create difficult terrain. There is always one on the battlefield.

Three times during the night, hostile creatures make an appearance. If the player characters can force a foe into a sand-whirl (or a foe happens to fall into a sand-whirl, a good way for the GM to give the players a hand if things are looking grim), then that enemy can no longer fight.

- **Death dogs** are the first creatures to attack (1 death dog per player character).
- Then **dust mephits** appear and engage the player characters (1 dust mephit per player character, plus one extra).
- Finally, **ogres** will rush over the dunes for the player characters (1 ogre for every two player characters, with a minimum of 1).

Once the player characters make it through their three encounters, they can step foot into the oasis in the middle of the Dehydrating Desert. It's a dense, dark forest that gives the player characters a chance to take a long rest before they make their way into the centre of it.

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No Maps. Lots of Traps. Watch Your Kneecaps!

The woods get thicker and thicker as the player characters trudge deeper into the trees. The branches whisper overhead, seemingly divulging secrets about the player characters to the wind. The odours of growth and decay, all signs of a healthy forest, tickle the player characters' noses. Vines and twigs reach out, snagging on clothing and fur.

By succeeding on a DC 16 Wisdom (Perception) check, the player characters realise the woods are closing in on them from all sides, herding them in a particular direction. If any one player character succeeds on their Perception check, they gain dvantage on the following skill checks, assuming that the player character that succeeded shares the information with the rest of the group, that is.

If they don't attempt the check or they fail, then they find themselves trapped by forest as it surrounds them.

To escape, each player character must make three successful DC 14 Intelligence (Nature), DC 15 Wisdom (Survival), or a DC 16 Strength (Athletics) checks. For each failed check, they take 2 damage from the horrible stinging plants that grow to knee height.

Once they make their successful checks, the player characters stumble out of the foliage and find a sign reading: Welcome to the Corridor of Choice.

In front of them is a long, dark covered hallway made of trees and vines. At the end of the hallway, it branches in three directions. Each one has a sign:

- Combat
- Cunning
- Command

The player characters can peek down the new, short hallways. Each one has a doorway at the end. They can decide if they want to pick a hallway or back out and check the others before committing to one.

The "Combat" hallway has a **ghast** pacing up and down with more in alcoves that line the hallway. There are half as many ghasts as there are player characters, with a minimum of 1. If the player characters choose to engage, the ghasts will come out of the alcoves.

The "Cunning" hallway has eleven blocks above the stone door with letters on each one that read "SPARSE RESTS". In the door are eleven empty slots which appear to be waiting for someone to place the blocks from above into the empty slots to create a single word.

The player characters need to move the letter blocks into the door slots in the correct order. The answer is "TRESPASSERS". If the player characters get stuck or earn a hint with a DC 12 Intelligence (Investigation) check, messages will begin to appear and disappear on the door.

- *Leave.*
- *This is my property.*
- *You do not have permission to be here.*
- *You will be prosecuted.*

The "Command" hallway has three locks and a bar across the door. Above it all is a sign that states "Prove your command over your skills." If the player characters want to pick the locks, they must succeed on a DC 20 Dexterity (Sleight-of-hand) check with a thieves' tools kit for each lock. Otherwise, they need to acquire the keys and break the bar:

- One key sits in a small, obviously trapped alcove (any player character with a passive Perception of 10 or more recognises this). Fire whooshes out of small jets and spikes shoot into the space around the key in short, regular intervals, dealing 2d6 fire damage to anyone caught in it. Dodging these bursts requires a successful DC 16 Dexterity (Acrobatics) check.
- The second key sits in a shimmering, magical case that resists all physical attempts to open it. This requires a successful DC 16 Intelligence (Arcana) check to bypass, recognising the thin sliver where the magic can be broken by the insertion of a piece of steel—a dagger should do very nicely.
- A wily squirrel scampers about with the last key, neatly avoiding all attempts to catch it—a successful DC 25 Dexterity check is needed to grab the tricksy thing. The player characters can try to lure the squirrel to them, requiring a successful DC 16 Wisdom (Animal Handling) check. A successful Animal Friendship spell also works instead of the Animal Handling skill check. If the player characters want to use the Animal Friendship spell, the squirrel has a Wisdom of 12.
- Finally, breaking the bar across the door needs a successful DC 16 Strength check.

As the player characters open their chosen door (Combat, Cunning, or Command), a wall of foliage will greet them. Trees snake upwards. Thorny, flowering vines emit a sharp, unpleasant aroma and entwine themselves through the branches. Everything creaks as the plants grow before their eyes into a dense, impenetrable dome. Barely visible through the vegetation and protected in the centre of the living armour is a quaint cottage.

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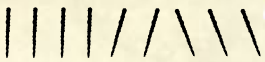
Witches with Sales Pitches

If the player characters try to cut or burn their way through the living dome made of plants that shields the cottage of the Witch of the Woods, they'll find that the plants regenerate and regrow too quickly to get through. They'll need to find another way.

Around one side, they'll find a gate formed from the plants. Beautiful flowers bloom along its edge. A sign at the top ominously reads, "If you lose…"

Below the sign and in the main part of the gate, the player characters find bones embedded into tiles that look like strange hash marks.



The player characters must rearrange the hash marks until they create the answer "I WIN".

A Puzzling Situation

It may help to give your players matchsticks, toothpicks, or chopsticks, so that they can have a physical representation of the puzzle in the real world.

If the player characters get stuck or earn a hint with a successful DC 12 Intelligence (Investigation) check, messages will begin to appear and disappear on the gate.

- *Four letters.*
- *Two words.*
- *Who is victorious?*

Once they solve the puzzle, the gate creaks open, giving them access to the inside of the plant dome. Inside, paving stones create an inviting path to the front of a once-idyllic cottage. Moss and lichen cover the old-fashioned building's thatch roof, and the entire structure looks as though it is falling into disrepair. Ivy creeps up the once-whitewashed sides. Small books flap about like butterflies. Salt and pepper shakers peek from around the corners of the cottage. Some small animals stand still, as though waiting for someone to pick them up.

The player characters have made it to the centre of the strange woods. Here, there are no traps, no tricks… at least as far as the player characters can tell.

The wooden door with faded, chipped paint on it seems to invite them in. When the player characters enter, they find the place empty except for a light crossbow resting on the floor as though forgotten. This is the irascible, acerbic Gertrude, a sentient light crossbow with an eye for observation and a mouth made for mockery. *Vicious mockery*, even.

She is the Witch of the Woods, and when she has a mind to be, she is really mean and she always has a mind to be). Also, she hates it when anyone calls her a witch—she much prefers "scholar of the arcane"—but she cultivated the witch rumours to keep away irrational fools, both people and other sentient objects. She likes her solitude, okay?

However, Gertrude is nothing if not efficient. The rumours and challenges she placed on the way to her served another purpose, as well. Anyone who made it to her little cottage and through her tricks, traps, and brain teasers is probably up to the challenge of breaking the curse. However, she was expecting someone or *someones* a little more... heroic looking. After a pause, she decides that the player characters will have to do.

She hopes aloud that they don't die and that, more importantly, they're not annoying. She can't stand annoying people. Or cry-babies. Or adventurers. Or chatty tavern keepers. Or blacksmiths. Or, well, anyone, really. *Especially* children and babies and, ugh, puppies. Don't even get her started on kittens.

The cantankerous, curmudgeonly sentient light crossbow eventually agrees to accompany the player characters and help them break the curse, mostly because she has no other options (see page 124 for information on Crossbow Gertrude). There aren't any other adventurers immediately available. She informs them an ancient, aggravating joke of a wizard cast the spell that cursed the island. To disenchant the island, they'll have to destroy the enigmatic treasure, the Soul of the Isle.

But first they have to *find* the mysterious treasure...

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Gertrude informs the player characters that, though the ancient wizard was a fool and a disgrace, the magic user did put a lot of barriers protecting the way to their home, which is a stereotypically inconvenient tower on the far, far, *far* end of the island. To get there, find the Soul of the Isle, and break the curse, the party needs to make their way through the other side of the desert and over a dangerous canyon.

With half-hearted enthusiasm, the sentient light crossbow offers to let the player characters take a long rest in her cottage. She also points the player characters to a chest in which they'll find some *very* stale *travel rations*, a *potion of healing* for each player character, a *gem of seeing*, a packet of *dust of disappearance*, a *wand of polymorph*, and a vial of *universal solvent*.

For the player characters, making their way through the other side of the Dehydrating Desert is a lot less dramatic than entering it was, because Gertrude knows the exact path they need to take to avoid sand-whirls and get out of the desert quickly and without exhausting the player characters.

When they reach the far edge of the Dehydrating Desert, a deep canyon stretches out in front of the player characters to either side. Brush and scrub fill the air with an herby aroma and hide the dangerous lip of the gorge. The unforgiving desert spreads out behind them. Unless they go back to Gertrude's oasis, there aren't any trees for them to use as a bridge. And it's far too deep for a rope. Flocks of dozens of squawking **swordbeak parrots** (see page 148) swoop through and above the canyon, making flying or floating spells a very dangerous, very deadly, endeavour. Gertrude informs them that there is a bridge, or there was one, anyway.

As they follow the sentient light crossbow's directions, they come across a person lying on their stomach, reaching their arms out over the canyon's wall as far as they'll go. They were the bridge that stretched over the canyon, now they're devastated because they can no longer do what they were meant to do. *And* their best friend took their job. What a betrayal!

If Gertrude had eyes, she would roll them. She encourages the player characters on because at least it sounds like there's still a bridge somewhere.

After a long, uneventful trek over the unchanging landscape with the canyon on one side and desert on the other, the player characters come to a sturdy, utilitarian bridge… a bridge that demands a toll or he won't let them cross. This was once a **troll**—and still has the stats of a troll—but can only move up and down because, thanks to the curse, this former troll is now a bridge. A troll toll bridge. Even though he has a speed of 0, he is still dangerous because he can *claw* and *bite* by lifting himself up and lashing out with his railings and deck if an adventurer gets too close.

The toll he wants? Five hundred gold pieces and a lavish feast fit for a king with all the villagers required to attend. The troll has been lonely ever since the former bridge turned into a person, gave him the silent treatment, and wandered off. Now he is stuck as a bridge, out in the middle of nowhere and all alone. But he is also too greedy to consider not asking for money.

Needless to say, Gertrude is unimpressed with the troll toll bridge and may say something offensive to upset him.

The player characters have the option of trying to beat the troll toll bridge into submission… though with his regenerative qualities, it may take quite some time.

They can also try to negotiate with the troll toll bridge. Perhaps, the lonesome sentient bridge would like to participate in a weekly card game of bridge with a local group from the village? Or would that hit too close to home? A book club might be better. Maybe they can offer to convince the former bridge, now person, to return and keep the troll toll bridge company. Deception, Persuasion, or Performance work well against the troll toll bridge due to his low Charisma.

Once the player characters gain passage over the troll toll bridge, they pass through the Stone Jungle, a place with a flat plain, towering rocks, and not much else… except the crabs. Tiny mechanical creatures swarm over the stone toward the player characters (seven **mechanical crabs** per player character). Each mechanical crab has the stats of a regular **crab**.

The player characters can fight the crabs, try to capture them with a successful DC 14 Dexterity check per crab, or they can try to run from them as the tiny metal crustaceans chase after them, their claws clicking in a cute, somewhat menacing, way.

The mechanical crabs are the final barrier to the wizard's tower.

When the player characters finally reach the wizard's tower, they find only a crumbling ruin. The roof has caved in. The stone walls sport huge, gaping holes making it clear that anyone who lived here is long gone. The place is abandoned. Flying hammers pound on the stone and nest in the gaps. Families of silverware scurry across the rubble. Everything smells musty and unused.

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As the player characters explore, they can walk around the side of the old tower to a wall that hasn't completely fallen down. There, they'll find a sign that reads, "Wizard towers are for chump wizards. Come find me in my brand-new dazzling, dangerous Dread Dungeon… if you dare! (No solicitors.)"

Gertrude mutters about how "wizards who curse entire islands are the real chump wizards, regardless of whether they live in towers or dungeons. Also, 'Dread Dungeon?' Can someone *get* any tackier?" It feels like she's really gearing up for a doozy of a *vicious mockery*.

A crudely drawn map in the corner of the sign shows the player characters how to get to the wizard's Dread Dungeon.

The player characters make it to where the map leads them without too much difficulty, but there's nothing but a wall of rock and a series of buttons that are numbered 1 through 9 embedded in it.

Near the buttons, carved into the stone is a little story: "Once upon a time, a canine ate too much. That canine could eat nothing else forever more."

The words once (1), canine (9), ate (8), too (2), nothing (0), and forever (4), relate to numbers and tell the player characters what order to press the numbers in: 1982904.

With successful DC 12 Intelligence (Investigation) checks, the player characters can uncover the following hints:

- *The story tells you the order to press the buttons in.*
- *Sometimes, words sound like numbers.*
- *When does a dog sound like "nine"?*

When the player characters enter the correct code, the wall in front of them crumbles, and it doesn't take long for the player characters to find themselves standing in front of the yawning maw of a massive cave. Inside, it is dark, dank, and dangerous...

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It's a Dungeon. Plunge In.

A suit of armour stands just within the entrance to the dungeon. It holds a sign reading, "Welcome to the wizard's Dread Dungeon. I am your guide."

The player characters can treat the armour (actually **animated armour**) like a guide, or they can provoke it.

If they do not provoke it, the animated armour guide hands them a pamphlet reading as follows: "The Wondrous Wizard's Dread Dungeon!" Inside is a mysterious letter.

If they provoke the suit of armour, then secret passages in the stone walls creak open and more animated armours (one per player) march out to engage them. Once they defeat the animated armour army, a pamphlet flutters from the first suit of armour's hand.

The letter states:

You think you're so righteous? I can see right through you.

You think I find you interesting? Really, you're just a bore.

You think you're worthy? You can't even see the truth.

You think you can win? But you're in quite the sticky situation.

Know this. You will never outshine me.

Each line of the letter is the key to doors the player characters will come across.

As the player characters head down into the dungeon, they may come across **rust monsters** (in groups that equal 1 per player) or parties of **bugbears** (1 per player minus 1, with a minimum of 1) before they reach each door that the letter refers to. They can avoid these aggressive groups with either successful DC 12 Dexterity (Stealth) checks or DC 16 Wisdom (Perception) checks.

The first door they come to is a wicked-looking portcullis. Spikes protrude from it at every angle. It is set well into the dungeon wall, and the mechanism to open it is out of reach on the other side. However, it does appear to have some kind of magical lock...

- This first door refers to the very first line of the letter and requires a player character to become invisible, either through the *dust of disappearance* or the *invisibility* spell. If the player characters have used the *dust of disappearance* and they figure out that they could use it here, then Gertrude questions whether they're fit to be heroes, telling them there is another packet somewhere in her cottage.

With successful DC 12 Intelligence (Investigation) checks, the player characters can uncover the following clues, etched shallowly into the surrounding stone:

- *You're not intangible or invincible, just out of sight and out of mind.*
- *Vanish from my sight!*

When an invisible player character approaches the door, the contraption that opens the portcullis hisses and clanks, gradually coming to life. Slowly, the deadly looking gate rises, letting the player characters through.

The second door looks like the rest of the dungeon wall, save for a single, faint print near the bottom. It looks like a hoof with two toes.

- This door requires a pig or boar to open it. The *wand of polymorph*, an actual porcine animal, or the *polymorph* spell will work here.

With successful DC 12 Intelligence (Investigation) checks, the player characters uncover the following hints:

- *You can't gore me. You bore me.*
- *You're lucky I'm not in the mood for bacon…*
- *Oink.*

If a player character polymorphs into a pig or boar *or* an actual pig or boar touches the hoofprint on the wall, the hidden door slides open with the sound of stone grinding on stone. Dust showers down on the player characters.

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The third door is solid metal and has a dial with a series of strange glyphs carved around it above the doorknob.

- This door requires a player character to use truesight to spot the correct sequence written on the door. The *gem of seeing* or the ability itself will work.

With successful DC 12 Intelligence (Investigation) checks, the player characters can uncover the following hints:

- *There is an order to things.*
- *Find the code, the sequence for the door.*
- *The truth is hidden from sight.*

A player character who uses truesight on the door sees a series of glyphs floating in the Ethereal Plane. This is the code to open the door. When the player characters move the dial from glyph to glyph in the right order, it opens with a satisfying click.

The deeper the player characters go into the dungeon, the mustier it smells, the more humid it becomes, and the crankier Gertrude gets. The damp could warp her stock or rust her firing mechanism!

Once the player characters get through the third door, they will face what looks like a hall of mirrors. One of the full-length mirrors blurts out a surprised, "Turn back nooooow!"

This mirror, possessing an ornate iron frame, was a **doppelganger** before the curse, and never expected anyone to actually make it this far. And, even though the wizard employs her to guard the end of the dungeon, she secretly hopes someone will break the curse and get everything back to normal. As it is, she is a pale reflection of who she once was (get it?). But this doppelganger mirror still has a job to do (and a paycheck to collect), so she won't make it easy.

The player characters can choose to fight. If that's the case, there will be one doppelganger mirror for every three player characters. Any additional mirrors will shuffle out from farther in the dungeon. The mirrors use the doppelganger stats.

Otherwise, they can talk to the doppelganger. A successful DC 16 Wisdom (Insight) check reveals that the mirror would love to return to her former self and misses her old doppelganger life, giving the player characters advantage on the following skill checks. A successful DC 16 Charisma (Persuasion) or a DC 16 Intelligence (History) skill check and a compelling argument allows the player characters to convince the mirror doppelganger to let them through without resorting to combat.

The player characters have made it to the end of the dungeon and face stairs that rise up and up.

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A Reverse Curse? What Could Be Worse?

The player characters make their way up a steep, curving stairway. The air becomes fresher, less laden with the stink of mildew. The humidity begins to evaporate, making Gertrude complain *slightly* less.

As they reach the surface, a pristine, ivory tower greets them. On the door is a sign:

"Congratulations, you made it out of my Dread Dungeon. Surprised to see my real home? You shouldn't be. Towers are the best! Who in their right mind would live in a Dread Dungeon? Why would you even think I could be serious about it? That's so tacky!"

Gertrude mutters something about despising wizards and really hating this wizard in particular.

There are no traps on the door or throughout the tower. The player characters ascend the white, marble staircase that leads up.

At the top of the tower, the player characters discover a room illuminated by magic. The walls sparkle with crystals. The pale marble of the floor and ceilings seem to glow. The scent of some exotic blooms perfumes the air. This place doesn't fit in with the Dread Dungeon at all and is even more ostentatious than the rest of the tower.

Gertrude thinks that it's gauche and couldn't possibly be more garish and says so. Loudly.

In the centre of the room, standing on an ornate pedestal rests the Soul of the Isle, an enormous diamond masterfully cut into the shape of a person. Then the diamond speaks telepathically to the player characters in a disconcertingly familiar voice. For them to make it this far into her domain to face her is quite impressive. She never would have expected such a performance from such a ragtag crew. They certainly don't look like competent adventurers. But she will deign to give them her name. And they can call her… Gertrude.

Diamond Gertrude and Crossbow Gertrude immediately begin bickering and insulting each other. It's clear they can't stand each other.

As the two Gertrudes argue, it eventually comes out that the original Gertrude is an ancient wizard. Many, many years ago, she copied her consciousness into Crossbow Gertrude as a failsafe should anything happen to the original Gertrude during her various magical experiments. After she created Crossbow Gertrude, Original Gertrude became obsessed with immortality (Crossbow Gertrude points out that *she* doesn't have this major personality flaw, unlike Diamond Gertrude). In an attempt to stave off death forever, Original Gertrude turned herself into a living diamond on an island of sentient objects.

One of the side effects of her bid for endless life, however, was a powerful spell that affected the entire island and all its residents. Diamond Gertrude admits that it sort of turned into a little bit of what she calls a "Reverse Curse" because it turned all the people into sentient objects and all the sentient objects into people.

The player characters have discovered where both Gertrudes came from and, more importantly, the origins of the curse… now they just have to figure out how to break it.

And, well, Diamond Gertrude is the only one who can reverse her reverse curse, meaning the player characters must defeat her in some way. (See page 137 for Diamond Gertrude's stat block.) Combat isn't the only solution! They can fight her, reason with her with a successful DC 16 Wisdom (Insight) check and solid logic, charm her with a successful DC 16 Charisma (Persuasion) check and an argument full of flattery, or trick her into it with a successful DC 16 Charisma (Deception) check and a clever justification.

If the player characters choose to fight Diamond Gertrude, then she'll collapse to the ground when she hits zero hit points. A bright glow will envelop her form and begin to emanate from her to eventually cover the entire island.

If they manage to reason, charm, or trick her, she agrees to break the curse of her own volition. Diamond Gertrude raises one sparkling arm. A glittering light settles across the entire island.

After the dazzling gleam dissipates, Diamond Gertrude is transformed into Original Gertrude. She's a human wizard of indeterminate age with a permanent sneer on her face. She sighs, melancholy for the moment, realising that her experiment into everlasting life was a bust. Original Gertrude shrugs it off as she begins to consider new options and innovative schemes, ignoring the player characters.

Crossbow Gertrude lets the player characters know the curse is broken. Things should be back to normal on the Island of Cursed Stuff. Though, now they'll have to come up with a new name for the Island of Cursed Stuff. Maybe the *Island of Sentient but Not-Cursed Stuff*?

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Aftermath

Original Gertrude manages to sneak off the moment the player characters take their eyes off her. Crossbow Gertrude suspects that Original Gertrude slipped into another plane. In the past, the wizard obsessively researched other spheres of existence as she searched for immortality. With her curiosity piqued, Crossbow Gertrude will mention that Original Gertrude spent a lot of time trying to uncover the many, many secrets of the enigmatic religion of awakened cats.

The player characters may very well see Original Gertrude again.

The rest of the island returns to normal. Charles the Chair is now just Charles the tiefling tavern keeper (and chef). He makes good on his promise and cooks an extravagant meal for the player characters. It's so delicious that it removes any remaining levels of exhaustion and heals them to full hit points.

The ship and the captain are much more comfortable in their previous roles as ship and captain but in reverse.

The Gentlemen of Fortune, now wearing eyepatches over actual eyes, decide to form a pirate crew along with a gnome that they befriended who was a speedy sloop before the curse affected them. They don't intend to loot and pillage, but they do have big plans to say "arrrr, matey," brandish swords at passers-by, and take tourists on small, prearranged capers around the island.

Now that the curse is broken and her island is back to normal, Crossbow Gertrude is ready to get out of town and find some adventure of her own. She offers to go with the player characters when they leave… and she admits that she is the true *genius loci* of the island, not Diamond Gertrude who tried to claim the title. She was just a knockoff.

EXPERIENCE

The adventurers should gain enough experience from the adventure to advance to the next level.

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Character Sheets

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Ada Lovemice & Charles Baggage

REGULAR CAT
SMALL, SCOTTISH FOLD

A cat of extraordinary genius, Ada Lovemice is one of the foremost scientific and engineering minds of her time. The fact much of this extraordinary cat's inventions and discoveries attract so little attention is, of course, due to the fact she's a cat. Fortunately, Ada is seldom deterred by the shortsightedness of her colleagues in the scientific field. With her faithful retainer (completely faithful—she designed and built him that way) Charles Baggage at her side, this formidable twosome are never shy of adventure or discovery. And there's always a cup of tea for afterwards!

Class: Tinker Mage
Alignment: Lawful Neutral
Background: Awakened cat
Hit Points: 15
Hit Dice: 2d8
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 12
Darkvision: 60 ft
Languages: Common, Slyvian and Feline
Resistances: Cold
Initiative: +3
AC: 15

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	18 (+4)	14 (+2)	12 (+1)

Features:

Augments:
Predator's Instinct
Thickened Hide
Tinkercraft
Magic Item Creation

Charles Baggage,
the Walking Butler-Caddy
Augmented Distillation
Bite n' Scratch
Nine Lives
The Welcoming Dark

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Message, Shocking Grasp
- **Prepared Spells:**
  - **1st Level (3 slots):** Sanctuary, Jump, Cure Wounds, Magic Missile, Unseen Servant, Detect Poison and Disease, Healing Word, Comprehend Languages

Actions

- **Light Crossbow.** +5 to hit. Range 80/320. *Damage:* 1d8+3 piercing.
- **Quarterstaff.** *Melee Weapon Attack:* +2 to hit. Range 5ft/10ft. Versatile. *Damage:* 1d6/1d8 +1 bludgeoning.

Carried Gear

Leather Armour
Tinker's Tools
Dungeoneer's Pack
Light crossbow, 20 bolts

Notebook to hold your plans, sketches, and technical drawings
Bell attached to a length of yellow ribbon

Saving Throws

+0 Strength Saves
+5 Dexterity Saves*
+1 Constitution Saves
+6 Intelligence Saves*
+2 Wisdom Saves
+1 Charisma Saves

Skills

+5 Acrobatics (DEX)*
+2 Animal Handling (WIS)
+6 Arcana (INT)*
+0 Athletics (STR)
+1 Deception (CHA)
+4 History (INT)
+4 Insight (WIS)*
+0 Intimidation (CHA)
+4 Investigation (INT)
+2 Medicine (WIS)
+5 Nature (INT)*
+2 Perception (WIS)
+0 Performance (CHA)
+2 Persuasion (CHA)*
+3 Religion (INT)
+4 Sleight of Hand (DEX)
+3 Stealth (DEX)
+2 Survival (WIS)

**** Prof. bonus added***

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Annie

DOG
BIG, SAMOYED

Annie is a devoted servant of the Good Mother, and of fashion. The fashionable aspect of the Good Mother is not often one discussed outside of the most dedicated of theologians, but elegance and refinement is important to many dogs. For Annie, her elegant, simple furs (all made with her own paws) are an act of faith in themselves, small offerings to the Good Mother, and proof that its possible to defend animal kind, and look damned good doing so.

Class: Cleric (Life Domain)
Alignment: Lawful good
Background: Awakened dog
Hit Points: 19
Hit Dice: 2d8
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Languages: Common, Canine, Giant
Initiative: +3
AC: 18

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	16 (+3)	16 (+3)

Features:
Spellcasting
Aspect of the Amicable
Channel Divinity:
Invoke Companionship
Channel Divinity:
Turn Undead
Keen Senses
Worse than the Bark
Faithful Friend

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** Sacred Flame, Spare the Dying, Mending
- **Prepared Spells:**
  - **1st Level (3 slots):** Cure Wounds, Guiding Bolt, Create or Destroy Water, Bane, Sanctuary

Actions

- **Hand Axe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage (20/60).
- **Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 bludgeoning damage.
- **Bite Attack.** *Melee Weapon Attack:* +4 to hit. Range 5ft. *Damage:* 1d6+2.

Carried Gear

Chainmail
Shield
Adventurer's Pack
Priest's Pack
Prayer Book
Mace,
Hand Axe
Holy symbol

Saving Throws

+2 Strength Saves
+3 Dexterity Saves
+3 Constitution Saves
+0 Intelligence Saves
+5 Wisdom Saves*
+4 Charisma Saves*

Skills

+3 Acrobatics (DEX)
+3 Animal Handling (WIS)
+0 Arcana (INT)
+2 Athletics (STR)
+2 Deception (CHA)
+0 History (INT)
+5 Insight (WIS)*
+2 Intimidation (CHA)
+0 Investigation (INT)
+5 Medicine (WIS)*
+2 Nature (INT)*
+3 Perception (WIS)
+2 Performance (CHA)
+2 Persuasion (CHA)
+2 Religion (INT)*
+3 Sleight of Hand (DEX)
+3 Stealth (DEX) (Disadv.)
+3 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Arville

ALBATROSS
MEDIUM

Arville is bird of great insight, deep learning, and, despite all this, an unquenchable desire to be doing something stupid at any given moment. Whether its flying in to the midst of a forest fire because 'the flames just look so very lovely' or diving as deep into the ocean as possible, in order to show up albatrosses half their age, Arville is always prepared to do something daft if it makes them feel a little more alive. That's the thing with having spent so many years reading grimoires; eventually, there's just too much dust and paper in your beak, and you want to get out there! Well, that's Arville all over. Out there. In every sense.

Class: Wizard (School of Evocation)
Alignment: Chaotic good
Background: Awakened albatross
Hit Points: 14
Hit Dice: 2d6
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 11
Languages: Common, Albatross
Initiative: +3
AC: 12

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+2)	18 (+4)	16 (+3)	10 (+0)

Features:
Spellcasting
Arcane Recovery
Evocation Savant
Sculpt Spells
Take Wing!
Seabird
Sky-Call
You Don't Want Me 'Round Your Neck

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Prestidigitation, Fire Bolt, Gust
- **Prepared Spells:**
  - **1st Level (4 slots):** Burning Hands, Comprehend Languages, Detect Magic, Feather Fall, Fog Cloud, Mage Armour

Actions

- **Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft 1d4+3 piercing damage.

Carried Gear

Dagger
Adventurer's Pack
Scholar's Tools

Saving Throws

+1 Strength Saves
+2 Dexterity Saves
+3 Constitution Saves
+6 Intelligence Saves*
+5 Wisdom Saves*
+2 Charisma Saves

Skills

+2 Acrobatics (DEX)
+3 Animal Handling (WIS)
+6 Arcana (INT)*
+3 Athletics (STR)
+0 Deception (CHA)
+6 History (INT)*
+3 Insight (WIS)
+2 Intimidation (CHA)
+6 Investigation (INT)*
+3 Medicine (WIS)*
+4 Nature (INT)*
+3 Perception (WIS)
+0 Performance (CHA)
+2 Persuasion (CHA)*
+4 Religion (INT)
+2 Sleight of Hand (DEX)
+3 Stealth (DEX)
+3 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Bucky

RABBIT
SMALL

Once a creature suffused with anger, it took Bucky a long time to find the inner peace and control he knew he required. Long training, and even longer periods of splintering wooden blocks with his fists, finally enabled Bucky to move beyond the youthful rage which had threatened to overwhelm him. None are certain what drove Bucky's ferocity, and he refuses to talk about it. Now, he keeps it tightly shackled, a resource he draws from.

Class: Monk
Alignment: Chaotic good
Background: Awakened rabbit (Acolyte)
Hit Points: 17
Hit Dice: 2d8
Size: Small
Speed: 40 ft
Proficiency Bonus: +2
Passive Perception: 13
Languages: Common, Deep Speech, Elvish, Gnomish and Rabbitian
Initiative: +4
AC: 17

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+2)	16 (+3)	13 (+1)

Features:
Unarmoured Defence
Unarmed Strike
Ki: Flurry of Blows
Ki: Patient Defence
Ki: Step of the Wind
Unarmoured Movement
Boxing Feet
Early Warning
Low & Quick
Retreat is Not an Option

Actions

- **Darts.** *Ranged Weapon Attack:* +6 to hit. Range 20/60. *Damage:* 1d4+4 piercing damage.
- **Sling.** *Ranged Weapon Attack:* +6 to hit. Range 30/120. *Damage:* 1d4+4.

Carried Gear

Dart
Sling
Explorer's Pack
Emblem
Vestments

Saving Throws

+2 Strength*
+6 Dexterity*
+2 Constitution
+2 Intelligence
+2 Wisdom
+1 Charisma

Skills

+6 Acrobatics (DEX)*
+2 Animal Handling (WIS)
+2 Arcana (INT)
+3 Athletics (STR)
+1 Deception (CHA)
+2 History (INT)
+5 Insight (WIS)*
+1 Intimidation (CHA)
+2 Investigation (INT)
+2 Medicine (WIS)
+2 Nature (INT)
+3 Perception (WIS)
+1 Performance (CHA)
+1 Persuasion (CHA)
+5 Religion (INT)*
+4 Sleight of Hand (DEX)
+6 Stealth (DEX)*
+3 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Charm

LAP CAT
SMALL, CHANTILLY-TIFFANY

Paladin-ing isn't an easy job. It takes courage, and belief, and a willingness to keep going, no matter how insurmountable the odds against you might appear. Charm was born to such a profession; there is no give in her, no compromise—not where right and wrong are concerned. You can see it in the many wounds and scars she bears, and the undimmed zeal for righteousness still burning in her one, good, eye. There's no finer ally to go into battle besides.

Class: Paladin
Alignment: Lawful good
Background: Awakened cat (Wondering Soul)
Hit Points: 22
Hit Dice: 2d10
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 60 ft
Languages: Common, Draconic and Feline
Initiative: +0
AC: 19

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Features:

Divine Sense
Lay On Hands
Protection
Divine Smite
Spellcasting
The Welcoming Dark
Defender of the Fur-th
Defensive Fluff

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** No Paladin cantrips
- **Prepared Spells:**
  - **1st Level (2 slots):** Cure Wounds, Detect Good & Evil, Heroism, Shield of Faith

Actions

- **Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 2d6+4 slashing damage.
- **Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft 1d6+4 piercing damage (30/120).
- **Claw Attack.** *Melee Weapon Attack:* +6 to hit. Range 5ft. *Damage:* 1d6+4 slashing damage.

Carried Gear

Greatsword
Javelins (5)
Chainmail armour
Shield
Adventurer's Pack
Smith's Tools

Saving Throws

+4 Strength Saves
+0 Dexterity Saves
+1 Constitution Saves
+1 Intelligence Saves
+4 Wisdom Saves*
+5 Charisma Saves*

Skills

+2 Acrobatics (DEX)
+4 Animal Handling (WIS)
+1 Arcana (INT)
+6 Athletics (STR)*
+3 Deception (CHA)
+1 History (INT)
+4 Insight (WIS)
+3 Intimidation (CHA)
+1 Investigation (INT)
+2 Medicine (WIS)
+1 Nature (INT)
+2 Perception (WIS)*
+3 Performance (CHA)
+3 Persuasion (CHA)*
+3 Religion (INT)*
+0 Sleight of Hand (DEX)
+0 Stealth (DEX) (Disadv.)
+4 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Copper

REGULAR DOG
MEDIUM, BLOODHOUND

Copper's innate, and remarkable, sense of smell makes them the ideal Watcher. Hunting through the undergrowth in search of interesting things is, after all, the perfect pursuit for a bloodhound, and also accurately describes the work of a Watcher, so long as you leave out the bit about fighting terrifying monsters. Copper was quickly adopted by the Watcher's Guild, when he happened across them, after first being awakened, and soon became a valued comrade. Now, he's heard tell of mysterious islands. Mysterious islands where terrifying creatures wait to be discovered, and defeated.

Class: Watcher
Alignment: Neutral good
Background: Awakened dog
Hit Points: 21
Hit Dice: 2d10
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 12
Languages: Common, Primordial, Canine
Initiative: +2
AC: 16

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	18 (+4)	15 (+2)	12 (+1)

Features:

Fight Smarter
Fighting Style: Move Here to Kill Monsters
Silver is for Monsters
Archery
Bloodhound
Worse than the Bark
Keen Senses
Awakened Kin

Actions

- **Long Bow.** +6 to hit. Range 150/600. *Damage:* 1d8+4.
- **Silvered shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d8+4 / 1d10+4 slashing damage.
- **Bite Attack.** +6 to hit. Range 5ft. *Damage:* 1d6+4.

Carried Gear

Silvered longsword
Chainmail armour
Shortsword
Long bow and arrows (200)
Adventurer's Pack
Scroll slept on as a puppy

Saving Throws

+0 Strength Saves*
+1 Dexterity Saves*
+5 Constitution Saves
+4 Intelligence Saves
+5 Wisdom Saves
+1 Charisma Saves

Skills

+1 Acrobatics (DEX)
+2 Animal Handling (WIS)
+4 Arcana (INT)
+2 Athletics (STR)*
+1 Deception (CHA)
+4 History (INT)
+4 Insight (WIS)*
+1 Intimidation (CHA)
+4 Investigation (INT)
+2 Medicine (WIS)
+6 Nature (INT)*
+2 Perception (WIS)
+1 Performance (CHA)
+3 Persuasion (CHA)*
+4 Religion (INT)
+1 Sleight of Hand (DEX)
+3 Stealth (DEX)*
+4 Survival (WIS)*

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Earl

DOG
REGULAR, CHOW-CHOW

Earl is friendly. Even for a dog, he's friendly. Even for a dog bard, he's friendly. He loves to make new friends, loves to embrace a new pal, and learn about their life. It means he's a nightmare to keep track of in a crowded place, but it also means there's no one better to have by your side in a crisis. Earl is never going to be the fiercest warrior, but friendliness is so much more vital than a sharp sword. And anyone who hears him sing is likely to want to become his friend pretty darn quick.

Class: Bard
Alignment: Neutral good
Background: Awakened dog (Actor)
Hit Points: 15
Hit Dice: 2d8
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Languages: Common, Canine, Elvish
Initiative: +3
AC: 14

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	18 (+4)

Features:
Bardic Inspiration (d6)
(3 uses per day)
Jack of All Trades
Song of Rest
Keen Senses
Worse than the Bark
The Eyes Have It

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Minor Illusion, Vicious Mockery
- **Prepared Spells:**
  - **1st Level (5 slots):** Charm Person, Disguise Self, Dissonant Whispers, Hideous Laughter, Unseen Servant

Actions

- **Crossbow.** +5 to hit. Range 80/320. *Damage:* 1d8+3.
- **Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft 1d4+3 piercing damage.
- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

Carried Gear

Adventurer pack
5 Pre-autographed posters
Costume and stage clothes
Stage prop (an hour glass)
Light crossbow and 30 bolts.
Jewelled collar
Dagger
Short sword
Leather Armour

Saving Throws

+0 Strength Saves
+5 Dexterity Saves*
+1 Constitution Saves
+2 Intelligence Saves
+1 Wisdom Saves
+6 Charisma Saves*

Skills

+4 Acrobatics (DEX)+1/2
+2 Animal Handling (WIS)+1/2
+2 Arcana (INT)+1/2
+1 Athletics (STR)+1/2
+6 Deception (CHA)*
+1 History (INT)
+3 Insight (WIS)*
+4 Intimidation (CHA)+1/2
+3 Investigation (INT)
+2 Medicine (WIS)
+3 Nature (INT)+1/2
+3 Perception (WIS)+1/2*
+6 Performance (CHA)*
+6 Persuasion (CHA)+1/2*
+3 Religion (INT)+1/2
+4 Sleight of Hand (DEX)
+4 Stealth (DEX)
+2 Survival (WIS)+1/2

***** *Prof. bonus added***
****** *Expertise added***
+1/2 Jack of All Trades added

Issued to James Carey. Order #SFU23767

Harvard

BIG DOG
MEDIUM, NEWFOUNDLAND

Harvard is a thinker. A philosopher. A cogitator on the nature of the universe. He's also a big fan of eating, lounging around, and, generally, taking things a little easy. What, after all, is the point of uncovering enlightenment and not enjoying the process? Harvard is far, far too intelligent to let the trappings of the world distract him from what's really important. He carries a bell around his neck at all times; both to focus his meditation, and to signal when he's ready for his next meal. It's a good system.

Class: Monk
Alignment: Chaotic good
Background: Awakened dog (Acolyte)
Hit Points: 15
Hit Dice: 2d8
Size: Medium
Speed: 50 ft
Proficiency Bonus: +2
Passive Perception: 13
Languages: Common, Halfling, Canine
Initiative: +4
AC: 17

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	12 (+1)

Features:

Unarmoured Defence	Unarmoured Movement
Unarmed Strike	Keen Senses
Ki: Flurry of Blows	Ki Points
Ki: Patient Defence	Worse than the Bark
Ki: Step of the Wind	Sprinter

Actions

- **Darts.** *Ranged Weapon Attack:* +6 to hit. Range 20/60. *Damage:* 1d4+4 piercing damage
- **Mace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+4 bludgeoning damage
- **Bite Attack.** +6 to hit. Range 5ft. *Damage:* 1d6+4.
- **Unarmed Strike.** +6 to hit. Range 5ft. *Damage:* 1d4+4 bludgeoning damage

Carried Gear

Mace	Torch (10)
Dart (10)	Rations (1 day) (10)
Backpack	Waterskin
Bedroll	Rope, Hempen (50 ft.)
Mess Kit	Holy Symbol
Clothes, Common	Vestments
Tinderbox	Broken chew toy

Saving Throws

+2 Strength*
+6 Dexterity*
+1 Constitution
+0 Intelligence
+3 Wisdom
+1 Charisma

Skills

+6 Acrobatics (DEX)*
+3 Animal Handling (WIS)
+1 Arcana (INT)
+4 Athletics (STR)*
+1 Deception (CHA)
+0 History (INT)
+5 Insight (WIS)
+1 Intimidation (CHA)
+0 Investigation (INT)
+3 Medicine (WIS)
+0 Nature (INT)
+3 Perception (WIS)
+1 Performance (CHA)
+3 Persuasion (CHA)*
+0 Religion (INT)
+4 Sleight of Hand (DEX)
+4 Stealth (DEX)
+3 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Huff

REGULAR CAT
SMALL, LYKOI

Being in touch with nature can be a wonderful thing. It can grant tranquillity, insight, feelings of acceptance. It can also make people a little…odd. Huff is one such. Whatever it is the unbridled power of nature did to Huff, it made him clever, arch, but prone to eccentric behaviour. Sometimes this involves nothing more outlandish than spending a week in a tree to study bark patterns. Other times its having heated arguments with a tuft of dandelions because they looked at him the wrong way. His prized hat, with its rat skull and antlers, was made by Huff himself. He's happy to make more, if you'd like one?

Class: Druid (Circle of the Land)
Alignment: Chaotic good
Background: Awakened cat
Hit Points: 15
Hit Dice: 2d8
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 60 ft
Languages: Common, Deep Speech, Druidic, Feline
Initiative: +4
AC: 15

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	16 (+3)	14 (+2)

Features:

Spellcasting
Wild Shape
Druid Circle
Bonus Cantrip
Natural Recovery
Bite and Scratch
Welcoming Dark
Flower Marked

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Create Bonfire, Magic Stone, Shillelagh
- **Prepared Spells:**
  - **1st Level (3 slots):** Faerie Fire, Goodberry, Entangle

Actions

- **Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+4 slashing damage.
- **Claw Attack.** *Melee Weapon Attack:* +3 to hit. Range 5ft. *Damage:* 1d6 slashing

Carried Gear

Scimitar
Explorer's Pack
Crowbar
Holy Water (flask)
Manacles
Mirror
Oil (flask)
Yew Wand
Stake (Wooden)
Holy Symbol

Saving Throws

+0 Strength Saves
+4 Dexterity Saves
+1 Constitution Saves
+3 Intelligence Saves*
+5 Wisdom Saves*
+2 Charisma Saves

Skills

+6 Acrobatics (DEX)*
+3 Animal Handling (WIS)
+4 Arcana (INT)*
+0 Athletics (STR)
+2 Deception (CHA)
+1 History (INT)
+1 Insight (WIS)*
+2 Intimidation (CHA)
+1 Investigation (INT)
+5 Medicine (WIS)*
+1 Nature (INT)
+3 Perception (WIS)
+2 Performance (CHA)
+2 Persuasion (CHA)
+1 Religion (INT)
+4 Sleight of Hand (DEX)
+4 Stealth (DEX)
+5 Survival (WIS)*

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Jojo

LAP DOG
SMALL, WESTIE

It took Jojo a little while to find her calling in life. After all, as a westie, she'd spent a lot of her life beside a fire, being fed, and studiously ignoring the itch for adventure. Until, of course, Jojo couldn't ignore it any longer. She's never confided in anyone the true reason she forsook a life of warmth, indolence, and comfort for one of danger. Some say her owner was killed, and Jojo seeks vengeance on those who committed the fell deed. Others insist Jojo left her home because she was put on a diet. Whatever the truth, the little dog is a warrior of astonishing skill, and no little energy!

Class: Fighter
Alignment: Chaotic good
Background: Awakened dog
Hit Points: 21
Hit Dice: 2d10
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 11
Languages: Common, Canine, Giant
Initiative: +2
AC: 16

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Features:
Fighting Style (Great Weapon Fighting)
Second Wind
Action Surge
Keen Senses
Worse than the Bark
Catch and Fetch

Actions

- **Bite Attack.** +6 to hit. Range 5ft. *Damage:* 1d6+4.
- **Hand Axe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+4 slashing damage (20/60).
- **Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 2d6+4 slashing damage

Carried Gear

Shield
Leather Armour
Greatsword
Handaxe (2)
Dagger
Longbow and arrows (20)
Explorer's Pack
Dice Set
Squeaky Ball

Saving Throws

+6 Strength*
+3 Dexterity
+5 Constitution*
+3 Intelligence
+1 Wisdom
+2 Charisma

Skills

+3 Acrobatics (DEX)
+1 Animal Handling (WIS)
+0 Arcana (INT)
+6 Athletics (STR)*
+2 Deception (CHA)
+0 History (INT)
+3 Insight (WIS)*
+3 Intimidation (CHA)*
+0 Investigation (INT)
+1 Medicine (WIS)
+0 Nature (INT)
+1 Perception (WIS)
+1 Performance (CHA)
+3 Persuasion (CHA)*
+0 Religion (INT)
+2 Sleight of Hand (DEX)
+2 Stealth (DEX)
+1 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Joker

ORANGUTAN
MEDIUM

Being clever is one thing. Being wise is quite another. Joker, a tinkermage by trade, is definitely more of the former than the latter. After all, a mechanical toucan is a very impressive feat but was it truly necessary? And is it truly necessary for it to steal anything and everything taking its fancy? Joker rarely answers these questions. Indeed, Joker isn't much of a talker, but he builds majestic things, animates them with magic, and then squats down and enjoys the results. Enjoying it with a banana and some peanuts is even better.

Class: Tinkermage
Alignment: Chaotic good
Background: Awakened orangutan? (Acolyte)
Hit Points: 19
Hit Dice: 2d8
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 12
Languages: Common, Sign Language, Apeish
Initiative: +4
AC: 16

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	16 (+3)	14 (+2)	10 (+0)

Features:

Augment: Blast of Fury
Augment: Hunter's Steps
Tinkercraft
Magic Item Creation
Mechanical Toucan
Expert Climbers
Long Limbed
Knuckle Walk
Surprisingly Sneaky
Shelter of the Faithful

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** Chill Touch, Prestidigitation
- **Prepared Spells:**
  - **1st Level (4 slots):** Alarm, Faerie Fire, Grease, Shield, Detect Magic

Actions

- **Light Crossbow.** +6 to hit. Range 80/320. *Damage:* 1d8+4 piercing.
- **Quarterstaff.** *Melee Weapon Attack:* +3 to hit. Range 5ft/10ft. Versatile. *Damage:* 1d6/1d8 +4 bludgeoning.

Carried Gear

Studded Leather Armour
Tinker's tools
Dungeoneer's pack,
Light crossbow and 20 bolts
Notebook to hold your plans, sketches, and technical drawings
Holy Symbol

Saving Throws

+1 Strength Saves
+6 Dexterity Saves*
+1 Constitution Saves
+5 Intelligence Saves*
+2 Wisdom Saves
+0 Charisma Saves

Skills

+4 Acrobatics (DEX)
+2 Animal Handling (WIS)
+5 Arcana (INT)*
+1 Athletics (STR)
+0 Deception (CHA)
+5 History (INT)*
+4 Insight (WIS)*
+0 Intimidation (CHA)
+5 Investigation (INT)*
+2 Medicine (WIS)
+3 Nature (INT)
+2 Perception (WIS)
+0 Performance (CHA)
+0 Persuasion (CHA)
+5 Religion (INT)*
+4 Sleight of Hand (DEX)
+6 Stealth (DEX)*
+2 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Kinya

BABY GOAT
SMALL

Other adventurers have a past, Kinya is still living theirs. The small goat, grows in stature and power with every passing day. The curious young goat has few clues to the source of their power. Engraved on the strange stone necklace the words 'Balthazar the third' forming the only clue that Kinya has as to how they can manifest magic. The fact remains that this young soul can bend reality in ways that are just fun to watch. Often seen with their hoofs in the air as a spell swells and spins through the air and detonates in the cave, giggling all the way.

Class: Sorcerer (Draconic Bloodline)
Alignment: Chaotic good
Background: Awakened goat
Hit Points: 14
Hit Dice: 2d6
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 11
Languages: Common, Draconic, Goatish, Gnomish, Goblin
Resistances: Cold
Initiative: +1
AC: 11

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Features:

Spellcasting
Dragon Ancestor: White
Draconic Resillience
Font of Magic
Forming Horns
Keen Senses
Stubborn
Troll Terror
I'm Only Little
Look at this Face!
Screech

Spells

- **Spell Attack Modifier:** +4
- **Spell Save DC:** 12
- **Cantrips Known:** Frostbite, Fire Bolt, Gust, Light
- **Prepared Spells:**
  - **1st Level (3 slots):** Charm Person, Color Spray, Sleep

Actions

- **Unarmed Strike.** +2 to hit. Range 5ft.
  Damage: 1d4+0 bludgeoning.

Carried Gear

Shield
Leather Armour
Scimitar
Explorer's Pack
Sprig of Mistletoe
Blanky
Broken Collar

Saving Throws

+0 Strength Saves
+1 Dexterity Saves
+4 Constitution Saves*
+0 Intelligence Saves
+1 Wisdom Saves
+4 Charisma Saves*

Skills

+1 Acrobatics (DEX)
+1 Animal Handling (WIS)
+0 Arcana (INT)
+2 Athletics (STR)
+2 Deception (CHA)
+0 History (INT)
+3 Insight (WIS)*
+3 Intimidation (CHA)
+0 Investigation (INT)
+1 Medicine (WIS)
+0 Nature (INT)
+1 Perception (WIS)
+5 Performance (CHA)*
+5 Persuasion (CHA)*
+3 Religion (INT)*
+1 Sleight of Hand (DEX)
+1 Stealth (DEX)
+1 Survival (WIS)

**** Prof. bonus added***

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Lintle

LAP CAT
SMALL, SIAMESE

They call her Lintle because she's so very good at waiting on one, and then, when the door or window beneath is opened, slipping in like a shadow, or a wisp of mist. It's quite the talent, and Lintle has mastered it over years of practice. Despite her remarkable powers of hiding, sneaking, and generally conducting herself in a furtive manner, she's extremely warm and honest. Oh, and yes, she does know it should be spelled Lintel, but she thinks it looks nicer with the last letters reversed. So there!

Class: Rogue
Alignment: Chaotic neutral
Background: Awakened cat (Criminal/Spy)
Hit Points: 17
Hit Dice: 2d8
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 60 ft
Languages: Common, Feline, Thieves' Cant
Initiative: +4
AC: 15

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Features:
Expertise (prof. noted with **)
Sneak Attack (1d6)
Thieves' Cant
Cunning Action
Welcoming Dark
Stubborn
Bite & Scratch
How Did They Get Up There?

Actions

- **Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.
- **Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. Range 20/60. *Hit:* 1d4+3 piercing damage.
- **Shortbow.** +6 to hit. Range 150/600. *Damage:* 1d6+4.

Carried Gear

Dagger
Rapier
Shortbow and Arrows (20)
Burglar's Pack
Thieves Tools
Dice Set
Playing Cards
Broken Collar

Saving Throws

+1 Strength Saves
+6 Dexterity Saves*
+1 Constitution Saves
+5 Intelligence Saves*
+3 Wisdom Saves
+0 Charisma Saves

Skills

+6 Acrobatics (DEX)*
+2 Animal Handling (WIS)
+3 Arcana (INT)
+2 Athletics (STR)
+4 Deception (CHA)*
+3 History (INT)
+4 Insight (WIS)*
+3 Intimidation (CHA)
+4 Investigation (INT)*
+2 Medicine (WIS)
+2 Nature (INT)
+3 Perception (WIS)
+0 Performance (CHA)
+0 Persuasion (CHA)
+2 Religion (INT)
+8 Sleight of Hand (DEX)**
+6 Stealth (DEX)*
+2 Survival (WIS)

Prof. bonus added
****Expertise added***

Issued to James Carey. Order #SFU23767

Missy

REGULAR CAT
SMALL, CYMRIC

This prudish creature takes after their former humanoid companions. Even before they were awakened Missy didn't have 'owners' it was always companions. After all Missy will eat when she is hungry, and she won't eat that. Missy is a creature of habit who has made it her mission to learn the secrets of the magic that is progressively awakening animals. With a taste for the finer things in life, living on the road has been less than ideal. Despite this for every awful tavern there is always a charming tea room, a memorable bake shop and something new to discover.

Class: Wizard
Alignment: Chaotic good
Background: Awakened cat (Acolyte)
Hit Points: 14
Hit Dice: 2d6
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 60 ft
Languages: Common, Celestial, Loxodon, Primordial and Feline
Initiative: +3
AC: 13

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	10 (+0)

Features:
Spellcasting
Arcane Recovery
Arcane Tradition: Evocation Savant
Sculpt Spells
Bite & Scratch
Good Luck Cat
Welcoming Dark

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Dancing Lights, Minor Illusion, Prestidigitation
- **Prepared Spells:**
  - **1st Level (3 slots):** Color Spray, Identify, Grease, Thunderwave, Unseen Servant, Sleep, Shield

Actions

- **Darts.** *Ranged Weapon Attack:* +5 to hit. Range 20/60. *Damage:* 1d4+3 piercing damage.
- **Quarterstaff.** *Melee Weapon Attack:* +3 to hit. Range 5ft/10ft. Versatile. *Damage:* 1d6/1d8 +1 bludgeoning.

Carried Gear

Quarterstaff
Dart
Explorer's Pack
Reliquary
Vestments
A bowl with your old name emblazoned upon it

Saving Throws

+1 Strength
+3 Dexterity
+2 Constitution
+6 Intelligence*
+3 Wisdom*
+0 Charisma

Skills

+5 Acrobatics (DEX)*
+1 Animal Handling (WIS)
+4 Arcana (INT)
+1 Athletics (STR)
+0 Deception (CHA)
+6 History (INT)*
+3 Insight (WIS)*
+0 Intimidation (CHA)
+6 Investigation (INT)*
+1 Medicine (WIS)
+4 Nature (INT)
+1 Perception (WIS)
+0 Performance (CHA)
+0 Persuasion (CHA)
+4 Religion (INT)
+3 Sleight of Hand (DEX)
+3 Stealth (DEX)
+1 Survival (WIS)

**** Prof. bonus added***

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Osric

SEA OTTER
SMALL

Osric is everyone's friend, everyone's bosom buddy, everyone's pal. Within moments of meeting the cleric, there's a paw around your shoulder (or knee, depending on your height), and he's regaling you with tales of his youth, and his adventurous past—not all of which are to be believed. That's not to say Osric isn't brave, clever, and decent. He's all of those things. It's just he also likes to let you know he's all of those things. As often as he can.

Class: Cleric (Life Domain)
Alignment: Lawful good
Background: Awakened otter
Hit Points: 15
Hit Dice: 2d8
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Languages: Common, Otter, Aquan and Elvish
Initiative: +3
AC: 18

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	18 (+3)	13 (+1)

Features:

Spellcasting
Disciple of Life
Channel Divinity: Preserve Life
Barrel Roll
Channel Divinity: Turn Undead
Territorial
Makeshift Tools
Hold Breath

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Thaumaturgy, Light, Guidance
- **Prepared Spells:**
  - **1st Level (3 slots):** Bless, Cure Wounds, Healing Word, Sanctuary, Shield of Faith, Protection from Evil and Good

Actions

- **Hand Axe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage (20/60).
- **Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 bludgeoning damage.
- **Rock.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d4+3 bludgeoning damage.

Carried Gear

Chainmail
Shield
Adventurer's Pack
Priest's Pack
Prayer Book
Mace
Hand Axe
Holy symbol
Rock

Saving Throws

+2 Strength Saves
+3 Dexterity Saves
+3 Constitution Saves
+0 Intelligence Saves
+5 Wisdom Saves*
+3 Charisma Saves*

Skills

+3 Acrobatics (DEX)
+3 Animal Handling (WIS)
+0 Arcana (INT)
+2 Athletics (STR)
+2 Deception (CHA)
+0 History (INT)
+5 Insight (WIS)*
+2 Intimidation (CHA)
+0 Investigation (INT)
+5 Medicine (WIS)*
+2 Nature (INT)*
+3 Perception (WIS)
+2 Performance (CHA)
+2 Persuasion (CHA)
+2 Religion (INT)*
+3 Sleight of Hand (DEX)
+3 Stealth (DEX) (Disadv.)
+3 Survival (WIS)

**** Prof. bonus added***

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Pan

ALPACA
REGULAR

Pan is a dancer. She's all about the music, the lights, the rhythm of drums. So enraptured is Pan by music, she spins it into magic. She's never not moving, never still, the constant music in her head and hooves ensuring Pan is always happy, energetic, and ready for the next adventure. The mirror ball she carries with her is Pan's most prized possession, a memento from her earlier days, when she was much less happy. Now it provides the perfect atmosphere for her jive-walking!

Class: Bard
Alignment: Neutral good
Background: Awakened alpaca
Hit Points: 17
Hit Dice: 2d8
Size: Regular
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 11
Languages: Common, Alpacan
Initiative: +3
AC: 16

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

Features:

Bardic Inspiration (d6)
(3 uses per day)
Jack of All Trades
Song of Rest
Bite
Alpaca Fur
Charge!
Discoball

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** Minor Illusion Vicious Mockery
- **Prepared Spells:**
  - **1st Level (5 slots):** Charm Person, Disguise Self, Dissonant Whispers, Hideous Laughter, Unseen Servant

Actions

- **Crossbow.** +5 to hit. Range 80/320. *Damage:* 1d8+3.
- **Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft 1d4+3 piercing damage.
- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

Carried Gear

Adventurer pack
Crossbow & 30 bolts
Dagger
Shortsword
Discoball

Saving Throws

+0 Strength Saves
+5 Dexterity Saves*
+1 Constitution Saves
+2 Intelligence Saves
+1 Wisdom Saves
+5 Charisma Saves*

Skills

+4 Acrobatics (DEX)+1/2
+2 Animal Handling (WIS)+1/2
+3 Arcana (INT)+1/2
+1 Athletics (STR)+1/2
+5 Deception (CHA)*
+3 History (INT)
+2 Insight (WIS)
+4 Intimidation (CHA)+1/2
+3 Investigation (INT)
+3 Medicine (WIS)*
+3 Nature (INT)+1/2*
+3 Perception (WIS)+1/2*
+5 Performance (CHA)*
+5 Persuasion (CHA)+1/2
+3 Religion (INT)+1/2
+4 Sleight of Hand (DEX)
+4 Stealth (DEX)
+2 Survival (WIS)+1/2

**** Prof. bonus added +1/2 Jack of All Trades added***

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Paprika

RED PANDA
MEDIUM

Paprika has lived quite the life already. She was, once, before she became awakened, a familiar. And what a familiar! Beloved by her summoner—a sky-blue Genasi—she was constantly in mischief, and more than once in mortal peril. Since gaining the ability to speak, Paprika (or Paps, as she likes to be known) continues to seek out danger, though now she relies on her own sword to get her out of it!

Class: Fighter
Alignment: Chaotic good
Background: Awakened dog (Mercenary)
Hit Points: 22
Hit Dice: 2d10
Size: Medium
Speed: 30 ft. walking, 30 ft. climb
Proficiency Bonus: +2
Passive Perception: 10
Darkvision: 30ft.
Languages: Common, Dwarvish and Pandarian
Resistances: Fire
Initiative: +4
AC: 15

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	11 (+0)	13 (+1)

Features:
Fighting Style (Two Weapon Fighting)
Second Wind
Action Surge
Firefox
Natural Camouflage

Actions

- **Hand Axe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage (20/60).
- **Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+4 piercing damage.
- **Lance.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d12+3 piercing damage.
- **Long Bow.** +4 to hit. Range 150/600. *Damage:* 1d8.

Carried Gear

Leather
Handaxe (2)
Lance
Shortsword
Longbow and Arrows (20)
Explorer's Pack
A bowl with your old name emblazoned upon it

Saving Throws

+5 Strength*
+4 Dexterity
+5 Constitution*
+1 Intelligence
+0 Wisdom
+1 Charisma

Skills

+6 Acrobatics (DEX)*
+0 Animal Handling (WIS)
+1 Arcana (INT)
+5 Athletics (STR)*
+3 Deception (CHA)*
+1 History (INT)
+0 Insight (WIS)
+1 Intimidation (CHA)
+1 Investigation (INT)
+0 Medicine (WIS)
+1 Nature (INT)
+0 Perception (WIS)
+1 Performance (CHA)
+1 Persuasion (CHA)
+1 Religion (INT)
+4 Sleight of Hand (DEX)
+6 Stealth (DEX)*
+0 Survival (WIS)

**** Prof. bonus added***

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Tambal

GOAT
MEDIUM

There are many cruelties in the world, many dangerous creatures, many evil overlords with grand schemes. Fortunately, there's also Tambal—a goat paladin committed to the thwarting of evil, to the destruction of wickedness, and to the protection of cuteness the world over. Despite their forbidding appearance, clad in gleaming armour and standing proudly, head held aloft, Tambal is a sucker for cuteness. It's one of the reasons he gave up trying to stop his little nephew Archie from following him on adventures—Archie won't be stopped (seriously, the little guy can hide just about anywhere, and does), and it never does any harm to remember what it is you're fighting for.

Class: Paladin
Alignment: Lawful good
Background: Awakened goat (Wondering Hero)
Hit Points: 23
Hit Dice: 2d10
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 60 ft
Languages: Common, Goatish
Initiative: +1
AC: 18

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+1)	18 (+4)	10 (+0)	12 (+1)	13 (+1)

Features:

Spellcasting
Divine Sense
Lay On Hands
Protection
Divine Smite
Keen Senses
Troll Terror
Stubborn

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** No Paladin cantrips
- **Prepared Spells:**
  - **1st Level (2 slots):** Cure Wounds, Detect Good & Evil, Heroism, Shield of Faith

Actions

- **Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 2d6+3 slashing damage.
- **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft 1d6+3 piercing damage (30/120).
- **Horns.** *Melee Weapon Attack:* +5 to hit. Range 5ft. *Damage:* 1d6+3 piercing damage.

Carried Gear

Greatsword
Javelins (5)
Chainmail armour
Shield
Adventurer's Pack
Smith's Tools

Saving Throws

+4 Strength Saves
+1 Dexterity Saves
+3 Constitution Saves
+2 Intelligence Saves
+5 Wisdom Saves*
+5 Charisma Saves*

Skills

+1 Acrobatics (DEX)
+1 Animal Handling (WIS)
+0 Arcana (INT)
+5 Athletics (STR)*
+1 Deception (CHA)
+2 History (INT)
+3 Insight (WIS)*
+3 Intimidation (CHA)
+2 Investigation (INT)
+3 Medicine (WIS)
+2 Nature (INT)
+3 Perception (WIS)*
+3 Performance (CHA)
+3 Persuasion (CHA)
+4 Religion (INT)
+1 Sleight of Hand (DEX)
+1 Stealth (DEX) (Disadv.)
+5 Survival (WIS)*

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Thorn

REGULAR DOG
MEDIUM, AUSSIE CATTLE DOG

The endless energy of Thorn is as inspiring as it can be distracting. With an unquenchable thirst for adventure, Thorn is often the first to leap into action, or generally leap in any direction if they're honest. Even before becoming awakened Thorn was never more at home than in the rolling fields, or rather rolling in the fields, or the marsh or the forest. Life after all is for living, and if there is any lesson in nature its that life doesn't last forever. So, seize the cattle and the day!

Class: Druid (Circle of the Land)
Alignment: Chaotic good
Background: Awakened dog (Sage)
Hit Points: 19
Hit Dice: 2d8
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 14
Languages: Common, Druidic, Giant, and Canine
Initiative: +1
AC: 13

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	15 (+2)	16 (+4)	14 (+2)

Features:

Spellcasting
Wild Shape
Druid Circle
Bonus Cantrip
Natural Recovery
Keen Senses
Worse Than the Bark
Guard Dog

Spells

- **Spell Attack Modifier:** +6
- **Spell Save DC:** 14
- **Cantrips Known:** Create Bonfire, Magic Stone, Shillelagh
- **Prepared Spells:**
  - **1st Level (3 slots):** Animal Friendship, Cure Minor Wounds, Detect Magic

Actions

- **Light Hammer.** *Melee and Ranged Weapon Attack:* +1 to hit. Range 5ft. *Damage:* 1d4+1 bludgeoning (20/60).
- **Bite Attack.** *Melee Weapon Attack:* +3 to hit. Range 5ft. *Damage:* 1d6+1.

Carried Gear

Leather Armour
Light Hammer
Sickle
Ink (One ounce bottle)
Explorer's Pack
Wooden Staff
Small Knife
Well-chewed toy

Saving Throws

+1 Strength Saves
+1 Dexterity Saves
+3 Constitution Saves
+4 Intelligence Saves*
+6 Wisdom Saves*
+2 Charisma Saves

Skills

+1 Acrobatics (DEX)
+6 Animal Handling (WIS)*
+2 Arcana (INT)
+1 Athletics (STR)
+2 Deception (CHA)
+4 History (INT)*
+6 Insight (WIS)
+2 Intimidation (CHA)
+2 Investigation (INT)
+4 Medicine (WIS)
+4 Nature (INT)*
+4 Perception (WIS)
+2 Performance (CHA)
+4 Persuasion (CHA)*
+2 Religion (INT)
+1 Sleight of Hand (DEX)
+1 Stealth (DEX)
+4 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Broome

KOALA
SMALL

So laid back he occasionally falls out of his tree, Broome is seldom troubled by anything; except, of course, the potential lack of more eucalyptus leaves to chew on, or someone threatening his favourite groves. Then… well, Broome's temperament wasn't always quite so free and easy, as many find out to their cost should they risk despoiling nature in any capacity. Despite this, Broome is usually the finest of companions—always ready with a smile, a paw on the shoulder, or a strange song about jumbucks and billabongs, there's no one finer to have by your side.

Class: Druid (Circle of the Land - Desert)
Alignment: Chaotic good
Background: Awakened koala (Leaf Collector)
Hit Points: 19
Hit Dice: 2d8
Size: Small
Speed: 25 ft. walking, 30 ft. climb
Proficiency Bonus: +2
Passive Perception: 13
Darkvision: 30'
Languages: Common, Draconic, Druidic, Dwarvish, Gnomish
Resistances: Poison, Adv. Saving Throws against poison
Initiative: +1
AC: 14

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

Features:

Wild Shape
Druid Circle
Bonus Cantrip
Natural Recovery
Keen Senses
Pouches
Specialised Eaters
Well Rested

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** Druid Craft, Create Bonfire, Poison Spray
- **Prepared Spells:**
  - **1st Level (3 slots):** Cure Wounds, Blur, Healing Word, Silence, Animal Friendship

Actions

- **Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.
- **Unarmed Strike.** +3 to hit. Range 5ft. *Damage:* 2 bludgeoning.

Carried Gear

Leather Armour
Shield
Scimitar
Explorer's Pack
Small Knife
Druidic Focus
Collar of Another Animal

Saving Throws

+1 Strength Saves
+1 Dexterity Saves
+3 Constitution Saves
+4 Intelligence Saves*
+5 Wisdom Saves*
+2 Charisma Saves

Skills

+1 Acrobatics (DEX)
+3 Animal Handling (WIS)
+2 Arcana (INT)*
+1 Athletics (STR)
+2 Deception (CHA)
+2 History (INT)*
+3 Insight (WIS)
+1 Intimidation (CHA)
+0 Investigation (INT)
+5 Medicine (WIS)*
+2 Nature (INT)*
+3 Perception (WIS)
+1 Performance (CHA)
+1 Persuasion (CHA)
+0 Religion (INT)
+3 Sleight of Hand (DEX)
+3 Stealth (DEX)
+3 Survival (WIS)

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Tiggs

HEFTY CAT
SMALL, PIXIE BOB

Tiggs is difficult to read. One minute he's smiling, friendly, playful. The next, there's a set of sharp teeth sunk in your arm, and the barbarian cat is not intending to let you go. That streak of unending wildness permeates Tiggs spirit; it's always there, always ready to surge to the surface and drive him into a rage. Of course, he's a great companion, and the most loyal friend you'll ever meet—but there's always a trace of the wild coursing through his veins.

Class: Barbarian
Alignment: Chaotic good
Background: Awakened cat (Wandering/Folk Hero)
Hit Points: 23
Hit Dice: 2d12
Size: Small
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 11
Darkvision: 60 ft
Resistances: Adv. on DEX saving throws against effects that you can see while not blinded, deafened, or suffering from any other condition.'
Languages: Common, Goblin and Feline
Initiative: +4
AC: 14

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Features:
Rage
Ferocious Attack
Reckless Attack
Danger Sense
Stubborn
The Welcoming Dark

Actions

- **Glaive.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d10+4 slashing damage.
- **Greatclub.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+4 bludgeoning damage.
- **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft 1d6+4 piercing damage (30/120).

Carried Gear

Glaive
Greatclub
Javelin
Explorer's Pack
Shovel
Pot, Iron
Bewer's Supplies
A Collection of Twine

Saving Throws

+5 Strength*
+4 Dexterity
+5 Constitution*
+1 Intelligence
+1 Wisdom
+0 Charisma

Skills

+6 Acrobatics (DEX)
+1 Animal Handling (WIS)*
+1 Arcana (INT)
+5 Athletics (STR)*
+0 Deception (CHA)
+1 History (INT)
+3 Insight (WIS)*
+0 Intimidation (CHA)*
+1 Investigation (INT)
+1 Medicine (WIS)
+1 Nature (INT)
+1 Perception (WIS)
+0 Performance (CHA)
+0 Persuasion (CHA)
+1 Religion (INT)
+4 Sleight of Hand (DEX)
+4 Stealth (DEX)
+3 Survival (WIS)*

**** Prof. bonus added***

Issued to James Carey. Order #SFU23767

Tusk

PIG
MEDIUM

Tusk likes to eat. Of course he does, he's a pig. But, unlike most of his kin, Tusk is something of a gourmet. Whyile his upbringing, out in the wilds initially conditioned him to willingly scoff down anything remotely resembling food, since he made his way to places like Gullet Cove, and later Flotsam, his palate has become substantially more refined. Now, Tusk puts his formidable fighting prowess to use with a single goal on his mind; being able to afford a table at the best damn restaurants he can find!

Class: Barbarian
Alignment: Lawful Neutral
Background: Awakened pig (Wanderer)
Hit Points: 25
Hit Dice: 2d12
Size: Medium
Speed: 30 ft
Proficiency Bonus: +2
Passive Perception: 12
Languages: Common, Porcine (Spoken)
Initiative: +2
AC: 16

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Features:
Rage
Unarmoured Defense
Reckless Attack
Danger Sense
Keen Senses
Gut Health
Thick Hide

Actions

- **Boomerang.** +4 to hit. Range 60/120. *Damage:* 1d4+2.
- **Great Axe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d12+4 slashing damage.
- **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft 1d6+4 piercing damage (30/120).

Carried Gear

Great Axe
Boomerang
Javelin (4)
Soldier's Pack
Bone Dice
A Piece of a Banner

Saving Throws

+6 Strength*
+2 Dexterity
+5 Constitution*
+1 Intelligence
+2 Wisdom
+2 Charisma

Skills

+2 Acrobatics (DEX)
+4 Animal Handling (WIS)*
+1 Arcana (INT)
+6 Athletics (STR)*
+0 Deception (CHA)
+1 History (INT)
+3 Insight (WIS)*
+2 Intimidation (CHA)*
+1 Investigation (INT)
+1 Medicine (WIS)
+1 Nature (INT)
+1 Perception (WIS)
+0 Performance (CHA)
+2 Persuasion (CHA)*
+1 Religion (INT)
+2 Sleight of Hand (DEX)
+2 Stealth (DEX)
+3 Survival (WIS)*

***** Prof. bonus added**

Issued to James Carey. Order #SFU23767

Whiskers

FOX
SMALL

Foxes are natural sorcerors. Canny, thoughtful, and in tune with nature… they're the perfect wielders of magic. Whiskers is no exception to the rule. Quite the opposite, in fact. They're positively bristling with magical energy at all times. It makes them a little strange, and it took Whiskers a long time to find their people, find their family, but now they have, nothing is going to take it away. Loyal, preternaturally calm, and with a sense of humour dry enough to preserve flesh, Whiskers is an ideal friend, and a terrible foe.

Class: Sorcerer (Draconic Bloodline)
Alignment: Chaotic good
Background: Awakened fox (Noble)
Hit Points: 16
Hit Dice: 2d6
Size: Small
Speed: 35 ft
Proficiency Bonus: +2
Passive Perception: 12
Darkvision: 60 ft
Languages: Common, Draconic, Elvish, Infernal, Vulpini
Initiative: +2
AC: 15

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Features:
Spellcasting
Dragon Ancestor: Gold
Draconic Resillience
Font of Magic
Bite
Night Stalker
Rodent Rations
Sly

Spells

- **Spell Attack Modifier:** +5
- **Spell Save DC:** 13
- **Cantrips Known:** Dancing Lights, Mage Hand, Friends, Frostbite
- **Prepared Spells:**
  - **1st Level (3 slots):** Charm Person, Mage Armor, Ice Knife

Actions

- **Light Crossbow.** +4 to hit. Range 80/320. *Damage:* 1d8+2 piercing.
- **Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft 1d4+2 piercing damage.
- **Bite Attack.** *Melee Weapon Attack:* +3 to hit. Range 5ft. *Damage:* 1d6+2 bludgeoning damage.

Carried Gear

Daggers (2)
Crossbow, Light (20 bolts)
Explorer's Pack
Component Pouch
Signet Ring
Bell on a Ribbon

Saving Throws

+0 Strength Saves
+3 Dexterity Saves
+4 Constitution Saves*
+2 Intelligence Saves
+2 Wisdom Saves
+6 Charisma Saves*

Skills

+3 Acrobatics (DEX)
+2 Animal Handling (WIS)
+4 Arcana (INT)*
+0 Athletics (STR)
+6 Deception (CHA)*
+4 History (INT)*
+2 Insight (WIS)
+4 Intimidation (CHA)
+2 Investigation (INT)
+2 Medicine (WIS)
+2 Nature (INT)
+4 Perception (WIS)*
+4 Performance (CHA)
+6 Persuasion (CHA)*
+2 Religion (INT)
+3 Sleight of Hand (DEX)
+3 Stealth (DEX)
+2 Survival (WIS)

**** Prof. bonus added***

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