

# FABLES

PIRATES OF THE AETHERIAL EXPANSE



COME SAIL AWAY  
EPISODE 2 OF 6



GHOSTFIRE  
GAMING

5E  
COMPATIBLE







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EPISODE 2

COME SAIL AWAY



GHOSTFIRE  
GAMING

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# CONTENTS

## WELCOME TO FABLES! ..... 4

You Are a Game Master.....	4
Running this Fable.....	4
This Fable's Story.....	6

## Chapter 1: Island Bound ..... 11

Motivations.....	12
Sailing the Expanse .....	12
Getting to Know the Ship.....	13
Bon Voyage.....	15
Land Ho!.....	16
Any Port.....	16
None Shall Pass.....	17
Challenge Accepted.....	18
Apocalypse Now .....	19
Safe Harbor .....	20
Velstarrón Island.....	20
Downtime in Velstarrón .....	20

## Chapter 2: Maladell Island ..... 23

Arrival at Maladell.....	24
Hostile Intentions.....	25
Friendly Intentions.....	25
Maladell Island's Aid.....	28
Your Reputation.....	28
The People of Maladell Island .....	28
Areas of Maladell Island .....	30
Downtime on Maladell Island .....	33
Onward.....	33

## Chapter 3: Fosfior Island ..... 35

Arrival at Fosfior Island Docks .....	36
Journey to Fosfior Town .....	37
Fosfior Town.....	42
The Return Journey .....	47
Reputation Advancement.....	47
Character Advancement.....	47
Onward.....	47

## Chapter 4: Calderé Island ..... 49

Arrival at Calderé Island Docks.....	50
Journey to Calderé City .....	50
Calderé City .....	51
Mount Spitfire.....	60
Fort Ambition.....	61
Reputation Advancement.....	61
Character Advancement.....	61
Onwards.....	61

## Appendix A: New Monsters ..... 62

Aetherbeasts .....	62
Aetherwolf .....	63
Almond .....	64
Areyca .....	65
Calderé Island Civilians.....	66
Fosfior Island Archer.....	67
Fosfior Island Plants .....	68
Shaenah.....	71
Ship Mimic .....	72
Tiberius the Bear .....	73
Vik .....	74
Volcanic Elementals .....	75
Zheng Yang Shi.....	77

## Appendix B: New Spells ..... 78

## Appendix C: Pronunciation Guide ..... 80

## Open Game License ..... 84





# WELCOME TO FABLES!

You hold in your hands the second episode of *Pirates of the Aetherial Expanse*, a story of pirates and empires seeking fortune, glory, and freedom upon the starlit seas of the Astral Plane. Each episode of this Fable contains about four game sessions' worth of thrilling fifth edition adventure, enough to entertain a weekly group of roleplaying game (RPG) players until the next episode arrives a month later.

## YOU ARE A GAME MASTER

As Game Master (GM) of a Fable, you have the power of a storyteller, telling tales of heroism and adventure to a rapt audience. Imagine yourself dressed in the clothes of a traveling bard, your face cast in glowing firelight as you weave a tapestry of words. Your words draw those who sit around the fire with you into another world, a world where they aren't just the audience of a tale, but actors and storytellers themselves.

The GM's role is to establish the setting of each scene in this Fable, introduce and roleplay its nonplayer characters (NPCs), and play monsters and villains that long to bring a swift end to the heroes' adventures. The players at your table are storytellers in their own right. Though they embody a single character each while you embody many, the players have the power to make decisions that will change the world forever. The best GMs are willing to improvise, even ignoring the text of a Fable when necessary, to ensure the characters' actions have consequences—for both good and ill.

**If you don't plan to run this Fable, stop reading now. What follows is for the Game Master's eyes only.**

## RUNNING THIS FABLE

Fables is an episodic adventure series using the fifth edition of the world's first roleplaying game. To play, you need the free fifth edition System Reference Document, or the books that make up the fifth edition core rules. This Fable takes place upon the Aetherial Expanse, a sea of shimmering starlight home to strange creatures and unpredictable magic. This expanse is a small corner of the Astral Plane, the plane which connects all other planes of existence. Powerful magic is usually required to travel great distances through the zero-gravity reaches of the Astral Plane, but the Aetherial Expanse is unique: a substance called aether forms a sea of roiling magical power that allows conventional seacraft from the Material Plane to sail through this magical realm.

This new setting is described in the *Aetherial Expanse Setting Guide*, included with episode 1 of this Fable. Before beginning this Fable, you should familiarize yourself with the locations, NPCs, and lore of the setting, as well as the new nautical rules found in the setting guide.

Additionally, the following information will help you run this Fable as GM.





## EPISODES AND CHAPTERS

A Fable is a complete story, released in six monthly episodes. Each episode is an arc of this overall story that presents a miniature sandbox environment. An episode is designed for a specific range of levels. As the GM, you're empowered to run an episode for characters of a higher or lower level than recommended, but be prepared for a more challenging or easier session unless you alter the challenges and monsters the characters face.

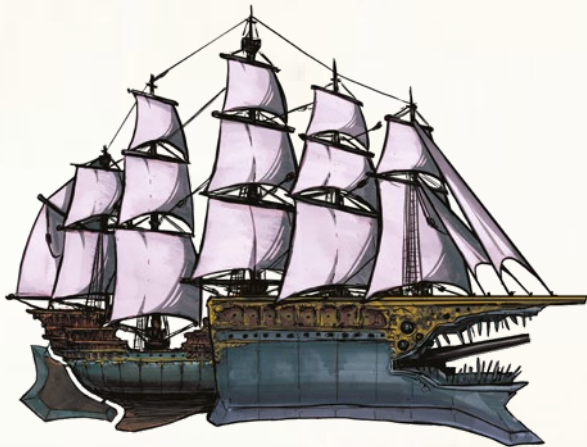
The characters can explore each episode's region at their leisure. An episode typically has three to four chapters, which each contain enough game content to fill one or two game sessions. Each chapter describes a specific location within an episode's sandbox environment, or it could represent a linear series of encounters that drive the plot forward.

## MONSTERS, MAGIC, AND MORE

When you see text in **bold**, that's the Fable's way of telling you a scene or location contains a monster or NPC that's ready to fight. New monsters and NPCs in Fables are usually found in appendix A: New Monsters of the episode in which they appear. If a monster's name appears in bold but isn't followed by "(see appendix A)" or a similar pointer, then that monster's game statistics are found in the fifth edition core rules.

When you see text in italics, that's the Fable's way of telling you that you're looking at the name of a spell (like *hideous laughter*) or a magic item (like *winged boots*). Most spells and magic items are found in the fifth edition core rules. New spells and magic items are described in an episode's appendixes as well, indicated by a "(see appendix B)" pointer.

*When you see boxed text like this, the characters have likely entered a new area or triggered an event such as an NPC entering the scene. This text is meant for the GM to read or paraphrase aloud to the players to set the scene.*



## RUNNING A PIRATE CAMPAIGN

*Pirates of the Aetherial Expanse* is a story about larger-than-life piratical heroes in a realm where magic is a daily fact of life. Magic pervades the Astral Plane, and in the Expanse, waves of aether, a substance sometimes called "liquid magic," washes upon the shore of every island.

As the GM, you can consider it your role to communicate the tone of this campaign to your players. Because this is an RPG campaign, you don't need to be tonally consistent the way a book or a movie does, but playing this story as a dark fantasy dirge when its tone is intentionally high action and swashbuckling might make players feel awkward or confused.

Three major elements in this story inform its tone, and you and your players will probably have more fun if you keep these elements in mind while prepping and running each chapter of this Fable:

**Heroic Piracy.** The characters are the heroes of this story. They're pirates, meaning they plunder and kill, but the fact that they do bad things as a matter of course doesn't make them any less the heroes when they save a civilization or defeat an evil empire at the end of the day. The thing that separates heroic pirates from villainous ones is a moral code. If your players are having a hard time feeling like heroes, having their captain devise a code of honor that dictates who they slay, who they spare, and who they steal from could be a way to establish a more heroic tone without losing the moral ambiguity that makes pirates so fun to play.

**Supernatural Drama.** Magic pervades the Aetherial Expanse, affecting every part of life on the sea. As GM, your NPCs and custom story hooks (if you want to create adventures beyond the episodes of this Fable) should consider what it's like to live in a world that frequently and chaotically defies what you know about it, and where supernatural mystery fills every corner of the map. Likewise, players should consider what their character's relationship to magic is; do they take comfort in its all-encompassing power, or is the unexplainable a constant threat?

**Emotional Grounding.** The danger of stories that engage in high-action heroism is that they can feel hollow or unmotivated. The best way to keep your story grounded is to include moments of heavy emotions to ground your heroes and villains. The best villains don't just twirl their mustaches seeking to cause capital-E evil. In this adventure, the villains are power-hungry colonialists seeking to expand their empire for the betterment of people that look and act like them. Heroic pirates aren't pirates just because they want a merry life of rum and adventure, but because something about their life was painful enough to set them on this challenging path. Find moments to allow your NPCs and player characters to express these real emotions and motivations.





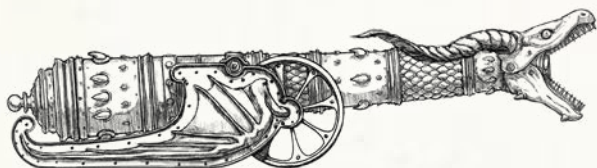
## THIS FABLE'S STORY

This primer on the story and backstory of *Pirates of the Aetherial Expanse* will help you tell a compelling and cohesive narrative from episode to episode.

### OVERVIEW

In this Fable, a group of castaways band together to form a ragtag pirate crew after a devastating ship battle in a distant corner of the Aetherial Expanse. The characters likely come from a variety of backgrounds, factions, and statuses within their former ships' hierarchies. A character may have been a pirate to begin with, but could just as easily have been an officer aboard a brigantine of the mighty Karelagne Empire, or a privateer flying the flag of the mercantile Kingdom of Ayris.

Separated from their former factions, these characters begin a new life of piracy aboard a salvaged ship, lured by the promise of adventure, fabulous wealth, and possibly even revenge against the faction that lured them into a doomed battle in the first place.



### BACKSTORY

Long ago, in an age lost to all record or living recollection, aether began to form in a corner of the Astral Plane.

### Aethergenesis

A group of planefarers traveling between realms were killed by the tempestuous forces of the Astral Plane. However, their defiant spirits refused to die. Lost in space, these spirits coagulated into a silvery mass that drifted across the plane. Over the aeons, more and more lost souls were absorbed by this gestalt of spirits, until it grew so large that its individual spirits lost their sense of self, and became a mass of impotent thoughts and desires. The gestalt became less like a spirit or a being, and more like the sea; shimmering, placid, and occasionally wracked by furious storms.

Other planefarers named this sea of magical, spiritual energy "aether." Hurtling comets lodged in its aetherial surface and formed islands, which sank to the depths. The magical power of these planar comets caused liquid aether to crystallize into a solid form, which people would come to call aetherium. Solid aetherium crystal buoyed these comets back to the surface, and islands began to grow and form in the Aetherial Expanse.



## Astrium and the Cosmic Turtles

Creatures of the Astral Plane, as well as creatures from other planes banished to the Astral by magical mishap or experimentation, found their way to the Aetherial Expanse. Over centuries, the magic of this realm caused them to mutate and adapt to their new home. The greatest of these creatures were the cosmic turtles. Tales of the earliest surviving plane-faring civilizations say the cosmic turtles were once ordinary beasts no larger than a human fist, but that over centuries of exposure to aether, they gained the capacity for great wisdom and grew so large that islands could form upon their backs. Nevertheless, cosmic turtles are now believed extinct, for no sailor of the Expanse has seen one for a century.

These scant surviving myths come from records of a civilization of Astrium, a great city inhabited by plane-faring giants that was lost many centuries ago. Legend says the giants made their home in the center of the Aetherial Expanse—but the center of this realm holds only the Maelstrom, an immense aetherstorm which rages without end. If Astrium ever existed, its magical secrets, and the astral titans that discovered them, have been lost forever.

## Arrival of the Kingdom of Ayris

As the plane between the planes, the Astral Plane is an easy realm for mages to create highly stable portals to. It's also a place where enterprising plane-farers can most easily find new portals to hitherto unknown worlds. Controlling a liminal plane such as the Astral has been the giddy dream of countless empires across history.

About a century before this Fable begins, two mighty nations from different worlds on the Material Plane discovered the secret to creating stable portals to the Aetherial Expanse, the only part of the Astral Plane they could explore by using their naval ships (with mild arcane adjustments) to sail through the aether. Of these two nations, the first to enter the Expanse was the Kingdom of Ayris, a tiny coastal nation on its home world, which prospered as a realm of traders that its warlike neighbors maintained good relations with.

Ayris kept a small naval fleet at home, but protected its homeland with a well-paid mercenary army and an equally well-off navy of privateers. The boldest of these warriors for hire were offered huge sums to enter the Ayrisian mages' portal to the Astral Plane and go on the adventure of a lifetime, guarding Ayrisian settlers, botanists, geologists, and explorers as they hunted for new, valuable resources across the Expanse.





They found this resource in the form of aetherium. Though the aether itself was overflowing with magical power, actually immersing oneself in it for long caused horrific poisoning and quick death. Crystallized aether, however, was stable, nonpoisonous, and easily transportable. Ayrissian mages longed for the substance to advance their experiments, and the kingdom's warlike neighbors all but salivated at its destructive potential.

## Invasion by the Empire of Karel

A scant decade after the Kingdom of Ayris began colonizing the Aetherial Expanse, a new contender entered the scene: the Karelagne Empire. Hailing from another world on the Material Plane, the vast Empire of Karel had likewise discovered the potential of aetherium to enhance its military capabilities and catapult its technology centuries into the future in an instant.

Equipped with a navy that, if mustered in full, could stretch across the horizon uninterrupted, the Karelagne Empire swept across the Astral Plane, and engaged the Ayrissian colonists and their privateer navy in a bitter war that raged for decades—one that ended in a stalemate driven by both war-weary nations' desire to return to hunting for aetherium.



## Rise of the Drakes

The Astral Plane is hostile to mortal life, and no humanoid creature is native to the Expanse. Over the centuries, however, countless people have been lost on its deserted islands, and the spirits of those who die at sea are claimed by the roiling consciousness of the aether. Bodies lost at sea have been known to rise again, inhabited by a restless spirit broken off from the aether's gestalt consciousness. These astral emergents (see the *Aetherial Expanse Setting Guide*) are few in number and have only scattered communities, but they call the Expanse their home—and no one has more right to do so than them.

Defectors were common during the War of the Invaders, as the emergents called it. Many of these defectors took their ships and settled on islands where a handful of emergents had already made their settlements. Defectors and emergents banded together to form pirate crews that harried imperial and kingdom vessels alike for wealth and the resources they needed to survive.

Of these pirates, the most feared was Captain Teruko the Drake, and her ship, the *Drake*, which shared her epithet. The *Drake's* crew settled on an island cluster far from the military encampments of the Kingdom of Ayris and the Karelagne Empire, and declared it a free haven for pirates across the Expanse. Following Captain Teruko's death, her islands were named the Isle of Drakes. And in the decade since the War of the Invaders ended, jobless sailors have flocked to the Isle of Drakes in search of fortune and glory in the only way they know how; sowing death across the sea.

## PIRATES OF THE AETHERIAL EXPANSE

This is a brief summary of the six episodes of this Fable.

### Episode 1: *Treasure of Shipgrave Reef*

A group of shipwrecked sailors must band together to form a makeshift crew, and test their nascent bonds of fellowship against the allure of treasure within Shipgrave Reef.

### Episode 2: *Come Sail Away*

The characters depart Shipgrave Reef and travel to the Isle of Drakes, a pirate haven in the Aetherial Expanse. They can explore its inhabited islands before settling on its citted central isle and using it as a base of operations.

### Episode 3: *The Lost Constellation*

Tensions between the Kingdom of Ayris and the Karelagne Empire heat up as zealots are discovered kidnapping astral emergents for devious experimentation. Gather allies, gather tools from dangerous outposts, and save the day!



## Episode 4: *Lost to the Aether*

The characters become involved in the affairs of the Sistren of the Constellation Isles, and must swim, climb, and cut their way through the Fallen Isles on the hunt for an ancient merfolk palace that contains a world-changing artifact. But not before they tread water with trouble like merrow, angry merfolk, a double-crossing swashbuckler, and more.

## Episode 5: *For Whom the Stars Toll*

The characters learn of an impending apocalypse as the Reaper, an ancient sea witch, starts harvesting souls from across the Aetherial Expanse. After developing symptoms of reaper's curse, the characters must stop her and defeat the true evil behind the scenes.

## Episode 6: *Legends of the Seas*

The Reaper's actions in episode 5 have goaded the power-hungry Karelagne Empire to hunt down a superweapon lost beneath the aether and launch a final assault against the pirates. To stop the empire, the pirates must ally themselves with the Kingdom of Ayris, or all will be lost!

## INTRODUCTION

Episode 1 of this Fable concluded with the characters sailing away from the Shipgrave Reef. This episode details their adventures as they sail to the pirate haven of the Isle of Drakes. The characters can freely explore the Isle of Drakes, discovering resources and befriend potential allies. The ultimate destination is the central isle of Velstarrón Island. One final challenge awaits the characters as their path is blocked by the Shipwreckers, a powerful pirate crew notorious for sinking ships and scavenging their cargo.

## CHARACTER ADVANCEMENT

In this episode, the characters can explore the Isle of Drakes as they see fit and encounter various challenges.

Characters gain a level the first time they complete one of the following objects, and gain another level after completing two more. They can't progress beyond 5th level before the start of the next episode in this Fable.

- Deliver water to Maladell Island from Fosfior Island.
- Resolve the conflict between Mayor Bronson and Vik on Calderé Island.
- Recruit at least two crew members from different islands.
- Reach Velstarrón Island.









## CHAPTER 1: ISLAND BOUND

Having left the Shipgrave Reef, the characters sail toward the Isle of Drakes while acclimating themselves to their new ship and one another. One thing is clear: though they have the means to sail the Aetherial Expanse, they are ill-equipped for its dangers.



## MOTIVATIONS

Now that the characters are in possession of a double-masted schooner obtained at the end of episode 1 of this Fable, they have the ability to traverse the Aetherial Expanse. Because of this, each character must have a reason to set sail toward the Isle of Drakes and experience what it has in store for them. Below are some possible options for motivation.

**Isle of Riches.** The character knows of Velstarrón Island and the Isle of Drakes previously on their travels, and seek opportunities for riches due to its reputation as a haven for pirates.

**Home.** The character lived on Velstarrón Island prior to the events of episode 1 and simply wishes to return home.

**En Route.** The character was already on their way to the Isle of Drakes prior to the events of episode 1.

**Neutral Territory.** Pirates rule Velstarrón Island, rather than Karel or Ayris. If the characters have varying affiliations, the island becomes a logical neutral ground.

**A Curious Chart.** The schooner the characters found in Shipgrave Reef has a sea chart detailing the route from the reef to the Isle of Drakes. Without another clear direction, characters in possession of the chart opt to follow a known route to safe moorings.

## SAILING THE EXPANSE

Though in many respects it resembles a body of water, the Aetherial Expanse differs from the oceans in the Material Plane in several important ways. The most notable difference is that the waves beneath your ship are liquid aether. Liquid aether is lighter than water but more cumbersome to swim through or float in. While creatures float in liquid aether much like they can in water, immersing oneself in the substance for prolonged periods of time can have dire effects.

Much of this information is provided in the Aetherial Expanse Setting Guide, but is reiterated here for convenience, as this is the players' maiden voyage.

## AETHERIAL EXPANSE FEATURES

The Aetherial Expanse has the following features unless otherwise noted.

**Swimming.** Much like water, each foot of movement in aether requires 1 extra foot unless a creature has a swim speed. Characters are also able to use their own force of will to propel themselves through the aether (see "Swimming in Aether" in the *Aetherial Expanse Setting Guide*)

**Prolonged Immersion.** Aether is toxic to most living creatures (see "Aether Poisoning" in the *Aetherial Expanse Setting Guide*). The early stages of aether poisoning set in after a creature has swallowed more than a single mouthful of aether or has spent a number of minutes equal to its Constitution score floating in the aether.

## NAVIGATING THE EXPANSE

Because the Aetherial Expanse has no magnetic poles to speak of, navigating it also differs from traversing the seas of the Material Plane. In lieu of the means available to those elsewhere, sailors navigate by what appear to be stars but are, in actuality, distant portals and other dimensional phenomena that are less predictable than their cosmic counterparts.

## The Four Constellations

Luckily, four clusters of portals resembling constellations aid in navigation. These constellations are the Empress, a crimson collection of portals to the Elemental Plane of Fire; the Hierophant, an azure arrangement of portals to the Elemental Plane of Water; the Chariot, a shining set of portals to the Elemental Plane of Air; and the Hermit, an emerald group of portals to the Elemental Plane of Earth.

**Compasses.** Because of the constellations' connections to elemental planes, compasses made to point in their directions are an integral part of navigation. Instead of the cardinal directions, compasses attuned to a specific element point flameward toward the Empress, waterward toward the Hierophant, airward toward the Chariot, or earthward toward the Hermit. Luckily for the characters, their ship has one such compass attuned airward stored in its captains' quarters. The compass can be attuned to a different direction by spending an hour at work and making a successful DC 15 Intelligence (Arcana) check.

**Ability Checks.** Characters navigating the aether using these constellations, or the compasses that utilize them, use Intelligence (Navigation) to do so. (See the "Navigation and Travel" section in the New Mechanics part of the *Aetherial Expanse Setting Guide*).





## GETTING TO KNOW THE SHIP

Having acquired their ship recently, allow the players time to acclimate themselves with their vessel, as well as its capabilities and limitations. Though this episode does not delve into crew, mettle, and supplies, the players should be aware of them for the episodes to come.

The ship's statistics, as well as its ship sheet—this vessel's equivalent of a character sheet—are described in greater detail in the New Mechanics part of the *Aetherial Expanse Setting Guide*. What follows are the most important things for you to know starting off your journey; be sure that you and your players familiarize yourselves with the setting guide and its new mechanics for more details about how to sail a ship and do battle.

**Name.** The ship found at the end of episode 1 was cobbled together from six different ships whose names are present somewhere on the hull (AMS *Storm Rider*, AMS *Trade Wind*, *Gambit*, *Heroes' Welcome*, INS *Hellion*, and INS *Thunderbolt*). The characters can select one of these names or choose a new name if they desire.

**Type.** The ship is a schooner, a two-masted sailboat commonly found in the Aetherial Expanse

**Size.** The ship is Small.

**Hit Points.** The ship has 12 hit points.

**Mobility.** The ship has high Mobility.

**Speed.** The ship has a speed of 4 knots.

**Weapons.** The ship has five slots for weapons on both the port and starboard sides. However, it does not currently have any weapons.

## CREW

The ship does not have any crew besides the characters and any non-player characters accompanying them from episode 1. This is a problem as they do not have enough people to handle ship-to-ship combat and properly maintain seaworthiness.

## Officers

Officers are the people aboard the ship with skills directly tied to the operation of the ship and the well-being of its crew. There are ten specific officer stations, the first five being vital to keep the ship functional.

**Captain.** The captain makes major decisions aboard the ship and leads the crew.

**First Mate.** The first mate is a second-in-command who assists the captain and takes over leadership duties if necessary.

**Quartermaster.** The quartermaster tracks supplies and divvies up treasure. They also act as a tiebreaker if the captain and the first mate disagree.

**Navigator.** The navigator charts courses through the aether and directs the ship toward its destination.

**Helmsman.** The helmsman stands behind the wheel, maneuvering the ship through the aether.

**Boatswain.** The boatswain oversees ship maintenance and day-to-day tasks. Without a boatswain, the ship's speed is reduced by 1 knot.

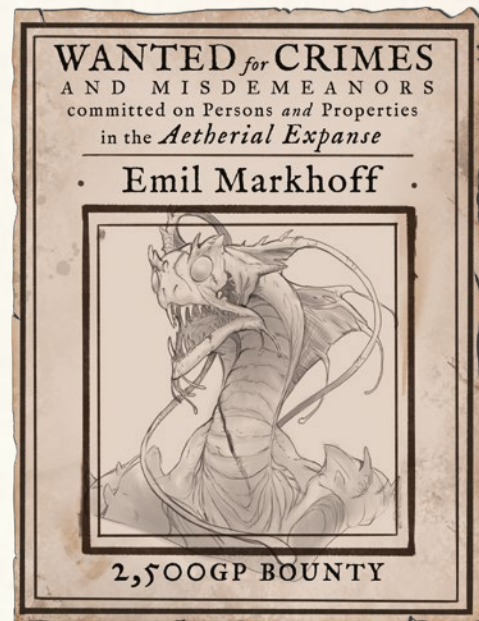
**Cook.** The cook prepares meals and is integral to morale.

**Surgeon.** The surgeon treats injuries and ailments aboard the ship.

**Carpenter.** The carpenter makes repairs to the ship.

**Master Gunner.** The master gunner maintains the ship's armament and oversees their use during combat.

**Starting Ranks.** Each character starts with 2 officer ranks, either both in one station, or 1 rank in two stations that lines up with their backgrounds and character concepts. If an ability check is relevant to a specific officer station, that character can add their rank as a modifier to the roll.



## NON-PLAYER CHARACTER OFFICERS

It is possible that non-player characters from episode 1 are also aboard, each with their own set of skills beneficial to filling out the ship's officer ranks. Like the characters, these non-player characters have 2 officer ranks that should be allocated to stations that the characters are unable to cover. If unsure what ranks to give them, use the following suggestions.

- **Amil Markhoff.** 2 ranks in the captain, carpenter, and quartermaster roles
- **Captured Karelagne Sailors.** 1 rank in a role of the GM's choice; be generous and help fill roles aboard the ship that aren't covered by the characters



## Unranked Crew

Unranked crew are crew members who don't hold officer positions. The specific duties of each unranked crew member on the ship are unimportant, but they collectively do invaluable work.

Currently, the ship has no unranked crew members, unless a character does not want an officer or specialist position. This means the ship is barely functional and not at its full capability. If they bring the ship into combat with another ship, it is doomed to sink.

**Maximum Crew.** The ship can have a maximum of thirty-two unranked crew members. When at its maximum, the ship's speed increases by 1 knot.

**Skeleton crew.** can only function when it has at least 16 unranked crew aboard. Since they don't have this many crew aboard, they'd best try to avoid ship combat: their ship can only take part in one phase during each round of ship combat—either Movement, Attack, or Status.

The ship can hire up to 3d6 willing and able crew per day at a port or town like Velstarrón, Calderé City, or Fosfior Town. Each hired unranked crew takes 1 gp wages per month of service.

## REPUTATION

As the characters do deeds, their reputation grows. And, depending on their actions, this reputation evolves and

changes. Different people and places respond to different reputations in various ways.

Reputation is tied to the flag the ship flies. The text of this episode states when reputation increases and shifts, but characters are also likely to take unexpected actions that might affect their reputation. Following are examples of when characters might gain 1 point of reputation.

**Good.** Accepting surrender, responding to calls for help, taking from the rich and giving to the poor.

**Evil.** Ignoring surrender, attacking civilians.

**Lawful.** Honoring a deal, obeying a chain of command.

**Chaotic.** Evading the law, attacking under a false flag.

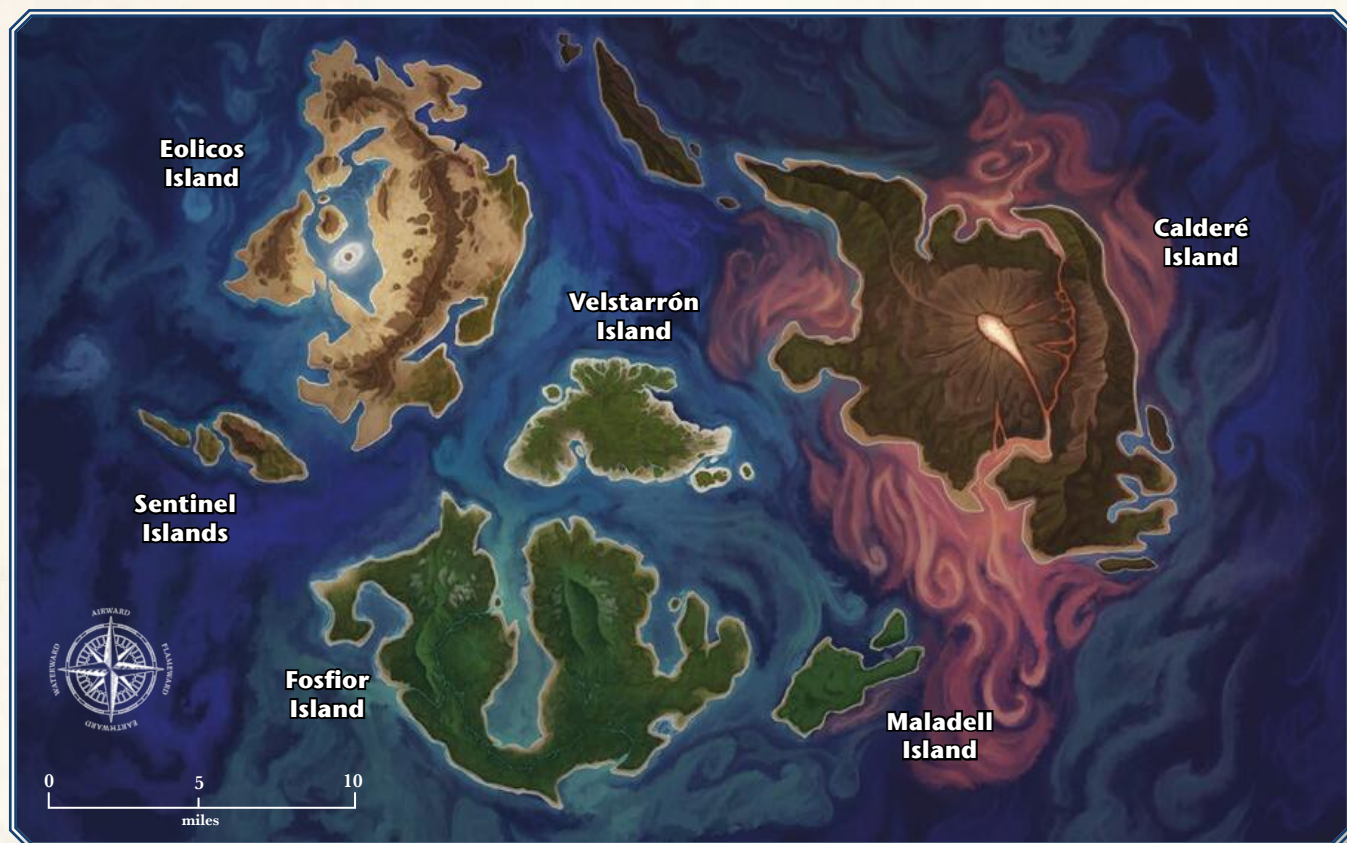
## SUPPLIES

Supplies are required to keep the ship and its crew functional. Characters can seek out these supplies as they journey toward Velstarrón Island.

**Grub.** Grub, a measure of the ship's supply of food and fresh water, is vital for crew members' survival. For the purposes of this episode, the ship has enough grub to sustain the characters until they get to Velstarrón Island.

**Grog.** Alcohol stocked on the ship is called grog. It's important for crew morale, but the ship currently has none.

**Gear.** Gear represents the components necessary to repair the ship if it takes damage. The ship currently has none.



## BON VOYAGE

Though they have already been at sea for some time, this marks the start of the crew's first voyage.

Voyages are separated into travel legs, which are dictated by the more predictable wind routes Created by permanent air portals in the Aetherial Expanse. In this case, one travel leg is needed to reach the Isle of Drakes.

At the start of the travel leg, the ship's navigator must make a DC 12 Intelligence (Navigation) check. On a failure, refer to the Travel Complications table in the "Navigation and Travel" section of the *Aetherial Expanse Setting Guide*. Note that the navigator can turn a failed check using the Navigation skill into a success a number of times equal to their rank.

### NO CASUALTIES

The Travel Complication table assumes that the characters have already established a crew for themselves, including unranked crew members, and have grog and grub at their disposal. At this stage, the characters most likely have none of those things. For now, reroll any complications that involve casualties or spending supplies.

## SMOOTH SAILING

Once any complications have resolved, read or paraphrase the following:

*With wind in its sails, your ship glides through the aether toward the Isle of Drakes. Soon, the Shipgrave Reef is but a distant memory, and the horizon beckons.*

The rest of their journey is relatively uneventful. However, the Aetherial Expanse is never truly dull. Roll or choose an option from the Astral Phenomena table twice over the course of the voyage.

Unless they have already arrived there, following their second Astral Phenomena encounter, the characters spot the Isle of Drakes in the distance.

### ASTRAL PHENOMENA

D10	ENCOUNTER	D10	ENCOUNTER
1	Don't Bank On It	6	Bounty of the Sea
2	A Sudden Breeze	7	A Little Light Rain
3	Making A Splash	8	Saintly Fire
4	Beasts In the Water	9	Pillar Of Hope
5	Ships That Pass	10	A Breath of Fresh Air

**Don't Bank On It.** With a sudden rumble, a rock formation rises out of the aether directly in the path of the ship. The helmsman must make a DC 15 Dexterity saving throw (adding their ranks in helmsman as a modifier) or the ship crashes into it, taking 1d4 points of damage.

**A Sudden Breeze.** A portal to the Elemental Plane of Air opens ahead of the ship and releases a strong wind, threatening to knock the ship off course. Unless the portal is circumvented with a successful DC 15 Intelligence (Navigation) check or similar solution, the wind blows the ship in another direction. In order to get back on course, the navigator must succeed on a DC 12 Intelligence (Navigation) check. On a failure, roll on the Astral Phenomena table.

**Making A Splash.** Above, a portal to the Elemental Plane of Earth opens, and a boulder plummets from it. With a splash, it falls into the aether, sending ripples outward which threaten to tip the ship. Each character must make a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) to avoid being flung overboard and landing 30 feet away from their ship; a character must make a DC 13 Constitution saving throw to grab a breath before being plunged beneath the aether.

**Beasts In the Water.** The characters sail through the hunting grounds of four **aetherwolves** (see appendix A). These creatures do not immediately attack, instead regarding the ship with curiosity. However, if the characters do anything to aggravate the aetherwolves, or linger longer than necessary, the beasts attack the ship to protect their territory.

**Ships that Pass.** Another ship sails past the characters. Characters with a passive Wisdom (Perception) score of 13 or higher notice that there doesn't seem to be any crew on board. If they choose to investigate, they find that the boat is in fact a **ship mimic** (see appendix A) intent on eating them.

**Bounty of the Sea.** In the distance, a bag of holding ruptures, scattering its contents into the aether. If the characters choose to investigate, most of the contents have already sunk into the aether. A **xorn** with a swim speed of 30 feet. The xorn is made out of pumice and is actively eating the remaining contents of the bag. A barrel of rum, worth 1 grog, floats nearby.

**A Little Light Rain.** Overhead, a portal to the Elemental Plane of Water opens, and rain falls upon the ship. Fresh water worth 1 point of grub can be collected before the portal closes.

**Saintly Fire.** For a few moments, multicolored fire from the Elemental Plane of Fire dances across the sky in a beautiful show. Each character gains a point of inspiration.

**Pillar of Hope.** Accompanied by tremors, a 15-foot diameter pillar of rock emerges from the sea nearby, acting both as a landmark with which the characters can orient themselves, and a platform on which they can stretch their legs.

**A Breath of Fresh Air.** Behind the ship, a portal to the Elemental Plane of Air opens and causes a brief gust of wind that pushes the ship forward. This is enough to immediately get the characters within sight of the Isle of Drakes.



## LAND HO!

When the characters reach the Isle of Drakes, read or paraphrase the following.

*The scattering of islands known as the Isle of Drakes is unmistakable. Consisting of an eclectic grouping of islands of myriad environments from jungle to volcanic—the one unifying feature is the white sand of its beaches.*

*On the horizon lies the pirate haven known as Velstarrón Island. From this distance, you can't make out much, but the island beckons you, nonetheless.*

Unless the characters have managed to obtain more grub during their voyage, once the characters arrive at the Isle of Drakes, the supplies of food and water onboard have run low. Though they still have enough to sustain themselves until they get to Velstarrón Island, more grub must be obtained if they want to set out on another voyage.

With multiple islands in their sights, the characters are able to sail toward whichever one strikes their fancy (see “Any Port”). However, if they are interested in going straight toward Velstarrón Island, they are met with resistance.

## ANY PORT

The characters must determine what island they wish to head toward first: Maladell, Fosfior, Calderé, or Velstarrón Island.

### MALADELL ISLAND

*Maladell Island is covered in vibrant greenery, with a number of wooden buildings peeking out through the trees. At the island's heart, a massive tree towers over the rest of the landmass.*

*An osprey swoops away from the island and slowly circles your ship.*

Maladell Island is home to the pirate crew known as the Aesphodel.

If the characters choose this island, proceed to chapter 2 of this episode.

### FOSFIOR ISLAND

*A large island looms, shrouded with thick jungle. Glowing lights emanate from within its brambles.*

*A merchant ship departs from the island's small port.*

Fosfior Island is home to a predominant source of water. If Tiberius the Bear is with the characters (see chapter 2), he insists they head for Fosfior.

If the characters choose this island, proceed to chapter 3 of this episode.

### CALDERÉ ISLAND

*The Isle of Drakes is lit by the bright aether vapor hanging in the sky above a volcano on this large island.*

*This glow illuminates a substantial city made of gray stone standing closer to the coast.*

Calderé is a large island with a city constructed from stone on its surface and an active volcano at its heart.

If the characters choose this island, proceed to chapter 4 of this episode.

### VELSTARRÓN ISLAND

Velstarrón is an island at the center of the Isle of Drakes and a veritable hub of activity where pirates make their name.

If the characters choose this island, and have not encountered Charleston and the *Apocalypse* yet, refer to “None Shall Pass,” below.



## NONE SHALL PASS

If the characters hope to reach Velstarrón Island, they are unable to do so without a fight. As a clearly new crew, they have drawn the attention of local pirates. In particular, the Shipwreckers (or Wreckers for short), have set their sights on them.

A crew specializing in sinking ships—particularly privateer, bounty hunter, and unauthorized merchant ships—the Shipwreckers defend the isles without mercy.

*Beyond the coast of a volcanic island, a domineering ship sails in your direction, pirate flag flying proudly from its mast. The sheer size of the vessel blocks your path to Velstarrón Island. The pirate ship slows to a halt as it nears your ship, and a half-elf in an elaborate coat with gleaming brass buttons and tricorne hat steps up to the prow and peers down at you.*

If the characters attempted to get near the Shipwrecker Fort on Calderé Island (see “Shipwrecker’s Fort” in chapter 4 of this episode), the captain is annoyed but intrigued by the characters.

*“What do we have here?” he says tauntingly. “Why if it isn’t the crew who strayed a little too close to my fort. How interesting.”*

Otherwise, he is curious and excited

*“What do we have here? Or rather, who do we have here?” he asks smugly.*

## CHARLESTON KRIEGLER

Charleston (CN, male half-elf **bandit captain**) embodies everything that makes a pirate. This image is completed by his confident and ruthless personality. A prideful and vicious man, he delights in the power he has accrued over the years and isn’t afraid to show it. The characters just so happen to be his latest victims. He is melodramatic and loves to make a show out of everything.

## THE SHIPWRECKER’S CHALLENGE

Once introductions have been made, read or paraphrase the following:

*“Welcome, my new friends, to the Isle of Drakes!” Charleston opens his arms, as if presenting the isles to you. “There’s so much to see and do here.” He lowers his arms. “But I’m afraid that if you’re interested in Velstarrón Island, I can’t just let you pass. No, you see, I am the captain of the Shipwreckers. I simply cannot let a ship escape like that. Yes, if you want to get to Velstarrón Island, you’ll have to race the *Apocalypse* here.” He pats the prow of his ship lovingly. “If you manage to drop anchor before I catch you, you’re free to do as you please! But if me and my crew catch you ... well let’s say we’re not called the Shipwreckers for nothing.” He laughs, a merry but merciless laugh.*

## The Chase Is On

If the characters accept Charleston’s challenge, proceed to “Challenge Accepted,” later in this chapter.

## Turning Back

If the characters choose not to venture toward Velstarrón Island and instead head toward one of the other islands, Charleston happily allows them to turn back. Excited at the prospect of the characters making his initiation ritual more difficult, he offers information on the islands so they can make better informed decisions.

**Fosfior Island.** A large island covered entirely by jungle. Charleston admits it is highly dangerous, but it is also the best source of fresh water in the whole Isle of Drakes.

**Maladell Island.** A small island inhabited by the Aesphodel, a pirate crew entirely composed of druids who maintain a fruit and vegetable garden. A successful DC 12 Wisdom (Insight) check reveals that Charleston isn’t particularly fond of the *Aesphodel*, but he finds them insignificant and therefore does not give them any further thought.

**Calderé Island.** The largest island, famed for the volcano at its center. It boasts a city from which the characters can buy everything from food to handheld firearms—a rarity in the expanse. He is clearly fond of this island.

Charleston and his ship depart, leaving the characters to themselves.

The islands of the Isle of Drakes are close enough to one another that the characters needn’t worry about travel legs and navigation while traveling between islands.



## CHALLENGE ACCEPTED

After agreeing to participate in the Shipwrecker's initiation, the characters sail toward Velstarrón Island chased by the *Apocalypse*, a terrifying man o'war known to destroy other ships without mercy.

The stakes are clear: reach Velstarrón Island or end up with a wrecked ship.

Charleston claps his hands gleefully before turning to the rest of his crew to get the ship ready. Read or paraphrase the following:

*Slowly but surely, the Apocalypse moves to the side, allowing you to sail past it. "Good luck!" Charleston yells toward you gleefully.*

## BASIC PURSUIT MECHANICS

Pursuit sequences have their own associated mechanics. Below are the basic concepts that characters should be aware of when going forward.

**Escape Timer.** Represented by a d6 in this instance, the escape timer measures how many rounds the characters have until they reach their destination, in this case Velstarrón Island.

**The Gap.** Starting at eight tokens, the gap represents the distance between the two ships. The characters want to increase this gap while Charleston wants to decrease this gap.

**Initiative.** Instead of rolling for initiative, the ship with the highest speed always goes first.

**Ship Actions.** During pursuit, characters do not have individual turns and instead must work as a team when it is their ship's turn.

## THE APOCALYPSE AND YOU

The *Apocalypse*, the vessel of the Shipwreckers, is a massive man o' war, more formidable than the character's ship in every regard except for maneuverability. With a speed of 9 knots, it is capable of closing the gap between it and the characters in an instant. However, because Charleston is toying with the characters during this pursuit, in this instance the ship only uses 4 knots of speed.

The character's ship has a speed of 3 knots, which is further reduced to 2 knots if they do not have a boatswain, and is minuscule compared to the *Apocalypse*. If the characters are clever, their much smaller size can be used to their advantage.

## THE RACE TO VELSTARRÓN

The *Apocalypse* doesn't immediately pursue the characters' ship, giving them a head start that starts the gap between them at 8 tokens (see "Basic Pursuit Mechanics," earlier in this section).

After a few moments of sailing, it seems that maybe Charleston was bluffing or lying. Suddenly, however, the *Apocalypse* unfurls its mainsails and speeds toward them, beginning the pursuit.

## Closing the Gap

At the start of each round, the *Apocalypse* takes tokens equal to their speed out of the gap, while the characters add tokens equal to their speed back into the gap. These represent the distance between the ships and how they close in or widen. When this gap is reduced to zero, the *Apocalypse* has caught up to the characters.

## A Strange Shanty

The crew of the *Apocalypse* sing a sea shanty as they chase down the characters' ship. When the gap is two or fewer, the ship is close enough for the characters to hear them sing the following refrain:

*"So, say no farewells, for we'll none go alone  
When sweet lady death calls us all to her home."*

## The Apocalypse's Turn

Once the *Apocalypse* starts moving, it fires its cannons toward the characters' ship in a menacing but harmless fashion. Charleston knows all too well that were he to do anything more than that, the characters' ship would be destroyed instantly.

## The Characters' Turn

On the characters' turn they are free to figure out how they want to increase the gap between them and the *Apocalypse*. Since this is their first time in a ship pursuit, show them the "Ship Actions" section in the "New Rules" chapter of the pursuit rules in the *Aetherial Expanse Setting Guide*.

Since the characters likely have little in the way of shipboard gear, listen to whatever improvised ship actions they have to come up with, and reward their creativity.



## Hazards

On turns 2, 4, and 6 of this pursuit, a hazard appears that could harm the characters' vessel if they fail to avoid it. However, if they manage to avoid it, they can use their ship action to turn it to their advantage and waylay the *Apocalypse's* pursuit. The characters' captain must decide if they want to try and avoid the hazard or plow straight through it. With their small ship, they would be better off avoiding it.

As described in the "Hazards" section of the "New Rules" chapter of the *Aetherial Expanse Setting Guide*, each hazard has a Dodge DC, an Avoidance Penalty if the helmsman fails to dodge the hazard, and a Hit Penalty if the helmsman hits the hazard, either accidentally or on purpose.

These hazards are as follows:

**Turn 2: Aetherplume.** One of the *Apocalypse's* cannon shots ignites a pocket of elemental fire within the aether, creating a 30-foot-tall plume of burning aether. Regardless of the result of the characters' check, the *Apocalypse's* speed is reduced to 0 for one turn as the bulky man o' war slows nearly to a halt to navigate around the aetherplume.

- **Dodge DC:** 12
- **Avoidance Penalty:** -2 Speed
- **Hit Penalty:** 1 damage, and each crew member above deck are assigned a casualty, likely causing them to become stricken or perhaps dead (see "Casualties" in the "New Rules" section of the *Aetherial Expanse Setting Guide*).

**Turn 4: Pod of Aether-whales.** Up ahead, a pod of aether-whales slowly swims perpendicular to the chase, blocking the way directly forward. Regardless of the result of the characters' check, the *Apocalypse's* speed is reduced to 0 for one turn as the less maneuverable man o' war waits for the pod to pass instead of trying to move around it.

- **Dodge DC:** 10
- **Avoidance Penalty:** -3 Speed
- **Hit Penalty:** 3 damage

**Turn 6: Draco's Reef.** A reef known as Draco's Reef surrounds Velstarrón Island, threatening to rip the hulls from ships crewed by those unfamiliar with these waters. Regardless of the result of the characters' check, the *Apocalypse's* speed is reduced to 0 for one turn as the man o' war slows down to avoid having its larger hull being damaged by the reef.

- **Dodge DC:** 16
- **Avoidance Penalty:** -3 Speed
- **Hit Penalty:** 4 damage

## APOCALYPSE NOW

If the characters' ship is reduced to 0 hit points, it is disabled and can't move, allowing the *Apocalypse* to catch up despite Charleston holding back. He is disappointed by their failure.

Read or paraphrase the following:

*"What a shame. Here I thought we had a promising new crew in our midst." Derision drips off Charleston's every word. "I guess I was mistaken."*

If the ship was reduced to 0 hit points, read or paraphrase the following:

*"It's such a shame you wrecked your own ship. I can't believe you took that pleasure away from me." Then, he barks out a coarse laugh. "Come back next time with a sturdier ship!" With that, he shouts an order to his helmsman and the Shipwreckers start to sail away.*

Otherwise, if the *Apocalypse* caught up to their ship, read or paraphrase the following:

*"But that means I'll get to sink your ship!" Charleston claps his hands gleefully before turning to his crew and yelling orders. The *Apocalypse* lurches forward, ramming its bow into your ship.*

Each character must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Regardless of the result, they plunge into the aether as their ship is destroyed.

*Satisfied, Charleston looks down at you again. "Come back next time with a sturdier ship!" he says with a laugh. With a few more orders from him, the *Apocalypse* begins to sail away.*

Shipless, the characters are left stranded in the Aetherial Expanse (see "Aetherial Expanse General Features" in chapter 1 of this episode). Though it is possible for the characters to swim to any of the islands, swimming to Velstarrón Island is their best chance at getting a new ship.

A **swarm of quippers** prowls this area, hungry for blood. These creatures are aetherbeasts and have an additional action.

**Aethercasting.** The swarm of aetherbeasts can cast the following cantrips once per day each: *acid splash*, *eldritch blast*, *poison spray*



## SAFE HARBOR

Once the escape timer reaches zero, the characters make it to Velstarrón Island can dock their ship without fear of being chased down further.

Shortly after, the *Apocalypse* also docks, and Charleston disembarks to congratulate the characters. He is exceedingly upbeat for someone who, mere moments ago, was pursuing them. To him it was all a game, and a show of power, and that there should be no hard feelings.

However, Charleston is generous enough to offer the characters a gesture of goodwill: paying for their rooms at the local Crow's Nest Inn for a week, as well as a round of drinks at the Seven Star Tavern. And while he does not pay for anything else, he invites them to explore the various shops and services available.

## CHARACTER ADVANCEMENT

Characters gain a level once they reach Velstarrón Island, provided that they aren't already 5th level.

## VELSTARRÓN ISLAND

Unlike the other larger islands in the isle, Velstarrón Island is completely controlled by pirates and is therefore a haven for those who would call themselves as such. Velstarrón Island boasts protection from Karelagne and Ayrissian privateers and bounty hunters, and is the best place to trade ill-gotten goods. Its reputation also means it is a great place to find new crew members and get supplies.

The catch: Because Velstarrón Island is the central hub for pirates in the area, it is also the center of all of the political tensions of all the nearby pirate crews. And though Velstarrón Island is run by pirates, those pirates only begrudgingly work together while they plot ways to overthrow one another.

Despite the underlying political strife, it is nonetheless the best place for a pirate crew to be in the isles, especially for crews who want to make a name for themselves.

## DOWNTIME IN VELSTARRÓN

Once characters are safely on Velstarrón Island, they are free to explore during their downtime as they recover from the challenges of their travels here. The pirate haven that it is, Velstarrón Island has everything they need.

## ACCOMMODATIONS

Unless the characters lost Charleston's challenge, he has paid for the crew's stay at the Crow's Nest Inn for a week, including breakfast and dinner. Characters are free to take Charleston up on his offer, go elsewhere, or stay aboard their ship. However, doing so means that they don't have to worry about acquiring food for a good few days.

### The Crow's Nest Inn

This inn is owned by Raven, a person resembling a humanoid corvid with black feathers shimmering with the iridescence of aether. They are capable of speech, though it comes out like squawks. No one is sure if they always looked how they do, though the predominant theory is that they were a pet crow that got transformed by the aether.

Embracing the inherent novelty of a pirate-run island, this inn's design is heavily inspired by ships, with an outside seating area resembling a main deck, and the actual rooms resembling boat cabins. True to its name, a crow's nest serves as a circular balcony atop the building, allowing residents to gaze at the rest of Velstarrón as well as the rest of the Isle of Drakes.

All things considered, it is a fairly humble establishment, and characters can maintain a modest lifestyle while staying here. Though not the cheapest inn in the area, it is by no means extravagant. However, it offers two meals a day, breakfast and dinner, and a place to rest that isn't on the aether. It is also located near various shops, as well as the docks.

Rooms are 1 gp a week.

## REVELING AND RECRUITING

Characters looking to unwind and have a drink are able to do so at any number of taverns in the area. However, the fanciest, and the one that Charleston promised drinks at, is the Seven Stars Tavern.

### The Seven Stars Tavern

While the Seven Stars Tavern earned its name from the miniature suns orbiting around its interior, this tavern's claim to fame is more than these beautiful lights. It is best known for the illusory map of the Aetherial Expanse above the bar which constantly shifts as it adapts to the conversations of its patrons. This tavern is also beloved enough that famed pirates donate doors and hulls to furnish the place.

**Drinks.** The tavern's drinks menu matches its aesthetic with drinks such as the moon whiskey, which seems to have stars swirling within it, and the sunspot, which has a tiny crystal imbued with elemental fire at the bottom.

**Recruitment.** Full of all sorts of pirates, this tavern is an opportune place to find new ranked crew members.

Finding potential crew members takes five days and 20 gp in expenses for each crew member recruited. If the captain is recruiting, they reduce the number of days needed by their captain rank. The character recruiting must make a special Charisma (Investigation) check, comparing the result to the Recruitment table.

## RECRUITMENT

CHECK TOTAL	RESULT
1-5	Character makes another pirate crew angry by trying to recruit one of their best crew members
6-12	Character can't find any crew members
13-15	Character recruits one crew member
16-20	Character recruits three crew members
21+	Character recruits five crew members

Once a character has made this check, select the number of potential recruits from the Pirate Wanted Posters table in the "Crew" section of the *Aetherial Expanse Setting Guide*. The characters can negotiate with each pirate on a hiring price (see the Haggling Price table in the same section). The pirate joins the character's crew if they pay the negotiated hiring price.

## REPAIRS AND UPGRADES

Given that it is home to many pirates, Velstarrón Island is well equipped to repair and even upgrade ships.

### Wrights and Wrongs

Right by the docks, this large warehouse serves as a workshop for ship repairs and modifications, as well as new ship construction. For the right price, various ship upgrades and improvements can be purchased and installed here.

It is owned by Anka (NG, male dragonborn), a blue dragonborn with four arms that shimmer with an aetherial pattern. If anyone asks about his arms, Anka laughs heartily, comments on how useful they are, and changes the subject.

Wrights and Wrongs is a proud member of the Drake Shipwright Union, a unionized group of shipwrights across the Isle of Drakes. See the *Aetherial Expanse Setting Guide* for information on its services and prices.

## SHOPPING

With plenty of ships bringing various wares to Velstarrón Island, it is well stocked with shops that sell everything that a pirate needs.

### Steel for a Steal

With its red wooden walls lined with all kinds of firearms, and with various types of ammunition available, this shop has everything that characters need when it comes to guns provided that they don't want anything magical. See the *Aetherial Expanse Setting Guide* for information on its services and prices.

The owner is Hamelyn Ferralon (lawful evil, male elf **bandit captain**), a former chief gunner who was expelled from his ship's crew for excessive discipline. Hamelyn is also able to repair damaged firearms, though he can't make them himself.

### Remy's Doghouse

Owned by the titular Remy, this green and blue shack serves as a general store. However, it does not stock a standard inventory of useful supplies. Instead, it is full of strange and unusual items that pirates have traded to Remy over the years. In exchange, Remy asks for gold, information, or items equally as intriguing.

Remy is a peculiar-looking person, resembling a bipedal aetherbeast with four horns, fox ears, a bull's snout, and yellow eyes. No one is sure if Remy always looked that way or if they were transformed by the aether.

See the *Aetherial Expanse Setting Guide* for information on its services and prices.

### Arcane Acquisitions

A welcoming shop with an interior themed after Material Plane oceans, Arcane Acquisitions sells all kinds of magical items that have made their way into their shelves. Some were created and sold through more conventional means, while others were acquired through combat. How they got into the shop is of little interest to its owners, just that they are able to be sold and that a notorious pirate crew won't be after them for selling what is rightfully theirs.

The owners are a pair of elves (NG, acolyte), Min and Max. They are identical twins of ambiguous gender with unique nebula-patterned scarring all over their bodies as a result of severe aether poisoning they suffered as children.

See the *Aetherial Expanse Setting Guide* for information on its services and prices.

### Spitz's Remedies

An elegant and clean shop specializing in healing injuries and ailments such as aether poisoning.

The shop is owned by Master Archifelt Spitz, an aging, grandiloquent human apothecary. He dislikes questions of his background, threatening to ban the overly curious from the shop. However, Spitz genuinely cares about those who need healing and does their best to help.

See the *Aetherial Expanse Setting Guide* for information on its services and prices.









## CHAPTER 2: MALADELL ISLAND

The byproduct of an herbalist's bag of holding rupturing many years ago, Maladell Island is a small island covered in plants from the Material Plane that have since adapted to living in the Astral Plane's otherworldly environment.. These plants are carefully tended to by the Blood Lilies, a pirate crew composed entirely of druids.

Maladell Island's most notable feature is the gigantic tree at its heart, a fort from which the Blood Lilies defend the island and surrounding with their fearsome ship, the *Aesphodel*.



## ARRIVAL AT MALADELL

The characters can approach Maladell from its docks, or attempt to drop anchor elsewhere.

### MALADELL DOCKS

If the characters dock on Maladell Island, read or paraphrase the following:

*The island's docks comprise a simple series of wooden piers jutting out into the aether. The only ship currently anchored there is a large galleon of neither Karelagne nor Ayrissian make. Instead, it appears to be constructed out of a series of closely knit together trees and roots.*



Once the characters dock, four members of the Blood Lilies emerge from their homes on the island and approach with much curiosity. These crew members use **bandit** statistics with the addition of the *druidcraft* cantrip. The commotion draws the attention of their captain and first mate (see “Friendly Intentions” later in this chapter).

### AN ALTERNATIVE ANCHORING

If the characters choose to not use the docks, read or paraphrase the following:

*The island's sides are rocky and jagged, some areas slippery with moss. From atop the island, figures peer down warily through the trees.*

*A tall tiefling woman steps toward the edge and looks at you. “Friend or foe?” she asks.*

This woman is Hazel (N, female tiefling **druid**), the first mate of the *Aesphodel*.

### Friend

If characters genuinely intend on being friendly to these people, and convey this, read or paraphrase the following:

*The woman raises an eyebrow, eyeing you suspiciously. “If that is so, why not use our docks? You are welcome to anchor there.”*

An honest character must make a successful DC 15 Charisma (Persuasion) check to convince Hazel to let them anchor elsewhere. Otherwise, she questions their intentions, and if they are really friends. She warns them that she and the other people around her are unafraid to fight.

### Foe

Characters with more malicious intent must make a successful DC 15 Charisma (Deception) check to convince Hazel that they are friendly. Otherwise, she sees through their lies.

Characters attempting to scale the sides of the island must make a successful DC 18 Strength (Athletics) or Dexterity (Acrobatics) check or plummet into the aether below.

Hazel fights alongside four *Aesphodel* crew members that use **bandit** statistics with the addition of the *druidcraft* cantrip. A round after combat begins, **Almond** (N, nonbinary gnome; see appendix A) and **Tiberius the Bear** (NG, male human; see appendix A) join the battle.

## HOSTILE INTENTIONS

Maladell Island is home to around forty inhabitants, all pirates capable of fighting (see “The People of Maladell Island”), meaning that any characters intending on taking over Maladell Island or at least ransacking it are met with fierce resistance.

However, characters who, against all odds, manage to plunder the island acquire 30 grub and 24 grog, more than enough to fill their sloop’s capacity entirely. Furthermore, they are able to use the island as their own base.

## FRIENDLY INTENTIONS

The pirates of the *Aesphodel* are kind to anyone who shows them kindness and welcome such characters with open arms onto the island. However, they are still pirates, and by no means naive. Even at their most hospitable, they never truly drop their guard.

### CAPTAIN ALMOND

Once the characters set foot on the island, read or paraphrase the following:

*As word travels of your arrival, a stocky forest gnome with a wooden leg steps forward, arms outstretched warmly. “Welcome to Maladell Island,” they say. “What can the Blood Lilies, crew of the Aesphodel, do for you, strangers?”*

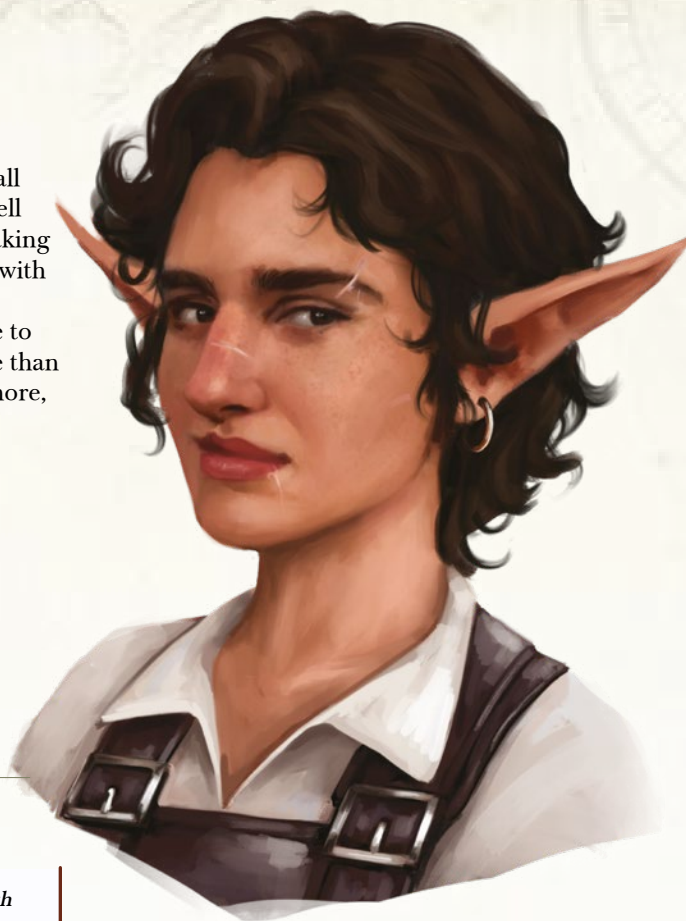
**Almond** (N, nonbinary gnome; see appendix A) is both the Aesphodel’s captain and an expert woodshaper, knowing how to coax plants to best suit their needs. Cheerful and welcoming, they personally have no problem with people unless other people have a problem with them and their crew. Almond is by no means ignorant of the dangers posed by other pirates, they simply prefer to give people a chance to prove themselves. In addition, they trust their crew, especially the more wary Hazel, to keep an eye out.

### FIRST MATE HAZEL

If the characters haven’t met Hazel yet, read or paraphrase the following once the characters have introduced themselves to Almond:

*A tall tiefling woman standing near Almond narrows her eyes behind her spectacles with the utmost scrutiny. Almond smiles, oblivious to the tiefling’s harsh gaze. “Oh! And this is my first mate, Hazel!” Hazel nods curtly in greeting.*

Contrasting with the more friendly Almond, Hazel (N, female tiefling **druid**) is highly suspicious, trusting few people. While the characters are on Maladell Island, Hazel watches their every move.



### FIRESIDE CHAT

Once Almond has introduced themselves and Hazel, they invite the characters to share a meal with the other Blood Lilies, and exchange stories.

*“We’d love to get to know you all better over a meal,” Almond says brightly. “Maybe share a story or two? I’m sure you all have interesting tales to tell. It’s never boring on the Aetherial Expanse, after all.”*

Characters are free to decline Almond’s invitation, in which case read or paraphrase the following:

*“I understand.” Almond nods, surprised but accepting. “Feel free to explore our island. If you need anything, we are open to trade.”*

If the characters accept, read or paraphrase the following:

*Almond clasps their hands together. “Wonderful! Please make yourselves at home around our fire pit.” They gesture toward a smoldering fire pit in the center of a circle of huts further into the island. The fire pit is surrounded by a ring of benches that seem to be made from still-living wood contorted into suitable shapes.*



Provided the characters do as they say, Almond gathers their crew. Once everyone has made themselves comfortable, read or paraphrase the following:

*A large burly human man approaches the fire pit carrying apples and vegetable skewers, as well as a jug of fruit juice. He smiles as he offers them to you. "Please, eat and drink as much as you want. What's ours is yours."*

Once the characters have accepted or declined the offered food and drink, Almond thanks the man, calling him Tiberius. Tiberius sits down himself.

## Storytime

Almond and the rest of the Aesphodel eagerly listen to any stories the characters have to share. In exchange, Almond tells them about the Aesphodel, and the dreams uniting them.

*"Let me tell you more about us and what led us into the Astral Plane," Almond says. "Once upon a time, we all lived in disparate planes of existence, practicing our druidic magic independently. But we shared one thing in common: we all dreamed of the Aetherial Expanse. For some, it was the aether with its strange beasts and uncanny currents. For others, it was an island." Almond glances over to a drow woman. "Cozmara here says she saw a submerged city in her dreams. Whatever we saw, it was enough to convince us to journey here. We're not sure what it all means—but I believe that reason will reveal itself in time, and until then, we've at least found one another."*

Once everyone eats and drinks their fill, and have shared all the stories they desire, the fireside gathering begins to disperse, though some pirates linger, open to talking more with the characters. Of particular note are Tiberius, the pirate responsible for bringing food and drink to the gathering; and Cozmara, the drow pirate mentioned by Almond to have had dreamed of a submerged city.

## TIBERIUS THE BEAR

**Tiberius the Bear** (NG, male human; see appendix A) is a large, hulking druid who, true to his name, uses his druidic shapeshifting abilities to turn into a bear. Friendly and approachable, he is happy to talk with the characters, especially about their journeys so far and their plans for the future.

Tiberius offers to show the characters around the island and tells them that, if they ever need assistance while on Maladell Island, he is happy to help.

While this kindness is genuine, Tiberius does have another motive: he is interested in joining the character's crew. He loves the Aesphodel deeply, but his patience



in their grand purpose is waning, and he longs for adventures beyond Maladell Island. In speaking with him, the characters likely glean this.

## Recruiting Tiberius

Characters who want Tiberius the Bear to join them are able to ask him. Provided that the characters have treated him well, he expresses his interest but first requests that they accompany him to Fosfior Island to get water from the Wellspring, a permanent portal to the Elemental Plane of Water.

**Quest Accepted.** If the characters accept, he boards their ship with several crates of fresh produce with him, which he intends to trade for water.

**Quest Complete.** If the characters help Tiberius deliver water to the crew of the *Aesphodel*, he upholds his end of the bargain and joins the crew.

Tiberius is an officer with 2 ranks in quartermaster, 1 rank in boatswain, and 1 rank in carpenter.

## COZMARA

Cozmara (N, female drow **druid**) is a pirate with cosmos flowers braided through her hair. Wary of strangers but deeply curious about newcomers to Maladell Island, Cozmara tends to hide behind other members of the Blood Liles. If noticed, she shies away.

### Befriending Cozmara

The characters are able to ease Cozmara's worry with a successful DC 15 Charisma (Persuasion) check to convince her they mean no harm.

Cozmara speaks politely and with few words, preferring the characters to take the lead in conversation. However, if genuinely curious about something, she does not hesitate to ask it. She is also happy to talk about her dream, as well as her visions.

**A Submerged City.** Cozmara confirms that she came to the Aetherial Expanse initially because of a dream—a city beneath an iridescent ocean. She is unsure of its location, and she no longer retains enough details of that dream to go into further detail.

**Visions.** Cozmara has had numerous visions about the Aesphodel. These visions have proven useful at times, though for the most part they are too vague to be of any use. If the characters ask her for an example of a vision, she recalls the time she saw a merchant ship attacked by pirates, and a half-orc falling overboard and into the aether. Because of that vision, the *Aesphodel* rescued that half-orc: a man named Dander.

### A Tarot Reading

Cozmara offers a tarot reading to characters who have taken the time to befriend her. If accepted, read or paraphrase the following:

*Delighted, Cozmara procures a deck of tarot cards, each shimmering with a strange iridescence. She closes her eyes as she shuffles the cards. She places three cards face down on a nearby bench. Gently, she flips the first card over.*

*“The Moon. Illusions and uncertainty. Before you arrived in the Isle of Drakes, things weren’t what they seemed to be. I’m sorry for that.”*

*Cozmara flips over the second card.*

*“The Fool. New beginnings and naivety. I am not surprised to see this card. You have much to learn and much to experience in these islands.”*

*Finally, she flips over the last card.*

*“Justice. Truth and fairness prevail. Actions will be held accountable, though I am unsure as to whether those actions are yours or those of people you have yet to meet.”*







## MALADELL ISLAND'S AID

Maladell Island is able to assist the characters with fresh produce, ship repairs, and magic services.

In exchange, Maladell Island is in need of fresh water, as the island has no water sources of its own. Due to this, the druids rely on casting the *create water* spell. Because they live in such a dangerous, pirate-filled region of the Aetherial Expanse, using their finite magic to maintain the island instead of defending themselves against threats is risky.

## YOUR REPUTATION

The crew of the *Aesphodel* respond best to crews with a neutral reputation (see “Reputation” in the New Mechanics part of the *Aetherial Expanse Setting Guide*), though any crew that treats the Aesphodel kindly and with respect is welcome on the island, regardless of reputation.

The characters likely haven’t garnered any reputation for themselves. They may not even have a flag yet! The Aesphodel pirates—Tiberius in particular—are willing to help the characters devise their crew’s identity. See the “Reputation Advancement” section at the end of each chapter for how their actions in those chapters can affect their crew’s piratical reputation.

## THE PEOPLE OF MALADELL ISLAND

Maladell Island is solely inhabited by the Aesphodel pirate crew. Given its small landmass, Maladell has no civilian population. Furthermore, were anyone to want to live on the island for a prolonged period of time, the Aesphodel pirate crew would only allow them to if they were part of the crew.

## THE BLOOD LILIES

This crew of affable pirates is made up entirely of druids from across the planes. They took on the sinister name of Blood Lilies to intimidate would-be attackers and fit in on the Isle of Drakes.

## A Shared Dream

Aside from their shared affinity for nature magic, the members of the Aesphodel all have one commonality: They each experienced a dream about the Aetherial Expanse which led them here. Though some members may have more doubts than others, many believe they were all brought to the Aetherial Expanse for a yet unknown purpose.



## Atypical pirates

Due to their unique motivations, the Blood Lilies do not resemble a typical pirate crew. They are peaceful, only attacking in self-defense, and spend more time on land than on aether. When they do leave their island, it is usually to get supplies. Furthermore, they are uninterested in the politics of the Isle of Drakes, remaining a neutral party. Because of this refusal to side with any particular faction, they are viewed with disdain by most other pirate crews, only begrudgingly tolerated as they provide a valuable service of producing fresh fruit and vegetables.

## Notable Blood Lilies

The Blood Lilies have enough crew members to keep their ship, the *Aesphodel* maintained, but a few of these crew members are worth noting.

**Almond** (N, nonbinary gnome; see appendix A). A forest gnome with a prosthetic leg they shaped from wood. Aside from being the *Aesphodel's* fearless captain, they also use their woodshaping abilities to repair ships and create tools.

**Hazel** (N, female tiefling **druid**). This tiefling towers over most others, with long, thin horns adding additional height to her already imposing stature. Round spectacles perch on the end of her nose. A no-nonsense woman, she is the *Aesphodel's* first mate, a role she takes seriously, overseeing logistics and other administrative work.

**Quoiya** (N, agender dryad **druid**). Free from their bond to a particular tree thanks to absorbing aether, Quoiya is a curious and adventurous dryad who wants to sail across the whole Aetherial Expanse. They serve as the helmsman for the *Aesphodel*, interfacing with the wood of the ship to control it. They are also able to interface with Fort Aesphodel.

**Oscar the Osprey** (N, male halfling **druid**). A talkative halfling with boundless energy. Skilled with turning into an osprey and incredibly attuned to air currents, Oscar is the *Aesphodel's* navigator and scout.

**Tiberius the Bear** (NG, male human; see appendix A). A gentle and kind soul, Tiberius is a human who can transform into a bear. He does not serve a special role on the ship, but his immense physicality comes in handy.

**Cozmara** (N, female drow **druid**). A mysterious and timid drow, Cozmara does not resemble a typical pirate the least. Though she does not serve any special roles on the ship, her powers of divination, channeled through a deck of aether-soaked tarot cards, have saved the *Aesphodel* many times. The rest of the crew believe that their purpose is tied to her.







## AREAS OF MALADELL ISLAND

The characters can explore Maladell Island at their leisure. The Aesphodel watch from afar, ready to swoop in if the characters cause trouble.

### MALADELL COMMUNE

Read or paraphrase the following:

*Beside the docks, a large portion of the island is dedicated to a ring of simple wooden cabins, all facing inward toward a fire pit. The fire pit itself is surrounded by benches formed from still-living wood.*

Many unranked crew of the Aesphodel live in the wooden buildings near the dock, while ranking members of the Blood Lilies reside in their treetop haven: Fort Aesphodel. The crew of the *Aesphodel* aren't greedy pirates, and keep few material possessions. These houses are mostly for rest and privacy when ashore. Furthermore, they share what belongings they do have freely among themselves.

If the characters intend on staying on Maladell Island for more than a day, Almond permits them to stay in a vacant cabin that once belonged to Dander.

### Dander's Cabin

Though no longer present, Dander (NG, male half-orc) stayed with the Aesphodel for some time. The crew saved his life after his ship was attacked by the Shipwreckers (see the journal page "Lifesavers" in chapter 4 of this episode) and joined their ranks for several months as an artist before parting ways. While he never received the dream that unites the Aesphodel, he was nonetheless treated as one of them.

His cabin now stands mostly empty. However, with a successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check, the characters find a few journal pages underneath the bed. Provide the players with the journal page handouts titled "Vipervine" and "Dreamdrinker."

#### Vipervine

These thick vines drape from the trees on Fosflor Island. I see where they got the name. They get their name from their snake-like appearance, and the purple poison that spills out if you cut into them.

The name itself is a misnomer. Unlike vipers, they are poisonous rather than venomous, and they cannot attack. But the name caught on—I imagine because of the alliteration—and I suspect that the island's civilians delight in scaring outsiders and their preconceived notions anyway.

#### Dreamdrinker

One of the most nefarious plants on Fosflor Island is the dreamdrinker. It has an odd effect on creatures, causing them to lower their guard and remain close to it. And while the dreamdrinker cannot attack, its uncanny ability means that people have been known to starve to death in its proximity. Furthermore, it hungers for magic and can drain it from spellcasters.

Of note are its berries. When eaten, they fill your brain with pleasant and desirable visions. This is, of course, another ploy to entice you to stay with the dreamdrinker. However, if the berries are taken from the vicinity of the plant, they can be safely consumed. They are still potent however, which is why the locals of Fosflor Island tend to add only a few drops of it to their beverages.





SCALE: 1 square = 5ft



## FORT AESPHODEL

Read or paraphrase the following:

*A gigantic tree at the island's heart towers over the surrounding greenery. A passage in the roots allows access to the tree's interior.*

The Blood Lilies didn't always control Maladell Island. They took it from a previous pirate crew who resided there. Once the island became theirs, they tore down the stone fortress that stood there, and replaced it with a massive tree they magically grew together.

**Residents.** The hollow portions of this tree can certainly serve as a secure fort. Despite this, the Blood Lilies prefer their simple homes and do not actively use the fort except as shelter from particularly extreme elemental phenomena. The exception is Quoiya, who, while not bound to the tree by any means, finds comfort within its confines.

**Dander's Respite.** Dander, the half-orc artist who resided with the Aesphodel for some time, liked to the privacy afforded by the tree. One of the smaller rooms in the fort contains a journal entry he wrote while he was still on the island. If the characters explore the fort, give the players the journal page handout titled "Life on Maladell Island."

**Desperate Measures.** The fort does not have cannons or any other weaponry conventional to such a structure. However, as a last resort, the fort can be activated. Activating the fort's magic requires Quoiya, or another druid that she's trained, to command the tree by touching it as an action. This allows her to see perfectly within 1 mile of the fortress. When activated, the tree bends to face a target of Quoiya's choice, which must be a Huge or larger creature, or a Medium or larger ship. The tree then emits a thunderous beam of green energy from its crown. If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or take 55 (10d10) acid damage. If the target is a ship, it automatically takes 10 damage to its hull. Once used in this way, Fort Aesphodel can't be activated again for 1 week.

## MALADELL GARDEN

Read or paraphrase the following:

*Beyond the commune and the fort, the island comprises various fruit trees and vegetable patches. Were Maladell Island larger, perhaps this would be an unruly forest, but the relative smallness of the space means the gardens stay quaint and manageable.*

Variants of fruits and vegetables familiar to those hailing from material planes grow here in some form of orderly chaos. While the plants aren't arranged neatly, there is clearly a method of organization present to which outsiders are not privy.

**Natural Silos.** Fresh water is stored throughout the garden in aeobab trees, special trees with wide, hollow trunks. The Aesphodel access these stores without hurting the trees by use of the *speak with plants* spell.

**Free Fruit.** Characters can take fruit in order to sate their hunger. However, if the characters take more than they need or wish to bring food with them off the island, the Aesphodel politely request that they trade something in return. Characters with nothing to exchange but their own labor are able to work in the garden for food (see "Working for Grub" later in this chapter).

### Life on Maladell Island

I've been living here for about a month now. All things considered, it's been pretty idyllic. I mean, I get fresh fruit and vegetables every day, and I could do worse for company. The Aesphodel love when I do sketches of them or their island. They're pretty happy to tell me all about the island too.

Apparently, Maladell Island used to be completely barren. Then a bag of holding that must have belonged to an herbalist exploded, sending myriad seeds and sprouts raining down. Before long, Maladell was absolutely covered in plants.

Still, these Aesphodel are pirates, and while they might not always act that way, they sure live in an area full of them. There are always battles waging out on the open aether around the island. I'm frequently woken up by the sound of cannon fire. And every time a particularly large one breaks out, I realize just how small this island is. It's beautiful but it's so fragile.

## DOWNTIME ON MALADELL ISLAND

In addition to exploring the island and talking to its inhabitants, characters can spend time on Maladell Island getting supplies and repairing their ship.

### SHIP REPAIRS

Almond can help repair ships with their affinity for shaping wood.

**Resources.** Enlisting Almond's help requires 5 gp worth of valuables and one day.

**Resolution.** Almond restores  $2d6 + 1$  hit points to the ship.

### WORKING FOR GRUB

Characters who wish to acquire fruit and vegetables from the Aesphodel, but who lack resources of their own with which to barter, can instead exchange labor, tending to Maladell Garden.

**Resources.** Helping out with the garden takes one day.

**Resolution.** Each character working in the garden must make a skill check of their choice—for instance, a Strength (Athletics) check to signify their physical efforts, or an Intelligence (Nature) check to figure out the needs of the garden, comparing their result to the table below.

### TENDING TO MALADELL GARDEN

CHECK TOTAL	RESULT
1 – 5	Character accidentally creates a problem that they must spend time fixing instead. They gain 1 level of exhaustion.
6 – 12	Character is ill-equipped for tending to the garden, though the Aesphodel appreciates their efforts.
13 – 15	Character does a decent job of tending to the gardens. They receive 1 grub worth of fruit and vegetables.
16 – 20	Character tends to the garden admirably. They receive 2 grub worth of fruit and vegetables.
21+	Character tends to the garden expertly, impressing the Aesphodel pirates. They receive 3 grub worth of fruit and vegetables for their efforts.

## REPUTATION ADVANCEMENT

If the characters attack the *Aesphodel* or its crew, they gain 2 chaotic reputation. If they parley with the Blood Lilies peacefully, they gain 1 lawful reputation.

## ONWARD

When the characters are ready to depart, they must determine which island they head toward next: Fosfior Island, Calderé Island, or Velstarrón Island.

### FOSFIOR ISLAND

A large island near Maladell Island covered in bioluminescent jungle. It is known for being home to a predominant source of water. This is where Tiberius, if he is with the characters, wants to go in order to obtain water.

If the characters choose this island, proceed to chapter 3 of this episode.

### CALDERÉ ISLAND

A large island with towns constructed from stone on its surface and an active volcano at its heart.

If the characters choose this island, proceed to chapter 4 of this episode.

### VELSTARRÓN ISLAND

The island at the center of the Isle of Drakes and a veritable hub of activity where pirates make their name.

If the characters choose this island, and have not encountered Charleston and the *Apocalypse* yet, refer to “None Shall Pass” in chapter 1 of this episode.











## CHAPTER 3: FOSFIOR ISLAND

Fosfior island is covered with lush, bioluminescent vegetation. The island positively teems with life, so much that its plants have gained sentience from consuming aether.

Those who dock at Fosfior Island usually do so seeking its claim to fame: the Wellspring. Stemming from a portal to the Elemental Plane of Water, the Wellspring nourishes Fosfior's countless plants, as well as those who choose to live on the island, with abundant fresh water.



## ARRIVAL AT FOSFIOR ISLAND DOCKS

When the characters dock on Fosfior Island, read or paraphrase the following:

*Nestled between tall trees and thick undergrowth lies a beach covered in the white sand characteristic of the isles, from which wooden docks stretch out into the sea.*

*Six wooden buildings on stilts reach out into the sky, lit from within by blue lights.*

Each of the six wooden towers—20 feet off the ground with a 10-foot square room—houses a **Fosfior Island archer** (see appendix A) who, upon the ship's approach, draws a shortbow and nocks an arrow, readying an action to make an attack against the first hostile creature that comes within 80 feet of the tower.

If he is present, Tiberius the Bear unloads two crates of fresh produce and brings them with him, leaving the rest on the ship. If asked why, he explains that they'll understand once they get to Fosfior Town. Tiberius knows Areyca is capable of making rifts to transport the rest of the cargo through.

### SHAENAH'S WELCOME

Once the characters dock and disembark, **Shaenah** (LN, female dragonborn; see appendix A) descends one of the towers and approaches.

*The dragonborn approaching you grins widely, showing off numerous sharp teeth. "Welcome," she says, making no attempt to hide the contempt underlying her words. "I'm Shaenah. I'm so terribly happy to meet your acquaintance. How can I help you?" Her snide tone is unmistakable.*

Shaenah is a dragonborn woman with a towering, muscular frame and scales as green as the island she calls home. Utterly confident in her skills and those of the archers under her command, she walks and talks like everyone else is at her mercy. Though she isn't terribly fond of pirates, she has much in common with them.

Once introductions are complete, Shaenah asks what business the characters have on Fosfior. If the Wellspring or Fosfior Town is mentioned, Shaenah tells the characters she can guide them safely. However, unless the characters hail from Karel (Shaenah's home), or are merchants, she won't do it for free.

**Accepting Shaenah's Offer.** If the characters can prove their affiliation with Karel or their role as merchants, Shaenah happily escorts them as promised. The characters can trick Shaenah into believing they are merchants with a

successful DC 20 Charisma (Deception) check. This check has advantage if the characters can fabricate proof.

Otherwise, Shaenah demands 100 gp or its equivalent in treasure. If the characters pay up, Shaenah holds up her end of the bargain. If the characters decline her offer, she shrugs and tells them that they are free to make their own way.

**Threatening Shaenah.** If the characters try to intimidate Shaenah into escorting them for free, she is not afraid to threaten them with her archers in return. If she feels she is in genuine danger, she orders the archers to fire their shortbows at the characters. However, if the characters manage to gain the upper hand in the situation and Shaenah is at risk of dying, she relents, giving into their demands.





## JOURNEY TO FOSFIOR TOWN

The characters can venture into the jungle in the vague direction of Fosfior Town.

*The jungle practically swallows you as numerous fronds and grasses close in. Before long, the view to your vessel becomes obscured by a canopy of leaves. There is only you and the jungle now.*

## FOSFIOR ISLAND FEATURES

Outdoor areas of Fosfior Island have the following features unless otherwise noted.

**Light.** The jungle is dimly lit by various bioluminescent plants that cast a multicolored glow upon the rest of the island.

**Casting Spells.** Various plants in the jungle feed on aether. Anyone who casts a spell is in danger of attracting one. Whenever a creature casts a spell of 1st level or higher, it must roll a d20 + the level of the spell slot expended. If the result is 18 or higher, a **draining creeper** (see appendix A) is alerted to the caster.

## GOING ANOTHER WAY

It is entirely possible for the characters to enter the jungle from a direction other than the island's port. If this is the case, they are confronted with the jungle without a clear way forward and must rely on their own skills.

The characters can make a DC 18 Wisdom (Survival) check to find a clear path through the jungle. If Tiberius the Bear is present, he grants advantage on all Wisdom (Survival) and Intelligence (Nature) checks while in the jungle.

Alternatively, if the characters have a compass, they can make a DC 20 Intelligence (Navigation) check instead. All compasses alternate erratically between pointing waterward and pointing toward the Wellspring.

Regardless of what check the characters make, roll on the Random Fosfior Island Encounters table to determine what areas they encounter. If they succeed on the check, roll twice. If they fail, roll three times. Reroll duplicate results.

D6	RESULT
1	J1. Curtain of Vines
2	J2. A Cry for Help
3	J3. A Suspicious Silence
4	J4. A Sea of Stars
5	J5. Field of Fire
6	J6. Like a Dream

## THE WAY FORWARD

Shaenah can lead the characters down the safest possible route. If characters doubt her intentions, a successful DC 13 Wisdom (Insight) check confirms her sincerity.

If the characters journey alone, they must instead use their own skills to find a way forward. However, Tiberius the Bear grants advantage on all Wisdom (Survival) and Intelligence (Nature) checks if he is present.

## WELCOME TO THE JUNGLE

With no way but forward, the characters have three options before them: left (area J1), forward (area J2) and right (area J3).

If present, upon entering the jungle Shaenah points the characters toward area J1, as it is the safest option.

A successful DC 15 Wisdom (Perception or Survival) check is also able to discern that, though there are numerous tracks in all directions, there are more tracks headed toward and from area J1.



## J1: Curtain of Vines

Read or paraphrase the following:

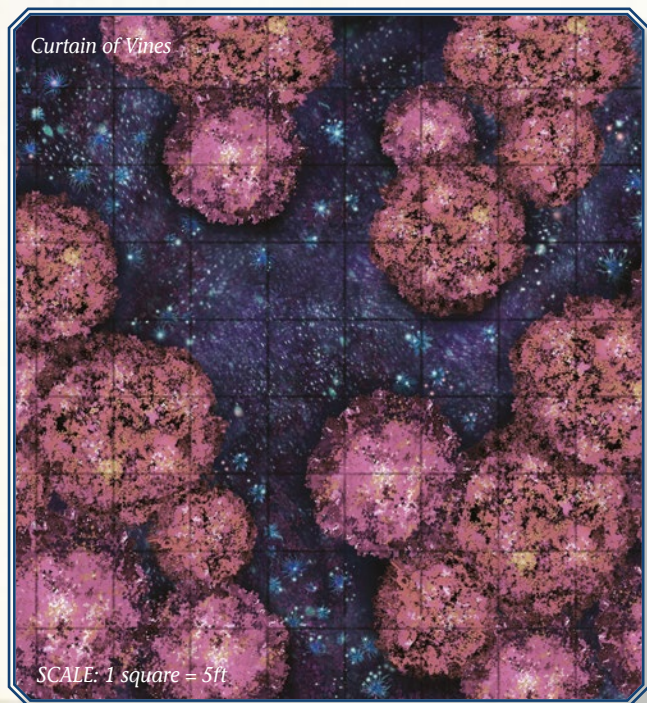
*The most notable aspect of this part of the jungle is the thick, ropey vines wrapped and dangling from overhead trees, creating a verdant curtain obscuring what lies ahead.*

The vines dangling from the canopy are vipervines. A vipervine has AC 10, 10 hit points, and immunity to poison and psychic damage. The vines are filled with a bright purple poison, something about which Shaenah, if present, warns the characters. The characters can also learn this information from the “Vipervine” journal entry from chapter 2 of this episode. A successful DC 18 Intelligence (Nature) or Wisdom (Survival) check also reveals this fact. Alternatively, a character inspecting the area notices patches of dried-up poison from previously cut vipervines with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

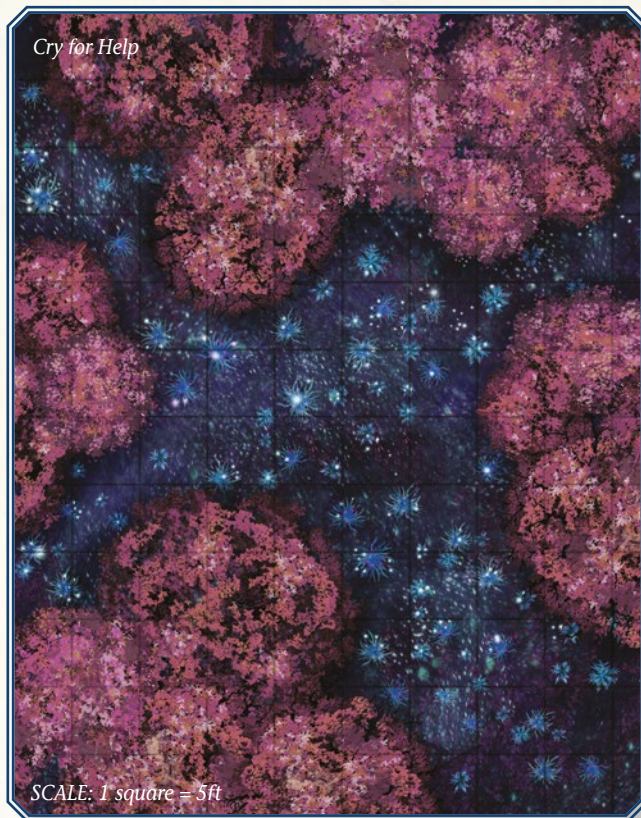
**Poisonous Vines.** A creature that deals damage to the vipervines must make a DC 15 Constitution saving throw. On a failure, they take 10 (3d6) poison damage and become poisoned for 8 hours. On a success, they take half damage and are not poisoned.

Vipervine poison quickly loses its potency once it comes into contact with air, making it difficult to collect for later use. A character making a successful DC 18 Dexterity (Sleight of Hand) check with a poisoner’s kit can obtain one vial of vipervine poison worth 200 gp.

**Getting Past.** These vines can be safely bypassed with any method that doesn’t involve damaging the vines, whether that be gently moving them aside or crawling under them.



Cry for Help



## J2: A Cry for Help

Read or paraphrase the following:

*As you make your way through the jungle, you hear a piercing scream in the distance.*

A character with a passive Wisdom (Insight) score of 15 or higher, or a character who succeeds on a DC 15 Wisdom (Insight) check, finds the scream to be uncanny and unnatural, likely something imitating a person’s voice rather than anyone actually being in danger.

**Investigating the Screaming.** Locating the source of the screaming is easy, but a character who does go investigate finds themselves at the mercy of a **jungle siren** (see appendix A), a plant capable of creating sounds indistinguishable from those of a person. Furthermore, it excretes a sap suffused with aether capable of shapeshifting into a facsimile of injured humanoids to further convince potential prey.

This particular jungle siren takes the form of a male halfling pirate attacked by jaw-like leaves. Upon seeing the characters, he begs for them to save him. A successful DC 15 Intelligence (Investigation) check reveals that the pirate is an illusion due to their movements, which though mostly convincing are sometimes unnatural.

**Helping the Pirate.** If a character approaches the pirate or the thorny vines to help, the jungle siren drops the illusion and attacks, surprising any unaware characters.



### J3: A Suspicious Silence

Read or paraphrase the following:

*Surprisingly, your path through the jungle is clear and quiet, and you are able to make significant progress toward the town.*

A character with a passive Wisdom (Perception) score of 13 or higher notices movement in the periphery, but can't identify its source. A DC 18 Wisdom (Perception) or Intelligence (Investigation) check—or a DC 15 Wisdom (Survival) or Intelligence (Nature) check if inspecting the plants—reveals four **strangling creepers** (see appendix A) pursuing the characters. Strangling creepers are carnivorous plants indistinguishable from other vines and creepers except that they are capable of movement. Specifically, they only move if they sense movement.

**Ambush.** A character who didn't notice movement earlier is surprised by the strangling creepers. Strangling creepers prioritize attacking targets that other strangling creepers have not yet attacked.

**Avoiding the Creepers.** As the strangling creepers cannot see beyond their 60 feet of blindsight, the characters can evade them by simply fleeing. If combat has not been initiated and the characters stand perfectly still with a DC 13 Dexterity (Stealth) check, the strangling creepers eventually leave to investigate anything else moving nearby.

### KEEPING ON TRACK

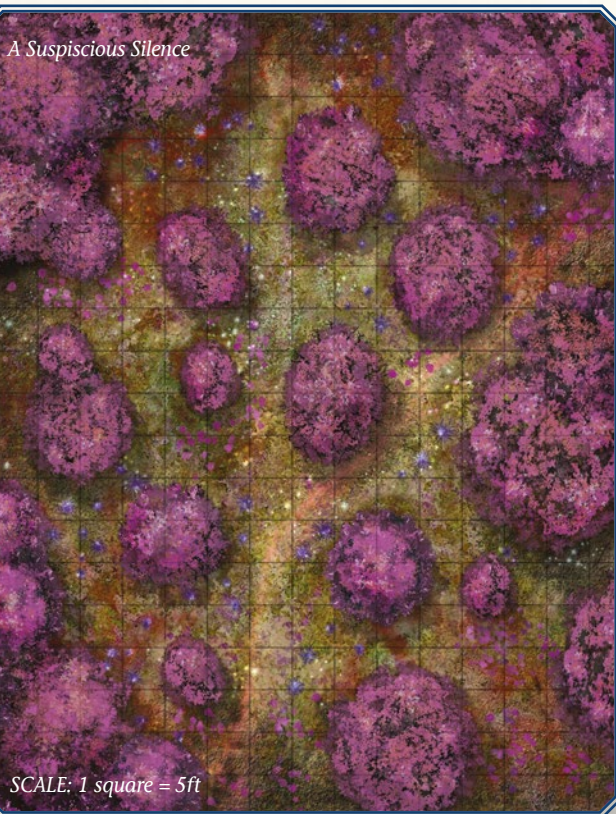
Once the characters have made progress through the jungle, they must ensure they are still going in the right direction.

If Shaenah is present, she leads the characters toward area J5. Due to the vastness of the jungle, her usual route can only be tracked with a successful DC 18 Wisdom (Perception or Survival) check.

Otherwise, the characters can either make a DC 15 Wisdom (Survival) check or, if they have a compass with them, a DC 18 Intelligence (Navigation) check. Due to the presence of the permanent portal to the Elemental Plane of Water on the island, all compasses erratically alternate between pointing waterward and pointing toward the Wellspring.

On a success, the characters again have three options: left (area J4), forward (area J5), and right (area J6). On a failure they are not given a choice and instead the area they find themselves in is at the GM's discretion.

*A Suspicious Silence*



SCALE: 1 square = 5ft





## J4: A Sea of Stars

Read or paraphrase the following:

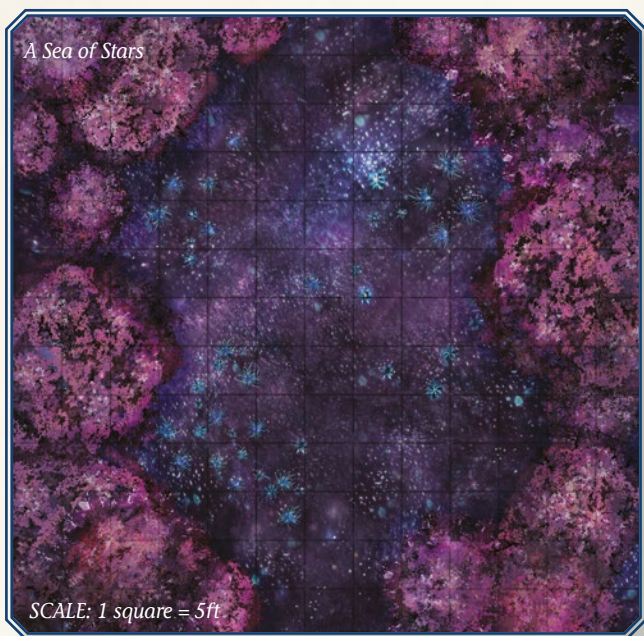
*Ahead, the jungle floor is green and speckled with tiny, glowing drops of aether, illuminating the ground like a sky full of multicolored stars.*

A DC 15 Intelligence (Nature) check reveals the strange star-like phenomenon as a plant's method of luring prey. More specifically, this plant is a **starrydew** (see appendix A), which lies in wait. If approached, its thin, tendril-like leaves dripping with aether reach forward, attempting to ensnare a target.

In addition, a DC 15 Intelligence (Arcana) check divulges that due to the amount of aether the starrydew secretes, casting spells in the proximity of a starrydew results in unpredictable surges of strange magic.

Unless a character knows of starrydews, they are surprised when it attacks.

**Avoiding the Starrydew.** A successful DC 13 Dexterity (Stealth) check allows a character to avoid the starrydew altogether.



## MOVING THROUGH A CREATURE'S SPACE

Characters can move through a hostile creature's space if it is two sizes larger than them, but the hostile creature counts as difficult terrain.

The starrydew is Huge, two sizes larger than Medium. In addition, the starrydew's Living Terrain feature means that characters can end their turn occupying the same space as it.



## J5: Field of Fire

Read or paraphrase the following:

*A sea of ankle-tall bioluminescent purple leaves dominates the jungle ahead of you. Interspersed among the leaves, glowing blue flowers bloom.*

Shaenah, or a character who makes a successful DC 15 Intelligence (Nature) check, identifies the flowers as **tinderblooms**, plants that, due to their connection to the Elemental Plane of Fire, create small blue flames. Furthermore, because this works by heating aether, the tinderblooms are mildly poisonous due to the toxicity of aether vapor. Shaenah, if present, warns the characters of the tinderblooms' network of tripwire-like roots along the ground. If a creature steps on these roots, the tinderblooms attack.

A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals scorch marks on trees in the area.

**A Hidden Path.** If present, Shaenah reveals a path of moss-covered stones hidden within the field of tinderblooms that provides a safe route.

Without Shaenah, a character discovers the path with a DC 13 Intelligence (Investigation) or Wisdom (Perception) check.

**Crossing the Path.** Characters can safely cross the tinderbloom field using the stone path with a successful DC 13 Dexterity saving throw. On a failure, a character accidentally steps on a tripwire-like root and is attacked by two tinderblooms.

**Walking Through.** Alternatively, if the characters choose to simply walk across the field without the aid of the stone path, eight tinderblooms attack.



## J6: Like A Dream

Read or paraphrase the following:

*The trees ahead part to reveal a grove. At its center, clusters of buds and berries surround an enormous pink flower. A soft carpet of leaves cushions the jungle floor, and gentle floating orbs of light illuminate the area.*

If the characters have the “Dreamdrinker” journal entry from chapter 2 of this episode, they recognize this plant as a dreamdrinker. A DC 18 Intelligence (Arcana or Nature) check reveals that the flowering plant in the middle of this grove is a dreamdrinker. The orbs of light are its spores. Because of its connection to the Astral Plane, the dreamdrinker draws on dreams to entice prey and lull them into an almost dreamlike trance, at which point the dreamdrinker can drain the creature’s magic.

**Approaching the Dreamdrinker.** Upon entering the grove, characters must make a DC 15 Wisdom saving throw or become charmed by the dreamdrinker. This check is made at advantage if a character is aware of the dreamdrinker’s ability.

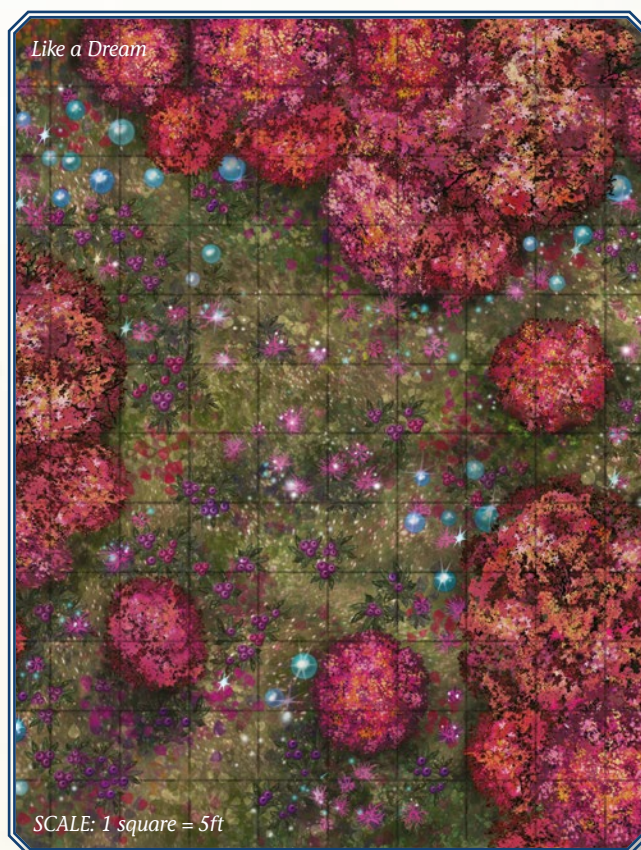
A character charmed by the dreamdrinker believes they are in a safe place where they can forget all their worries. In addition, the dreamdrinker draws on the dreams and desires of a charmed character to create realistic hallucinations to tempt them to stay.

Affected characters can repeat the saving throw if they take damage or if another character manages to point a contradiction in their hallucination. Alternatively, if a character is moved more than 60 feet from the dreamdrinker, they can repeat the saving throw with advantage.

The dreamdrinker’s most dangerous ability is permanently stealing spell slots from spellcasters sleeping near it. Slowly draining a spellcaster’s power over the course of their slumber, the dreamdrinker takes a spell slot of a level equal to or less than half the number of hours they slept. For instance, the dreamdrinker can take a 3rd-level spell slot from a spellcaster who sleeps near it for six hours. Only a *greater restoration* or *wish* spell can restore spell slots lost by this process.

**Dreamdrinker Berries.** The dreamdrinker sprouts berries which restore 10 (3d6) hit points when eaten by a living creature. However, a character who eats one within 60 feet of the dreamdrinker must immediately make a DC 20 Wisdom saving throw or become charmed by that dreamdrinker. If a dreamdrinker berry is consumed more than 60 feet away from it, the creature is instead assailed by hallucinations of their greatest desires; they become incapacitated for 1 minute and have disadvantage on saving throws against being charmed for 24 hours. Unless they are aware of this effect, this lingering susceptibility is undetectable.

**Attacking the Dreamdrinker.** The dreamdrinker itself poses no martial threat and is destroyed if the characters choose to attack it.







## FOSFIOR TOWN

When the characters reach Fosfior Town read or paraphrase the following:

*Finally, the bright light of civilization peeks from behind the trees ahead of you. Wooden buildings atop a wooden platform high above the jungle floor come into view.*

## A STEALTHY APPROACH

The characters can attempt to approach Fosfior Town without attracting notice if they aren't traveling with Shaenah. A character must succeed on a DC 15 Dexterity (Stealth) or be noticed by the town's civilians.

Scaling the platform upon which the town is built requires a DC 20 Dexterity (Acrobatics) check. If the characters are detected, 2d4 **Fosfior Island archers** (see appendix A) are alerted to their presence. Believing them to have malicious intent toward the town, the archers attack on sight.

However, the Wellspring itself is accessible by sneaking under the town, and characters intent on stealing fresh water are able to do so without scaling the platform.

## A DIRECT APPROACH

If the characters are with Shaenah or are otherwise not hiding their presence, read or paraphrase the following:

*Seeing your approach, the inhabitants of Fosfior Town eye you and mutter comments to one another. Before long, a wooden ramp lowers to allow access up to the raised town. At the top of the ramp, a wood elf woman in a wheelchair awaits.*

If Shaenah is with the characters, she climbs the ramp without hesitation and kisses the woman on the cheek. Shaenah regales her with reports of the characters, and she happily endorses their motives if they have indeed treated her well. Following this, Shaenah introduces the characters to **Areyca** (LN female wood elf; see appendix A) as both her wife and the town's leader.

If Shaenah is not with them, Areyca introduces herself as the town's leader and welcomes them to the town.

## MEETING AREYCA

Areyca is a slender, paraplegic wood elf who sits with an authoritative and patient posture in an elaborately carved wooden wheelchair. A levelheaded and diplomatic woman, she doesn't seem concerned if the characters are pirates. Not only has she dealt with worse people, but she clearly has the upper hand here in Fosfior.

She cordially asks what business the characters have in Fosfior Town, and is happy to escort them to a specific part of town. She also offers to give them a tour of the town if that is something they would want.

## FOSFIOR TOWN'S AID

Fosfior Town can assist the characters with water from the Wellspring, general and varied supplies from the Jungle Market, and magic services from Areyca.

In exchange, Fosfior Town needs fresh food, especially fruits, vegetables, and meat. They are also interested in money and valuables which they can use to trade with merchants.

## Tiberius's Haul

If the characters accepted Tiberius's request to help procure water while on Maladell Island, he talks to Areyca about trading his fresh produce for water. Areyca wholeheartedly agrees to the trade.

Characters can choose to accompany Tiberius and Areyca to the Wellspring, at the center of town, or explore the rest of the town instead.









## Town Tour

Either because they accepted Areyca's tour offer, or because they have chosen to look around on their own, the characters are free to explore Fosfior Town.

Most buildings are residential. However, some places hold more significance.

### F1: Town Hall

Read or paraphrase the following:

*A large, two-story building constructed of wooden planks, the town hall is a simultaneously humble yet grand building in the middle of the residential district.*

The town hall serves as Areyca's office, as well as Areyca and Shaenah's home. When necessary, it also serves as a general indoor meeting area and shelter.

Locals can come here to get Areyca's advice or ask her to help settle disagreements. She also offers her services as a spellcaster. Areyca's specialty is rifts, which help facilitate the export of Fosfior Town's water, as the town's dangerous surroundings makes it otherwise difficult to transport large quantities of water.

**Spellcasting Services.** Areyca offers to cast any of the spells on her spell list (see appendix A). Her spells start at 10 gp and increase by 20 gp for each slot level above 1st. For instance, *identify* costs 10 gp, while *aetherial rift* (see appendix B) costs 110 gp.

### F2: The Monkey's Paw Tavern

Read or paraphrase the following:

*Halfway between the residential district and the markets, a tavern stands proudly with "The Monkey's Paw" painted in green on a sign above the door. The sign is complete with two stylized monkeys bracketing the name.*

Owned by Everett (LN, male dwarf **Fosfior Island archer**; see appendix A), the Monkey's Paw is Fosfior's local tavern. Many civilians come here to unwind, meaning it is a good place to meet people and overhear rumors and gossip. Carved wooden monkeys are incorporated into much of the decor.

Everett is a retired Karelagne soldier who has killed many a pirate in his time. Luckily for the characters, he is now a gentle man, uninterested in any more combat. The only weapon he still knows how to use effectively is a shortbow he keeps behind his counter. Even so, he only threatens to use it when a particularly bad bar fight breaks out.

**Drinks.** The drink of choice for those who live here is the Dreamer's Delight, a shot of rum mixed with a drop of dreamdrinker berry juice, which can be bought for 1 sp. Dreamer's Delight tastes like the drinker's favorite beverage mixed with rum, causing mild but pleasant hallucinations for 1 minute. More standard fare can be purchased for 5 cp.

**Recruitment.** Many of the tavern's patrons are locals or merchants rather than pirates. However, some potential crew members can still be found here. Characters who spend an evening hunting for crew members can find up to 3d6 unranked crew members willing to join their crew. Each unranked crew member requires wages of 1 gp per month.

### F3: The Treehouse Inn

Read or paraphrase the following:

*This inn is built to resemble various Fosfior Island trees woven together. The words "The Treehouse" are carved above the arched door that marks its entrance.*

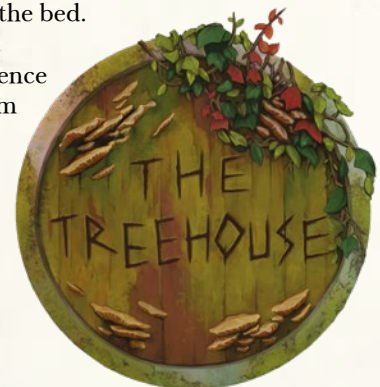
This inn is owned by Karabell (LN, female half-elf **commoner**), a sweet woman who also happens to be a gossip. She loves to hear about the lives of those staying here.

As implied by its name, the Treehouse Inn's design is heavily tree inspired, with wooden furniture and walls carved to resemble tree trunks. Various potted plants decorate the space, and paintings of the jungle, complete with bioluminescent glow, cover the walls.

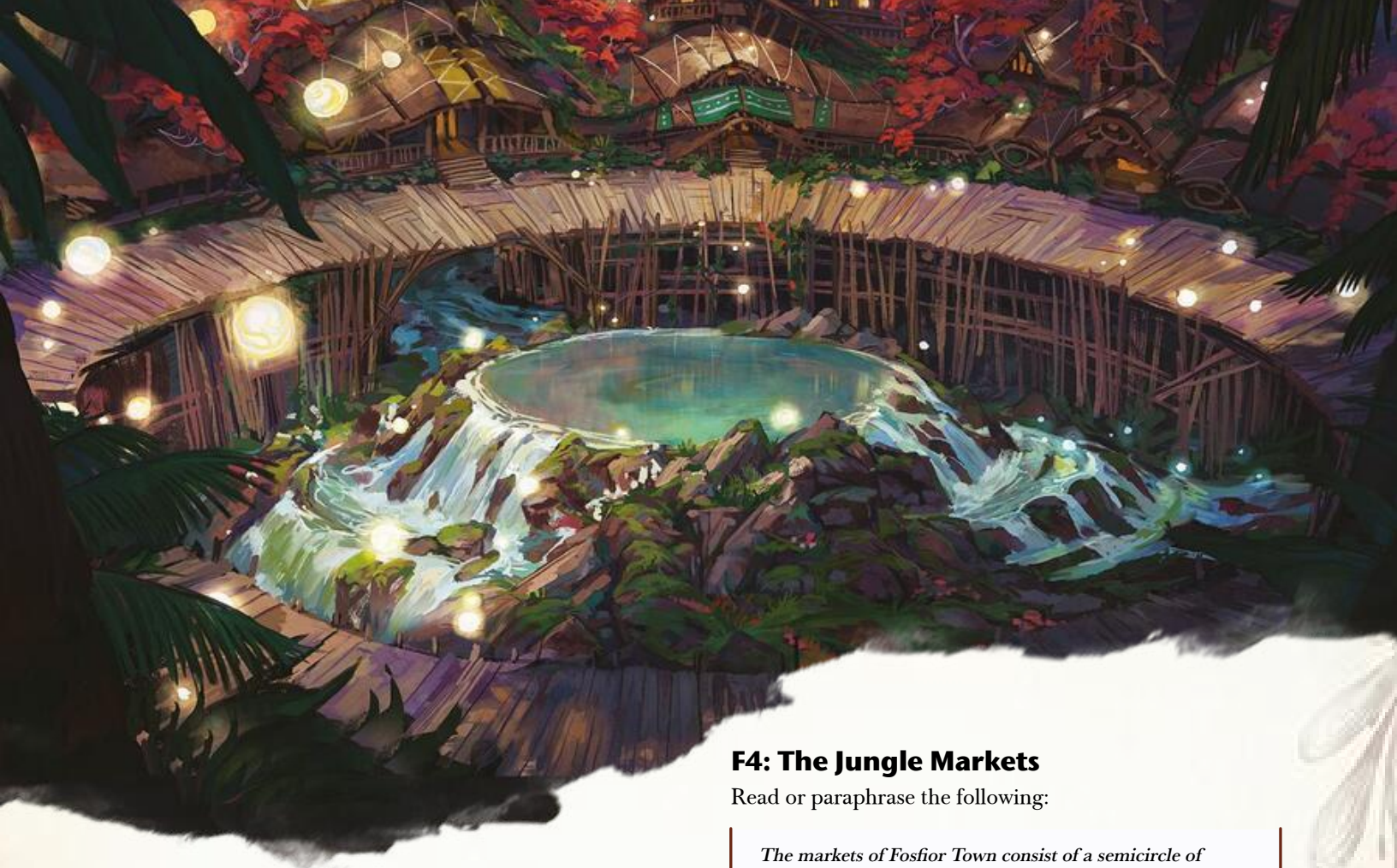
**Rooms.** If characters want to stay in this inn, rooms can be booked for 2 sp a night or 1 gp for a week.

**Dander's Room.** The half-orc Dander (see chapter 2 of this episode) resided in the Treehouse Inn for multiple months before his time with the crew of the *Aesphodel*. When he left, he forgot one of his journals in a desk of drawers beside the bed.

A character who makes a successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check finds it. It is mostly filled with sketches of various aetherbeasts. Give the players the journal page handout titled "Island Rumors."







While at the Monkey's Paw Tavern I overheard some pirates talking about an island that exists "in waves" whatever that means. Don't all islands exist in waves? But I couldn't help but listen in.

From what they said, apparently there's an island that is only sometimes there. They didn't know where it was located though. One of them suggested the possibility that it even moves places. The other argued that it is more likely that it is always in the same place, and it's just cloaked by some kind of invisibility spell at times. They traded theories like that for some time. I couldn't help but wonder if it was just a rumor, and that neither of them was actually right.

Island Rumours Handout

#### F4: The Jungle Markets

Read or paraphrase the following:

*The markets of Fosfior Town consist of a semicircle of permanent shops, and a series of smaller stalls that take up much of the market's wooden platform.*

The Jungle Markets serve as a safer alternative for merchants, especially those from Karel, who are too afraid to approach Velstarrón Island. Though the jungles may be dangerous, these markets are firmly in the hands of honest Karelagne civilians rather than pirates. Due to this, a variety of wares can be found here.

Fresh tropical fruit can be found for purchase here, as can any items from the "Equipment" chapter of the fifth edition core rules worth 100 gp or less.

#### F5: The Wellspring

Read or paraphrase the following:

*On a hill in the heart of town, water from the Wellspring gently flows outward into three rivers. The Wellspring itself is surrounded by a ring of wooden buildings dedicated to it.*

As the town's main draw and export, the Wellspring is guarded by twelve **Fosfior Island archers** (see appendix A) at all times, who stand at arrow slits in the walls of the buildings surrounding it.

**Sneaking In.** While it is possible to get to the Wellspring by climbing up from under the town with a successful DC 15 Strength (Athletics) check, the dangerous plants residing there make it a treacherous option. Two



**draining creepers** (see appendix A) make their presence known if characters attempt to do this, and the noise from combat alerts the town.

**Allowed In.** If the characters are escorted by Shaenah or Areyca, they have no trouble getting to the Wellspring itself. However, the archers do not lower their guard and are prepared to shoot at any moment as they are no strangers to pirates attempting to take fresh water by force.

Once the characters reach the Wellspring, read or paraphrase the following:

*The Wellspring itself is a near perfect disk of water, broken only by the three streams leading away. Yet, even with water rushing from it, the surface of the Wellspring remains completely still.*

**Buying Water.** Water from the Wellspring comes at a price. Characters can purchase a waterskin of water for 1 gp, or a grub's worth of water for 10 gp. Alternatively, characters can trade valuable resources for water.

**Tiberius's Trade.** If Tiberius the Bear is present, Areyca casts *aetherial rift* (see appendix B) so that Tiberius can bring the rest of his crates, exchanging them for barrels of water to return to Maladell. Tiberius and the characters are also able to use this rift to return to the docks.

## F6: The Rivers

Read or paraphrase the following:

*The gentle trickle of water from the three rivers originating from the Wellspring provides constant, pleasant background noise for the town. The rivers themselves peacefully make their way to the aether from beneath Fosfior Town's raised platform.*

The three rivers that lead away from Fosfior Town are named Flamebound River, Airbound River, and Earthbound River respectively. Each river flows roughly in the direction of their corresponding constellation, enough that those who live on Fosfior Island can orient themselves if they come across one of the rivers. Though identical to the untrained eye, they have some identifiable differences that can be discovered with a successful DC 15 Wisdom (Survival) check.

**Flamebound River.** Faint flames dance across the surface of this river from time to time. The temperature of the water is also subtly warmer than the other rivers.

**Airbound River.** Wind rustles the area surrounding this river. The water from this river is aerated, meaning that the water is faintly fizzy.

**Earthbound River.** Fine silt shrouds this river's water, and its riverbed is a renewable source of clay.

**Obtaining Water.** Water is cheaper to obtain from the rivers. However, it is a riskier process. Water elementals are known to exit the Wellspring and go downstream.

Furthermore, the various plants growing near the rivers affect the water in unpredictable ways. Unless a *purify food and water* spell is cast on river water, anyone who drinks it must make a DC 13 Constitution saving throw. On a failure, they must roll a d6 to determine what side effect they get from the River Water Side Effects table.

## RIVER WATER SIDE EFFECTS

D6	SIDE EFFECT
1	The drinker gains 1 level of Exhaustion
2	The drinker gains 1 level of aether poisoning (see the <i>Aetherial Expanse Setting Guide</i> )
3	The drinker consumes small amounts of vipervine poison and must make a DC 13 Constitution saving throw; on a failure, they take 5 (2d4) poison damage and become poisoned for 1 hour; on a success, they take half damage and are not poisoned
4	The drinker consumes traces of starydew and is affected by a random effect from its Jungle Magic trait
5	The drinker consumes a small dose of dreamdrinker berry juice and must make a DC 15 Wisdom saving throw or be incapacitated for 1 minute as they are assailed by pleasant hallucinations
6	The water is tainted from by rare minerals. The drinker must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

## YOUR REPUTATION

If asked, the civilians of Fosfior Town claim that they view all pirates the same way—outsiders over whom they have power due to their source of fresh water. However, reputation has more of an effect on the town's views of individual pirate crews than they'd care to admit. The town is more comfortable around pirates that they can trust to not cause trouble, and feels more threatened around more unpredictable crews.

Crews with 1 lawful reputation or more enjoy a 20 percent discount on inns and supplies here. Crews with 1 chaotic reputation or more have advantage on Charisma (Intimidation) checks in town.

## THE PEOPLE OF FOSFIOR TOWN

As the characters get to know the town, they also get an idea of its people.

### Civilians

Civilians loyal to the Karelagne Empire make up the majority of the population here. Because they are aware of the leverage they have over visiting pirates, as they control an important water source, they largely do not fear pirates. Indeed, they rarely fear anyone or anything as they already thrive in a dangerous place. They believe themselves to be above harm.



**Attitudes Toward Pirates.** The majority of civilians are ambivalent toward pirates, seeing them as just another visitor to their town. Others hold a disdain for pirates due to their general reputation, especially in the Isle of Drakes. Yet still some civilians are so confident in their upper hand that they will go as far as goad and taunt pirates, knowing the town will be on their side.

**Combat Training.** Many civilians have some form of combat training so they can defend themselves from the jungle if they ever must leave the town. However, most do not expect to ever need to fight. About forty people in the town use **Fosfior Island archer** statistics (see appendix A), while the rest use **commoner** statistics.

## Pirate Presence

Pirates are a common sight in Fosfior Town, though for the most part there is only a pirate crew or two present. Pirates do not have any power here and any pirates who stay for lengthier periods of time tend to decide to retire and stay there.

## THE RETURN JOURNEY

Once the characters are done with their business in Fosfior Town, they are free to make their way back to the docks.

They must make a DC 13 Wisdom (Survival) or DC 15 Intelligence (Navigation) check with a compass. On a success, they make their way through the jungle with no major complications. On a failure, they run into one of the encounters they did not experience during their initial journey (see the Random Fosfior Island Encounters table).

## REPUTATION ADVANCEMENT

If the characters negotiate and trade for water while in Fosfior Town, they gain 2 lawful reputation. If the characters instead steal water, they gain 2 chaotic reputation.

If the characters attack civilians of Fosfior Town, they gain 2 evil reputation. If they are instead respectful and nonviolent to civilians, they gain 1 good reputation.

## CHARACTER ADVANCEMENT

If characters assist Tiberius with the Aesphodel's water situation, they gain a level once they bring the water to Maladell Island.

Alternatively, they gain a level if they recruited two crew members, provided that those crew members are from different islands.

## ONWARD

When the characters are safely back in their ship, they must determine which island they head toward next: Maladell Island, Calderé Island, or Velstarrón Island.

### MALADELL ISLAND

A small island near Fosfior Island covered in greenery. Various wooden buildings and an incredibly large tree are visible from afar.

If the characters agreed to help Tiberius obtain water, their next logical step is to return there.

If the characters choose this island, proceed to chapter 2 of this episode.

### CALDERÉ ISLAND

A large island with towns constructed from stone on its surface and an active volcano at its heart.

If the characters choose this island, proceed to chapter 4 of this episode.

### VELSTARRÓN ISLAND

The island at the center of the Isle of Drakes and a veritable hub of activity where pirates make their name.

If the characters choose this island, and have not encountered Charleston and the *Apocalypse* yet, refer to "None Shall Pass" in chapter 1 of this episode.











## CHAPTER 4: CALDERÉ ISLAND

Visible throughout the Isle of Drakes, Calderé Island serves as a shining beacon due to the volcano at its heart, known as Mount Spitfire, from which multicolored aether vapor spews constantly, forming concentric poisonous clouds.

Despite Mount Spitfire's volatile presence, this island houses a city of people. But their days are constantly interrupted by elemental attacks from the portal to the Elemental Plane of Fire within the volcano's core. This has also led to rising tensions among the civilians as they struggle to deal with the situation effectively.





## ARRIVAL AT CALDERÉ ISLAND DOCKS

As the characters dock on Calderé Island, read or paraphrase the following:

*Rows upon rows of stone piers welcome ships docking at this island. Though many are taken by various vessels, plenty remain for yours.*

A constant stream of crew members and dockworkers haul cargo in and out of boats. Meanwhile, wagons wait along a nearby road to transport shipments to the city.

Occupied by their own tasks and affairs, none of the dockworkers or crew members from other ships pay the characters any mind, nor does anyone offer them assistance.

## JOURNEY TO CALDERÉ CITY

As a road connects the docks to Calderé City, and the surrounding areas are all easily traversable rock, getting there is simple and straightforward. Characters can hire a wagon for 1 sp, but the journey is only a couple of hours on foot.

## EXPLOSIVE INTERRUPTION

Before the characters arrive at the city, an eruption from Mount Spitfire interrupts their journey. Read or paraphrase the following:

*Suddenly, a thunderous boom echoes across the island as what looks to be globs of lava spew from the volcano. A number of these globs plummet toward you, narrowly missing as they slam into the ground, limbs unfurling as they reveal their elemental nature.*

These globs are four **magmin** and four **magma mephits**. Lacking anything resembling a plan, they attack the character closest to them.

Nearby wagons are similarly under attack, though no one seems particularly surprised or alarmed by this occurrence. There are six people with the wagons who use **Calderé City citizen** statistics (see appendix A). They can fend off their own attackers with no need for assistance from the characters.





## CALDERÉ CITY

When the characters reach Calderé City read or paraphrase the following:

*Calderé City is unmistakable. Buildings hewn from stone and constructed of brick and mortar jut from the ground like stalagmites. Smoke, black from burning wood, rises into the sky, quickly overshadowed by the volcano's clouds.*

Once the characters enter the city, the general disposition of the city's populace is also made evident.

*The people on the streets of the city vary, but they all share some characteristics: weapons on their hips and a weariness weighing on their shoulders.*

### CALDERÉ CITY'S AID

The people of Calderé City are generous to their neighbors, but mistrustful of outsiders. Nevertheless, those who prove themselves earn their aid in the form of weaponry, particularly firearms (which are rare in the Aetherial Expanse), fire crystals (which are small aetherium crystals infused with elemental fire used in the construction of cannons and handheld firearms), and fresh meat—a resource prized even higher than gold by sailors who've eaten nothing but ship's rations for weeks or months.

In exchange, Calderé City needs physical labor, both for their fire crystal mines and also to defend the city from at least one of the volcanic incursions (see "Mount Spitfire," later in this chapter). Water from the Wellspring is also always welcome.

### JOIN THE MILITIA!

The Calderé City militia is seen as a group of heroes, and have gained more credibility in recent months than the city's "do-nothing" mayor, who seems unable to put an end to the elemental incursions.

Posters all over the city advertise a local militia. If the characters approach a poster, give the players the handout titled "We Want YOU for the Militia."

### VOLCANIC INCURSIONS

Elementals spew from the volcano at irregular but frequent intervals. Each hour, roll a d20 + the number of hours that have passed since the last incursion. If the result is 20 or higher, an incursion happens, announced by a loud eruption.

To determine what monsters land near the characters' location, roll or choose from the Volcanic Incursion Encounters table.

### VOLCANIC INCURSION ENCOUNTERS

D6	ENCOUNTER
1	A burst of fire flares up from a puddle of lava, revealing itself to be a <b>fire elemental</b>
2	Smoke and ash coalesce into an <b>ashen air elemental</b> (see appendix A)
3	A <b>molten earth elemental</b> (see appendix A) crashes into the ground, forming a small crater before it rights itself
4	Lava splatters and forms into two <b>lava serpents</b> (see appendix A)
5	Chunks of volcanic glass form themselves into three obsidian <b>gargoyles</b>
6	Molten rock coalesces into two <b>hellhounds</b> that are elementals instead of fiends and that understand but cannot speak Ignan and Terran instead of Infernal

Immediately after an incursion begins, members of the local militia appear to fight the elementals that land within the city, with 2d4 **Calderé City militia members** in the general area.

The characters do not have to get involved with these incursions and the militia handles them in time. However, if the characters manage to take care of an incursion on their own, or with little help, they gain 1 good reputation and the city's civilians respect them more. Furthermore, they gain the attention of **Vik** the militia leader, who approaches them after they've visited one point of interest in the city (see "Places in Calderé City," below).





## Meeting Vik

Vik is jovial and charismatic, managing to keep a smile on his face and a bounce in his step despite his living conditions. He cares deeply about his city, and the people within it, and is always happy to talk to other people about the militia's work or about potentially joining their cause.

He approaches the characters whenever they don't seem busy or in a hurry. When he does so, read or paraphrase the following:

*"Hello!" the halfling says merrily, one hand up in a wave.  
"Nice work back there with that attack. You did good.  
Always glad to see more people like you around these parts. Oh! Where are my manners? I'm Vik, leader of the local militia and proud owner of the Powder Keg Inn." He extends a hand to shake.*

Once characters introduce themselves to him, read or paraphrase the following:

*"Wonderful!" Vik exclaims. "Well, welcome to Calderé City! It's a wonderful place, even with all the, y'know, elemental attacks. Now, I might as well get straight to the point: I'm talking to you because my gut tells me you can handle yourselves in a fight, and my militia always needs more people. Even if you're only staying here for a bit, if you're interested, feel free to stop by the Powder Keg Inn and ask for me."*

Provided the characters have no questions for him, Vik excuses himself and lets them continue about their day.

## YOUR REPUTATION

Reputation does not matter in Calderé City, simply because its civilians do not generally focus their attention outside of the city. However, crews with 1 evil reputation or more have advantage on Charisma (Persuasion) checks against civilians here, as gaining the respect of Calderé City's people easier if they are ruthless and blunt. Even so, Calderé City only cares for its own, and anyone who threatens its well-being earns its ire.







## THE PEOPLE OF CALDERÉ CITY

As the characters get to know the city, they also get an idea of its people.

### The Central Players

Three people within the city are worth noting.

**The Mayor.** Mayor Bronson (LG, male dwarf **Calderé City citizen**; see appendix A) spends most of his time within the sturdy walls of his city hall. Kindhearted, he wants the best for his city, but does not have the resources or means to effectively deal with its problems. Constantly occupied with various tasks, he also doesn't have the time to personally address issues brought up by individuals within the community.

**The Militia's Leader.** **Vik** (NG, male halfling; see appendix A) is the charismatic and popular leader of the local militia, which he runs out of the Powder Keg Inn. Thanks to him and his followers, the frequent volcanic incursions are kept under control. However, underneath this exterior lies a deep resentment for Mayor Bronson's inability to solve the city's problems, and a desire to become the leader of the city himself. Though genuinely a kind and good person, these factors mean that a darker path lies potentially in his future. See "Vik's Ambitions" for more information.

**The Retired Pirate Queen.** **Zheng Yang Shi** (N, female human; see appendix A) is the elderly owner of the gambling den known as Sparrow's Flight. She cares little for the tensions surrounding the city, and is uninterested in anything happening elsewhere. All she wants to do is gamble until the end of her days. However, as one of the former crew members of the Drakes themselves, her knowledge and prowess in combat could change everything if convinced to act.

### The Civilians

Calderé City's civilians come from a variety of backgrounds. Though a sizable number of its people hail from the Karelagne Empire, Ayrissian civilians also make their home here. Interestingly enough, retired pirates also choose to reside here.

Despite their differences, the city's people are all united by the hardships of living on Calderé Island. Because of the volcanic eruptions, most are perpetually exhausted and always prepared for a fight. Despite this, many find pride in the hardship and have a fierce fondness for the island.

**Attitudes Toward Pirates.** The citizens of the island have an instinctive distrust of outsiders. Whether pirate or sailor, respect has to be earned—and earning it isn't always easy.

**Combat Training.** Because of the volcanic incursions, most civilians know how to fight and use **Calderé City citizen** statistics, though many never received any formal training. About eighty people in the city are part of Vik's militia and use **Calderé City militia member** statistics instead. **Both stat blocks are found in appendix A.**

### Pirate Presence

Pirates frequent the city, with most regular visiting crews having gained the respect of its civilians in one way or another. Because of this, pirates and civilians coexist here without much issue. Indeed, because of the harsh nature of the island, sometimes it is difficult to distinguish the two groups.

Furthermore, elsewhere on the island, the Shipwreckers have a fortress. The crew gets most of their supplies from the city itself and can be sighted in the streets on a daily basis.

## POLITICAL TENSIONS

Increasingly, people grow frustrated with the fact that their leader, Mayor Bronson, has been unable to deal with the constant elemental incursions. Many civilians have turned to Vik, the leader of the city's militia, for guidance. Meanwhile, Mayor Bronson tries his best with limited resources and no easy way to halt what seems to be a natural phenomenon.



## PLACES IN CALDERÉ CITY

When the characters enter Calderé City, tell them about the following points of interest: City Hall, the Powder Keg Inn, Sparrows Flight Casino, the Steel Barrel gunsmith, the Meat and Greet butcher, and the Ashfield Farm.

They're free to explore as they see fit.

### City Hall

Read or paraphrase the following:

*A large, utilitarian stone building in the center of town, the city hall is not the tallest in the area, but it is certainly the most massive.*

The city hall serves as the home to everything associated with the administration of the city, and doubles as a courthouse if a major dispute occurs. It is not a building that civilians tend to visit unless they work there, need legal assistance, or require an audience with Mayor Bronson for whatever reason.

**Making an Appointment.** The mayor of Calderé City has an aide named Roger Pekswithe (LN, male human **noble**) who takes appointments. However, if the characters wish to see Mayor Bronson, Pekswithe becomes irritated, stating that they can't unless they have urgent business.

**Mayor's Office.** With large wooden double doors, complete with a brass plaque proclaiming its inhabitant as the mayor, the mayor's office is unmistakable. During the hours that the mayor is present, it is watched by two guards that use the **Calderé City militia member** statblock. The guards change every two hours. When the mayor is absent, the door is locked. A DC 18 Dexterity (Sleight of Hand) check using thieves' tools is required to unlock it.

The room itself is mostly occupied by a large wooden desk, accompanied by a cushioned chair. Several filing cabinets stand against the walls. Various sheets of parchment covered in bureaucratic red tape and legislation cover the desk and fill the cabinets. There is also a small cot behind the desk that Bronson must sleep in when he doesn't have time to go home—it looks recently slept in.

**Bronson.** Usually in his office poring over paperwork, Bronson is clearly stressed by the presence of the characters. A successful DC 13 Wisdom (Insight) check reveals that this is simply due to the fact he doesn't have the time to deal with visitors, though he wishes he did. Still, he is willing to hear the characters out.

When especially busy, Bronson sleeps in the cot in his office. He lives in a simple and nondescript apartment in the residential area. A character trailing him can follow him there without notice by making a successful DC 13 Dexterity (Stealth) check.



### The Powder Keg Inn

Read or paraphrase the following:

*In a city racked with the constant threat of attacks, the inn known as the Powder Keg sticks out as a source of merriment. Even from afar, the sound of laughter can be heard from it at all hours of the day. The inn itself is modest and quaint, built out of red brick.*

Though not the city's only inn, the Powder Keg is its most popular. This is largely due to the charming personality of its owner, Vik, as well as the pleasant atmosphere, and the fact that it also doubles as the headquarters of the city's militia.

**Vik's Welcome.** If Vik has already approached the characters, read or paraphrase the following when they enter:

*Vik visibly brightens when he notices you enter his inn. "I'm so glad you decided to stop by! Welcome. Let me get you something to eat."*

If characters have fought off a volcanic incursion, but Vik hasn't approached them yet, read or paraphrase the following when they enter:

*As you enter the inn, the halfling behind the counter looks at you with recognition. "Oh! You're the people who helped out with that attack! I've actually been meaning to talk with you all, so I'm glad you've saved me the trouble of finding you. Please, welcome to the Powder Keg Inn. I'm Vik, the owner of this fine establishment. I'll get you some food and drink, on the house."*



If characters are in the inn because of the posters, or simply because they stumbled across it, read or paraphrase the following when they enter:

*You enter the inn. As you do so, the halfling behind the counter looks up. “Newcomers, welcome! I’m Vik. What can I get you? Do you want drinks? A room? Are you here to sign up for the militia?”*

**Vik’s Deal.** If characters have shown interest in the militia, Vik leaves and comes back with servings of shepherd’s pie and ale on the house. Otherwise, characters can order food for 1 sp. When he returns with food, read or paraphrase the following:

*“Please, dig in,” Vik says warmly. “While you do, let me tell you all about this fine city. Calderé City is a place for everyone. Whether you’re from Ayris or Karel. Whether you’re a pirate or a merchant. Of course, it has its problems. The obvious one being the constant attacks from volcanic elementals.” He pauses for dramatic effect.*

*“Here’s where the militia steps in. We’re an organized force that bands together to deal with the elementals so ordinary folks can go about their day without worrying as much. But the attacks keep happening, and it gets tiring, and people still want to live their lives, so we’re always in need of new people. So, if you’re interested, we’ll welcome you with open arms. And speaking of arms, if you join, we can get you a gun. I can even teach you how to use ‘em. So, what do you say?”*

If the characters accept, proceed to “Vik’s Ambitions.”

**Drinks.** Ales from local breweries and hearty meals made from fresh ingredients from the Ashfields can be bought at all hours of the day. They can be purchased for 5 cp.

**Rooms.** If characters want to stay in this inn, rooms can be booked for 2 sp per night or 1 gp for a week.

**Dander’s Room.** After leaving the Aesphodel (see chapter 2 of this episode) the half-orc Dander sailed to Calderé Island where he stayed above the Powder Keg for a couple of months. Though he has since moved on, he left behind a page of his journal under the mattress. If characters book a room, give them the journal page handouts titled “Lifesavers.”

**Recruitment.** Some patrons here, including some members of the militia, are interested in becoming pirates, or joining a new crew. If interested in seeking them out, characters with ranks in captain can make a DC 13 Charisma (Investigation) check. On a success, they find an unranked crew member who agrees to join. In addition, if they succeed by 5 or more on this check, they also find an

officer with 1 rank in two stations who can be convinced to join with a successful DC 15 Charisma (Persuasion) check. A character can make this check here a number of times equal to their captain rank. Other characters can assist by rerolling this check a number of times equal to their first mate rank.

**Militia Presence.** Members of the militia tend to hang around here, indistinguishable from other patrons except for their distinct firearms. A room in the back serves as a meeting room for the militia when needed.



### *Lifesavers*

Today I almost drowned. The merchant boat I was sailing on was attacked by this cruel-looking pirate ship, and promptly sunk. We had no chance. I sunk beneath the aether resigned to my fate.

Imagine my surprise when I woke up. There were several faces staring at me, asking if I was all right. After telling them yes, I was a bit nauseous from being submerged but otherwise unharmed, I took in my surroundings. I was on a ship made entirely from what seemed to be an uprooted tree.

My rescuers told me that they were the Aesphodel, a group of druid pirates. This surprised me. I never thought pirates could be so hospitable. I said as much and they laughed. Their leader, Almond, explained that they were pirates on a technicality as they were neither from Ayris nor Karel. Without thinking, I asked where they were from, quickly apologizing when I realized that was insensitive. Almond just gave me a reassuring smile before telling me that they were from all sorts of worlds and dimensions, brought here because they all received a dream about the Aetherial Expanse.





## Sparrow's Flight

Read or paraphrase the following:

*A well-maintained stone building covered in carvings of flying sparrows, this gambling house stands out by retaining some form of dignity in the face of the city's regular volcanic incursions.*

Sparrow's Flight is a gambling den, with no pretense as to its purpose. Countless sailors enjoy games of chance while singing songs and chugging ale at the Sparrow. The most popular game here is Flotilla, a dice game that has taken the Aetherial Expanse by storm (see "Flotilla" in the New Mechanics part of the *Aetherial Expanse Setting Guide*).

**Clientele.** Though it draws a regular crowd of civilians, much of the Sparrow's Flight's success is due to the sailors and pirates that come into town to risk their hard-earned riches in hopes of acquiring more.

**The Owner.** Zheng Yang Shi is the proprietor of the Sparrow's Flight. While much of the money she earns from the house doesn't directly involve her, she enjoys gambling herself and participates with particularly overconfident gamblers. She doesn't care for cheaters and is not afraid to threaten them with the barrel of her walking stick gun. With a passive Perception score of 18, little gets past her.

If people do cheat, she gets 2d4 of her guards, who use the **Calderé City militia member** statblock (see appendix A), to kick people out. If cheaters prove to be a bigger problem, she herself steps into the fray. If the situation is more dire, 2d8 regulars who use the **Calderé City citizen** statblock (see appendix A) also back her up. Zheng would die for the Sparrow's Flight—it is all that she has left.

If characters ask, she confirms she was once a notorious pirate and one of the crew members of the Drakes. She has little interest in returning to that life. However, if characters are interested in information that she has due to her past, they are able to gamble with her with information as the reward instead of money.

A successful DC 25 Charisma (Persuasion) check convinces Zheng to assist the characters beyond just gambling for information. Furthermore, a successful DC 30 Charisma (Persuasion) check convinces her to join the crew. Distrustful of all people, repeated gambling is the only way to gain Zheng's respect. With each win against her, characters gain a +2 bonus to all Charisma (Persuasion) rolls against her.

Zheng Yang Shi is an officer with 3 ranks in captain, 3 ranks in first mate, and 3 ranks in master gunner.

## The Steel Barrel

Read or paraphrase the following:

*A simple stone building in the city's shopping district, this humble building's only attempt to stand out from the crowd is a large gun-shaped sign with the words "The Steel Barrel" etched into it. Various firearms are on display in its windows.*

Run by Kellis (NG nonbinary half-orc **Calderé City citizen**; see appendix A), a gunsmith whose reputation extends throughout the isles, the Steel Barrel is the city's best-regarded gunsmitheries. Kellis pioneered the art of using fire crystals in handheld weapons, and they love to talk about guns and little else.

Handheld firearms are a rarity on the Aetherial Expanse, and Kellis is the only supplier of them in the



Isle of Drakes. Anyone else selling them is reselling their goods. This shop sells the following weapons; these items are found in the fifth edition core rules:

- Musket and powder: 400 gp
- Pistol and powder: 200 gp
- Bullets, set of 20: 5 gp

Types, prices, and game statistics for firearms like pistols and muskets, and their bullets, are found in the fifth edition core rules.

**Firearm Proficiency.** Kellis can tell when someone examining their wares isn't familiar with a firearm, and points them to Vik, the city's militia leader, for training in firearm proficiency (see "Vik's Ambitions," below).

**Kellis and Vik.** Kellis is on good terms with Vik, and they supply firearms for the militia. However, if characters talk about Vik with Kellis, characters with a passive Wisdom (Insight) of 13 or higher notice some subtle hesitation in their voice. They admit with a successful DC 15 Charisma (Persuasion) check that they worry about Vik a lot because he wields a lot of power within the city and power corrupts so easily.

If they have already admitted to worrying about Vik previously, a successful DC 13 Charisma (Persuasion) check Kellis convinces them to talk with Vik about his darker thoughts involving Bronson. This same check can be made to convince Kellis to accompany Vik to talk with Bronson.

## The Meat and Greet

Read or paraphrase the following:

*A sign depicting a slab of meat labeled "Meat" with a large cleaver labeled "Greet" slicing through it decorates the area above this stone building located in the city's shopping district.*

The local butcher shop, the Meat and Greet is where livestock from the Ashfields is slaughtered and sold. It is run by Diligence (NG, female tiefling **Calderé City citizen**), a gruff and hardworking woman of few words.

**Meat.** Various cuts of meat are sold here, with the equivalent of 1 grub's worth going for 10 gp. Though more expensive than other grub, the scarcity of fresh meat makes it a noteworthy bargaining chip when trading.

**Diligence and Bronson.** Diligence has been friends with Mayor Bronson since they were children, and cares about him deeply. She is proud that he has managed to become mayor, and is incredibly defensive if people criticize him in her presence. She claims he is doing his best, and she wishes that there weren't so much in-fighting within the city.

Diligence knows where Bronson lives, though she refuses to tell the characters. However, she discloses this information if a character makes a successful DC 15

Charisma (Intimidation) check. This check is made at advantage if the characters threaten violence toward her. Diligence immediately tells the characters where Bronson lives if they physically hurt her.

## The Ashfields

Read or paraphrase the following:

*Sprawling fields of various crops and pens of various livestock cover the countryside. Sporadic scorch marks and craters mar otherwise meticulously cared for fields. Stone farmhouses, barns and silos accompany these pastures.*

The majority of food enjoyed in Calderé City is farmed from the Ashfields. Its volcanic soil means that the land is very fertile and leads to rich harvests. However, the frequent eruptions means that the crops are also in frequent danger of being set alight, and the livestock being killed by falling elementals. In theory this dichotomy balances itself out, however the chaotic and unpredictable nature of the volcano means that the island's population is at its mercy.





## Vik's Ambitions

Perhaps the most important character in Calderé City, Vik has grand ideas for it.

### Militia Recruitment

Vik is always interested in recruiting more people for his militia. Whether from the posters scattered all across the city, because he met them personally, or if they just stumbled across his inn, characters are able to become members of this militia.

Vik presents new recruits with one of the militia's pistols (see the fifth edition's core rules) and takes them to the outskirts of the city to safely show them the basics of using a firearm. In exchange the characters must help out with all volcanic incursions that happen while they are in the city. Vik also mentions he open to helping the characters gain firearm proficiency.

### Firearm Training

Characters that have agreed to help Vik and his militia have access to firearm training from him.

**Resources.** If characters have never handled a firearm and do not have proficiency with them, they can spend a day with Vik learning the basics allowing them to add half their proficiency to attacks made with firearms. Characters familiar with the basics can spend a further 5 days training with Vik to gain proficiency in firearms. These days do not have to be consecutive.



**Resolution.** Simply training with Vik for one day is enough to gain half proficiency. However, as full training is more in depth and takes a longer period of time issues can arise. Each day that a character undergoes full training, they must make an attack roll with a firearm, comparing the result to the table below.

### FIREARM TRAINING

CHECK TOTAL	RESULT
1 – 5	Character's firearm backfires from mishandling and instead has to spend the day recovering from their wounds. That day doesn't count toward gaining firearm proficiency and they gain 1 level of exhaustion.
6 – 12	Character is unable to make much progress as Vik is called away on militia business. That day doesn't count toward gaining firearm proficiency.
13 – 20	Character makes progress toward gaining firearm proficiency.
21+	Character makes a breakthrough in their training. Reduce the days needed to gain proficiency by one.

### Vik and the Mayor

Characters that continually converse with Vik uncover that he detests Mayor Bronson, seeing him as someone who hides away rather than taking direct action. Vik strongly wishes that someone more competent is in charge.

**Angel on Vik's Shoulder.** Characters can convince Vik to tell Mayor Bronson about his frustrations, so that they can work together, with a successful DC 18 Charisma (Persuasion) check. Crews with 1 good reputation or more, as well as good-aligned characters, have advantage on the roll.

**Joining Forces with Bronson.** Vik asks the characters to accompany him to Bronson's office in city hall.

If the characters decline, Vik goes alone. The conversation between Vik and Bronson escalates, resulting in Vik shooting Bronson in frustration and Bronson's guards apprehending Vik, now considered a terrorist.

If the characters decline, but are able to persuade Kellis the gunsmith to accompany Vik, the conversation manages to proceed without violence. Vik and Bronson reach an accord and begin to make plans together that benefit Calderé City.

If the characters accept, proceed to "An Honest Conversation."

**Devil on Vik's Shoulder.** Characters can convince Vik to consider becoming the mayor himself with a successful DC 15 Charisma (Persuasion) check. Crews with 1 evil reputation or more, as well as evil-aligned characters, have advantage on the roll. This changes Vik's alignment to neutral evil and leads Vik to decide that Bronson should be killed.



**Killing Bronson.** Vik recruits any evil-aligned characters to assassinate Bronson, offering them 200 gp. He leaves the details of the assassination to any characters who accept. However, Vik does point out helpful observations, such as the fact that the guards outside Bronson's office in city hall change every two hours, and that while he usually can be found in his office, he does live elsewhere. He also reveals that Diligence, the butcher who runs the Meat and Great, is friends with Bronson and most likely knows where he lives.

## AN HONEST CONVERSATION

If the characters can convince Vik to speak with Bronson to talk out their problems and work together, and agree to accompany him, read or paraphrase the following:

*Together, you make your way to city hall with Vik. After a brief but terse conversation between Vik and the receptionist, you are permitted an audience with Mayor Bronson. An assistant brings you to his office. After they knock on the door and say a few words, you are permitted in.*

*Bronson tiredly looks up from his desk. "Vik," he states, before looking over at you. "Well, what brings you all here?"*

Though this is mostly a conversation between Vik and Bronson, the characters have a vital role to play. As he has a lot of resentment built up, Vik is unable to hold back the frustration in his tone and expressing his opinions without thinking about what he is saying.

Characters must make three successful Charisma (Persuasion) checks to prevent the conversation from escalating. The DC for these checks starts at 12, and increases by 2 with each subsequent statement.

Over the course of their conversation, Vik says the following five statements to Bronson. Adjust Vik's statements and Bronson's responses accordingly with how the characters have deescalated the situation.

**We're here to discuss you.** Bronson responds, exhaustion clear in his voice. "Are you? I don't see why this is so important."

**You don't do anything about the volcanic attacks.**

There is guilt in Bronson's voice. "It's true—I wish I could do more. And now you're here wasting my time."

**You don't care about the people of this city.** Bronson looks visibly offended by this. "I do! I'm here every day in this office because I care! This city means everything to me! How dare you make these accusations."

**You're not fit to be mayor.** There's fury in Bronson's eyes. "By whose standards? I'd like you to find a person better suited to this role!"

**I'm fit to be mayor.** "You?" Bronson is outraged. "Running your 'militia' is one thing, but governing an entire city is another! You wouldn't last a day in my position!"

## Successful Diplomacy

Vik and Bronson manage to understand each other enough to realize that they both want what's best for the city. Though they are hardly friends, they agree to make plans for the city's future together

## Failed Diplomacy

Vik is furious enough to point his gun toward Bronson. Unless characters succeed on a DC 18 Dexterity saving throw to move Vik's hand away or leap out in front of Bronson, Vik shoots Bronson in the shoulder. The guards outside Bronson's office hear the sound and enter. Seeing the gun in Vik's hand, they rush to apprehend him unless stopped.

## THE FATE OF CALDERÉ CITY

Depending on what the characters do during their stay, it is possible that they have helped change the course of the city forever or left it exactly how they found it. Below are possible futures for the city.

### An Unlikely Alliance

Having talked it out, Vik and Bronson understand each other well enough to plan to work together.

### No Victory

Branded a terrorist, Vik is executed. With Bronson incapacitated and Vik dead, the city's future looks grim with no clear leader to turn to.

### Ambitions On the Rise

If Vik's resentment toward Bronson is allowed to fester and grow without anyone assassinating Bronson on his behalf, Vik takes matters into his own hands soon after the characters leave the city. Unfortunately for him, he is no assassin, and though he severely injures Bronson, he is stopped and sentenced to execution for his crimes.

### Bronson Dead

If Bronson is dead because Vik wanted him gone, the city enters a period of instability and disarray. Though Vik is a capable leader, he is no bureaucrat, and he is incapable of running a city. A schism forms within the militia, one part siding with Vik and the other siding against him. The supply of fire crystals mined from Mount Spitfire dries up, and with it, the island's gunsmithing industry. Prices for shipboard armaments double across the Isle of Drakes.



## MOUNT SPITFIRE

A path leads from Calderé City and up to Mount Spitfire. However, getting to the volcano is not the dangerous part.

The contents of the volcano consist of magma from the portal to the Elemental Plane of Fire mixed with aether. This combination means that Mount Spitfire and its surroundings are not only incredibly hot but also highly toxic. Though most of the poison from the heated aether rises into the air as clouds, prolonged exposure to the air around the volcano can have detrimental effects to one's health.

### CAUSE AND EFFECT

To the people who live on the island, the volcano's constant eruptions are a part of everyday life.

Unbeknownst to the population of Calderé Island, the mining operation in Spitfire Mountain is behind the frequent volcanic incursions. Extracting fire crystals inevitably causes structural damage to the Elemental Plane of Fire, making it more unstable in areas.

As fire crystal mining increases, so does the chance of more intelligent elementals, such as efreeti, emerging from the portal to enact justice upon the city.

### MOUNT SPITFIRE GENERAL FEATURES

Mount Spitfire has the following features unless otherwise noted.

**Light.** The heated aether from the volcano illuminates the air above the volcano with bright light.

**High Temperatures.** A character without resistance or immunity to fire and without drinkable water must make a DC 5 Constitution saving throw at the end of every hour they spend on the volcano, or gain 1 level of exhaustion. This DC increases by 1 each hour. A character wearing heavy or medium armor has disadvantage on these saving throws.

**Poisonous Air.** Characters without resistance or immunity to poison take 2 (1d4) poison damage at the end of every hour they spend on the volcano.

**Volcanic Incursions.** The volcano is no stranger to elementals such as fire elementals and lava serpents emerging.

## FIRE CRYSTAL MINING

Despite the risks of the volcano, the rewards are high enough that a fire crystal mining operation is stationed here. Though fire crystals are known to naturally emerge, the majority of the operation's mining occurs through the elemental portal.

These expeditions mean that fire crystal mining is highly dangerous, not only because of the hazardous nature of the volcano but also because of the perils of the Elemental Plane of Fire. While fire crystal miner salaries are substantial, the work comes at great cost.

### Foreman Reiz

The mining operation is overseen by Foreman Reiz (LN female dragonborn **noble**), who is unsympathetic to the plights of her workers. After all, they know the risks. Mainly a supervisor, Reiz does not come face to face with the same dangers as her miners.

If characters are interested in doing some fire crystal mining themselves, Reiz is happy to rent them mining tools, for 20 gp per day. They are also able to sell fire crystals to her for 100 gp.

### Going Mining

Provided that they have the proper mining tools from Foreman Reiz, characters can spend a day of downtime going on an expedition into the Elemental Plane of Fire to mine fire crystals. As this is a dangerous venture, Foreman Reiz discourages doing so alone.

**Resources.** A mining expedition takes up one day and requires 20 gp worth of mining equipment rented from Foreman Reiz.

**Resolution.** Characters wishing to do so must elect an expedition leader who must make a Wisdom (Survival) check, comparing their result to the Fire Crystal Mining Expedition table.

### FIRE CRYSTAL MINING EXPEDITION

CHECK TOTAL	RESULT
1 – 5	Character is unable to navigate the Elemental Plane of Fire and is forced to turn back before going further in; each character on the expedition gains 1 level of exhaustion
6 – 12	Character is unable to find any fire crystals but does enrage a <b>fire elemental</b>
13 – 15	Character finds 1 fire crystal guarded by a <b>molten earth elemental</b>
16 – 20	Character finds 2 fire crystals guarded by two <b>lava serpents</b>
21+	Character finds 2 fire crystals



## FORT AMBITION

On the coast, deeper toward the center of the isle, stands a crumbling fortress which once belonged to the Shipwreckers pirate crew. If the characters proceed directly to Calderé City, they are unlikely to even notice the fort. However, if they elect to explore the island, their travels can lead them toward it.

*At the edge of the aether, jagged rocks rise from the ground like stalagmites, forming what appears to be a fortress of stone. Cannons dot the surrounding cliffs, each one pointed out to sea.*

A man o'war anchored beside the fortress has the name *Apocalypse* emblazoned on its hull. The crew of this ship is unloading the last of their gear and belongings of this old fort and taking it to their new home on Fort Roost Isle—a task they've been meaning to do for years, but never quite gotten around to 'til today.

If the characters approach, Rye (CN nonbinary gnome **bandit captain**) and six **thugs** make themselves known. These people are not members of the Shipwreckers, and are instead hopefuls who admire the pirate crew and want to someday join their ranks.

Dedicated and knowledgeable, Rye greets the characters knowing that they're new to the Isle of Drakes, as they haven't heard of them before, and tells them that they're approaching a fortress belonging to the Shipwreckers. If the characters don't know who the Shipwreckers are, Rye is happy to inform them that they are one of the three most powerful crews in the Isle of Drakes. As their name states, they deal in wrecking ships to get their supplies.

Rye warns the characters that getting any closer is dangerous, as the cannons in the cliffs shoot anyone who goes near.

**Recruitment.** If characters realize that Rye is not a pirate but wants to be one, they can persuade Rye to join their crew instead with a successful DC 18 Charisma (Persuasion) check. The thugs, however, choose not to go with Rye.

Rye is an officer with 1 rank in first mate and 1 rank in cook.

**Cannon Fire.** Characters that get closer to the fortress cause the cannons nearby to fire, causing a shower of volcanic stone to shower down on them. They must make a DC 16 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save and half as much damage on a successful one.

## REPUTATION ADVANCEMENT

Characters who assist the militia with a volcanic incursion gain 1 good reputation.

If the characters agreed to help Vik and his militia and did not hold up their end of the bargain, they gain 1 chaotic reputation. If they did hold up their end of the bargain, they gain 1 lawful reputation.

If the characters attack civilians of Calderé City, they gain 2 evil reputation. If they are instead respectful and nonviolent to civilians, they gain 1 good reputation.

If the characters assassinate Mayor Bronson, they gain 2 evil reputation. If they manage to help Mayor Bronson and Vik work together, they gain 2 good reputation.

## CHARACTER ADVANCEMENT

If characters resolved the conflict between Mayor Bronson and Vik in some manner, they gain a level.

Alternatively, they gain a level if they recruited two crew members, provided that those crew members are from different islands.

## ONWARDS

When the characters are safely back in their ship, they must determine which island they are headed toward next: Maladell Island, Fosfior Island or Velstarrón Island.

### MALADELL ISLAND

A small island covered in greenery. Various wooden buildings and an incredibly large tree are visible from afar.

If the characters choose this island, proceed to chapter 2 of this episode.

### FOSFIOR ISLAND

A large island near Maladell Island covered in bioluminescent jungle. It is known for being home to a predominant source of water.

If the characters choose this island, proceed to chapter 3 of this episode.

### VELSTARRÓN ISLAND

The island at the center of the Isle of Drakes and a veritable hub of activity where pirates make their name.

If the characters choose this island, and have not encountered Charleston and the *Apocalypse* yet, refer to “None Shall Pass” in chapter 1 of this episode.



# APPENDIX A: NEW MONSTERS

This appendix details the new creatures that appear within this adventure.

## AETHERBEASTS

Aetherbeasts are creatures that swim within the aether seas of the expanse. Beautiful, nightmarish sea creatures, countless theories abound as to their origin. Some scholars believe Aetherbeasts are creatures native to the Astral Plane that have adapted to the oceanic environment of the Aetherial Expanse. Others believe they were beasts brought to the expanse from the Material Plane and have mutated over centuries of exposure to aether.

Regardless of their origin, Aetherbeasts were given names by people from the Material Plane familiar with the animals of their homelands. An aetherwolf, for example, wasn't named that because it especially resembles a wolf (it more closely resembles a voracious, wildly colored sea serpent), but because it behaves similarly to a wolf: it's a carnivorous pack hunter that uses vicious claws and fangs to tear its prey apart, while manipulating the aether to dazzling attackers with bursts of magical power.

Myriad types of Aetherbeast exist, and their classification is hazy at best. Some scholars believe aetherwolves, for instance, are simply the juvenile form of aethersharks, a larger carnivore drawn to blood spilled in the aether. Though the truth of these creatures might never be fully understood, all a sailor needs to know is that Aetherbeasts spell trouble, and should never be underestimated.

## CREATING AN AETHERBEAST

Aetherbeasts can use the stat block of any Beast, with the changes below, which increase its challenge rating to 1 (if it's CR 1/2 or lower), by 1 (if it's CR 1 to CR 5) or by 2 (if it's CR 6 or higher).



Creatures can use spells like *polymorph* and features such as the Druid's Wild Shape to transform into an Aetherbeast (using the creature's altered CR), as normal. Spells like *conjure beasts* can also summon Aetherbeasts in this manner.

Aetherbeasts alter the base creature's stat block in the following ways:

**Creature Type.** Its type is Beast (Aetherbeast).

**Speeds.** Its walking speed is 10 feet and it has a swimming speed equal to the base creature's walking speed (or 20 feet, whichever is higher).

**Damage Immunity.** If its challenge rating is 3 or higher, it gains immunity to one damage type of your choice, typically acid, cold, psychic, or radiant damage.

**Language.** It can understand Aetherian. If its Intelligence score is 6 or higher, it can also read and speak Aetherian.

**Aetheric Adaptation.** The aetherbeast can breathe aether, and is immune to the effects of aether poisoning.

**New Action.** The aetherbeast knows one spell from the Aethercasting Spell by Challenge Rating table and gains the Aethercasting action:

**Aethercasting (1/Day).** The aetherbeast casts the spell chosen when it gained this action.

## AETHERCASTING SPELLS BY CHALLENGE RATING

CR	SPELL NAME
≤1	<i>Bane, Hideous Laughter, Inflict Wounds, Magic Missile, Sleep, Thunderwave</i>
2	<i>Blindness/Deafness, Blur, Enlarge/Reduce (self only), Hold Person, Invisibility, Moonbeam, Spider Climb</i>
3	<i>Blink, Dispel Magic, Fireball, Fly, Lightning Bolt, Tongues</i>
4	<i>Banishment, Confusion, Dimension Door</i>
5	<i>Cone of Cold, Conjure Elemental, Dominate Person, Hold Monster, Telekinesis</i>
6	<i>Chain Lightning, Create Undead, Disintegrate, Flesh to Stone, Globe of Invulnerability, Move Earth</i>
7	<i>Etherealness, Fire Storm, Mirage Arcane, Regenerate, Teleport</i>
8	<i>Control Weather, Feeblemind, Incendiary Cloud</i>
9+	<i>Foresight, Time Stop, True Resurrection, Storm of Vengeance</i>

A creature that transforms into an Aetherbeast can only use an Aethercasting trait once and must complete a long rest before it can do so again, even if it transforms into a different creature with an Aethercasting trait before then.





## AETHERWOLF

Due to the adaptations their bodies have undergone to survive near the surface of the aether, aetherwolves bear little resemblance to terrestrial wolves. They swim in deadly packs through shallow aether, preying upon small ships and other aetherbeasts.

### VARIANT: AETHERCASTING

As aetherbeasts draw their power directly from the aether, they have the ability to cast unexpected spells. You can replace the spell listed in this creature's stat block with another spell that would be suitable for its challenge rating. (See the "Aetherbeasts" section of the *Aetherial Expanse Setting Guide*.)

## AETHERWOLF

Medium Beast (Aetherbeast), Unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** understands Aetherian but can't speak

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

**Proficiency Bonus** +2

**Aetheric Adaptation.** The aetherwolf can breathe aether, and is immune to the effects of aether poisoning.

**Keen Hearing and Smell.** The aetherwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The aetherwolf has advantage on an attack roll against a creature if at least one of the aetherwolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

**Aethercasting (1/Day).** The aetherwolf casts *magic missile*.



## ALMOND

This nonbinary gnome is the current captain of the Aesphodel, a pirate crew solely comprised of druids that make their home on Maladell Island. Fearless and caring, their position is due both to their leadership skills and their command over natural magic.



### ALMOND

*Small humanoid (gnome), neutral*

**Armor Class** 13 (16 with barkskin)

**Hit Points** 130 (20d4 + 60)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+4)	16 (+3)	16 (+3)	20 (+5)	18 (+4)

**Saving Throws** Int +6, Wis +9

**Skills** Nature +6, Navigation +6, Perception +8, Insight +8, Survival +8, Persuasion +7

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Druidic, Gnomish

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Gnome Cunning.** Almond has advantage on all Intelligence, Wisdom, and Charisma saves against magic.

**Wood Whisperer.** Plants instinctively understand Almond as if they share a language, though Almond cannot understand them in return. Almond can spend 1 minute gently coaxing Large or smaller plants within 10 feet of them to magically move their branches, tendrils, and roots, potentially creating a 5-foot square of difficult terrain, or removing a 5-foot square of difficult terrain.

**Spellcasting.** Almond is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *shillelagh*

1st level (4 slots): *create or destroy water*, *cure wounds*, *entangle*, *purify food and drink*

2nd level (3 slots): *barkskin*, *enhance ability*, *spike growth*

3rd level (3 slots): *call lightning*, *plant growth*, *speak with plants*

4th level (3 slots): *ice storm*, *locate creature*, *watery sphere*

5th level (1 slot): *commune with nature*

### ACTIONS

**Multiattack.** Almond makes two quarterstaff attacks.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit (+8 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 12 (1d8 + 8) bludgeoning damage with *shillelagh*.





## AREYCA

This wood elf woman is the leader of Fosfior Town and the wife to Shaenah. A skilled wizard, she is known for her affinity for rift making magic. This ability allows her to strengthen the economic power of Fosfior Town, helped by the presence of the Wellspring.

## AREYCA

Medium humanoid (wood elf), lawful neutral

**Armor Class** 12 (15 with mage armor)

**Hit Points** 71 (13d8 + 13)

**Speed** 35 ft. climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	16 (+3)	16 (+3)

**Saving Throws** Int +7, Wis +6

**Skills** Arcana +7, History +7, Nature +7, Persuasion +6, Perception +6, Insight +6

**Senses** passive Perception 16

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**All-Terrain Wheelchair.** Moving through nonmagical difficult terrain costs Areyca no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, Areyca has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Furthermore, she can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Fey Ancestry.** Areyca has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Spellcasting.** Areyca is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +7 to hit with spell attacks). she has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *identify*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *hold person*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *fly*, *lightning bolt*

4th level (3 slots): *control water*, *dimension door*

5th level (2 slots): *cone of cold*, *hold monster*

6th level (1 slots): *aetherial rift*\*

7th level (1 slots): *teleport*

\* See Appendix B

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## CALDERÉ ISLAND CIVILIANS

The citizens of Calderé Island live in constant peril due to volcanic incursions from Mount Spitfire that assail their home with elementals. Because of this, basic combat training is a necessity which subsequently means that they are tougher than the average commoner. Some citizens take this one step further, having joined the local militia to best fight off the elementals.

### CALDERÉ CITY CITIZEN

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Senses** passive Perception 11

**Languages** any two languages

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

**Proficiency Bonus** +2

**Pack Tactics.** The citizen has advantage on an attack roll against a creature if at least one of the civilian's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, reach 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



### CALDERÉ CITY MILITIA MEMBER

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (studded leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

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

**Skills** Athletics +3, Acrobatics +5, Perception +3

**Senses** passive Perception 13

**Languages** any two languages

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

**Proficiency Bonus** +2

**Pack Tactics.** The militia member has advantage on an attack roll against a creature if at least one of the militia member's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Multiattack.** The militia member makes two attacks with its shortsword.

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

**Militia Pistol.** *Ranged Weapon Attack:* +5 to hit, reach 80 ft./320 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.



## FOSFIOR ISLAND ARCHER

These archers are civilians of Fosfior Island trained with the shortbow. They ensure that Fosfior Town is safe from the various plants that surround it, and help guard the Wellspring from those who wish to steal from it.

### FOSFIOR ISLAND ARCHER

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

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

**Skills** Stealth +4, Nature +3, Perception +4, Insight +4, Survival +4

**Senses** passive Perception 14

**Languages** any two languages

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### ACTIONS

**Multiattack.** The archer makes three dagger attacks or three shortbow attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, reach 80 ft./320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





# FOSFIOR ISLAND PLANTS

The trees and vegetation of Fosfior Island consumed aether from the surrounding sea and gained varying levels of sentience as a result. This led to an ecosystem of plants all hungry for aether, not only in liquid form but directly from spellcasters. Their aether diet also means that they have strange powers and abilities that help them sate their appetites.

## DRAINING CREEPER

*Large plant, unaligned*

**Armor Class** 12

**Hit Points** 66 (7d10 + 28)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

**Skills** Stealth +4

**Damage Resistances** poison

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Aether Detection.** The creeper knows when a spell of 1st level or higher is cast within 300 feet of it, and knows the direction of the caster.

**False Appearance.** While the creeper remains motionless, it is indistinguishable from a large cluster of vines.

## ACTIONS

**Multiattack.** The creeper can use both its Strangle and Aether Drain if a creature is strangled by it.

**Strangle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and can't cast spells that require a verbal component, and the creeper can't strangle another target.

**Aether Drain.** The creeper drains a creature strangled by it that has spell slots. It expends one of the target's spell slots and heals 1d10 hit points plus an extra 1d10 for each slot level above 1st.

## REACTIONS

**Sudden Sprint.** When a creature that the creeper can see moves, the creeper immediately moves up to 60 feet toward it.



## JUNGLE SIREN

*Large plant, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 0 ft.

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

**Damage Resistances** poison

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 10

**Languages** The languages of the humanoids it killed

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Mouthless Mimicry.** The jungle siren can mimic the voices of humanoids it has killed. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

## ACTIONS

**Multiattack.** The jungle siren makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Illusory Lure.** The jungle siren projects a magical illusion of a humanoid it has previously killed. This illusion moves and appears real. This effect ends if the jungle siren takes a bonus action to remove it or the jungle siren dies.

This illusion does not hold up to physical inspection as things pass through it. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that it is an illusion.



## STRANGLING CREEPER

Medium plant, unaligned

**Armor Class** 12

**Hit Points** 37 (5d8 + 15)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

**Damage Resistances** poison

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**False Appearance.** While the creeper remains motionless, it is indistinguishable from a cluster of vines.

### ACTIONS

**Strangle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained and can't cast spells that require a verbal component, and the creeper can't strangle another target.

### REACTIONS

**Sudden Sprint.** When a creature that the creeper can see moves, the creeper immediately moves up to 30 feet toward it.

## TINDERBLOOM

Small plant, unaligned

**Armor Class** 12

**Hit Points** 16 (3d6 + 6)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** tremorsense 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

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

**Proficiency Bonus** +2

**False Appearance.** While the tinderbloom remains motionless, it is indistinguishable from a cluster of blue flowers and purple leaves.

### ACTIONS

**Ignited Aether.** *Ranged Spell Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) fire damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### REACTIONS

**Tripwire Roots.** When a creature moves within 30 feet of the tinderbloom it makes an Ignited Aether attack against it.





## STARRYDEW

*Huge plant, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 114 (12d12 + 30)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (−3)	10 (+0)	5 (−3)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 5 (100 XP)

**Proficiency Bonus** +3

**Jungle Magic.** Due to the starrydew's high concentration of aether, it randomly causes one of the effects from the list below whenever a spell is cast within 10 feet of it or one of its tendrils is destroyed.

1. The starrydew casts *barkskin* on itself.
2. All creatures and objects that are somehow anchored to the ground within 20 feet of the starrydew float 10 feet into the air.
3. The starrydew casts *sleet storm* (spell save DC 15) centered on itself.
4. All creatures within 20 feet of the starrydew regain 1d6 hit points.
5. The starrydew casts *fireball* as a third-level spell (spell save DC 15) centered on itself.
6. It begins raining within 10 feet of the starrydew for 1 minute.
7. The starrydew casts *stinking cloud* (spell save DC 15) centered on itself.
8. For the next minute, harmless petals burst out of any wound the starrydew inflicts.

**Living Terrain.** A creature can end its turn in the starrydew's space.

**Leaf Tendrils.** The starrydew can have up to six tendrils at a time. Each tendril can be attacked (AC 13; 20 hit points; immunity to poison and psychic damage). Destroying a tendril

deals 20 damage to the starrydew. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it. In either case the tendril releases a dying burst of aether, randomly causing one of its Jungle Magic effects. If all its tendrils die, the starrydew dies.

### ACTIONS

**Multiattack.** The starrydew makes one attack with each of its tendrils (it has up to six).

**Tendril.** *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* (1d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the starrydew can't use the same tendril on another target.







## SHAENAH

This female dragonborn with green scales frequents the docks of Fosfior Island, offering to escort anyone who anchors there to Fosfior Town. Though she is not a pirate, her ruthless and boisterous personality is befitting of one. She is married to Areyca, the town's leader.

### SHAENAH

*Medium humanoid (dragonborn), lawful neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7, Stealth +5, Nature +4, Perception +6, Insight +6, Survival +6, Intimidation +4

**Damage Resistances** poison

**Senses** passive Perception 16

**Languages** Common, Draconic, Elvish

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Acquired Resilience.** Shaenah has advantage on saving throws against being poisoned.

**Brute.** A melee weapon deals one extra die of its damage when Shaenah hits with it (included in the attack).

### ACTIONS

**Multiattack.** Shaenah makes two machete attacks.

**Machete.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

**Poison Breath (Recharge 5–6).** Shaenah exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Parry.** Shaenah adds 3 to her AC against one melee attack that would hit her. To do so, the Shaenah must see the attacker and be wielding a melee weapon.





## SHIP MIMIC

This overgrown shapeshifter was little more than a typical treasure-chest-shaped mimic when it tumbled through a portal into the Astral Plane. It has grown uncommonly strong by being infused by aetherial energy, and now trawls the aetherial waves in search of prey.

### SHIP MIMIC

*Gargantuan monstrosity (shapechanger), neutral*

**Armor Class** 11

**Hit Points** 112 (9d20 + 18)

**Speed** 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	5 (–3)	13 (+1)	8 (–1)

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Multiattack.** The ship mimic makes two pseudopod attacks.

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) acid damage.



## TIBERIUS THE BEAR

A human man with notable giant heritage, Tiberius is a large and muscular figure with a kind heart who is a member of the Aesphodel pirate crew. Like the other members of his crew, he is a druid. In particular he is capable of shifting into a bear. However, though he loves the Aesphodel, he longs for different adventures.



### TIBERIUS THE BEAR

Medium humanoid (human), neutral good

**Armor Class** 12 (16 with barkskin)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

**Saving Throws** Int +2, Wis +4

**Skills** Athletics +6, Nature +2, Navigation +2, Perception +4, Insight +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Druidic (can't speak in bear form)

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Bear Form.** As a bonus action, Tiberius can change his shape into a Large bear, or back to his human form. His statistics, other than his size, are the same in each form. Tiberius can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Tiberius reverts to his true form if he dies or falls unconscious.

**Giant Heritage.** Tiberius is considered to be Large for the purpose of determining his carrying Capacity and the amount of weight he can push, drag, and lift.

**Spellcasting.** Tiberius is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

*Cantrips (at will):* druidcraft, guidance, mending

*1st level (4 slots):* entangle, purify food and drink, speak with animals

*2nd level (3 slots):* barkskin, darkvision, enhance ability

### ACTIONS

**Multiattack.** In human form, Tiberius makes two quarterstaff attacks. In bear form, he makes two claw attacks.

**Bite (Bear Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

**Claws (Bear Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

**Quarterstaff (Human Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, 7 (1d8 + 3) bludgeoning damage if wielded with two hands.



## VIK

*Small humanoid (halfling), chaotic neutral*

**Armor Class** 16 (studded leather armor)

**Hit Points** 78 (12d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	20 (+5)

**Saving Throws** Dex +7, Cha +8

**Skills** Athletics +4, Acrobatics +7, Perception +4, Insight +4, Persuasion +8

**Senses** passive Perception 14

**Languages** Common, Halfling

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Pack Tactics.** Vik has advantage on an attack roll against a creature if at least one of Vik's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** Vik makes three attacks with his shortsword or two attacks with his militia pistol.

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

**Militia Pistol.** *Ranged Weapon Attack:* +7 to hit, reach 80 ft./320 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage,

### LEGENDARY ACTIONS

Vik 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. Vik regains spent legendary actions at the start of his turn.

**Sword Swipe.** Vik makes one attack with his shortsword.

**Rally The Troops.** Vik commands one ally he can see within 30 feet to use its reaction to make one weapon attack as a reaction. This ally must also be able to hear and see him.

**Gunfire (Costs 2 Actions).** Vik makes one attack with his militia pistol.



## VIK

An ambitious male halfling residing in Calderé City, and the leader of its militia, Vik wants nothing but to see his home drive off the elementals that constantly attack it. Though this desire is genuine, his frustrations with the city's mayor and belief he could do better means that his wants can be easily distorted into something more malicious.



## VOLCANIC ELEMENTALS

A permanent portal to the Elemental Plane of Fire lies within Mount Spitfire, the volcano at the heart of Calderé Island. Various elementals make their home on the other side of this portal, and are spewed forth from it frequently.

### ASHEN AIR ELEMENTAL

*Large elemental, neutral*

**Armor Class** 15

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran, Ignan

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Smoke Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Each creature that starts its turn within 5 feet of the elemental must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn coughing and sputtering. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

**Heated Body.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

### ACTIONS

**Multiaction.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 3 (1d6) fire damage.





## MOLTEN EARTH ELEMENTAL

Large elemental, neutral

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	5 (–3)	10 (+0)	5 (–3)

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Heated Body.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Illumination.** The elemental sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Siege Monster.** The elemental deals double damage to objects and structures.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage.

## LAVA SERPENT

Medium elemental, neutral

**Armor Class** 13

**Hit Points** 65 (10d8 + 9)

**Speed** 30 ft., swim 60 ft.

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

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, unconscious

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Ignan but doesn't speak

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Lava Body.** A creature that touches the lava serpent or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. A creature grappled by the lava serpent instead takes 10 (3d6) fire damage at the start of each of its turns.

**Illumination.** The lava serpent sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Invisible in Lava.** While the lava serpent remains motionless, it is indistinguishable from a puddle of lava.

**Water Susceptibility.** For every 5 feet the lava serpent moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) fire damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the lava serpent. Until this grapple ends, the target is restrained, and the lava serpent can't constrict another target.







## ZHENG YANG SHI

Once a member of the Drakes and now the owner of a gambling den, Zheng is an older human woman content to play cards for the remainder of her life. However, her wealth of knowledge about the Isle of Drakes and its various islands and pirate crews, as well as her skill with guns, means that she could be invaluable if convinced to do one last job.

### ZHENG YANG SHI

Medium humanoid (human), true neutral

**Armor Class** 16 (leather armor)

**Hit Points** 150 (20d8 + 60)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	18 (+4)	18 (+4)	20 (+5)

**Saving Throws** Wis +8, Cha +9

**Skills** History +8, Navigation +8, Perception +8, Insight +8, Persuasion +9, Intimidation +9

**Senses** passive Perception 18

**Languages** Common, Halfling

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Legendary Resistance (3/Day).** If Zheng fails a saving throw, she can choose to succeed instead.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, Zheng can utter a special command or warning whenever a nonhostile creature that she can see within 30 feet of her makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Zheng. A creature can benefit from only one Leadership die at a time. This effect ends if Zheng is incapacitated.

**Unfazed.** Zheng has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** Zheng makes three attacks with her walking stick or two attacks with her shotgun.

**Walking Stick.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Shotgun.** *Ranged Weapon Attack:* +9 to hit, reach 80 ft./320 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

### LEGENDARY ACTIONS

Zheng 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. Zheng regains spent legendary actions at the start of her turn.

**Gunfire.** Zheng makes one shotgun attack.

**Drake's Tactics.** Zheng commands one ally she can see within 30 feet to use its reaction to move up to 30 feet without provoking opportunity attacks and make one weapon attack. This ally must also be able to hear and see her.

**Drake's Guidance.** Zheng gives one creature she can see within 30 feet of her some inspiring advice. That creature can reroll one attack roll or saving throw it makes before the start of Zheng's next turn, provided it can hear and understand Zheng. If a creature does so, it must use the new roll.





# APPENDIX B: NEW SPELLS

## Aetherial Rift

*6th-level conjuration*

**Casting Time:** 1 minute

**Range:** 10 miles

**Components:** V, S, M (a vial of liquid aether which the spell consumes)

**Duration:** Concentration, up to 10 minutes

You manipulate the aether of the Aetherial Expanse to conjure two rifts within it. The first rift opens in an unoccupied space within 10 feet of you, and the second rift opens in an unoccupied space at a location within 10 miles of you that you are familiar with (have visited or seen before). Both rifts are 5 feet wide and 10 feet tall, and appear as tears in space that look the same when viewed from any direction.

A creature or object that moves into a rift is instantly transported to the other rift, appearing in the unoccupied space nearest to the rift. However, the caster of the spell is unable to use it without dire repercussions. If the caster moves into the rift, both rifts collapse, ending the spell, and they are transported to a random location in the Aetherial Expanse.

**Spell Lists.** Sorcerer, Warlock, Wizard







# APPENDIX C: PRONUNCIATION GUIDE

This guide suggests pronunciations for many of the non-English names found in this Fable, along with a reference to the first episode it was referenced.

NAME	PRONUNCIATION	DESCRIPTION	REF
Abrexta Kathinel	ah-BRECKS-tuh KATH-in-el	Tiefling Karelagne admiral commanding the INS <i>Thunderchild</i>	E6
Adumbral End	AH-dum-brawl	Desdemona's spectral galleon	E5
Aesphodel	AS-foh-dell	Pirate crew based on Maladell Island	E2
Aether	EE-ther (or AY-ther)	The magical substance making up the seas of the Aetherial Expanse.	E1
Aetherium	ee-THEER-ee-um (or ay-THEER-ee-um)	The rare crystalline form of aether	E1
Ailing Grog	Ay-LING	Retired astral emergent pirate owning a tavern of the same name	E6
Akaste	ah-KAHS-tay	An ancient storm giant sea-witch who acts in secret	E5
Akora	ay-KOR-uh	A gynosphinx librarian in the Sunken Palace	E4
Alaric Concord	al-uh-RICK	Infamous half-orc Karelagne privateer captain	E6
Alfonce Arvide	AL-fahns ahr-VID	Starblade crewmember on the <i>Adumbral End</i>	E5
Algol	AL-gohl	An eldritch beast from the deep aether	E5
Amil Markhoff	ah-MEEL MARK-ov	Once a renowned merfolk captain, now transformed into a merrow haunting Shipgrave Reef	E1
Anka	ANK-uh	Dragonborn shipwright on Velstarrón Island	E2
Areyca	uh-RAY-kuh	Wood elf wizard leader of Fosfior Town	E2
Ariadne	AWR-ee-ad-nay	Astral merfolk scavenger	E4
Asteth, the Empress	AS-teth	Fiery goddess from the Aetherial Expanse	SG
Astrium	AS-tri-um	Mythical civilization of plane-faring giants	E1
Atakora	a-ta-KOR-uh	An island named after the sharp bladed grass that covers it	E4
Ayris	EY-riss	A powerful material plane kingdom vying for control of the Aetherial Expanse	E1
Bathyal Chariot	BATH-yawl	Akaste's grotto lair	E5
Beliene Delaney	bel-EEN del-a-NAY	True captain of the Fanged Stallion pretending to belong to the Sistren of the Isle	E3
Belnoraë	bel-NOR-ay	Dragonborn child of Karelagne officer Zrafarn Sheccac	E5
Brighid	BRIG-id	Captain of the INS <i>Loyalty</i>	E6
Bulwark Island	BULL-wark	Jungle covered island in Shipgrave Reef	E1
Calderé Island	cawl-duh-RAY	A volcanic island in the Isle of Drakes	E2
Calladin Thorn	KAL-a-din	Half-elf captain of the <i>Knight's Corsair</i>	E5
Centaris	Sen-TAWR-is	An island with powerful aether geysers in the Constellation Isles	E4

(SG = Setting Guide)



NAME	PRONUNCIATION	DESCRIPTION	REF
Cindra	SIN-druh	Elf starspeaker crewmember on the <i>Adumbral End</i>	E5
Cozmara	coz-MAW-ruh	Drow Aesphodel pirate	E2
Cyrril the Hierophant	SEER-ill	God of the Aetherial expanse and legendary creator of the aether.	SG
Dagodurne Gad	DAG-o-dern GAD	The dwarven Lord High Admiral commanding Karelagne's military defense of Port Majeure	SG
Dameria Jules	da-MAIR-ee-uh	Dwarf cook on Nth Degree Island	E3
Darissa	da-RIS-uh	Powerful Ayris merchant guildmaster secretly working with the Karelagne Empire. Mother of Ori.	E5
Desdemona	DES-duh-mow-nuh	The immortal storm giant captain of <i>Adumbral End</i> .	E5
Diego Madrix	dee-AY-go MAD-ricks	Inexperienced gnome Karelagne officer	E6
Diyan	dee-YAN	An island named after the tar-like moss growing there.	E4
Eldari	el-DAW-ri	Half-merfolk Sistren leader on Kesforth island	E4
Eolicos Island	ee-OH-lick-ohs	A desolate wind-swept island in the Isle of Drakes	SG
Equino Duo	eh-KWEE-no	A pair of islands in the Constellation Isles	E4
Erinaronda	AIR-rin-a-RON-duh	Astral emergent leader of the Keepers on the Blinking Island	E3
Estamuel Chemelthary	es-TAM-yoo-el KEM-el-there-ee	Ayrissian Governor of Windcrown	E6
Eydis Pearlsheen	AY-dis	Youngest member of the astral merfolk Trident leadership	E4
Fearghal	FEER-gull	Elf garrison commander of Fort Bantor	E6
Ferryn Jassan	FAIR-in ja-SAHN	Imprisoned Karelagne rogue on the <i>Adumbral End</i>	E5
Floe Island	FLOW	A small island in Shipgrave Reef	E1
Forge of Arganok	AR-gan-ok	A magical forge in Astrium	E6
Fosfior Island	FAHS-fee-or	A jungle-covered island in the Isle of Drakes	E2
Gemma	JEM-muh	The <i>Fanged Stallion's</i> gnome quartermaster pretending to be the first-mate	E3
Gruup Meistercut	GROOP	Dwarf astral emergent butcher at Bester's Ring in Windcrown	SG
Hamelyn Ferralon	HAM-el-in FER-ral-on	Gunnery Chief Hamelyn. Half-elf proprietor of Steel for a Steal weapon shop	SG
Hikaru Davies	hee-KAW-roo	Human mage smuggler in Windcrown.	SG
Imayn	IM-ayn	Human wife of Ayrissian officer Phryne Soulette	
Inzeh Ahime	in-ZEH aw-HEEM-eh	Dragonborn navigator of <i>Adumbral End</i>	E5
Ithas	EE-thas	Last king of Astrium	E6
Jarobe	JAW-row-bae	Human chef on the <i>Fanged Stallion</i>	E3
Jem Aediobra	JEM ee-di-OH-bra	Astral emergent lightkeeper on the Blinking Island	E3
Johilde Blackbone	joe-HILL-duh	Dwarf master gunner on the <i>Adumbral End</i>	E5

(SG = Setting Guide)



NAME	PRONUNCIATION	DESCRIPTION	REF
Karabell	KAIR-uh-bel	Half-elf owner of the Treehouse Inn	E2
Karel	kuh-REL	The capital city of the Karelagne Empire on its homeworld in the Material Plane.	E1
Karelagne Empire	KAIR-el-ayn	A powerful material plane empire vying for control of the Aetherial Expanse	E1
Kellis	KEL-lis	Half-orc gunsmith and owner of The Steel Barrel	E2
Kesforth	KES-forth	Island home of the Sistren of the Constellation Isles	E4
Kinsey Silt	KIN-see	An astral emergent citizen of the Blinking Isle	E3
Larmeath	LAR-meeth	An island in the Constellation Isles home to astral merfolk	E4
Leuca Albiones	LOO-kah AL-bee-onz	A human astral emergent citizen of the Blinking Isle	E3
Liloyassa	LEE-loh-yas-sa	Dragonborn child of Karelagne officer Zrafarn Sheccac	E5
Madam Sebria	SEB-ree-uh	Astral emergent mage owner of an upscale hostelry in Port Kaylo	E6
Madame Isabeau's	iz-uh-BOH	A bar and gambling establishment in Port Kaylo	E3
Makagul	MAK-uh-gawl	Half-orc quartermaster on the <i>Adumbral End</i>	E5
Maladell Island	MAL-uh-dell	An island in the Isle of Drakes home to the Aesphodel pirate crew.	E2
Maledonna Ackles	mal-eh-DON-na AK-les	Leader of the Children of Asteth and pirate captain of the <i>Avenging Angel</i>	E6
Manta "Seabear" Gunthorpe	MAN-ta	Karelagne governor overseeing Port Kaylo	E6
Master Archifelt Spitz	ARCH-ih-felt	Human apothecary owner of Spitz's Remedies in the Isle of Drakes	SG
Merhild van Dien	MUR-hild VAN DEY-en	Reckless human gunner on the <i>Knight's Corsair's</i>	E5
Monstera Cluster	Mon-STAIR-ah	Set of islands many Ayrissians call home	SG
Nethiri	neh-THEE-ri	Tiefling mage first-mate on <i>Adumbral End</i>	E5
Nyxalthil Eshwyn ("Nyx")	NIKS-al-thil ESH-win	Dragonborn prisoner in Bathyal Chariot	E5
Oceane the Bard	oh-SEEN	A human astral emergent and double agent selling information to Ayris and Karel	E6
Olyran Bogbagin	oh-LEE-ran BOG-bagin	A halfling astral emergent citizen of the Blinking Isle	E3
Oona Lyresmyth	OO-nuh	A half-elf astral emergent citizen of the Blinking Isle	E3
Orabella Hylde	or-uh-BELL-uh HILD	Half-elf quartermaster on the <i>Knight's Corsair's</i>	E5
Orglix	OR-gliks	Ancient kraken lurking in Astrium	E6
Orivari ("Ori")	OR-ee-VAHR-ee	Tiefling stowaway and daughter of guildmaster Darissa of Ayris	E5
Parnetty	PAR-net-ee	Doctor Parnetty, gnome mage experimenting on astral emergents.	E3
Phryne Soulette	FRIN SOO-let	Elf Ayrissian officer	E5
Port Kaylo	KAY-low	Ayrissian merchant port under Karelagne control.	E3
Port Majeure	mawj-OOR	Karelagne Empires main base in the Etherial Expanse	SG
Qoz, the Hermit	KOHZ	The destructive feather star god of the Aetherial Expanse said to sleep at the bottom of the aether	SG

(SG = Setting Guide)



NAME	PRONUNCIATION	DESCRIPTION	REF
Quoiya	KOI-uh	Dryad Aesphodel pirate	E2
Reiz	RAYS	Dragonborn foreman overseeing Fire Crystal Mining's operations	E2
Ronen	ROW-nin	Astral merrow leader on Scathiss.	E4
Sartreus, Master of Knowledge	sar-TREE-us	Ghostly astral titan within Astrium	E6
Scamallath	SKA-mal-lath	An island in the Constellation Isles home of the astral merrow	E4
Scathiss	SKA-this	An smaller islands south of Scamallath, home to an astral merrow splinter faction	E4
Shaenah	SHAY-naw	Dragonborn in charge of Fosfior Island docks	E2
Tektite Island	TEK-tight	Jungle covered island in Shipgrave Reef covered by black glass objects of the same name	E1
Terrol	TER-rol	Astral emergent tiefling, hired by Ayrissia to spy on Beliene.	E3
Teruko	TEH-roo-koh	Pirate captain Teruko the Drake, deceased founder of the Isle of Drakes	E1
Threx Starmine	th-WRECKS	Dwarven astral emergent leader of Starmine Key	E6
Tortugon	TOR-too-gon	A legendary slumbering cosmic turtle said to watch over pirates in the Isle of Drakes.	E6
Ugkin	UCK-in	Doctor Ugkin, a half-orc mage experimenting on astral emergent.	E3
Unammon, the Chariot	oo-NAM-awn	God of wind in the Aetherial Expanse	SG
Vea Plumeria	VAY-uh ploo-MAIR-ee-a	The material plane capital of the Kingdom of Ayris	SG
Velstarrón Island	vel-stuh-ROHN	The bustling central island of the Isle of Drakes.	E2
Viceroy Caturix	CAT-yoor-icks	Cruel half-elf commander of the Karelagne Navy from Port Majeure.	SG
Vicktir Hartlein	VICK-teer HART-line	Zilro Rikter's forgotten identity.	E5
Vitates, Vinan, and Vianti	vi-TAY-tes, vi-NAHN, vi-an-TI	An inhospitable line of islands in the Constellation Isles	E4
Xivaine "the Sorrow" Sax	zi-VAYN	Wood-elf captain of the <i>Dolor</i>	E5
Yaskara Dumik	yas-KAW-ruh DOO-mik	Half-orc first mate of the <i>Knight's Corsair's</i>	E5
Zheng Yang Shi	CHEN YAWNG SHIH	Retired human pirate captain owner of the Sparrow's Flight gambling den	E1
Zilro Rikter	ZIL-roh	Ship surgeon on <i>Adumbral End</i>	E5
Zrafarn Sheccac	zra-FARN she-KAK	Karelagne officer	E5

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