

SCARRED LANDS 5E

SLARECIAN
-VAULT-

HATRED IN STRALE

A TIER 1 ADVENTURE OPTIMIZED FOR 1ST LEVEL CHARACTERS



The characters stumble upon the survivors of a doomed expedition and learn of a shipwreck that may still hold items of great value. Can they overcome an abomination that now claims the vessel, or will they fall victim to the Hatred in Strale?

BY JOE RASO

HATRED IN STRALE

CREDITS

Writing, Design and Cartography by : Joe Raso

Art: Dean Spencer, Jacob Blackmon at Purple Duck Games, Rick Hershey at Fat Goblin Games, and some art courtesy of the “Slarecian Vault” Community Content.

A special thanks to Travis Legge for his enthusiasm and encouragement to create this adventure.

About the designer

Joe Raso is a dad, a husband, and a long suffering DM who’s had the pleasure of gaming with the same group since his university days.

You can follow him on twitter @_joe_raso and on his blog <https://theschemingdm.wordpress.com>.

This product was created under license. SCARRED LANDS and its logo, and Slarecian VAULT and its logo, are trademarks of Onyx Path Publishing. All Scarred Lands setting material, art, and trade dress are the property of Onyx Path Publishing. www.theonyxpath.com

This work contains material that is copyright Onyx Path Publishing. Such material is used with permission under the Community Content Agreement for “Slarecian Vault” Community Content.

All other original material in this work is copyright 2020 by Joe Raso and published under the Community Content Agreement for “Slarecian Vault” Community Content.

Some artwork by © Dean Spencer, Publisher’s Choice Quality Stock Art © Rick Hershey / Fat Goblin Games, Purple Duck Games © Jacob Blackmon, used with permission. All rights reserved.



SYNOPSIS

A redeemed asaatthi and slitherin are the last survivors of a Vigils of Vesh expedition. Seeking help after beaching their ship, they become targets of violent xenophobic locals.

The characters stumble upon this confrontation and must decide how to respond. Eventually, the characters learn of the survivor’s shipwrecked vessel and must overcome dangerous creatures to recover the valuable items hidden within.

DRAMATIS PERSONAE

Erak [a-RAK] - A xenophobic human drunkard.

Klemont [KLEH-mont] - A xenophobic human drunkard who fell victim to Mashuuk and Noomya’s self-defense.

Lavis [LA-vis] - Owner of the Shining Spear, opponent to the slave-trade and Durrovian resistance sympathizer.

Mashuuk [ma-SHOOK] - A mysterious asaatthi, who along with his slitherin companion Noomya, seek help to recover something from their ship

Noomya [NOOM-ya] - A female slitherine traveling with her asaatthi companion Mashuuk.

Sig [SIG] - A xenophobic human drunkard.

Tanik [TA-nik] - A xenophobic human drunkard

Reference Shorthand

Within this publication, some NPCs, creatures, magic items, and vehicles are highlighted in **BOLD**. Statistics for these items can be found within the appendix at the end of the document. These items include a superscript label, where ^{NEW} indicates a new element created with this publication or ^{SRD} identifying it as an element found in the SRD-OGL V5.1 document.

INTRODUCTION

This adventure was written for the 5th edition OGL version of Scarred Lands released by Onyx Path Publishing in 2017. The Scarred Lands is a world still recovering from a war between the gods and their titanic progenitors that ended some 150 years ago.

STORY OVERVIEW

Background

Operatives of the Vigils of Vesh obtained credible intelligence suggesting Calastian agents were actively searching the Gifts of the Gods archipelago for a titan artifact of incredible power. The Semanye Vigil in Durrover organized an expedition charged with determining if this was true. If so, the group was asked to acquire the artifact before the Calastians could, or disrupt their operations so the Hegemony could not recover this artifact.

VIGILS OF VESH

The Vigils of Vesh are protectors of the independent republic, patrolling its borders and operating in nearby regions. They follow a set of oaths to guide their service, but by no means are they a rigid organization. Eleven active Vigils are based throughout eastern Ghelspad, with most in and around Vesh itself. Each Vigil operates independently overseen by a lord-commander.

SEMANYE VIGIL

Primary Region: Durrover and points west

Alignment: Any Non-Evil

Leaders: Drax Mora (LG human male)

Activities or Expertise: protecting Vesh, clandestine operations against Calastia

Based in Durrover, this Vigil supports the nation's ongoing resistance against Calastia. They do this by maintaining surveillance of Calastian troop movements and espionage against Calastia itself.

Many powers across Ghelspad view Durrover's continued survival as an important check against Calastia's ongoing expansion. This has resulted in covert support from across the continent, yielding a remarkably diverse membership among the Semanye Vigil. Though the order is mostly human, every Divine and Redeemed race are found among their number.

Recent Events

The expedition sailed from Durrover seeking to meet sympathetic contacts in Strale. Unfortunately, their ship came under assault from titanspawn at sea. Only two of the crew survived the watery attack. They barely managed to beach their damaged vessel in a smuggler's cove north of Strale. The two injured survivors abandoned their ship and scrambled to Strale on foot. They hoped to find aid from their contact in a tavern in the docklands of the city.

Adventure Summary

The characters begin the adventure in Strale, a small coastal city in the south-eastern Calastian duchy of Varuba. They stumble upon an ally brawl between local thugs and the survivors of the Vigils of Vesh expedition. The adventurers learn of the Vigil agent's shipwreck and items of great value still contained within. The climax of the adventure occurs within the expedition's broken ship, where the characters must contend with the dangerous creatures that now claim it for themselves.



Adventure Hooks

Against the Slavers. Though the slave trade flourishes in Strale, some residents actively oppose this practice. A secretive group smuggles unjustly captured slaves out of the city. The proprietor of the Shining Spear tavern is sympathetic to this group. Characters with an anti-slavery background might travel to this tavern in hopes of meeting with like-minded individuals.

Durrovian Agents. The characters may be new Durrovian agents tasked with hindering Calastia's aggression. The owner of the Shining Spear tavern is sympathetic to Durrover's struggle and secretly passes messages to those helping the beleaguered nation. A character supporting Durrover's resistance is sent to the Shining Spear tavern, where a message awaits them to meet the ill-fated Vigils of Vesh expedition.

Right Place at the Wrong Time. Characters traveling by ship arrive in the docklands of Strale. While seeking food or a place to stay, they arrive at the Shining Spear tavern.

Divine Vision. A character with strong ties to Denev, or the gods, feels compelled to journey to Strale, believing the fate of Ghelspad may depend on their presence there. Following their intuition, the character is drawn to the Shining Spear tavern just as the events of Encounter 1 begin.

IN OTHER SETTINGS

Although designed for the Scarred Lands setting, this adventure can easily transpose to any campaign world. This adventure highlights tensions between humans and non-humans in Calastia. If used in other settings, the asaathi and slitherin NPCs could be changed to anything the local population views with suspicion.

ADJUSTING THE CHALLENGE

This adventure is optimized for five 1st-level characters. Guidance is included to adjust combat encounters to make them more or less challenging at the discretion of the DM.

Party's having fewer than five characters may wish to reduce the challenge of combat encounters. Groups larger than five or that have characters higher than 1st level may should consider increasing the challenge of encounters.

DUCHY OF VARUBA

Varuba is the easternmost and least populated duchy of the Kingdom of Calastia. It is often seen as a rustic and backward region when compared with other baronies. The duchy touches the Blossoming Sea to the south and the Blood Sea to the east. Incessant rains drench this warm coastal region.

As with the rest of the Calastia, humans dominate Varuba while other races are looked down upon with xenophobic disdain. It is not unusual to see halflings throughout the duchy, but other non-humans are difficult to find, except perhaps in the city of Strale's busy docklands.

Strale is by far the duchy's largest urban center. It is home to numerous blacklisted aristocrats who fled here from across Calastia, seeking shelter from the king's displeasure. The city's port bustles with trade, being the first Calastian city encountered along Ghelspad's eastern coast.

Extending south of Varuba is a mysterious archipelago known as the Gift of the Gods. Viewed by many as an untapped resource, expeditions regularly depart from Strale to explore the this largely uncharted Calastian Archipelago.



PART ONE - THE BRAWL

Estimated Duration: 30 minutes

The adventure begins as the characters approach The Shining Spear, a run-down tavern in Strale's docklands. Near the tavern, they witness a violent conflict.

ENCOUNTER OBJECTIVES

The characters must decide to handle a violent encounter between xenophobic locals and the survivors of a doomed expedition, possibly gaining an asaatthi ally in the process. Afterward, the characters are likely to either enter the nearby tavern (with or without this new ally) or explore an old fisherman's trail that follows the coast north of the city.



THE DOCKLANDS

The city of Strale is the seat of power for the Calastian duchy of Varuba. The docklands surround Strale's busy port. It is filled with merchants and travelers from around Ghelspad, being the first Calastian port on the eastern side of the continent. This traffic leads to a remarkably cosmopolitan mix of races, sharply contrasting with the rest of Calastia that is predominately human. Non-humans are discouraged from visiting other parts of the city because of the nation's xenophobic tendencies.

SETUP

Through the city's incessant summer rain, the characters notice a commotion and hear a weak gasp for help coming from the alley behind a seedy-looking tavern. If a character investigates, read the following:

At the end of a dark ally, three humans confront an asaatthi figure. The humans hold short swords at the ready, while the asaatthi faces them, gripping a pair of curved blades.

At their feet lie a human and a slitherin, both unmoving. Blood pools from each and wisps of smoke rise from the fallen human's chest.

One of the humans angrily calls to his companion, "Kill the titanspawn!"

WHAT'S GOING ON?

The asaatthi **Masshuuk**^{NEW} and his companion **Noomya**^{NEW}, a slitherin, were survivors of an ill-fated expedition that departed from Durrover a few days prior. Their boat crashed in a smuggler's cove just north of Strale. Severely injured, they abandoned their ship in the cove, hoping to find assistance at the Shining Spear tavern.

Nearing the tavern, four locals Erak, Klemont, Sig, and Tanik [LE human **bandit**^{SRD}] accosted the injured pair. The inebriated locals took exception to Masshuuk and Noomya for being non-human. The meeting rapidly escalated into a violent encounter.

The Locals

The locals are rude xenophobes eager to dispense their version of justice on any they deem necessary. A few drinks at a local tavern have given them the courage to abuse any non-humans who cross their path.

One of the locals, Klemont, lies unconscious and on death's door, having suffered a blast from Masshuuk's produce flame cantrip. Klemont will die if not stabilized within three rounds. It was Klemont who initiated the violence, felling Noomya with cuts of his blade.

The other three locals, Erak, Sig, and Tanik, are uninjured and ready to punish Masshuuk for injuring their companion.

Characters who observe the confrontation should easily recognize the humans are the aggressors, while the asaatthi is in rough shape, barely able to defend himself.

Tactics. Erak, Sig, and Tanik are eager to kill Masshuuk. If the characters try to intervene, the locals suggest they keep moving instead. The locals threaten violence against any non-humans. Ultimately the humans aren't willing to die. They flee if faced with strong resistance from the characters.

The Vigils

Masshuuk is in poor shape, with **two levels of exhaustion**, 8 hit points, and no spell slots remaining.

Noomya lies dying at Masshuuk's feet from a thrust of a Klemont's sword. Noomya will die if not stabilized within three rounds. If revived, Noomya has **two levels of exhaustion** and suffers from **Blood Fever** (see sidebar), resulting in her hit point maximum being reduced by 5 and having the **poisoned** condition.

Tactics. Masshuuk calls for help at the sight of any character while desperately trying to stay alive using the dodge action on his turns.

SCALING THE ENCOUNTER

SIGNIFICANTLY WEAKER

Remove one bandit and each bandit begins with 6 hit points.

WEAKER

Remove one bandit.

STRONGER

Add one bandit.

SIGNIFICANTLY STRONGER

Use thugs instead of bandits.

BLOOD FEVER

Anyone consuming food or water contaminated by Kadum's blood must make a DC 14 Constitution saving throw or suffer the effects of the ailment known as blood fever. Blood fever's incubation period is 24 hours. When the incubation is complete, the victim reduces their hit point maximum by 5 (1d10), becomes poisoned until the disease is cured, and begins to convulse, literally sweating blood. The victim also hallucinates disturbing visions of violence and death, images from the titan Kadum's memories of the Titanswar. Every 24 hours that elapse, the infected must repeat the Constitution saving throw, reducing their hit point maximum by 5 (1d10) on a failure. This reduction to the creature's hit point maximum lasts until the disease is cured. The disease is cured on a success. The victim dies if the disease reduces their hit point maximum to 0. A character that dies in this way rises as a blood fever zombie one day after death.

Anyone who comes into physical contact with a victim of blood fever risks catching the disease as well, though the Constitution saving throw against contracting blood fever in this manner is DC 10. If a character makes a successful save, they are immune to contracting blood fever for 48 hours.

Blood fever can be cured by a lesser restoration spell and other similar effects.

- excerpt from [Vigil Watch Part 1: The Toe Islands](#)

DEVELOPMENT

Assisting the Locals

If the characters help the humans fight Masshuuk, they should quickly recognize the locals are aggressive drunkards eager to kill non-humans.

The locals know little about Masshuuk and Noomya. The locals assume all asaatthi and slitherin are evil. They saw the pair enter the docklands via a dangerous, old fishing trail that hugs the coast as it heads north out of the city.

If the characters enter the tavern, proceed to *Part 2 – The Shining Spear Tavern*.

If instead they investigate the trail, proceed to *Part 3 – The Fisherman's Trail*.

Assisting the Non-Humans

Characters helping Masshuuk can drive off the locals with a little effort. Masshuuk will be thankful, especially if they save Noomya. As thanks, Masshuuk will invite the characters into the tavern for a meal where he will also ask them to help with an urgent matter.

Masshuuk is aware that Noomya has contracted Blood Fever (see sidebar). He will warn the characters against physical contact to prevent them from also contracting the disease.

Proceed to *Part 2 – The Shining Spear Tavern*.

Not Interested In Helping

The characters may ignore the conflict and go directly to the tavern, proceed to *Part 2 – the Shining Spear Tavern*.

In the meantime, the locals quickly kill both Masshuuk and Noomya, leaving their bodies in the back alley. They then stabilize Klemont and flee into the city.

If the characters then fail to enter the tavern, they might hear rumors of a shipwreck seen off of a fishing trail that hugs the coast to the north of the city, allowing them to proceed to *Part 3 – The Fisherman's Trail*.



PART TWO - THE SHINING SPEAR

Estimated Duration: 30 minutes

The aShining Spear tavern a typical bar in the docklands of Strale. It is also the secret gathering place for both Durroverean sympathizers and those opposed to the slave-trade. Its owner, Lavis [CG human **commoner**^{SRD}], is one such sympathizer.

Lavis is worried about the ill-fated Vigils of Vesh expedition that should have arrived the previous day. He knows the Vigils planned to anchor their ship in a smuggler's cove north of the city. He is also aware that the expedition will include an Asaatthi and possibly other Redeemed races

ENCOUNTER OBJECTIVES

The characters are introduced to the owner of The Shining Spear Tavern. Before leaving, they are asked by an NPC to recover items from a recent shipwreck in a nearby smuggler's cove.

SETUP

At the edge of Strale's docklands stands the Shining Spear Tavern. The tavern is in a nondescript run-down building a short walk from the docks. An old wooden sign depicting a glowing golden spear hangs crookedly above the door. It serves bland but edible food and keeps only two types of drink; Calastia's Best, a watered-down ale brewed in town, and when available, Enkili's stout, a harsh dark beer imported from Shelzar.

Read or paraphrase the following to any character that enters the tavern:

The dim light of oil lamps illuminate the inside of this tavern with a warm glow. The establishment is busy, and the air is filled with the murmur of quiet conversation. Between sips of beer, a halfling musician strums pleasant folks tunes on his lyre. A pair of staff efficiently move about the room, ensuring the patrons are well taken care of.

WHAT'S GOING ON?

The tavern is usually busy with merchants and sailors from the nearby docks. A wide assortment of people from across Ghelspad are often found here eating, drinking, and having conversation. Although not needed for this adventure, DM's can use others within the tavern to drive future stories for the characters to pursue (see sidebar for suggested personalities to include)

ARRIVING WITH MASHUUK

Masshuuk will check-in with Lavis, quietly explaining he's from the Vigil expedition. Masshuuk then introduces the innkeeper to the characters. Lavis ushers the group to a discrete backroom and busies himself, bringing food and refreshments to the group.

Masshuuk will again thank the characters for assisting him in the alley. However, he wishes to impose on them further by asking for their help retrieving valuable papers from his abandoned on the ship.

If monetary incentives are required, Masshuuk offers 10 gp per character to search the ship and a further 20 gp each if they return to him unopened a locked chest he left in the ship's cabin. The characters may keep any other vaulables found on the ship.

Masshuuk will ask the characters to hurry fearing the rising tide may soon claim the vessel. He has little knowledge of boats, but believes the ship cannot be salvaged. He warns the characters that a pair of giant crabs forced them to abandon their vessel. He is unaware of the new threat lies in wait near the ship.

Trusting the Characters

If Masshuuk believes the chartacters are not Calastian operatives, he also confides he was part of a mission organized by the Vigils of Vesh, and the papers contain important information about Calastian activities. If not recovered, he fears important information will be lost to the sea, or worse, found and given to Calastian agents.

Noomya Alive

If Noomya was saved, Masshuuk and Lavis will usher her into a small side room. They tend to her where they attempt to cure her of her Blood Fever. They both understand her ailment and are careful to avoid physical contact, ensuring no one else falls victim to the disease. Noomya informs Masshuuk of a cache of potions she kept hidden on the ship for the characters to find, which may help cure her condition.

Why Don't You Go?

Even if Masshuuk is fully healed, he still has two levels of exhaustion and isn't in a position to help.

MASHUUK AND NOOMYA ARE DEAD

Sometime after the characters enter the tavern, Lavis receives word that Masshuuk and Noomya's bodies were found, and a shipwrecked boat was seen in the smuggler's cover where the Vigil expedition was to land.

If Lavis recognizes the characters to be adventuring folk, he will approach them to investigate the shipwreck. He offers 10 gp per character to investigate the ship and a further 20 gp each if they return with an un-opened chest he hopes may still be found inside. Any other valuables found may be kept by the characters.

Note that Lavis is naturally cautious. He will avoid divulging information about the Vigils of Vesh unless he is sure the characters are not aligned with Calastian interests. Having non-humans among a group will go a long way towards easing his concerns.

DEVELOPMENT

At the end of this encounter, the characters should have received directions to a smuggler's cover containing the shipwreck of the doomed Vigil expedition.

Proceed to Part 3 – The Fisherman's Trail.

PERSONALITIES

Carsette. (CG female elf **Scout**^{SRD}). Carsette is an elf who helps smuggle slaves out of Calastia. She only trusts those she has known for years. She appears cold and unwelcoming but is very soft-hearted and will risk much to help others.

Darvey Shoemaker. (NE male human **Spy**^{SRD}). Darvey owns a small shoemaking shop nearby and recently started frequenting the tavern. He is secretly an informant for Calestian forces tasked with identifying Durrovian sympathizers suspected of using the tavern as a meeting place. He has not identified anyone yet but is becoming suspicious that Lavis may be supporting Durrover.

Garus Lyrestring. (N male Halfling **commoner**^{SRD} with +4 performance). Garus is an escaped slave from Turrows, a duchy in northern Calastia. He fled to Strale, hoping the distance will keep him from being caught. He recently learned to play the lyre to make ends meet playing in the tavern a few days a week.

Nerini (NG female human **veteran**^{SRD}). Nerini is secretly an operative of Durrover and in the city looking to acquire goods and supplies to support resistance efforts.

Rashilde (N female dwarf **commoner**^{SRD}) Rashilde is an indentured servant looking to escape to Burok Torn. She hopes to be smuggled out of the city before her owners discover she is gone.

Taggil of the Black Dragoons. (LE male human **knight**^{SRD}) Taggil is a member of the elite Black Dragoons and just arrived by ship. He has come to the tavern seeking food and drink. He is new to the city and is unaware of the secret meetings that occur in the tavern.



PART THREE - THE FISHERMEN'S TRAIL

Estimated Duration: 30 minutes

Fisherman and smugglers sometimes travel this lightly used trail to enter and exit Strale's busy docklands. The trail runs along a cliff that hugs the rocky coast north of the city.

ENCOUNTER OBJECTIVES

The trail can be dangerous for characters to traverse. It is left up to the DM's discretion if characters have any encounters while traveling this trail. A list of possible encounters is listed below.

Alternatively, the characters can progress to Part 4 – The Wreck.

POSSIBLE ENCOUNTERS

Bandits. A group of bandits prepares an ambush for any unfortunate to travel the trail. Use one bandit per character.

Black Dragoon Patrol. The Calistian presence in Strale has heard rumors of Durrovan activity along the coast. A novice Black Dragoon (LE human **knight**^{SRD}) is sent to patrol the trail.

Fisherman. A pair of young fishermen (N human **commoner**^{SRD}) travel the trail to reach a favorite fishing spot.

Snake. A **giant poisonous snake**^{SRD} hides in the long grass beside the trail, attacking any who pass by.

Stirges. The characters are attacked by a small colony of four **stirges**^{SRD} hiding in the nearby cliff.

Wolves. A pack of hungry wolves looks to make a meal out of the characters. Use one **wolf**^{SRD} for every two characters in the group.

DEVELOPMENT

After a few hours of travel, the characters should arrive at the Smuggler's Cove.

Proceed to Part 4 – The Wreck.



PART FOUR - THE WRECK

Estimated Duration: 45 minutes

Some distance along the Fisherman's trail north of Strale, a small side trail descends a rocky cliff to a well-hidden cove. Smuggler's have used this sheltered landing for years and was the intended destination of the ill-fated Vigils of Vesh expedition.

The Vigil's boat lies beached on the rocky shore. The rising tide is beginning to lift the vessel, and it slowly rocks in the waves that crash onto the shore



ENCOUNTER OBJECTIVES

The characters need to get passed Giant Crabs that guard this beach to reach the beached Vigil's vessel. A territorial Blood-Tainted Giant Octopus has taken up residence in the waters near the ship. A locked chest containing the Vigil's secret information rests in the boat, waiting to be recovered.

SETUP

Once the characters reach the side trail branches off of the Fisherman's Trail, read or paraphrase the following:

The trail opens onto the edge of a cliff overlooking a sheltered cove. Crimson waters of the Blood Sea crash onto the rocky shore thirty feet below. A steep path descends to end upon the stoney beach. A small sailing vessel lists back and forth in the cove's shallow waters.

CLIFF. A successful DC 13 Strength (athletics) check is needed to climb the 30-foot tall rocky cliff.

SIDE TRAIL. The side trail sharply descends the cliff. Characters can safely descend the cliff using this trail. However, the path is considered **difficult terrain** because of its steepness.

ROCKY SHORE. The rocky shore is covered in loose pebbles and considered difficult terrain. Three **Giant Crabs**^{SRD} hide at the cliff's base, their exact location is left to the discretion of the DM. The giant crabs attack any creature that walks across the rocky beach. The giant crabs easily scramble across the loose pebbles and *do not require* extra movement to traverse the rocky shore's difficult terrain.

BROKEN SHIP. The ship is a *Durrovean Skimmer*^{NEW}. Hidden in the shallows beneath the hull is a **Blood-Tainted Giant Octopus**^{NEW}, the exact location is left to the discretion of the DM. This titanspawn waits to ambush any creature that comes within five feet of the boat. It is hungry, vicious, and will relentlessly attack once provoked.

WHAT'S GOING ON?

Giant Crabs have always plagued this rocky coast.

The Blood-Tainted Giant Octopus is a recent arrival, having claimed the shallow waters around the beached vessel as its new home. It is aggressive and will hungrily follow prey out of the water onto the ship or the shore if provoked. It will drag grappled victims into the water and attempt to drown them.

The Vigil's ship barely floats. Cracks along the hull have resulted in a slow leak. This water is easily bailed. The sails and helm are damaged, making it difficult to navigate. Until the sails are repaired, the ship can only use its oars to move. Until the helm is fixed, all checks to navigate the vessel are at Disadvantage.

Characters succeeding on a DC 15 **Wisdom (Survival) check** recognize the rising tide will lift the boat off the beach in two hours and drift out to sea with the receding tide.

Unless the water is bailed and the hull's slow leak repaired, the ship will sink after a day at sea. Consider giving PCs with a Sailor background or proficiency with Vehicles (water) advantage on checks related to the ship.

SCALING THE ENCOUNTER

SIGNIFICANTLY WEAKER

Use only one giant crab and reduce the starting hit points of the blood-tainted giant octopus by 30.

WEAKER

Use only two giant crabs and reduce the starting hit points of the giant octopus by 10.

STRONGER

Add one giant crab.

SIGNIFICANTLY STRONGER

Add two giant crabs and increase the giant octopus's hit points by 20.

DEVELOPMENT

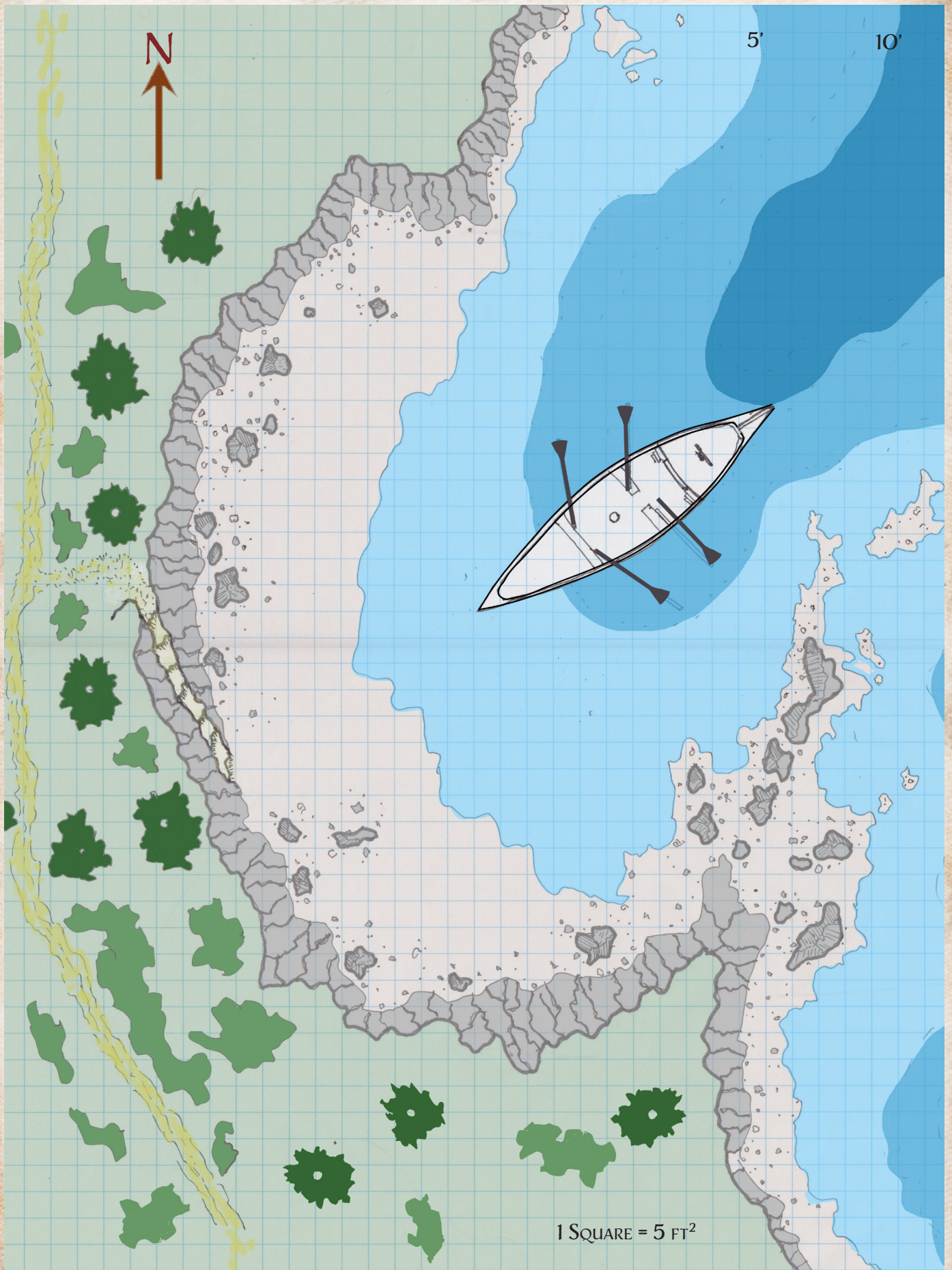
REPAIRING THE SHIP. Despite Masshuuk's belief that the ship is a lost cause, it can be repaired with a little effort. Characters using Weavers Tools or Leather Working Tools can repair the sails with a days worth of work. The helm can be repaired by anyone proficient with Carpentry Tools or Tinker Tools and requires at least four hours of effort. The ship's hull requires 1 day of labor by someone skilled with Carpentry Tools.

LOCKED CHEST. The chest is locked. Masshuuk carries the key on a string around his neck. The chest can be unlocked by a character who makes a successful DC 15 **Dexterity check** using thieves' tools. The lid can be pried open using a crowbar and a successful DC 20 **Strength check**. Inside the chest is a journal detailing Calastian activities in the Gift of the Gods archipelago. It also contains a pouch filled with 100 gp, a pearl worth 100 gp, and a grass charm (see Appendix – Magic Items).

POTION STASH. Characters searching the floor beneath the hammocks can find a loose floor board with a successful DC 15 **Intelligence (Investigation) check**. Characters informed of the location of the potion stash by Masshuuk or Noomya have **advantage** on this check. Carefully wrapped in a canvas sack are two *potions of healing*^{SRD}, a *potion of climbing*^{SRD}, and a *jar of restorative ointment*^{SRD}.

OTHER VALUABLES. Searching the ship can also yield 20 days of rations, a barrel of freshwater, five bottles of red wine, three explorer's packs, two spears, a wooden club, a short sword, and a wooden shield.

PART FOUR - THE WRECK



CONCLUSION

If the adventurers defeat the blood-tainted giant octopus and return the locked chest containing the Vigil's journal of Calastian information to Masshuuk, he will be ecstatic.

In addition to the promised payment, Masshuuk may grant one of the characters a **Grass Charm**^{NEW}. These simple magical charms are given to friends of the Vigils of Vesh as symbols of thanks and appreciation.

Masshuuk will use the journal to continue the Vigil's original mission. He may approach the characters for further assistance with the Vigil's activities in Strale.



FURTHER ADVENTURES

In a future adventure, Masshuuk may use the contents of the retrieved journal to send the characters on expeditions targeting the Calastian Hegemony in Strale, across the Barony of Varunda, or out into the Gifts of the Gods archipelago.

For DM's looking to expand on these events, consider the following ideas:

MOST WANTED. Word begins to spread of the characters' battle with the locals. The city is notorious for dispensing quick justice. Perhaps powers within the city wish to punish the characters for their insolent behavior.

FLIGHT TO FREEDOM. Opponents of the Strale's slave trade may seek out assistance from the characters to smuggle slaves out of the city. The adventurers may have to contend with Calastian forces and angry merchants to help bring individuals to freedom.

WELCOME TO THE RESISTANCE. Durrover's resistance is becoming desperate and looks to pull King Virduk's attention away from the beleaguered nation. An agent approaches the characters to undertake a series of dangerous assignments to hurt the King's hold on the barony of Varuba.

TREASURE HUNT. Rumors are heard of an ancient ruin being discovered in the Gift of the Gods archipelago filled with treasures and wondrous artifacts from before the Divine War.

UNANSWERED QUESTIONS

A variety of elements described in the background of this adventure are left undefined. Although future publications may further explore these ideas, they present an excellent opportunity for DMs to craft their own adventures. As a DM, you are encouraged to come up with your explanations to the following:

What attacked Mashuuk and Noomya's expedition? Was it a random incident, or will other ships endure a similar fate? Perhaps Calastian operatives learned of the Vigil expedition and conducted a preemptive assault, or might another sinister actor be at play in the region?

What did the Vigils learn of the Calastian operations in the southern archipelago to spur the expedition? What actions are they planning?

Who initiated Calastia's activities in the Gift of the Gods archipelago, and what do they seek? Is the search in support of Albadian sorceries to extend King Virduk's life? Is Queen Geleeda hoping to find something to help her conceive a legitimate heir or is she driven by a dark secret from Geleeda's Grove.

Of course, Calastia's nobles continually maneuver for political influence. An ancient artifact could disrupt the balance of power or be part of a risky gambit to gain control of the throne.

Countless opportunities are ready for you to explore!

APPENDIX - MAGIC ITEMS

GRASS CHARM

Wondrous item, common (requires attunement)

The Vigils of Vesh provide small metal charms to new members, with a distinct charm provided by each chapter. The Grass Charm is given to Vigils from the Semanye's Vigil based in Durrover. It consists of a thin metal necklace from which hangs a thumb-sized copper disk imprinted with the blade of shivistk, a wild tundra-grass.

While wearing this charm, when you roll a Dexterity saving throw, you can reroll the die and must use the new roll. Once the charm has granted a reroll, it can't do so again until the next dawn.

POTION OF CLIMBING

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF HEALING

Potion, common

You regain 2d4+2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

RESTORATIVE OINTMENT

Wondrous item, uncommon

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.



APPENDIX - DURROVEAN SKIMMER

Durroveans uses small sailing ships called Durrovean Skimmers to travers the waters surrounding eastern Ghelspad. These vessels are simple enough that they can be manned or rowed by a single person. They are small but quick and good for transporting a few individuals or light cargo.

These ships have the following features:

Light. A hanging lantern casts bright light upon the deck.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The Durrovean sailing ship has one 10-foot mast with sails.

Example Crew

A Durrovean sailing ship requires a single crew member to operate. Characters who are guests on the ship would likely have a bandit captain with proficiency with water vehicles.

Durrovean Sailboat Deck

The deck of this vessel has the following features:

Oars. The deck of the ship can hold eight benches and two 15-foot-long oars. When the ship is rowed, crew members sit on the benches to work the oars.

Railing. The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Durrovean Sailboat Cabin

The vessel's cabin has the following features:

Chest. A single small chest is stored within. The chest is made of wood and iron and has AC 18, 15 hit points, and immunity to poison and psychic damage.

Furnishings. Four hammocks hang in the cabin.

Personal Gear. The personal gear of the ships crew is often stored here.

DURROVEAN SKIMMER

Gargantuan vehicle (50 ft. by 15 ft.)

Creature Capacity 3 crew, 4 passengers

Cargo Capacity 0.25 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	12 (+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the Durrovean Skimmer can take the move action below. It can't take this action if it has no crew.

Move. The vessel can use its helm to move with its oars or sails.

HULL

Armor Class 14

Hit Points 80 (damage threshold 10)

CONTROL: HELM

Armor Class 12

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the vessel can't turn.

MOVEMENT: OARS

Armor Class 12

Hit Points 100; -5 ft. speed per 20 damage taken

Speed (water) 15ft.

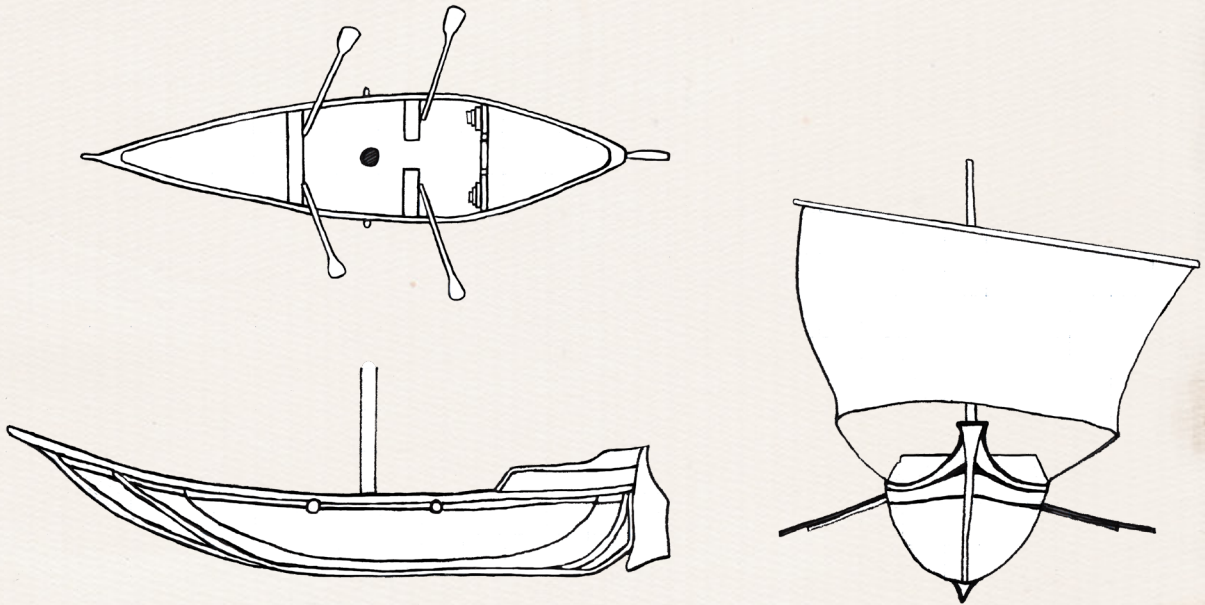
MOVEMENT: SAILS

Armor Class 12

Hit Points 100; -5 ft. speed per 20 damage taken

Speed (water) 35 ft.; 15ft. while sailing into the wind; 50 ft. while sailing with the wind.

DURROVEAN SKIMMER



APPROXIMATELY 50 FT

APPENDIX - NEW MONSTERS & NPC'S

BLOOD-TAINTED GIANT OCTOPUS

Numerous abominations have arisen in the Blood Sea because of the twisting ichor of Kadum's blood. Among these is the Blood-tainted Giant Octopus. These ocean dwellers are stealthy predators known to pull unwary sailors from their ships to drown them in the inky darkness of the ocean.



BLOOD-TAINTED GIANT OCTOPUS

Large beast (titanspawn), chaotic evil

Armor Class 11 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	7 (-2)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft.; passive Perception 14

Languages Titanspeech (cannot speak)

Challenge 1 (200 XP)

Hold Breath. While out of water, the giant octopus can hold its breath for one hour.

Slimy. The giant octopus's skin is covered in mucous providing it with advantage on all checks to escape a grapple.

Underwater Camouflage. The giant octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The giant octopus can breath only underwater.

ACTIONS

Multiattack. The giant octopus makes two tentacle strike attacks.

Tentacle Strike. *Melee Weapon Attack.* +4 to hit, reach 15 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage. If the target is a creature and the giant octopus is not already grappling a creature, the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The giant octopus can have only one creature grappled at a time.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends all around the giant octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

LEGENDARY ACTIONS

The giant octopus can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant octopus regains spent legendary actions at the start of its turn.

Crush. The octopus crushes one creature grappled by its tentacles, dealing 2 points of bludgeoning damage.

Ink Spray. Each creature in a 20 ft. radius must succeed on a DC 11 Dexterity saving throw, or is blinded until the end of the octopus' next turn.

Tentacle Strike. The octopus makes a tentacle strike attack.

MASHUUK

Masshuuk is the child of redeemed asaatthi parents who traveled from the Jeweled City to help defend the Ganjus from the Mormo-worshipping druids of Khet. After the druid war, his parents returned to the asaatthi nation, but Mashuuk chose to stay with the elves. He claims to have always heard Denev's call and is one of the few outsiders who has stepped within Vera-Tre.

Recently Mashuuk believes Deneve called him to oppose Calastia's activities. He fears that the titan Mormo is using powers within the Hegemony to help reconstitute herself. Unless he acts, the Queen of Witches may again rise to spread her filth across Ghelspad.

To this end, he traveled to Durrover and joined with the Vigils of Vesh there. As with many others, he believes the beleaguered nation is key to the defeat of Calastia. He joined the doomed Vigil expedition to Strale, sensing that Calastia's attentions in the south may somehow relate to Mormo's hidden schemes.



Mashuuk's Traits

Ideal. We should all give thanks to Denev's continued benevolence. Only by her grace were the titans defeated.

Bond. I am the Earth Mother's weapon to ensure the Queen of Witches never returns.

Flaw. I will sacrifice anything to defeat the agents of the titan, Mormo.

MASHUUK

Medium humanoid (snakefolk), neutral good

Armor Class 14 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	14 (+2)	15 (+2)	10 (+0)

Skills Acrobatics +4, Nature +4, Perception +4

Senses darkvision 60 ft.; passive Perception 14

Languages Asaatth, Calastian, Elvish, Veshian

Challenge 1/2 (100 XP)

Asaatthi Resitances. Mashuuk has advantage on saving throws against being charmed or poisoned.

Spellcasting. Mashuuk is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*

1st level (2 slots): *cure wounds*, *faerie fire*, *speak with animals*

ACTIONS

Multiattack. Mashuuk makes two melee attacks.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

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

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

NOOMYA

Noomya's enclave was one of those who fled attacks of the unredeemed in the Mourning Marshes, ending up within Durrover. Once there, she joined the Semanye Vigil where her natural scouting talents were well received.

Noomya has a strong sense of duty to oppose everything that Calastia stands for. She fears the Hegemony's oppression expansion and believes all free peoples should unite to defeat this evil.

Noomya's Traits

Ideal. Slavery is wrong. Freedom is all that matters.

Bond. Calastia is a blight upon Ghelsped, and we must do everything to stop the Black Dragon's oppression.

Flaw. I know I can do things better than most and will take action even when others say not to.



NOOMYA

Medium humanoid (slitherin), chaotic good

Armor Class 12 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	8 (-1)

Skills Acrobatics +4, Athletics +2, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Veshian

Challenge 1/2 (100 XP)

Contortionist. Noomya has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. Noomya has advantage on saving throws against disease.

Disease Resistance. Noomya has advantage on Wisdom (Perception checks) that rely on hearing or sight.

Rodent Empathy. Noomya can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. Noomya makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack.* +X to hit, reach 5 ft., one target. *Hit:* X (1d3+X) piercing damage.

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

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

APPENDIX - STANDARD CREATURES

The following creature stats are reprinted from the System Reference Document 5.1 (SRD 5.1)

BANDIT

Medium humanoid (any race), any non-lawful

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Light Crossbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses Blindsight 30 ft., passive Perception 9

Languages -

Challenge 1/8 (25 XP)

Amphibious. The crab can breath air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target..

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

KNIGHT*Medium humanoid (any race), any alignment***Armor Class** 18 (Plate)**Hit Points** 52 (8d8+16)**Speed** 30 ft.

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

Saving Throws CON +4, WIS +2**Senses** passive Perception 10**Languages** any one language (usually Common)**Challenge** 3 (700 XP)**Brave.** The knight has advantage on saving throws against being frightened.**ACTIONS****Multiattack.** The knight makes two melee attacks.**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.**REACTIONS****Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.**SCOUT***Medium humanoid (any race), any alignment***Armor Class** 13 (leather armor)**Hit Points** 16 (3d8+3)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +4, Survival +5**Senses** passive Perception 15**Languages** any one language (usually Common)**Challenge** 1/2 (100 XP)**Keen Hering and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.**ACTIONS****Multiattack.** The scout makes two melee attacks or two ranged attacks.**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.**SPY***Medium humanoid (any race), any alignment***Armor Class** 12**Hit Points** 27 (6d8)**Speed** 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +5, Persuasion +4, Sleight of Hand +4, Stealth +4**Senses** passive Perception 16**Languages** any two languages**Challenge** 1 (200 XP)**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.**ACTIONS****Multiattack.** The spy makes two melee attacks.**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

STIRGE

Tiny beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4+3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

THUG

Medium humanoid (any race), any non-good

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WOLF

Medium humanoid (any race), any alignment

Armor Class 13 (natural armor)

Hit Points 11 (2d8+2)

Speed 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 -

Challenge 1/4 (50 XP)

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

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf'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. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

OPEN GAMING LICENSE (SRD5)

Declaration of Open Game Content/Product Identity: All setting, layout, and design elements are hereby declared Product Identity. All proper nouns, referenced NPCs, and elements of Scarred Lands provided via access to the "Slarecian Vault" Community Content program are also hereby declared Product Identity. The text of all systems, charts, and rules modifications are hereby declared Open Game Content in accordance with the Open Gaming License Version 1.0A located below.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Blood Bayou. © 2003, White Wolf Publishing, Inc.

Burok Torn: City Under Siege. © 2002, White Wolf Publishing, Inc.

Calastia: Throne of the Black Dragon. © 2002, White Wolf Publishing, Inc.

Creature Collection 2: Dark Menagerie. © 2001, White Wolf Publishing, Inc.

Creature Collection III: Savage Bestiary. © 2003, White Wolf Publishing, Inc.

Creature Collection Revised. © 2003, White Wolf Publishing, Inc.

OPEN GAMING LICENSE (SRD5)

Hollowfaust: City of Necromancers. © 2001, White Wolf Publishing, Inc.

Hornsaw: Forest of Blood. © 2003, White Wolf Publishing, Inc.

Mithril: City of the Golem. © 2001, White Wolf Publishing, Inc.

Player's Guide to Clerics and Druids. © 2003, White Wolf Publishing, Inc.

Player's Guide to Fighters and Barbarians. © 2003, White Wolf Publishing, Inc.

Player's Guide to Monks and Paladins. © 2003, White Wolf Publishing, Inc.

Player's Guide to Rangers and Rogues. © 2003, White Wolf Publishing, Inc.

Player's Guide to Wizards, Bards and Sorcerers. © 2003, White Wolf Publishing, Inc.

Relics & Rituals. © 2001, Clark Peterson.

Relics and Rituals 2: Lost Lore. © 2002, White Wolf Publishing, Inc.

Scarred Lands Campaign Setting: Ghelspad. © 2002, White Wolf Publishing, Inc.

Scarred Lands Gazetteer: Ghelspad. © 2001, White Wolf Publishing, Inc.

Secrets & Societies. © 2002, White Wolf Publishing, Inc.

Shelzar: City of Sins. © 2003, White Wolf Publishing, Inc.

Strange Lands: Lost Tribes of the Sand Lands. © 2004, White Wolf Publishing, Inc.

The Divine and the Defeated. © 2001, White Wolf Publishing, Inc.

The Penumbral Pentagon. © 2003, White Wolf Publishing, Inc.

The Wise and the Wicked. © 2001, White Wolf Publishing, Inc.

Vigil Watch: Secrets of the Asaatthi. © 2003, White Wolf Publishing, Inc.

Vigil Watch: Warrens of the Ratmen. © 2002, White Wolf Publishing, Inc.

Gauntlet of Spiragos. © 2014, Onyx Path and Nocturnal Media.

Scarred Lands Player's Guide. © 2016, Onyx Path and Nocturnal Media.

Encounters in the Calastian Hegemony Volume 1 © 2018, Travis Legge.

Encounters in the Calastian Hegemony Volume 2 © 2018, Travis Legge.

The Wise & The Wicked © 2016, Onyx Path Publishing.

Vigil Watch Part 1: The Toe Islands © 2020, Onyx Path Publishing.

Vigil Watch Part 2: Mansk © 2020, Onyx Path Publishing.

Hatred In Strale © 2020, Joe Raso.