

Wizard's Wake



**A TROPICAL VACATION DESTINATION IN THE
FIFTH EDITION TRADITION OF ADVENTURE**



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— Nerdarchist Dave

The Fifth Edition content this time around developed from a simple desire to explore a pirate cover akin to Tortuga from the Pirates of the Caribbean films. That was the starting point at least, and because Fifth Edition encompasses high fantasy, magic and myriad creatures and species the Gylathacean Isles became a much more unique place. A magical haunted shipwreck holds many secrets, and exploring the unusual interior is dangerous but if adventurers hope to navigate out of the Rending Reefs they'll need to brave the spot of a centuries old disaster!



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A tropical vacation destination in the Fifth Edition tradition of adventure

The Gylathacean Isles

Surrounded on all sides by the Rending Reef, the Gylathacean Isles are difficult to navigate to safely and even more difficult to leave. As a result they tend to be very isolated from the outside world with few of the beings who live there travelling far from their own shores and even fewer visitors.

Trade to and from the islands is almost nonexistent. Every so often they a shipwrecked crew integrates onto the islands, but rarely are there enough survivors for this to be any sort of issue.

For the most part, life on the Gylathaceans is safe and quiet.

People of the Sea

Aside from those shipwrecked few who become stranded on the isles, those that live on the Gylathaceans tend to be semi-aquatic such as the seal-like otaraa and marine reptilian ambryl.

Whether by manner of dress or personality, the population can almost always be described as colorful.

Because of the small population and lack of contact with the outside world, the people of the Gylathaceans don't use currency and instead operate on a barter system.

In fact, anyone trying to pay for something with coin on the islands stands a good chance of being laughed out of the market. After all, there isn't much coins are good for save decoration.

Food on the isles tends to comprise mostly fish and fruit, though crustaceans and grain bread aren't entirely uncommon. Cooking is as much an art as a way of getting sustenance, and most meals are characterized by colorful arrangements and appealing scents as well as tastes.



Teeth of Ankhara

0 - Shipwreck

It is notoriously easy for ships to find themselves dashed on the Rending Reef. Every so often parties of adventurers end up stranded on the Gylathacean isles, where 98% of the populace comprises the otaraa and ambryl, beings who generally look strange to mainlanders and rarely ever leave the Gylathaceans themselves.

A shipwreck on the Gylathacean Isles can be devastating. Heroes might find themselves taking damage as their ship is dashed, but something about the natural presence of magic on the island means they seldom ever die this way. They might find themselves waking in the **House of Songs** after a rough landing, with no ship on which to leave and a group of friendly and supportive locals who have seen this before prepared to help them find their way.

1 - House of Songs

On the northwest tip of the crescent-shaped island a semi-permanent encampment has been erected. The structures here are made of tanned sealskin and wood, and in the center of the circle of tents the island's priests tend a perpetually burning bonfire.

Worship on the island is conducted more in service to the sea and weather than it is to any particular god, and the favored form of praise comes in the form of music.

Gylathacean Islands



The High Priestess here is an otaraan woman by the name of **Galene**. She has a round face and kind dark eyes and whenever she smiles, which is often, her whiskers bounce with the force of her expression.

Anyone can come here to be ministered by Galene or another temple devotee. Galene is a **priest** with the following changes: her speed is 25 feet and she has a swimming speed of 50 feet, resistance to cold damage and knows Aquan, Common and Otaraan. In addition, she can cast *greater restoration* and *raise dead* each once per day. Temple devotees are **acolytes** with the following changes: their speed is 25 feet and they have a swimming speed of 50 feet, resistance to cold damage and know Aquan, Common and Otaraan. In addition, they can cast *lesser restoration* once per day.

The House of Songs accepts temple donations of trade goods, tasks like clearing the areas around the docks of sharks or commodities such as several pounds of fish for standard spellcasting services. Premium services (Galene's *greater restoration* and *raise dead* or the acolytes' *lesser restoration*) require a more substantial donation as well as providing any special material components. If characters abuse the House of Songs hospitality and services, Galene becomes angry with them and they will no longer provide any service without a substantial upfront donation.

2 - Trade Market

The place in the isles where people come to trade goods and barter services. Any basic equipment can be found in the trade market though many of them are made quite differently than a mainlander would be used to due to an abundance of differing materials. Merchants in the market are willing to trade for useful items, more so than shiny ones. They do not accept coin, though things like silks and glass containers are highly prized. Market chatter can easily reveal the presence of Wizard's Wake on the island just east of this one.

3 - Aneya's House

South of the market, up a winding path and a good distance away from the bustle there, sits a

three story house in a state of mild disrepair. Here, an ambryl woman named **Aneya** and her caretaker, a younger ambryl by the name of **Kirrin**, reside.

The interior of the house is comfortable and clean if disorganized. There is almost always a fire in the hearth and Aneya herself can usually be found sitting before it with a knitted blanket wrapped around her shoulders.

Aneya is a middle aged ambryl with vibrant blue scales nestled amid the dark grey ones. The coral growing along her scales has encroached on her face just slightly, most of it accumulating over her eyes in place of eyebrows. Her claws are kept trimmed and though she is capable of conversing she is not entirely lucid by nature.

Kirrin is young, with mostly green scales and a spiked fin running down the back of their head. They are a pleasant youth of nineteen years with a row of razor sharp teeth that make an otherwise pleasant smile mildly threatening. In spite of this Kirrin isn't aggressive but jovial most of the time and more than willing to show a visitor in to speak to Aneya. They claim it is good for her to have people to talk to other than Kirrin themselves.

If asked about Wizard's Wake, Aneya will go quiet for a long moment and fall into a number of repeated phrases.

"It's too big on the inside."

"The dead walk."

"It howls."

"Fire does not consume in this place."

"Do not make me go back."

4 - Shipwright

Feeze the shipwright is an avian man with colorful plumage in shades of red and green. He has a long hooked beak and is constantly cocking his head to get a better look at things in front of him.

Around his little house and tethered to the dock are a number of small canoes available to be taken from one island to another. To rent one of these boats is no charge at all. The Lady of the Isles keeps Feezle well compensated for facilitating travel like he does. To purchase one of these small boats, however, will require a very useful item indeed.

In addition to this Feezle has in his possession copies of a map showing how to get out of the Rending Reef, which he is loath to part with. However, for an amount of the enchanted wood salvaged from Wizard's Wake that can be fashioned into a canoe he might be willing to give one to the party or allow them to copy it over.

Feezle is an observant man but getting past him is not impossible. His passive Perception score is 17. Anyone attempting to steal a map from him must succeed on a DC 17 Dexterity (Stealth) check to get by him and into the house, and a DC 17 Dexterity (Sleight of Hand) check to get the map away without making the sound of crinkling paper in the process or otherwise being noticed by Feezle. If anyone in the party fails to do so, further attempts must be made at disadvantage as Feezle is now wary of the group.

5 - Peregrin's Tower

Peregrin is the isle's local wizard. Another avian, this one with tawny brown feathers and an owl like face, people tend to speak quite well of Peregrin.

The tower itself is run down as the Gylathacean Isles haven't had a proper stonemason in years and she herself doesn't know how to fix the damage all the wind and weather has done to her tower over the years. But with a blend of spells to keep the weather out and some creative use of tarpaulins the tower remains a fairly comfortable home for her.

Peregrin quickly informs any visitors to call her Peri and has a number of services she can provide, including identifying items and mending small things with magic. Like most others on the isles Peri works on a barter system.

6 - Stormhaven

Storms in the Gylathaceans tend to come in from the northwest so the little area to the southeast of the mountains on the northernmost island tends to be a safer area in times of tumultuous weather.

The northernmost building in this area acts as an inn for those who end up stranded here or for those whose homes are undergoing repairs. For shipwreck survivors there is no charge for the first week they stay with the family as the Loshars understand recovery from a disaster takes time. They are more than happy to take care of wayward strangers for a little while to help them get back on their feet.

The land is maintained and worked by an otaraan family. **Selok** and **Mareen Loshar** are both kind and industrious, and well liked among the islanders. Selok is a tall and broad man with a rich laugh and full cheeks while Mareen is a somewhat more slender one with a darker coat.

Their three children were all adopted after various disasters. **Yatra** is a 17 year old otaraan who lost her parents in a storm. **Evyyren** is a 14 year old ambryl who lost his mother to the expedition that tried to explore Wizard's Wake some time ago. Finally, **Isa** is a 6 year old otaraan and will talk the ear off of any visitor staying in the family house.

7 - Guardian's Manor

Tyarine Vacuos is an ambryl woman and current guardian of the Gylathacean Isles. She has vibrant red scales and a number of scars along her body. Her left arm is missing from the elbow down. She is currently in her early 50's but still in good shape.

She took some of her most obvious wounds in a fight with a sea monster that rose out of the water some 20 odd years ago. That is also where she lost the arm. If asked about the incident she will speak of the magical incident that sundered the isles in the first place and say the arcane residue left over must have warped the creature because it wasn't anything that exists naturally in the water.

She obtained the title of Island Guardian fighting to protect the other inhabitants of the Gylathaceans and will easily admit she's ready to step down if and when someone capable is ready to take her place.

8 - Farmstead

A cleared out area on the isle with rolling fields and a large farm house. The family living here are all ambryl, a married male and female pair with a handful of children who help them tend the fields.

Ulnia, the mother, has striking violet scales which are shared by all of her children. Her husband, **Bhalis**, is usually the one who speaks to visitors as the rest of the family goes about their business.

His brother, **Rezza** was one of the people to go explore the wreckage of Wizard's Wake. He did not return alive. Bhalis is loath to discuss the matter beyond that, but if pressed he explains that Rezza went there more than once.

After Rezza's first visit he kept talking about it nonstop, including a few times in his sleep, and this unsettled the rest of the family but when it



Trident of Water Travel

came down to it they were unable to stop him. Bhalis urges the party not to go.

9 - Fishing Supply Shack

This little fishing shack is owned and operated by an ambryl woman named **Xyrill** who offers basic fishing supplies. Feezle the shipwright manages the canoes but people can get lines and nets and hooks and all sorts of fishing accoutrements here. Xyrill is willing to trade for fish and give supplies on loan because most of the people around here trade for fish as well.

Xyrill is a fairly serious woman and it can be easy to mistake her withdrawn attitude for anger or shortness. The truth is that's just her face and where it really matters she has the capacity for kindness. She is up front about her expectations but they aren't unreasonable ones. Xyrill expects equipment on loan to be returned in the same state it was in when she loaned it out, and for it to be used for the right reasons. She appreciates similar straightforwardness in others.

10 - Cemetery

On the southern end of the island, overlooked by a watchtower, is a small cemetery. A well constructed mausoleum overlooks a number of gravestones, though all are somewhat off the beaten path compared to everything else on the island.

A battered iron fence keeps the activity in but one does have to walk through the cemetery to get to the watchtower, which overlooks the isle housing the crash site of Wizard's Wake.

Most of the islanders agree the crash site's proximity caused the cemetery to become a hot spot for **ghouls**, though inspection of the grounds themselves shows the arcane poisoning in the ground was there long before.

For every 5 minutes characters spend in the cemetery roll a d12. On a result of 8 or lower, 1d4 ghouls emerge from graves and attack. A *hallow* spell prevents ghouls from crawling from their graves.

11 - Lakash Village

Lakash Village is full of various peoples like the ones found on the rest of the isles. Although the town has a few farming spots it is for the most part full of the people who run and operate the market on the southernmost island.

There are no shops in the village proper, which is a strictly residential area. A watchtower to the south overlooks the whole of the town and a horn blast from guards on duty in the watchtower greets any approaching strangers to let all of the residents know someone approaches.

The residents of the village are friendly but wary of any outsiders that might be coming within town limits.

12 - Wizard's Wake

Shipwrecks on the Gylathaceans are rare enough that when they do occur they're always remembered. One such event was the crash of Wizard's Wake nearly 200 years ago. This one in particular sticks out because the ship is still on one of the islands to this day, beached and so full of cursed objects most of the denizens are afraid to get near it.

When Wizard's Wake crashed into the side of the island it was only one land mass. Something about the crash sparked an arcane event sending massive balls of force into the land and the water around it, rending parts of the island into pieces and taking big chunks out of others.

The splitting of the island killed many people, including everyone on board Wizard's Wake. Once about 50 years ago a group sailed down to the little island where the wreckage of Wizard's Wake remained to attempt to clear out some of the debris and reclaim the space for the native population, but of the 17 travelers that sailed there for the attempt only one — Aneya — remains, and her mind is broken.

They managed to build a dock on the northern end of the island and clear out some of the plants that had grown there but the wreckage of the ship remains.

Wizard's Wake

1 - Entry Hall

The interior of the ship holds together better than it appears from the outside. Were the wreckage not so still you might even believe you were on the sea and not in the shell of a beached vessel. The magic here is nearly tactile.

The steps leading down into Wizard's Wake end in a 15 foot by 10 foot hallway with a set of double doors on the southern end and a single wooden door on the eastern side. The door to the east has a plaque reading Office.

This door appeared to have locked once but the lock was broken at some point, either during the crash or afterward.

2 - Office

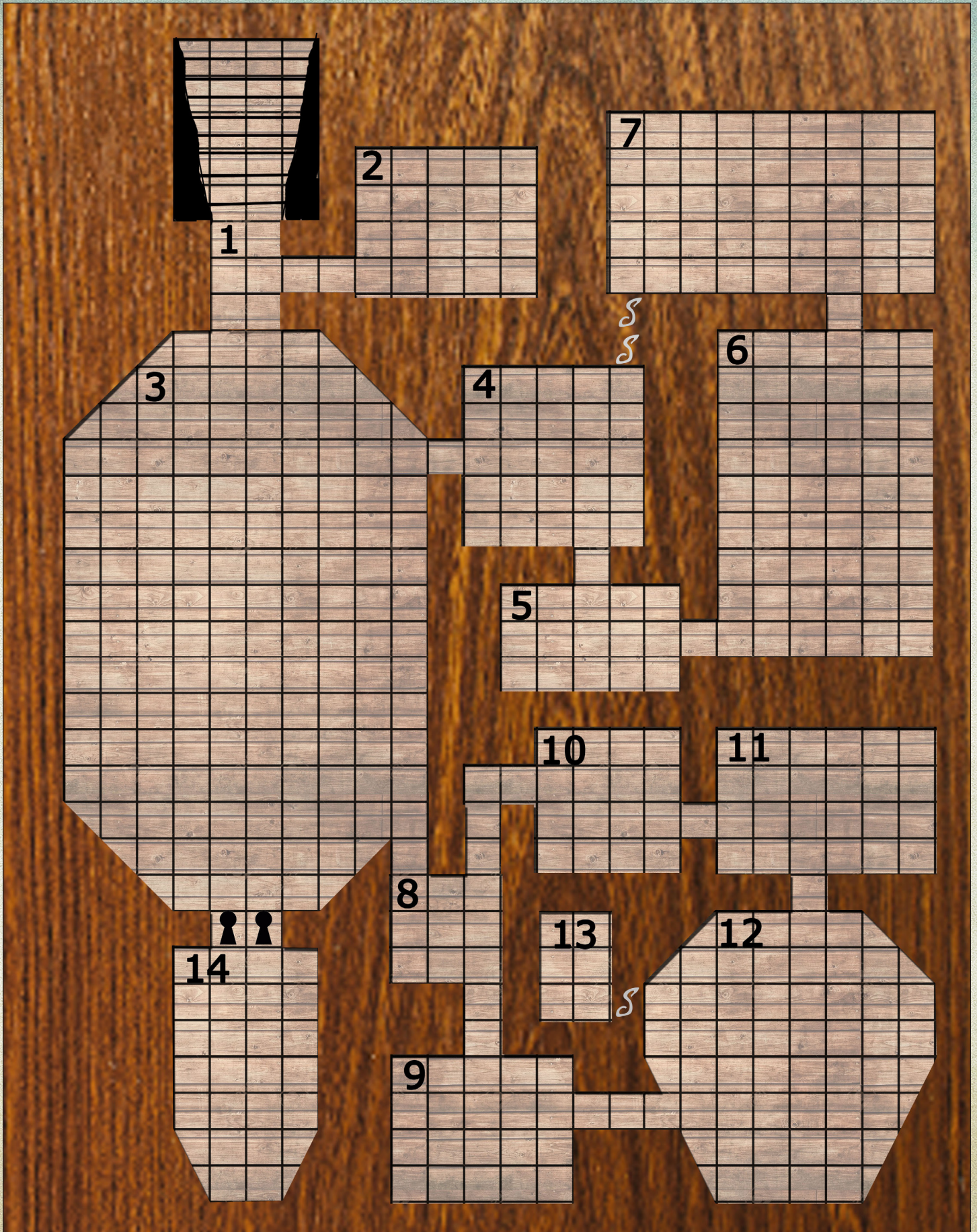
This 20 foot by 25 foot room features a large desk bolted to the wooden floor. All of the drawers have been pulled clear of the desk and papers litter the floor.

All of the papers in this room have been written in Draconic script and many of them are shipping manifestos and the typical minutiae one might find on a ship. Anyone who spends more than 30 seconds rifling through the papers, however, finds some strange things listed among these manifestos.

One particular page mentions a hunting hound, but the price listed for this hound is far, far higher than it should be, implying this as a cover for some kind of illegal good. This could lead to further adventures in far off places. The hound could refer to a churchgrim, a supernatural cemetery guardian found in [Death Pit](#). The reference could certainly be mundane or a code in thieves' cant.

3 - Dining Hall

If there was any doubt this ship was enchanted before it beached those thoughts are dispelled here. This room is 80 feet north to south at its widest and 50 feet across at its widest.



It looks as though it was once a fine ballroom, with a number of well made tables and hanging light fixtures, but all of those have been dashed against the western wall in the force of the crash. The floor here is still at a slight grade.

At the southern end of the room are a pair of locked double doors. The doors themselves are mahogany and glowing arcane symbols shine visibly beneath the brassy locks. The physical locks require a successful DC 18 check using thieves' tools to open.

Both doors are trapped. Whenever the lock on either door is touched, magical lightning lashes out in a 30 foot sphere. All creatures within the area must succeed on a DC 15 Dexterity saving throw, taking 6d10 lightning damage on a failed save, or half as much on a successful one. A successful *dispel magic* (DC 16) cast on a lock destroys the trap on that door. The keys from the library and the kitchens fit into the slots of the door, bypassing the magical locks.

There are also two doors along the eastern side of the room.

4 - Antechamber

Through the first door on the eastern wall in the ballroom there is a small five by 5 foot wide corridor leading into a 25 foot by 25 foot room. There are partially rusted suits of armor on the north and south end of the room and a bookshelf on the northwest corner. A character who succeeds on a DC 24 Wisdom (Perception) check notices a seam along the side of the shelf, revealing it to be a secret passage. There is a more obvious door to the south.

Whenever a character passes within 5 feet of one of the suits of armor, it springs to life as a **rusted guardian**. Activating one activates both.

5 - Nook

This 25 foot by 15 foot room has a door to the north and a door to the west. Books litter the floor here, spilling out from the arms of a facedown skeleton dressed in apprentice's robes. On the right side ribs are exposed through a tear in the robe. A successful DC 15 Wisdom (Medicine) check

reveals the bones belonged to a young woman of about 17 years and the cause of death a tremendous slashing wound that crushed their ribcage.

Anyone rummaging through her pockets finds the name **Oleya** sewn into the tag. A thoroughly rusted locket around her neck contains no portraiture inside, but instead a lock of black hair. It is possible to use this hair as a scrying focus. The hair belongs to a young man named **Malahad** in a mainland town, who was the apprentice's sweetheart. In her pocket is a 6 inch wand in the shape of a key.

The books on the floor in front of the apprentice are all tomes of abjuration. The *banishment* and *planar binding* spells can both be found within them, viable for a wizard to copy into their spellbook or used as spell scrolls.

6 - Warding Room

This room is 30 feet by 45 feet with a door to the west and a door to the north that has been heavily magically warded. This is not a hidden ward -- blue sparks fly from the bubble around the door and just getting within 5 feet of it feels uncomfortable.

The first time an aberration comes within 5 feet of the door or starts its turn there it must make a DC 16 Charisma saving throw. On a failed save, the creature takes 2d6 force damage. On a successful save, the creature takes half as much damage. Other creatures near the door experience a strong feeling of foreboding that only gets stronger with prolonged exposure.

In spite of this, the ward will not actually stop anything but an aberration from passing through it. A creature holding the **key wand** from the apprentice's pocket in the nook can use their action to disable this ward for 1d6 hours. Once the key wand is used this way, it cannot be used again until the following dawn.

7 - Library

The library is a 25 foot by 45 foot room lined with books on every wall. A table has been thrown from where it normally would have stood and into the wall, where the legs are broken.

In this room, the **suminac** has made its home. Unable to leave the room it has thrown a fit and made wreckage of the contents, though within the confines of its bedding a seashell shaped keystone the size of a human hand can be found. Fighting the suminac is not necessary to getting this key if one is quick and clever enough to sneak past it, but the suminac is more than willing to fight for its home. The creature is intelligent and can understand Deep Speech.

8 - Pantry Entrance

In this 15 foot by 15 foot room, most of a skeleton wearing a tattered sailor's jacket lies against the middle of the eastern wall. There is a door to the north and a door to the south. Whenever a character gets within 5 feet of the skeleton it turns, its eye sockets ignite a bright green and it will offer a hello.

The skeleton introduces themselves as **Dervish** and asks adventurers for help recovering their missing legs from further in the pantry. Dervish doesn't want to be here any more than the islanders did.

If his legs are recovered Dervish presents the party with a *ring of planar anchoring*.

9 - Blustering Storage Room

This 20 foot by 25 foot room was once full of food items, but those have all been torn out and strewn throughout the premises. Some of this food is very slick, making most of the room difficult terrain.

In the southwest corner of the room there is a 10 foot by 10 foot square where the food hasn't touched the floor. A casting circle glows softly on the wood.

Within the casting circle there is a translucent figure taking the visage of the ambryl Aneya from town. A character who succeeds on a DC 15 Intelligence (Arcana or Religion) understands this is a piece of her soul trapped here and can be easily freed by casting dispel magic or more simply by marring the circle.

Once this is done, the fragment of Aneya's soul no longer lingers. Back in town Aneya suddenly falls unconscious for 1d4 hours and awakens fully restored to her former self.

10 - Staff Dining Room

This 20 foot by 20 foot room has a number of still standing tables in it but the dishes have all been thrown to the western wall. All along that side of the room broken glass and rotting food make the first 10 feet on the western side from top to bottom difficult terrain.

Upon further inspection the tables have been nailed to the floor and there do not appear to be any chairs either at the tables or among the wreckage. Beneath one of these tables is a pair of skeletal legs belonging to Dervish.

11 - Cabins

This 20 foot by 30 foot room is dominated by a number of hammocks hanging down the line. A few of them are tangled and a number of trunks have been shoved up against the western wall. There are also objects tangled up in some of the hammocks.

Anyone searching the room will find 4 potions of greater healing intact in a chest with at least a dozen more broken ones, as well as a jewelry box with 200 gp worth of assorted rings and necklaces. A character who succeeds on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check discovers a *watcher's pendant* tangled in one of the hammocks. There are a number of cloaks and blankets in the room as well, along with personal effects.

12 - Kitchens

This oddly shaped room is 40 feet north to south at its widest point and 40 feet east to west at its widest point, though narrowing walls prevent it from being as large as it might have been had it been an entire square. There are doors to the north and the west, and character who succeeds on a DC 16 Wisdom (Perception) check finds a secret door on the westernmost wall.

Here, the translucent **mage's echo** of a man in long robes paces back and forth. He has a shell shaped keystone the size of a human hand hanging around his neck, and of everything on his person that alone is opaque and tangible. Any attempt to speak with him initiates combat.

13 - Secret Closet

This 1 foot by 15 foot room is packed full of crates. One crate is full of mostly shattered vials, but two vials of *oil of sharpness* and one *potion of flying* remain.

In a jewelry box, wedged between two crates, there is a *ring of regeneration* and a *ring of fire resistance* with a gleaming garnet set into it.

Finally, there are 250 gp worth of gems that can be found in the wreckage.

14 - Captain's Quarters

The door to this 20 foot by 35 foot room is locked with something magic at work and thus unable to be picked by traditional means. A *dispel magic* (DC 16) cast on the door breaks the magical lock and the door can be opened. The keys from the library and the kitchens fit into the slots of the door, bypassing the magical locks.

The interior of this 20 foot by 35 foot room is suspiciously unmarred compared to the rest of the wreckage. This elegant bedroom holds a canopy bed against the southern wall and a wardrobe against the eastern wall containing several fine sets of pirate's clothing.

A translucent figure stands at the southern end of the room — the **captain's echo**. He will be passive unless interacted with, at which point he attacks. The captain's echo is quite mad, having been trapped in these quarters over two centuries.

A character who succeeds on a DC 18 Intelligence (Investigation) check searching the quarters discovers the captain's log. The leatherbound journal is heavily damaged, partially because of the crash and partially due to the captain's echo obsessive-

ly searching it for answers and hurling it away in frustration many times over the years.

A character who studies the journal for 1d4 hours and succeeds on a DC 20 Intelligence (Arcana or History) check discerns Wizard's Wake set out from a port far, far from the Gylathacean Isles. The captain, whose name Lissan Maltho, was a human scholar with a penchant for adventure and travel and a tendency to get into some unfortunate trade habits. There is evidence Lissan suspected sabotage aboard Wizard's Wake from a rival wizard named Patroklos the Lion but how, or why, cannot be discerned.

Aftermath

Once the party returns from Wizard's Wake having cleared it of its hauntings the ship cools to an ordinary shipwreck though the insides will still be non-euclidean and larger than they appear from the outside. From this point, the locals will be more than happy to harvest some of the wood from the crash to assist a group of heroes with crafting a new boat to leave on, and show them the precise route they need to sail through in order to get out of the Rending Reef.

During a trip to the tropical Gylathacean Isles adventurers have opportunities to explore new cultures, making new friends and allies, or rivals and enemies, of the isle folk.

In addition players may grow curious about any number of details throughout the isles. What caused Wizard's Wake to crash? Who was Captain Maltho and Patroklos the Lion and what was the nature of their rivalry?

Players and characters who show interest in these or anything else can take campaigns in whole new and unexpected directions. Wizard's Wake could make a terrific way to introduce history and lore into your campaign in a natural way.

You could tie some of the details regarding Wizard's Wake to an adventurer's backstory, and coupled with player interest this can create incredibly engaging scenarios that involve players and their characters directly.

Creatures

Anglerfish

Medium beast, unaligned

Armor Class 15

Hit Points 45 (7d8 + 9)

Speed 0 ft., swim 60 ft.

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

Senses Passive Perception 17

Languages None

Challenge 3 (700 XP)

False Appearance. While the anglerfish remains motionless it appears as an inanimate wisp of light.

Actions

Multiattack. The anglerfish makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 5) piercing damage.

Mesmerizing Presence. Creatures that can see the light of the anglerfish must make a Wisdom saving throw, DC 15. Creatures that fail the save must move ten feet closer to the anglerfish.

Creatures that pass the save are immune to the anglerfish's mesmerizing presence for 24 hours.

Mage's Echoes

When a spellcaster dies, sometimes a part of their soul lingers behind with the body rather than moving on to its final resting place.

These imprints are called mage's echoes.

Mage's Echo

Medium undead, any alignment

Armor Class 15

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 9 (5,000 XP)

Ethereal Sight. The mage's echo can see 60 feet into the ethereal plane when it's on the material plane and vice versa.

Incorporeal Movement. The mage's echo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Abrasive Soul. Creatures that begin their turns within 5 feet of the mage's echo take 5 (1d10) psychic damage.

Actions

Reverberation. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 44 (8d10) psychic damage.

Spirit Tether (Recharge 5-6). Creatures within 60 feet of the mage's echo must make a DC 16 Strength saving throw or be pulled up to 10 feet closer to the mage's echo.

Captain's Echo

The imprinted echo of Wizard Wake's captain who was, in fact, a wizard. Lissan Maltho was a human scholar with a penchant for adventure and travel, and a tendency to get into unfortunate trade habits.

Although her echo no longer remembers how to cast spells, it does remember how to go through the motions. As a result can pack a fairly powerful punch.

Captain's Echo

Medium undead, any alignment

Armor Class 17

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+2)	16 (+3)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., Passive Perception 15

Languages Any languages it knew in life

Challenge 11 (7,200 XP)

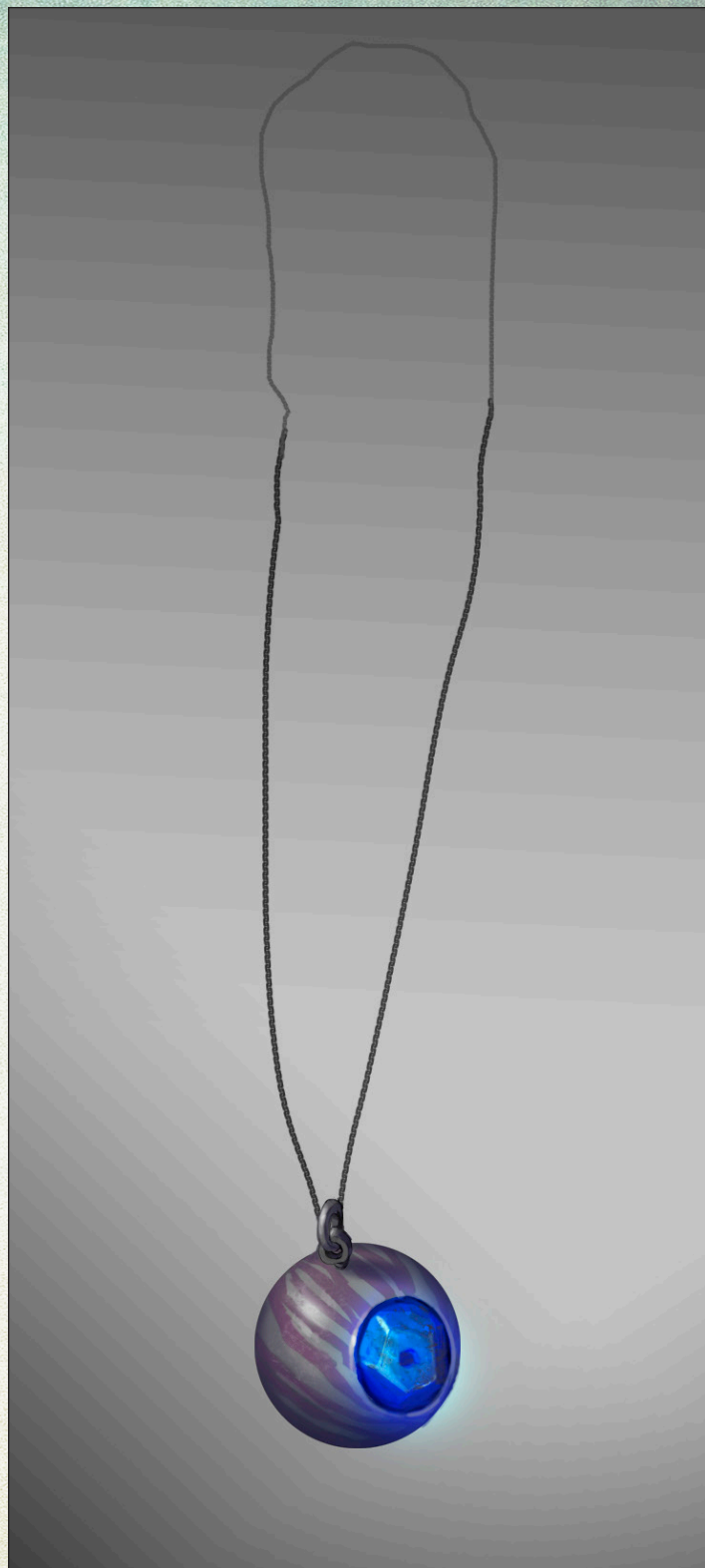
Ethereal Sight. The captain's echo can see 60 feet into the ethereal plane when it's on the material plane and vice versa.

Incorporeal Movement. The captain's echo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Abrasive Soul. Creatures that begin their turns within 5 feet of the captain's echo take 16 (3d10) psychic damage.

Actions

Shrieking Bolt. *Ranged Spell Attack:* +7 to hit, range



Watcher's pendant

120 ft., one target. *Hit:* 55 (10d10) psychic damage.

Spirit Tether (Recharge 5-6). Creatures within 60 feet of the captain's echo must make a DC 17 Strength saving throw or be pulled 10 feet closer to the captain's echo.

Prismatic Octopus

This colorful creature originates off the coast of the Gylathacean Islands. There is magic in most of the creatures in the area and over time a high arcane diet gave the ink of these octopi mystical properties of their own as they adapted to fit their surroundings. They are markedly intelligent creatures known for their ability to squeeze into tight spaces and even pick locks when the situation demands it.

Prismatic Ink. The ink of the prismatic octopus is colorful and capable of changing hues with relative ease. This ink is prized for its uses in art both on parchment and tattooed on skin. It also has innate magical properties, and is valued as a reagent in arcane tattoos.

Prismatic Octopus

Medium beast, unaligned

Armor Class 15
Hit Points 45 (7d8 + 9)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	8 (-1)	15 (+2)	8 (-1)

Senses Passive Perception 14
Languages None
Challenge 1 (200 XP)

Boneless Body. The prismatic octopus can fit through a space as narrow as 1 inch wide without squeezing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Ray of Ink. *Ranged spell attack:* +5 to hit, range 60 ft., one target. *Hit:* 14 (4d6) psychic damage as the colors overload the target's mind.

Cloud of Ink (Recharge 6). The prismatic octopus expels a cloud of its ink to shimmer in the water. The octopus always knows where everything in its ink cloud is, though the ink is opaque and obstructs the vision of anything else inside it. The cloud spreads out to a 15 foot radius from the point of origin.

Rusted Guardian

A suit of armor, rusted around the edges from exposure to water but still formidable.

These guardians were enchanted by a wizard to protect valuable possessions in their absence.

Rusted Guardian

Medium construct, unaligned

Armor Class 18
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Fire, Poison, Psychic; Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered or Adamantine.
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses blindsense 10 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Immutable Form. The rusted guardian is immune to any spell or effect that would alter its form.

Magic Resistance. The rusted guardian has advantage on saving throws against spells and other magical effects.



Ring of planar anchoring

Magic Weapons. The rusted guardian's weapon attacks are magical.

Actions

Rusted Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage and the target must make a DC 14 Dexterity saving throw. On a fail, a nonmagical ferrous metal object worn or carried by the target takes a permanent and cumulative -1 penalty to the AC it offers in the case of metal armor or a metal shield, and a -1 penalty to damage rolls in the case of a weapon (rusted guardian's choice).

Armor reduced to an AC of 10, a shield that drops to a +0 bonus or a weapon that drops to a -5 penalty is destroyed.

Curse of Rust (Recharge 5–6). Until the end of its next turn, any nonmagical weapon made of metal that hits the rusted guardian corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rusted guardian is destroyed after dealing damage.

Suminac

A beast from another plane of existence, the suminac moves on all fours and takes the rough shape of a canine. A thousand needlelike teeth crammed its maw and it's many eyes, which can be any shade of red or violet, track the movements of anyone who gets too close. The suminac is highly prized for its superior intellect and uncanny ability to work on something before its master knows it needs doing.

Suminac

Large aberration

Armor Class 14 (natural armor)

Hit Points 104 (16d10 +16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	12 (+1)	14 (+2)	10 (+0)	9 (-1)

Skills Perception +4, Stealth +5, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands Deep Speech but can't speak

Challenge 9

Innate Spellcasting (Psionics). The suminac's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *charm person*, *command*, *detect thoughts*

Keen Sight and Smell. The suminac has advantage on Wisdom (Perception) checks that rely on smell.

Limited Telepathy. The suminac can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The suminac makes two bite attacks and, if it can, uses its Psychic Bark.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 +5) piercing damage and the suminac targets another creature within 5 feet. The second creature must make a DC 16 Intelligence saving throw or take 9 (2d8) psychic damage, and the target dies if it is a Large or smaller creature and this damage reduces it to 0 hit points, as the suminac consumes the creature's head. The suminac bites the target. It deals 7 (2d6 +1) piercing damage plus 8 (2d8) psychic damage by biting another creature.

If this bite drops a large or smaller creature to 0 hit points, the suminac consumes the creature's head, and the creature immediately dies.

Psychic Bark (Recharge 5-6). All creatures within 30 ft of the suminac that can hear must succeed on a DC 16 Intelligence saving throw or take 45 (7d12) psychic damage and be stunned until the end of the suminac's next turn. On a success, creatures take half damage and are not stunned.

Character Options

Races

Ambryl

Another of the myriad denizens of the Gylathacean Islands, the ambryl are a reptilian species adapted for life in the water as well as on land. The ambryl are not as far travelled as the otaraa, preferring to stay close to the Gylathaceans where they have everything they need.

Bonded to the Sea. The ambryl have distinctly reptilian features marked by bright colors and growths resembling the spikes lizards tend to have naturally. Some of them play willing hosts to coral, which grows along the skin and offers them a little more protection than they would have naturally. This is a symbiotic relationship, as the particular breed of coral growing along the ambryl can survive out of water and feeds on an algae that is a natural biproduct of the ambryl's diet.

Ambryl Traits

Ability Score Increase

Your Constitution score increases by 2. Your Dexterity score increases by 1.

Age

Ambryl reach adulthood at age 50 and can live to be up to 300.

Size

Ambryl can be anywhere from 4-6 feet in height, and are a little bit heavier than humans. Your size is Medium.

Speed

Your walking speed is 40 ft.

Swimming

You have a swimming speed of 40 ft.

Coral Armor

When you aren't wearing armor, your AC is 12 + your Dexterity modifier.

Languages

You can speak, read and write Common and Ambrish.

Otaraa

One of the myriad races of the Gylathacean Islands, the otaraa are hardy denizens among the colorful and vibrant folk of their land. The existence of the otaraa is a topic of wide debate among sailors, because they spend so much time in the water and though sightings have been few and far between they have been and there are certain details most sailors agree upon.

Sisters to Sea Lions. To those who don't live in the Gylathaceans, the otaraa look a lot like seals. They are possessed of dark grey skin with a thick hide and a layer of fat meant to protect them from the cold. All otaraa have whiskers, which aid them in keeping their equilibrium both in and out of the water. When they laugh they tend to let out a barking sound.

Otaraa Traits

Ability Score Increase

Your Constitution increases by 2. Your Intelligence score increases by 1.

Age

Otaraa reach adulthood around the age of 10 but can live to be a century old.

Size

Otaraa are about 6 feet tall and can weigh up to 300 lbs. Your size is Medium.

Speed

Your walking base speed is 25 feet.



Aqueous Affinity

When you join this circle at 2nd level, you bond with the water in an intimate way. You gain the ability to breathe underwater and a swimming speed of 30 feet. When you Wild Shape, you ignore the restriction against creatures with a swimming speed. You can Wild Shape into creatures up to CR 1 as long as the creature in question has a swimming speed.

This increases to CR 2 at level 10, and CR 3 at level 13.

Bioluminescence

Starting at 6th level, you may expend one spell slot of 1st or higher to become bioluminescent, as a part of you glows and becomes alluring to other creatures. You shed bright light out to 10 feet and dim light an additional 10 feet. Creatures in the area of your glow have disadvantage on saving throws to resist being charmed by you.

Call of the Depths

Starting at 10th level, you develop an understanding of how the siren's alluring voice works. As an action, you can emit a pulse of energy out to 20 feet. Creatures of your choice within the area that can hear must make a Wisdom saving throw or be charmed by you for 1 minute. The charmed target obeys your spoken commands. If the target suffers any harm from you or another creature or receives a suicidal command from you, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to your Call of the Depths for the next 24 hours.

Once you use this ability, you cannot use this ability again until you complete a long rest.

Call the Tide

Starting at 14th level, when you are Wild Shaped, you gain a fly speed equal to your swim speed as long as you are above water at least 1 foot deep and 10 feet to a side. In addition, your swimming speed increases by 20 feet.

Swimming

You have a swimming speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Temperature Resistance

You have resistance to cold damage, and you ignore any of the drawbacks caused by extreme cold.

Languages

You can speak, read and write Common, Aquan and Otaraan.

Subclasses

Circle of Salt

As a druid of salt you understand the beauty of the ocean and the seas better than most, to the point that the water flows through you. You understand the salt content of the sea is the same as that of the blood in your body, and regard the ocean and the world's waters as the blood of the earth. There are few places that bring peace like the sea.

Travel Domain

Travel is something most people have to do every so often and as a result gods of travel appear in every culture. These are the gods of transitional spaces, of ships and wagons and roadways. Clerics of travel are often adventurers themselves, and by design of their place in the world they often take ships and roadways and explore the area around them.

Domain Spells

You gain domain spells at the cleric levels listed in the Travel Domain Spells table. See the Divine Domain class feature for how domain spells work.



Travel Domain Spells

Cleric level Spells

1st	<i>Expeditious retreat, longstrider</i>
3rd	<i>Find steed, misty step</i>
5th	<i>Blink, fly</i>
7th	<i>Freedom of movement, hallucinatory terrain</i>
9th	<i>Passwall, Teleportation Circle</i>

Bonus Proficiency

You gain proficiency with your choice of vehicles (land) or vehicles (water).

Traveller's Stride

When you take this domain at 1st level, you gain 10 feet of movement.

Channel Divinity: Migrant Step

Starting at 2nd level, you can use your Channel Divinity to teleport to any unoccupied space within 40 feet of you that you can see.

Channel Divinity: Wings of the Wanderer

Starting at 6th level, you can use your Channel Divinity to fly. As an action, you may manifest spiritual wings and gain a fly speed of 30 feet for 10 minutes.

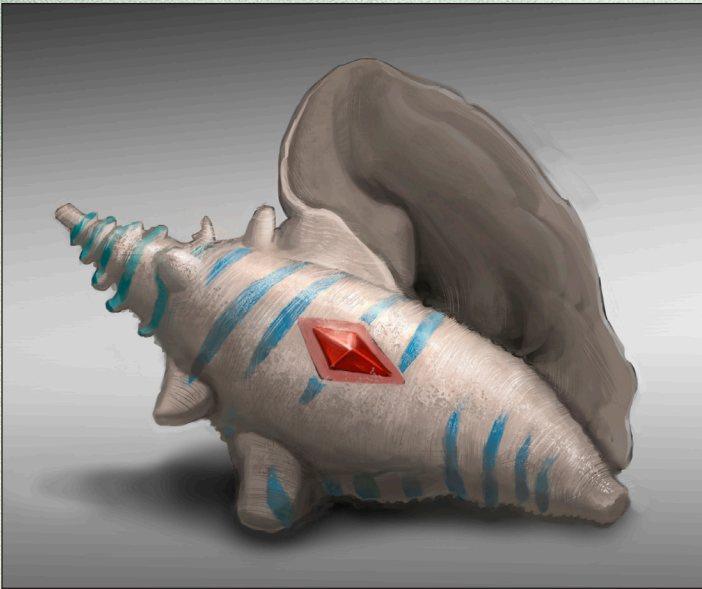
Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Wayfarer's Gate

Starting at 17th level, you can open a gate to anywhere on the plane you are currently on. You add the *teleport* spell to your list of domain spells. Like your other domain spells, it is always prepared and counts as a cleric spell for you. In addition, you can cast *teleport* once without expending a spell slot. Once you use this feature you cannot use it again until you finish a long rest.

Magic Items



Conch of Warning

Conch of Warning

Wondrous item, uncommon (requires attunement)

You can use an action to blow into the jeweled conch and cause a ringing tone to sound in the heads of up to 10 particular creatures you know. As long as a creature is on the same plane of existence as you, it knows your general direction and your exact location becomes fixed in its mind for 10 days. The creatures feel drawn to travel to the location, but are under no compulsion or control to do so.

Teeth of Ankhara

Wondrous Item, rare (requires attunement)

This necklace is strung with 1d20 + 10 glimmering teeth when found. The magical teeth have small holes drilled into them and can easily be pulled from the leather cord. As an action you can crush one of the teeth between your fingers and gain the ability to breathe normally underwater for 24 hours. You also gain a swim speed of 25 feet.

Trident of Water Travel

Weapon (trident), rare (requires attunement)

A polished aquamarine is set into each prong of this golden trident. While you hold the trident you have a swimming speed of 40 feet. The trident has three charges. You may expend one charge to gain the ability to breathe normally underwater for 10 minutes. As a reaction when you hit a creature with the trident you may expend one charge to deal an extra 2d6 cold damage. The trident regains 1d4-1 charges after a long rest.

Ring of Planar Anchoring

Ring, rare, (requires attunement)

This heavy iron ring has a sailing anchor scratched into its surface. While you wear the ring, you cannot be removed from the plane you are on unwillingly and automatically pass any saving throw made to resist being sent to another plane.

Watcher's Pendant

Wondrous item (Necklace), uncommon (requires attunement)

This mother-of-pearl inlaid pendant takes the shape of an eye with a sapphire blazing in the center in place of the iris. The sapphire in the center of the pendant flares with soft blue light whenever you overlook something. Whenever you make an ability check to notice or find something, you can roll an additional d20. You can choose to do this after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the ability check.

The pendant can't be used this way again until the next dawn.

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