

The Story Begins...

Our story unfolds upon the deck of the Icarus, a well-kept merchant vessel on route to Sunvern, the capital city of Gaulsor. The Icarus is helmed by Captain Robert Witterel, a gruff and seasoned sailor who hails from Sunvern itself. While the voyage thus far has been long, all those aboard are eager to return to port and enjoy dry land and the comforts it offers.

Sunvern is a flourishing port city, with a burgeoning middle class where anyone with brains, guts, or sheer luck can make a modest fortune and a name for themselves.

All Aboard!

The Icarus is a three-masted fully rigged ship with three decks and boasts 16 guns on her gun deck, eight per broadside. With a full crew and room for passengers, the Icarus has been in the ownership and care of the Queen's Couriers, a profitable shipping company based out of Sunvern.

Modernity and Magic

The people of Gaulsor are a suspicious bunch, seeing magic as a tool that is not to be used frivolously. However, that does not mean magic is rare. Most mages and casters garner respect, however, those who are reckless with their magic tend to earn the distrust of the locals at best, and an extended stay in a oubliette at the worst.

Technological advancements have brought modern comforts to the people of Gaulsor, especially the city dwellers. Gas lamps illuminate lively night markets, steam engines are beginning to reshape land travel and trade, and the finest establishments boast indoor plumbing!

Troubles and Tall Tales

The citizens and visitors to Gaulsor have enjoyed a period of relative peace and prosperity after the signing of a treaty following a decades long border dispute with their nearest neighbor, the Kingdom of Balinor. Though lately there have been whispers of sabotage and skullduggery between the newly minted merchant lordlings of Gaulsor. Strange whispers on the winds, missing ships, and a many more moonless nights have led folks to start once again to weave old wives' tales.

Your Character in the World

Characters begin at 5th level. You can choose character options from the basic rules found on DNDBeyond. Anything beyond the base rules should be confirmed with the DM before the session. Character ability scores will be determined based on a standard array.

Build a well-rounded character that will be able to work collaboratively with the other player characters and has a clearly defined connection to Sunvern.

Darkest Secret and Deepest Fear

Each player must provide the DM with a dark secret their character holds, and something their character fears, rational or otherwise. The dark secret could range from shameful (losing a family heirloom) to ruinous (murder of a fellow noble). The deepest fear should be of something their character may interact with on an infrequent basis and should be relevant and logical to the character.

Scope and Scheduling

This adventure is intended to be a standalone 4-Hour session to be played in person with a half hour "intermission". This is of course aspirational, knowing how one-shot adventures tend to go.

House Rules

Heroic Inspiration - All characters begin the session with inspiration and DMs inspiration is regained after the intermission.

Critical Hits - All creatures roll double dice on a critical hit (Natural 20)

Safety Tools

This adventure contains themes of sacrifice, betrayal, violence, body horror, and the occult.

Lines. This game will not contain violence towards children, inter-party violence, inter-party betrayal, nonconsensual sexual contact.

Veils. This game may contain the following implied or off-screen, torture, kidnapping, consensual sexual contact.

If at any time you don't feel comfortable with the content or direction of the game, you can call a **time out** either verbally or with a hand gesture and we will take a short break and then address any concerns.