

Praotia:  
A  
World  
Of  
Ships  
And  
Chanties



# **Part 1: Races**

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## **Elf:**

Praotian elves are nomads of the sea. They travel around their entire lives on small moving islands, fishing and trading with sailors. Most don't know anything but the island they've lived on for their entire lives, sometimes for hundreds of years. All traits are as they appear in the 5<sup>th</sup> edition player's handbook.

## **Halfling:**

Praotian halflings grow up on the outskirts of human port towns. They are seen as low-life scum by humans because most of them make their living by thieving and smuggling. They are small and very good at what they do. All traits are as they appear in the 5<sup>th</sup> edition player's handbook.

## **Gnome:**

Praotian gnomes grow up on elven islands. They are highly militant and serve as protectors to the peaceful elven fishers. They hide in the small forests of the elven islands and wait for intruders. For this service, they are given food and shelter by the elves. All traits are as they appear in the 5<sup>th</sup> edition player's handbook.

## **Gumma:**

Gumma are a race of humanoid fish. They live in the sea near ocean currents and wait for human ships to pass by. They then jump on board, walking on tail fins, they kill the humans and take their goods. Gumma are known as the best pirates in Praotia. They make stealthy raiders and smugglers and are known for their stealthy quietness. Although they can speak the common tongue (barely) they speak their own language that involves popping noises and throat convulsions.

### **Traits:**

**Ability Score Increase:** Your Dexterity increases by 2.

**Age:** Gumma reach adulthood by age 10 and live to be around 100 years old.

**Alignment:** Gumma tend to be chaotic. There is no tendency toward good or evil

**Size:** Your size is medium.

**Speed:** Your base walking speed is 20 feet. However, you have a swimming speed of 45 feet.

**Darkvision:** Because of living in the deep sea, you gain 60' darkvision.

**Aquatic Proficiency:** You have proficiency with using all aquatic vehicles.

**Quiet Fins:** You have proficiency in the stealth skill.

**Languages:** You speak both Gumman and common, although you cannot speak common without a major speech impediment. You cannot read or write.

All unmentioned races are as they are written in the 5<sup>th</sup> edition player's handbook.

## Part 2: The Gods

<u>Deity</u>	<u>Alignment</u>	<u>Domains</u>	<u>Symbol</u>
Atrial, god of death and darkness	CE	Death	Skull
Ilara, goddess of knowledge	LG	Knowledge	An open book
Vitalar, god of life	CG	Life	Blue Heart
Photal, god of light	LG	Light	Sun with five points
Eathon, goddess of earth and nature	N	Nature	A leaf with red veins
Coralon, god of storms and the sea	CG	Tempest	A wave
Rotar, god of thieves, smugglers, and trickery	CN	Trickery	A brown glove
Drokar, god of war	LE	War	A bleeding goat

It is said that in the beginning there was only the sea. Coralon and Photal were at a constant war with each other, and out of this conflict, the fire of the sun mixing with the water of the sea, Vitalar was born. He then created all the fish in the sea. And the largest fish spit out Eathon, who ruled over the fish that Vitalar

had created. Coralon attempted to kill the fish, because he felt they were invading his home turf. Eathon fought him off, and to spite him created the islands of Praotia. She and Vitalar created the plants and animals to inhabit the land. But Vitalar became regretful of his choice, and to combat nature created humans with Ilara. Soon the world became crowded, so Vitalar tore all the dark aspects from himself and created Atrial out of them to preserve order. Rotar and Drokar were birthed by human mothers from Ilara and Atrial, and this brings us to Praotia as it stands today.

## Part 3: Currency

<u>Original D&amp;D Coin</u>	<u>Praotian Coin</u>	<u>Value</u>	<u>Face Image</u>
Platinum Piece	Piece of Eight	Ten Doubloons	Front: King Talth III Back: Galley
Gold Piece	Doubloon	Two Schillings	Front: Five-Pointed Sun Back: Skull
Electrum Piece	Schilling	Ten Tralvers	Front: Two Wavy Lines Back: A Flame
Silver Piece	Tralver	Ten Valtas	Front: King Tralver I Back: Queen Talyse II
Copper Piece	Valta	One Valta	Front: Glove Back: Small Ship

# **Part 4: Factions**

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## **His Majesty**

- Monarchy of Praotia based in Silas
- Lawful Good
- Goals: To preserve law and order in Praotia
- Founded in the first year PO (Post-Order) by King Talth I.
- Motto: “Law is our code”
- Symbol: Jeweled Crown
- Typical Quests: Uproot smuggler's dens, find information on criminals.

## **The Grafters**

- Assassin's guild based in Bulas
- Largest assassin's guild in Praotia
- Lawful Evil
- Goals: To balance power in Praotia
- Founded in the 264<sup>th</sup> year PO by an assassin named Graff Karton.
- Motto: “Blood runs red from both kings and peasants”
- Symbol: A bloody dagger
- Typical quests: Kill a powerful figure, raise someone to a more powerful position.

## **The Smuggler's and Raider's Alliance**

- Alliance of smugglers and pirates based in Smuggler's Den.
- Chaotic Evil
- Goals: Gain treasure by any means necessary
- Motto: “Gold glitters brighter than glory”
- Symbol: Skull and crossbones
- Typical quests: Raid ships, smuggle goods, find lost treasures.

## **The Order of the Trident**

- Trading company based in Tortia.
- Chaotic Good
- Goals: Establish trade between the islands.
- Motto: “Coralon is with us”

- Symbol: Golden Trident
- Typical Quests: Protect ships, establish trade routes, find source of a resource

## **Elves of the Moving Islands**

- Colonies of elves on moving islands
- Chaotic Good
- Goals: Live peacefully among others
- Motto: “Visitors are friends”
- Symbol: A fish
- Typical Quests: Protect an island,

## **Orcs of Kinti Island**

- Tribe of orcs on Kinti Island.
- Chaotic Evil
- Goals: To clear the island of other creatures
- Motto: “Crush all opposition”
- Symbol: A bloodshot eye
- Typical Quests: Kill other things

## **Dwarves of Lorti**

- Kingdom of dwarves in the Lone Mount
- Lawful Neutral
- Goals: To keep to themselves
- Motto: “Strong as stone”
- Symbol: A blacksmith's hammer
- Typical quests: Find treasures, keep outsiders away

## **Banker's Guild**

- Guild of bankers in Fasir
- Lawful Neutral
- Goals: To control the Praotian economy
- Motto: “Coins clink louder than words”
- Symbol: Two gold coins
- Typical quests: Find robbers, protect banks,

# **Part 5: History**

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## **Part 5A: The Royal Line**

- King Talth I
  - Came into power year 1 PO
  - Conquered all of Praotia and brought it under one rule
- King Talth II
  - Came into power year 23 PO
  - Established first bank of Fasir
- King Talth III
  - Came into power year 62 PO
  - Known as greatest Praotian king
  - Established inter-island trade in Praotia
  - Established colonies all over Praotia
  - Established the city of Silas
- King Talth IV
  - Came into power year 135 PO
  - Known for his lust and lack of chastity
  - Was caught cheating on the queen and was beheaded
- King Ithan I
  - Came into power year 138 PO
  - Bastard of King Talth IV
  - Was the only suitable heir to the throne
  - Known for beefing up the guard forces around Praotia
- King Ithan II
  - Came into power year 172 PO
  - Established the prison city of Fortal
- King Tralver I
  - Came into power year 198 PO
  - Established city of Lorti
  - Made common cause with the dwarves of the Lone Mount
  - Made first coin mints in Praotia
- King Tralver II
  - Came into power year 256 PO

- Known for outbursts of rage
- King Tralver III
  - Came into power year 260 PO
  - Assassinated by Graff Karton in 264 PO
- King Ralu I
  - Came into power year 264 PO
  - Beefed up king's guard forces
- King Ralu II
  - Came into power year 289 PO
  - Current king
  - Known for his lavish life-style

## **Part 5B: Geographic Backgrounds**

### **Silas**

- Founded by King Talth III in year 78 PO
- Capital of Praotia
- Big trading city

### **Tortia**

- Retreat for rich merchants and royalty
- Fine cuisine
- Lots of villa houses

### **Lardon and Larthon**

- “Twin cities” of Tular Island
- Lardon is a very rich trading city while Larthon is a very poor industrial city

### **The Three Dragons**

- Uninhabited islands north of Silas
- Known for their strange creatures and hidden treasures
- Frequent stop for smugglers on the way to Silas
- Legend has it that they who go there are cursed to die



## **Heart Isle**

- Volcanic island inhabited by dragons.

## **Kinti Island**

- Inhabited by orcs
- Contains the orc temple city of Intuk

## **Isle of the Lone Mount**

- Contains dwarf colony
- Contains the trading city of Lorti
- Where the coins of Praotia are minted

## **Halfor Isle**

- Contains banking city of Fasir
- Was originally one island with the Isle of the Lone Mount
  - Islands split in a massive earthquake.

## **Volkos Islands**

- Chain of uninhabited volcanic islands.

## **Contior Island**

- Contains the four “cities of secrecy”
- Smuggler's paradise
- Full of thieves, assassins, and pirates

## **Fortal**

- Prison city
- Where the worst prisoners of Praotia go
- Maximum security

# Practia

