

Shadows in Provos

Rules:

Stats: all stats will be point buy or standard array

Magic items: Magic items will be limited to 3 per player. You can craft or get a blacksmith to craft special magic items through gathered resources or enchantments. You can also gather and make potions that I plan to have scale with level.

Carry weight: Carry weight will be ignored within reason

Rations: rations will be ignored within reason

Races: Every PHB race is accepted to play. No races outside the PHB.

Crit rolls: Natural 20 is automatic success. On skill checks this will add flavor to the script, in combat it will allow you to call your shot and automatically succeed. natural one is automatic fail. Every time you roll a natural one in combat the DM will roll percentile to determine if something bad happens.

Meta gaming: Try to limit it. Play with character knowledge not player knowledge.

Sailor: Instead of athletics proficiency you can choose acrobatics for sailor background

Get creative: creative and unique ideas will be rewarded and are very welcome.

Character death: Character death is something that can happen. If a character dies I ask you have a backup or make a case in which your character can be saved from death.

Leveling up: Leveling up will be done by milestone and not by experience. I ask that you Level up your character in your own time so sessions don't get bogged down too much or characters can level up or petition to level up immediately.

Exploits: Please don't exploit the rules. The DM has final call but players can petition to challenge a ruling and make a case. The DM may throw a rule out for story or fun's sake.

Most important: Have fun. Tell the DM if you have a problem with something that happened and remember that the goal of this game is to enjoy it. Tell the DM if they are going to fast or you want some more of an element or less.

Additional weapons available

Simple Melee Weapons

Bayonet	5 gp	1d6 piercing	1 lb. Special
Hook	5 gp	1d4 slashing	1 lb. Light, special
Belaying pin	2 sp	1d4 bludgeoning	2 lb. Light
Boarding axe	2 gp	1d6 slashing	2 lb. Light, thrown (range 20/60)
Dirk	10 gp	1d4 piercing	1 lb. Finesse, light

Martial Melee Weapons

Cutlass	15 gp	1d6 slashing	3 lb. Finesse, light
Rapier	25 gp	1d8 piercing	2 lb. Finesse
Scimitar	25 gp	1d6 slashing	3 lb. Finesse, light

Martial Ranged Weapons

Flintlock Pistol	125 gp	2d8 piercing	4 lb. Ammunition (range 30/90), loading
Dragon Pistol	250 gp	2d6 piercing	3 lb. Ammunition (range 20/60), loading, special
Blunderbuss	500 gp	2d12 piercing	8 lb. Ammunition (range 20/60), loading, two-handed, special
Flintlock Musket	250 gp	2d10 piercing	8 lb. Ammunition (range 80/160), loading, two-handed

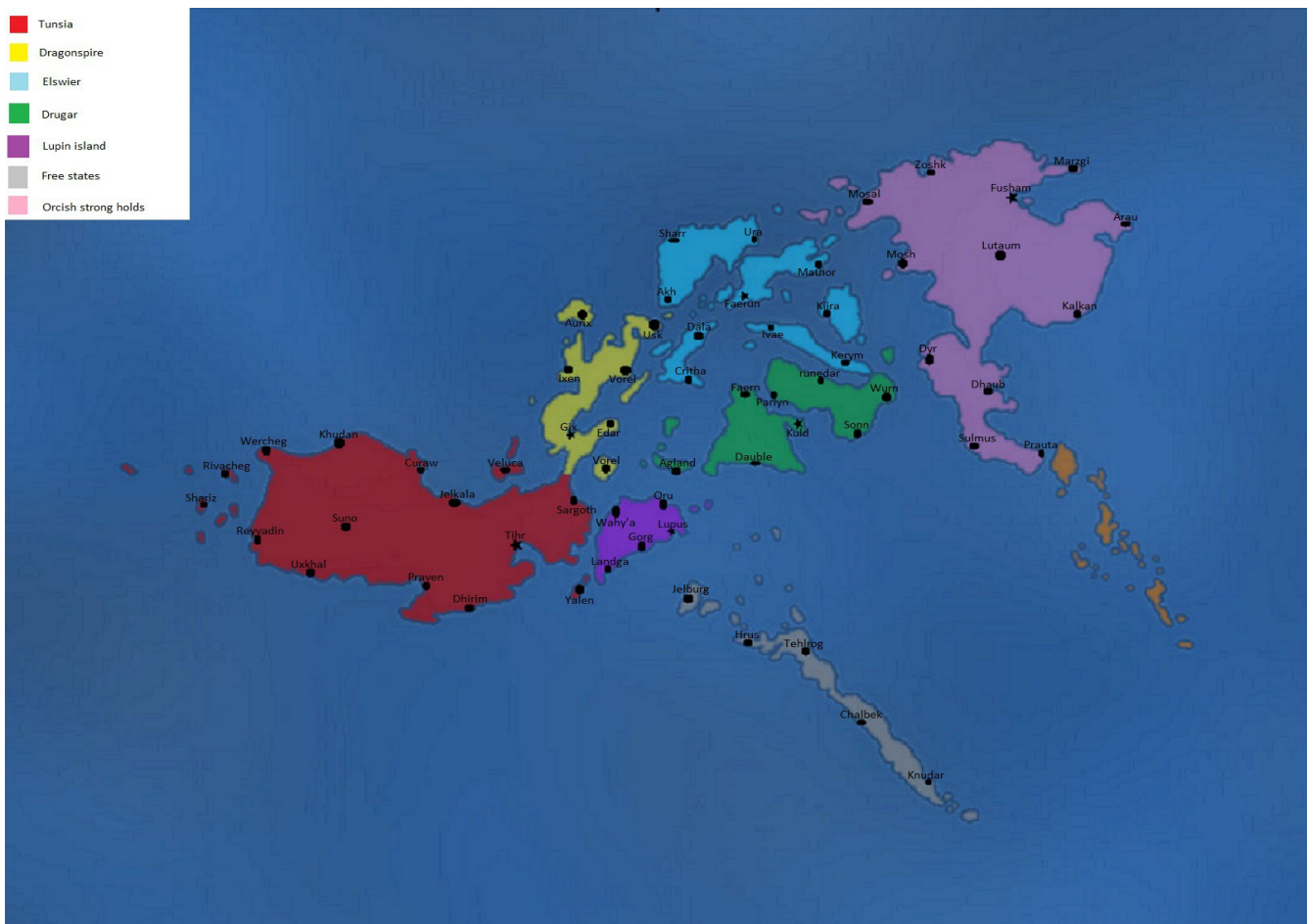
Ammunition

Lead Balls (40)	5 gp	—	1 lb. Special
Pellets (40 handfuls)	40 gp	—	1 lb. Special
Gunpowder (40)	10 gp	—	2 lb. —

Special

- Bayonet:** To attach or remove a bayonet from from a musket is a Use an Object action. Because bayonets are designed for use while attached to a musket. It counts as an improvised weapon that does 1d4 piercing damage (when used by itself).
- Blunderbuss:** This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 2d6 piercing damage. Using a scatter shot requires pellet ammunition.
- Dragon Pistol:** This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 2d4 piercing damage. Using a scatter shot requires pellet ammunition.
- Hook:** To attach or remove a hook from the wrist is a free action if proficient. Can be used as bonus action attack if engaged in melee
- Lead Balls:** This ammunition is destroyed when used. You do not get to find half of your expended ammunition.
- Pellets:** This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

•Map



Different ship classes:

Sloop: Crew size of 10, 2 cannons. Hp 150. 25 feet long 10 foot high

Schooner: Crew size of 25. 3 cannons on both sides. Hp 250. 40 feet long 15 feet high

Corvette: Crew size of 50. 5 cannons on both sides. Hp 400. 75 feet long 25 feet high

Frigate: Crew size of 100. 8 cannons on both sides. Hp 750. 110 feet long 40 feet high

Destroyer: Crew size of 200. 12 cannons on both sides. Hp 900. 150 feet long 65 feet high

Man of war: Crew size of 500. 20 cannons on both sides Hp 1200. 200 feet long 80 feet high

Cargo rules.

Ships can hold twice their crew size in cargo. Every ship above schooner when landing in a place without a port will need to launch long boats, row boats incapable of holding cannons and can hold 12 people. Ships can ferry a ship smaller as long as it is two or more ranks smaller than the ship, example sloop and schooner can not ferry any ships but a corvette can ferry a sloop and a destroyer can ferry a corvette or sloop. Two ships can ferry a ship one rank smaller. Three ships can ferry a ship of the same rank.

Combat rules for ships.

Ships can engage with combat within their range of cannons hand held weapons such as bows and rifles will not be effective against ships. Once a ship reaches 0 hp it will be immobile and can not fire back using it's cannons. To board a ship you must be within 30 feet and boarding will end when the ship's crew is either all dead or they choose to surrender.

Ship speed rules

a ship only carrying provisions and crew will go it's optimal speed at a fast pace. If a ship is carrying a full load of supplies or additional crew it will be going normal pace. A ship ferrying another ship, over encumbered or undermanned by at least half will go a slow pace. Every ship can move up to 75 feet per round if in fast pace conditions 50 in normal pace and 25 at slow pace.

Underwater combat rules.

I hate underwater combat so we will not use it at all. It's complicated and tedious and just bogs stuff down. Either creatures will be above surface for fighting or we will pretend that everyone is adapt enough to not be slowed down or inefficient in the water if in water fighting ever happens will I will try to avoid.

Background

You start your journey in the city of Jelburg in the free states a medium sized town with a population of 2500 residents and a vibrant market and harbor. Jelburg is a town open and home to all the races and the mayor is democratically elected along with the harbor master the market master and the knight of the guard. You either grew up there or you decided to move there and settle down recently. You have all worked hard in your trades and together saved up enough to buy a sloop (which will be named by the party) a small ship dwarfed by the destroyers in the harbor but to you it may as well be a man of war.

Locations

Long house:

capital building home to the mayor Igan Borchia. A wooden building with impressive doors center of the city on a hill that over looks the rest of the town. Surrounded by the most impressive and oldest homes.

Market:

a bustling place in town with the widest streets that lead directly to the harbor, with blacksmiths, inns, taverns and other artisans all selling their wares. Temples for many gods are shortly off the side roads of the market district.

Harbor:

a large open dock full of many different ships of different sizes constantly there are sailors moving from the ships loading carts and heading to the market. It looks like chaos but there is one person ahead of it all, Vistra Stormhammer.

People

Igan Borchia:

The mayor of Jelburg. A half elf with missing fingers and middle aged. Very charismatic and great at calming emotions and being calm in tense situations even when others are obviously losing their mind he is calm but a very scrawny man who looks like his own clothes are anchoring him to the ground.

Lindal Goodberry:

the second in command and most trusted advisor to Igan Borchia. A halfling that commands respect in every room he enters despite his small stature although he is known to drink often and talk very much.

Vistra stormhammer:

a very neatly appearing dwarven woman harbor master with surprising clean clothes and always washed and groomed. Considered very wise but not terrible bright often relying on intuition.

Skamos:

secretary and second in command to vistra for harbor master. A very sharp and quiet tiefling who rarely talks and demands order.

Carric nailo:

a high elf market master that is always wearing the fanciest jewels and gold. Very knowledgeable but also known to be a very clumsy.

Thava bohgan:

a gold dragon born secretary and second in command to carric nailo for market master. Thava has a large facial scar with a eye she is clearly blind in, despite that many other dragon born men immediately fall in love with her and she carries her self like a queen would. Often she does not talk to common folk or talks down or barks orders at them.

Ceffrey Rolf:

Head knight of the guard. A very tall big looking human wearing heavy full plate mail who likely intimidated his way to his position. He is the last thing a thief or pick pocket wants to see when they are making their living.

Shenk:

watch master and second in command to Ceffrey rolf. He is a half orc someone small for his size but still taller than most men. Often seen playing games of chance and known for loving nothing more than making captured criminals talk in interrogations.

Calark Swingle

Malark Swingle also known as Fat Cal is the robust owner and bar keeper of the grinning goblin. He is friendly and is known to never beat around the bush. He is the kind of man to always offer and demand a square deal and runs the grinning goblin as such.

Ieliana;

waitress at Grinning goblin young human woman who is often seen flirting with patrons and spreading and gather rumors.

Adrick firebone:

Owner and runs the bottomless chest, a grocery supply store in town. Known as a quiet stern man who is never friendly to anyone who enters his store and never known to offer deals or discounts and especially not refunds.

Gregor firebone:

son of adrick firebone and often seen stocking shelves and moving wares to the docks from the stores and from the docks to the store for his father. Often seen drinking at the grinning goblin.

Ella Stumbleduck:

known leader of the thieves guild that always seems to duck and avoid the towns guard. Often never seen but noticed where she has been. Thought to love stealing for stealing's sake.

Frentis:

wood elf often rumored to be apprentice and second in command to ella. Not much is known about him but it is said he is magically adept and uses it to avoid detection from guards and marks.

Pantheon

God name	God Allignment	God Domain	Worshippers	Ensignia
Trempos	N/N	Knowledge	Rulers, Judges	Full Scales balanced
Sel	C/E	Death, trickery	Vampires Lycanthropes,	A knife in a heart
Grel	L/G	Life, Light	Healers, Paladins	Sun
Fulari	C/G	Nature	Druids, Gnomes	A tree
Hular	C/N	Trickery	Bandits, Thieves	Mask with eye holes
Coplar	L/E	Knowledge, trickery	Politicians	Book with quill
Nuvar	N/E	Tempest	Sailors, Pirates	Lighting bolt and hammer
Hashlek	L/N	Light, Knowledge	Friars, Monks	Fist grabbing arrow
Oshrak	C/N	Life, War	Orcs, Barbarians	Great axe breaking through shield
Yuglef	N/G	Nature, War	Hunters, Soldiers	Bow and arrow
rutlen	C/G	Death, Tempest	Vigilantes, Thieves	Knife stabbing a coin purse
melrog	C/N	War	Rebels, Hermits	Broken Chain