

*“Welcome ye landlubbers, to a ship unlike anything ye’ve seen before. The name’s Alastor, and I’m here t’tell ye about my crew. Summat these folk ain’t the smartest, the strongest, or the bravest, but they’re me family. That’s all that matters t’me.”*

The Aik is a crew of friends who travel the seas. Each of them were rejects, outcasts, or weirdos in their own homes, but were brought together by fate one way or another. They each have their own secrets and reasons for traveling but they don't let those get between them. They all also have an interest in magic that's only matched by their loyalty to each other.

The crew consists of:

- Vasker Naïlo, an Eladrin wizard of the feywild school
  - Character Sheet: [Vasker](#)
- Pixiecuppe “Pixie” Beastbuddy, a Kender druid of the moon circle
  - Character Sheet: [Pixie](#)
- Pavelion “Pavel” Von Ursa, a werebear Human eldritch knight fighter
  - Character Sheet: [Pavel](#)
- Caelynn, a Sightless monk who follows the way of shadows
  - Character Sheet: [Caelynn](#)
- Halbert Hallowdrubber, a Mountain Dwarf paladin who took the oath of the ancients under the goddess of joy Lliira
  - Character Sheet: [Halbert](#)
- Brakkina Khishchnik, a Green Dragonborn beastmaster ranger
  - Character Sheet: [Brakkina](#)
- Ooto, Brakkina’s Pseudodragon familiar
  - Character Sheet: [Ooto](#)
- Eirith, a Hummingbird Aarakocra arcane trickster rogue
  - Character Sheet: [Eirith](#)
- Mick, Eirith’s pet mouse
  - Character Sheet: [Mick the Mouse](#)
- Xinnia “Xin” Naïlo, a Half-elven warlock whose power comes from a powerful archfey by the name of Calypso Whimsyheart
  - Character Sheet: [Xin](#)
- Kairi “Shelter”, a Tiefling cleric of the life domain who serves the god Ilmater.
  - Character Sheet: [Kairi](#)
- Rokkr, a Half-orc sorcerer with the blood of a red dragon in his veins
  - Character Sheet: [Rokkr](#)
- Alastor, a Changeling bard of the college of lore
  - Character Sheet: [Alastor](#)
- Mimi, Alastor’s mimic familiar
  - Character Sheet: [Mimi](#)

## SHARED TRAITS

- **Language.** Your character can speak, read, and write Common, Elvish, Sylvan, Infernal, Kenderspeak, Dwarvish, Draconic, Aarakocra, Auran, and Orcish

## RELATIONSHIPS

- Pixie is Vasker's first (and best) friend. The two have matching tattoos of an olive branch. Vasker's is on the right hand, and Pixie's is on the left.
- Pavel and Caelynn traveled together before joining Vasker's crew and often train together whenever they have time.
- Halbert is Brakkina's first (and best) friend. The dwarf convinced the dragonborn to see the world, and they traveled together before joining Vasker's crew.
- Alastor and Eirith have feelings for each other, but haven't admitted it to each other yet. It's clear as day to everyone around them, however.
- Rokkr and Xin find solace in each other's company as fellow half-breeds. They often spend time together gardening or fishing. To this day Rokkr still only *really* trusts Xin.
- Ooto likes every crewmember bar Pixie, who scares him because she's *way* too extroverted for him. Their relationship is akin to that of Agnes and Kyle from Despicable Me.
- Mimi is only really responsive to Alastor. The rest of the crew she ignores unless she's fed first. She usually tries to eat strangers.
- All crew members treat Vasker with an air of informality, but still have a high amount of respect for him as both a captain and a friend.

## HOW THE CREW MET

- Vasker met Pixie shortly after leaving the feywild. Initially he was annoyed by her constant jabbering and the fact that she always followed him around, but he warmed up to her eventually. The two became close friends.
- Halbert and Brakkina were doing odd jobs for a village and met Vasker and Pixie while taking on a goblin extermination job that Vasker and Pixie were coincidentally also doing. The four of them made a surprisingly good team, and Halbert and Pixie seemed to get along well enough, so Brakkina and Vasker agreed to travel together.
- Similarly, Pavel and Caelynn were fighting off a group of undead creatures and received aid from Vasker, Pixie, Halbert, and Brakkina. Pixie got along surprisingly well with Pavel (who was reminded strongly of his younger sister) and Caelynn (who simply thought the Kender was funny), so they agreed to tag along for a bit. Pavel and Caelynn tagged along for more than a bit. The group also bought a ship somewhere down the line.
- The six were practicing magic together when Vasker accidentally misfired a fireball. He waved it off since it flew *way* too high to do anything, but unbeknownst to him he had accidentally freed Eirith, who was imprisoned for larceny. Eirith eventually met Vasker and Co. while evading law enforcement when she stowed away on the AIK. Vasker took pity on the young girl, and was willing to let her stay, so long as she didn't cause any trouble. She eventually gained the trust of the other crew members.
- Around this time Vasker was elected as captain of the crew because he was smart enough not to make stupid decisions (unlike Pixie), he wasn't a chronic drunkard (like Halbert), he wasn't naive or ignorant about the ways of the world (unlike Brakkina), he wasn't *too* uptight (unlike Pavel),

he wasn't lazy (unlike Caelynn), and he wasn't a thief (unlike Eirith). It helped that Pixie really really *really* wanted Vasker to be captain.

- Kairi was reunited with Caelynn when the tiefling was captured by human purists near the beginning of her pilgrimage. Kairi was grateful for being saved and agreed to travel with "Caelynn's friends". She quickly became an integral part of the crew due to her gentle nature and skilled healing magic.
- Xin was randomly teleported onto the ship one day by Vasker's old teacher Calypso, who knew Vasker would keep her safe due to his time under her tutelage in the feywild. Calypso bargained with Vasker and was able to gain a spot on the crew for Xin in return for being taught how to create magic items and spells by her friend Brewster.
- Rokkr was found starving and near death on the coastline of an island by Xin. She, with Kairi's help, nursed the half-orc back to health, and got him to agree to join the crew.
- Alastor was initially brought onto the crew by Eirith, but most were distrustful of him due to the reputation of shapeshifters. Vasker decided to give him a chance, however, and Al was able to win the trust of the crew. He developed feelings for Eirith, who hung out with him and spoke with him the most. Somewhere down the line, Eirith fell for him too.

## SHIP INFORMATION

- The AIK is a **sailing ship** commandeered by Vasker. The main deck is 50 feet by 50 feet, and the whole deck is 50 feet by 140 feet. There are 5 rooms down below, the sleeping quarters, Vasker's office, the brig, the storage room, and the rune room. There is a symbol of two crossing olive branches on the sail and flag
  - **The Sleeping Quarter** is a 30 x 30 room (via *Vasker's Expanding Bunker*) that the members of the crew sleep in.
    - Vasker has a bunk tucked in one corner, but he's an elf so he doesn't need to sleep
    - Pixie shares a bunk with Vasker. Her bunk is very messy from her tossing and turning
    - Pavel has a hammock that has so SO much hair tangled in it
    - Caelynn often ~~sleeps~~ meditates on the floor near Pavel's hammock
    - Halbert has a designated corner he just collapses in
    - Brakkina sleeps on a neat little mattress under Alastor's hammock.
    - Eirith sleeps in the crow's nest because she's used to sleeping at high altitudes
    - Xinnia has a hammock, but she doesn't need to sleep thanks to her *Aspect of the Moon* feature, so she usually stays up studying magic on the deck.
    - Kairi has a sleeping bag that seems to radiate holy energy
    - Rokkr sleeps on the floor. He's used to it.
    - Alastor sleeps in a hammock placed in one of the upper corners. He's often playing lullabies for the crew, and is often the last to fall asleep.
  - **Vasker's Office** is a 30 x 30 room (via *Vasker's Expanding Bunker*) where Vasker keeps his work. It includes a desk, a small sleeping bag for when he needs to work late, and other stuff he may need like maps, spare *Runes of Magical Sealing* should the ones he has in place break, and more

- **The Brig** is a small room with a couple jail cells below deck. It's currently not being used.
- **The Storage Room** is a 30 x 30 room (via *Vasker's Expanding Bunker*) that has all the necessary supplies the crew may need for sea travel, including enough provisions for a couple months.
- **The Rune Room** is a 30 x 30 room (via *Vasker's Expanding Bunker*) where Vasker keeps the runes that cast the spells on the ships. Mimi also sleeps here.

## TIPS, TRICKS, AND GUIDES

- **RACE** - My selected race for the character. If you want to request a racial change, let me know and I'll see if I can make it work. **The selected race cannot overlap with another crew member.**
- **CLASS** - My selected class for the character. Unlike race **this is non-negotiable.**
- **SUBCLASS** - My selected subclass for the character. If you want to request a subclass change, let me know and I'll see if I can make it work.
- **BACKGROUND** - My selected class for the character. **Only change this if you're going to be making any major tweaks to the character's backstory.**
- **AGE** - The character's age.
- **ALIGNMENT** - My selected alignment for the character. If you want to change the alignment, go ahead. However, **you are not allowed to make any of my characters evil.**
- **PLAYER** - Write your name here
- **BACKSTORY** - Every PC has a pregenerated backstory made by yours truly. For the characters that you are allowed to play, you can make any revisions or changes to the backstory (just make sure to let me know first).
- **FUN FACTS** - Every PC has at least one fun fact about them. Vasker, Eirith, and Alastor have two. I've given you a slot for an extra fun fact to add if you want to add a bit of flair to your character. Furthermore, each character gains an extra feature or two related to their fact.
- **"PLAYING AS" SECTIONS** - These are short sections written by me to show how I envision these characters personality wise. If you want to play them in a different way, go ahead, feel free to rewrite that section (as always, just make sure to let me know first). Some characters (just Rokkr) are less fleshed out than others (literally everyone else)
- **STATBLOCK, RACIAL TRAITS, CLASS TRAITS** - The stat block of the character, and the traits provided by the character's race and class. The stat blocks, spell lists, proficiencies, and equipment are selectable.
- **"STAT PRIORITY" & "SPELL LIST SUGGESTION" SECTION** - These are my suggestions on stat distribution and what to add to each character's spell lists. Again, these are completely optional.

## CREW TABLE (D12):

- Vasker
- Pixie
- Pavel
- Caelynn
- Halbert

- Brakkina
- Eirith
- Xinnia
- Rokkr
- Kairi
- Alastor
- Familiar (Roll on the familiar table)

**FAMILIAR TABLE (D4):**

1. Ooto
2. Mick
3. Mimi
4. Reroll

**MAGIC ITEM LIST:**

- Vasker
  - a. Wand of the War Mage
- Pixie
  - a. Bag of Tricks
- Pavel
  - a. Periapt of Wound Closure
- Caelynn
  - a. Winged Boots
- Halbert
  - a. Alchemy Jug
- Brakkina
  - a. Efficient Quiver/Eyes of the Eagle
- Eirith
  - a. Gloves of thievery
- Xinnia
  - a. Dread Helm
- Rokkr
  - a. Blasted Goggles
- Kairi
  - a. Amulet of the Devout
- Alastor
  - a. Cloak of Many Fashions

If Alastor needs to play a lullaby, use Soliloquy (Octopath Traveler 2)

If Alastor needs to play piano, use Gil on the Keys (Octopath Traveler 2)