

Thousands of years ago the three kingdoms of Caldera formed an alliance to overthrow the Reign of Giants, and drive them to the farthest corners of the Material Realm. The alliance brought peace and good fortune for generations, however petty squabbles and border disputes replace what was once unification and conviction against a common enemy. The sixth era is coming to an end, and as the alliance begins to fracture, the giants watch the world patiently, waiting to recapture what was lost.

Since the invention of capable ships and oceanic navigation, humanoids have greatly expanded. In the short millennia since the open seas became a viable option of exploration, empires have boomed, fueled by the discovery of new lands, peoples, and a substance known as black powder. Black powder is a relatively new discovery only having made its debut to the public, mostly in the form of weaponry, in the last few hundred years. These inventions, along with the massive expanse of population, ushered in an age of Imperialism. Brigands and bandits left their cozy woodland hideouts, boarded ships with dreams of more fruitful bounty beyond the shoreline, and became pirates. With the constant forming of trade routes, the flourishing global economy, and the rate of expansion being faster than the ability to enforce law and order, the Western Seas quickly became the most dangerous place on the material plane. However, that still hasn't stopped families from packing up and leaving Caldera, moving west to the newly settled continent of Aboria, or south to the foreign lands of Je'Bahni. Peasants and lords alike find their fortunes and their demise on the high seas, adventurers are never short on work, and if all else fails, there is sure to be the occasional unprotected merchant ship ripe for plunder.

The campaign takes place across what is known as the Western Seas, a largely unexplored stretch of ocean, archipelagos, and islands separating Caldera, from the recently settled continent of Aboria. The adventure starts with the party boarding a passenger ship out of Meharta, beginning the eight month long journey across the Western Seas to Wayshrine. The first part of the campaign consists of the party's voyage to the city of Wayshrine. The places discovered, allies and enemies made, and information gathered will set the stage for the potential return of giants.

There is a juxtaposition of tone in the campaign, between the high seas shenanigans and pirate culture of the Western Seas, and the unknown dangers that lurk deep beneath the ocean. While I try to keep a balance in my campaigns, this campaign does lean towards being exploration heavy, however there is still plenty of combat and roleplay opportunities. I avoid any excessively explicit or uncomfortable imagery, however this campaign may involve things that make you uncomfortable. If there is anything in particular that bothers you please let me know upfront, as this campaign may not be the right one for you.

Below is some basic information about my homebrew world in regards to what you might need for the campaign, as well as a simple map of the Western Seas. Keep in mind I tried to keep it short and digestible, any additional information needed prior to campaign start I can provide.

- **Geography:**

- **Caldera:** The main continent, native home to Elves, Dwarves, Humans, Goliath, Orcs, Goblins, Halflings, and Dragonborn. With a varied terrain of plains, large forests, marshes,

mountain ranges, and a massive desert spanning the eastern side of the continent. Calradia is governed by the Imperial Triumvirate and is considered a lawful, well ordered nation.

- **Cloudport:** A small port city off the Western coast of Calradia, covered in large mountains and deep ravines, the D'Haran Coalition uses this as a source of ore and stone to supplement their trade with the Dwarves. The entire city is focused on mining operations in and around the mountains, as well as being the seat of The Silver Clouds.

- **Je'Bahni (Continent):** The mysterious continent to the Southwest of Calradia. A land of quirky beings, arid deserts and savannah plains. A very harsh unforgiving place, unlike the people who are always welcome to meet a stranger and help each other to grow and prosper.

- **Je'Bahni (City):** A massive city of palaces and trade hubs, many of the Empire's goods whether imported or exported come through here. Home to all nobility of the Je'Bahni Empire and dignitaries from the Imperial Triumvirate. The city is the definition of organized chaos and seems to change rapidly.

- **Khor Banair:** Also known as the Merchants Ocean, Khor Banair is the single largest market on the material plane. Both legal and illegal products are traded here and people come from all over the world to visit the Legendary market of Khor Banair.

- **Aboria:** The Western most continent, discovered within the last thousand years, inhabited by tribes of Lizardfolk and various Turtle settlements. Aboria was integrated into the Imperial Triumvirate shortly after its discovery, however due to the great distance it still remains largely self governed and is considered an untamed paradise of opportunity as people migrate there to build new lives.

- **Wayshrine:** The central hub of Aboria, a large city of innovation and exploration. Usually used as a base of operations for any explorer of the continent, as well as people researching the new wildlife discovered there. Is widely regarded as the invention capital of the world as most tinkers and scientists find themselves there taking advantage of the Kingdom of Kolveras' inability to fully govern the city.

- **Worlds End:** A port town off the Eastern coast of Aboria, was thought to be the edge of the world for a time before Aboria was discovered. Mostly a trade city, ensuring the goods reach Wayshrine, as well as offering services and lodging for the large number of people who pass through.

- **Port Bareback:** A small port town on the Eastern coast of Aboria, a developing town, mostly provides a place to dock as well as retrieve supplies before making the journey to Wayshrine or back into the Western Seas.

- **Dead Man's Rest:** A port city covering the majority of a small island in the center of a group of islands, known as the Drunken Isles, in the Northern part of The Western Seas. A lawless area, haven to all manner of criminals and so dangerous that even the Imperial Navy fears travelling through there.

- **Squalls End:** A small port town, Northeast of Dead Man's Rest, on a large swampy island. Mostly a rest stop on the Northern route through the Western Seas, it's the last safe place for criminals before they embark across a stretch of ocean past Fort Arkorian known as Smugglers Run.

- **Fort Arkorian:** A large shoreline fortress built on an island to the Northeast of Aboria, its main purpose is to house a small fleet of naval ships and a garrison of soldiers to provide aid to Aboria if need be, and to stop smugglers from passing.

- **Port Dragoon:** A port town, relatively lawless and seen as a place of peace for many warring pirate groups. Port Dragoon is a good place to receive unsavory jobs and arguably the safest town in the Western Seas, due to the code of honor between any pirate visiting that prohibits violence within the town.

- **Trident Islands** - Mysterious place in the south western seas, full of strange islands and freak storms, mostly unexplored and unsettled.

- **The Western Seas-** The stretch of ocean to the West of Calradia, connecting the three continents together, highly populated with small islands and island chains, many of which are unexplored and unmapped. Where the campaign takes place.

### ● **History:**

History is split into Eras, all of which either begin or end with a world shaking event. There are 6 eras of history in the world and are as follows,

Exodus, The Convergence, Reign of Giants, Lost Histories, Black Tide, and The Expanse. The current date for the start of the campaign is 1223 of the 6th Era.

### ● **Factions:**

- **Imperial Triumvirate-** The defensive coalition of 3 empires seated on Caldera, controlling all of Calradia and some of the Western Seas.

- **Je'Bahni Empire-** The empire of Tabaxi, Tiefling and Genasi spanning the southern continent of Je'Bahni (think Khajit meets prince of Persia with gypsy influence)

- **Silver Clouds-** The coalition of merchants, a wealthy group that ensures fair trade and safety to all under their employ. Controls most of the trade across the Western Seas and the continent of Caldera.

- **The Archivists-** The Empire recognized, school of magic and learning, hoarders of knowledge and the authority of magical study.

- **Trinity Church-** The established set of popular religions formed together into an organized church for the Kingdom of Kolvera

- **Kingdom of Kolvera-** The Western Empire of Caldera, with the most varied racial demographic, is a member of the Imperial Triumvirate..

- **Helix Initiative-** A rogue sect of The Archivists who feel that knowledge and study of magic should be uncontrolled and available to all, they left The Archivists and formed a school of free thought and study in the city of Wayshrine.

