

The Saber Archipelago

The Saber is a group of islands that were formed by volcanic activity hundreds of years ago. The volcano, named The Sleeping Mountain, has been dormant for quite some time and remains untouched, submerged beneath the island of Det. This collection of islands has been home to many people for a long time now. A huge trade route has been established between The Det and the coastal city of Mistston and the Wems Isles to Ormont to the west. This group of islands has struggled for hundreds of years due to wars, corruption, isolation and the separation of some of the islands.

The Saberdark Empire invaded this archipelago realm thousands of years ago, armed with human soldiers, tiefling wizards and legions of warforged constructs. Lord Saberdark found the burden of running so many islands so overwhelming that he relinquished power of some of the islands, those which had wars on many fronts, that had been going on for many years. He also gave Misery, the archmage tiefling wizard an island for his success in previous wars. Misery has since attempted to preserve his life or at least slow down the aging process by experimenting with the warforged constructs in the Vromt Cait.

An alliance was also made with the Dwarven territories in the Wems isles (which were still attached as a single island back then), when information about the islands' shaky foundations were brought to Saberdark's attention. Torezmeal Treasureshield was happy to take on the restoration when such a time would occur. There are still many contested territories and some areas that are shrouded by magic, myths and mysteries.

A brief timeline (AE - After Eruption)

520 AE - The Saberdark relinquish control of several territories to the Dwarfs, Elves and Dragonborn.

530 AE - Misery is given ownership of the Vromt Cait.

600 AE - Lord Ellinezar Saberdark dies and his son, Damagit Saberdark, takes control.

630 AE - A black dragon by the name of Kyloth burns the east of The Malz.

666 AE - Disturbance beneath the Snowy Isle causes an avalanche, which in turn causes a frozen bridge to form between the Snowy Isle and the most northern point in the Wems Isles.

675 AE - The Wems island begins to erode and detaches to form the Wems Isles. The dwarfs strive to keep them all connected with magical links.

710 AE - Holy War begins in Gnium between the Eladrin who follow Corellon, the Kord following dragonborn and the Elves who worship Ioun.

740 AE - The plans to turn the deserted ait east of the Det an offshore prison by order of Lord Saberdark start.

755 AE - The Saberdark Empire collapses and the only remaining Saberdark, Deneth escapes.

756 AE - The Celestries take to the throne.

820 AE - A trade route between the Det and Mistston is established.

855 AE - The offshore prison called the Walled Ait is completed.

872 AE - Tlupt's magic presence grows and causes terrible weather to neighbouring islands, leading to floods and tornados.

900 AE - Half-Orcs begin battle in the south of the Wems isles to escape floods.

910 AE - Misery disappears and the Vromt enter martial law.

935 AE - Western territories in the Wems isles begin trade with Ormont.

950 AE - The Celestries hire wizards to work on flying citadels.

1001 AE - Qiz island begins to illuminate and a dark power within begins 'The Dark Age'.

Natural light lasts for only five hours a day.

1050 AE - Lowlight and darkvision becomes a necessity for survival in some towns.

1075 AE - Wizards begin work on mass luminosity and all work on flying citadels is put on hold.

A new law is introduced for a 'magic curfew'.

1100 AE - Natural light lasts for two and a half hours a day. Magically produced light (MPL), takes full effect in three territories: The Det, Gnium and Vromt.

1110 AE - A group of adventurers are hired by Lord Orcspear to investigate Qiz Island. The investigation leads to the discovery that Qiz Island is overrun with dinosaurs.

1115 AE - MPL takes full effect in the Wems Isles.

1122 AE - Many territories vacant after massacres begin during the long nights.

1130 AE - Natural light falls to only one hour a day.

1150 AE - Three generations after adapting to MPL, it causes long term effects among some races. Word spreads that Drow have taken control of abandoned towns and villages and intend to claim back 'what is theirs'. Natural light has risen to three hours a day.

1222 AE - Present Day - Natural light has been restored to five hours a day. Use of MPL is no longer a necessity therefore research into the flying citadel resumes. The Dragonborn of Gnium perish at the hands of the Eladrin as the death toll of Elves continues to rise in the name of God. It is said that Dragonborn have been seen on the Anchor island.

Campaign Rules:

Those born in the Southern Wems Isles or the Gleaming Isle may begin with an additional feat called 'Darkest Hour' which will give them darkvision and +2 to stealth checks. Those born in the Det, Gnium or Vromt may begin with the feat 'Magical Preservation' which will give players a +2 to arcana checks and can cast one of the following spells as a 1st level spell that does not count against how many spells they can have prepared, you can cast this spell again after a long rest. Choosing to have this feat may prove detrimental to the character's well-being depending on the situation or circumstances.

Magical Preservation:

Detect Magic 1-2

Chromatic Orb 3-4

Illusory Script 5-6

Mage Armour 7-8

Magic Missile 9-10

The Vucury World (Feywild)

Priests and scholars refer to the Feywild as the Vucury World. Through years of study, scholars have deduced that the Vucury World has many entrances throughout the realm, this may have been caused by the dark power that illuminated from Qiz Island, however, no one has ever seen an entrance or survived to tell the tale. Those who say that they have ventured in and returned are out of their minds.

There are priests that believe that the fey have entered this realm to purge those who do not repent for their sins and others believe that it was the overuse of magic over the years that caused these crossings to manifest.

There are myths and legends which say that unfortunate adventurers that encountered "fey crossings" perished before drawing their swords, the closest piece of evidence to support this is a stone statue of a dwarven fighter in a forest with a terrified expression.

The Nether World (Shadowfell)

As much as the Vucury world exists, so too does the Nether World. The Nether World is no place for mortal beings and is best avoided. Many unspeakable beings lurk within this world, spirits occasionally manage to escape to tie up loose ends before passing on to the afterlife. Other horrifying monsters will escape to cause havoc among the living, mostly by order of Sahdal, King of the Shadowfell.

The Saberdark Calendar

Even though the Saberdark are no longer in control the Saber, the Saberdark Calendar is still in use across the archipelago. Each year consists of 360 days, 12 months and 30 days within each month besides Gavriel (28 days) and Vrunark (32 days). Each week consists of 5 days.

Months:

Adriel
Raraz
Aphiel
Gavriel
Maha
Uriel
Latib
Pixolm
Cipt
Slerst
Ehur
Vrunark

Days of the week:

Sacha
Troph

Amah
Saros
Assiel

People of the Saber

The population of the Saber mainly comprises of humans (25%), dwarfs (20%), elves (20%), warforged (5%). The remaining 30% consists of half-elves, halfling, eladrin, half orcs, tiefling, aarakocra, aasimar, gnomes, genasi, drow and dragonborn, in descending order.

Important Figures

Lord Francis Celestries

Head of the Celestries, Lord Francis is a 56 year old human that served as a High Wizard for the Magic Court before inheriting the throne.

Lady Sybil Celestries

Lord Francis' wife. After the couple married at the age of 30, Sybil left her store, "The Goldern Gauntlet" in Shoreford to settle down. The store used to sell gear and weapons for adventurers.

Geoffrey Celestries

Francis and Sybil's oldest son. Geoffrey was a brat child that used his father's power to get away with his dubious antics. At the age of 28, Geoffrey now runs the Walled Ait.

Myles Celestries

Francis and Sybil's second son. Myles is 20 and is currently studying magic from Hunt, it is rumored that Hunt is teaching Myles dark magic and necromancy.

Eleanor Celestries

Francis and Sybil's only daughter. Eleanor is 25, she is always looking for new adventures. One adventure led to a prize from Lady Celestries for her safe return. This has now turned into an annual event, much to Lord Francis' displeasure.

Deneth Saberdark

The last remaining Saberdark and should-be lord of the Det. Deneth disappeared at the age of 30. Seeking revenge for his exile, he had attempted to meet with Misery, but has not been seen in many years. He was presumed dead in 820 AE however, with the tiefling warlock Hunt gaining an increasingly worrying knowledge in necromancy and his ability to mold Myles into a formidable necromancer during private tuition sessions, maybe being dead does not end the Saberdark legacy.

Misery

Misery is a tiefling wizard, he was hired by Lord Saberdark to help take control of the Saber. After the battle, Misery was given an island for his hard work. This island is called the Vromt Cait

and he ruled the island with an iron fist. He had taken legions of warforged constructs. He has been experimenting with some of the constructs to extend his life. In 910 AE, Misery disappeared from the Vromt leaving General Siri in charge of the island.

Mugudak

Leader of a half-orc tribe in the southern Wems. Not much is known about Mugudak besides being in power throughout the Dark Age. Those that have seen him believes he stands a foot taller than other half-orcs.

General Siri

Highest ranking warforged in Vromt. Placed in charge of the Vromt by Misery, Siri is a straight talking leader that awaits the return of her master. Her left arm is a different colour to the rest of her body.

Hunt

One of the members of the Magic Court and teacher at the Det School of Magic. Male Tiefling warlock. Hunt has been gaining knowledge in necromancy and teaches Myles Celestries. Hunt's tail end was in the shape of a small shark's fin, however the right edge has been torn. Hunt teaches alchemy at the DSoM.

Sorrow

One of the members of the Magic Court and teacher at the Det School of Magic. Female Tiefling wizard. She teaches about defence with arcane implements. Her tail end is in the shape of a heart.

Light

One of the members of the Magic Court and teacher at the Det School of Magic. Male Tiefling wizard. Light teaches about charm spells. His tail end is in the shape of a bulb.

Damris

One of the members of the Magic Court. Female Tiefling wizard. Her tail end is in the shape of an arrow head, the shaft of the tail is bent and resembles a lightning bolt.

Dustin Deadrock

Teacher at the Det School of Magic. Male Human wizard. Deadrock's family is very close to the Celestries, which may be why he got the job, but he is not a mage to be reckoned with. Deadrock teaches about elemental magic at the DSoM.

Narkmendi Grassspear

Leader of Eladrin army in the Gnium. Grassspear leads the Eladrin army full of tricks in hope of claiming the lands in the name of Corellon, using the night to prepare their attacks. He is a Paladin by trade, however he uses the skills of a rogue. He seeks lost magical items that he believes are hidden within the Gnium and with word spreading across the land that drow have

been appearing in islands nearby, he looks to fortify the island and prepare to vanquish the drow.

Luberos Glowdraft

Leader of the Elven army in the Gniium. Glowdraft has devoted many years to the Elven army and has consequently suffered many battle scars. This has not deterred him from his ambition to spread the knowledge of Ioun, to lay a foundation of educational establishments on this war-torn island. Glowdraft also believes that an evil artifact is on this island and it must be destroyed.

King Brathas Treasureshield

Dwarven ruler of the central Wems and king of the Wems Islands. Brathas became ruler of the Wems after his father passed away. He inherited the large project of keeping the Wems together and after succeeding in this feat, the Dwarven people were happy for Brathas to remain in charge, however there are a handful of people that do not agree to this.

Queen Runres Treasureshield

Wife of Brathas, also a Dwarf. Runres lives a life of leisure, however, she is not getting any younger and feels the need to seek adventure or to aid those looking for it.

Lord Thultharn Orcspear

Lord Orcspear is a middle-aged dwarf that rules the Southern Wems. This area is strongly contested by the Orcspears and the half-orcs. Lord Orcspear has also been training an army to invade Qiz Island.

Lord Ermdir Ironheart

Dwarven ruler of the Eastern Wems, Lord Ironheart's father helped the Treasureshields create the bridge between the Eastern and Central Wems. This help led to the Ironhearts controlling the Eastern Wems. Ironheart talks in riddles most of the time which makes it hard to understand what his point is, people believe this is due to the fact that he is a perpetual drunk, even in dwarven eyes.

Lord Granmek Fireclub

Lord Fireclub is a brash dwarven who is the ruler of the Northern Wems. He plans on attacking the Snowy Isle imminently. Lord Fireclub is not one that will wait around for something to happen.

Lord Thelmar Coppercloth

Dwarven ruler of the Western Wems. Lord Coppercloth does not like war and spends most of his time at the shrine of Moradin, if he is not there, then he is more than likely to be busy in his workshop.

Dragons of the Saber

There are many dragons in the Saber. When the Saberdark Empire started invading the archipelago, they were faced with many difficult tasks, but none greater than the dragons of the Saber. Stories of the slain dragons travel and are celebrated. Myths of other dragons begin, like with many stories, where parties of adventurers have never returned and towns have been set ablaze by the scorching verdict of these vicious monsters. There are other dragons in the Saber that are not listed here, these dragons are predominantly younger dragons that hold no significance to the history of the Saber yet.

Kyloth

Kyloth set the eastern Malz ablaze and now goblins work under Kyloth's orders organising attacks, slowly increasing in numbers. An adult black dragon that has a short fuse, he now lurks deep within the swampland of the Malz.

Askook

Residing in Gnium, this young red dragon's lair is deep within a mountain at the northern point of the island, occasionally being spotted surveying the lands and on-going war atop of this mountain.

Tallat

In the Xath Skerry, Tallat has been seen circling the sky and attacking ships that sail too close. This elder blue dragon has caused many deaths over the years and merchants aren't travel anywhere near the skerry.

Darlath

Deep within the Dryhl Forest in the south west of the Vromt, an adult green dragon named Darlath shares the land with banshae warriors and other fey creatures.

Sivath

An ancient white dragon that lives inside the Snowy Isle, it is rumored that he is the reason for the avalanche many years ago. Little is known about Sivath besides the fact that he protects mountains of wealth that was given to him through bribes in trade of adventurer's lives before being tricked and perished within the isle.

Valstrath

A young blue dragon that flies across Anchor Island, this may be the reason the last remaining dragonborn fled to the island.

Carith

An elder green dragon that lives on Tlupt. With Tlupt's magical presence, it is no wonder Carith thrives here.

Beroan

An adult white dragon that resides on an island south of the Wems isles. Believed to be an ancestor of Sivath, Beroan has lived his life in solitude and is rumored to visit the Wems isles in human form, whether this is true or not is unknown.

Ator

This young black dragon that lurks in the marshlands in the gleaming isle, lizardfolk live in his territories in trade for tributes to Ator.

Inilth Champion of Dragons

This ancient red dragon's location is unknown. There are stories and rumours that Inilth lives in The Sleeping Mountain, but none knows for sure.

Important places

As this campaign progresses, other islands will be sent in more detail. For now we will focus our attention on the island Det as this is where you will begin your adventure. The Det is centred on the archipelago map and the focal point of the campaign, for now.

Players may use the towns and cities that are mentioned below to help with their character's background. If players wish to originate from another island, please run this past the DM beforehand to help iron out any details you may require.

Towns and Cities

The following towns and cities are situated in The Det, The Gleaming Isle and The Perfume Isle. Each town and/or cities number corresponds to the number on the map.

1. Pago (population: 6000) - A large city that consists mainly of Humans, Elves and Half-Elves. This city boasts great trade between itself and the coastal city of Miston.
2. Cela (population: 470) - A small Elven village consisting of Elves as well as some Half-Elves.
3. Corea (population: 4300) - A large Elven town that consists mainly of Elves, Humans and Halflings.
4. Tola (population: 490) - A small Human village that only consists of Humans.
5. Bara (population: 1300) - A small Human town that consists of Humans and Dwarves.
6. Sesa (population: 420) - A small Human village that consists of Humans and Elves, some Half-Elves.
7. Pala (population 1700) - A small Human town that consists mainly of Humans and Dwarves, some Halflings.
8. Vica (population: 640) - A small Human village that only consists of Humans.
9. Ponfigo (population: 3600) - A large Human town that consists of Humans, Elves, Dwarves and Halflings.
10. Casterra (population: 15,000) - The capital of the Det, consists of Humans, Dwarves and some Elves and Tieflings. Home of the Celestries.

11. Guila (population: 1300) - A small Elven town consisting of Elves, Half-Elves and Halflings.
12. Gena (population: 44,000) - A large citadel situated near the capital. Consists mainly of humans, Elves, some Dwarves and Gnome. Gena is home of the Det School of Magic and the Magic Council. Garrison of War-Golems. Lies between the shadow of ancient stone statues.
13. Carte (population: 900) - A small Elven village, consists of Elves only.
14. Tasate (population: 1800) - A small Elven town that consists of Elves and Humans.
15. Patosa (population: 680) - A small Human village consisting of Humans and Halflings.
16. Jurida (population: 2400) - A large Human town that consists of Humans and Dwarves.
17. Teldio (population: 2500) - A large Human town that consists of Humans, Dwarves and Gnomes.
18. Adez (population: 720) - A small Human village that consists of Humans and Halflings.
19. Monto (population: 420) - A small Human village that consists of Humans and Half-Elves.
20. Mensa (population: 570) - A small Elven village that consists of Elves and Half-Elves.
21. Soro (population: 8300) - A large city that consists of Humans and Dwarves. The city is laid out in a grid system.
22. Tudana (population: 3600) - A large Elven town consisting of Elves and Half-Elves.
23. Bella (population: 420) - A small Human village consisting of Humans and Halflings.
24. Agon (population: 1000) - A small Human town that consists of Humans, Dwarves and some Gnomes.
25. Urgos (population: 750) - A small Human village consisting of Humans and Half-Elves.
26. Grandena (population: 800) - A small Dwarven village consisting of Dwarfs only.
27. Malona (population: 1700) - A small Elven town that consists of Elves and Half-Elves.
28. Dravos (population: 480) - A small Elven town consisting only of Elves.
29. Ellas (population: 550) - A small Human village consisting of Humans and Dwarfs.

The Walled Ait

Starting from an island just east of the Det there is a small island called the Walled Ait. As mentioned previously, the Walled Ait is a prison run by Geoffrey Celestries. Any criminals that are serving imprisonment longer than 3 years are sent here, unfortunately it looks as though you are forgotten if you are there for over 3 years.

Torre Mendra

This small keep is situated at the top of a long hill in the north of the Det. The Lord of the Keep is a human named Sero Manderéz.

Padun Castle

This desolate castle used to be the capital of the Det many years ago, now all that remains are the ruins of a forgotten culture.

Torre de Magia

A tower on the east coast of the Det that is home to a wizard by the name of Leomorn Alerteyes.

Temple of Ehlonna

The only temple outside the walls of a town or city, this temple has been devoted to the goddess of woodlands. This temple is situated on the Perfume Island.