



# RAIDERS OF THE SERPENT SEA

*Raiders of the Serpent Sea* is a sprawling campaign for fifth edition Dungeons & Dragons, created by Arcanum Worlds (*Odyssey of the Dragonlords*) and published with assistance by Modiphius.

## **Contact Information**

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Promotional Images and text are here: <https://runictales.com/retail/>

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**Brent Knowles**, an Edmonton-area game designer and TTRPG creator, wrote the campaign. Brent was a game designer at BioWare for ten years (*Baldur's Gate 2*, *Neverwinter Nights*, *Dragon Age: Origins*), during most of which he was a Lead Designer/Creative Director. See <http://blog.brentknowles.com/about/> for more details.

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Brent can deliver any of the following Raiders products to Edmonton-area stores.



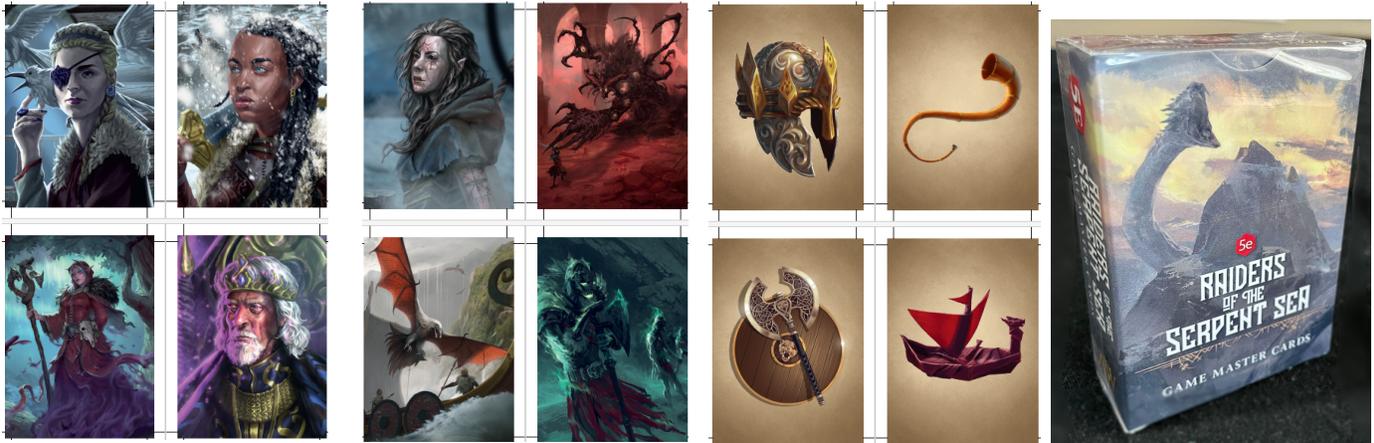
## Map Pack



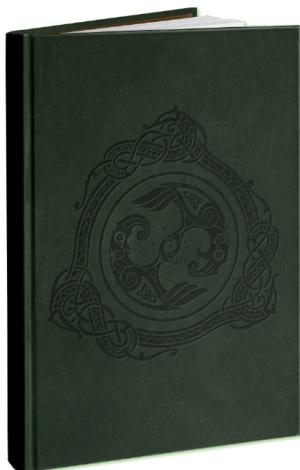
This accessory contains several poster maps, handouts, a game master's screen, and a 32-page reference to help the Game Master organize the *Raiders of the Serpent Sea* campaign.

## GM Cards

This deck of 80 cards contains visual references for the GM to show players during the session when they reach exciting new landscapes or encounter deadly foes.



## Collector's Campaign Book



This is an alternate faux-leather cover for the main campaign book. (Only 500 of these were printed, and we only have a few remaining. Can only sell 1 or 2 to each store.)

Campaign Guide. 500 pages setting and 1st to 18th level adventure

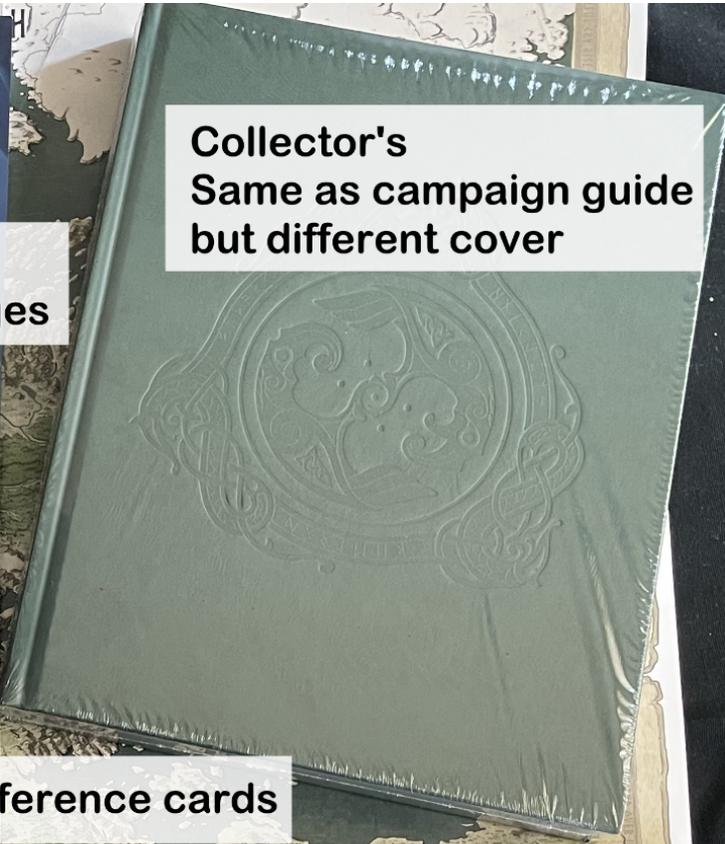
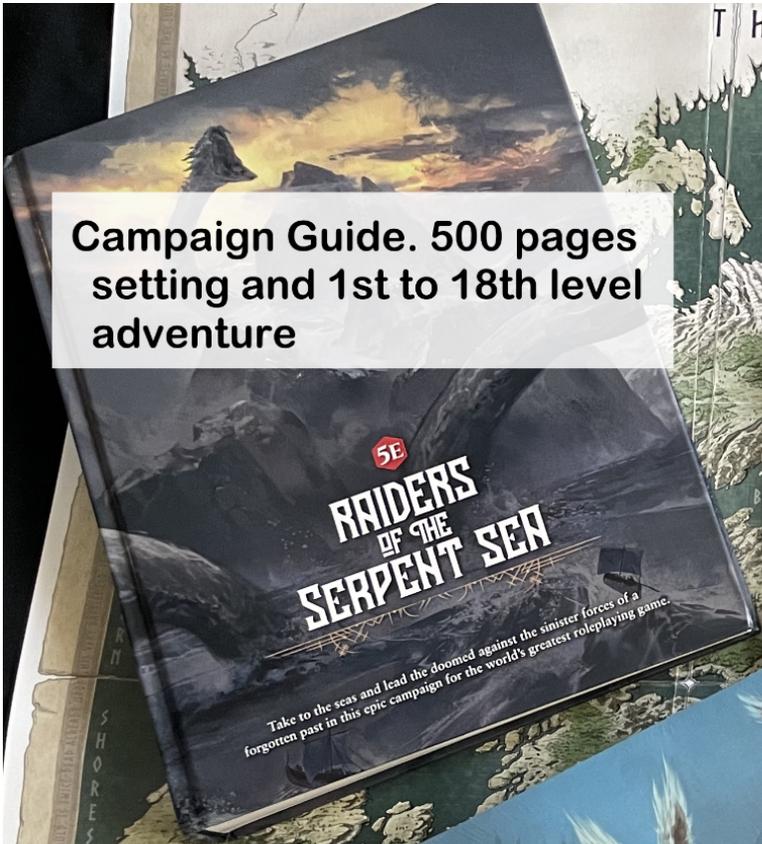
Player's Guide. New race and class options. 80 pages

Collector's Same as campaign guide but different cover

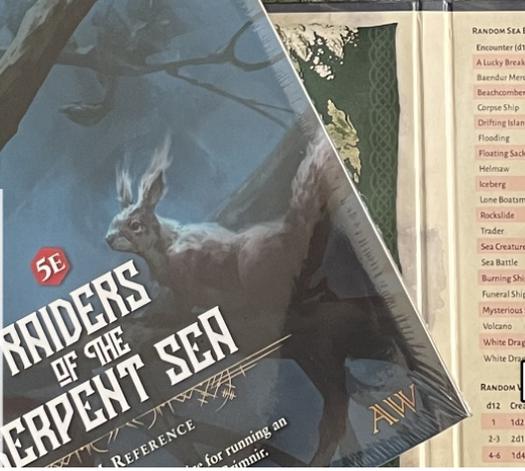
80 reference cards

2 double sized poster maps  
 2 double sided large maps  
 32 page reference  
 GM Screen  
 Additional handouts

<https://runictales.com/retail/>



Name	Pronunciation	Name	Pronunciation
Aldryn (p.374)	ALL-din	Jari	YAR-i
Akar	AS-kar	Jilrog (p.194)	JILL-rog
Achis Votemb (p.382)	AH-iss VEST-er-em-b	Jodis (p.194)	JOD-is
Authwall (p.194)	QATH-wall	Katzkyo (p.422)	KAT-ah-keen
Baendur	BANE-dur	Kakkell (p.33)	KACK-kull
Bols (p.363)	BO-tha	Klaghan (p.194)	KI-eye-gann
Cenic (p.383)	SENN-ick	Knaule	KNAT-toll
Drasgr (p.418)	DROW-gr	Lindayem (p.402)	LINN-wern
Emb	EMM-b	Loke	LO-kee
Esatha (p.295)	EW-sa		
Fyrkat (p.384)	FIR-kat		
Gimmell (p.434)	GRIM-troll		
Gimmur	GRIM-mur		
Gulshurg (p.366)	CLUN-burg		
Gull Vestasky (p.402)	GOOL-lee VEST-as-kuh		
Guthrog (p.194)	GOO-th-rug		
Hafgufa (p.430)	HAV-goo-va		
Halliam	H-aw-l-ham		
Hallust (p.422)	HELL-hust		
Hammer (p.102)	LAM-mer		
Hammur	HAYM-sleep		
Har (p.383)	HR-arr		
Hill (p.385)	HR-ak-f		
Hoff (p.390)	HOOGL-drah		
Yrsa	EYE-sin		



Encounter (d100)	Sea, Day	Sea, Night	Encounter
A Lucky Break	1-5	1-5	Blessing
Baendur Merchant Fleet	6-10	-	Tremors
Beachcombers	11-15	-	Druidism
Corpse Ship	16-20	6-10	The Ship
Drifting Island	21-25	-	The Sickness
Flooding	26-30	11-15	Until the
Floating Sack	31-40	16-20	Escaped
Helmar	-	21-30	Local Wild
Iceberg	41-45	31-35	Mammals
Lone Boatsman	46-50	-	Beasts of
Rockslide	51-55	36-45	The Luck
Trader	56-65	46-55	Wolves
Sea Creatures	66-70	56-64	Baendur
Sea Battle	71-77	65-74	Rainbow
Burning Ship	78-81	75-84	The Con
Funeral Ship	82-85	85-89	Horses of
Mysterious Ship	-	90-94	Undead
Volcano	86-92	95-100	The Witch
White Dragon, Siling	93-97	-	
White Dragon, Straling	98-100	-	GRIMMIR



# GLORY IS YOURS FOR THE TAKING!

*Centuries ago, upon a vast, beautiful, and wondrous world, a horde of vile beings known as the Yoten destroyed the heroic Vanir. The survivors fled to a new world, Grimnir. Vast and inhospitable, many died in the early years. Yet, it was a place to rebuild.*

*Generations pass but the memory of the old world's death is never forgotten. Their descendants, the raiders, are ever vigilant and watch for the Yoten's return. You are one such hero destined by fate to bear witness to Grimnir's destruction—and perhaps fated to finally break your people free of the cycle of destruction and rebirth known as Ragnarök.*

*Raiders of the Serpent Sea* is an epic fantasy campaign for the 5th Edition of the world's greatest roleplaying game.

- *The World of Grimnir.* Includes the world's origins and major historical events. It explains the raiding clans and the wealthy kingdoms that always threaten their lands. Learn also about the cursed gods known as the Stone Court, and the power of sacrifice.
- *Tracking the Events.* Includes diagrams and aides to help the game master stay on top of world events and to track the decisions that the heroes make. These decisions influence the final events at the campaign's end.
- *All Backgrounds are Epic.* Includes details on how to integrate the six epic backgrounds introduced in the *Serpent Sea Player's Guide* into campaign events. These backgrounds create additional motivation for the heroes to explore more of the world.
- *Beware the Hordes!* Includes one hundred new monsters to fill the forests, seas, and skies of Grimnir, with over twenty full-page monster illustrations to accompany their descriptions and statistics.

This adventure will take a party of four to six heroes from 1st to 15th level and beyond. The adventure requires the core 5th Edition rulebooks to play.