

# Redwatch Island

## [Maps of Redwatch Island](#)

Redwatch Island is an island in the Lhazaar Principalities in Eberron. One of the many islands in the massive archipelago, Redwatch is unique. Primarily, Redwatch is known for its mining deposits along the southern coast. With other iron and ore deposits in the island chain hard to find, these critical mines are carefully guarded by the Prince of Redwatch's forces. From his capital of Seaton, the Prince seeks to build a navy and expand his dominion over the entire Lhazaar archipelago, even to challenge the might of Regalport, the most powerful of the Lhazaar principalities, to claim the title of High Prince.

Saltmarsh is the only port on the western side of the island. Primary industries include fishing and farming. It also serves as the newest trading post for the recently discovered iron mines to the south. The citizens of Saltmarsh also have a long history of smuggling, especially since the prior Prince of Redwatch 'established' the principality some fifty years ago. His newly built navy beat back the loose confederacy of the Sea Kings - A group of pirate lords that consistently harried and raided the coasts for slaves and booty. Some in Saltmarsh welcomed this, others did not.

Now, loyalists to the Prince of Redwatch seek to secure their positions in Saltmarsh, bringing it closer to the crown's order, while the traditionalists work to keep the town more independent of the crown. All the while, the machinations of others are afoot as our PCs slowly gather together in Saltmarsh.

### **Consider the following as you build your character.**

What brought you to Saltmarsh?

Are you sympathetic to the traditionalists or the loyalists?

What experiences have you had that might influence your skillset here?

Pick one other PC:

How do you know them?

What is one thing that brought you together?

Pick one of the following NPCs as a contact.

**Eda Oweland (Female Human Noble)** Senior Member of the Town Council

**Eliander Fireborn (Male Human Gladiator)** Veteran Town Guard Captain

**Manistrad Copperlocks (Female Dwarf Veteran)** Mine Leader

**Anders Solmor (Male Human Noble)** Philanthropic Merchant

## Backgrounds

Consider the following backgrounds for your character. While others may be appropriate for this, these are unique to Saltmarsh and the Redwatch Coast.

- **Acolyte** - Are you a follower of Procan, god of the Sea? Or are you a missionary attempting to spread your faith to the many islands of the Archipelago?
- **Charlatan** - Are you a criminal from Seaton or an entertainer looking for fame and fortune?
- **Fisher** - Are you a hardworking man or woman trying to feed the burgeoning town of Saltmarsh? What tales can you tell?
- **Folk Hero** - Are you someone who has become a legend among the locals? How did that happen?
- **Hermit** - Many people come to the Lh'azar Principalities to disappear. Did you travel here for solitude, or has it been that way your entire life?
- **Marine** - Experienced in shipboard warfare, how did you make your way to Saltmarsh? Are you a veteran of the Redwatch Fleet, or perhaps did you make your way here aboard another vessel?
- **Noble** - Are you a local noble yearning for a life of adventure, or did you recently arrive in Saltmarsh in an attempt to make your fortune?
- **Outlander** - Did you travel to Saltmarsh from one of the hundreds of tiny inhabited islands in the Archipelago? Were you a victim of a shipwreck?
- **Sage** - Are you here to explore the vast number of ruins that dot the coastline? Or are you searching for something in the shipwrecks that fill the coast?
- **Sailor** - Are you a local sea dog or a traveler from afar? What stories can you tell? What hijinks have you gotten yourself into?
- **Shipright** - you have sailed into war on the decks of great ships, fixing hulls and constructing the smooth lines of Sloops. You love ships of all shapes and sizes. What ship would you want to build? What mission do you regret messing up? What ships have you lost, despite your best efforts?
- **Smuggler** - More than a criminal, you're an artisan of moving goods quietly. What cargo do you bring in and out of Saltmarsh? What are your methods? How are you connected to the smuggler bands in town?
- **Soldier** - Are you a recruit of the Prince of Redwatch, perhaps a member of the up and coming Redwatch Rangers? Or are you a mercenary from elsewhere?
- **Urchin** - Saltmarsh has its share of dangers, and perhaps one or both your parents were surrendered to the sea or the Sea Princes deprivations? How are you connected to a benefactor in town, who saved you?

## Classes / Races

The following classes and races are acceptable for this campaign. The Lhazaar principalities are mostly human, with a sprinkling of other races.

### 1. Classes Allowed / Foci

#### a. All Core Rulebook

- i. Barbarian
  - 1. Battlerager
  - 2. Toten Warrior
  - 3. Beserker
- ii. Bard
  - 1. College of Lore
  - 2. College of Valor
- iii. Cleric
  - 1. Arcana Domain
  - 2. Knowledge Domain
  - 3. Life Domain
  - 4. Light Domain
  - 5. Nature Domain
  - 6. Tempest Domain
  - 7. Trickery Domain
  - 8. War Domain
- iv. Druid
  - 1. Circle of the Land (Artic, Coast, Grassland, Mountain, Forest, Swamp)
  - 2. Circle of the Moon
- v. Fighter
  - 1. Battle Master
  - 2. Champion
  - 3. Eldritch Knight
  - 4. Purple Dragon Knight
- vi. Monk
  - 1. Way of Shadow
  - 2. Way of Four Elements
  - 3. Way of the Long Death
  - 4. Way of the Open Hand
  - 5. Way of the Sun Soul

- vii. Paladin
  - 1. Oath of Devotion
  - 2. Oath of Vengeance
  - 3. Oath of the Ancients
  - 4. Oath of the Crown
- viii. Ranger
  - 1. Beast Master (Consider Water Animals)
  - 2. Hunter
- ix. Rogue
  - 1. Arcane Trickster
  - 2. Swashbuckler
  - 3. Thief
- x. Sorcerer
  - 1. Storm Sorcery
  - 2. Draconic Bloodlines
- xi. Warlock
  - 1. Archfey Patron
  - 2. Fiend Patron
  - 3. Great Old One Patron
  - 4. The Undying Patron
- xii. Wizard
  - 1. Bladesinging
  - 2. Abjuration
  - 3. Conjuration
  - 4. Divination
  - 5. Enchantment
  - 6. Evocation
  - 7. Illusion
  - 8. Transmutation

## **2. Races Allowed**

- a. Human / Dwarf
- b. Dragonborn (one per party)
- c. Half Elf
- d. Elf (only one per party)
- e. Halfling (one per party)
- f. Triton (one per party)
- g. Tiefling (one per party)

## Author Recommendations:

1. Start everyone at level one. *Ghosts of Saltmarsh* is designed for people to start new characters with nautical backgrounds.
2. Consider having everyone part of a wrecked ship's crew. Have the 'wrecking' be the beginning event.
3. Consider the relationship between the Prince of Redwatch (and his capital of Seaton) and the relationship with the town of Saltmarsh. How will the people interact? This is an easy way to create political intrigue but at a much smaller scale than the original book.
4. Eventually, this allows a lot of flexibility as characters hit level 8 or so, and opens up a ton of options within the world as they can sail almost anywhere!