



HUNTER

The snap of a twig. A breath in the shadows. This may be all the warning an inhabitant of Dema receives before one of the hundreds of types of monsters that slither and crawl the lands ends their story. Every cove, forest, and lake that is not regularly cleared teems with beasts too large or numerous for their own good. What defense a village or traveler can count on depends on how many hunters they can call upon.

With the wisdom that comes with confronting the wild, a good hunter can identify precisely what skulks nearby, what equipment is needed, and what tactics can end the threat. Camouflaged trappers bring back pelts from the frozen edges of Dema long enough to wrap a virse in. Big game hunters descend into the tunnels of the Hive Halls with torches lit, or spear sea creatures larger than houses to use as bait to lure in the real Deep Ones. A brave few take up the life of wanderers, striking off into unexplored regions for novelty and Eldertech with only what they can carry. A party can rely on a hunter for their caution and skill, even when other people are involved. After all, some predators, or prey, walk on two legs.

CLASS SETUP

HIT POINTS

Hit Die: 1d8

Hit Points: 8 + your Constitution modifier at 1st level, add 1d8 + your Constitution modifier at higher levels

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, blowgun, net

Tools: Cook's utensils

Saving Throws: Dexterity, Wisdom

Skills: Survival, choose two from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, and Stealth

EQUIPMENT

You start with the following equipment:

- ◆ (a) padded armor or (b) leather armor
- ◆ (a) a blowgun and net or (b) two simple melee weapons
- ◆ (a) a dungeoneer's pack or (b) an explorer's pack
- ◆ A shortbow and a quiver of 20 arrows

HUNTER ADVANCEMENT

Level	Prof. Bonus	Hunter's Die	Features
1st	+2	d4	Marked Quarry, Hunter's Aim, Knife Work
2nd	+2	d4	Specialization
3rd	+2	d6	Hunter's Gaze
4th	+2	d6	Ability Score Improvement
5th	+3	d8	Extra Attack
6th	+3	d8	Camouflage, Specialization feature
7th	+3	d10	Big Fish Story
8th	+3	d10	Ability Score Improvement
9th	+4	d12	Specialization feature
10th	+4	d12	Catch of the Day

CLASS FEATURES

HUNTER'S AIM

Beginning at 1st level, you have keen eye for aiming at the weak points of a target. When you make an attack and have no enemies within 5 feet of you, you can add your Hunter's Die (a D4) to either the attack roll or damage roll of the attack. You must declare the choice before the attack roll.

Additionally, you may add your Wisdom modifier to the damage rolls of your attacks.

Your Hunter's Die changes as you gain levels, as shown in the Hunter's Die column of the Hunter table.

MARKED QUARRY

At 1st level, as a bonus action you may designate a target creature as your quarry. You must be able to see or hear the creature, or recognize signs of its passing such as tracks or droppings. They remain your quarry until you finish a long rest, the creature dies, or you designate another creature as your quarry. You gain the following benefits against your quarry:

- ♦ Advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find the creature while it is hidden
- ♦ Advantage to saving throws to resist being frightened or charmed by this creature
- ♦ Gain a bonus equal to your Hunter level on Dexterity (Stealth), Charisma (Deception), and Charisma (Intimidation) checks made against this creature
- ♦ When you make a melee attack against your Marked Quarry, the Quarry cannot make an opportunity attack against you if you leave its reach on the same turn

You may use Marked Quarry a number of times equal to your Wisdom modifier, and regain those uses when you finish a short or long rest.

KNIFE WORK

At 1st level, you automatically succeed on ability checks to harvest pelts, meat, or other valuable body parts from slain creatures.

SPECIALIZATION

At 2nd level, you can choose a branch of hunting to specialize in, detailed at the end of the class description. Your specialization grants you additional features at 7th, and 10th level.

HUNTER'S GAZE

Starting at 3rd level, you may spend 30 seconds examining a creature. After this observation, you gain the following information about the creature:

- ♦ Maximum hit points and whether it is currently healthy (>75% of total HP), shaken (50-75%), injured (25-50%) or ready to drop (<25%)
- ♦ Any damage resistances or vulnerabilities
- ♦ Any conditions that it is experiencing (poisoned, blinded, etc.)

After using Hunter's Gaze, you must finish a short or long rest before using it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you may attack twice instead of once whenever you take the Attack action on your turn.

CAMOUFLAGE

Beginning at 6th level, you may add your Wisdom modifier to any Dexterity (Stealth) checks you make.

BIG FISH STORY

Beginning at 7th level, you may spend a few minutes telling a story of a previous hunt. All sentients within 30 feet who can hear and understand you must succeed a DC (8 + Charisma mod + proficiency bonus) Charisma saving throw or be enthralled by your story. Enthralled creatures have disadvantage on all Wisdom (Perception) checks. Creatures who succeed at this save are immune to this effect for 24 hours.

After you use Big Fish Story, you must finish a short or long rest before you can use it again.

CATCH OF THE DAY

Beginning at 10th level, you can channel your adrenaline to enhance your reflexes as a bonus action on your turn. You may add 2 Hunter's Dice instead of 1 to both the attack roll and damage roll of your next attack.

After you use Catch of the Day, you must finish a long rest before you can use it again.

SPECIALIZATIONS

BIG GAME HUNTER

If it can feel fear, a Big Game Hunter can slay it! These fellers of titans and horrors have spent a lifetime training body and mind to triumph over nature. For these stalkers of monsters, every last reserve of resourcefulness and willpower can be called upon in moments of life and death.

THE BIGGER THEY ARE

When you take this specialization at 2nd level, you gain advantages when hunting creatures a size larger than you. If your current Marked Quarry is at least one size larger than you, you gain the following benefits:

- ♦ You may add your Hunter's Die to both the attack roll and damage roll of your attack against your Quarry.
- ♦ You may still use your Hunter's Die if your Quarry (and no other enemies) is within 5 feet of you.
- ♦ You may use your Hunter's Gaze as an action against your Quarry (taking 6 seconds instead of 30).

The Midnight Isles

You will remember your giant blue friends in the Midnight Isles. Always. They are impossible to forget, hard as you may try. Long after your return home, they will still be ashore gorging on a sea monster. Or chugging the ichorous ooze of their tentacled God. Or salivating over the flesh of their rival. You will then realize the only normal Varakwai are the ones you haven't met yet.

Seeing in the darkness of the Midnight Isles takes a big adjustment. Torches always seem to get wet. Bring illumite instead. Otherwise, improvise something from the flora or fauna. Just about everything living glows. Always have an idea of your destination before you toss a coin to your ferryman. Be specific. The wrong island could harbor a hostile clan that has never seen anyone who looks like you before. And nobody knows for sure how many islands there are in the Midnight Sea. Dreadfins enjoy the taste of Scholasta cartographers.

Cartographers are nothing compared to the taste of the sea's bounty, mind you. All ocean life is the prey of Clan Kahr. Kahr clansmen live to hunt. And clobber one another with mallets. And dance for hours, then sleep naked under the moon high on life and drowning in fresh-fermented vrach. And that is just a typical day. I suggest sticking around for one of their holidays, when you can witness Advanced Rowdy. My colleague Aeliana once said any gathering of more than a hundred Kahr Wakewalkers is basically a riot with better music.

Do not leave the Karchipelago without trying the food. Your time with Clan Kahr will be enriched by eating any of their hundreds of incredible dishes. I recommend Tonni'Bord's tell-all travelog on Varakwai cooking. Just steer clear of the Maelstrom itself. The second most common cause of death for Wakewalkers after "Death by Wakewalker" is "Eaten by Deep One." Nevermind what the warrior-poets say. The sweet-chili glazed spare ribs larger than castle walls will taste just as good without you having killed it yourself in a Shakahr offshore. It says something about something that barbecue is Clan Kahr's biggest export to Clan Hiremai and the rest of Dema.

My dear Hiremai. Prepare well for any conversation with one. I once walked with a Hiremai Prophet of Anon named Delfee and two of her Khadakai guards from one end of their Isle to the other on the Blood Pikes. She did not. Stop. Talking. For our entire journey. The Hiremai crave speaking like an Usundi toc Sunbleak craves honeywine in the desert. Politics. The weather. How her day was going. The weather. The health of her great-aunt Daska. Whether the weather might affect our chances of bog garnahs showing up. She wanted to rip a few apart with just her hands and eat them for dinner. And had any other Hiremai I'd met happen to mention the good word of the Terminarch? Yes. All of them. Was I sure? Was I positive I would not like a totem? She could whittle it herself. Yes, Delfee, the first four totems I had been gifted by others were already too large to ship home to Mundi.

We finally reached a small hut in Toskaroth village a week later to deliver her single line message in Hiremai-Khottan. Translated, it went something like, "Attention Khammar Tarosk: Tenek Karkan rejects your fifth marriage proposal, and he reminds you that you can kill something much more impressive for his dowry if you put your back into it." Pointing and laughing at Khammar was apparently part of the message's instructions. Delfee then turned around and went back the way we came without another word to the poor suitor. Oh, Delfee. If anybody speaks ill of you, I will end them faster than you ended those garnahs.

And Clan Jana'haki? Trust a Jana'haki as far as you can lift one, as the well-worn saying goes. I confess, I spent a summer sailing with a Golden Jana'haki crew called the Fenecians. Whether or not they really meant it, they preached nonviolence. I had never encountered a safer choice of Jana'haki companions, though that is not saying much. At first, the crew seemed nothing short of lovely. At least, until the last day of my billeting. I found out I was on the menu. There was no fun, gradual unraveling of the drama's plot, either. A Ketahr had left a literal menu next to his jeweled wine chalice. Fastest getaway I've ever needed. A shame about their ship. There's something macabrely beautiful about blue flames on churning water. I hope I left them enough lifeboats. And that they noticed they were still available. Pirates. The Janagar are as cunning as maldormacs. The rest are dumber than bricks and half as useful.

Mara Tancred.

*Biased, Romanticized, and Grossly Impractical:
A Beginning Traveler's Guide to the Regions of Dema.*



CHAPTER 6: THE WAKEWALKER CLANS

CLAN KAHR

The Wakewalkers of Clan Kahr row immortal into the jaws of death. For generations leading back into the mists of the Heroic Era, Clan Kahr has been defined by the thrill of battle, the rush as stone club and clam shield meets against muscle and bone. More than a hundred underclans pay fealty to the main Chieftain or High King on the Coral Throne of Kahr Island. The number of katamars the combined clans can bring to bear in the Midnight Sea rivals any of the great maritime fleets of the Daylands. Bound to their passions, only one thing stands between the members of Clan Kahr and whatever their impulses desire: Deep Ones.

In the long distant Heroic Era, the Midnight Isles were beset from the south by titanic sea monsters known as Deep Ones. Hundreds of feet long, seemingly designed for killing all who dared set foot in the waves, the disruption to life that these Deep Ones caused almost drove the Kahr Wakewalker ancestors to extinction. The societal collapse, famine, and shipwrecks that ripped through The Midnight Isles lived on in memory forever after as the Desolation.

The Kargonauts. At their darkest hour, High King Odiseas set sail with his band of Kargonauts through the Maelstrom, a storm-wracked barrier that had formed over

the southern border of the region. Odiseas sought to find the origins of the Deep Ones at the mythical World Tree. The sagas tell of the great feats of strength and mental trials that King Odiseas had to overcome. He battled the strange creatures of that land, and combed the ancient ruins for lost secrets he would refuse to reveal until his final days.

Odiseas's eventual return did not halt the Deep Ones, but it did give the Clan Kahr Wakewalkers a means by which to resist. Depth Rigs, or Shakahr, are Eldertech diving suits perfectly constructed to combat the Deep Ones. Burnished in the blue-purple Eldertech metal that even the strongest jaws cannot crack, Depth Rigs maneuver underwater with the grace of dolphins. In combination with the discovery of a substance called Mu, a highly volatile explosive, the Wild Hunt began to take shape. Odiseas's Shakahr armored Kargonauts reunified the Wakewalker clans, and quickly taught their charges that the best way to kill a Deep One was from the inside out.

THE WILD HUNT

Generations later in the Uprising Era, the waters of the inner Karchipelago largely stabilized. The Varakwai were once again the sole masters of the vast island chain. In what came to be called the Wild Hunt, great expeditions of katamars headed south into the Maelstrom in order to hunt the largest Deep Ones they could catch. A way to



CHAPTER 15: EXPLORATION AND WEATHER

In our core rules, we are proud to introduce new traveling and survival gameplay features to add to the experience of interacting within the world of Dema. These rules focus on how players move and survive while adventuring in these fantastical locales. What follows are features concerning navigation, weather, foraging, camping, and new movement rules. These can be incorporated into a campaign at the discretion of the GM. The end goal is to provide as many new and exciting optional layers of nuance to your gaming experience as possible.

TRAVELLING

At the core of any adventure lies a simple truth: the adventurers need to get from one location to another, and that journey can be just as important as the destination. The simple steps described here should cover most situations, whether you are following a road, moving off-trail through a forest, or trudging through a desert.

TRAVELLING STEPS

The starting point for these steps can vary. For example, the characters can be safe in a town, setting out from a campsite, or trying to rediscover a trail they lost minutes ago after being ambushed by bandits.

- 1. Declare Direction and Details of Journey.** The party begins by declaring the direction of travel, or the marker or road to be followed. They also declare their travel pace, ranks, for how much time they expect to travel in this direction, and whether somebody is tracking or navigating.
If the marker or trail is clear the whole time (such as when following a road) then there is no risk of getting lost, and the next step can be skipped. Otherwise:
- 2. Navigate Successfully or Become Lost.** If somebody is tracking or navigating, they roll a Wisdom (Survival) check against a DC determined by the GM to see if they navigate or track correctly (if nobody is tracking or navigating the GM rolls a Survival check for them to see if they stick to the direction). If the character fails the check, they and their companions end up travelling slightly to the left or right of the intended direction and become lost.
During this step the GM may also determine if the party has any encounters and can describe what they see along the way. The Wisdom (Survival) check must be repeated if the party takes a long rest before reaching their destination - or any other time the GM decides it is necessary, such as after an encounter.
- 3. Spot the Destination.** If the party is looking for something large, obvious, or easily seen, the characters automatically succeed at finding it. Otherwise, the characters' passive Perception scores are compared to a DC to spot the destination (as determined by the GM). If any of the characters succeed, the destination is found. Otherwise, they will continue on in the same direction and become lost.

BECOMING LOST

A party of characters can become lost by either travelling slightly off-course while attempting to navigate or by not spotting their destination and travelling past it. The players may know that they are lost before their characters do, and the GM can prompt for another Survival check every 1d4 in-game hours to see if the characters realize they are lost.

Even if they repeatedly fail Survival checks, characters can realize they are lost in other ways. If they reach the total intended travel time they declared in step 1, and the destination is nowhere in sight, most adventurers will suspect that something is wrong. They may also realize they became lost by encountering a major unexpected landmark, road signs, or NPCs who are helpful enough to give directions.

In either case, the party starts over again from step 1 and declares their direction, even though they may not know exactly where they are. The characters may be able to intuit the correct direction by using landmarks, the amount of time already travelled, or other information (the GM may prompt for additional checks). Ultimately, the party can decide to continue in the same direction or change strategies.

HELPING A LOST PARTY

If the party fails the Survival check, they end up off course to either the left or right by X miles, where X is the number of hours travelled before realizing they are lost. If they fail by 5 or more, they end up off course by twice that distance.

Of course, it is possible the party was not travelling in the correct direction to begin with. For example, they may have been provided with false information, or they might be working off a poor-quality map (see the section Using a Map).

If the party is struggling, you may want to allow other kinds of checks to allow the party to realize they are lost, or to help them discern the correct direction. Wisdom (Perception), Intelligence (Nature), or other kind of Intelligence checks may work better for a party that does not include a survivalist.

ENCOUNTERS

Most adventure modules will include prewritten tables of encounters to use while the characters are adventuring. During step 2 of travelling, you can roll a die to pick a result from the table, and the selected encounter will interrupt the travel. Of course, you can always design your own encounter tables, or pick whichever option you like best.

TRAVEL RANKS

A travel rank is a subgroup of the total number of travelers that move side-by-side. How many creatures can move side-by-side depends on the width of the path being followed. Wide roads or open plains can accommodate a dozen or more characters walking next to each other, whereas a narrow forest trail can force them to travel in single file.

Front Rank. The front rank (or vanguard) is perhaps the most important, and the most dangerous. It is almost always where the navigator or tracker will be. Any traps that are wandered into will be triggered by characters walking at the front.

Back Rank. The back rank (or rearguard) is the most susceptible to attacks from behind. Alert characters may be able to detect if the travelling party is being followed with a Wisdom (Perception) check, assuming the follower is close enough to be seen or heard.

The ranks in-between the front and back are less important and better defended, though they may still be vulnerable to attacks from the side.

TRACKING AND NAVIGATING

Sometimes, you need to travel without a road or a clear view of any guiding landmarks. In these cases, the party must be continuously guided to ensure everybody stays on course.

NAVIGATING

The navigator's role is simple: they should be travelling in the front rank of the party, and they are responsible for attempting the Wisdom (Survival) checks to determine the direction of travel and avoid becoming lost. The navigator has advantage on this check if they are using a map (see the Using a Map section)

MULTIPLE NAVIGATORS

No matter how many individuals are travelling in a group, the direction to proceed in is usually determined by one person. Navigators working together is more difficult than it sounds.

In the cases where multiple people are trying to navigate at the same time, each navigator should make their Wisdom (Survival) check privately. If some navigators pass and some fail, they will have different opinions on which direction to proceed in, and it is up to them to debate and agree on a direction to choose. If they cannot agree, the rest of the party may have to vote!

Don't forget that even though a character may get a low roll on their Wisdom (Survival) check to navigate, they probably believe their opinion is correct. That's just good roleplaying.

TRACKING

A good wilderness tracker can follow a trail left behind by a person or animal as clearly as if it was a road. A party lucky enough to find tracks to follow can bypass the need to make checks to navigate successfully and won't become lost unless their target leads them astray.

If there are tracks to be followed, a character can locate them by succeeding on a sight-based Wisdom (Perception) check to spot them. The character has advantage on this check if they are proficient in the Survival skill, and they succeed automatically if the tracks are large and/or obvious.

The Wisdom (Perception) check to spot the tracks may need to be repeated in some situations, such as when crossing a river or other obstacle, or after completing an encounter. Even if a character fails the Perception check to spot the tracks or trail quickly, a party can use additional time to search for them as long as the DC is less than 20. It will take the party 15 minutes for every number between the ability check result and the DC. For example, if the DC was 17 and the tracker gets a 15 on her Wisdom (Perception) check, she fails to spot the tracks immediately but finds them after about 30 minutes of searching.

$$\text{TIME TO FIND TRACKS} = 15 \text{ minutes} \times (\text{DC} - \text{ability check result})$$

In situations where it is unlikely to find footprints, remember that creatures can still leave markings of their passage. Examples include scratches on stone, broken branches, leavings from eaten food, or excrement. If the GM determines that there is adequate information left behind, a character may be able to attempt a Wisdom (Survival) check to determine information about the creature they are tracking, such as its species, general size, or whether it is wounded.

TABLE: DCs FOR TRACKING

Terrain	DC
Snow	8
Mud	10
Dry dirt or grass	14
Mountain scramble	18
Stone road	20
Rained since tracks left	+5
Each day since tracks left	+3
Large animal in forest	-3
Injured/bleeding	-5
River crossing	+8

USING A MAP

One of the most valuable items to have while navigating an area is a map of your surroundings. Unfortunately, maps come in many degrees of accuracy, ranging from a child's scribbles and pictures to a cartographer's masterpiece. The map you have might confer benefits to your travel, depending on its quality.

Remember that even well-drawn, highly detailed maps might have inaccurate information on them about distances

or travel times. Unlucky characters may even end up with a map designed to lead them in the wrong direction entirely.

Accurate Map. A well-made and accurate map will give advantage to all Wisdom (Survival) checks to navigate, and may also grant a +5 bonus to your passive Perception score to spot your destination. It also ensures you will always be able to pick the correct direction to travel in, assuming you know where you are when you start and what your destination is. They will include all noteworthy landmarks, major and minor, unless the landmark is a secret or the mapmaker decided to omit it.

Average Map. Common area maps will grant a +2 to your Wisdom (Survival) checks to navigate, and enable you to pick the correct direction toward your destination. They will include most, if not all, major landmarks in the area.

Poor Map. Bad maps may only tell you the rough direction of your destination from a starting point. They may only include a few landmarks, or in the worst cases, only the starting and ending locations you are looking for.

ACTIVITIES WHILE RESTING

Many adventures span distances that cannot be traversed in one day. Thus, travelers quickly get used to the realities of outdoor survival. In this section you will find details on activities a party can undertake in their downtime while on the road.

CAMPING

When a party settles down to take a long rest, certain measures must be taken to protect against the elements. Characters who attempt to rest while fully exposed to the elements may risk their rest being interrupted or suffer other penalties.

Campfire. A good fire is useful for many things: boiling water and cooking food, keeping creatures warm, and drying clothes to name a few. It may be necessary to start a campfire in cold weather to prevent penalties to a long rest (see the General Rules chapter).

Almost all adventurers learn how to start a basic campfire. Assuming there are trees or other sources of wood nearby, a character with an appropriate cutting tool such as an axe can spend 30 minutes gathering enough wood to light and keep a campfire going for 6 hours. When travelling through areas without available wood, you may need to bring some with you. For reference, 5 pounds of firewood will burn for about 1 hour.

In normal weather, a campfire can be started with little effort as long as a character has a flint and steel, or other fire-starting tools. Starting a fire without tools requires a DC 15 Wisdom (Survival) check. Rain or snow also requires a Wisdom (Survival) check to start a campfire, and the DC is determined using the following table. The check must be repeated every 2 hours to ensure the fire does not go out, though a character has advantage on this check. However, disadvantage is imposed on the check if the rain is heavier than normal.

TABLE: STARTING A CAMPFIRE IN THE RAIN

Duration of Rain	Start Campfire DC
< 10 minutes	10
10-30 minutes	14
30-60 minutes	17
> 1 hour	20

Shelter. Constructing or erecting a shelter is one of the most important skills to have while adventuring. It allows the travelers to escape rain or other weather hazards, and ensures they are able to get the proper benefits from a long rest.

Standard and large tents can be erected by most characters without trouble. If your party is attempting to camp without tents (or your tents were destroyed or stolen while on the journey), a character can make a DC 15 (Wisdom) Survival check to construct one with available materials. On a success, a character is able to construct an adequate shelter in $Xd4 * 10$ minutes, where X is the number of medium-sized creatures the shelter can hold.

Large creatures take up 2 spaces in a shelter, and huge creatures take up 10. Small creatures only take up half a space, and tiny creatures hardly take up any space at all.

Constructing a makeshift shelter is usually only possible in wooded areas or if the character has some kind of cloth that can be used overhead.

FORAGING

In an area with vegetation and/or water, a character can spend up to 30 minutes attempting to find food or water nearby during a short or long rest. The character must make a Wisdom (Perception) or Wisdom (Survival) check, with the DC determined by the GM with respect to how abundant food is in the area. On a success, the character finds 1d4 pounds of food. Characters can gain advantage on the check by having multiple individuals forage at once, but disadvantage is imposed if the area is heavily obscured (such as by darkness or fog) or subject to hazardous weather.

Characters in the right area or who do exceptionally well on the check (exceeding the DC by 5 or more) may find a water source such as a spring or pond. They will be able to fill up all watertight containers they are carrying.

The GM may require that characters make a Wisdom (Survival) check or Intelligence (Nature) check to determine if the food or water found is safe to consume. Unsafe food or water can make a creature ill and subject them to various conditions or diseases (see section UNDEFINED). Luckily, most water can be made safe by boiling.

Foraging on the Move. Characters can also forage while travelling at a slow or normal pace. They have disadvantage on the relevant ability checks unless they are moving at a slow pace.

HUNTING

As an alternative to foraging, hunting can be a great way to find safe food quickly even in areas without much plant growth. Some prewritten adventures will have lists of wild animals that can be found in particular regions, but the GM