

THE SHROUDED COAST



PREVIEW

AN AMERICANA-INSPIRED 5E
SETTING AND ADVENTURE ZINE



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Thank you so much for checking out our Zinequest project, *The Shrouded Coast: An Americana Themed 5E Setting and Adventure Zine!* We are very excited to present the finished product to all of you, but in the meantime, we've curated a handful of magic items and a new subclass to give you an idea of the type of product that we are trying to make!

As you arrive at the Shrouded Coast and depart from your ship, you will first discover the port town of New Hope, a bustling, if not dreary shipping port. There are no sandy, sunlit beaches here, just stony and cold foggy shores. Ships and their goods come in and out. Business owners, merchants, and craftsmen do very well here, and you'll find plenty of shops to explore and purchase from. There is a large inn and tavern to stay in before heading out into the wilderness. While New Hope seems normal enough, if you listen closely to the chatter of its inhabitants, you'll hear whispers of strange things outside its walls.

They say that all the magic of this world originates from the heartwood of a great white oak tree. The townspeople can direct you in the general direction of this tree, but they warn you of the coven of witches that look over and care for the tree; and make strange, fantastical magical items from its wood. With wide eyes, they tell you that with the magic from the great white oak's heartwood, these witches can even fly.

Even stranger are the ghost stories that you hear and watch pantomimed over mugs of beer and ale in the tavern. One of the more popular stories you hear is of a whole village that disappeared seemingly overnight, leaving no trace of where

the inhabitants went or why, except for strange symbols left behind.

And no matter who you talk to, it seems that every single person has seen or knows someone who has seen strange creatures out in the wild. Small, big, hairy, hairless, many armed, headless, glowing eyes, no eyes, etc. They're all different, but many are familiar. It seems that here on the Shrouded Coast, ghost stories and creatures of folklore are more alive and real than anywhere else.

Will you be brave enough to explore its shores and forests and still leave unchanged by its mysteries and magic?

Americana can be described as materials concerning or characteristic of America, its civilization, or its culture. While there is true evil in America's past and present, this zine was written intentionally to not feature anything of that nature. This is not historical fiction nor is it alternative history. We were also careful to only tell stories that were ours to tell. While there are wonderful indigenous stories, those are not ours to tell.

We simply asked ourselves, what are some fun, strange, spooky, and unique Americana things that would work well re-imagined in a fantasy setting? We believe we came up with places, people, creatures, and stories that feel familiar, but have been creatively turned into something vastly new. We are excited for all people, regardless of race, gender, religion, sexual orientation, national or ethnic origin to enjoy the zine. *The Shrouded Coast* is for everyone and all are welcome.



MAGIC ITEMS



OAKROOT BROOM

Wondrous item, very rare (requires attunement)

Woven together from the tendril-like deep roots of The Pale Oak, magic courses through this broom as blood does through veins. Superstitious locals claim to have seen witches use these brooms as a means of flight or other heinous magicks, but tall tales are woven throughout The Shrouded Coast, much like the tightly wound white oak roots of this broom.

This wooden broom functions as a mundane broom until you speak its command word. Once you speak its command word, this magic broom hovers beneath you and can be ridden in the air. It has a flying speed of 40 feet.

Once every 24 hours, you can speak the broom's command word and click your heels together. When you do, the broom will fly you back to the place of its creation, The Pale Oak of Oakwood Crossing. You can spend 8 hours in meditation with the broom in a new location to have it fly you there instead. While flying to the broom's remembered location, you can safely rest and even sleep. The roots of the broom wrap around you, keeping you safe from falling.

Additionally, if the broom is placed upright with the roots facing downward, you can speak its command word and the broom will root itself in place. Only the person attuned to the broom is able to move it from its rooted position by speaking its command word once more.

If you are separated from the broom but are still on the same plane of existence as it is, you can hold your hand out and speak the broom's command word to call it to you. No matter how far away you are from the broom, it arrives in 1-minute.



LANTERN OF THE CROSSING

Wondrous item, uncommon

While traveling through the forests of The Shrouded Coast at night, people claim to see all manner of ghosts, devils, demons, and monsters and freely and excitedly tell their kin exaggerated stories of their eyes playing tricks upon them. Many people claim to see pale, green lights moving through the woods at night and spin up the lore of ghosts, wisps, and fey, but the truth is much more mundane than that.

Through the magick of The Pale Oak, this lantern is always lit and casts bright light in a 30-foot radius and dim light for an additional 30 feet. As an action, you can speak the lantern's command word and the branches that make up the lantern's frame grow exponentially to cover the entirety of the lantern and obscure its flame from view. Speaking the command word again causes the branches to retract.

As a bonus action, you can place this lantern on any solid surface and its branches grow around or into whatever you have placed it on, causing the lantern to become stationary. You can retrieve the lantern from where you placed it as a bonus action.



SCHOOL OF WITCHCRAFT

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The School of Witchcraft explores the nuances of ritual casting and curses. Practitioners of this school refer to themselves as witches. As you study this type of magic, you learn to craft powerful hexes and rituals to hinder your foes and help your allies in all situations.

Like necromancy, witchcraft can be seen as menacing. Witches, like all classes, can be good, evil, or somewhere in between, but the practice of witchcraft is often seen as taboo.

RITUAL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy ritual spells into your spellbook are halved.

BOOK OF SHADOWS

At 2nd level, your rituals take half as long to cast as you expand your knowledge and grow as a witch. You also add the spell find familiar to your spellbook. You can cast find familiar once per day without the need for material components.

MINDFUL MANIFESTATION

At 6th level, The material components and time required to cast your rituals are halved.

BALEFUL CURSES

Beginning at 10th level, as a bonus action, you can place a curse on a creature that you can see within 60 feet of you. A cursed creature takes an additional 1d6 damage whenever you or a creature friendly to you hits it with an attack. A cursed creature has disadvantage on attack rolls against you. You can use your curses a number of times equal to your Intelligence modifier. You can only curse one creature at a time. Curses remain until the creature is dead, you are knocked unconscious, or the curse is removed by the remove curse spell. All expended curses are restored after a long rest.

PROTECTION CHARMS

Starting at 14th level, you add the *banishment*, *counterspell*, and *magic circle* spells to your spellbook if they are not there already. You can cast each of these spells at 5th level once per day without expending a spell slot.



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