

# JEWEL OF THE INDIGO ISLES

## PLAYER'S GUIDE


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**ROLL FOR  
COMBAT** 

**PATHFINDER**  
COMPATIBLE



# Jewel of the Indigo Isles Player's Guide



Welcome to the Indigo Isles! If you're reading this player's guide, you are about to embark on a thrilling adventure in the *Jewel of the Indigo Isles* Adventure Path. Your job is to create an interesting 1st level character who answers a royal call to go on a treasure hunt in Rumplank, an island city that holds countless festivals and romanticizes piracy. You'll need to find the other half of a missing map, seek out the treasure, and ultimately explore the isles, unearth ancient secrets, and perform epic heroics. If this sounds like your idea of a good time, *Jewel of the Indigo Isles* is the perfect adventure for you!

This Player's Guide is composed of two sections:

- **Building Your Character (pages 2-5):** Tips and advice for building your character to make the most of the *Jewel of the Indigo Isles* Adventure Path, from ancestry, to background, to class, and beyond!
- **Rumplank Gazetteer (pages 6-25):** This expansive gazetteer of Rumplank, also found in the *Jewel of the Indigo Isles Character Guide* but reproduced here in its entirety, will have you thinking like a Rumplank native in no time! The information is described by an in-world narrator who lives in Rumplank, so you can see things from her perspective, and it's player safe without any spoilers.

## Building Your Character

The Indigo Isles are a broad and eclectic setting, and the challenges and set pieces in the Adventure Path are extremely varied, such that just about any character type is a great fit. That being said, certain options are especially recommended for an even more immersive experience. Even if you choose something else, though, it'll work just fine. The table on page 3 summarizes these suggestions.

## Alignments

Characters of all sorts of alignments abound in the Indigo Isles, and this Adventure Path doesn't make any specific assumptions as to your character's alignments. As usual for almost any adventure, evil characters can be disruptive, but they aren't particularly disruptive here as long as you are willing to work with the group and go along with the adventure hook. Riches and other selfish rewards are provided that such characters could use to motivate their cooperation. Rumplank tends to be a bit more chaotic of a city, but lawful characters still work perfectly, as this Adventure Path doesn't require you to break the law, violate codes of honor, or the like.

## Ancestries

The Indigo Isles are found far away from any continents, and the most common ancestries there are g'mayun, orpoks, hardriggins, kragraks, and chochori, in roughly that order. G'mayun and kragraks have lived on the isles (and chochori beneath the seas nearby) longer than anyone, while hardriggins immigrated long ago and orpoks relatively recently, building their main settlement of Seaview on nearby Bluebell Island. All five of these ancestries are found in the *Indigo Isles Character Guide*.

Leshies (particularly wildfire leshies) and sprites (particularly galtzagorris) are also common, and there's even a notable sprite settlement near Rumplank called Jakopo Town. The new heritages, wildfire leshy and galtzagorri, are also found in the *Indigo Isles Character Guide*.

Finally, aeternal dragons are more common in the isles than in some other regions. This is especially true of wild dragons and even more so of indigo dragons. If you're interested in playing a dragon, you can find out more about aeternal dragons in *Battlezoo Ancestries Dragons*.

Other than the aforementioned ancestries, you can use any other ancestry you and your group agree on, though they'll be considered quite unusual and might be one of only a handful of people in the whole isles with that ancestry, or maybe the only one. This even applies for common ancestries from the *Pathfinder Second Edition Core Rulebook* like humans and elves. On the Indigo Isles, humans are as rare as ancestries such as dungeons or other extremely rare monstrous ancestries such as gremlins, nymphs, or doppelgangers. You can find the dungeon ancestry in *Battlezoo Ancestries: Dungeons* and the others in *Battlezoo Ancestries: Year of Monsters*.

## Classes

Characters of pretty much every class abound in the Indigo Isles, and there's no wrong choice. That said, due to Rumplank's romanticization of piracy, a character with a class that's especially conducive to that sort of theme, such as rogue or swashbuckler, will fit right in with the locals (see the campaign backgrounds on page 5 for a background especially focused on piracy). That's not to say that the campaign is centered around performing acts of piracy, however. Anyone who likes to explore and find treasure will do well.

When it comes to spellcasters, all four traditions and



## SUGGESTED CHARACTER OPTIONS

	Alignments	Ancestries	Classes	Deities	Languages	Skills	Companions	Archetypes	Backgrounds	
<b>Recommended</b>	NG	Chochori	Eldamon Trainer	Tova	Common	Acrobatics	Astroloptera	Archaeologist	Bluebell Chef	
	CG	Dragon	Elemental Avatar	Lilin	Auran	Athletics	Embersap Ooze	Pirate	Indigo Historian	
		G'mayun	Ranger	Aoz	Chochori	Deception	Mechanical Parrot	Monster Mage	Indigo Pirate	
	Hardrigger	Rogue	Zoa	Draconic	Diplomacy	Seafoam Spirit	Vestige Hunter	Indigo Trailblazer	Indigo Trailblazer	
		Kragrak	Swashbuckler	Amon	Jotun	Intimidation	Shale Hatchling		Poppy Fanatic	
	Leshy		Castilli	Orpok	Listed Lore	Toogtoog		Rumplank Reveler		
	Orpok	Ebrugeses	Sylvan	Nature	Wildfire	Leshy		Trailblazer	Trailblazer	
		Sprite	Chakisa	Terran	Survival					
	<b>Solid</b>	LG	Other	Gunslinger	Other	—	Other	Other	Other	—
		LN		Inventor	Balance		Skills	Companions	Archetypes	
N			Other Common							
CN			Classes							
<b>Okay</b>	LE	—	—	—	—	—	—	—	—	
	NE									
	CE									

every spellcasting class are represented across the Indigo Isles, but primal magic is a smidgen more common than the others, thus making druids, primal sorcerers, and primal witches just a bit more common as well.

Eldamon, elemental monsters slightly out of phase with our reality, are more prevalent in the Indigo Isles than some other regions, making eldamon trainers and elemental avatars more common there as well. There are even rumors of ancient eldamon somewhere in the isles who can phase into our reality on their own. You can find the eldamon trainer and elemental avatar classes in *Battlezoo Eldamon*.

## Religion

Most people in the Indigo Isles follow a religion called **The Balance**, which worships two parent deities, **Tova** and **Lilin**, as well as several different balanced sets of **Siblings**. The next most common religion is **The Eld**, an ancient elemental religion from before the gods of The Balance even reached this world. If you're inserting the Indigo Isles into a different setting, replace these with religions appropriate to your world.

Among the deities of The Balance, **Aoz** and **Zoa**, the twins of Life and Death, are ever important on the Indigo Isles. For residents, the circle of life and death is important in all aspects of daily life. The fish live to eat the kelp and keep the harbors clear for ships to pass, while the ships catch the fish to feed the people. The fish bones get buried with seeds when planted, helping them grow faster and stronger. The trees are then cut down and turned into boats. Far-thinking residents of the isles can see this cycle and realize that everything they do is in harmony with the circle of life and death. Thus, they respect Zoa and death, even though they miss their loved ones who have passed. They can see

their parents' faces in the smiles of their children, and with that, they are content.

**Amon** and **Castilli**, the deities of revelry and restraint, have helped to give balance to the daily lives of residents of the Indigo Isles. While living there takes hard work, they toil during working hours before taking a break to enjoy the sun and surf and fruit of their land, or to throw festivals and parties. Residents also celebrate plenty of holidays and festivals, especially in the city of Rumplank. While Castilli is mostly invoked as a warning to lazy children, Amon's presence is ever felt as the residents know how to enjoy the life they've been given. Leisure time is considered extremely important to mental health and well-being, and not to be interrupted with work except in times of dire need.

Likewise, **Ebrugeses**, the goddess of feasts, is often worshipped for the feasts and plenty that she brings to residents of the Indigo Isles, but only occasionally. She is usually only invoked to bless a feast during one of the many holidays and festivals. **Havath**, lord of famine, rarely shows his face in the Indigo Isles. Sometimes a major storm can ruin crops or scare the fish away, and blights have been known to make for tough years, but the residents are resourceful. They often trade and help neighboring settlements survive in tough times, weakening Havath's power over them.

The climate is relatively stable year-round, as the islands don't experience as drastic of seasons as other parts of the world, though rainfall does vary significantly throughout the year. As such, residents of the Indigo Isles sometimes worship **Chakisa** the god of summer as a patron of the Isles rather than specifically as a summer deity, as he is worshiped in other lands. Thus, a significant number of homes contain a small shrine, icon, or symbol of Chakisa, but his worship is



less important than other deities, as the stable climate is almost a given.

You can find more information on all of these deities, and plenty others, in the *Indigo Isles Character Guide*.

## Languages

While the Indigo Isles have their own common trade tongue, known as Common, Auran is also extremely common, as the main language of g'mayuns. Other common local languages are Orpok, Jotun, Sylvan, Terran, Draconic, and Chochori, in roughly that order. Characters who hail from Seaview on Bluebell, the second-largest settlement in the Indigo Isles, are especially likely to speak Orpok.

## Skills

Due to the variety of different challenges, nearly every skill has some additional uses in the Adventure Path. Whatever skill you prefer, there will be ample opportunities to show it off. While **Acrobatics** and **Athletics** can help with flashy fights for which Rumplank's pirates are known, **Nature** and **Survival** can help when searching for treasure, and social skills will come in handy in many situations.

All of the Lore skills found in the special campaign backgrounds (**Cooking Lore**, **Indigo Isles Geography Lore**, **Indigo Isles History Lore**, **Poppy Lore**, **Rumplank Lore**, and **Sailing Lore**) are good choices, and they all come up during the adventure.

## Animal Companions & Familiars

The Indigo Isles are home to every biome imaginable. Even Goldcrop Isle (the island where Rumplank is situated) alone has countless different environments and climates. Thus, it's easy enough to bring almost any animal companion or familiar. That said, consider taking one of the special familiars found in the *Indigo Isles Character Guide* that are less well known outside the region, including cryptic batlike astrolopteras, feisty embersap oozes, talkative mechanical parrots, evershifting seafoam spirits, earthen shale hatchlings, froglike inky toogtoogs, and fiery wildfire leshies.

## Archetypes

All sorts of archetypes are appropriate in this adventure, depending on what fits your character concept. The pirate archetype is especially thematic for Rumplank and the Indigo Isles, and thus the *Indigo Isles Character Guide* includes numerous additional feats for pirates that are more common there. Vestige hunters and monster mages (from *Battlezoo Bestiary*) are also relatively prevalent on the Indigo Isles. As well as archaeologists looking for lost artifacts in temples buried in inextricable jungles.

## Campaign Backgrounds

While you're welcome to build a character with any background, it is highly recommended that you take one of the following six backgrounds. Not only do they provide Lore skills you'll find useful during the campaign, they also have various special effects that occur throughout the adventure path. Those backgrounds are as follows:

## BLUEBELL CHEF

### UNCOMMON

You come from Bluebell Island, home to the greatest institution of higher learning the Indigo Isles' culinary world has ever known: the Academy of Tastes. Whether you're a recent graduate or an alum from long ago, you once walked those hallowed halls, and you used the knowledge to get a job as a chef in Rumplank. But some of the unique dishes you prefer require strange ingredients that are easier to gather for a chef who's willing to get their hands dirty and go adventuring. So that's just what you've done. In between cooking meals, you do odd jobs as an adventurer to gather ingredients, and you know how to make all sorts of things out of monster parts. You've even started to gain a bit of a reputation as an adventurer, in addition to a chef.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill, and the Cooking Lore skill. You gain the Seasoned skill feat.

## INDIGO HISTORIAN

### UNCOMMON

Ever since you first heard about the history of the Indigo Isles told by the preeminent g'mayun historian Monbak, you've wanted to become a famous historian and join the prestigious Indigo Isles Historical Society. You've given your all to that cause, mingling among the most prestigious academics and nobles to learn more about the Indigo Isles' hidden past.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill, and the Indigo Isles History Lore skill. You gain the Courtly Graces skill feat.

## INDIGO PIRATE

### UNCOMMON

You've always wanted to be a pirate, and someday you'll have stories of your own escapades, just like the legendary Gilded Pirate of Rumplank, Poppy von Barnacle! First, though, you'll need a crew... and of course a ship would be nice.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Athletics skill, and the Sailing Lore skill. You gain the Underwater Marauder skill feat.

## INDIGO TRAILBLAZER

### UNCOMMON

Walk every trail, see every sight. That's the motto of the Fellowship of the Indigo Trailblazers. With numerous isles covered in every possible biome, the fellowship seeks to explore them all and uncover the hidden secrets found throughout the isles. You've joined the Indigo Trailblazers, though it will still be some time before you are worthy of the rank of Trailblazer Superlative. You hope to reach those heights as soon as you can, and to do that, you're going to need to make some unprecedented discoveries.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill, and the Indigo Isles Geography Lore skill. You gain the Survey Wildlife skill feat.

## BACKGROUND

## POPPY FANATIC

### UNCOMMON

There's no doubt about it: Poppy von Barnacle, the Gilded Pirate, was the greatest hero who ever lived, not just in the Indigo Isles but across the entire world. Along with her heroic companions, each a living legend in their own right, Poppy earned a place in countless stories throughout the Indigo Isles. But surely they aren't all just tall tales. Poppy was a real person, and her deeds really happened. Some people are skeptical, but you're going to prove it! In the meantime, you've been training yourself with regimens Poppy herself allegedly used, including fighting blindfolded from ropes spanning across the rooftops. Whether you find the truth of Poppy's legend or not, at least you've learned how to take a fall.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Acrobatics skill, and the Poppy Lore skill. You gain the Cat Fall skill feat.

## RUMPLANK REVELER

### UNCOMMON

Most everyone in Rumplank loves a good party. But even in a city like Rumplank where parties are so popular, there has to be someone who loves parties so much that they make the other citizens look like wet blankets. And in Rumplank, that someone is you! Whenever there's a party, celebration, shindig, or festival, you're there. If there's a party event, you enter, even if it's something little kids normally do, like collecting floral arrangements at the Founder's Day parade. After more than a few party-fueled benders that led to adventures, you realized that you're actually kind of good at this adventuring thing, in addition to partying. Who knew?

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Society skill, and the Rumplank Lore skill. You gain the Streetwise skill feat.

## BACKGROUND

## BACKGROUND

## BACKGROUND



OKORKI hills

Warbling Ravine

1

2

Western misty river

Isle of Flowers

Eastern misty river

3

ROSEWATER

Claw Quarter

4

Iron Salt Cows

8

9

12

Barrels Square

10

oversail  
isle

16

Old Rumplank

Drunken Wall

Beakbluster hills

21

Treasure Beach

19

20

22

Barnacle Bay

23

Canary Cliffs

Emerald Beach

Leotin's Lagoon

25

24

Twin Talons



Elevation  
300 feet  
100 ft intervals

# Zanaya's Guide to Rumplank

Zanaya here, local expert on all sorts of topics. I've been putting together this guide to Rumplank over the past few months to help folks learn more about our great city. Let me tell you all about the people and places you'll find... but first, a little context! Elsewhere in the Indigo Isles, it's said that Rumplank is paradise made real. Yet it's also said that you're better off with a hook in one eye than to believe a pirate, and that Rumplank is nothing if not full of pirates, so many dismiss out of hand the stories of Rumplank's golden beaches, its never-ending street festivals, and (of all things) a literal fountain of wine in its town square. To many, these stories are lies, pure and simple, as bald-faced as the frightening mountain that juts out of the center of Goldcrop Island, for surely no isle which supports *that* horrible edifice could also possibly host a settlement as spectacular as its legends suggest.

Then again, isn't that exactly what pirates would want you to believe—that Rumplank is a slummy shantytown full of liars and thieves and nothing else—in order to keep the splendid city to themselves? Just as it's said that you should never trust a pirate, it's also said that you should use your own two eyes to tell the colors of a rainbow, rather than taking someone else's word for it. In that case, it's worth at least paying a visit to Goldcrop to see the supposed paradise for yourself, don't you think? And here, finally, at the port in question, you'll find a city that overflows with laughter at the same time that its soil is saturated with red from wine... or maybe even with blood. It's a city cobbled together by freedom seekers and then made magnificent by pirates, a city of privateers, partygoers, and explorers all seeking their fortune, their destiny, or simply a good time. Most of all, it's home.

As a people, most Rumplankers are content to while away their days pondering such mysteries, typically under a cozy blanket of liquor and smoke. At night, they regale one another with their creative theories at any of hundreds of nightly parties, celebrating until the sun comes up. The next day, they repeat the bacchanalian cycle all over again. This routine is why to many Rumplankers "life" and "the never-ending gala" are synonymous terms.

Like the native g'mayuns who first founded Rumplank centuries ago, the city's mood is anything but simple, though it is certainly colorful, of that there

## RUMLANK

## SETTLEMENT 9

CN CITY

Famous pirate haven, raucous port city, and legendary capital of Goldcrop Island.

**Government** Monarch (constitutional)

**Population** 12,100 (67% g'mayun, 10% orpoks, 5% sprites (especially galtzagorris), 4% chochori, 4% hardriggans, 3% leshies (especially wildfire leshies), 2% aeternal dragons (especially wild dragons), 2% kragraks, 3% others)

**Languages** Aquan, Auran, Common, Draconic, Orpok, Sylvan, Terran

**Religions** the Balance, the Eld

**Threats** jungle monsters, rival pirates, self-righteous killjoys

**Party Mecca** Day and night, Rumplankers celebrate for any reason or no reason at all, throwing wild festivals, festooning the streets in confetti, and generally making a colorful, wonderful mess of things. During a festival citizens respond well to others who know how to enjoy a party. Such characters gain a +1 circumstance bonus to Diplomacy checks to Make an Impression, Request, and Gather Information. Characters who are wet blankets, killjoys, or otherwise dampen the fun during a party take a -1 circumstance penalty to the same actions.

**Captain Nevergo** male g'mayun mysterious apothecary able to find just what his patrons need

**Clamardinia Wakamarsis** nonbinary g'mayun beloved tavern owner and ex-pirate

**Okeki Redfeather** male g'mayun affable and honorable king of Rumplank

**Maxelle Redfeather** female g'mayun queen of Rumplank, logistical genius, and de facto ruler

**Nupor Stormbar** farose chochori shipyard manager and owner of the Captain's Club

**Prismatic Colvi** male g'mayun knowledgeable high priest of the Balance

is no question. From the ruby-red bricks of Barrel Square to the azure waters of Barnacle Bay to the fiery orange poppies of Blazing Meadow, Rumplank is a city utterly soaked in deep, saturated hues. Even the resident pirates' boastful yarns cannot rival Rumplank in terms of luridness, and it's for this reason that many know Rumplank as the City of Colors.

Rumplank is a place of ecstatic joys and terrible sorrows, amazing fortunes and wicked greed, beautiful bonhomie and heartbreaking cruelty. Often, it is all these things at once. But these aren't contradictions here in Rumplank. Rather, to its residents and visitors, these very paradoxes are what make Rumplank so beautiful. But you shouldn't take a pirate's word for it—you'll just have to visit the City of Colors and find out for yourself.