



Collective Art Project 2020

RPG Setting Map & Guide
by Kat Hardy

Have you ever looked at a picture or painting and thought, “I’d like to live there?” Well, now you can add the 2019 Gen Con Collective Art Project mural “The Fairy Boats of Sea-Sky” to your RPG game locations!

Kat Hardy, lead artist for the Collective Art Project, has turned the 2019 mural into a playable map location! Multiple locations, NPCs, and some backstory can give your game a whole new twist! Visit the fae village of Sea-Sky (you’ll have to take a special fairy boat!) and procure magic items, see the Wrentineau mountains where the magical substance that gives mundane items their magical properties is mined. Maybe you’ll be invited to the special Imbuing ceremony (if you’re there during the full moon), or learn magic from a master. Maybe you’ll be one of the select few who is invited to learn the fairy boat navigation arts! There are lots of stories a clever GM can come up with- give it a try!

The borders between humans and fae blur sometimes, but they never vanish. You may think they have faded entirely, until the moment comes and you know your next step will cross a line. Then you have to decide if you continue forward.

Nestled in the Wrentineau Mountains lies the fae village of Sea-Sky. Some humans live there—the borders are not as firm as they used to be. The fae folk of Sea-Sky mine the precious *genis lychnos*, an ethereal substance that imbues common objects with magical properties—taking them across the border of mundane and mystic. Lierrin, the head miner of the magical ore, knows all the cavernous routes through the mountains. With the help of the *elireece*, the sure-footed mule-like pack animals, Lierrin and his team of miners gather the *genis lychnos*. *Elireece* are uniquely gifted for finding *genis lychnos* deposits in the deep mountains. Their four-toed, clawed feet make them very surefooted on rough terrain, their large, pale eyes can see the faint blueish glow, seemingly through the rocks, and their oversized ears, like a wild hare's, can pick up the sub-audible hum deep in the earth. *Elireece* have a snake-like tongue that can also sniff out or 'taste' the presence of *genis lychnos*. Prolonged exposure to this magical element has bleached their hide to a silvery color, and even human or fae miners will have silvery hair after a time working with the substance. Abarat, the stablemaster, has an affinity for the *elireece* that makes him invaluable to the people of Sea-Sky, not only for maintaining the herd for mining purposes, but *elireece* are also valuable traveling companions, for their traits of sussing out the *genis lychnos* also makes them able to sense out other creatures and dangers in the wild.

Some *genis lychnos* is traded in raw form to those who know the enchanting arts, but much is used in Sea-Sky. Once a month, under the full moon, lead enchanters Fylson and Lysanthir carry *genis lychnos* to the Prasiene magic pavilion between the town square and the mountains for the Imbuing ceremony. The village is silent while the ceremony is underway, but erupts in celebration on its completion.

The enchanted goods are widely desired—as is the income from their sale—but you cannot simply choose to go to Sea-Sky. You must wait for the fairy boats to come to you. The fairy boats travel from Sea-Sky to everywhere else in the wider world. They don't bring magical items, potions, herbs, fae garments and the like with them, but they will take wider world folks such as traders, merchants, wanderers, students of magic and lore and their wares back to Sea-Sky on their magical ships. Huge ships such as the *Bellpoole*, with large holds and brightly colored butterfly wings captained by shipmaster Ilorath, or the *Chicoutimi*, captained by Tanneveh, ferry people and the mundane goods of the wider world back to Sea-Sky through the magical portal gate of Sykrae.

Once there, travelers lucky enough to be allowed passage on one of the great magical ships can stay at the Elderberry Inn, hosted by the gracious Felaern. If they are bringing in goods to trade, they need to see Rathian at the customs house next door. Helaema is the blacksmith/armorer, specializing in magical armor and armaments. People trading in potions, herbs, and medicines should visit Yaesarith, the apothecary, and students of magic and lore should definitely visit the Antheneum library, near the Prasiene pavilion, and speak with Aimer the librarian. Saelethil is the magic instructor, for those lucky enough to be chosen to learn of the fae magic ways, and still fewer chosen few will learn the art of fairy boat navigation with Ravagwyn the shipmaster.

So who's in charge of inviting people in and watching the people they bring in? The Boreal Aegis is the ruler of Sea-Sky, currently Lord Blyckwydde, and the peace is kept by the constable Elpharae. Business aside, Sea-Sky offers travelers many activities of varied interest: bakeries, eateries, clothing, a theater for bards and storytellers, and magic shows, of course! Boating and fishing along the River Alesvain, which winds in between the little peninsulas and islands that make up Sea-Sky, is always fun, and there

are several beaches that make picnicking a treat, or you can hire an elireece from Abarat to escort you up the Wrentineau mountains, but you must be cautious! Dragons are known to frequent the skies, and sea dragons swim the deeper Ellervain Sea past the portal gate. But intrepid travelers will traverse the lines of safety to catch a glimpse of a gryphon in the mountains or a mermaid in the sea. Some borders seem to demand to be crossed.



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| 1. Prasiane Magic Pavilion | 6. Customs House | 11. General Store |
| 2. Anthanaem | 7. Blacksmith/Armoury | 12. School of Magic |
| 3. Boreal Aegis | 8. Theatre | 13. Tremerrin Tavern |
| 4. Constabulary | 9. Warehouse | 14. Syerae Portal Gate |
| 5. Elderberry Inn | 10. Apothecary | |

Stables
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Docks & Shipmaster school
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