

An Outsider's Guide to the Smuggler's Day Festival

The Kingdom of the Eastern Sea is dotted with large ships all across the ocean. These boats are home to the towns and cities of the amphibious frog-race known as Chruulians.

Due to their aquatic nature, the Chruulian people naturally migrated toward the sea during the Noble Divide. Some settled among the coast in fishing villages, while others built boats to bring luxuries and land goods closer to the pure deep waters of their kingdom.



While the Chruulian people can easily survive on fish and clean water alone, they are known to be great consumers of goods from all across Kavkiin, and over time their ships became larger and larger to accommodate their insatiable needs until they became the size of cities and towns.

Once a year during the Winter Solstice, the Chruulian city-ships arrive at the Eastern Coast to restock their goods. And this mass amount of demand attracts traders and smugglers from all across the Empire.

The Chruulians rejoice in their acquisition of new exotic imports, while the rest of the kingdoms rejoice in their massive profits.

Naturally, any yearly celebration such as this shall become a holiday for all to look forward to, and this is how Smuggler's Day came to be.

And, also naturally, anything of any cultural significance that involves profit to be made will be raped and sold to the highest bidder.

This is why you see things like Smuggler's Day "Sales" every year in the shops of the Southern

Desert. A place where few Chruulian people even travel due to the scorching dry heat.

However, those meek events pale in comparison to the glory that is a *real* Smuggler's Day festival.

The ships are so massive and slow, that their journey to shore takes several months, and the days leading up to the festival, you can witness the city prepare as the inn rooms fill and the traveling merchants begin unloading their cargo they have hauled from across the continent.

When the first ships peer over the horizon, the air is just absolutely electric. The streets begin to slowly spark to life, and around this time, it is typically tradition for young water-wielders to stand along the shoreline and coax the waves to bring the ships in sooner.

The ship's approach means many things to many people. For some, it's the return of a loved one from a sacred pilgrimage to Deep Water, while for others it may be the only time of year they get to see distant relatives.

No matter the reason, it is very important to remember that Smuggler's Day is still a Chruulian holiday, and while it may be lucrative for most outsiders, it is still a special time for celebration amongst the Chruulian culture.

It is also very important to remember as an outsider, that not all city ships that arrive at the coast are the safest or cleanest places to live, and the seedy folk that come from these crime dens can make quick work of a foolish outsider's coin purse— *or neck*.

If you are traveling to sell your wares, it is always best to have an arrangement set up in advance. But a freelance smuggler might not find this as easily feasible. If this is the case, remember the golden rule of Smuggler's Day:

When in doubt; sell in Delstan.

Delstan is the Capital Ship and is generally regarded as the safest place for a dryskin to travel alone.

For those of you looking to peddle goods that might be... *especially lucrative*— travel to *The Brackish Pot Inn* and ask for *Lady Avarice*.

At least that is what I have been told.

