



50 Fathoms



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Explorer's Edition



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Shane's Dedication: For Michelle, my bonnie lass

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FOREWORD

In 2003, I stumbled on a link to Disney's upcoming *Pirates of the Caribbean* and saw some incredible concept art, including a band of undead pirates walking along the bottom of the ocean. I called my wife, Michelle, in to see the artwork and she said simply "That should be your next game."

I went back to whatever other project I was working on, but couldn't get that image out of my mind. That's usually where the trouble starts.

By evening that night I had a title—"50 Fathoms." I liked the alliteration. But what did it mean? Well, "fathoms" implied something was underwater. Would this be an underwater game? No, that wouldn't be pirate-like, and I was definitely getting a pirate vibe. So what was underwater? What was...flooded. Ah. The world was flooded. But why? That would be the evil, of course. The evil the heroes would have to fight.

I'm not overly embarrassed to say I didn't know just how deep 50 fathoms was at first. So I looked it up. Hmm. A fathom is six feet. So 50 fathoms is about 300 feet of water. Ooh. That resonated. I saw in my mind a scene from *Water World* where Kevin Costner's character dives deep down into the ocean amid the old skyscrapers. That sounded like fantastic exploration and adventure.

Michelle and I kept talking about it over the next few days and she added some great twists. I don't remember who came up with what exactly now, but somewhere in the excitement scurillions, kraken, and kehana (shark men!) were born. I wanted a *Pirates of Dark Water* feel as well—that and *Thundarr the Barbarian* are two of my favorite cartoon series. The masaquani in this book are directly inspired by the former.

I started writing. The words poured. But what structure would I use? I had just finished *Evernight*, which was our first "scripted" campaign. I was really happy with that as essentially a long adventure, but the next time out I wanted to try something less linear; where the Game Master and players could have more agency—more freedom of direction.

I had learned from *Deadlands* that a massive backstory can be difficult to communicate or work into the campaign. But without a backstory it wasn't really a world—just a genre book.

I wanted momentous events that affected the world, but not in an intrusive way. The pirate genre is all *about* freedom, after all.

Some of my favorite computer games had an overarching plot but still allowed me to go wherever I wanted. The *Fallout* series and *Sid Meir's Pirates* are two great examples of this. I can travel around the map getting into trouble and following up the leads I'm interested in, but every now and then something related to the main plot comes along and reminds me there are larger events going on in the world.

From that simple premise, the Plot Point Campaign was born. *50 Fathoms* proved a natural fit. The map-based approach, and the inclination for most groups to travel around Caribdis running into encounters worked great, and would eventually draw them into the fight against the Sea Hags.

This has proven far harder to replicate in other settings—at least in such a natural fashion. *Necessary Evil* has an excellent Plot Point Campaign as well, but missions are largely given to the heroes rather than flowing naturally from their actions.

Next came the real meat of the backstory. I have a one-shot adventure I run sometimes that features a nasty sea hag, and the only thing better than that is three sea hags! I also started reading everything I could get my hands on about pirates, and quickly knew my love of real-world history meant I had to find a way to get historical figures from Earth into Caribdis. Hence came the Maiden, the portal she opens between worlds, and the tragic secret you may discover if you play this epic tale.

We started playtesting and my friend Zeke Sparkes came up with the idea for the doreen. In fact, his character defined the entire race and their terrible fate. Christy Hopler's character, Kyla Kidd, was also very memorable as I'd read a great book on Captain Kidd that very convincingly argued his innocence. (Kyla's adventures have since been turned into a trilogy of short fiction you can find on our website.)

Things really came together when I started getting Cheyenne Wright's amazing art. It looked great in black and white. It's phenomenal now in scintillating, three-time Hugo Award-winning color. This is one of the books I'm most proud of. I hope you like it!

Shane Lacy Hensley
August, 2011

50 FATHOMS

The visitors are English, French, Spanish, Dutch, and Chinese. Some are honest privateers—more or less. Others are scurvy pirates fresh from bloodletting in the Caribbean or the Spanish Main. A few are even corsairs from the rich Mediterranean. The darkest souls are slavers, trading human cargo across the merciless Middle Passage. All have one thing in common—they are here because the Maiden led them into the storms, out of their own worlds and into the Devil's Cross, a tempest-tossed region of mystery and death in the alien world of Caribdus.

The natives of this world are a very different sort. By far the most dominant are the masaquani, who are nearly identical to humans, though perhaps a bit more exotic and varied in appearance. Winged atani are rare, as are crab-like scurillians and outcast half-ugaks. Savage kehana thrive in sunken volcanic flumes, or battle with the last survivors of their racial enemies, the lonely doreen. Mysterious kraken scour the isles on some unknown quest, and massive grael harpoon deadly norwhales in the Cold Sea. Brutal Red Men roam the Thousand Isles for prey, or serve as cutthroats on the most bloodthirsty pirate sloops.

Caribdus is home to many fantastic creatures. Giant crabs scurry along the reefs. Massive orcas prowl the cold depths. Flocks of razor wings descend upon hapless sailors and cut them to ribbons. Here there be monsters.

WATER, WATER, EVERYWHERE

Caribdus is a water world, but it wasn't always so. It was once several small continents with many prosperous cities, towns, and villages.

That was before the Sea Hags.

The natives say a trio of witches, triplets with raven-black hair and eyes to match, were discovered working dark sorcery in the masaquani city-state of Ograpog. The three were tried, sentenced by King Amemnus himself, and bound to posts at the edge of Ograpog's cliffs to drown with the rising tide.

With their dying breaths, the sisters cursed Amemnus and his beloved kingdom. As the tide rose, it began to rain. It was a mere drizzle at first, but by the time the waves finally crashed down on the witches' heads it had become a tempest unlike any Caribdus had ever seen.

The rain continued for months, covering the site of the witches' execution in 50 fathoms of water. Whispers began that the rain would not stop until King Amemnus was dead. The people of Ograpog turned on their liege and chased him to a great ledge overlooking the ocean. The king and his most loyal guards fought over the drowned ruins of their city, killing scores of their own citizens before finally being dragged screaming off the ledge—into the sea.

THE SEA HAGS RISE

While Caribdus was drowning, the witches' corpses floated in the depths, too foul even for the fish. As King Amemnus' life ebbed in that same sea, the sisters' death curse came true. Their horrid bodies filled with unlife and returned to the world as something far more powerful—the Sea Hags.

THE DEVIL'S CROSS

That was thirteen years ago.

Now the Sea Hags lair in the middle of the Devil's Cross, a region of constant storms bordered on four points by inhospitable rocks that have dashed many a ship to splinters.

From this damned region come their minions—bloodthirsty pirates, horrors from the depths, and ghost ships filled with damned crews.

No living being is safe as long as the Sea Hags and their minions prowl the Thousand Isles. A vague prophecy says a stranger will one day defeat them, but as yet, few have even tried.

THE FLOTSAM SEA

The epicenter of the witch's curse has created a massive hole into which the waters of Caribdus swirl. For 60 leagues all around the Devil's Cross the ocean is a slow, sinking whirlpool full of debris from the death of a world. Goods, corpses, shipwrecks, and the flora of millions of acres float upon this Flotsam Sea, miring ships that try to ply it in its soggy embrace.

The Flotsam Sea has become the hunting ground of many foul creatures. A race of previously unknown ocotopoids dwell in the muck, as do hordes of drowned sailors who have risen from the depths as loathsome undead.

Still, good crews can escape this dread place. A few ships from Earth manage it every month.

THE MAIDEN

Soon after the hags arose, visitors from another world began to arrive. The strangers claim a mysterious spirit resembling a crying girl drew them into a fierce storm. When they emerged, they found themselves in the white capped squalls of the Devil's Cross.

The natives call humans "visitors." They seem to come from various lands in a world called "Earth," between the years of 1400 to 1815.

A WORLD OF MAGIC

Caribdus is full of magic. Wizards control the elements, magic artifacts abound, and bizarre and monstrous creatures walk, fly, and swim about the land. Even the geography itself seems enchanted.

ELEMENTALISTS

A few races of the Thousand Isles have learned to control earth, fire, water, and air.

Earth mages help grow crops, speak with and control mammals, mend ship's timbers, and even sunder the very land itself.

Fire mages are much feared for their destructive power. They launch balls of fire from their fingertips and are devastating to enemy ships.

Water wizards are wanted on every vessel, for they can heal wounds, make sea water drinkable, and communicate with the many beasts of the ocean to aid in navigation.

Elementalists who have mastered the winds of Caribdus are the most valued of all. They can move ships even when becalmed, settle storms, speak with avians to find land, and toss aside enemy missiles with their fantastic mastery of the gales.

Even visitors to the drowned lands—humans—can become masters of the elements, learning to harness wind, wave, sand, and flame for their own ends.

BLOOD MAGIC

The ugaks practice something called blood magic that requires the sacrifice of sentient beings. Their shamans can summon flocks of razor wings, cast deadly bolts of black energy, and—it is rumored—summon physical manifestations of their jungle gods.

It's unknown how the Sea Hags learned this magic. Most thought it was something only the Red Men could master.

Octopons also seem to have some sort of black magic, though it's possible it's just elemental energy twisted to new uses. This is another mystery for the sages of the Thousand Isles.

THEOLOGY

Only the ugaks have gods. Other Caribduns believe in spirits and the afterlife, but do not worship them or have established religions.

Many visitors still cling to their faith, but Earthly churches have gained few converts in the Thousand Isles.





MAKING HEROES

Making heroes for *50 Fathoms* is as easy as creating characters for any *Savage Worlds* game. Perhaps the hardest part is figuring out what *kind* of character to play from so many adventurous choices. Once you do that, actually filling out your character sheet is a breeze.

Below are a number of common character types inhabiting the world of Caribdus.

Common Folk: Not every great hero of the Thousand Isles has to start as a pirate or privateer. Some are ordinary men and women—carpenters, seamstresses, or craftsmen—who are caught up in extraordinary events. These souls are perhaps the greatest of all heroes, for they do not look for adventure, fame, or wealth, but deal with the dangers of the Thousand Isles out of necessity or to protect their friends and family.

Explorer: Caribdus is a changed land. Mountains are now islands and once inaccessible peaks are now within reach. Several explorers are known to be roaming Caribdus, mapping these new features and searching for new wonders.

Hunter: The interior of most islands is ripe with game—some of which is more than capable of fighting back. Hunters explore the jungles, deserts, and mountains of Caribdus in search of meat to sell the towns and villages. Some are solitary souls armed only with a single musket and a brace of pistols. Others lead hired skinners to cut up and rapidly transport the meat back to civilization.

Inquisitor: Some characters are not what they seem. Inquisitors travel about in disguise, searching out elemental mages and learning their habits so that they can capture them and take them to Torquemada for confession and execution. Beware if you choose to play an Inquisitor, however, for you will certainly be forced to betray those closest to you (see page 23).

Marine: Marines fight from the decks of ships. They are well-trained in fighting and shooting, and the best have long muskets and metal armor which they don whenever a fight looms near.

Merchant: The economics of the fractured world are still being discovered. Player character merchants travel the three seas attempting to discover new markets. They help establish company trade routes, negotiate prices, and ensure goods head where they're needed.

Officer: Ships commissioned by nations or one of the three shipping companies appoint officers to run their crews. They were either given their commission due to their wealth or birth, or more rarely, earned their position "through the ranks."

Pirate: True pirates are thieves looking to get rich off the hard-earned fortunes of others. Most are able seamen of course, but aren't necessarily good fighters. Pirates rarely attack crews who can fight back, preferring to prey on the weak for easy plunder instead.

Privateer: Those who hunt pirates with official commissions from rulers or shipping organizations are called privateers. Theirs is a dangerous job, for pirates fear the noose and rarely surrender without a fight. Privateers must walk a fine line as well, for those who "turn pirate" are rarely granted mercy by those who trusted them.

Questor: Some of Caribdus' most noble souls search the Thousand Isles for ways to defeat the Sea Hags. These men and women have been named "questors" by others. They gather clues about the witches and chase tales that might tell them how to kill the hags and return the world to its former grandeur—or return the visitors to Earth.

Sailor: Not every sailor is a treacherous cutthroat. Some are honest seamen who simply prefer the roll of the ocean to work on land.

Salvager: Many treasures lie on the sea floor waiting to be recovered by those with the ability to dive deep. Doreen, kehana, and kraken can do so on their own, but other races need access to water magic to explore the depths. Salvagers scour the shallows looking for these finds, plumbing the depths of drowned cities, forgotten banks, or watery manors.

Sea Rover: These weapon masters are mercenaries who specialize in fighting aboard ships. They hire out their cutlass for a share of any treasure, and rarely care whether their employers are honest merchants or scurvy pirates.

Ship's Mage: Valued more than all other crewmen are those who have mastered elemental magic. Their specific role depends on their specialty. Fire mages are best used offensively, water mages can heal and hydrate sailors on long voyages, air mages ensure speedy trips, and earth mages are handy for ships destined for island exploration.

Super: Those who watch over a ship's cargoes are called supers. These men must tattoo their arms with their given names, and carry a piece of paper sealed by one of the Great Ports as well. Only they can vouch for the legality of ship's cargoes—but they are also the first targets of pirates as well. Purchasing the necessary license, tattoo and seal requires a hefty fee, but supers are well-paid for their efforts. See page 42 for more details on ship's supers.

Surgeon: Water mages and their healing magic are rare, so the bloody work of patching together blasted flesh often falls to the ship's surgeon. These dedicated souls are usually given extra shares or higher salaries for their valuable work.

Treasure Hunter: Rumors of vast treasure hordes—such as that of the dread Francis L'Ollonaise—are common. Those who gain some clue to their location—or better yet a map—search the Thousand Isles relentlessly for these treasures.

Whaler: Many men and women hunt the white norwhales of the Cold Sea or the smaller beasts that lurk around the isles. Grael make excellent harpooners, as do Red Men.

CHARACTERS

Once you've figured out what kind of character you're going to play, it's time to figure out your character's statistics. You'll find a character sheet designed specifically for this setting both in the back of this book and at our website at www.peginc.com.

1) RACE

First choose a race. The player character races of Caribdus, a brief description of their history, their benefits, and the rules for playing them are presented on the pages following this section. Read through these and choose a race now.

It's a good idea to read over all the races. Besides the fact that your character should have a working knowledge of the other people of Caribdus, there are a few important clues to the backstory of *50 Fathoms* hidden in the racial histories as well.



2) TRAITS

Now it's time to figure your hero's attributes and skills. Unless a racial description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12 (though the massive grael may raise their Strength to d12+2 if desired).

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

The skills on the next page following are available in *50 Fathoms*. See the *Savage Worlds* core rules for complete information on the skills and how to use them.

SKILL LIST

Boating	Persuasion
Climbing	Repair
Driving	Riding
Fighting	Shooting
Gambling	Stealth
Healing	Streetwise
Intimidation	Survival
Investigation	Swimming
Knowledge	Taunt
Lockpicking	Throwing
Notice	Tracking

LANGUAGES

The people of Caribodus speak masaquani. Any human who has been in the Thousand Isles for at least six months can read, write, and speak it, and has a free d6 in Knowledge (Masaquani).

Kehana and kraken have their own language, which they speak fluently. Player characters of these two races also have a free d6 in Knowledge (Masaquani). Other races may buy Knowledge (Kehana) or Knowledge (Kraken) as usual if desired.

SECONDARY STATISTICS

Charisma is a measure of your hero's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6".

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

3) SPECIAL ABILITIES

Now decide if you want any Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each).

For 2 Hindrance points you can:

- Raise an attribute one die type, or
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point, or
- Gain an additional \$500

4) GEAR

A hero starts with the clothes on his back and 500 silver pieces of eight (sometimes listed in this book as \$500 for convenience), which have the same value as Caribdun silvers. You'll want to spend some of that now on armor, weapons, and whatever other equipment you want. You'll find a complete list on page 25–28.

5) BACKGROUND

Finish up by filling out your hero's background. Think a bit about where he came from, how he survived the flood if a native, or how he came to the Thousand Isles if a visitor.



ATANI

Atani are tall, thin, glider-folk with wing-like membranes stretching from their arms to their sides. They have pinkish skin, all colors of hair and eyes, and are as free-spirited as the winds they float upon.

Atani originated in the 200-foot high boughs of carroway trees, once quite common around Caribdus. Unfortunately, carroway are exquisite white hardwoods that were ruthlessly harvested by masaquani. The Kieran Empire in particular conquered many carroway forests, killing their inhabitants for the precious wood to satisfy a long line of greedy emperors.

Before the flood, there were seven great carroway forests left in Caribdus. Now only one remains, Maroa, on the island of Cuwayo.

Maroa is a fantastic treetop city that stretches between the boughs of the trees, the lowest now only 30' above the water. Only atani may live in Maroa, making it and the Kehana Flumes the only two exclusive settlements on Caribdus.

The relative wealth of the atani have made others quite jealous. The atani look down upon a crude collection of shanties on the nearby beaches called "Below Town," where traders wait to buy the precious carroway fruits (see page 48).

Names: Atani names tend to be graceful, like the atani themselves: Ras Araway, Vana Harran, and Kalas Sonway are all famous heroes of the glider-folk.

RACIAL EDGES & HINDRANCES

- **Agile:** Atani are nimble creatures, and so start with a d6 Agility instead of a d4.
- **Gliders:** Atani can glide with a Climb of -2. On the table-top, they descend 1" vertically for every 2" moved horizontally. They also gain a new Agility-based skill, Flying, at d6. This may be improved normally.

A successful Flying roll during a round in which an atani glides allows it to stay level for that round. A raise allows them to climb 1", but sacrifices 2" of horizontal distance.

A complete absence of wind ruins the atani's gliding ability, causing them to drop like stones.

- **Weak:** The atani's hollow bones make them frail compared to most other races. It costs 2 points to raise their Strength during character creation, and they must dedicate two advances to raise their Strength afterwards.



DOREEN

Smooth blue to gray dolphin-like skin and the fierce spirit of a hunter are the hallmarks of this semi-aquatic people. Doreen don't have gills but spend a great deal of time in water. They are "breath hold" divers and can stay underwater for well over half an hour before needing to breach for fresh air.

Doreen are hunters and nomads, following fertile fishing grounds and herds of giant sea-beasts. They typically erect temporary homes on nearby islands, then abandon them when food becomes scarce. They move frequently and must swim great distances to their new locations, so most own no more than they can easily carry on their bodies—including a sharp knife.

The Sea Hags' flood forced the beach-dwelling doreen into the water. Thousands of the "gray folk" gathered at their ancestral home when the waters rose. They were eventually forced to leave their drowned island, but these natural swimmers had few boats. They swam for leagues in a great herd while trying their best to keep the weak afloat and protect them from ravenous predators. This is called "The Long Swim."

Miraculously, over a thousand made it east to the home of the kehana. There was no love lost between these two races—the savage fish-men hunted doreen whenever they caught one isolated and alone. But the kehana were the tribe's only hope. The tired gray-folk threw themselves on the mercy of the fish-men—and were slaughtered by the hundreds.

The survivors fled south, tired and chased by the relentless and bloodthirsty kehana. Less than 300 made it to the newly-formed island of Sprith.

These days, most doreen prefer to live as hermits, hunting alone until they meet their inevitable fate.

Some doreen try to find company, though even these lost souls are quiet shadows, alone even when surrounded by loyal companions.

Ship captains welcome these hunters as guides or as aquatic scouts. Their unfettered life style makes them easy travelers, and their

ability to quickly leap into the depths to unfoul anchors or fight off waterborne foes makes them a valuable addition to any crew.

Names: Doreen are a sad race, for very few of them are left. Most have forgotten their tribal names, which were once short simple words that can be distinguished underwater such as Fayd, Klays, Trix, or Bak. Sadly, there is rarely any reason to distinguish among multiple doreen these days.

RACIAL EDGES & HINDRANCES

- **Coup:** Ranged weapons have little use underwater, so doreen rely on cunning and stealth to get close to their prey instead. They take great pride in getting as close as possible before making a kill.

Every time a doreen kills a foe with a Strength and Toughness at least as high as his own (including armor or other enhancements) with nothing larger than a knife, he gains a Benny.

- **Racial Enemy:** Doreen hate kehana and suffer a -4 Charisma penalty when dealing with them.

- **Sea Hunter:** Doreen are consummate hunters and know a great deal about the seas they swim.

They add +2 to any Stealth or Survival roll made while underwater.

- **Semi-Aquatic:**

Doreen are native to both water and land, and so start with a d6 in Swimming. They use their entire bodies to effortlessly glide through the water, moving their full skill level while swimming (-2" for every multiple of a doreen's Load Limit carried).

Doreen are "breath hold" divers and can stay underwater for long periods of time on just one breath of air. A doreen gains a Fatigue level after every 15 minutes he holds his breath. On reaching Incapacitation, the swimmer makes an immediate Vigor roll (and another each minute thereafter) to stay conscious. If the roll is failed the diver has drowned. Once above water, he recovers one level of Fatigue every five minutes.



GRAEL

Grael are gray-skinned humanoids with immense layers of fat, beady black eyes, and short, dull tusks. Their obese appearance belies their muscles, which grow quite large beneath the burden of their naturally blubbery skin. Visitors sometimes call them sea-lions, a name the grael take pride in once they learn just what a "lion" is.

Grael live in prides composed of their immediate families. Most dwell in crude stone huts on the far northern island of Arfk, but many are recruited by pirates and the like for their brawn and so set sail for promises of booty and violence.

Names: The grael are unique in that they name themselves. When a baby grael first emerges from its mother, it clears its throat of embryonic fluid with a loud grunt. That grunt becomes its name, giving the grael such names as Rark, Flunk, Hok, and so on. It doesn't seem to matter much to the grael that many of their people share similar names.

RACIAL EDGES & HINDRANCES

- **All Thumbs:** Grael prefer simple and durable tools designed to club, smash, or gash their foes. They aren't mentally equipped to handle advanced weapons such as crossbows, muskets, or cannons. They suffer a -2 penalty when using any sort of mechanical device.

- **Blubber:** Grael have 1 point of natural armor due to their blubbery skin, and add +4 to Fatigue rolls made to resist cold. They subtract 2 from Fatigue rolls made in extreme heat.

- **Dumb:** Grael aren't deep thinkers. It costs 2 points to raise their Smarts during character creation, and they must dedicate two advances to raise their Smarts afterwards.

- **Semi-Aquatic:** Grael begin play with a free d6 in Swimming. They do not move any faster in water than most, but like doreen, they are "breath hold" divers and can stay underwater for long periods of time on just one breath of air. A grael gains a Fatigue level after every 15 minutes he holds his breath. On reaching Incapacitation, the swimmer makes an immediate Vigor roll (and another each minute thereafter) to stay conscious. If the roll is failed the diver has drowned. Once above water, he recovers one level of Fatigue every five minutes.



- **Size +1:** Grael average 5' tall and weigh over 300 pounds, giving them +1 to their Toughness. This is in addition to the +1 Toughness bonus granted due to their blubbery hide. Their Size makes it impossible for them to use most goods that aren't specifically made for them (such as armor).

- **Slow:** Grael have a base Pace of 4 on dry land.

- **Strong:** Grael begin play with a d8 Strength instead of a d4. They may purchase their Strength up to a d12+2. The Professional and Expert Edges can increase this to d12+4.



HUMAN

Some natives see them as an infestation. Others as saviours.

The truth is that humans are like any other race. Some are as pure as the snows of Arfk while others are as black as the Coaker Mountains.

Humans are called “visitors” or “earthers” by the other races, though it is something of a misnomer for few believe they will ever find a way home. “Newcomers” might be a more appropriate term since they’ve now been here for 13 years.

Though they come from many places and many times, all humans have one thing in common—they were brought into Caribdus by the Maiden. At some point in their life they boarded a ship. A thick mist rolled in and the captain and crew heard what sounded like a woman crying. They pushed through the fog, expecting to find a lone survivor of some tragic shipwreck. Instead, they saw only the ghostly outline of a young girl. She hovered above the sea, weeping loudly—but as if through a distant doorway.

The sailors pressed on, whether toward her or away from her, and found themselves in unfamiliar waters. A storm approached as if from nowhere, suddenly surrounding the vessel and threatening to tear it to splinters. The ship sailed on, slowly sailing into a morass of green debris, jutting timbers, and the bloated corpses of things that weren’t quite human.

At this point tales often diverge. Some ships never made it out of the Flotsam Sea, but survivors were picked up by scavengers long after. Other vessels pressed through the green morass and were attacked by long-dead sailors crawling up the bow from the depths, or alien octopons.

The humans of Caribdus can come from any country on Earth, from any time between 1400 and 1815. Any person who ever set foot on a ship can be drawn into the mists by the Maiden.

Only children of 13 years or younger can be natives. Humans and masaquani can produce offspring as well. The child physically resembles his parents’ features as with any babe, but mechanically he must choose to be either a human or a masaquani.

Humans and other races, even the atani, do not produce offspring, though matings are commonplace.

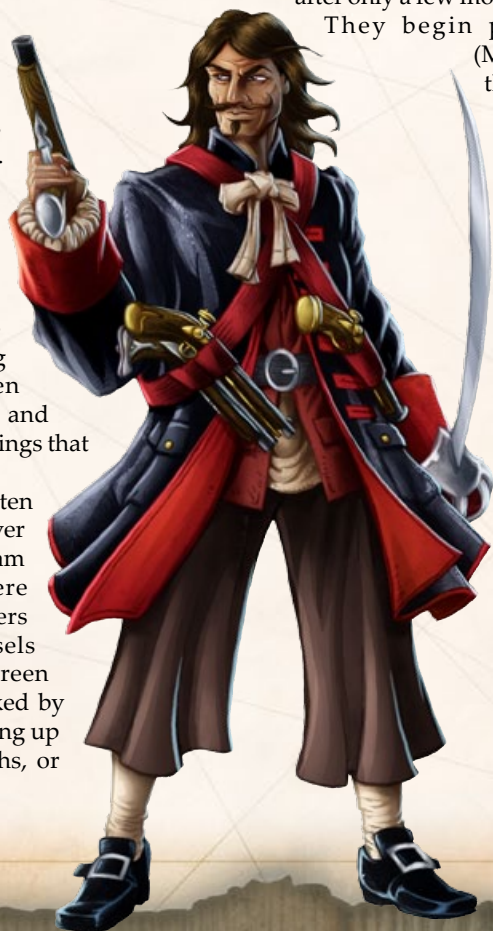
Language is a major barrier to those who first arrive in Caribdus. Fortunately, the tongue spoken by the rest of the world is masaquani, and it is quite easy for humans to learn.

RACIAL EDGES & HINDRANCES

- **Free Edge:** Humans begin play with an Edge of their choice. They must meet the requirements of the Edge as usual.

- **Masaquani:** Humans can speak masaquani after only a few months among the Caribduns.

They begin play with Knowledge (Masaquani) at d6, allowing them to engage in normal conversations, but not duplicate specific regional accents.



KEHANA

Kehana are fish-like humanoids who originated in Caribdus' seas long before she was flooded by the Sea Hags. Kehana have many colors, much like the fish from which they ascended. Most are gray, blue, or deep red in color, though some are jet black and others have vibrant stripes or spots of yellow or green. All have short fins that run from their brows to the small of their backs, and this can be many different colors as well. Sharp teeth and fish-like eyes are their most prominent facial features.

The "fish men," as visitors call them, can breathe in both air and water with little difficulty. They tend to dry out quickly, however, and die if denied hydration.

Kehana hunt in packs, cruelly toying with their prey before finally devouring it "raw and wiggling."

Scholars who try to claim that kehana are just a different culture are dead wrong—as a race they really are cruel and callous, even to their own. The most famous example of their cruelty occurred when the last of the doreen swam to their flumes and asked for shelter. The kehana feasted on the gray folk for days, then chased the survivors south until they were finally overtaken or escaped.

Kehana heroes are those who have left their race to join the surface world. They have grown tired of the water-world, or perhaps have even decided the fish-folk are backward savages. These self-appointed exiles want to be more like the surface races—particularly humans and masaquani. They tend to wear fancy clothes (though often inappropriately) and spend their Booty on the trappings of what they consider "civilization."

Names: Kehana have burbling names that are unpronounceable to others. They rarely rename themselves, but are often given names by others—usually visitors who delight in giving them inappropriate monikers. Reginald, Red Stripe, Harold, and so on have all graced the fish men.

RACIAL EDGES & HINDRANCES

- **Aquatic:** Kehana have webbed fingers and toes, and can move at their full Swimming skill while in water (–2" per load limit penalty). They may speak underwater as well. Kehana begin play with a free d6 in Swimming.

- **Dehydration:** Kehana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Most kehana simply jump in the ocean and drink of the sea around them to avoid this fate.

- **Habit (Unwholesome Appetite):** Kehana prefer to consume their food live—"raw and wiggling," as they say. Atani, humans, masaquani and the more civilized races find this disgusting. The fish men suffer –2 to their Charisma, except among other kehana.

- **Racial Enemy:** Kehana hate doreen and vice-versa. Kehana societies hunt the weak "gray folk" relentlessly and inflict grotesque tortures upon them. Kehana suffer a –4 Charisma penalty when dealing with doreen.

- **Teeth and Claws:** Kehana have sharp teeth and claws. They can attack with either as a standard Fighting attack for Str+d4 damage.



KRAKEN

Kraken are tall, slender, red to purple-skinned humanoids with squid-like features. Though they are ill-liked by most for their aloof and mysterious ways, many are naturally gifted elementalists. Such individuals are highly sought after by ship's captains, but rarely welcomed by their crews.

The kraken once lived in a single great city, half-submerged and half-afloat, called Tar Tarris. They had the greatest fleet in the world, comprised of a dozen Great Ships and thousands of smaller attack vessels. This great fleet sailed against the Sea Hags soon after the witches rose but was destroyed. Worse, the witches retaliated by leveling Tar Tarris, killing thousands more innocent kraken in their rage.

Now a single Great Ship remains. High Admiral Caspian of the kraken gathered all those who survived. He kept a small number of his greatest warrior-mages aboard the Great Ship and told the rest to wander the world until they found a way to defeat the witches.

The kraken Admiral still wanders the Thousand Isles on some great and mysterious quest unknown to all others. The rest of his people continue the mission, or have given up and go about their own personal quests.

These wanderers are much like the doreen, whom they admire. Both are the last of their race, and will probably never see their people truly thrive again.

Though most kraken are mages, some are fierce warriors as well. Those who once served in the kraken navy wield feather-light scimitars engraved with exotic images of the sea. Kraken bone swords are enchanted, but only for the kraken themselves.

Names: Kraken's true names are unpronounceable bumbles and glurps. Wary of becoming mocked like the kehana, they name themselves. These vary, but tend to be single long words such as Keraptis, Jaraquay, Telimos, and Faniferous.

RACIAL EDGES & HINDRANCES

- **Aquatic:** Kraken have webbed fingers and toes, and can move at their full Swimming skill while in water (–2" per load limit penalty). They can speak underwater as well, allowing them to cast spells normally while submerged. Kraken begin play with a d6 in Swimming.

- **Dehydration:** Kraken must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

Kraken mages with *elemental manipulation (water)* use the higher of their Vigor or Spellcasting skill to avoid dehydration Fatigue.

- **Natural Talent:** Kraken have a natural affinity for elemental magic. They start with 10 additional Power Points. Those without an Arcane Background simply ignore this benefit, but may make use of it immediately if they later become elementalists.



MASQUANI

The dominant species of Caribdis before the flood were the masquani (mass-a-kwan-ee). They are near-human in appearance, but with far more exotic and varied skin and hair colors (deep blue to bright pink). They also seem to have more variance. Fat masquani can easily exceed 400 pounds, tall individuals can reach seven feet, and short masquani look almost like dwarves of human legend.

Masquani cities were the largest and most like Earth's in the dark ages, but without a feudal tradition or knights and armor. Elemental magic replaced the development of science in many realms, though a few forward-thinking rulers, such as those of Ograpog, emphasized both in their nations' universities.

Before the flood, there were two great masquani empires and a number of lesser states. By far the most enlightened was that of Ograpog. All races were welcome there, and the laws were established to treat all individuals equally. In practice, aggressive species such as kehana and half-ugaks suffered some discrimination, but the rules of Ograpog were at least set up to discourage such things.

The Kieran Empire was—and is—quite different. Other races are not welcome there, and the slightest offense could land a stray grael, ugak, kehana, or scurillian in irons. Kraken are revered there, not because of any inherent acceptance of their race but because of the immense power kraken mages can wield.

Like all races of the Thousand Isles, Masquani did not have gunpowder prior to the arrival of the visitors, but they have adapted to its use very quickly.

MASQUANI CITY-STATES

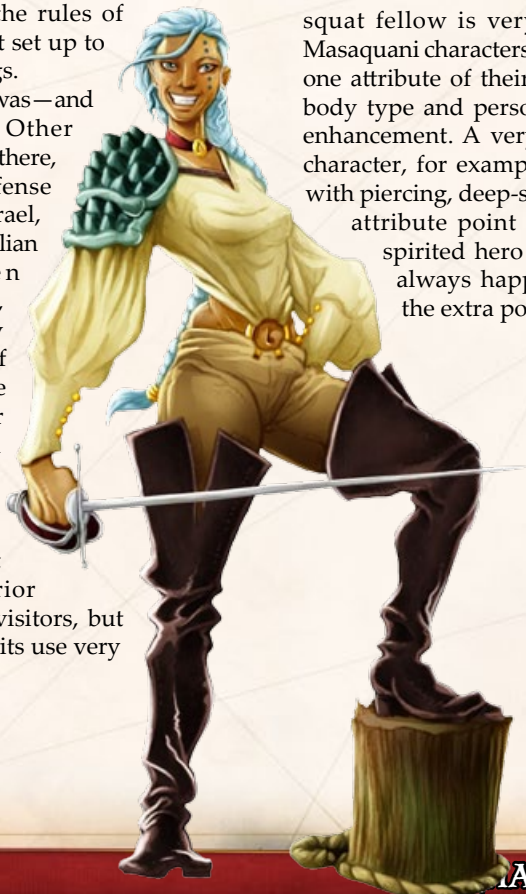
Two large masquani nations existed before the flood—Ograpog and Kiera. Ograpog was the name of both the island and the city-state that ruled over it. The Kieran Empire's borders are now deep underwater, but what remains are two large islands and several smaller ones. The people of Ograpog and Kiera have engaged in many wars in their past, so grudges remain and fights between former soldiers, sailors, and even common citizens are frequent in the bars and taverns of Caribdis.

Several independent masquani confederations existed prior to the flood, but their people had little sense of common identity. Masquani consider themselves from Ograpog, Kiera, or "somewhere else."

Names: Masquani first and last names always start with the same first letter, such as San Salls, Daris Drak, and so on. Children are given the last name of their mothers.

RACIAL EDGES & HINDRANCES

- **Iconic:** Most masquani are iconic—a tall, thin individual is very agile while a short, squat fellow is very strong or very tough. Masquani characters have an extra point in any one attribute of their choice. Their character's body type and personality should reflect this enhancement. A very strong, very intelligent character, for example, might be solidly built with piercing, deep-set eyes (and take the extra attribute point in Smarts). A dumb but spirited hero has a vacant stare but is always happy and upbeat (and puts the extra point into Spirit).



RED MEN (HALF-UGAK)

The Red Men of Torath-Ka are savage barbarians who look something like red-tinged neanderthals. They are massive brutes with dirty brown hair and brown eyes and limited intellects.

Most are too brutal to put aboard ships with good-hearted crews, but they are sometimes captured and pushed toward their captor's foes as "shock troops."

Occasionally, Red Men escape and mate with humans or masaquani. The children of these (typically unwilling) pairings are called a variety of things, none of them polite. Half-ugak or—incorrectly—Red Men are the least offensive.

Half-ugaks usually have terrible childhoods. Most who survive are raised in secret by their parents or sold into slavery from an early age. Such rearing does little to improve their natural hostility.

Pirates and privateers alike find half-ugaks fantastic crewmen.

They are simple enough to obey orders yet barbaric enough to terrify many foes before a shot is fired or an axe is swung.

UGAK RAIDS

A few years before the flood, ugak raids against southwestern Ograpog dramatically increased. A large number of half-ugaks resulted from this period. King Amemnus chased the Red Men back to their jungle highlands (now Torath-Ka), but a number of newborn half-breeds were left in the path of this brutal campaign.

Names: Half-ugaks have single, short names such as Ug, Lak, or Tonga if they were raised by Red Men. It is considered rude to give a half-ugak a masaquani family name, but a few brave souls have done so regardless.

RACIAL EDGES & HINDRANCES

- **All Thumbs:** Half-ugaks do not easily understand complex devices, including clocks, crossbows, cannons, pistols, and the like. They suffer a -2 penalty when using such contraptions.

- **Clueless:** Half-ugaks are not worldly creatures. They may ignore this penalty only when checking for common "survival" type skills, such as where to find shelter, whether or not a particular food item is poisonous, and so on.

- **Dumb:** Half-ugak brains are less developed than most. It costs 2 points to raise their Smarts during character creation, and they must dedicate two advances to raise their Smarts afterwards.

- **Outsider:** Half-ugaks are universally reviled or at least shunned by other races as savages. They suffer -2 to Charisma.

- **Strong:** Red Men are strong, as are their half-breed children. They start with a d6 Strength instead of a d4.

- **Tough:** Half-ugaks are hearty souls. They begin play with a d6 Vigor instead of a d4.

- **Tough as Nails:** Half-ugak player characters begin play with the Tough as Nails Edge.



SCURILLIANS

Scurillians are unique among Caribduns, for they are the product of tampering by a kraken archmage named Tal Rathus hundreds of years ago. Rathus captured a number of the giant crabs found on so many of Caribdus' shores even before the flood and experimented on them with a strange mix of elemental sorcery—and some say dark magic. The creatures gained true sentience and revolted against their creator. Rathus died beneath their snapping pincers, but the “scurillians” were born.

These strange creatures have never been fully accepted by most of Caribdus, but the genius given them by Rathus makes them valuable accountants, scientists, navigators, quartermasters, and even mages.

Though most avoid combat, they are well-suited to it when pressed. In addition to grasping arms, hard shells, and telescopic eyes, they also have two sharp, vice-like pincers.

The crab folk are unsocial creatures and so do not form their own exclusive communities, but rather live in and among others as their work takes them. Scurillians do not couple well either and rarely “marry.” Because of this there are perhaps less than 200 of these creatures in all of Caribdus.

Names: Scurillians have single short names that always end with an “s” sound: Equais, Sachas, Kalsas, Weavas. Scurillians do not have last names.

RACIAL EDGES & HINDRANCES

- **Pincers (Str+d6):** Scurillians use their humanoid arms normally. They may also attack with one or both pincers as well. Attacking with one pincer does not incur a multi-action penalty, no matter what else they do that turn. Attacking with both pincers inflicts a multi-action penalty on both pincer attacks, but has no bearing one way or another on other actions taken that round. In effect, the pincers act as an entirely separate creature. The “claws” are considered ambidextrous as well.

If not being used to attack, scurillians add +2 to Strength rolls when grappling due to the vice-like nature of their claws.

- **Mean:** Without fail, a crab-man's natural state is one of constant irritation. They find others dull and too-easily excitable. Their constant “crabbiness” subtracts 2 from their Charisma.

- **Keen Mind:** Scurillians' brains are wired to remember details and easily deal with mathematics. They add +2 to any Common Knowledge roll made to remember details of some past event or to any Knowledge roll that requires mathematics or memorization of some sort.

- **Shell:** Scurillians have a hard shell over their torso, adding +3 to their Toughness in that area. They have only 1 point of armor on their arms and legs. Scurillians gain no benefit from other armor (assuming it can even be fitted somehow) unless it is higher than that of their shell. If so, use that armor value instead—they do not “stack.”

- **Telescopic Eyes:** Scurillians gain +2 to Notice rolls made to detect anyone sneaking up behind them, and can peer over cover with little exposure. Targeting an eyeball suffers a -8 penalty. A hit for at least 2 points of damage destroys that eye and makes the crabman blinded and Shaken. Scurillian eyes do grow back after six months (and several molting cycles!).



NEW HINDRANCES

BRANDED (MAJOR)

The character was caught committing acts of piracy at some point in the past. He escaped the noose but received a brand on his face labeling him a pirate. He suffers -2 Charisma among non-pirates. Any vessel he is on that is boarded by privateers is thoroughly searched and the cargo manifest scrutinized. If the character is caught committing an act of piracy by authorities such as the Spanish Guild or the British East India Company, he is summarily executed.

JINGOISTIC (MINOR/MAJOR)

The character dislikes people from other cultures and believes his own culture to be far superior—a jingoistic Englishman, for example, dislikes masaquani and grael as much as the French or Spanish. He cannot help belittling other cultures at every opportunity.

A character taking the Minor version has -2 Charisma among other cultures. The penalty increases to -4 for the Major Hindrance.

LANDLUBBER (MINOR)

Not everyone in Caribdis is a sailor. For some, the workings of a ship are incomprehensible.

The character cannot buy Boating with his starting skill points. Although he can learn it through advancements, the character never quite grasps the basics and receives a -2 penalty to all Boating rolls.

SEASICK (MAJOR)

Suffering from seasickness on Caribdis is a big problem. The character must make a Vigor check each time he boards a ship. On a success, the character manages to control his sickness. With a failure he suffers a -2 penalty to all trait rolls until he spends an hour on dry land.

Woe betide the character when caught in a storm! He must make a Vigor roll at the start of each round until the storm abates or his sickness kicks in. He still rolls if already suffering seasickness—a failed Vigor roll increases the penalty to -4.

SQUANDEROUS (MINOR)

Your hero is particularly loose with his resources, sometimes spending the equivalent of a year's pay in a single week of drunken debauchery. The cost for carousing is doubled! See page 38 for a complete description.

NEW EDGES

Arcane Resistance is not appropriate for 50 *Fathoms*, but see Mark of Torquemada (p. 23).

HEROISM

The heroes and villains of Caribdis are reckless and daring. During character creation only, your hero may take one Seasoned Edge. He must meet all other requirements for the Edge as usual. This Edge isn't "free," the usual Rank requirement is just waived.

BACKGROUND EDGES

ARCANE BACKGROUND (MAGIC)

Requirements: Novice, Smarts d6+, Human, Kraken, Masaquani, or Scurillian

There is only one type of Arcane Background available to player characters in Caribdis: Magic. Such characters are called elemental mages, and must choose a single element—earth, fire, water, or air—to serve.

Mages' power comes from the bound spirits of these raw elements. Their spells are limited and specialized, however, so young wizards must choose carefully. Water wizards can quench a crew's thirst and heal their wounds. Fire mages excel at pure destruction. Earth mages are defensive in nature and handy to have along when exploring the Thousand Isles. Wind wizards serve utilitarian purposes, keeping ships moving when becalmed or slowing foes.

See pages 50 through 54 for a list of available spells.

Mages can master more than one element with time and patience. See the Elemental Mastery Edge for more information.

BOOTY!

Requirements: Novice, Boating d6+, Fighting d6+, Shooting d6+

The character served as a pirate in the past and still retains some of his past booty. He begins the game with a roll on the King's Ransom entry of the Booty Table (p. 104). Any relic found should be determined randomly.

KRAKEN BONE SWORD & ARMOR

Requirements: Novice, Kraken

Kraken who served in the Kraken Navy were equipped with enchanted bone swords and armor. A character with this Edge still retains his gear from his service, or perhaps inherited it from a fallen companion or relative.

The kraken bone sword and armor are formed from the skeletons of long-dead sea beasts called leviathans. The blade is a "long sword" that does Str+d10 damage and weighs only four pounds. The armor forms a rib cage and "bracers" along the arms. It offers +3 Armor and weighs only 15 pounds. The sword does only d6 damage in the hands of a non-kraken, and the armor offers only +1 protection. Neither are considered magical when worn by other races.

NATURAL SWIMMER

Requirements: Novice, not available to Aquatic and Semi-Aquatic races.

Your hero wasn't literally born in the water, but some might believe he was. He takes to it like a fish and can hold his breath longer than most others. Natural swimmers add +2 to their Swimming rolls, add +1 to their Swimming Pace, and can hold their breath 50% longer than others of their species. In a world mostly covered in 50 fathoms of water, this Edge can be quite important.

COMBAT EDGES

BILGE RAT

Requirements: Novice, Agility d8+, Fighting d8+

Scuttling around in the bowels of the ship doesn't suit every sailor, but this character has learned to adjust to the cramped conditions below deck.

The character no longer suffers the -2 penalty when fighting below decks (see page 36). If the weapon has a Reach value the -2 penalty applies as normal.

IMPROVED BILGE RAT

Requirements: Seasoned, Bilge Rat

The character can use any weapon below decks without incurring the -2 penalty for fighting in cramped conditions.

CLOSE FIGHTING

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters such as the doreen, who pride themselves on defeating their opponents up close and personal.

Close fighters move inside most weapons' reach, adding a bonus to his Parry equal to the

enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Example: A doreen with Close Fighting battles a kehana with a cutlass (Reach 0). The doreen's Parry is raised by +1.

IMPROVED CLOSE FIGHTING

Requirements: Novice, Close Fighting

Close fighters train to go for vital areas and weak spots for quick and lethal kills. The attacker adds a bonus to his Fighting roll equal to his enemy's Reach +1.

DIRTY FIGHTER

Requirements: Seasoned

There is no honor among thieves, and Caribbus has more than its fair share of scurvy dogs. Those with this Edge will do anything to win out in a fight.

This scoundrel is particularly good at tricks. He adds +2 to all Trick maneuver rolls.

REALLY DIRTY FIGHTER

Requirements: Seasoned, Dirty Fighter

The knave is extremely skilled in tactical deceit. By describing the trick and spending a Benny, he may automatically get the drop on any single opponent.

OVERSIZED WEAPON MASTER

Requirements: Seasoned, Fighting d8+

The character may use two-handed melee weapons with one hand. The minimum Strength for using the weapon still applies as normal.

RAMMING SPEED!

Requirements: Seasoned, Boating d8+

When all else fails, a ship can be used as a weapon. The captain receives a +2 bonus to perform a Ram maneuver if captaining the vessel. In addition, the ship takes only half damage from ramming attacks it delivers (one-quarter if the ship is fitted with a ram).

LEADERSHIP EDGES

BOARD 'EM

Requirements: Novice, Command, Throwing d8+

The character is a master at judging when to launch grapples against enemy vessels. When he leads the boarding party group Throwing rolls to grapple an enemy vessel receive a +4 bonus.

MASTER OF COMMANDER

Requirements: Seasoned, Smarts d8, Boating d10+, Intimidation d8+, Command, must be sole Captain of the vessel when the Edge is used

Crews who serve under these skilled leaders add +2 to their Boating rolls.

POWER EDGES

ELEMENTAL MASTERY

Requirements: Seasoned, Arcane Background
Elemental mages choose a single element when first starting out. As they advance in experience and wisdom, they may slowly learn to master other elements as well. There is a steep price to pay for this, however.

Elemental Mastery may be purchased as an Edge at any time (after becoming at least Seasoned), but it may only be taken once per Rank. (Legendary characters may take the Edge every other time they advance instead.)

Unfortunately, the elemental spirits are jealous creatures. Each additional element mastered

subtracts 1 from all of the mage's Spellcasting rolls. If an earth mage begins to learn the secrets of water, for instance, the earth spirits become offended and distant. A character who knows two elements suffers a -1 penalty, and one who knows three suffers a constant -2 penalty.

Spells that may be learned by multiple schools, such as *elemental manipulation*, are automatically known for all schools. If a water mage takes Elemental Mastery (Fire), for example, he can now use the *elemental manipulation* spell for both elements.

Archmage: When all four elements have been mastered, the character is called an archmage. At this point he has managed to strike a balance between earth, fire, water, and air. The spirits are appeased and he no longer suffers any penalties. He may also choose spells from any of the four elemental schools.

There is only one known archmage on all of Caribbus, Tressa the Red (though it is rumored several kraken archmages may yet live). Tressa lives in a magical island atop a geyser in the Teeth (see page 48).

PROFESSIONAL EDGES

BOARDER

Requirements: Novice, Boating d6+, Climbing d8+, Throwing d8+

Many captains instill courage in their men by offering additional rewards to the first man



to board an enemy vessel. Few survive to claim their prize. Through skill and luck the character has survived dozens of boarding actions and feels empowered by the adrenaline rush.

All Climbing and Throwing rolls involving ropes are made at +2. Anytime he is the first allied character to board an enemy vessel he receives a Benny.

GUNSMITH

Requirements: Novice, Smarts d8+, Knowledge (Metallurgy) d8+, Repair d8+

Gunsmiths can repair broken firearms and cannons given fire, metal, suitable tools, and a Repair roll. This takes four hours per device, or half that with a raise. They may also use molds to make shot for these weapons (see page 26).

MARK OF TORQUEMADA

Requirements: Novice

The dread inquisitor Tomas de Torquemada controls a legion of underlings to help him in his nefarious quest—the complete extermination of all Caribdis' mages. Those who pledge themselves to his cause, honestly and truly, are made inquisitors and painfully branded upon their left breast with the sign of the cross. From this day forward, the character gains the Improved Arcane Resistance Edge (which is not otherwise available in this setting).

The Edge comes with a price though. Torquemada knows what is in a person's heart, and does not impart his brand to those with no intention of fulfilling their duties. The character is expected to bring Torquemada a minimum of one mage every six months. Those who fail are not banished, but are sent after more powerful targets to regain the High Inquisitor's trust.

MERCHANT

Requirements: Novice, Persuasion d8+

A character with this Edge is skilled in buying and selling large lots of cargo for resale. Commodities on the Master Trading Table (page 43) cost 25% less.

MASTER MERCHANT

Requirements: Novice, Merchant

The merchant now sells cargoes for 25% more than listed on the Master Trading Table (page 43).

MUSKETEER

Requirements: Novice, Shooting d8+, may not have the All Thumbs Hindrance

Some characters have a natural affinity with firearms, or have trained for years to load quickly even while under fire.

Characters with this Edge can reload a firearm in a single action. They may walk while reloading, but may not run. The Edge does not apply to cannon, only to personal arms.

ROPE MONKEY

Requirements: Seasoned, Agility d8+, Climbing d10+

Rope Monkeys are those sailors who may as well have been born in the rigging. They always seem to know just the right rope to cut and pull to swing to some other part of the ship and can ride the lines down to avoid an otherwise nasty fall.

Rope Monkey has two functions. The first is to allow a character on the exterior of the ship to move to any other exposed part of the ship by swinging from the rigging. This counts as the character's movement and requires a Climbing roll. If successful, he moves to any other external area of the ship. He may not move further this action even by "running." With a raise, he can move and gains momentary surprise on any foes, adding +2 to any Fighting attacks and damage rolls for the round. This can also be combined with a Trick maneuver.

Rope Monkeys may also use this ability in forests with tall trees. In that case, the Climbing roll is made at -2 and the character may reposition himself within d10".

A foe who wants to take his free attack at a Rope Monkey swinging out of melee must subtract 2 from his roll. The same applies to characters with First Strike—they suffer a -2 penalty to their Fighting roll.

Rope Monkeys may also make a Climbing roll any time they fall from a ship's rigging (and are conscious). Success means they take half the usual falling damage by grabbing onto ropes as they tumble. With a raise, the sailor manages to slide down a rope and suffers no damage.

SCOUT

Requirements: Seasoned

Scouts have learned to watch the signs and trust their instincts when it comes to navigating Caribdis.

Anytime the Game Master draws a face card while traveling (indicating a random encounter has occurred—see page 59), a Scout may make

a Notice roll at -2. If successful, he detects the hazard, creature, or situation at the earliest opportunity, likely giving his party time to avoid it or at least attack it on their own terms.

Scouts also gain +2 to Notice rolls made to avoid surprise in tactical situations. (Make this a cooperative roll if there are multiple Scouts.)

SHIP'S CARPENTER

Requirements: Novice, Boating d6+, Knowledge (Carpentry) d6+, Repair d8+

The character may use his knowledge of carpentry to repair damage to a ship without taking it to a dry dock. The ship must still be careened, however (see page 37).

Repairing each wound requires a successful Repair roll, takes 1d4 days, and requires a half cargo space worth of timber per wound. With a failure the time and materials are ruined. With a raise, the time is halved. A number of crew equal to the ship's base Toughness are required. Time can be halved with double the crew, or time is doubled every time that number is halved.

Critical wounds require a successful Repair (-2) roll and take 1d6 days to fix.

TREASURE HOUND

Requirements: Novice, Luck

Some scallawags are just luckier than others when it comes to finding treasure. If there's a single Treasure Hound in a party, the GM increases the value of Booty generated from the Booty Table by 25% (page 104). Even better, the chance of finding magical items is increased by 10% as well! Multiple Treasure Hounds in a party have no additional effect.

WHALER

Requirements: Novice, Agility d8+, Boating d6+, Throwing d8+

Although the norwhale is the most well-known, there are other species of whale swimming beneath the seas of Caribdis. Their bone, flesh, and fat are tradeable commodities in most settlements—but first you have to catch them. Whalers earn their living hunting these behemoths, stripping their carcasses, and selling the components.

A whaler's main weapon is not his harpoon but his knowledge of whales. Any fool can throw a harpoon—the trick is knowing when to throw it and where to aim. A whaler gets +2 to Throwing rolls and inflicts +4 damage against aquatic creatures of Size +3 or greater.

See page 44 for details on the grisly practice of whaling.

SOCIAL EDGES

FRUGAL

Requirements: Novice, Smarts d8+

Your sailor knows that fools and their money are soon parted. The total price for carousing is halved (page 38). He also adds +2 to his Smarts rolls to avoid getting drunk.

GOOD OR BAD REPUTATION

Requirements: Veteran

Whether the character is branded a hero or villain, he has earned a reputation across Caribdis. He may add his Charisma to Intimidation or Persuasion rolls. A negative score is treated as positive for this purpose (and the character has a bad reputation).

WEIRD EDGES

STORM CHASER

Requirements: Novice, Boating d8+

When the weather is at its worst the character is at his best, seeming to read the storm like he would a book. Such characters are respected for their skill but feared for their love of a good storm.

The character receives +2 to all Boating rolls made during a storm. In addition, the character may draw two cards each round during a storm and keep the best card. If the character has the Wind Sense Edge as well he draws three cards total.

WIND SENSE

Requirements: Novice, Smarts d8+, Boating d8+

The character has an almost supernatural knowledge of air and wind. He can sense changes in the weather and wind direction long before they actually happen.

If the character is piloting a ship he gains +2 to Boating rolls during Contact, using his knowledge of the winds to outrun and catch prey.

In addition, the character may draw two cards each round during a storm and keeps the best. If the character has the Storm Chaser Edge as well he draws three cards.

GEAR

The gear listed below is commonly available on Caribdis. Some of it is manufactured in the Thousand Isles, some has been transported aboard ships from Earth.

Every port with a population of at least 1000 has a general store, market, or street vendor with some of the items on the following lists.

CURRENCY

The standard currency of Caribdis is silver and gold coins. Visitors from Earth equate these as pieces of eight and doubloons, and mix them freely. Eight silvers equal one gold coin.

For ease of use, \$ is used to denote pieces of eight in *50 Fathoms*.

The standard pay for a sailor on Caribdis is 50 pieces of eight a month. This is actually more coins than most of the sailors from Earth would have received, but has about the same relative value.

Native coins are stamped with the image of old Ograpog or Kiera, the only two nations to mint coins. Most coins from the visitors are Spanish, though a fair number of French and English coins are in circulation as well.

SELLING GOODS

Adventurers often come into a fair amount of booty and cargo. Gems and jewelry are easy enough to sell or trade, but unloading more mundane items such as swords, muskets, and even ships can be a bit more tricky. One or two items can sometimes be sold at near full-price if the right buyer can be found, but no merchant pays full price for such items.

A Streetwise roll in any town allows a seller to unload all of his mundane booty or cargo for a quarter its normal value. A raise finds a buyer who will take it all for half the list price. This roll may only be attempted once per week.

SELLING SHIPS

Finding a buyer for a captured ship requires a Streetwise roll. Success means a buyer is found who will pay 25% of the ship's list price. A raise finds a buyer who will pay 50%. This roll may be attempted once per week per port.

Subtract 25% of *that* total for each wound the ship has suffered that has not been repaired.

Crews are advised to keep a savvy trader aboard to sell the many goods they're likely to come across during their adventures.

MUNDANE ITEMS

Item	Cost	Weight
Bedroll	25	4
Blanket	10	4
Candle (2" radius)	1	1
Compass	500	1
Flask (ceramic)	5	1
Flint and steel	3	1
Grapple gun	500	14
Grappling hook & line	10	2
Gunsmith's Tools	300	5
Hammer	10	1
Lantern (4" radius)	25	3
Lantern, bullseye	50	3
Lockpicks	200	1
Manacles	15	2
Medicine chest	1,200	10
Oil (for lantern; 1 pint)	2	1
Pick	10	6
Quiver	5	2
(holds 20 arrows or bolts)		
Rope (20 yards)	5	15
Leather satchel	10	2
Map of Caribdis	100	1
Sailcloth	5/yard	3
Shovel	5	5
Soap	1	1/5
Spyglass	100	2
Torch (1 hour, 4" radius)	1	1
Waterskin	1	1
Whistle	2	-
Whetstone	5	1
Clothing		
Normal clothing	20	—
Formal clothing	200	—
Winter gear (cloak)	200	3
Winter boots	100	1
Food		
Provisions	1	1
(ship's rations for 1 day)		
Cheap meal	5	1
Good meal (restaurant)	15+	—
Trail rations	10	5
(5 meals; keeps 1 week)		
Drink		
Cheap stuff, bottle (grog)	1	1
Good stuff, bottle (wine)	10	1
Women (or Men)		
Cheap Date	20	—
Upscale wench	50+	—

GEAR NOTES

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out if the character holding it runs or is in strong wind.

Grappling hook and line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards). The user throws the hook just as if he were attacking a target. It has a range of 3/6/12. If it "hits," the hook has set and can hold up to 200 pounds of weight.

Grapple Gun: Grapple guns are grenade launchers modified to fire a grappling hook and line. When used during chases a boarding maneuver may be attempted when the ship has advantage and a Jack or better—instead of a King or better. A Shooting roll is required in place of the usual Throwing roll, however.

Gunsmith's Tools: Repairing firearms or cannons with this toolkit provides a +2 bonus (see the Gunsmith Edge on page 24). It also includes bullet molds which allow the user to create 12 lead balls in an hour with a successful Repair roll. A raise halves the time. A gunsmith may purchase additional molds for \$50 each, and may work with up to four at one time. (Make one roll for the entire batch.) The metal costs \$1 per ball.

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight. (See the rules for fire in *Savage Worlds*.)

Lantern, Bullseye: A bullseye lantern acts as a regular lantern, but also has a shuttered reflective hood that can focus light through a small opening. When used in this way, it provides a cone of light equal to the Cone Template. There is a 50% chance the lantern breaks if dropped.

Lockpicks: A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

Medicine Chest: Diseases are commonplace on crowded ships. A medicine chest, a rare item on Caribdis, contains 10 doses of various powders and tonics for treating sickness (but not injuries). A surgeon using a chest has a +2 bonus to Healing rolls to treat diseases. Each use of the chest consumes 1d4 units of medicine.

Restocking the chest costs \$50 per unit of medicine. Use the Master Trading Table to determine the number of units available in a town.

Oil (1 pint): Besides providing light when used in lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight. Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5-6, causing 1d10 damage per round. The fire has a chance of spreading as usual.

Pick: Picks are unbalanced as weapons and so inflict a -1 penalty on the user's Parry and Fighting scores. Their damage is Str+d6.

Rope (20 yards): The rope can safely handle 300 pounds without worry. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Torch (1 hour): A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.



ARMOR

Type	Armor	Weight*	Cost	Notes
Personal				
Kraken Bone Armor	+3	20	—	Covers torso, arms, head; see page 20
Leather	+1	15	50	Covers torso, arms, legs
Chain	+2	25	300	Covers torso, arms
Plate Corselet	+3	25	400	Covers torso
Pot Helm	+3	4	75	50% chance of protecting against head shot

Shields

Small Shield (Buckler)	—	8	25	+1 Parry
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**This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.*

HAND WEAPONS

Type	Damage	Weight	Cost	Notes
Axes and Mauls				
Axe	Str+d6	2	50	
Battle Axe	Str+d8	10	100	
Grael Battleball	Str+d10	25	100	Parry -1; Reach 1
Great Axe	Str+d10	15	250	AP 1; Parry -1; requires 2 hands
Maul	Str+d8	20	250	AP 2 vs rigid armor; Parry -1; requires 2 hands
Warhammer	Str+d6	8	50	AP 1 vs rigid armor
Blades				
Dagger	Str+d4	1	25	
Great Sword	Str+d10	12	250	Parry -1; requires 2 hands
Hook	Str+d4	-	20	See notes
Marlinspike	Str+d4	1	10	AP 1
Rapier	Str+d4	3	150	Parry +1
Short Sword	Str+d6	4	50	Includes sabers and cutlasses
Long Sword	Str+d8	8	200	Includes scimitars
Blunt Weapons				
Club/Belaying Pin	Str+d4	1	5	
Brass Knuckles	Str+d4	1	20	
Flails				
Jumani Chain	Str+d8	15	20	Reach 1; requires 2 hands; See notes
Pole Arms				
Gaff	Str+d4	6	10	Reach 1; requires 2 hands; See notes
Halberd	Str+d8	15	300	Reach 1; requires 2 hands
Harpoon	Str+d6	10	100	Reach 1; requires 2 hands
Staff	Str+d4	8	5	Parry +1; Reach 1; requires 2 hands
Spear	Str+d6	5	25	Parry +1; Reach 1; requires 2 hands

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.
Axe, throwing	3/6/12	Str+d6	1	50	2	—	
Bow	12/24/48	2d6	1	200	3	—	d6
Crossbow	15/30/60	2d6	1	300	10	—	d6
<i>AP 2; Requires 1 action to reload</i>							
English Long Bow	15/30/60	2d6	1	1000	5	—	d8
<i>Requires Shooting d8</i>							
Harpoon	3/6/12	Str+d10	1	100	10	—	d8
Knife/Dagger	3/6/12	Str+d4	1	25	1	—	
Sling	4/8/16	Str+d4	1	1	1	—	
Spear	3/6/12	Str+d6	1	25	5	—	d6

BLACK POWDER WEAPONS*

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str
Blunderbuss (8G)	10/20/40	1-3d6*	1	300	12	—	d6
<i>Damage is 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range</i>							
Flintlock Pistol (.60)	5/10/20	2d6+1	1	150	3	—	—
Grenade Launcher	10/20/40	2d6	1	600	14	—	d6
Musket (.75)	10/20/40	2d8	1	300	15	—	d6
Musketoön	5/10/20	2d8	1	200	8	—	d6
Pocket Pistol	10/20/40	2d6+1	1	250	2	—	—
Rifled Musket (.45)	15/30/60	2d8	1	300	8	—	d6
<i>AP 2; 3 actions to reload</i>							
Turn-Out Pistol	10/20/40	2d6+1	1	250	3	—	—
Two Barrelled Pistol	5/10/20	2d6+1	1/2	200	5	—	d6
Volley Gun	Cone	2d8	1	350	12	—	d10

*All black powder weapons require two actions to reload unless noted otherwise

SPECIAL WEAPONS

Type	Range	Damage	RoF	Cost	Min Str
Bowchaser	24" path	2d6	1	300	—
Cannon, 4 pdr.**	40/80/160	2d6+2	1	150	—
<i>AP 2; Heavy Weapon</i>					
Canister/Grape Shot	18" path	2d6-1	1	—	—
Chain Shot	25/50/100	2d6-1	1	—	—
Cannon, 8 pdr.**	50/100/200	3d6+1	1	200	—
<i>AP 4; Heavy Weapon</i>					
Canister/Grape Shot	24" path	2d6	1	—	—
Chain Shot	40/80/160	2d6	1	—	—
Cannon, 16 pdr.**	100/200/400	3d8+1	1	1,000	—
<i>AP 6; Heavy Weapon</i>					
Canister/Grape Shot	30" path	2d6+1	1	—	—
Chain Shot	60/120/240	2d6+1	1	—	—
Shrapnel Bomb	3/6/9	3d6	1	100	—

Thrown; Medium Burst Template

**See Cannon Ammunition (p. 31)

AMMUNITION

Ammo	Weight	Cost	Notes
Arrow***	1/5	1/2	
Cannonball	12	5	
Canister/Grape Shot	12	5	
Chain Shot	12	5	
Quarrel***	1/5	1/5	AP 2 (standard crossbow bolt)
Shot (w/powder)	1/10	2	For black powder weapons
Sling stone	1/10	1/20	Stones can also be found for free with a Notice roll in 1d10 minutes, depending on terrain

***Each shot can be recovered on a d6 roll of 4-6.

ARMOR NOTES

Armor is particularly dangerous in a water world. In the *50 Fathoms* setting, an armor's bonus is subtracted from all Swimming rolls. This is in addition to any penalties from the armor's weight.

Ignore magical bonuses when figuring this penalty and use the typical Toughness bonus for its type.

Even leather armor is quite deadly as its weight doubles when soaking wet.

DONNING & DISCARDING ARMOR

Ship marines sometimes leave their armor stowed, donning it only when battle looms.

Leather armor typically takes 1d6 minutes to properly fit. Chain takes 2d6 minutes. Plate mail requires 2d6 x 5 minutes to properly attach, or half that with assistance.

Discarding armor requires a number of rounds equal to twice the armor's normal, non-magical bonus. Discarding plate mail, for example, takes six full rounds.

HAND WEAPONS

Gaff: A gaff works just like a hook (see below), but requires two hands and has a Reach of 1.

Grael Battleball: The grael battleball is the result of a grael trying to explain a jumani chain to a blacksmith who had never seen one. The result was a heavy chain with an oversized cannonball attached on one end.

Hook: Hooks are very useful aboard ships for hauling fish and cargo. Those who lose a hand in combat or to slipped rigging sometimes mount hooks as well. Naturally, many sailors have fallen to fighting with them. Hooks have several benefits in combat.

First, a character with a hook never counts as unarmed during close combat (he can parry with it).

Second, hooks are designed to stay in, so characters who hit with a raise can leave the hook "set" in their foe. Hooked foes suffer a -2 penalty to their Parry, Agility, and Agility-based skills while hooked. (Ignore one point of penalty per Size difference, however. A beast of Size +2 or greater ignores the penalty when hooked by an average-sized foe, for example.)

An opponent who wants to get off the hook must make an opposed Agility roll. Success allows him to rip free, but failure causes him to become Shaken.

Jumani Chain: A masaquani pirate named Jumani added links between the balls of a chain shot and turned it into a lethal flail. The weapon is quite difficult to master and impossible to use in close quarters such as below decks or in thick foliage.

Jumani chains ignore up to 2 points of a foe's Parry bonus as the heavy chain merely wraps around spears, rapiers, and the like.

Each ball is a separate attack, just as if the character had two weapons. Attacking with both, for example, incurs the -2 multi-action penalty to both Fighting rolls.

Marlinespike: Named after its function of separating marlines—double-stranded tarred ropes—the marlinespike has a rounded blade mounted in a wooden grip. The sturdy blade and rounded point allow it to penetrate thick ropes and armor.

It is a tool rather than a weapon but is popular with would-be mutineers, who can carry one openly without arousing suspicion. The wielder suffers a -1 to Fighting rolls when using a marlinespike in combat.

FIREARMS

The firearms of Caribdis run the gamut of matchlocks to flintlocks, depending on the time they were manufactured. Most have been modified to the most modern design available, however (the flintlock), so for game purposes all firearms work the same way.

Blunderbuss: These heavy guns have trumpet-shaped barrels that scatter several shots at once in a deadly cone. A blunderbuss must be loaded with three shots at once to gain its full effect—otherwise its statistics are the same as a pistol. When fully loaded, the blunderbuss acts as a shotgun so the attacker may add +2 to his Shooting roll.

Blunderbusses cannot be overcharged—they rely more on the shrapnel effect of their shot for their damage than the actual blast.

Grenade Launcher: Grenade launchers were employed by the military as early as the 18th century. They resemble blunderbusses with an enlarged barrel and fire small powder bombs. Each bomb explodes in a Medium Burst Template. A failed Shooting roll causes the bomb to deviate.

Musketoön: The musketoön is a short-barreled musket. Less accurate than its full-length cousin, it was designed for close range

fighting, such as during boarding actions. The musketoon requires two hands to use, is fired like a musket, and cannot be used in close combat (except as a club).

Pocket Pistols: Pocket pistols are small, easily concealed firearms. The lock mechanism is located centrally to allow them to be drawn quickly but prevents accurate sighting along the barrel (and makes them more expensive to produce).

Turn-Out Pistols: Turn-out pistols are an early form of breech-loading firearms. Rather than shoving powder, wadding, and shot down the barrel, the firer unscrews the barrel and inserts the shot and powder directly into the firing chamber. This allows for the firer to dispense with wadding and a rammer. In addition, the barrel is rifled for accuracy without affecting loading time.

Two-Barreled Pistol: This weapon has two barrels and locks but only a single trigger. Pulling the trigger back halfway discharges the first barrel—further pressure fires the second. Although this weapon doubles the wielder's firepower it takes twice as long to reload compared with a single barreled pistol.

Both barrels may be discharged as a single action simply by squeezing the trigger hard. When double-fired both barrels must be aimed at the same target—roll two Shooting dice and one Wild Die if a hero.

Volley Gun: Volley guns are firearms with several barrels strapped together and rigged to fire all at once. Volley gun technology on Caribdis is in its infancy, but these weapons are still deadly.

Possessing six barrels set at different angles to help spread the shot and with a single trigger, this version of the volley gun is an all-or-nothing weapon.

The firer places a Cone Template and makes a single Shooting roll. Every aware opponent beneath the template must beat the Shooting total with an Agility test or suffer 2d8 damage.

Each barrel must be reloaded individually, for a total of 12 rounds to reload the weapon.

MORE ON FIREARMS

Moisture: Water is the enemy of gunpowder. Any time powder gets wet, roll 1d6 per shot. On a roll of 4–6 for damp conditions (drizzling rain, wading through a deep stream), the shot

is ruined. If the powder was soaked (heavy rain, swimming), each shot is ruined on a d6 roll of 2–6.

Overcharging: Both muskets and pistols may be “overcharged,” meaning the user puts an extra charge of powder in the shot. Overcharging adds an entire die to the weapon's damage, but risks bursting the barrel. A roll of 1 on the character's attack die (regardless of the Wild Die for Wild Cards) means it has burst the barrel of the weapon and ruined it permanently.

In addition to ruining the weapon, the blast causes 3d6 damage to the user.

Powder as Explosive: Gunpowder can also be used as a low-powered explosive. A standard bomb requires 10 rounds of shot and powder.

To make a powder bomb, the user bundles the shot and powder into a leather sack, pot, or other container, then sets a small fuse into it. The fuse can be set to any delay with a Smarts roll. Failure means the bomb detonates 10–40% earlier or later than expected.

Every 10 shots of gunpowder causes 2d6 damage in a standard Medium Burst Template. A cask of gunpowder causes 5d6 damage in a Large Burst Template. If additional bombs are rigged to explode at the same time, roll their damage separately.

SPECIAL WEAPONS

The standard ship's cannon is an 8-pounder—it fires balls weighing approximately 8 pounds. Historically, cannon went as high as 48-pdr, but these were carried only in small numbers on the largest Man-o-War. 12lb and smaller cannons require two crew to fire to full effect. Larger cannons require four crew. For every man a cannon is missing, it requires two additional rounds to reload.

Number per Ship: The number of cannon listed for each ship assumes a standard 8-pdr. When choosing cannon there is a trade-off between the numbers of guns the ship can carry against increased range and damage. Every two 4-pdrs mounted on a ship take up one gun slot while every 16-pdr uses two slots.

For example, a standard brigantine capable of mounting twelve 8-pdr guns could carry twenty-four 4-pdrs, six 16-pdrs, or some combination of all three types.

Powder & Shot: For simplicity assume a 4-pdr uses half the amount of gunpowder as a standard cannon and a 16-pdr twice as much.

As with the number of guns mounted there is a trade—in this case firepower versus powder usage.

Shrapnel Bomb: A “shrapnel bomb” is an early form of hand grenade comprising a charge of gunpowder encased in a metal shell designed to fragment on detonation. They cause damage to everything within a Medium Burst Template.

Shrapnel bombs can be made by anyone with the Gunsmith Edge, the cost is often prohibitive as they require \$50 worth of metal—a rare commodity in the Thousand Isles. Creation requires two pounds of metal, a hot fire, Gunsmith tools, 10 shots of black powder, and a Repair roll to make one per hour, or one every half hour with a raise.

SHIP WEAPONS & AMMUNITION

BOWCHASER

A bowchaser is a small cannon meant to be used against an enemy's crew at close range, or turned on one's own deck during a boarding

action. It acts as a canister round but uses the Small Burst Template (see Cannons and Canister in the *Savage Worlds* rules for details).

CANNON AMMUNITION

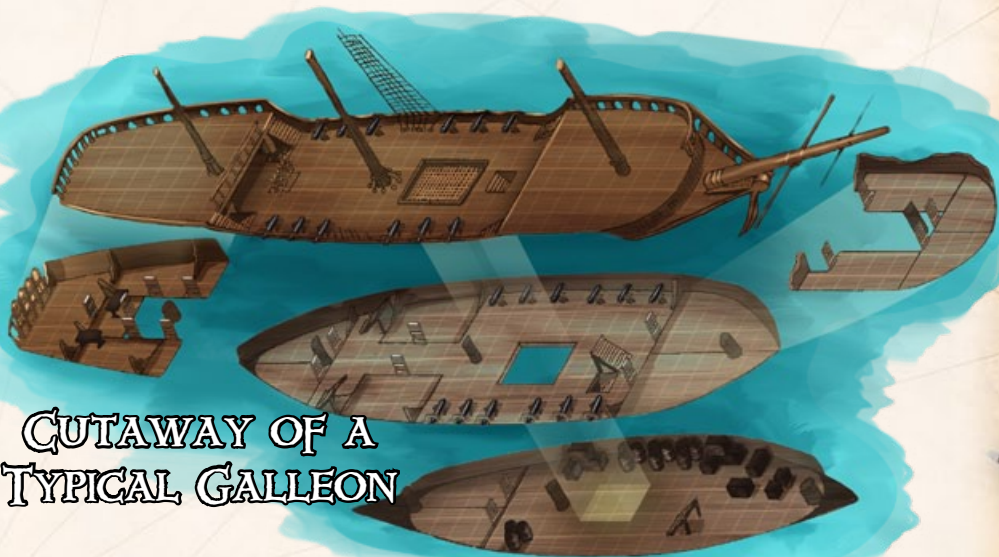
Besides round shot, cannons of Caribbus can also fire the ammunition listed below:

Canister Shot (or grape shot) is composed of dozens of small shot-size rounds. These cannon rounds are used to sweep the decks of exposed crew. See Cannons and Canister in *Savage Worlds* for rules. When using the Chase Rules, this type of ammunition can only be used at Short Range or closer. Instead of using the template, it affects up to 2d6 crew members who make an opposed Agility roll against the Shooting result to determine if they were missed, hit, or hit with a raise.

Chain Shot is used to disable a ship's sails. If chain shot hits with a raise, it tears sails and rigging, automatically reducing the ship's Top Speed by 1”.

Fire Shot are regular cannon balls heated until they glow and fired at a ship. They cause –4 damage as the metal is softer, but have a high chance of starting a fire (5–6 on a 1d6 per hit).

CUTAWAY OF A TYPICAL GALLEON





SHIPS

Below are a number of ships found throughout the Thousand Isles.

Acc/TS: This lists the vessel's Acceleration in inches per turn based on tactical table-top rates, and its **Top Speed**, which is the maximum number of inches a ship may move per turn on the table-top.

Travel Speed: This is the base number of squares the vessel moves in a day on the map of Caribdus.

Handling: Since *50 Fathoms* focuses so heavily on ships and ship-based combat, we've added a bit more detail to reflect the fact that some ships are more maneuverable than others. This might be due to their rigging, the ship's design, or the advanced knowledge of those who built it. Handling adds directly to the captain's Boating total, as well as the crew's if making a group Boating roll.

Toughness: The ship's total Toughness. The number in parentheses is the ship's Armor, which is already figured into the listed Toughness. Note that most ships have Heavy Armor. That isn't because they're particularly well-armored, it's to reflect the fact that musket shots and axes aren't likely to damage them.

Crew: The first score is the number of crew required to operate the ship's sails, rigging, and so on. Having less than this number subtracts 2 from the crew's Boating rolls, and having

less than half the required number subtracts 4. Sailors must have a minimum Boating skill of d6 to count as crew.

The required crew does not count gunners. Each gun fired or reloaded in a round requires two cannoneers. Note that most vessels can get by with manning only half the guns at any one time (since they're firing only on one side).

The number after the plus is the number of passengers the vessel can easily accommodate, including places to eat, sleep, and linger. Up to twice this number can travel for short distances (about a day or less).

Cargo Space: This is the number of cargo spaces the ship has. Cargoes are bought by "spaces" rather than having to keep track of every individual bunch of bananas or carton of grapes.

The exact dimensions of cargo spaces are deliberately vague to keep bookkeeping to a minimum. If it becomes important to know, each cargo space is roughly six feet square.

A cargo space may be converted to hold two guns instead (one on either side of the vessel).

Guns: The maximum number of cannon (if any) that may be mounted on this ship. These are divided evenly along either side.

Cost: The cost of a ship includes its guns. It does not include ammunition, bowchasers, extra lumber or sails, or any other necessities of shipboard life.

BRIGANTINE

Brigs are slightly larger than sloops, and dedicate more room to firepower than cargo space.

Acc/TS: 3/10, **Toughness:** 18(4), **Crew:** 12+20,
Travel Speed: 3, **Cargo Space:** 6, **Handling:** 0,
Guns: 12

Cost: \$30,000

Notes: Heavy Armor

CRUMSTER

The crumster bridges the gap between the sloop and the brigantine. While less maneuverable than a sloop they carry more guns and cargo space. Most are used to escort merchant frigates or warships.

Acc/TS: 3/10, **Toughness:** 16(4), **Crew:** 8+12,
Travel Speed: 3, **Cargo Space:** 6, **Handling:** -1, **Guns:** 8

Cost: \$25,000

Notes: Heavy Armor

DINGHY

These small rowboats are common throughout the Thousand Isles. Villagers use them for fishing, to travel to nearby islands, or to haul cargo from one end of an island to another. Ship crews use them as well to travel from their ship to land and back.

Acc/TS: 1/2, **Toughness:** 8(2), **Crew:** 1+3,
Travel Speed: 1, **Cargo Space:** 1, **Handling:** 0,
Guns: 0

Cost: \$500

Notes: -

FRIGATE

Frigates are the lifeline of the survivors, carrying goods from one end of the Thousand Isles to the other. Because pirates and other terrors are so common, most frigates man a full compliment of marines.

Acc/TS: 2/10, **Toughness:** 15(2), **Crew:** 12+24,
Travel Speed: 3, **Cargo Space:** 10, **Handling:** 0, **Guns:** 8

Cost: \$30,000

Notes: Heavy Armor

GALLEON

Galleons ruled the waves for nearly three centuries on Earth. They mount one or two banks of cannons and have large castles mounted fore and aft so that their defenders can fire on enemy crews.



TYPICAL FRIGATE

Acc/TS: 2/12, **Toughness:** 20(4), **Crew:** 30+40,
Travel Speed: 3, **Cargo Space:** 8, **Handling:**
-3, **Guns:** 16
Cost: \$125,000
Notes: Heavy Armor

GALLEY

Galleys are long, open ships used primarily in the Mediterranean of Earth, and among some less-developed natives of Caribdus.

Galleys have sails, but are propelled by oars when becalmed or when in combat. Most are also equipped with large rams.

Acc/TS: 2/8, **Toughness:** 19(4), **Crew:** 120+16,
Travel Speed: 3, **Cargo Space:** 4, **Handling:**
-2, **Guns:** 8
Cost: \$25,000

Notes: Acc/Top Speed is 1/3 with sail; Heavy Armor; Ram (AP 4 and halves damage sustained when ramming).

HOY

The hoy is a sturdy seagoing vessel primarily used to carry cargo over short distances. They are excellent for hit-and-run raids but lack the endurance for prolonged chases or fights.

Acc/TS: 4/10, **Toughness:** 14(2), **Crew:** 8+6,
Travel Speed: 1, **Cargo Space:** 4, **Handling:**
+2, **Guns:** 4
Cost: \$20,000

Notes: Heavy Armor

JUNK

Chinese junks are converted cargo ships outfitted for war. They can man a fair number of guns, but aren't as tough as vessels crafted from the start to survive enemy fire.

They sport a variety of sizes, masts, and riggings, but the most common on Caribdus are two-masters with square sails.

Acc/TS: 2/10, **Toughness:** 17(3), **Crew:** 12+36,
Travel Speed: 3, **Cargo Space:** 8, **Handling:**
-1, **Guns:** 8
Cost: \$35,000

Notes: Heavy Armor

KIERAN CUTTER

The Kieran Empire's "blackships" are some of the most feared hunters of the seas. They patrol the coasts of Kiera looking for pirates or smugglers attempting to evade the empire's

harbor tithes. Their captains are known for their ruthlessness—pirates are sometimes punished for their crimes by being dragged behind the ship for the sharks.

Kieran cutters are useful for amphibious landings as well. Each ship carries a compliment of marines armed with long muskets and clad in black and gold mail, as well as two longboats to get them quickly ashore.

Acc/TS: 4/12, **Toughness:** 20(6), **Crew:** 12+20
marines, **Travel Speed:** 2, **Cargo Space:** 2,
Handling: +1, **Guns:** 16
Cost: \$80,000

Notes: Heavy Armor

MAN OF WAR

There are very few of these 19th century warships on Caribdus. Only the dread pirate Blackbeard and the "Hero of the High Seas," British Admiral Nelson Duckworth, are known to have such powerhouses.

Acc/TS: 2/12, **Toughness:** 24(4), **Crew:** 120+40,
Travel Speed: 3, **Cargo Space:** 6, **Handling:**
-3, **Guns:** 32
Cost: \$500,000

Notes: Heavy Armor

SCHOONER

The twin-masted schooner has a narrow hull and draws only five feet of water fully laden, making it ideal for sailing up rivers or hiding in shallow coves.

Acc/TS: 4/12, **Toughness:** 13 (2), **Crew:** 6+10,
Travel Speed: 2, **Cargo Space:** 6, **Handling:**
+1, **Guns:** 4
Cost: \$20,000

Notes: Heavy Armor; additional +1 Handling to avoid running aground

SKIFF

These small vessels are used mostly by rich travellers or messengers. They cannot carry much cargo, but are quick and agile, making them ideal for evading pirates or officials. Smugglers and those transporting small but valuable cargoes often use skiffs.

Acc/TS: 4/8, **Toughness:** 13(2), **Crew:** 1+7,
Travel Speed: 2, **Cargo Space:** 3, **Handling:**
+1, **Guns:** 2
Cost: \$10,000

Notes: Heavy Armor

SLOOP

Sloops are small two-masted vessels that offer a good compromise between speed and firepower. They are favored by smugglers as they can easily slip up rivers and channels where larger ships cannot pursue.

Acc/TS: 3/10. **Toughness:** 13 (2), **Crew:** 1+11,
Travel Speed: 2, **Cargo Space:** 4, **Handling:** +1, **Guns:** 4

Cost: \$20,000

Notes: Heavy Armor

WAVE RIDER

A wave rider is a parasail, a man-sized board holding a single mast and sail. The rider steers by holding onto a yardarm stretched across the middle of the mast.

Wave riders can be easily folded to store aboard a ship, sometimes providing larger ships with "outriders."

Doreen invented these clever devices to better hunt fast-moving surface fish. Grael and scurillians cannot ride these thin craft due to their odd size.

Acc/TS: 6/8, **Toughness:** 8(2), **Crew:** 1, **Travel Speed:** 1, **Cargo Space:** 0, **Handling:** +3, **Guns:** 0

Cost: \$1,000

Notes: —



KIERAN CUTTER

SETTING RULES

ARMOR AND SWIMMING

It is particularly difficult to swim while wearing armor. Characters subtract any Encumbrance penalties as usual from the Swimming rolls, but also subtract the natural bonus of any armor worn as well. Ignore magical bonuses, considering only the bonus of a basic suit of that type.

A suit of leather, for example, adds +1 to the user's Toughness, and so subtracts -1 from his Swimming rolls. (Leather also weighs twice as much when wet, as noted in the Armor descriptions on page 29.)

FIGHTING BELOW DECK

It's quite cramped below the decks of a ship where boxes, bottles, and kegs are stored in every nook and cranny and the ceiling forces a man to stoop.

Any weapon longer than a knife, hook, or similar device of less than six inches length suffers a -2 penalty to the user's Fighting rolls when using it below deck.

HEROISM

The heroes and villains of Caribdus are reckless and daring. During character creation, your character may take one Seasoned Edge. He must meet all other requirements for the Edge as usual. This Edge isn't free—the usual Rank requirement is just waived.

NAVIGATION

Traveling the treacherous seas of Caribdus is an adventure in itself. The following quick method helps you determine how quickly a vessel travels and whether or not it stays on course.

Each square on the map is equal to 5 leagues (15 miles). Vessels cross as many squares as their Travel Speed each day, modified by their crew.

The captain must make a Boating roll for each day of travel and add the modifiers listed below:

MODIFIERS

Mod	Circumstance
+2	Vessel stays along coast
-2	The captain has no compass
-2	Most of the crew has no Boating skill
-1	Crew has an average Boating skill of d4
+1	Crew has an average Boating skill of d8
+2	Crew has an average Boating skill of d10
+3	Crew has an average Boating skill of d12

With a success, the vessel moves as expected. A raise adds +1 to the vessel's movement. Failure means the ship travels its expected movement in a random direction—roll a d8 to determine the direction of the square it moves to.

If the roll moves the vessel into a land mass on the map, it may run aground. The captain must make a Boating roll (the crew adds a group cooperative roll as well to account for lookouts in the crow's nest and so forth).

A raise means the ship avoids the shoals, sandbars, or reefs and suffers no ill effects. Success means the ship is beached. It takes 2d20 hours to pull it free, or 1d20 hours if another ship is available. Failure indicates the ship has run aground. The vessel is wrecked and everyone aboard must swim to land or drown.

CAREENING

Wooden vessels must be "careened" on occasion. The ship is beached and turned on its side so that barnacles, sea worms, and other parasites can be scraped off. Failure to careen a ship every four months decreases its speed. Handling is reduced by one every month thereafter, to a maximum penalty of -4.

Any of the Great Ports offer careening for 100 pieces of eight times the vessel's base Toughness, and is done in a number of days equal to half its base Toughness.

A ship can also be careened on an island by its crew. This is a tiring and tedious process, taking a number of days equal to the craft's base Toughness (a base Toughness of 17 requires 17 days, for instance). This is an average number

based on the standard crew for a ship that size. A crew with twice the usual number of workers can careen the vessel in half the time, half the required crew takes twice the time, and so on.

CREW UPKEEP

Sailing isn't all firing cannons and swinging from the yardarms. The crew must be fed, paid, and even entertained on occasion or their health and morale begin to suffer.

PROVISIONS

The crews of ships must eat and drink, and ensuring each vessel is properly provisioned is a major concern of any captain.

To keep things simple, provisions are purchased as generic "points" rather than tracking every bit of food and water required. Each point represents one day's food, water, and other supplies for each man on board, and costs \$1 per head. This includes fruit capable of staving off scurvy.

Every 500 points of provisions takes up one cargo space.

Note that provisions are *not* the same as "Food" that can be bought and sold at ports. Provisions are biscuits, hardtack, and water. Food is fruit, bread, grain, wine, and other "luxuries." A cargo space worth of Food can be converted into 50 provisions in an emergency.



Example: *The Frigate Jolly Edward sets sail with twelve crew. The captain expects to be at sea for at least a month, so he needs 12 provisions for each of 30 days, or 360 provisions. He decides to play it safe and buys 500 provisions. The provisions cost 500 pieces of eight and take up one cargo space.*

If the ship runs out of food, the captain could convert a cargo space worth of "Food" (a commodity) to 50 provisions. This would feed his 12-man crew for about 4 days.

Hunger: Wild Cards suffer from starvation normally (one provision a day counts as adequate food). For the rest of the crew, make a group Vigor roll each day they have half rations (one provision for every two men). Subtract 2 if the men have less than this.

Should the crew collectively reach Incapacitated state, 10% of the men perish each day from starvation. Most crews mutiny long before this starts to happen.

PAY

The standard fee for sailors is 50 pieces of eight per month. A crew of 12, for example, costs 600 pieces of eight each month in wages. The captain must also pay for their provisions (see above).

First mates, mages, navigators, surgeons, supers, and other specialized crew cost an additional 100 pieces of eight per month.

If the crew comes upon a prize of some kind, such as a floating hulk, buried treasure, or the Booty of some creature they manage to kill, it is divided up in shares.

Shares: Pirate ships and privateers don't pay their crews—they give them shares of any booty. Paid crews use shares as well when figuring how to split unexpected payouts.

The typical arrangement on Caribdis is two shares for the ship's "bank," (to be used for repairs, provisions, and so on), three shares for the captain, two shares for the first mate, navigator, mages, super, and surgeon. The rest of the crew get one share each.

CABIN FEVER

One of the worst problems faced by a ship's crew isn't monsters or pirates but sheer boredom. Most of their time isn't spent in swashbuckling adventures—it's spent swabbing the decks, splicing ropes, or mending sails. Discipline is usually quite fierce on a boat as well. Most captains don't allow gambling or drunkenness (it tends to cause deadly fights). That's why sailors tend to spend so much of their hard-earned (or ill-gotten) booty in port taverns or brothels.

All characters are automatically Fatigued after every 30 days spent at sea. The crew never becomes Incapacitated due to Cabin Fever, but when that state would otherwise be met, the sailors might start whispering mutinous thoughts.

CAROUSING

A night spent carousing "resets" the crew's clock. Start the 30-day countdown again.

Fatigue lost to Cabin Fever can only be relieved by rest and relaxation. This means carousing in a port with plenty of booze and women for most. Historically, sailors have often spent the equivalent of a year's pay in a single week.

Each week spent in port where the crew can relax (which usually means boozing and wenching) removes one level of fatigue due to Cabin Fever. Each night of carousing costs 1d6 x \$5 for player characters. Extras spend their own pay or shares and their expenses should not be tracked.



Rushing: Characters may unwind quicker by spending more money on good food, drink, and company. Spending $2d6 \times \$5$ reduces the time to remove Fatigue to four days; $3d6 \times \$5$ reduces the interval to three days, and so on, to a minimum of one day and $5d6 \times \$5$.

Player characters can also encourage their crews along. Each additional \$5 reduces the time to remove Fatigue by one day, to a minimum of one day and \$20 per head.

Getting Drunk: Carousing characters must make a Smarts roll each night to avoid getting drunk. A failure means they barely manage to make it back to their hammock that night, and suffer a grueling hangover the next morning (they are Fatigued until sometime after lunch).

Success means the party-goer is drunk, but can mostly handle himself. Agility, Smarts, and all related skill rolls suffer a -1 penalty, but Toughness is increased by 1.

CONTACTS

Carousing has one additional effect. Every full week spent in a port drinking with the locals adds +1 to the character's Streetwise rolls, to a maximum of +2. This can be very helpful when tracking down leads or trying to buy or sell cargo.

HIRING CREW

New crew may be hired in any of Caribdis' settlements. Use the "Units" column on the Master Trading Table (page 43) to find out how many able-bodied seamen are for hire or sign on for shares. Roll this once per week if the party stays in port for a while.

Experienced crewmen, such as surgeons or supers, are much more rare. One of them is found for every five sailors available.

TYPICAL SAILOR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d4, Notice d4, Shooting d4, Stealth d4, Swimming d6

Face: 6; **Parry:** 4; **Toughness:** 5

Edges & Hindrances: -

Booty: Loot for every 5 sailors.

Gear: Knife (Str+d4).

SHIP COMBAT

The sections below illustrate how ship-to-ship battles work using the existing rules, and add a few new details as well.

CONTACT

On a clear day, ships often spy each other at tremendous ranges. Catching a foe at such ranges and with relatively slow-moving craft can sometimes take days.

If one ship is attempting to catch another, the captains make opposed Boating rolls. The crew can help by making a cooperative group Boating roll. Each attempt takes about eight hours. If the pursuer wins with a raise, the ships are engaged. If the target wins with a raise, he has escaped. All other results mean the chase continues.

Once the ships are engaged, use the Chase system with the following special rules.

- If the attacker doesn't have a face card, he can fire one half of his cannons on one side.
- If the attacker has a face card and his opponent doesn't, he may fire all of his cannons on one side.

REPAIRS

Damage suffered in combat may only be repaired at a dry-dock (unless a character on board has the Ship's Carpenter Edge, see page 24).

There are dry-docks in all of the Great Ports. Repairs there typically take 1d4 days per wound (and critical hit) to be fixed. The cost is 10 times the ship's base Toughness per wound or critical hit to be repaired.

MANEUVERS

If the battle is taking place on the table-top, captains can use the following maneuvers:

Broadside: Broadside attacks are the most powerful attacks a ship can make but unless the attacking ship has "crossed the T" it allows the enemy to return their own broadside. This maneuver is usually reserved for daring captains or those with superior firepower.

A broadside may be fired whenever the captain succeeds in an opposed Boating roll. Unlike the "crossing the T" maneuver a broadside may be attempted at any range. All guns on one side of the vessel may be brought to bear on the target at once. The enemy vessel may likewise fire half its cannons back.

Hard About: By dropping the anchor and having all the crew rush to one side of the ship the captain can attempt to turn his ship 180 degrees in a very narrow circle. This works like a Bootlegger Reverse (see **Maneuvers** in *Savage Worlds*), except the captain makes a Boating (-2) roll.

Shearing: Breaking off the extended oars of a galley with the hull of an adjacent ship is called “shearing.” The attacking ship must be on the same initiative card as the target to attempt this maneuver and make a successful Force maneuver with a -2 penalty.

With success the target ship suffers 3d6 damage applied against its base Toughness (no Armor). If the damage results in a wound the oars are sheared—the vessel suffers no actual wound. The target’s Top Speed is halved and it can only turn to the left or right.

BOARDING

If one ship wants to board another, it must maneuver adjacent on the table-top or in Chases, must have a King or higher, or succeed at a Force attempt.

If successful, the boarders make an immediate group Throwing roll for the crew. Success means the target is grappled and drawn close enough to board. An opponent’s crew can attempt to sever the grapples with an opposed Fighting roll by at least an equal amount of crew.

The Game Master should modify such an opposed roll depending on such circumstances as larger crews on one side, rolling seas, and so on.

CANNONS

Roll the lowest of the crew’s Shooting or Boating die for each cannon shot. This is *not* a group roll—only the gunner actually lines up the shot. The other crewmen simply reload. (Of course a player character may fire the cannon as usual.)

It’s difficult to bring all of a ship’s guns to bear at once in ship-to-ship combat. To simulate this, no more than one-quarter of a ship’s guns may be fired at a target each round.

A ship fighting three targets, for example, may fire one quarter of its guns at each.

Each shot that hits inflicts damage normally.

Crossing the T: The most favorable position in naval combat is perpendicular to your opponent at close range. This allows a ship to fire a complete broadside (all of its cannons on that side) and rake the target from stem to stern. This is called “crossing the T.”

A ship may cross the T whenever it succeeds in a Force maneuver and is within its weapon’s Short Range. The attacker may fire all the cannons on one side of the ship at once. The



CRITICAL HITS

Damage against ships works as usual but with a few additional details to any Critical Hits suffered.

Engine: A mast is hit and snapped. If the ship has four masts, Acceleration and Top Speed drop by one quarter. A ship with three masts drop by a third, and so on.

Controls: The rudder or steering column is hit. The ship may only turn to the left or right, and suffers -2 to its Handling.

Chassis: Count damage normally but roll 1d6 as well. If the result is a 6, a fire has been started. See the Fire section below for more details.

Crew: Crew Critical Hits inflict 2d6 casualties scattered randomly among all crewmen. Remove that many crew immediately. See **Aftermath** in *Savage Worlds* to recover crew members after the fight. If the 2d6 roll comes up doubles, a random player character or other named personality was hit as well. Subtract the Armor value of the ship from the damage if the victim was below decks.

Weapon: A single weapon (usually a cannon) is destroyed.

Wrecked: A "Wrecked" Critical Hit is bad news for the ship and its crew as well. Ships without cannons simply begin to sink. Vessels with cannons suffer a direct hit to their central magazine (where the powder is kept). This sets off a titanic explosion that destroys the ship and causes 4d6 damage to every named character on board. Assume all but 10% of the rest of the crew are killed or incapacitated and drown. Any ships that were grappled to the unfortunate vessel or within a dozen yards or so suffer 2d6 + the dead ship's base Toughness in damage. If a skiff explodes, for example, it causes 2d6+11 damage (its base Toughness without Armor is 11). A Man of War causes 2d6+20 points of damage to adjacent ships!

defender may not return fire back unless he has some sort of weapon mounted on the bow or stern.

Other Weapons: Weapons without restricted firing arcs such as catapults, flamethrowers, and so on, are treated normally unless the weapon's description says otherwise.

Out of Control: When ships suffer damage and are forced out of control, treat a Roll Over or Flip result as a Dip instead. Roll 1d10. This many crewmen (pick randomly from any exposed decks) must make Agility rolls or be washed overboard and lost.

FIRE

Fires are very dangerous on ships and kill far more men than cannon shots usually account for. When a ship suffers a Chassis hit, it's actually been hit in the hull somewhere. The shot itself can start a fire, or it might knock over necessary lanterns and candles.

Roll 1d6 at the beginning of each round for each fire to see what effect it has on the ship.

FIRE TABLE

d6 Roll	Result
1	The fire burns out.
2-4	The fire continues to burn.
5	The fire causes a wound.
6	The fire spreads, making two fires.

Fighting Fires: Crews can put out fires, but this takes away from their other duties to do so.

A team equal to half the ship's base Toughness (ignore Armor and magical bonuses) is required. The team must assemble one round, and the next may make a group Boating roll at -2 for one fire. With a success, the team extinguishes the fire.

SHIPPING

Shipping is the life blood of Caribbus. Three shipping companies have realized this and use it to control the Thousand Isles: the Spanish Guild in New Madrid, the British East India Company in Baltimus, and the Kieran Trading Guild in Kiera.

These three companies have signed the “Treaty of the Great Ports,” which states that vessels without the stamp of a Great Port (the homes of the three companies), or cargoes without the seal of an approved Harbor Master from the cargoes’ port of origin on their manifest, are to be considered pirates or smugglers.

PRIVATEERS

Rogue ships may be seized by pirate hunters—privateers—who have purchased “letters of marque.” A letter of marque is granted to those who have proven themselves to the companies, such as the famous Admiral Duckworth of Baltimus, or to those who purchase them for \$15,000 pieces of eight.

The letter grants the privateer the right to stop and search any vessel upon the seas and inspect their manifests. If something is amiss, the privateer is authorized to bring the ship to the Great Port where his letter was issued. There the court double-checks the papers, and if the ship is found to be rogue, it is confiscated and its crew incarcerated.

Those caught smuggling or pirating are put to death if they’re known to have committed rape or murder. The rest are sentenced to hard labor aboard a company ship, or enslaved to the Coaker Mountain mines in the Kieran Empire.

Commissioned privateers receive a bounty equal to 25% of the ship and cargo’s value.

If a captain seizes a rogue ship without a letter of marque, he is issued a token bounty—usually 10% of the value of the prize, less the \$15,000 the captain “owes” the company for its letter of marque.

If the bounty is less than \$15,000, the captain may be given a letter but will “owe” the fee to the company from his next prize.

SUPERS

The Great Harbor Treaty relies on a ship’s sealed manifest as well as bonded sailors called “supers.” A super is tattooed with a number that is printed on the manifest of every cargo

that receives the local Harbor Master’s seal. A cargo that originates in Tuck, for example, will bear the signature and seal of the Tuck Harbor Master, the license number of the ship’s super, the captain’s name, and the ship’s name.

A super tattoo costs 1,000 pieces of eight, and must be bought at one of the Great Ports. The individual must fill out some forms and wait 2d6 days. If approved, his tattoo is inked and witnessed, and acts as a license from then on.

SMUGGLING

Getting a seal for each load of cargo is an expensive prospect (see below). That makes smuggling and piracy a very lucrative option, and many crews do just that. The risk is great however, as pirates face harsh sentences if they’re caught by privateers.

TRADE

Most islands are far from self-sufficient, so what’s scarce in one area must be imported, and what’s plentiful must be exported. This means those with ships can make a fortune hauling goods from those who have to those who need.

A ship can hold as many “units” of cargo as it has cargo spaces. What’s available in a port each week, how much it sells for, and how many units are available is summed up on the Master Trading Table on the following page.

The cost of a Harbor Master’s stamp on a cargo’s manifest is 10% of the goods bought at that port (or 20% in the Kieran Empire). If a ship buys \$1500 worth of cargo in Tulago, for example, the fee is \$150. There is no fee to sell cargo, and merchants rarely check for official paperwork when purchasing goods.

Pirate Ports: Ports listed in italics are pirate ports. There is no Harbor Master there, so no fees must be made. Of course, goods bought there won’t have sealed manifests either, and will be considered contraband by privateers.

COMMODITIES

The goods characters can buy and sell are grouped into one of five categories—food, goods, gunpowder, iron, and timber. There are others, of course, but these are the essentials every settlement requires. The typical price of commodities in each settlement is listed on the Master Trading Table as well (page 43).

Food is fresh fruits, cured meats, and other far more expensive delicacies than the usual biscuit

MASTER TRADING TABLE

Location	Food*	Goods	Gunpowder**	Iron	Timber	Units	Vitals
<i>Azy Cay</i>	100	300	500	—	300	1d6-3	60, ☹
Baltimus	300	200	500	800	200	1d6+3	30,000, \$ ♥ ♣ ☹
Bluth's Crown	200	400	—	—	—	1d6-3	20
<i>Brigandy Bay</i>	200	300	500	700	400	1d6	2000, \$ ☹
Bristo	100	300	400	—	200	1d6-2	1000
Calib's Rock	100	300	500	—	100	1d6-2	600
Caresia	100	200	400	—	100	1d6-1	3000, \$ ♥ ♣ ☹
Cuna	100	300	500	—	100	1d6-2	150, \$ ☹
Deiking	200	300	500	700	100	1d6+2	14,000, \$ ♥ ♣ ☹
Dunich	100	300	300	—	100	1d6-2	300, \$ ♥
Jomba Town	100	300	400	—	100	1d6-1	1100, \$ ♥ ☹
Kaja	100	400	400	700	400	1d6+1	8000, \$ ♣ ☹
Kiera	500	200	100	300	400	1d6+3	48,000, \$ ♥ ♣ ☹
Lanos	100	300	300	—	200	1d6	4000, \$ ♥ ☹
Maroa							
Marsales	200	200	500	—	200	1d6+2	8000, \$ ♥ ♣ ☹
New Madrid	300	200	500	900	300	1d6+3	45,000, \$ ♥ ♣ ☹
Paltos	400	300	200	—	300	1d6-1	3000, \$ ♥ ☹
<i>Shark Bay</i>	300	300	500	—	300	1d6+1	6000, \$ ☹
Swindon	300	300	500	—	300	1d6	5000, \$ ♥ ♣ ☹
Timin	400	300	300	—	300	1d6-1	3000, \$ ♥ ☹
Tuck	100	100	—	—	100	1d6-2	800
Tulago	100	300	—	—	100	1d6-2	400, ☹
Wrasseton	100	200	300	—	100	1d6-1	1100, \$ ♥
Xaxa							

*Food spoils quickly. After one week in the ship's hold, roll 1d6 per space of food. On a 6, that space spoils and is no longer saleable.

**Anytime the ship suffers a wound, roll 1d6 per space of gunpowder. On a 6, the powder explodes, causing 5d6 damage, plus an additional d6 for every other unit of gunpowder in the hold.

and hardtack that make up provisions. A cargo space worth of Food cargo is *not* equivalent to 500 provisions (the amount of provisions a space usually holds). It can be converted to 50 edible portions in an emergency.

Goods are things like clocks, lanterns, tools, and other manufactured items.

Gunpowder is raw powder. Each space holds ten full casks. Each cask has enough powder to fire 20 8lb cannon shots or 100 musket shots.

Iron is raw "pig iron" from the Coaker Mountains. This is the only place it is currently found on Caribdis. Few settlements have the necessary craftsmen to buy it in quantity.

Timber represents 60 cut planks, 8' long, 2" thick, and 4" wide.

Units: At the end of each row is the number of units that can be bought or sold there,

determined by population—you can't sell a fleet's worth of gunpowder to a fishing village of 60 people.

Use this number when figuring out how many provisions (in hundreds) or casks of powder can be bought, as well as how many sailors might be recruited from a town.

Vitals: This gives a captain a quick glimpse of the size of the town and what it offers. The first number is population. The rest of the symbols have the following meanings:

\$=Stores: Mundane items are available from one or more stores here.

♥=City Watch: The town is patrolled by armed guards of some sort.

♣=Dry-dock: The town offers ship repairs.

☹=Carousing: The town has taverns suitable for carousing.

WHALING

Piracy and trading aren't the only ways to make a living—hunting the massive norwhales of the Cold Sea can bring rich rewards for those of brave heart and strong stomach.

Whaling involves long periods of boredom punctuated with sporadic bursts of frenetic activity. Many crews spend weeks at sea without a single sighting. Once a whale is spotted, however, the crew rushes into action to secure their valuable prey before it escapes.

THE HUNT

Hunting norwhales is difficult and risky—a single blast from its “freezing gland” can leave a ship stranded in the ice for over a week. To reduce the risk, and gain an element of surprise, whalers approach their quarry in dinghies.

The idea of being in close proximity to a fully-grown norwhale while in a small boat terrifies sensible sailors. Norwhales are considerably larger than a dinghy and are notoriously unpredictable when threatened—some dive for safety, whereas others immediately defend themselves with a freezing blast. Every character in the dinghy must make a Spirit roll or be Shaken just before the first attack is made against the beast.

Once the boat is in range it is up to the whaler to strike hard and fast with his harpoon while the rowers endeavor to avoid bringing the dinghy too close to the whale. The thick blubber of a norwhale requires the whaler to strike a vital area if he wishes to secure a quick kill—the head and blowhole are preferred targets. As the whale thrashes in pain, the crew row to a safe distance until the frenzy diminishes.

Assuming the crew survives the whale's counterattack the process of attack and retreat is repeated until the whale dies or escapes. A dying whale swims in decreasing circles known as the “flurry.” As death claims the beast it rolls onto its side and becomes still.

When the beast is dead it is secured to the dinghy by rope and towed back to the ship for processing.

PROCESSING

Killing the whale may be dangerous work but processing the creature requires a strong stomach. The stench of boiling blubber hangs thick in the air and the decks become slippery

with blood and gore. There are other dangers associated with stripping the whale—the carcass attracts sharks and other predators and a man falling into the water is an easy meal for frenzied fish.

Dragging the complete whale onto the ship is impossible—there simply isn't enough room. Instead the whale is chained to the starboard side of the ship and a wooden platform erected over the carcass. Crews work around the clock in shifts to process the carcass as quickly as possible—until the job is complete the crew cannot hunt other whales.

The first task is to cut away the blubber and hack it into manageable pieces. These chunks are thrown into a large pot and cooked until the oil is extracted from the blubber. Once cooled, the oil is stored in caskets until the ship reaches land, at which point the oil is strained to remove any lumps of blubber. Whalebone and flesh, though of lesser value than oil, are also extracted and sold.

The complete extraction process takes one week with a work crew of about a dozen. When processed, an adult norwhale (Size +8) fills 8 cargo spaces. Each step of Size lower than this reduces the required space by one, but also impacts on profits.

REWARDS

An adult norwhale's carcass can bring rewards of up to \$15,000. Given that not all specimens are of equal size or quality few crews actually make this much from a single specimen. Income generated by whaling is divided into shares as with any other treasure.

Processing a norwhale into its valuable components requires a group Common Knowledge roll (–2 if the crew has no one with the Whaler Edge). A success generates \$5000 worth of oil, bone, and meat with each raise (to a maximum of two), bringing an extra \$5000. With a failure, the whale provides only \$2500 worth of income. On a critical failure, the crew inadvertently ruptures the whale's “freezing gland,” causing 4d6 damage in a Large Burst Template and ruining the entire carcass.

The base value assumes an entire adult whale is processed. Reduce the value accordingly for a small specimen or if the ship holds less than 8 spaces of processed whale.

PIRATE LINGO!

Aft: The rear (stern) of a ship.

Amidships: The ship's center.

Ballast: Weight placed in the lower middle of a ship to help keep it steady in water.

Bilge: The broadest part of the hold at the bottom of a ship. Pumps are often placed here to evacuate water from leaky vessels.

Bow: The front of a ship.

Bowsprit: The beam that extends out from the front of the ship.

Buccaneer: Originally a term for those who cooked with "barbecues" called "boucans," given to early European settlers of the Caribbean by Arawak Indians. Eventually, pirates of the Caribbean region became known as buccaneers.

Bulwark: The "rim" of the ship that runs around the top of the upper deck.

Capstan: A large wheel around which is wound the anchor chain.

Cartagena: A town in present-day Columbia that was a frequent target of pirate raids.

Corsairs: Privateers operating in the Mediterranean. Most were French or Turkish, though the Knights of Malta were also notorious for attacking Muslim ships (and vice versa), and thus became known as corsairs as well.

Crow's Nest: A lookout "basket" high atop the main mast.

Fathom: About six feet of depth.

Forecastle: The raised platform at the front of the ship designed to provide a high fighting platform during close quarters.

Hold: The large space in the center of the ship used for storing cargo.

Keel: The central bottom beam that forms the "spine" of a wooden ship.

Knot: A measurement of ship's speed. One knot is equal to one nautical mile an hour.

Main (Yard): The crossbeam from which a ship's main sail hangs.

Mast: One of the towering poles upon which the ship's sails hang. The large one in the central is the mainmast, the rear-most is the mizzen.

Native: A race unique to Caribdis. Any non-human. Even humans born on Caribdis are "visitors."

Poop Deck: The rear raised area of a ship designed to provide an elevated fighting platform during boarding actions or close combat. Also called the sterncastle.

Port: The left-hand side of a ship as it faces forward.

Privateer: Officially, privateers were captains given official (royal) "letters of marque" to attack nations currently at war with the home government. Many privateers exploited their commission and attacked whatever targets they could find, exploiting loopholes or outright lying to capture foreign prize ships.

Prize Ship: A captured ship. A ship loaded with treasure could provide booty for entire crews to retire for life—but amazingly most squandered their ill-gotten gains on wine and women in only a few short weeks.

Rigging: The various ropes used to operate and secure the various sails and masts.

Spanish Main: The "Spanish Main" refers to parts of Central and South America, from upper Mexico to lower Peru, conquered by the Conquistadors. Spanish ships of the Main were often rich prizes for pirates—loaded with gold stolen from the Aztecs and Mayans.

Spritsail: A small sail sometimes attached to the bowsprit.

Starboard: The right-hand side of a ship as it faces forward.

Stem: The thin forward area of the ship that parts the water before it.

Sterncastle: See Poop Deck.

Visitor: A human from Earth, regardless of where they were born.

Whipstaff: A long stick used to steer before the addition of captain's wheels.

Yard: A pole from which sails are hung.

CARIBDUS GAZETEER

Below are the basics every traveler knows about the Thousand Isles and some of its most prominent characters. The list is presented alphabetically so that you might easily look them up during play.

Arfk is a cold, rocky island that is home to the grael as well as several species of polar animals that were able to move up the slopes as the water rose. The principle industry of this desolate place is hunting seals, blue bears, or norwhales.

Azy Cay is a small, relatively harmless settlement off the coast of Perck. It was founded by a beautiful pirate mistress, Azy Angsley, who ran aground here in a storm and just decided to stay. There are few residents here, but they engage in some illegal trade on occasion.

Blackbeard commands one of Caribdus' only two Men of War, the *Destroyer*. It is said the ship is crewed by the dead, and that the Pirate King himself is unkillable! Fortunately for most, Blackbeard rarely strikes ships or towns. His purpose is unknown, but some whisper he gained his immortality from the Sea Hags, and now patrols the seas in their name.

Duckworth, Admiral Nelson Duckworth is the Thousand Isles' most famous privateer—and a visitor from Earth. His flagship, the *HMS Justice*, is one of only two Men of War in the entire world (Blackbeard commands the other). Opinions of Duckworth vary. Merchants love him; pirates curse his name with every drink.

The Flotsam Sea is a slowly swirling mass of debris filled with hopelessly entangled ships. Scavenging is good, but the Sea Hags' foul minions are thick there as well.

The Free Towns: This motley assortment of villages and cities runs the gamut from plantations to rain-soaked fishing villages.

Baltimus is the most advanced city in the Free Towns with the only port deep enough to accommodate a Man of War right at the pier. It is home to the British East India Company and its two most colorful members, Bruno Baltimus and Edward Lazenby. These two throw grand galas every weekend, and young women and aspiring nobles compete violently for invitations.

Bluth's Crown is an odd ring of four standing stones that many claim was where the elemental spirits were bound, allowing some races of Caribdus to cast magical spells. A small group of mages and their companions live here now.

Braven's thick forest once served as the Emperor's private hunting reserve. After the flood, Jant needed lumber for ships and ordered the trees cut down. A small band of "rangers" still live there, trying their best to replant trees and return the forest to its former grandeur.

Brigandy Bay serves an important purpose in Caribdus, for it is the only large port that does not adhere to the Great Port Treaty. Cargoes are bought and sold here for no tithe, no questions asked.

The three trade guilds have threatened to invade Brigandy Bay and hang everyone on its "miserable shores," but so far have not attempted it.

Brigandy Bay also has a thriving black market where rare treasures are often offered up for sale.

Bristo is a prosperous fishing village run by American Thomas Crane.

Calib's Rock is little more than a quiet waystation along the so-called "Ghost Trail" that runs from Jomba Town south to Caresia.

Caresia is known for its neutrality and convenient location within the main shipping lanes of the Free Towns. Monthly meetings between agents of the three shipping companies occur here to hash out disputes and trade, giving rise to a growing street market.

The Coaker Mountains are not only the sole remaining source of iron in Caribdus, but also a prison for those who oppose Emperor Jant. Few of the enslaved miners survive to see their sentence served. A few interesting creatures live in the Coakers. Rocs nest in the high peaks and fire salamanders sometimes crawl forth from the supposedly-dormant volcanoes.

Cuna's people have been the target of several large pirate raids. Once a town of over 2,000, only a small number of determined fishers and farmers remain. They are very distrustful of strangers.

Deiking, or "Little China" is home to a large number of Orientals. The vast majority of the people here are honest and hardworking, but cruel warlords perpetuate the wrong stereotype by pushing opium upon Caribdus' wealthy.

Dunich: Quakers from Earth's New England set themselves up in this quiet fishing town far away from the rest of the Free Towns. They catch and sell particularly succulent greenback fish, but are otherwise left alone by most.

Free Towns: Baltimus, Bluth's Crown, Braven, Brigandy Bay, Bristo, and New Madrid make up the Free Towns.

The Inquisition: Tomas de Torquemada despises elemental mages, claiming they have made pacts with the Sea Hags for their infernal powers. Few believe the madman, for earthers from later times know full well the impact the High Inquisitor had on history.

Still, a small cadre of stalwart believers infiltrate Caribdun society and seek out mages. They follow them until an opportunity presents itself to capture them quietly, then whisk them

away to Torquemada's barge, the *Perdition*, for confession. Those who confess are granted "release" by being hung from the *Perdition's* masts. The inquisitors have a saying—"Everyone confesses."

Jomba Town was named for a former West Indies whaler who seems to have disappeared under mysterious circumstances. Some claim he was murdered, and that his ghost still haunts travelers along the trail from here to Caresia.

Kaja is the only permanent settlement on Arfk. It is home mostly to whalers and hunters, many of whom are former pirates hiding in the frigid north to escape the noose.

Kehana Flumes: Several thousand kehana live beneath the waves in the upper reaches of these volcanic chimneys. The vertical tunnels also provide easy access to the surface, allowing the kehana to ambush travelers looking for sulfur and other minerals in the rich pillars.

The Kieran Empire is governed by Emperor Jannis Jant—nicknamed "The Great Whale" because of his immense girth.

Kiera, capital of the empire, was already perched in the mountainous highlands, and so was in little danger of the Sea Hags' flood.



Emperor Jant realized this early on and closed the gates to the city to all who could not pay an exorbitant “entrance fee.” Thousands of the Emperor’s own people drowned cursing his name at the city walls. Their bones can still be seen along Kiera’s rocky shoals.

The Emperor still rules his Empire, though there have been numerous attempts to overthrow him. The Great Whale also benefits greatly from the Coaker Mountains, the only known source of iron remaining in the Thousand Isles.

Kiera is an ancient city with tall black spires gilded with gold. It is the seat of the Kieran Empire and the home of Emperor Jannis Jant. This is where ore mined from the Coakers is sold.

Kuwayway was once an ugak raider camp. The Ograpog Legion eventually chased the raiders away and erected a fort here to prevent their return. These days the plateau is a low island useful for careening ships. Travelers are advised to stay away from the crumbling ruins of the old fort however—it’s said the ghosts of the dead ugaks have returned to it.

Lanos is an agricultural village that exports rice and rice wine (saki). It is a comfortable and relatively safe place due to its lack of great riches and no-nonsense constable.

Maroa: The atani live in massive carroway trees off the coast of Cuwayo. The trees produce valuable fruit that the glider-folk sell for exorbitant prices.

About 2,000 others (non-atani and a few atani exiles) live in “Below Town,” a rotten collection of shanties and lean-tos.

Once per week, the atani descend from the trees and offer 2d6 bushels of carroway fruits. These sell for \$100 per basket of 10 fruits. Eating one instantly removes one level of Fatigue regardless of its source.

During these events, the atani also sell a single blood fruit, a rare red carroway that sells for \$200 each. When eaten, it immediately removes one wound.

Marsales is a solid shadow of New Madrid. It is widely popular with captains looking for the comforts of the larger cities but with a slightly less watchful City Watch.

New Madrid is the second largest city in the Free Towns. It was settled and named by the Spanish, and is home to the Spanish Guild. Crime is high there, and many say smugglers can find easy work. The only standing Catholic church can also be found in New Madrid. A group of missionaries are also present, and often send expeditions out to the rest of Caribdus in an attempt to convert the natives. This church has publicly distanced itself from Torquemada, but most natives see them as one and the same and therefore shun the entire religion.

Ograpog was the bright and shining jewel in Caribdus’ crown. It certainly wasn’t a perfect society, but it was at least equal to the Greek city-states of Earth at their peak. Ograpog rests under 50 fathoms of water these days, its surviving citizens having fled in whatever vessel would carry them.

Paltos is where Kieran prisoners are kept until they can be assigned a spot in the Coaker Mountains. The dread prison of Paltos is said to be inescapable.

Shark Bay is a haven for pirates, smugglers, and whores. There’s no finer place to spend a rich prize than Shark Bay, for though it is remote, it is well-supplied by merchants who quietly accept profit over conscience.



Swindon presents itself as an “honorable” port, but is more than likely just a front for the less-reputable ports on Perck.

The Teeth: This is the magical lair of the only known non-kraken archmage, Tressa the Red. The only entrance is through a deadly “river” called the Gullet. Visitors are not welcome.

Terras: It is said a great sea dragon roams the waters around this deserted island. The wreckage of ships that ventured too close are often seen drifting toward the Flotsam Sea.

Timin is the “overflow” settlement for those Kierans who could not buy their way into Kiera. It has thrived thanks to wise placement on fertile ground, and sends shiploads of precious food to Kiera weekly. The Senator who rules it and his rebellious but beautiful daughter are often talked about in Caribdus’ taverns.

Torath-Ka: Over a dozen years before the Flood, the Ograpog Legion mercilessly hunted down bands of ugak raiders. Those who escaped fled to the so-called “land of the ancients”—Torath-Ka, a dense jungle highland filled with all manner of savage beasts.

Legend has it the Red Men know devilish black magic, and can summon gargantuan creatures to fight on their behalf. It is likely these are tales told to keep explorers away from the rich diamond mines of the “Savage Land,” but a rare few veterans of the Ograpog Legion claim the tales are true.

Tuck is a small farming town plagued by monkapes, razor wings, and giant crabs.

Tulago is a prosperous town founded by former slaves from Earth. Guests are invited to

the nightly fests, and smaller crews are often allowed to share their food and drink—at least for a few days.

Vittoria: A daring English explorer named Angus McBryde was sent to establish a new colony on the far eastern tip of Torath-Ka for the British East India Company. Unfortunately, he has not been heard from since, and attempts to find his settlement have so far failed.

The Whip Islands are a desperate man’s last resort. Valuables drifting in and out of the Flotsam can be found washed up on its sandy beaches, and have made more than a few sailors fabulously wealthy. Finding a treasure is a matter of luck, however. Some row ashore and find a lost treasure worth a king’s ransom, while others search for years for less than they’d make sailing.

Giant crabs and tidal snakes are common, so beachcombers should be wary.

Wrasseton is a waystation for the farmers of Sprith. They cart their goods here and sell them to ships who carry them on to Caresia or elsewhere. Like the people of Cuna, the Wrassetons have been raided by pirates one too many times. Anyone even suspected of being a cutthroat might find himself facing an angry lynch mob in the middle of the night.

Xaxa: A small town settled by a former French noble. He runs a very quiet and restful “resort” and allows courteous guests to view several rare paintings he brought with him from Earth.



MAGIC

The magic of Caribdus is elemental magic. Earth mages help grow crops, speak with and control land animals, mend ship's timbers, and even sunder the very land itself.

Fire mages are much feared for their destructive power. They launch balls of fire from their fingertips and are devastating to enemy ships.

Water wizards are wanted on every vessel, for they can heal wounds, make sea water drinkable, and control the many beasts of the ocean.

Elementalists who have mastered the winds of Caribdus are the most valued of all aboard ships. They can move vessels even when becalmed, settle storms, speak with avians to find land, and toss aside enemy missiles with their fantastic mastery of the gales.

When a character chooses Arcane Background (Magic), he must choose whether he has studied earth, fire, water, or air. A character *can* master more than one element as he grows in experience (see the new Elemental Mastery Edge on page 22). Those who learn all four elements are called "archmages." Only one of these is currently known to exist, though the kraken were said to have many archmages among their people before the disastrous battle with the Sea Hags and some may still survive.

Mages are trained by mentors, but then experiment and create new powers on their own.

CASTING REQUIREMENTS

In the world of Caribdus, mages must make gestures with at least one free hand and speak aloud various magical words at least at a whisper. If either their hands are bound *or* they are prevented from speaking, they cannot cast their spells.

SPELLS

The following new spells are known on Caribdus. A complete list of all available spells by element can be found on page 54.

The following powers are not available in *50 Fathoms*: boost/lower trait, detect/conceal arcana, fear, invisibility, puppet, quickness, shape change, and speed.

BECALM

Rank: Novice

Power Points: Special

Range: Sight

Duration: 10 minutes (1/10 min)

Trappings: A gesture of arms

Becalm affects a single sailed-ship of any size, halving its Top Speed and Acceleration for the duration. A ship may be affected by multiple castings of this spell, though neither Top Speed nor Acceleration may ever be reduced below 1.

Becalm also adds +2 to a ship's Boating totals in a storm, whether magical or natural. The cost in Power Points is equal to one fifth of the vessel's base Toughness (ignore Armor). A ship with a base Toughness of 16, for example, costs 3 Power

Points to *becalm*. The spell can also be cast on an individual (1 point for Medium size or lower, 2 for Large, and 4 for Huge) who counts any water they are in as calm.

MEND

Rank: Veteran

Power Points: Special

Range: Touch

Duration: Instant

Trappings: The caster must stand on the deck of the ship and concentrate as the wood knits together.

Earth mages with this spell can actually *mend* damage done to a vessel's hull within the last hour.

The roll suffers a penalty equal to the ship's Wounds. The cost in Power Points is equal to half the ship's base Toughness (ignore Armor and magical bonuses).

A success repairs one wound, a raise *mends* two. The spell has no effect on critical hits. Those must be repaired by the crew by normal methods.

QUAKE

Rank: Veteran

Power Points: 5

Range: Smarts x 3

Duration: Instant

Trappings: The mage smacks the ground with both hands, opening a small rift in the earth.

Quake causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon natural earth or stone—not sand, water, wood, floors, or any other substances.

The area of effect is a Large Burst Template centered within the mage's Range. Victims within the template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action. Those who succeed with a raise jump free and may act normally on their next action.

Walls crumble and are breached with this spell, opening a hole as wide across as the earthquake. Pirates often employ earth mages with *quake* to sabotage fortresses and gun turrets.

The *quake* spell counts as a Heavy Weapon when used in this way.



SETTLE STORM

Rank: Heroic

Power Points: 10

Range: 5 Leagues squared (1 square)

Duration: Instant

Trappings: A gesture of arms.

Air and water mages who have learned this advanced incantation become quite famous among the sailors of Caribdis, for they can quell even the world's most violent storms.

To cast the spell, the weather wizard must stand in or near the sea (the deck of a ship is acceptable) and make a Spellcasting roll at -4. If the mage concentrates, taking no other actions, he can reduce the -4 penalty by 1 point each additional round, for a maximum of 4 rounds. If the mage is Shaken or takes damage during this time, he must make a successful Smarts roll or he loses the spell.

If successful, the storm is quelled. On a raise, the cost to maintain *settle storm* is reduced to 5 per hour.

STORM

Rank: Seasoned

Power Points: 8

Range: 5 Leagues squared (1 square)

Duration: 2d6 hours

Trappings: A gesture of arms and a gathering of clouds.

Storm summons up a small but powerful squall that can lose pursuing ships, and cause vessels to become lost or perhaps even sink.

The effects of the storm are listed under **Hazards** in the Game Master's section (p. 101). On a success, the mage draws one card, and with a raise another card for the storm's severity. The mage and any ship he's on treat the storm as one severity level less (minimum as for a Joker).

A *becalmed* ship in a *storm* adds +2 to its Boating totals.

SUMMON ELEMENTAL

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: 5 (1/round)

Trappings: The caster must possess a bit of the raw element—a hand full of earth, a flame, water, or a breath of air.

This powerful spell enables a mage to summon a living spirit of his chosen element—an "elemental." The creature is completely subject

to the whims of the caster. Communication is through a mental link but it is purely one-way—the creature cannot relay its thoughts or even basic information to its summoner. The thoughts of such beings are beyond the ken of even the archmages.

Statistics for elementals are found on page 186.

WATER WALK

Rank: Novice

Power Points: 1

Range: Touch

Duration: 1 minute (1/minute)

Trappings: The caster touches the soles of his or his allies' feet or shoes.

Water wizards can walk upon the very surface of the water as if it were solid ground. Lakes, becalmed seas, and other calm waters may be traversed normally. Rough seas count as Difficult Ground as the target must run up and down waves. While under the effects of the spell, the target walks as if in a shallow puddle. He cannot go beneath the surface any more than he can go beneath the earth.

Additional Targets: The caster may affect up to five targets by spending a like amount of additional power points.

ZEPHYR

Rank: Novice

Power Points: 5

Range: Smarts x 2

Duration: 1 round (0/round)

Trappings: The mage stands behind the sails, arms outraised and gently blowing a puff of air that becomes a strong and constant wind.

This is the spell wind mages are most commonly asked to perform. It gently pushes ships along even in a dead calm, and can also improve top speed in normal winds or during deadly combat.

Used for daily travel, the ship automatically increases its Travel Speed by one, or two with a raise. It can also be used to cancel the spell *becalm*.

In combat, *zephyr* improves a vessel's current Handling by +1 its Acceleration and Top Speed by 25%. That means a *becalmed* ship (whose Acceleration and Top Speed are halved), is effectively still down 25%. It may be cast multiple times, though base Acceleration and Top Speed may never be more than doubled.

Caribdu's mages have discovered another use for this spell as well. It is quite adept at dispersing swarms of razor wings and other small avians. A success Shakes the birds, while a raise disperses them (effectively causing a wound).

TRAPPINGS

The following are trappings for existing spells.

Armor: The mage's skin becomes the color and texture of stone.

Barrier: A wall of the raw element. Barriers of flame do not block movement but cause 2d6 damage to anyone who tries to rush through them.

Beast Friend: In Caribdu, the *beast friend* power only affects animals within the mage's elemental focus:

- Air mages may master any bird, from the smallest sparrow to a massive roc.
- Earth mages may control those things which live almost exclusively within the earth.
- Fire mages control any creature that lairs within fire, including the salamanders of the Coaker Mountains.
- Water wizards are masters of all fish, including marine mammals such as whales and dolphins, but not reptiles or amphibians who do not spend their entire lives beneath the waves.

Blast: An exploding ball of fire.

Bolt: A small missile of the particular element—a streak of fire, a short stream of water, or a heavy stone. The screaming faces of elemental spirits can be seen at the front of the *bolt*. A mage may also add the attribute "Heavy Weapon" to a *bolt* by doubling the *bolt's* cost.

Burrow: The mage melds into the earth, reappearing then rising back out of the ground on a column of dirt or stone at his chosen exit point.

Damage Field: An aura of fire.

Deflection: A swirling current of air.

Dispel: A wave of the hand.

Elemental Manipulation: The mage may only affect his chosen elements.

Elemental Protection: The mage is only protected against the effects of his element, so a water elemental can breathe underwater while a fire mage might walk through fire. Earth mages cannot be crushed (but could suffocate), while air mages can breathe without air, in poison gas, etc.

Entangle: The mage conjures gripping vines. This may only be used in vegetated areas.

Fly: A constant gust of wind beneath the mage's body.

Farsight: The mage's eyes swell and tear up.

Havoc: Swirling columns of air and debris.

Healing/Greater Healing: A drink of water, followed by at least a gallon of water per wound poured upon the subject's body over the course of 10 minutes.

Light/Obscure: A glowing torchlight that produces no heat as *light*, or as *obscure*, a bank of thick fog (on water) or swirling dust (on land).

Pummel: Chunks of earth or rock. Must be in contact with raw earth or stone to cast.

Smite: This spell may only be cast on metal weapons or projectiles. They become red hot or even burst into flame upon casting.

Speak Language: Air changes the target's words to be understood by anyone who hears him (spoken language only).

Speed: The recipient is propelled forward with a great rush of wind.

Stun: The victim begins to sweat profusely and dehydrates.

Succor: The target receives a cooling mist and is rehydrated.

Summon Ally: This power is only available to Veteran mages. It allows them to summon an elemental of the summoner's chosen focus. Communication is through a mental link but it is purely one-way—the creature cannot relay its thoughts or even basic information to its summoner. The thoughts of such beings are beyond the ken of even the archmages.

Telekinesis: A gust of powerful air manipulates the affected object. No fine manipulation is allowed (triggers may not be pulled, weapons do not fight, etc).

Wall Walker: The earth mage can "stick" to any stone or earthen surface.

ELEMENTAL SPELL LIST

If the mage has an "X" under his chosen elements, he may take the associated power. If the spell isn't listed here, it isn't available in Caribdus.

Spell	Earth	Fire	Water	Air
Armor	X	—	—	—
Beast Friend	X	X	X	X
Becalm	—	—	X	X
Barrier	X	X	—	—
Blast	—	X	—	—
Blind	X	X	X	—
Bolt	X	X	X	X
Burrow	X	—	—	—
Burst	X	X	X	X
Confusion	—	—	—	X
Damage Field	—	X	—	—
Deflection	—	—	—	X
Dispel	X	X	X	X
Elemental Manipulation*	X	X	X	X
Elemental Protection*	X	X	X	X
Entangle	X	—	—	—
Farsight	—	—	X	—
Fly	—	—	—	X
Greater Healing	—	—	X	—
Havoc	—	—	—	X
Healing	—	—	X	—
Light/Obscure	—	X	—	—
Mend	X	—	—	—
Obscure	—	—	—	X
Pummel	X	—	—	—
Quake	X	—	—	—
Settle Storm	—	—	—	X
Smite	—	X	—	—
Speak Language	—	—	—	X
Speed	—	—	—	X
Storm	—	—	X	X
Stun	—	—	X	—
Succor	—	—	X	—
Summon Elemental	X	X	X	X
Telekinesis	—	—	—	X
Wall Walker	X	—	—	—
Water Walk	—	—	X	—
Zephyr	—	—	—	X

*These spells only affect a mage's chosen element. Refer to Trappings for more details.



CAPTAIN'S LOG

NO CREW ALLOWED!

THE THOUSAND ISLES

Though masaquani claim the first wizard was a man named Bacchius Bluth, it was actually the kraken who first tapped into the elemental energies of Caribdus. Though Bluth told no one, he had in fact learned elemental magic from a dying kraken, washed ashore after being savaged by some horrid beast.

That is not the only magic on Caribdus, however. The Red Men have a much older, darker magic that comes from the primeval jungles of their ancient home, Torath-Ka. Here savage shamans conjure up malevolent spirits from sacrificial pools of blood, infecting the wild creatures of their domain with their vile energies.

King Amemnus of Ograpog recognized the destructive nature of the Red Men and sent his legions against them. The history of Caribdus reads that the ugaks were easily scattered before Amemnus' soldiers on the plains of Ograpog. But things changed when the ugaks reached their ancestral homeland of Torath-Ka. There the shamans' powers were doubled, and old temples to their bestial gods allowed them to summon near-unbeatable champions such as Donga the Giant Monkape, or Ssss the Serpent.

Amemnus' legions could not stand before these foes, but fortunately, it seems the gargantuans could not stray far from the source of their unholy power.

THE SOLDIERS RETURN

Amemnus suppressed the tales of the ugaks' power, but he could not cut the tongues from his own soldiers. Some of these hardened veterans returned home and whispered tales of 60' tall apes, spiders as large as galleons, and a snake so long a man couldn't see its end.

One such soldier was Morgan Mallus. He was a young lieutenant with a promising career until an ugak shaman blasted off an arm with a bolt of living darkness. He returned home with the rest of the "victorious" legions and discovered fate had been even more unkind in his absence.

Morgan and his wife were expecting their fourth child when he left to fight the Red Men. The babe was born and named Mara—but her birth was difficult and her mother died in the process.

The other three siblings, already in their teens, blamed the new babe for their mother's death and treated her horribly. Mara, Mana, Maka, and Mala lived as wards of Ograpog until their father returned from the Ugak Campaign.

In their once happy home, the sisters tormented Mara. Morgan was little help as he drank constantly, complaining of phantom pain in his missing limb and the loss of his beloved wife.

TALES OF TERROR

One night, in a drunken stupor, Morgan told his daughters what had happened in the jungle highlands of the Red Men. He told them of vile

magic not born of the elements, but of blood sacrifice and terror. He spoke of Donga and Ssss and shamans who could summon and control flocks of flesh-rending razor wings.

Mara, now seven years old, sat and shivered in the darkness. But the other three sisters hung on their father's every word. The elements had rejected them long ago—this was their chance to be powerful sorceresses without the limitations of earth, fire, water, or air.

Over the next two years, the three gathered every text they could on the Red Men. They questioned sailors and soldiers who had fought them, bought secret accounts of the war by high-ranking officers, and even blackmailed one of Amemnus' war mages into revealing the ugaks' secrets.

Mana Mallus was the first to manifest her power. Her father lay drunk on the floor again, his head bleeding from the fall. Mana knelt to bandage him and her hands were drenched in blood. To her wonder, a small puff of oily black smoke rose from her fingertips.

The sisters knew what they must do.

MURDER

Late one night, Mala, Maka, and Mana murdered their father. They bathed in his blood and prayed to the old gods of the ugaks. As they had hoped, raw power flowed into their young bones.

Mara woke in the middle of the night and heard her sisters' cavorting. She crept down the stairs and watched in horror as they covered themselves in her father's blood.

Mara screamed and ran to her father's side.

THE COVEN UNCOVERED

The City Watch heard Mara's cry and came running. They opened the door to see the surprised girls standing in a deep and fetid pool of their father's blood.

Mana struck first, firing a bolt that instantly slew a beloved captain of the Ograpog Guard.



The rest of the soldiers rushed in and subdued the girls violently, beating them near unconscious before they could cast another deadly spell.

The witches were thrown in the dungeons of Ograpog—Mara included as the guards had no idea the blood-specked girl was innocent. Mana, Mala, and Maka took vengeance on their unfortunate sister. They tortured her horribly, and the shy, quiet nine-year old perished in that dark and awful place.

THE TRIAL

The three sisters were tried for the murder of their father and their sister, but it was their dabbling in heretofore unknown black arts that became the talk of the town.

King Amemnus himself sentenced the girls to die in the traditional way—by drowning. The sisters cursed King Amemnus with these words: "You will die, king! We curse you with our dying breath. We curse you to drown as we will drown. And when your corpse floats beside ours, we will return and have our vengeance on your people as well!"

King Amemnus spat at the three and had them tied to a post at the shores of Ograpog. Seven long hours later, the tide rose over them and ended their short, brutal lives.

THE DARK GODS

But the tale did not end there. As the witches drowned, they pled to the dark gods of the ugaks to save their miserable lives and grant them power to avenge their deaths.

The witches died despite their protests, but soon after, it began to rain. Then storm. The dark gods had responded, but sensed an opportunity to do far more than grant three selfish women power. They could destroy the world.

The tempest continued for months. Low-lying areas flooded quickly, then even the foothills became swamped. Rumor spread that only the death of King Amemnus would stop the rain. Infiltrators from the Kieran Empire urged the mobs to overthrow their liege. Callous merchants and other leaders turned a blind eye, worried only about procuring enough ships to save their rapidly sinking wealth.

Finally the people revolted. A large mob marched on King Amemnus' palace. Loyal guards fought by their ruler until the bitter end, but finally, the mobs proved too much. King Amemnus was forced over a cliff and into the dark sea below.

THE SEA HAGS

Amemnus' death completed the ugak gods' strange ritual. The storm abated, but in the depths, the bloated corpses of Mana, Mala, and Maka Mallus became the Sea Hags.

The three witches rose as gargantuans and lashed out at the world around them. They experimented with their awesome new powers, destroying refugee ships and creating dark wonders such as the Flotsam Sea and the Crystal Reef.

From the depths, the kraken were watching. They realized what had happened and put together a massive fleet

to destroy the hags. The battle was long and bloody, but in the end, the kraken were defeated. The vengeful witches then appeared before the ancient kraken city and destroyed it as a lesson to all who would oppose them.

THE MAIDEN

Mara Mallus watched her sisters' fury from beyond the grave. She knew she must find a way to stop them, but the water spirits whispered that no Caribdun could defeat them. And the dark gods would not give Mara unlife as they had her sisters.

But there was another way. Mara slipped through the silks of limbo and appeared on Earth, urging the ships of these strangers into a mist-shrouded portal that brings them to Caribdus. She cannot truly communicate with these men and women—her thoughts in the spirit world are more like fading dreams—but her quiet weeping usually suffices to draw them into her mystical portal.

Mara is the Maiden, and it is her desire to see the Sea Hags defeated by these visitors from another world. Whether this plan will work depends on your heroes. They'd best act fast though, for Mara's portal has inadvertently created a "leak" between worlds that will eventually finish the job her sisters started—the drowning of Caribdus.

THIRTEEN YEARS LATER

The Sea Hags rarely manifest as gargantuans these days—it is a tremendous drain on their powers and they prefer to torment the survivors rather than destroy them outright anyway. For the past decade they have preferred to create traps and terrors to torment the people of the Thousand Isles. The trio watch the suffering from the sunken ruins of Ograpog, using their magic from afar rather than risking their rotting necks.

And it is a risk, for the hags know there is a way to defeat them. (This secret is revealed in the Plot Point Campaign that begins on page 108.)



THE THOUSAND ISLES

On the following pages are brief summations of the islands and seas of Caribdus. Within each section you'll find details on important towns, their population, defenses, and specific locations such as inns, taverns, armorers, shipbuilders, and the like.

ENCOUNTER TABLES

Each day the party spends crossing a sea zone or exploring outside of a town, draw a card from your Action Deck. If the card is a face card or higher, an encounter occurs. Roll on the Encounter Table for that area to see exactly what the party has run into. If a Joker comes up, roll twice—the group has run into two things at once. Reshuffle the deck after every encounter.

Think about the encounter a bit before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire storm can make a “random encounter” a very memorable experience.

If your heroes are crossing the seas and you roll “Merchant Vessel,” for example, just tell them they see distant sails on the horizon. It's up to them whether they want to approach or not. The same goes with monsters. A mosquito attack in Torath-Ka shouldn't just be a quick roll. Describe the first few pests biting the heroes and causing giant welts. Let them take some action then adjust the encounter accordingly.

SAVAGE TALES

Occasionally you'll see this symbol ⚔ followed by a small block of text. This means there's a Savage Tale that has something to do with this location. In the Warm Hearth Inn of Kaja, for example, the heroes might learn about a particularly aggressive norwhale with a legendary treasure in its vast innards. If they follow up on this lead, you'll run the adventure, **The White Whale** (p. 130).

Make sure to read the Savage Tale before you mention the lead to your group. Some have special requirements that should be fulfilled before they occur.

PLACES OF NOTE

Each settlement listed on the following pages notes its population as well as the information contained on the Master Trading Chart (p. 43). Any distinctive business or taverns are also listed

with any important details. Remember that those aren't all the businesses present—just a sampling of the most noteworthy.

You should add additional establishments, characters, and oddities for your heroes to discover as suits your own tastes and your campaign's particular direction. There's no moneylender listed in Brigandy Bay, for example, but there is if you want there to be!

ARFK

The grael claimed this large cold rocky isle as their new home shortly after the flood, and few have disputed them. Besides the ferocity of the grael themselves, there are no unique natural resources on Arfk:

snow covers much of the interior, and ice-floes are common. Living in Arfk is said to be a slow death for anyone but the “sea lions.”

The grael aren't bothered by the cold thanks to their blubber, and in fact prefer it that way since it keeps most settlers far away from their icy shoals.

Most of the grael continue to live as their ancestors did for thousands of years—in nomadic tribes. They wear furs or whale skins in the most extreme weather, but little more than loincloths and bone jewelry in “average” temperatures of 32 degrees Fahrenheit or higher.

⚔ **Bear Hunt (138):** Whalers are buying blue bear furs by the wagon-load to keep them warm while on watch. Such furs can be sold in the Kaja market for 500 pieces of eight a piece. Characters who want to hunt bears can head off into the wilderness, though it's advised they purchase bearskin furs first or they will likely freeze.

CLIMATE

It's typically between 0 and 32 degrees on Arfk. Characters must make Fatigue rolls every four hours to avoid freezing (see the Fatigue rules in *Savage Worlds*). The water around Arfk is even colder. Anyone who plunges into it must make a Fatigue roll every round. Grael may



make the roll once every 15 minutes instead. Most grael swim for 30–45 minutes (suffering the Fatigue penalty) when hunting.

KAJA

Population: 8,000

There is only one inhabited city on the island: Kaja. The most sophisticated grael mix with travelers from throughout the Thousand Isles, looking for work, selling skins, or wasting their gold on drink and bawdiness.

Due to the cold, this is the only place on the entire island where non-grael can stay for any length of time.

Kaja is the most northerly settlement on Caribdis and far from the major trade routes. Aside from blue bear fur the locals have nothing to offer merchants. The town consists of a collection of shacks cluttered around the various taverns. There is a single pier, constructed by whalers using Kaja as a waystation, but no Harbor Master. Indeed, the locals neither trade nor buy with any regularity.

Violent crime is quite high but murders are rare. The native grael simply have nothing better to do than drink and fight.

PLACES OF NOTE

Kaja Market: Two items of great use are sold in Kaja's markets: blue bear fur and sealskins.

Blue Bear Fur: The heavy fur of a blue bear keeps its wearer warm in even the most severe weather. A character with such a coat adds +2 to Fatigue rolls made to resist cold weather. A man's coat weighs 22 pounds and costs 800 pieces of eight.

Seal suit: These sealskin suits are made from the native seals and cured in fire and ice. The suits are watertight with clear (but murky) eye pieces made of membrane. This adds +4 to the wearer's Fatigue rolls made to resist the effects of cold water. A single wound causes a breach, however, and negates the bonus.

These rare suits weigh 14 pounds and cost 800 pieces of eight.

The Frigid Bitch: Only the seediest characters frequent this grimy inn and tavern. Whale oil lamps provide dim light and cover the interior in greasy soot. Whalers and rough-cut hunters of blue bears and seals are regular patrons, spending their spoils in between their bloody expeditions.

✂ **The Arkanaus (p. 129):** A man with blue skin is often seen at the Frigid Bitch. Some say he was aboard *The Arkanaus*, a ship that went down a few score miles offshore full of plunder. If the heroes speak with him, they can learn the location of a valuable treasure lost in the icy waters of the Cold Sea.

The Holey Grael: Bjorn Olafsson came to Kaja to hunt norwhales. After his ship hit an iceberg and sank Bjorn used what little money he had left to start this small tavern. The drink is foul and the food worse, but it has become popular with the grael, whose grasp of literacy leaves much to be desired. Bjorn named the tavern as a joke but it stuck after he told the natives the legend of the Holy Grail.

✂ **Beyond Kiera (p. 152):** A grael offers the heroes a map detailing a chain of islands located east of Kiera—an area supposedly completely flooded.

✂ **Whaling (p. 152):** Bjorn offers to join any expedition to hunt norwhales in return for a share of the profits.

Warm Hearth Inn: This is the largest and only inn in town, and it has a bawdy tavern as well. Hunters prefer the Bitch, but local townsfolk as well as visiting sailors are the Warm Hearth's usual customers.

✂ **The White Whale (p. 130):** A tall, one-armed man frequently seen at the *Warm Hearth Inn* is a former captain who lost his entire crew hunting a particularly nasty norwhale. He has hinted to many that the whale has a valuable treasure in its guts.

ARFK ENCOUNTERS

d20	Encounter
1–5	1d4 Blue Bears (p. 184)
6–10	2d6 Blubber Monkeys (p. 183)
11–14	Hazard: Blizzard (p. 100)
15–16	Hazard: Crevasse (p. 100)
17–20	2d6 Grael Nomads (p. 188)

BRIGANDY BAY

Population: 2,000+

Not surprisingly, Brigandy Bay is nothing more than a pirate town. It has no Harbor Master, no law, and no City Watch. What it does have is plenty of scurvy dogs who are quick to join a vessel in search of plunder.

Brigandy Bay is a good place to sell stolen goods as the town has no contracts with the shipping companies to bring in regular supplies like most other places. Thieves add +2 to Streetwise rolls made to sell illicit cargoes. The bonus does *not* apply to ships, simply because the common thieves here rarely hold onto their ill-gotten gains long enough to invest in something so large.

There are no dangerous species left on the island's interior, so don't roll random encounters should the party venture into the interior.

The filthy town is infested with the dregs of Caribdus. The docks are poorly maintained, though serviceable, and lined with a series of warehouses. Raids or attacks that endanger the docks are forbidden under the Pirates' Code and offenders are dealt with harshly. Most pirates consider the docks neutral territory, though the rule is not enforced in any way.

Aside from the sprawling maze of houses, Brigandy Bay contains several legitimate businesses—predominantly carpenters, smiths,

and coopers—and an open-air market known locally as Thieves' Paradise. Though most of the wares on sale are acquired legally every stallholder has contacts on the black market (see below).

One of the most popular, and therefore crowded, streets is Drunkards' Row. Containing twelve taverns and inns of various sizes and reputations, the streets are littered with drunks and wenches day and night. Many of the inns are also used as meeting places for smugglers and black marketeers.

THE PIRATE'S CODE

The pirates of Caribdus have an unspoken law in Brigandy Bay. Sacking the town would ruin it forever, giving sea rovers one less friendly place to sell stolen cargoes. Fights, murders, and thieving are all commonplace however, and crews are expected to handle their own problems.

THE BLACK MARKET

Brigandy Bay has a large and thriving black market. Most anything a person desires can be found here, including mundane items at 25% higher than usual prices. More exotic items can also be found. Roll on the Black Market Table once per week to see what shows up in the market, or create your own special merchandise.



BLACK MARKET TABLE

1) Treasure Map (\$1000): The map allegedly shows the location of one of the dread pirate L'Ollonaise's cache, three days into Perck's interior. It is false.

2) Treasure Map (\$1000): The map allegedly shows the location of one of the dread pirate L'Ollonaise's cache. This map is true and leads to the Savage Tale, ✂ **L'Ollonaise's Vengeance** (p. 150).

3) Talisman of Storms (\$10,000): When hung on the mizzen of a vessel, it sails through even magical storms without suffering damage. The crew must still contend with all other aspects of the storm, however, such as limited visibility and getting lost.

4) Farscope (\$3,000): This incredible gadget allows the user to see up to two miles distant clearly enough to read a sailor's lips.

5) Blackbeard's Cutlass (\$20,000): This item is a dingy, rusted cutlass that has never been used in battle. It's a complete sham, and possibly a red herring for those looking for a way to defeat the legendary pirate.

6) Traveler's Journal (\$10): This seemingly worthless diary was found washed up on a tiny island somewhere in the Pirate Sea. The owner never mentions his own name, but it seems he was a privateer working for Admiral Duckworth of Baltimus. He was taken aboard Blackbeard's haunted ship and kept for days. An Investigation roll—or a complete and thorough reading of the journal—finds the passage below.

"Surely this will be my last day. The rest of the crew has been fed to the sharks for Blackbeard's amusement. Or perhaps to the Sea Hags themselves, for I can overhear the pirate talking to his "mistresses" on occasion. I don't know why he refuses to leave the ship. I can only wonder if his seeming immortality is somehow tied to the Destroyer herself."

PLACES OF NOTE

The Coalition: Despite its name, the Coalition is not an official organization—or indeed one with any true power. Its members are pirate captains who have banded together in a mutual protection and assistance pact. As its founder, a masaquani by the name of Gunari Guntris said, "Why work against each other, when together we can be rich?"

The current members are Gunari Guntris (captain of the galley *The Rusty Cannon*), a doreen pirate and cutthroat by the name of Brays (captain of the cutter *Swift Death*), and a Frenchman known only as La Sanguine ("The Bloody") who captains the galleon *Nightmare Ascendant*.

The Black Queen: This large, dimly-lit inn is considered the best in Brigandy Bay—which means it has fewer rats and the food is edible. Though run by a masaquani by the name of Halu Halooan it is owned by a band of pirate captains calling themselves the Coalition.

The Black Queen has 16 indentured girls "employed" to please the patrons. Halu keeps them clean and therefore expensive, but regularly beats them. The girls' dignity is long-gone, and they go through the motions with fixed smiles and vacant stares.

The most recent acquisition, a redheaded firebrand by the name of Annie Mason, is full of rage against her captors and rebels at every opportunity. She is heavily bruised, a result of Halu's heavy-handedness, but refuses to do much work or to see to the "comforts" of patrons.

Halu employs a grael bouncer named Horack and two half-ugak brothers (Terga and Rigg) to help keep the peace. Most patrons know not to damage the girls or furnishings as the Coalition brings their own form of justice to anyone who interrupts their side business. Use the standard statistics for grael and half-ugaks for the bouncers.

The Black Queen also serves as a place of black marketeering when one is looking to buy or sell large or expensive cargoes. The Coalition contact is a small scurillian named Saricks. He is mean and ornery like most of his race but enjoys negotiating sales and is a valuable contact. He offers fair deals—typically 20% of the total value of a cargo—and can make other things happen through his contacts. He serves La Sanguine directly and knows nearly all the happenings of the Bay.

✂ **Bid for Freedom (p. 160):** Annie Mason approaches one of the heroes and asks for help in escaping her life of slavery.

The Tower: Located six leagues east of Brigandy Bay, the tower stands upon a small island that was once the top of a great fortress. The rising seas submerged the fortress leaving only the tallest tower visible. Many tales exist

about the tower and typically tell of a fell creature able to suck the soul from a man and turn him into “something unnatural.” Even the most evil pirates give it a wide berth.

Within a mile of the tower the water is unnaturally cold—any character falling in suffers the same effects as if in the Cold Sea (page 64).

The tower is home to a kraken necromancer. Evil before the rise of the Sea Hags, they have given him more power in return for unswerving loyalty. He has been stalking Brigandy Bay for the past 10 years, killing a random victim every so often, though few of the pirates are missed for long and most of the disappearances are chalked up to meeting old enemies or joining another crew. He also creates zombies to harass and kill and generally cause chaos across the island.

The necromancer draws his power from the Sea Hags and is linked to their fate—when they die, so does he. His zombies also expire, leaving the tower empty and ripe for plundering.

AFTER DUCKWORTH'S ATTACK

Brigandy Bay's public nature changes considerably if Admiral Duckworth's attack is successful (see **The Attack on Brigandy Bay** on page 147). The streets are cleaner, crime is reduced, and trade promoted. Beneath the surface, however, illegal trades continue to prosper.

Edward Lazenby's first act following the battle was to install a Company Harbor Master—a masaquani by the name of Domis Dreyus—as governor. Though he appears subservient to Lazenby, Dreyus is actually a shrewd manipulator and businessman. On the face of things Dreyus appears to be a law-abiding governor, closing down brothels and black marketeers and stamping down on petty criminals. Behind the scenes he offers the criminals a choice—work for him or spend the rest of their lives as slaves.

Dreyus' first act is to sweep the town clear of undesirables. These fall into two camps—those who resisted Duckworth with force and those who refused to hand over control of their illegal business to Dreyus. Dreyus didn't trouble himself with the honest traders—he was after the lucrative taverns and black market outlets.

Lazenby receives a cut of the profits from Dreyus' criminal ventures but has no idea of the extent of Dreyus' activities. While the inhabitants of the Bay struggle to make a living Dreyus lives a life of luxury on his ill-gotten gains.

PLACES OF NOTE

Guard Towers: Rather than waste valuable Company manpower rebuilding Brigandy Bay, Dreyus put his captives to work constructing three new towers to protect the bay. The towers take three months to complete. After this time they guard the entrance to the bay. Each houses 20 City Watch and three cannons.

The Coalition: The Coalition was abolished during the attack on Brigandy Bay—Gunari Guntris and Brays were killed in action, and La Sanguine vanished just beforehand. Eyewitnesses claim his ship struck colors and fled not two hours before Duckworth's fleet arrived. Many of the surviving pirates suspect collusion with Lazenby, and his former associates have branded La Sanguine a traitor.

Both the Company and Guild offer a reward of 2,000 pieces of eight for his head. The pirates of Shark Bay offer 3,000 for him alive and half that dead.

The Black Queen: Halu Halooan still runs the *Black Queen*, though she now answers to the Harbor Master. Wenching and black marketeering still take place though behind the scenes. Halu gives 60% of her profits to Dreyus in return for the authorities turning a blind eye to activities in the inn.

Saricks, the former Coalition contact, vanished at the same time as La Sanguine. In his place, Dreyus has installed his half-brother, Tamar Tomis. No one in the Bay knows of the relationship between Tomis and Dreyus and both parties are keen to keep it this way. Tomis is less generous than Saricks and offers 15% of a cargo's value. Refusal to accept his price or trying to sell an illegal cargo elsewhere in the Bay results in Tomis sending in his enforcers—a motley band of grael and half-ugaks.

♂ **Crab for Dinner (p. 161):** Augustus Davies (see below) offers the group a job catching giant crabs for sale in his restaurant.

The Alligator Pit: The newfound safety of Brigandy Bay soon attracts new businessmen hoping to strike it rich catering to crews sailing

from the western lands to the Kieran Empire. One such businessman is Augustus Davies, an American entrepreneur, owner of the Alligator Pit Restaurant.

Davies' restaurant aims to cater for those of good-breeding and manner, offering a select menu not found elsewhere on Caribdus. The Pit quickly becomes popular with merchants as a place to conduct business away from prying eyes.



COLD SEA

The sea surrounding Arfk and the northern edges of Caribdus was always cold, but it became doubly so the moment it touched the chilly shores of the northern highlands. Magic must be at work, for scurillian scholars claim its geographic position should make the Cold Sea a temperate body—as the region was before the flood.

The variance in temperature changes drastically just a few dozen leagues south. The Pirate and Kieran Seas are very temperate, and the waters around the almost adjacent Kehana Flumes are quite warm.

Whatever the reason, creatures that once lived farther north—such as orcas and norwhales—now make their home in the Cold Sea. Those who have sailed to the old northern oceans claim it is nothing but a solid sheet of ice that no ship can penetrate and no man can stand.

SWIMMING THE COLD SEA

The frigid waters of the Cold Sea have killed many a sailor. Falling overboard or the most dreaded of fates—sinking—result in certain death for everyone but the blubbery grael.

Because of the extreme temperatures, any character who enters the Cold Sea must make a Fatigue roll every round. Grael may make the roll once every 15 minutes instead. Most grael swim for 30–45 minutes (suffering the Fatigue penalty) when hunting.

Those who hit Incapacitated state die of exposure within 10 minutes thereafter and slowly sink to the bottom of the Cold Sea.

COLD SEA ENCOUNTERS

- | | |
|------------|---|
| d20 | Encounter |
| 1–4 | Game (p. 187) |
| 5–6 | Hazard: Iceberg (p. 100) |
| 7–8 | Hazard: Ice Floe (p. 100) |
| 9–10 | Merchant Vessel (p. 191) |
| 11–13 | Norwhale (p. 193) |
| 14–15 | Orca (p. 194) |
| 16–17 | Hazard: Sea Blizzard (p. 101) |
| 18 | Hazard: Storm (p. 101) |
| 19 | Grael Whalers (p. 188): A frigate hunts norwhales in the Cold Sea. At least a quarter of the hunters are grael. |
| 20 | ✠ Sunken Ruins (p. 97) |

CUWAYO

Cuwayo is the most populous of the Free Towns, mostly due to Baltimus and its deep-water port. The interior is mostly settled with smaller farms and homesteads, but wild monkapes still roam the jungles and tidal snakes lurk in the streams.

The locals pronounce it “sue-WHY-oh.”



BALTIMUS

Population: 30,000+

There are only three cities in Caribdus—Baltimus, New Madrid, and Kiera. The former is the unofficial capital of Cuwayo, and arguably the entire Free Towns themselves. It has a population of over 30,000, the only deep water port capable of shoring a Man-of-War, and is home to the increasingly powerful British East India Company from Earth.

Baltimus was founded by Byron Baltimus, an already wealthy shipping magnate from Ograpog. Baltimus fled the city when the riots began, along with the empire's most powerful merchants, abandoning King Amemnus to the mobs in his most dire hour.

The wealthy merchants of Ograpog managed to flee with most of their treasures, and the survivors flocked to them like nobility. Though

many at first cursed them for cowards, it was their wealth that built the city that eventually bore Byron's name.

The former merchants of Ograpog formed the Baltimus Council of Founders and rule with a mostly judicious hand. The only new seat on their council is held by the British East India Company, a spot that was bought with lucrative trading contracts.

The city of Baltimus is built into the side of a cliff. Unlike the orderly terraces of Kiera, the streets of Baltimus wind up the cliff-face in haphazard fashion. Steps have been cut into the rock to make passage easier for pedestrians, but carts must make the perilous trip down the Plunge, a steeply sloping street that begins atop the cliff and winds down to the docks.

The city is divided into three zones—the locals do not officially recognize these but can tell in which part of the city a local lives by his dress and mannerisms. The lowest level, near the piers, is known as the Port. Home to sailors and fishermen, it is the roughest part of town with a heavy City Watch presence. Most shops supply goods for ships or fishermen and the taverns serve barely passable vittles.

Above the Port lies Mid Town, home to many merchants and crafters. It is also the city's main shopping district, containing a plethora of shops ranging from tailors to jewelers, fine foods to wine shops. The nearer the shops are to the Port the poorer quality the goods and vice versa. The taverns are considerably better than those of the

Port, with cleaner bed linens and palatable food. As one travels upward the quality improves.

The highest level is High Town. Situated high on the cliff are the large homes of the Council of Founders and the manor of Bruno Baltimus. This is primarily a residential area with no shops or taverns to blight the view. The City Watch patrols the area in large numbers and visitors who look out of place are escorted back down the hill.

As well as being a trading centre Baltimus also has a cultural side. Several theatres and playhouses are located in Mid Town and cater to every taste from lewd comedies mocking public figures to the imported works of Shakespeare.

BRUNO BALTIMUS

Byron himself passed on, some say from grief at having abandoned the king, leaving his eldest son Bruno his seat on the council. Bruno has none of the regrets of his father. He is a larger than life rake, known for his skill in hunting and fishing as well as his extravagant balls—that turn into all-night drunken revelry with Bruno's inner circle. Getting invited to this event is considered a great honor, though some are tainted by the incredible debauchery forever.

Masaquani children take the last name of their mothers. In this case, Bruno's mother was indeed blood-related to her husband—a second cousin, to be exact. Some believe Bruno's parents' "indiscretion" is at least in part responsible for his "eccentricities."



If the heroes kill Bruno in the *Savage Tale Debauchery* (p. 140), the Council of Founders assumes control of the city. Within six months Edward Lazenby, using profits from the British East India Company, buys enough support to become the *de facto* ruler, moves into Baltimus Manor, and declares himself High Protector of Baltimus for life.

✂ **The Dark Tower (p. 160):** The heroes hear of the haunted tower off Brigandy Bay from a sailor whose ship was recently attacked by zombies.

THE BRITISH EAST INDIA COMPANY

Edward Lazenby is the chairman of the Company, and the bosom companion of Bruno Baltimus. The Company maintains offices on the pier for day to day activities, but the office of the Great Harbor Master sits high upon the cliffs. It is lightly guarded, for few would think of challenging the Company's power.

Admiral Duckworth (p. 182): The Company commissions a few trusted captains as privateers. The most shrewd is the comically named Admiral Nelson Duckworth. The Admiral was a captain under Horatio Nelson in the Napoleonic period when he was transported to Caribdis by the Maiden.

Duckworth commands a Man of War called the *HMS Justice*, crewed by well-trained and highly disciplined red coats (marines).

Duckworth is extremely moral. He obeys the whims of the Company as long as he deems them honest, but won't hesitate to turn on them if he suspects foul play.

✂ **The Attack on Brigandy Bay (147):** The Company puts together a fleet under Admiral Duckworth to attack Brigandy Bay.

PLACES OF NOTE

Baltimus Prison: Pirates and other criminals are held in a large building on the outskirts of town. The worst offenders are hung along the cliffs. The rest are typically sentenced to several years of hard labor, whether aboard company ships or in the quarries south of the city.

The Sheriff of Baltimus is Draco Oschenwald, a Prussian mercenary who is so far the only visitor to hold high office among Baltimus' Council. It is a position he gained for his sheer ruthlessness and love of gold.

Draco isn't the sheriff's real name, but it's what he calls himself here in this new world. His watchmen are as corrupt as he is—the law is whatever he and his thugs can extort at a given moment. Fortunately, graft keeps them fat and happy so that truly violent crimes are rare.

Baltimus Shakespeare Company: Founded by an English thespian by the name of Reginald Davenport, the BSC is Baltimus' largest and most successful theatre—due mostly to Bruno's patronage (or Lazenby's if Bruno is dead). Bruno is fascinated by Macbeth—most notably for the three witches—and a performance is put on once a month for his private viewing. Other inhabitants shun both Macbeth and The Tempest, but take great delight in the many comedies performed weekly. If Bruno is killed, Lazenby becomes the theatre's prime benefactor.

✂ **A New Tragedy (p. 159):** Agents of Kiera try to assassinate Lazenby and prominent Company employees while they dine at the theatre.

Bori's Herbalist Shop: Bori Balfor was interested in plants long before he served King Amemnus as Royal Botanist. Bori was away from the palace when the rains started and ended up seeking sanctuary in Baltimus. As the waters continue to rise Bori has become increasingly worried that the botanical heritage of Caribdis will drown forever. His herbalist shop is a sideline to pay for his main business—collecting plants from across the Thousand Isles.

✂ **Specimen Collecting (p. 159):** Bori offers the heroes a lucrative deal to fetch plants from Torath-Ka.

British East India Company Offices: The offices of the British East India Company stand on top of the cliff and overlook the harbor. Though seals and licenses are only handed out three days of the week the offices are open every day for enquiries.

The Crow's Nest: A popular tavern in Baltimus is the Crow's Nest, run by Tarra Tarranos. Tarra is an older woman, wise beyond her years. She was something of a wanderer before the flood and can now satisfy her wanderlust only by listening to the tales of others. She's quick to spread gossip for only a few pieces of eight.

✂ **Debauchery (p. 140):** The heroes are asked to infiltrate the Baltimus estate and

perform a dastardly deed. This event should only be run after running the *Savage Tale*,
✎ **The Juror (p. 121).**

Cuwayo Dry Dock: The Company maintains a large dry dock here that services not only their ships but those of others as well. They repair ships for 25% more than the standard rate, but do so 25% faster as well.

Great Harbor Council Hall: The council holds its meetings here, and the Great Harbor Master grants seals and licenses three days out of every seven. He maintains an office at the East India Company headquarters other days of the week.

The current Great Harbor Master is Paikus Pathe, the son of one of the merchants who fled Ograpog with Baltimus 13 years ago. Pathe is an idiot and a corrupt one at that. He keeps his position because he has the backing of Bruno Baltimus and Edward Lazenby. These two jackanapes keep Pathe in power because he does *anything* they tell him too. As long as Pathe remains faithful to them, he gets to keep coming to their weekly debaucheries.

The House of Mirth: The House of Mirth caters to patrons of less-refined tastes, staging lewd comedies every afternoon and evening. Many of the shows mock the Council of Founders though never to the extent that the Council feels they must close the establishment.

Konaidas' World of Wonder: Konaidas (ko-nigh-dus) is a scurillian who hasn't set foot out of Baltimus since he landed here nine years ago. He's a shrewd businessman though, and managed to locate a number of magical items and sell them within a few months of his arrival.

Now he always has a few items on hand. Roll twice on the Relics Table (page 104) to see what Konaidas has in store. His price for any item is 2d6 x 10,000 pieces of eight, though the GM should feel free to adjust this price depending on the party's funds and the nature of the relic.

Regardless of what is rolled, the first time the heroes contact him, Konaidas has just come into possession of a magical figurehead. It's a ferocious red dragon. When attached to a ship, the figurehead becomes active. On the word "draconis," the thing breathes a 50" long cone of fire that causes 4d10 damage. It may produce this effect up to three times per day. Konaidas wants 50,000 pieces of eight for the figurehead.

The Severed Head: Byron Baltimus' mercenaries defeated a band of Red Men when

they landed here. They put the leader's head on a pole to scare the rest off, and a tavern was eventually built on the site.

Now the "Head" is one of the largest and most popular taverns in the Thousand Isles. The bartender is Earlas Erk, a thick, squat masaquani with many scars from a former life as a pirate. Earlas is a minion of Bruno Baltimus, though his true master is money.

✎ **Live Cargo (p. 149):** The heroes are approached with a shady but very lucrative proposition.

Takas the Moneylender: Takas isn't a wealthy scurillian, but he's a wise one who keeps excellent records. That's why several rich people in town, including Bruno Baltimus and Edward Lazenby) finance his operation. Takas loans money to ship captains accompanied by a super. The interest rate is a flat 25%, payable within 30 days. New clients may borrow up to \$5,000. They double their credit each time they repay their loan, up to a ceiling of \$40,000.

BRISTO

Population: 1,000

Bristo is a small but prosperous fishing village with some crops and livestock as well. Most years it has far more than it needs, so it sells the excess to merchants around Caribdus.

Bristo has no government, but the farmer with the most land, an American earther by the name of Thomas Crane, typically speaks for the town.

Pirates rarely trouble Bristo despite its prosperity and abundance of food. Every male aged between 15 and 50 is required to join the town militia—weekly weapon practice is compulsory and held on the beach.

Most of the village lies well beyond the high tide mark, though a few fishermen's houses lie nearer the water. In the centre is the village's only tavern—the Haybarn. As the focal point of village life it is crowded most nights. Outside lies the village square, which hosts a weekly market as well as dances and the annual harvest fair.

The rest of the village is rather ramshackle, with few clearly defined streets. Most of the crafters live and work near the centre of the village—the farmers live near their fields on the outskirts.

When Bristo was founded it was agreed that all citizens would have an equal say in how the town was governed. Although Thomas Crane

typically speaks for the town he has no actual authority and holds his honorary position with the villagers' blessing.

Village meetings are held once a month in the Haybarn, though in truth there is not much for the villagers to discuss aside from how much excess harvest to sell and what imports are required. Ships from the British East India Company visit the villagers several times a year, buying food and selling timber, manufactured goods, and gunpowder.

PLACES OF INTEREST

The Haybarn: The Haybarn is rustic by the standards of the Great Port taverns, but it serves the locals' needs. Good food, strong beer, and clean beds are available all year round at reasonable prices. Hanging behind the bar is an old map of the area marked with an "X" not far from the site of Bristo. The owner, Nathaniel Sullivan, is happy to let visitors study the map so long as they buy a meal.

↗ **Treasure Map (p. 171):** The map is an actual treasure map. Sullivan explains how he came by it to any hero expressing an interest in viewing it.

DEIKING (LITTLE CHINA)

Population: 14,000+

In 1776, a fleet of Chinese junks hauled a vast cargo of firearms, opium, and silk into a raging storm. They emerged in the Devil's Cross seven years ago. Such a large group managed to fight their way out of the Flotsam Sea and sailed due west to the northern Free Towns. They had no desire to live among the non-Chinese who lived there, and so sailed due west beyond the islands. What they found was a vast endless ocean. Their crews began to starve, then die, then mutiny. Finally, the warlords turned the armada around and returned to the Thousand Isles, landing on the western side of Cuwayo.

The warlords created a new city-state called Deiking by the locals, but Little China by everyone else. Their side of the island is protected by high mountains inhabited only by a few savage ugaks. The Chinese quickly conquered these brutes, planted rice and opium in the swampy fields of the coast, and surrounded the entire settlement with wooden walls.

The Deiking Fleet is now composed mostly of junks, both old and newly constructed, and nominally has an alliance with the Kieran Empire. They supply goods (particularly opium) to Kiera and the Emperor grants them status in the Kieran Trading Guild.

Little China is aptly named—the architecture and atmosphere of the city are unmistakably Chinese. From the defensive wall facing the mountains to the piers and wharfs of the docks, every structure is of oriental design.

The city is divided into twelve zones. Each zone is separated by rows of shops or houses through which the only passage is a dragon gate. Large pagoda-like structures, the dragon gates are named because the twin supporting pillars are carved to resemble oriental dragons.

Gangs of armed thugs are employed by the resident warlord to watch the gates day and night. Their main duty is to keep rival gangs out of the zone, though most spend their time eyeing up rich visitors, whom they mug later. Each gang is differentiated by a particular tattoo.

Each zone has its own houses, shops, taverns, and criminal activities. Indeed, the zones are the personal domains of



the warlords of Deiking, who are collectively known as the Twelve Hands. Only the docks and warehouses are neutral territory—every other building is owned or pays protection money to the resident warlord.

The Twelve Hands are the great captains of the junk fleet. After returning from the western ocean the warlords founded Deiking, sharing temporal and criminal power between them. Although known to each other, the residents of Deiking rarely interact with their masters, who use protégés to represent them in public affairs.

Each warlord has his headquarters within his city zone. Travel to another zone is precarious without a large escort—the warlords are constantly vying for power. Gang wars, arson attacks, and murders are commonplace events and visitors are warned by cautious locals to avoid getting involved in internal disputes. Every criminal activity in Deiking can be traced back to a warlord. Most dabble in several types, but a few specialize almost entirely—Mao Ping controls the opium, Lu Sheng the gunrunning, and so on.

Although there are many festivals in the Chinese calendar, the biggest and most spectacular is the Great Dragon Contest. Held on the eve of the Chinese New Year, it is a chance for the citizens of Deiking to celebrate their culture and for the warlords to determine their nominal leader for the year.

Each warlord enters a team of bodyguards operating a silk and papier-mâché dragon. The dragons move through the city, ending up at the docks an hour before midnight—where they fight. This is not a symbolic struggle but an actual contest for supremacy. No weapons other than hands and feet are permitted, though this doesn't make the contest any less dangerous.

The last dragon standing wins the contest—the warlord they serve takes the title Radiant Dragon and becomes chairman of the Twelve Hands for the next year. The chairman receives a 5% cut from all criminal activity within Deiking, making it a very profitable position.

PLACES OF NOTE

Lao Wu's Tattoo Parlor: Lao Wu is one of the best tattoo artists in the Thousand Isles. He charges high prices—\$100 per tattoo—but the end product is worth the fee. All of the warlords' men come to Lao's for their tattoos and his parlor is considered neutral territory.

✂ **Something Special (p. 163):** A warlord's lieutenant has kidnapped Lao's daughter. Lao asks the group to rescue her in return for magical tattoos.

Firework Factory: Owned by the warlord Lu Cheng and a cover for his gunrunning activity, the firework factory is the only one of its kind on Caribdis. Few cultures use fireworks but the local legitimate trade keeps the factory profitable.

The Jade Pagoda: The Twelve Hands meet monthly at the Jade Pagoda tavern near the docks. Although the bar remains open to the public, the locals prefer to drink elsewhere when the Hands are in session—most of the patrons are bodyguards and assassins.

✂ **Sky High (p. 165):** While drinking in the tavern a squad of City Watch approaches the group. The captain bows politely and asks the group to accompany him. The guards are in the employ of Han Po, a warlord seeking to break Lu Cheng's hold on the gunrunning business by blowing up his primary source of income—the firework factory.

Master Sheng's Dojo: Master Sheng teaches all manner of martial arts to those who can afford his price. He has declared himself neutral in the internal struggle of the Twelve Hands.

For 2,000 pieces of eight and a week of training, a character's Fighting is improved one level when using his bare hands and feet. His skill remains the same otherwise. A second week's training and fee grants the character the Martial Arts Edge.

Mao Ping's Opium Den: Ten pieces of eight buys a sailor an hour in this secret building (opium has been declared illegal by the Great Ports). Characters should only find the location of the den with a Streetwise roll.

The smoky haze and a large number of smokers smashed out of their minds means fires are common. Mao Ping is a fire mage with just enough power to keep most blazes under control.

✂ **Smuggling Run (p. 133):** Mao offers the group a chance to smuggle his wares.

The Red Lantern: This seedy bar caters to wharf rats, pirates, and thieves. It is run by Hatsuoiki, a retired Japanese geisha who runs

her operation out of the upper floor. Betting on staged fights takes place nightly in a small ring. The house gets a 10% cut of all bets.

✂ **Thieves in the Night (p. 134):** The heroes are contacted to perform a deed of stealth and daring by a Kieran spy.

LANOS

Population: 4,000

This small village is built on flooded swampland. A number of Chinese from Little China have shown the people how to plant and tend rice and it has thrived ever since.

Lanos exports rice and rice wine to the rest of Caribdus, as well as to Little China since they tend to dedicate their farmland to opium instead of food.

The Harbor Master of Lanos is a former noble of England, Sir Richard Thornsby. He's a no-nonsense leader with a head for numbers. Though few like Thornsby on a personal level, the gentleman has made this otherwise backwater town thrive.

The town of Lanos is built on a series of small islands protruding from the swampland. Raised wooden walkways extend between the islands. At night lanterns are lit along the paths to prevent travelers falling in the marsh. The largest island—known locally as Governor's Island—houses the outdoor market and Sir Richard Thornsby's house.

As space for new housing rapidly diminished, the locals began building houses raised on stilts. Since the houses are not on any island, access to these dwellings requires a rowboat. For this reason, the houses are built close together and share a single jetty. Thornsby is considering extending the walkways to reach some of the larger "housing estates" but no construction work has commenced.

A large number of Chinese earthers still reside in Lanos. Although fully integrated into the mixed culture of Lanos they keep their old traditions alive through festivals and the architecture of their houses and shops.

✂ **Vanishing Farmers (p. 165):** Several farmers have vanished in recent weeks, prompting Sir Richard Thornsby to hire outside help.

PLACES OF NOTE

The Bawdy Maiden: Thornsby allows one bar in his town, and it is well-protected by the Constable, Jonathan Taylor, and his small but tough City Watch. Sailors are welcome to spend their silver here, but they're firmly escorted back to their ship if the constable feels they've had enough.

MAROA

Population: 200 atani, 2,000 in Below Town

The elusive atani live on the tops of carroway trees jutting from the shallow bay. The canopy is roughly 40' above the surface, and is covered with beautiful carved homes, walkways, and aeries built in the thick white boughs.

Only the glider-folk may live here. Other races may live in the shacks on the beach—Below Town—a settlement that is growing far faster than the atani elders care for. The "neathers" are tolerated only because the atani are accumulating a vast fortune from trade. They need little for fruit grows on their trees and they hunt fish from below their very homes, but they rely on the 'neathers for weapons, clothing, and other goods.

CARROWAY FRUITS

Most of the carroway's fruit is simply delicious and refreshing. These yellow, orange-sized fruits sell for \$100 per basket (about 10 fruits) and each one automatically removes one Fatigue level.

Blood fruits are a far more rare red version that occurs in about one out of every 100. These sell for \$200 *per fruit* because a person who eats one automatically heals one wound!

Both types keep for only 7 days fresh. If canned, they keep for up to one month. Carroway fruits don't take up a cargo space unless a crew buys at least 100 of them (whether fresh or canned).

The wood of their precious trees is sold only when it falls naturally, and then only as small sculptures or other objects of art. It is *never* sold for lumber, though it suits that purpose well. A typical piece of carroway sculpture sells for 500 pieces of eight and up.

THE ELDER TREE

The center of the carroway "forest" is the oldest and largest of the trees. The elders meet there every other day to engage in discussion and debate about matters of the town.

BELOW TOWN

The shanties beneath Maroa are a sordid collection of lean-tos and shacks. Over two thousand rugged souls live there, though there is only work and trade for a few hundred at a time. Rampant unemployment, laziness, and the relative wealth of the atani make Below Town a powder keg just waiting for the right spark.

✂ **The Devourer (p. 135):** A creature called the Devourer has been preying on atani fishers. It waits until they glide over the water in search of fish and then snatches them with its tentacles, dragging them into the depths.

✂ **The Sack of Maroa (p. 136):** Traders in Below Town attack Maroa.

TULAGO

Population: 400

A band of slaves mutinied in the waters off the Ivory Coast in 1632. They forced the slavers to sail them home, but the ship was lost in the mists and arrived in Caribdus.

The slave ship fought its way out of the Flotsam Sea to the southwest, landing at what is now Tulago. The Africans tried and executed their overseers according to their custom, but then had no way to pilot the ship. They dismantled the vessel and used it to create homes instead. Soon after they planted gardens, and are now one of the most prosperous agricultural communities on Cuwayo.

Because of their past, every man is free and there is no government. The Tulagons have consented to the Great Port Treaty because they benefit greatly from it, but "Harbor Master" is a title handed off to whoever happens to be working the docks that day.

The relaxed atmosphere of Tulago makes a refreshing change for those used to the busier ports. The wooden cottages stand out in contrast to the stone buildings of New Madrid and Baltimus. Constructed around the village square, the village contains no official buildings—each villager is responsible for his own actions and if a crime is committed the village as a whole passes sentence.

The focal point of the village is the great fire pit. As well as being the focus of the nightly feasts, the villagers gather here to discuss important matters. Each harvest the Tulagons

bring their crops to the fire pit, where they are placed together. A certain amount of produce is then divided equally among the families—the rest is stored in the raised granaries (to stop vermin getting in) until trade ships call.

The Tulagons have bountiful food and timber but lack the numbers of crafters necessary to produce manufactured goods for exports.

If L'Ollonaise is slain in the *Savage Tale*, **The Prince** (page 121), the village is no longer troubled by pirates because many of them believe it's haunted by the fiend's ghost.

For their part, the villagers are keen to maintain the myth and speak of a ghostly pirate wandering the beach at night.

Otherwise, life returns to normal for the Tulagons, who work hard to rebuild their lives after the Frenchman's extended raids. Armed with weapons left by the pirate when his band was defeated, they do not tolerate rowdy crews or those with criminal intentions.

PLACES OF NOTE

Healer: The local wise man and healer is Benga Mamoto. He is the village's physical and spiritual healer, counselor, and arbitrator, helping to settle minor disputes. The locals hold him in great reverence and any harm to him is repaid a hundred times over.

If the heroes talk to Benga, he tells them about his life before the slavers captured him. He reminisces about his brother, Machawi, who he describes as "bigger than an elephant." Last time he saw his brother he was being loaded aboard a Spanish slaver called the *Black Prince*.

✂ **The Black Prince (p. 176):** Benga's brother actually made it to Caribdus although he died shortly afterward. His skeleton lies aboard the *Black Prince*.

Tulagon Night Feasts: After the day's long work, the Tulagons gather around a large fire to eat, drink, sing, and dance. They perform tribal dances to remember their lost people, and tell tales of their families and what they left behind.

Strangers are welcome to these feasts and small crews (10 or less) are usually asked to share the group's food and drink for free. The Tulagons especially love to hear the stories and songs of other cultures.

XAXA

Population: 200

A French noble named Francois Petaine set up a small roadside tavern along the road between the southern towns of Lanos, Bristo, Tulago, and Baltimus. The frequent traffic paid off, and a small town grew up around his inn, the *Repos de Minuit*, or “Midnight Rest.”

A few small farms make up the surrounding town. There is no government, but Petaine acts as Harbor Master and speaks for the locals anyway, whether they like it or not.

Visitors to Xaxa are common, but most only come to stay at the *Repos de Minuit* while en route to the largest towns. Until recently few came for the sights—simply because there were none. However, word of Petaine’s private art collection has spread far and wide and natives and visitors alike visit simply to view the paintings.

So many now visit that Petaine has constructed a new wing to the inn in which to house his gallery. Here visitors can dine surrounded by the near-priceless works of art. Of course, the admission fee to view the paintings has risen accordingly—now ten pieces of eight—and a surcharge of three pieces of eight is charged to diners using the restaurant.

Xaxa is not accessible by sea but it does trade with those passing between Bristo, Tulago, and Baltimus. Most groups will find little profit in dragging goods along the road from one of the ports.

PLACES OF NOTE

Repos de Minuit: Petaine’s “Midnight Rest” inn was quite humble in the beginning, but with typical French flair he put his earnings back into the hotel and has made it quite nice. He has original paintings from Earth that he managed to salvage from his trip through the Flotsam Sea as well, and charges five pieces of eight for natives to visit his “gallery” upstairs.

Petaine has recently expanded the inn to include a new gallery and restaurant.

✂ **An Artist’s Dream (175):** Petaine wishes to expand his collection and seeks brave crews to search hulks in the Flotsam Sea for paintings.

✂ **Gallery Curators (175):** Petaine has to go away on business for a week and wants someone trustworthy to run his inn and guard his valuable collection.

CUWAYO ENCOUNTERS

d20 Encounter

- | | |
|-------|--|
| 1–5 | 1d6 Crabs if near the coast, otherwise no encounter (p. 185) |
| 6–9 | Farm/Camp: A group of 2d6 x 10 settlers have set up a new village. They are suspicious of strangers, but generally friendly and willing to sell up to 2d10 x 5 provisions for \$2 a piece. |
| 10–11 | Game (p. 187) |
| 12–14 | 2d6 Monkapes (p. 192) |
| 15–16 | Razor Wing Swarms (p. 197) |
| 17–18 | Tidal Snake (p. 200) |
| 19–20 | Pirates (foraging/raiding on land) (p. 195) |

FLOTSAM SEA

The oceans of Caribdis defy the laws of physics in favor of the catastrophic designs of the Sea Hags. The Flotsam Sea is by far the largest example.

The deluge that drowned the world 13 years ago destroyed not only the world’s greatest forests, but scores of cities as well. That material which floated very quickly gravitated toward the Devil’s Cross, surrounding it in a thick morass of timber, grass, corpses, and other debris that has come to be called the Flotsam Sea.

As this was the center of the Ograpog Empire, there are hundreds of points where ruins still jut out from the debris. Ships from Earth appear at the center of this sticky vortex as well. Many escape, but many more do not, leaving their rotting husks trapped in what some have described as a vast “carpet of ruination.”

Over the years, hundreds of ships have ventured into the sea to search for salvage in the cities or deserted hulks. Many have returned with great treasures, but for every successful expedition, a dozen more end in disaster.



THE DEVIL'S CROSS

The Cross is actually the former ruins of King Amemnus' castle. Towering pillars mark the four corners of his once-grand fortress. The stone was chalk white long ago, but these days appears a pale gray with growing patches of sea-slime.

The witches dwell beneath the Cross, in the very ruins of Amemnus' castle.

Ships from Earth appear within a few hundred yards of the Devil's Cross, so octopons and other horrors are always present waiting for prey. Those ships which escape the Cross and the Flotsam Sea are lucky, well-crewed, or both.

SECRET OF THE OCTOPONS

The creatures called octopons had never been seen before the deluge. Scurillian sages are very curious as to the races' creation, and why they are without exception cruel and malignant creatures.

The answer is that the octopons are Ograpog's own citizens! As these souls drowned in the deluge, their spirits were offered a choice by the Sea Hags. Die or live again as embodiments of the Sea Hags' evil. Those who chose the latter returned to life as octopons.

It is sadly ironic that the seal of Ograpog was an octopus.

Today the octopons live in small groups of a dozen or less, seeking out survivors to inflict more pain and suffering on.

FLOTSAM SEA ENCOUNTERS

d20	Encounter
1-2	1d4 Fire Salamanders (aboard a burning ship) (187)
3	Giant Octopus (194)
4-6	Hulk (Empty, with Plunder inside)
7	1d3 Giant Electric Eels (p. 186)
8	2d6 Seaweed Fiends (p. 199)
9-11	2d6 Octopons (193)
12-13	3d6 Octopons, 1 Octopon Warlock (193)
14	1d6 Razor Wing Swarms (197)
15	✂ The Whirlpool (131) . Treat as 3d6 Zombies afterwards.
16	Scavengers: The party spies a skiff full of 4+1d10 scavengers searching for treasure. The treasure seekers aren't likely to want competition unless they're in need of aid.
17	Hazard: Storm (101)
18-19	3d6 Zombies (203)
20	✂ Sunken Ruins (97)





KEHANA FLUMES

The kehana live in a sweltering area of the sea called the Kehana Flumes. An underwater volcano keeps their realm unnaturally warm and filled with turgid clouds of minerals that attract large schools of fish—that feed the burgeoning kehana communities.

The fish-men live in underwater grottos carved from the volcanic rock. These often vent volcanic steam, flash-frying all the beings inside and adding even more capricious cruelty to the kehana society.

Kehana have no central ruler, but instead divide into tribes of immediate family, mates, and the rare orphan they take in (primarily if the orphan has proven he can fight).



The weak have little protection from their fellows or even their family—their society is truly “survival of the fittest.”

MINERAL WEALTH

The flumes are the chimneys of subterranean volcanoes. They spew forth sulphur, gold, silver, and other metals that lure many scavengers there. The rewards are great, but the kehana guard their territory ferociously.

A Common Knowledge roll allows a scavenger to pick out 2d6 x \$10 pieces of eight worth of minerals a day from the flumes, whether above or below water. A raise means the miner has found a chunk of gold or silver, multiplying the value of his find by 10.

KEHANA FLUMES ENCOUNTERS

- | d20 | Encounter |
|-------|---|
| 1–4 | 1d4 Great Whites (p. 200) |
| 5–9 | 4d6 Kehana (p. 189) |
| 10–11 | 1d3 Giant Electric Eels (p. 183) |
| 12–15 | Kehana War Party: The kehana have spotted the ship and attack in force, usually outnumbering their foes by roughly two to one, up to a limit of about 1000 fish-folk. (p. 189) |
| 16 | Miners: A well-armed frigate (full crew + 24 marines) combs the flumes for ore. They have 1d6 spaces full of iron. |
| 17–20 | ✂ Kehana Dissenter (p. 139). Treat as a roll of 5 after first encounter. |

THE KIERAN EMPIRE



Emperor Jannis Jant, the Whale, rules this cruel, unforgiving place. The gluttonous liege is Caribdus' version of Caligula; a fat despicable drug addict who rules his kingdom in whatever way best benefits him and his personal appetites.

Jant's cruelty was well-known before the flood, but rose to new heights as his people tried to enter the mountaintop city and he closed its gates. Thousands of his own people drowned cursing his name. Their bones still lie in the rocky niches around Kiera.

Some refugees managed to move onward, and founded the towns of Braven, Timin, and Yumas. These towns were quickly assimilated and now provide food and a few other necessities for Kiera.

The people of the Empire bear no love for their liege, but they are bound by a common hatred for Ograpog, who they blame for the deluge.

THE OGRAPOG WAR

The Kieran Empire and Ograpog warred on and off for centuries. They were in the midst of a short peace when King Amemnus drowned the Sea Hags. When the rain began to fall and word of the cause spread throughout Caribdus, Emperor Jant made his move. Kieran infiltrators entered Ograpog and spurred the mobs against their king.

With Amemnus' fall, Jant became the single-most powerful ruler in the Thousand Isles. The cost was dear, for Caribdus continues to drown, but Jant neither knows nor cares. Even if Kiera itself were drowned, the delusional opium fiend believes he will survive on a massive Imperial Barge, which he is secretly having built on the nearby island of Terras. The people at Braven know of the barge and the Emperor's plan.

REBELLION

The people of Kiera are an odd sort. Those who live in the city of Kiera itself are by and large selfish souls who are happy to enjoy the Great Whale's protection. The rest of the empire, and those who have suffered under Jant's rule, despise the bloated Emperor. Small

groups of conspirators plot rebellion constantly, but rarely succeed in drawing widespread support. Jant punishes rebels in the most cruel ways imaginable, usually through gladiatorial contests in the Emperor's Square.

BRAVEN

Population: 200

Braven was a lumber town for about five years before the greedy Kierans cut down the last mature growth. Now only a small group of villagers remain. These people live in very simple conditions: hunting, trapping, and generally becoming Caribdus' versions of rangers.

The Bravens hate Jant for the way he raped the wilderness (though many of them took part in the process), and might be convinced to join a rebellion.

Up to 20 of these frontiersmen might be recruited for twice a sailor's typical pay, or shares in an expected treasure. Given a charismatic leader and a real chance, the entire band (150 of which can fight) might participate in a rebellion.

BRAVEN RANGER

Most of the rangers are middle-aged, good-natured souls. They aren't likely to take part in a cause they consider unjust.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Survival d8, Swimming d6, Throwing d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Quirk (won't wantonly harm nature)

Edges: Woodsman

Gear: Leather armor (+1), throwing axe (Range 3/6/12, Damage Str+d4), musket (Range 10/20/40, Damage 2d8).

COAKER MOUNTAINS

Population: 150+ Guards, 2000 prisoners

The vile Kieran Empire enslaves debtors, pirates, and other "undesirables" to the horrid mines of the Coaker Mountains.

The Coaker Mountains have over a dozen mining camps, but no strangers are allowed to visit them. The beaches are protected by small fortresses bristling with guns while the towns are patrolled by Kieran guards. The reason for all

this security is that the Emperor fears someone will come and release his cheap labor, or worse, lead them in revolt against him.

The slaves toil day in and day out, foolishly hoping to survive long enough to live out their sentence—or escape. Every little infraction adds days to their service, and major violations add months or years. Prisoners are chained together in groups of 5 and receive one pound of grubby food and a half-gallon of water a day. The miners must make a Vigor roll each month due to the constant fatigue. Those who become Incapacitated collapse and are taken to a crude hospital in the south of the island. There they gain one last chance to make a Vigor roll or perish—a sweet release for some.

MONTANO

The only settlement on the island is Montano. It contains over 500 prisoners and 100 guards. These doomed souls refine the ore and ready it for transport. The rest of the camps are much smaller and built around actual mines with 1d10 x 50 slaves and a fifth that number in guards.

The Emperor's Respite: The guards have a simple bar here called The Emperor's Respite. Strangers are not allowed within this establishment since visitors are not allowed to the island.

ROCS

Prisoners also make frequent snacks for a family of at least three rocs known to live in the highest peaks of the Coaker Mountains. They occasionally swoop down on prey from their lofty aeries and carry them there to feed their

young. Prisoners chained together try not to think about how horrible it is to be dragged into the air like fish on a chain.

COAKER MOUNTAIN ENCOUNTERS

d20 Encounter

1–5 **Escapes:** The heroes find a group of 1d6 escapees. They have stolen muskets and swords on a d6 roll of 5–6. The prisoners promise—or threaten—just about anything to get free. (Use typical Pirate statistics for the prisoners.) (p. 195)

6–12 **Patrol:** Patrols arrest intruders on sight and send them to Paltos for sentencing. Use statistics for City Watch for the patrol. (p. 184)

13–16 1d3 Giant Centipedes (p. 184)

17–18 **Prisoners:** The party finds a small mine with 3d6 prisoners toiling away. Four guards lurk lazily nearby (use Pirates for the prisoners and City Watch for the guards). (p. 195)

19–20 **Roc** (p. 198)

KIERA

Population: 48,000

Kiera is built on a series of nine terraces. The highest four are called the “gilded terraces” because the buildings are all painted black and gilded with gold—a requirement passed by another of Kiera's mad rulers a thousand



years ago. One must have a pass or permit, or be an official of the Empire, to enter the Gilded Terraces.

Atop the First Terrace, the highest, is the Imperial Palace. The Second Terrace contains all other government buildings, as well as the homes of such prestigious individuals as the Admiral of the Fleet, the Great Harbor Master, and the General of the Kieran Army.

The Third Terrace is home to the town's wealthiest merchants. The British East India Company and the Spanish Guild also maintain offices here. A delegation from Little China (Deiking) also maintains an embassy on the Third Terrace.

The rest of the city's merchants and bureaucrats live upon the fourth level.

From the Fifth Terrace to the ocean dwell the rest of the city's population, with prices dropping steadily as one approaches the ocean. The bottom two terraces are now covered in water. The Seventh Terrace forms a natural sea wall that protects the city from foreign invaders, though the sea rises toward its crest every day.

Kiera's Ninth Terrace flooded in the initial deluge 13 years ago. Its people fled into the interior before Jant started refusing entry, but vividly remember the legions of refugees trying to get into Kiera, and how Jant turned them away. Most watched scores of their fellow Kierans get smashed against the shoals as they waited for salvation. A very few snuck out to save these unfortunates, but most were quietly grateful the Emperor turned them away from the overcrowded capital.

Their time came five years later when the Eighth Terrace flooded as well. The sea rose slowly, putting pressure on the already crowded upper reaches of the city. Over 90% of those who lived in this impoverished level were blocked from moving upward. Many drowned or died from exposure, waiting for help from their neighbors above and forgetting how they had turned a blind eye themselves only five years prior. In the end, Jant sent the fleet to clear them out under the guise of a "rescue." The people were put aboard Kieran Cutters and forcibly relocated to Yumas, Timin, or Braven.

City Watch: The town's corrupt guards are everywhere. There's a 2 in 6 chance per hour of running into them when wandering about

any Terrace. It is automatic if moving from one terrace to another as the watch maintains check points at the entrances.

If any of the crew are Wanted, the watch gets a Notice roll to recognize them. Otherwise they simply harass the characters for a few minutes, asking what ship they're on, what business they have here, and so forth, before letting them go. If they can find any excuse to harass the group—public drunkenness and so on—they do so, charging 1d6 x 20 pieces of eight as a "street fine." Reporting such corruption has no effect—the guards share their graft with their superiors.

PLACES OF NOTE

The Ninth Terrace: This flooded plain is a hazard to ships attempting to enter the harbor. They are clearly marked by buoys, but scoundrels and pirates sometimes cut them to scuttle ships and raid them before the cutters close to help.

Emperor's Square: Gladiatorial games are held in this square on the Seventh Terrace. The Emperor loves to pit captives against horrible beasts, particularly the horrific creations of the Sea Hags.

The Imperial Court: This impressive marble building sits atop the First Terrace. Prisoners, defendants, and witnesses who are not nobles may only enter the terrace—and thus attend court—under escort.

A group of three rotating judges oversee the cases, both civil and criminal. There is no jury of peers, no lawyers, and no appeals. Instead, the plaintiff and defendant state their case and the lone judge determines the verdict.

Those found guilty of one of Kiera's many crimes suffer a preassigned sentence. Petty crimes result in fines of 100 to 600 pieces of eight. Anything more serious requires a hefty bribe of at least 2000 pieces of eight to avoid being shipped off to the dreaded prison at Paltos.

Sometimes the Emperor takes a personal interest in a criminal, or simply becomes bored. Those unfortunates suffer horrible fates for the Great Whale's pleasure.

Kieran Hospital: Despite the temperament of the Emperor, a few Kierans have a more caring side. Some of the best and brightest are found here, at this hospital on the Fifth Terrace.

Anyone resting in the hospital adds +1 to his natural healing rolls each week. Each week costs 200 pieces of eight, or triple that for a private bed.

The hospital also boasts three dedicated water mages who can perform the *greater healing* spell for 5,000 pieces of eight.

Kieran Trade Guild Harbor House (7th Terrace): The Trade Guild maintains an office at the docks for collecting applications and fees, assigning tattoos to supers, and stamping manifests. Nearly 40 people work at this three story building, handling the day-to-day running of the docks, fleet schedules, pirate notices, and licenses.

A much more elaborate but smaller office is high atop the Second Terrace. The Great Harbor Master Travan Trakan dwells here, growing fat and garrulous from his position.

Keoughs (5th Terrace): The nicest tavern in Kiera is Keoughs, named after the owner. It does a brisk business with the city's elite, where those of the upper terraces can mingle with the best of the "lower class." Prices are twice as high as usual, and no weapons are allowed.

The Lamprey (7th Terrace): Rougher sorts hang out at one of the many taverns near the docks, the most popular of which is the Lamprey. Pirates and thieves frequent the place, hiding from the Kieran Army in the vast drunken crowds.

Phemona's Exotics (5th Terrace): Phemona is a scurillian zookeeper of sorts. She is backed by the Emperor himself, who loves to look at the strange creatures being discovered around Caribdus. Many of these creatures were here before the Flood, but the most exciting are those found afterward. Phemona has several acres of precious land dedicated to the beasts, both cages and habitats for land animals, and massive aquariums for sea creatures.

Phemona's greatest patron is the Great Whale himself. He prefers those that are mutated and deadly. In fact, enemies of the Emperor are occasionally fed to such creatures.

✂ **She-Creatures (p. 148):** Phemona has heard tales of a reef made of pure crystal and a mermaid that lives within it. She's looking for a crew that can capture the thing alive for her zoo.

Thratamas' Shipworks (7th Terrace): Thratamas is a scurillian well known for his skill in shipbuilding and repair. He owns a drydock where his crews perform careening and ship repair, but his true money comes from building brand new vessels. Thratamas buys lumber from

the Free Towns to construct some of Caribdus' best ships. He can even improve existing ships, increasing the base Toughness of any vessel by one point for a quarter of its base cost, or by +2 for half.

✂ **The Terror (p. 151):** A young girl searches for her father—one of the captured shipwrights.

PALTOS

Population: 3,000

Paltos is a thriving town for one reason—the prison that sits upon the hill overlooking it. Prisoners are brought here for processing, then dispatched to the overseers of the Coaker Mountains to use as cheap labor. A map of the prison appears in the Savage Tale **The Fire Mage** (p. 116).

The rest of the town is typical of most other small settlements of Caribdus. It has a few taverns, a drygoods store, butcher, and open market.

Paltos nestles in a natural valley formed by steep cliffs to either side and is overlooked by the notorious prison sitting atop the eastern cliff. The town itself is small, having only four major streets, all of which run parallel to the wide river. Numerous alleys allow access between the streets.

As is typical of small ports, much of the town's activities center around the docks. The few taverns and stores are clustered around the main wharf, leaving the rest of the town as housing. Criminal activity is very low, which is perhaps not unsurprising given the nearby prison. Still, petty criminals continue to try their luck at pickpocketing or the occasional mugging with varied levels of success.

The Gaoler's Due: The prison guards are the primary customers of this place. The crews of prison ships are also frequent visitors.

Pirates have tried getting the guards drunk so that they can gain entry to the prison before, so the tavern's staff are secretly paid 50 pieces of eight a month to watch for strangers getting too cozy with them. Even the guards don't know this. Should the tavern staff see such an incident occurring, they quietly summon the City Watch to break it up. Attempting to bribe, coerce, or inebriate a guard carries a sentence of a year at hard labor in the Coaker Mountains.

PLACES OF NOTE

The Prison: After the events of the Savage Tale, **The Fire Mage** (page 116), security at the prison is greatly improved. The old guard captain is executed and replaced with a more efficient officer, the number of guards are doubled, and two mages (one fire and one earth) are added to the payroll. Guards are no longer allowed to drink in the Gaoler's Due.

The Coconut Grove: Despite its exotic name this tavern is a typical drinking den. The landlord, Mani Makawn, owns a semi-domesticated monkape named Deadeye. Patrons are challenged to beat Deadeye in a coconut-throwing contest. Entry is 50 pieces of eight with the winner taking the purse. The monkape has a d12 Throwing skill, and is considered a Wild Card for this skill only.

✂ **A Light in the Dark (p. 167):** Mani recently learned his brother's ship, the sloop *Swift Wind*, was sunk off the coast of northern Torath-Ka. Witnesses on other vessels in the small fleet say several survivors made it ashore. Sadly the weather turned foul and the other vessels departed, leaving the men to their fate. Mani is convinced his brother is alive and asks the group for help.

TERRAS

Population: 250

A small group of shipwrights have been taken to this "deserted" rock to build a massive battle barge for the Emperor. They are guarded by 50 City Watch, and are near completion when discovered.

Most of the shipbuilders are simply well paid, but a few key individuals have been taken or their families threatened if they don't comply.

THE TERROR

Acc/Top Speed: 1/14; **Handling:** -3;

Toughness: 19 (2); **Crew:** 16+100; **Cargo Space:** 6; **Guns:** 64; **Cost:** \$1,500,000

Notes: The *Terror* mounts five square sails and is quite fast once it's up to speed. It has a high fore and aft castle which gives its marines half cover (-2) against enemy small arms.

TIMIN

Population: 3,000

Emperor Jant declared Kiera full a few months after the flood began. No more refugees were allowed into the city unless they could pay an

escalating fee. Many drowned waiting for the gates to reopen, but many more fled east across the mountains and founded Timin.

Timin is situated in a narrow and fertile valley perfect for growing corn, beans, and other produce.

The year after Timin was founded and proved itself useful, Emperor Jant "graciously" extended his protection over it. The farmers don't mind the soldiers who watch over them though—Jant buys their wares and transports it to Kiera for resale.

With land in Kiera at a premium the Emperor has come to depend on the fertile ground around Timin to keep his subjects fed—and therefore pacified. The valley in which Timin lies is very narrow with most of the fertile soil lying in the bottom and on the lower slopes.

As a result, the town was constructed on a series of naturally occurring terraces on the higher slopes of the eastern valley wall. The western side is used to grow beans, grapes, and other fruit with cereal crops filling the valley floor. A wet area further along the valley is currently unused though Senator Racen has commenced a drainage project to turn it into useful farmland.

Kieran architecture is commonplace and the locals endeavor to keep their traditional



values and customs alive. For the most part the inhabitants are hard-working peasants and lack the selfish attitude of Kiera's citizens.

THE PROTECTOR

The small town's leader is Senator Rinas Racen, a terrible farmer but a keen businessman. His daughter, Rana Racen, is a beautiful, gold-skinned girl of 17. She is something of a troublemaker who has been known to speak ill of the "Great Whale" on several occasions. Rinas keeps her out of prison by paying hefty bribes and keeping the town's produce flowing smoothly. Plenty of food not only makes the Emperor rich, but keeps the mobs of Kiera from revolting as well.

YUMAS

Population: 48

Yumas is a small, walled compound at the end of a rocky canyon. The shore is unguarded, but a lookout watches from the mountains high above.

Yumas produces some gold and silver for the Emperor. The quantities are small but more valuable than ever with thousands of former mines buried beneath the waves.

Because of the value of Yumas' mines, the town is walled in tight by 10' sharpened timbers. Only fifty prisoners and an equal number of guards live within the compound.

Use City Watch statistics for the guards and Typical Pirates for the prisoners.

Stone Fort: A small stone fort constructed on the highest terrace is home to a garrison of 50 soldiers sent here by the Emperor to ensure food production continues. The new commandant, Captain Lux Livis, dislikes Senator Racen but took a shine to his daughter, Rana. The feisty teenager wants nothing to do with the "decadent pig" — an attitude Livis intends to beat out of her when she becomes his wife.

Senator's House: Senator Racen and his daughter live in the largest house in town. Though not the Harbor Master, Racen is a businessman and appointments with him to discuss trade deals can be made through the Harbor Master's office. These take 1d4 days to arrange.

✂ **False Kidnapping (p. 176):** Rana, Senator Racen's daughter, went too far in her latest outburst against Emperor Jant. Captain Livis warned Racen that unless his daughter consented to marry him he has no

option but to arrest her and send her to the Emperor for punishment. Racen reluctantly agreed to the union but as the wedding day nears Racen decides to take drastic action to free her.

The Vine: Yumas' only inn is run by Fen Femri, a masaquani who settled here several years ago. The inn is renowned locally for its fine wines, which are made using local produce. Fen claims to have no love for the Emperor and gives anyone brave enough to voice similar opinions free drinks all night. Once they are drunk she alerts the soldiers to the "traitors."

The Break: Located on the middle terrace, the Break is considered a natural rest stop on the steep walk between the upper part of town and the fields in the valley below. The landlord, Ref Remol, was one of the original founders of the town.

KIERAN EMPIRE ENCOUNTERS

d20 Encounter

- | | |
|-------|--|
| 1-5 | ✂ Bandits (p. 148): Treat as a roll of 11 after the first encounter. |
| 6-10 | ✂ The Hunters (p. 151): Treat as a roll of 11 after the first encounter. |
| 11-15 | Patrol (p. 184): The City Watch combs the hills looking for thieves and fugitives. They have an experienced tracker with them, and follow any trail they find relentlessly. There are 10 men in the patrol plus the tracker (treat as a pirate but add the Tracking skill at d8). |
| 16-18 | Tidal Snake (p. 200) |
| 19-20 | 1d3 Razor Wing Swarms (p. 197) |

KIERAN SEA

The Kieran Sea is much like Earth's North Atlantic. It's cold in the north and temperate further south. Storms are common, and a trio of rocs occasionally cast dark shadows across the sky, looking for easy prey.

The Kieran Navy chases pirates relentlessly, but the wealth coming from the Coaker Mountains draws them like flies. Scores of scurvy sea dogs hide among the many coves of the Coakers and the Gray Isles, though more than a few privateers hunt there as well.

KIERAN SEA ENCOUNTERS

d20 Encounter

1–2 The Inquisition (p. 188):

Torquemada's barge the *Perdition* is spotted in the distance, its braziers smoking and the tiny skeletons of mages hanging from its bare rigging. The Inquisitors do not chase ships, but the barge masks two trailing galleons of hired privateers that might do so if Torquemada is provoked in some way.

3–9 Kieran Cutter (p. 34)

10–13 Merchant Vessel (p. 191)

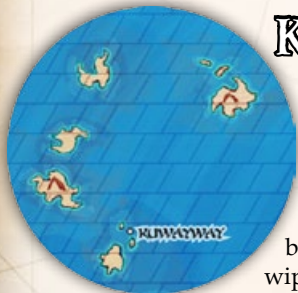
14–15 Pirates (p. 195)

16 Privateer (p. 196)

17 Hazard: Storm (p. 101)

18–19 Roc (p. 198)

20 ✂ **Sunken Ruins** (p. 97)



KUWAYWAY

Kuwayway was the name given to a small, flat plateau in the western plains of Ograpog. A tribe of ugak raiders took up residence there, but the Ograpog legions wiped most of them out in the first action of the Ograpog-

Ugak War. After the battle the legionnaires set up a fortress on the hill to act as a sort of watchtower. When the world began to flood, the legion abandoned the fortress to return home.

These days, ships occasionally use the islands to careen, but carefully avoid the "Old Fort," for it is widely known to be haunted by the ghosts of Red Men the legion slaughtered there.

✂ **Restless Dead** (p. 149): Run this Savage Tale should your party ever approach the Old Fort.

PROVISIONS

Sea turtles can also be found in abundance on the Kuwayway islands. As on Earth, foragers typically turn the animals over and let them die over the course of a few days to soften the meat. No more than once per month, crews can gather 1d4 Provisions per man engaged in the slaughter.

The resulting blood is almost certain to draw scores of hungry sharks, however. Great whites are very common predators. Double any encounters with sharks rolled within five leagues of Kuwayway.

PERCK

Perck (persk) is a haven for pirates and thieves with hijacked cargoes. While Swindon maintains an air of respectability, the other three towns on this backwater island are little more than thinly disguised pirate dens.

Captains looking to sell stolen cargo add +1 to their Streetwise rolls in Azy Cay and Shark Bay.



AZY CAY

Population: 60+

Azy Cay is mispronounced "kay" by the locals instead of the typical pronunciation of "key." It's a small, near-deserted island off the coast of Perck. A galleon full of pirates beached here three years ago, and much to their surprise, found ample food and water within this near-tropical paradise. They dismantled their aging ship to build shelters, set up some small farms with stolen livestock and seed, and feasted on sea turtles and other wild game until their own crops came in.

The former Captain, Azy Anglse, named the new village after herself and it stuck.

The pirates are an odd lot. Most are quite content to live on the island, though women are in short supply. Only when a rich ship or beautiful woman comes to port do the former cutthroats seem to remember their former profession.

PLACES OF NOTE

Azy Exports: The captain runs a very small pier at the town, selling fruits and vegetables to the rest of Caribbus. She keeps a half dozen men handy with two longboats to load and unload shipments.

Azy may spend most of her time running the small pier business but she is still a pirate at heart. She makes it known to fellow pirate

captains that for a 10% commission they can use the island to store contraband cargoes. Captains are responsible for the security of their cargoes though for an extra 10% Azy supplies trustworthy guards.

✂ **Market Potential (p. 154):** Azy offers refuge to women of ill-repute from around the Thousand Isles.

Shipwreck Surprise: Azy Cay has a single pub, but it's open all day and all night, every day of the year. The pirates brew their own local beer and spirits, and are happy to hear the latest news from strangers.

The Shipwreck Surprise is slowly gaining a reputation as a "safe pub" where pirates can meet to discuss raids and smuggling operations free from spies of the Great Harbor Ports. Azy is keen to keep the atmosphere friendly and recently banned the use of weapons inside the pub.

✂ **Treasure for the Taking (p. 154):** "Stumpy" Pete, a regular at the tavern, tells the group a fishy tale of unguarded treasure. Is there any truth in his drunken ramblings?

BLUTH'S CROWN

Population: 20+

Legend says that Bacchius Bluth was the first elemental mage. He stood upon this high point, touching the sky and the earth just over the water and lit a great fire—symbolically combining all four elements. The elementals listened and granted him power. Four stones rose to commemorate the occasion, one bearing the symbol for earth, another for fire, one for water, and one for air. Any mage who touches the stone of his school instantly regains all of his Power Points, and adds +2 to his Spellcasting rolls for the next 2d6 hours.

So far no one has been able to duplicate the incredible magic of these stones, and attempts to relocate them cause the stone's power to fade.

Situated 100 yards from the stones are four towers, each dedicated to one of the elements. The towers—each three stories high—are home to the mages known as the Elementals and contain their living quarters. A shack, partially concealed by a large boulder, houses five servants including Gaston Dupui (an Inquisitor).

THE ELEMENTALS

There are a dozen Elementals in residence, all attempting to learn more about the secrets of magic. So far, little additional information has been forthcoming.

Because of the dangers presented by Torquemada's Inquisition, the Elementals do not welcome strangers. They do trade with a few captains already known to them, but are mostly consumers and have little to sell back.

Unknown to the mages, the Inquisition already has an infiltrator among them, a young "apprentice" named Gaston Dupui. The Frenchman pretends to be a simpleminded servant, but is in reality an inquisitor.

✂ **Cracks in the Stonework (p. 156):** Cracks have begun forming in the magical stones. In desperation the mages hire the heroes to find the components necessary for a rededication ritual. Until such time as the ritual is complete the mages ban all access to the stones.

✂ **Domingo's Plea (p. 151):** The brother of one of the mages has been sentenced to hard labor in the Coaker Mountains. The



mage will give the party a most wondrous item if they will bring him back to Bluth's Crown alive.

SHARK BAY

Population: 6,000

Shark Bay is the very epitome of the words "pirate town." All kinds of vice is for sale here, including slaves, opium, stolen cargo, and worse. The residents are some of the worst degenerates in all of Caribdis. Most would slit a person's throat for a few silver coins—or less.

Despite its reputation, strangers are welcomed with open arms. Most impart their news over an amazing amount of free grog. After passing out and being robbed, many find themselves being pushed off the low cliffs into the shark-infested waters that give the bay its name.

On a good clear day, a sailor on the lagoon has a good chance at spotting humanoid bones upon the sandy bottom. Maneaters are very common, and a few great whites lurk in the deeper pools offshore.

Shark Bay is constructed on a series of low cliffs overlooking the bay that gives the town its name. The lower part of the city, including the docks, lies in a natural break between the cliffs. The remainder stretches up the valley and onto both cliff tops.

As one might expect from a pirate town there is no true order to the city design—newcomers simply build a house wherever there is space. As a result, the town has dozens of narrow alleys and only a few main streets. Even the locals walk around in small groups at night, for in Shark Bay there truly is no honor among thieves.

The busiest streets are Mermaid Street, running from the docks up to the tightly packed residential areas and famed for its brothels and High Street—which forms a loop around the eastern part of the town—which contains a large number of opium dens.

Shark Bay has more taverns and brothels per head than any other settlement on Caribdis. Indeed, the dock area has such establishments every third building. Most meet a visitor's preconceptions of a pirate town watering hole—dank, lice-infested, and dangerous. All manner of shady business takes place in the taverns and those who look out of place soon become a target for the multitude of thieves and murderers that haunt the area.

The shark-infested lagoon lies beneath the cliffs of the eastern portion of the city. The locals occasionally drag weighted nets along the bottom—most recover more bones than coins.

PLACES OF NOTE

Gluas' Games: Gluas the scurillian runs the largest gambling den in the city. Entrance is free but drinks cost twice as much as anywhere else in town. All manner of card and dice games are available but they share one common trait—all are rigged in favor of the house. Gamblers suffer a -2 penalty to their Gambling rolls. Anyone caught cheating the house is "taken fishing" to the Bay by the six half-ugaks Gluas employs as security guards.

✂ **Easy Money (173):** A doreen approaches the heroes in the street outside Gluas' and asks if they are interested in making some easy money.

Great White Grog: This tavern is run by Seamus O'Brian, an Irish sailor drafted into Britain's Royal Navy in 1756. He brews a speciality drink called Great White Grog that subtracts 4 from Smarts rolls made to avoid becoming drunk after a single glass. It's delicious, however, and automatically relieves *any* sort of Fatigue when imbibed. The drink costs \$20 per mug, though its potency lasts but a few hours.

The Lagoon: The lagoon is Shark Bay's dumping ground—all manner of waste ends up here, including bodies. Shark fishermen sail the waters on good days, catching sharks for their skin and flesh. Few are brave enough to sail here on a rough day—falling overboard means certain death.

✂ **Gone Fishing (p. 172):** While walking near the lagoon the heroes notice something shiny beneath the murky water.

The Blue Parrot: This busy dockside inn is owned by Liam O'Donnell, an Irishman with a deep hatred of the Spanish. Liam and Seamus O'Brian are close friends—so much so that Liam has started selling Great White Grog in his inn, though it costs \$25 per mug.

The establishment is named after Liam's pet parrot, Dublin, whose language is as colorful as his plumage. The bird is a Mimic Parrot (p. 192) but has taken to cursing as its only form

of communication. Dublin flies around the inn as it pleases, drinking from patron's mugs and cursing more loudly as the evening passes.

Liam doesn't mind patrons stroking or feeding the parrot, but any rough handling is quickly rewarded with a broken arm from his grael bouncer, Harck.

✂ **Lonely Parrot (p. 174):** Dublin is getting frisky and Liam posts a reward for anyone fetching the bird a suitable mate.

The Long Weight: The owner of the Long Weight is Rasus, a scurillian with a dry sense of humor. The name of the tavern is Rasus' attempt at a pun but aptly named, for he often leaves his customers waiting for as much as an hour before he serves them. Customers willing to hang around and play the scurillian's game are well rewarded—every night at 10 bells the place becomes the best brothel in town.

The girls are attractive (all have positive Charisma), clean, and eager to please—and all for only \$100 an evening.

✂ **The Iron Ship (p. 173):** A masaquani patron offers the group a chance to capture a valuable prize—a Kieran ship loaded with iron ingots.

SWINDON

Population: 5,000

This small port is the only half-respectable town on the island. Even here though, fights break out over who can roll the latest drunk, women cannot walk the streets without several well-armed escorts, and ships must be heavily guarded at all times to avoid being hijacked.

Swindon is "run" by Garron Glut, a former Kieran smuggler who had to flee from the Empire several years ago. Ironically enough, he's perhaps one of the most honest men on the whole island—though that isn't saying much. Still, those who don't interfere personally in Glut's various businesses are left alone, which at least lets everyone know where they stand.

Unlike Azy Cay and Shark Bay, Swindon is a member of the Great Harbor Treaty. Garron Glut adds the role of Harbor Master to his many other positions. Few locals care that Garron owns most of the businesses—without him the town would quickly devolve into another Shark Bay.

Most of the town's legitimate businesses are congregated in a small area near the docks. The

rest of the town is made up of shanty houses and thieves' dens. Few visitors feel the need to explore beyond the Gallows and the Harbor Master's office—which is next door.

Swindon has no abundant natural resources, forcing the locals to rely on merchants and the occasional act of blatant piracy to keep the town running. Hijackings are commonplace and captains planning on staying over in Swindon usually hire additional guards before arriving in town.

The town is safer than Shark Bay, though the difference to most visitors is negligible. Captains dealing directly with Glut have a considerably higher chance of avoiding trouble than casual visitors. All of Glut's shops bear his seal—three overlapping coins. Laying down three coins in this manner in any tavern sends a clear signal to the locals—"I have Glut's protection."

✂ **The Curse of Redbeard Rufus (p. 180):**

A patron of the Gallows offers the group a treasure map. Unfortunately the map is stolen and its former owners have tracked him down.

There is no City Watch in Swindon, though Glut can put together a large posse of his gang and other hangers-on should he need it. Treat these men and women as Pirates (page 195).

✂ **Rescue Mission (p. 130):** A kehana claims he is one of Angus McBryde's missing expedition. He's been instructed to swim from the island and find a ship, then bring it back to the settlement.

PLACES OF NOTE

The Gallows: No one has ever actually been hung in Swindon, for there are no authorities, but so many of its citizens have escaped the gallows that the owner of the town's only pub—Garron Glut himself—felt it was an appropriate title. "We all show up at the gallows eventually," he's fond of saying.

Glut's Repairs: As one can quickly see by the number of businesses bearing his name, Garron has cornered all of the lucrative markets in Swindon. His former crew now careens and repairs ships. The prices are standard, but the lazy ex-pirates often take up to twice as long to complete the job.

Grock's Security: Grock, a grael pirate, operates a private security firm in town,

although in reality this is just a cover for his hijacking business. His rates are exceedingly cheap—just 5 pieces of eight per guard per day—but anyone relying on his men to protect their ship often find the ship and its cargo have vanished. Grock has several contacts in Shark Bay who buy stolen ships.

PERCK ENCOUNTERS

d20 Encounter

- 1–5 1d6 Giant Crabs if near the coast, otherwise no encounter (p. 185)
- 6–9 Farm/Camp (p. 195): A group of 2d6 former pirates have set up a camp here. They are generally friendly and willing to sell up to 2d10 provisions for \$3 a piece.
- 10–14 Game (p. 187)
- 15–16 3d6 Monkapes (p. 192)
- 17–18 1d4 Razor Wing Swarms (p. 197)
- 19–20 Tidal Snake (p. 200)

THE PIRATE SEA

The Pirate Sea is one of the busiest places on Caribbus. Ships are thick from Arfk south around the Flotsam to the Kieran Empire since the northerly trip through the Cold Sea is deemed too dangerous. Pirates, large aggressive fish, and other dangers are common, but so are rich frigates trying to run the thieves' gauntlet unescorted.

The weather throughout most of the Pirate Sea is temperate and mild, but when a storm kicks up it can be quite brutal. The water is the color of sapphires close to shore, turning royal blue in deeper waters. Ruins can sometimes be seen in the depths, the drowned remains of a dying world.

In the weeks and months following the events detailed in *✂ The Second Armada* (166), piracy increases as the cutthroats take advantage of the chaos caused by the Spanish Guild's attack on Baltimus. Replace rolls of Privateer with Pirates.

PIRATE SEA ENCOUNTERS

d20 Encounter

- 1 **Admiral Duckworth** (p. 182): The *HMS Justice* investigates any and all ships it comes into contact with and examines papers. Treat as Pirates if the *HMS Justice* is sunk during *✂ The Second Armada* (p. 166).
- 2–3 Game (p. 187)
- 4–5 Great White (p. 200)
- 6 *✂ The Low Down* (p. 157). If the group has already run this adventure treat as *✂ The Butcher* (p. 36). Treat as Pirates thereafter.
- 7–9 Merchant Vessel (p. 191)
- 10 *The Flying Dutchman* (p. 187)
- 11–12 Pirates (p. 195)
- 13 *✂ A Traitor's Death* (p. 175). Treat as Pirates afterward.
- 14–15 Privateers (p. 196)
- 16–18 1d2 Razor Wing Swarms (p. 197)
- 19 *✂ The Black Prince* (p. 177). Treat as Pirates hereafter
- 20 *✂ Sunken Ruins* (p. 97)





SPRITH

Sprith is made up of almost 50% visitors, most of which are from mainland Europe. French and Spanish predominate, though Italians are common, and even a few Russians and Germans can be found.

The visitors congregate here for the same reason people of like backgrounds have done so on Earth for millennia, for familiarity and comfort.

English and Americans tend to make their way toward Cunwayo, but a fair number of each can also be found in Marsales and New Madrid.

CUNA

Population: 150+

Cuna is a small fishing village situated at the edge of the Sprith foothills. It is a frequent target of pirates and so a bit paranoid about strangers—who have little business there anyway.

The village gets its name—and makes most of its money—from the large schools of cuna that swim in the deep pools offshore.

The small village comprises wooden houses located around Mo's tavern and has no defenses. Cuna boasts a rich supply of food and timber, which makes it an attractive target for pirates. When pirates attack the locals simply flee to the nearby hills with as much as they can carry and leave the cutthroats to loot as they please. Although the village is part of the Great Harbor Treaty it is too remote for even the Spanish Guild to care about. Every request for a small garrison to be installed has been denied.

Virtually every family owns a fishing boat. In rough weather they are dragged into the village and weighed down with stones.

PLACES OF NOTE

Harbor Master's Office: Located on the beach, this small shack serves as the center of trade in Cuna. The position is changed every few weeks simply because no one really wants the job. As a result of boredom and lax attitude there is a 20% chance the Harbor Master stamps any cargo the group purchases at no cost.

✂ **Defend the Village (p. 162):** The village suffers a pirate attack the day before the

group arrives. The pirates threatened to return in two days to collect a tribute and the Harbor Master pleads with the group for help.

Mo's: Cuna has a surprisingly decent tavern called simply "Mo's." It's run by a haggard masaquani who once was a renowned bard in Ograpog. Mo (Mosha Morran) suffered a terrible cut to her throat when pirates attacked her fleeing ship, ending her career. She doesn't sing anymore, but could if she found a way to restore her voice (via a *greater healing* spell, for example).

Mo has no great treasure to give such a benefactor, but will craft a ballad about him or her. If so, the ballad slowly catches on, and six months later becomes known all over Caribdus.

DUNICH

Population: 300 and declining

The founders of this small town actually hail from a tiny New England village in Earth's North America. They don't welcome strangers and prefer to live in isolation.

Dunich allows no alcohol, gambling, or other vices, so no carousing is possible.

✂ **Fish Tale (p. 142):** Run this creepy tale the moment the heroes come in sight of Dunich.

PLACES OF NOTE

The Dunich Inn: This once-quiet three-story building is large and impressive by Caribdus' standards. Sadly, its builder had more money than brains and it was never profitable.

The Old Church: A quiet gray church sits atop the cliffs overlooking the bay. It is made of stone, complete with a steeple and bell. The town's founders—Quakers from Earth—built it.

The small chapel has three rooms: one large one for preaching, a personal quarters for the priest, and another for storage. Below that is a large root cellar (locked with a padlock). Out front is a stone table and five stone pews, once used for sermons when the weather was nice. The site has a much more sinister purpose now (revealed in **Fish Tales**).

MARSAL

Population: 8,000

This town's claim to fame is as a backdoor to New Madrid. It has many of the same resources

as the city to the south but has a more lenient City Watch and more corruptible leader, Alcalde Miguel Ferrara.

Marsales may be the backdoor to New Madrid, but the town has an identity all its own. Located in a broad bay, the town is typically Mediterranean in design and feel.

Like most towns it has a good and bad side. The bad side is located near the docks, where the inhabitants are poor, the streets narrow and dimly lit at night, and the taverns and gambling dens plentiful. The Rat Run—better known as the warehouse district—gets its name from the maze of narrow alleys that run between the buildings and the large number of rats living here.

The City Watch patrols the docks in double strength and maintains law and order with great efficiency. Minor infractions are punishable by on the spot fines of 1d6 x \$20, half of which goes to the guards and half to Ferrara.

Further inland the streets become wider and the houses more opulent. Large walled villas mark the houses of the rich and powerful in Marsales. City Watch patrols are less common but the fines are five times higher.

In the center of town are the town square and the gallows—a reminder to all criminals the Spanish Guild holds power here. Off the square are the Harbor Master's office, several other Guild buildings—such as the Hall of Records and the Registrar of Ships, Births, Deaths, and Marriages—the town jail, and the Church of the Blessed Virgin.

DIABLO LOCOS

Marsales is home to a crime ring named after the tavern in which they often operate, the Diablo Loco. The secret head of the crime ring is the Alcalde himself. Most of the twenty or so thieves in the ring's upper levels suspect as much, but can't prove it. Only their nominal ringleader, Martin del Fuego, knows the truth for sure and can prove it. He quietly keeps accounts of his activities hidden in his Marsales home should he ever need to blackmail his superior. What del Fuego doesn't know is that the Chairman of the Spanish Guild himself is in on the ring.

Goods stolen from the British East India Company can quietly be sold through the Diablos. A character with the Connections

Edge might know someone in this ring. If so, no Streetwise roll is required to find buyers for British Company ships. Legal acquisitions, pirate ships and the like, are sent on to New Madrid instead since Ferrara operates with the Spanish Guild's full permission.

The thieves are Veteran Pirates with the Thief Edge and Streetwise at d8, and Boating at d6. Del Fuego has the same statistics and is a Wild Card. The GM should advance Del Fuego a bit if needed to challenge more experienced heroes.

PLACES OF NOTE

The Armada Inn: Pedro Gonzales is a survivor of the Spanish Armada. A few years of piracy when he arrived on Caribdis earned him enough to buy the small dockside inn. Gonzales is a vociferous opponent of the British East India Company and any crew able to prove a success against a Company ship earn free drinks for a week.

As sign posted outside the inn, English visitors are banned from his establishment—he doesn't mind natives who speak English, but those showing British sympathies are thrown out onto the street.

✂ **The Second Armada (p. 166):** The Trade War is about to step up a gear. The Spanish Guild is using Gonzales to recruit ships to attack Baltimus in force.

Diablo Loco: The Crazy Devil tavern is Marsale's gathering point for pirates, thieves, and smugglers. Everyone knows this. What fewer know is that the rooms atop the tavern serve as meeting rooms for the 20 lieutenants of the Marsales crime ring. These men and women take turns each night carousing with the locals downstairs and screening those looking to get involved in criminal activities.

✂ **Trade War (p. 139):** The British East India Company grows suspicious of Ferrara's operation.

Marsales Ship Yard: Harbor Master Miguel Ferrara and a council of merchants finance this operation, which manufactures ships for private individuals (money up front) as well as the Guild.

Some of these "new" ships are actually stolen British East India Company vessels, given a new coat of paint and a brand new name.

Characters with Connections to Ferrara can buy such ships at a 25% discount, but should realize that if the Company ever finds out, they'll hunt down their property relentlessly.

Enrico's Barbershop: Enrico de Toledo owns and runs a small barbershop catering for wealthier citizens. He is an amiable chap and enjoys chatting with his patrons. Unknown to his clientele Enrico is a Company spy and sends back regular reports of what he has learned while shaving the merchants and captains of Marsales.

↗ **White Dove (p. 166):** Enrico suspects the authorities are on to him and asks the group to deliver an urgent message to Edward Lazenby.

El Dorado: Named after the fabled Mexican city of gold, El Dorado is a tavern reputed to serve the best food in the Spanish Guild territories. The owner, a masaquani called Hon Hellis, is a master chef and cooks native and Spanish cuisine. Prices are double those of other eateries but the quality is considerably higher.

↗ **There's Something in my Soup (p. 167):** A gemstone in a bowl of fish soup leads the heroes to lost treasure.

Cartographer's Office: Jose-Maria Caballeros owns the cartographer's office. Most of his work involves drawing up charts for the Guild—the constantly rising water means he is always in business. Jose-Maria also buys and sells maps as a sideline.

↗ **Cartographic Expedition (p. 167):** Jose-Maria offers the group chance to work for him mapping the coast of Cuwayo.

NEW MADRID

Population: 45,000

Visitors from the treasure ship *Santa Domingo* founded this town, chasing out a few masaquani refugees before declaring it for the King of Spain. The founders now know King Phillip will never see these sunny shores, but it made it easy to justify firing on the strangers in the early days.

New Madrid is run by the Spanish Guild, which is headed by Grande Alcalde Rodrico Pires, a born diplomat who hasn't returned to sea since the day he landed here.

The town is protected by a fortress with 20 guns and three watchtowers mounting four guns each.

The buildings of New Madrid are of Spanish design, with whitewashed walls and tiled roofs. Laid out in an orderly fashion, the town is split into quarters by Church Street, a wide, curving lane slicing parallel to the bay, and Wharf Street, which runs from the cathedral steps down to the main piers.

Houses nearer the docks tend to be smaller than those on the edge of town, where there is more space. Most of the businesses are located near the docks, allowing easy access to new customers and raw materials. Rich soil on the outskirts of town allows for vineyards and olive groves and several large haciendas have sprung up in recent years.

Virtually all the citizens are Catholics and celebrate numerous religious holidays throughout the year, including Christmas. During any festival the streets are decorated with colored paper lanterns and garlands of flowers. Cardinal Torres preaches on the steps of the cathedral before leading a candlelit procession through the city, collecting money for the cities' needy as he goes. Processions typically end in the arena. Here the citizens eat, drink, and dance long into the night.

THE SPANISH GUILD

Grande Alcalde Rodrico Pires runs the Spanish Guild from an impressive building in the middle of town. Lesser alcaldes stationed through the city assist him in these duties, and command the local officers of the city watch as well, the *el guardians*.

The Guild has suffered greatly from increasing piracy over the last year and is very interested in commissioning privateers. A successful Persuasion roll from a competent captain lowers the fee for a letter of marque to only \$5000.

Alcalde Pires is not an honest man. He has his fingers in several interests, including the crime ring in Marsales. He keeps several able killers on the payroll to deal with anyone who threatens his business concerns, legitimate or otherwise.

Pires has a secret basement in his hacienda accessible via a hidden panel in his library. Inside is a King's Ransom in treasure. His home is well-guarded by a dozen mercenaries however, six of which are on duty at any given time. Use typical veteran City Watch stats for these warriors.

THE CATHOLIC CHURCH

Other than Torquemada, visitors from Earth have not imposed their religion on the people of Caribdus. The Catholic faith is strong in New Madrid thanks to the large Spanish population and a group of priests who happened to sail into the Devil's Cross with Rodrico Pires.

Cardinal Iago Torres is the most senior of the priests, and convinced Pires to build him a grand cathedral to inspire the masses. Pires did so, but more to keep the peasants busy and obedient than out of any sincere belief.

Torres is a good man who wants to make up for some of the failures of the church on Earth. He particularly dislikes Torquemada, who he knew there. To prove it, he has officially condemned the Inquisition and labeled the High Inquisitor a heretic. Many note that Cardinal Torres does not embrace elemental mages, however.

✂ **Black Robe (p. 148):** A Jesuit missionary, Rafael Servia, has managed to form a strong alliance with Cardinal Torres. He's searching for Christians and bodyguards to accompany him to Torath-Ka and bring the Good Word to the heathen ugaks.

PLACES OF NOTE

The Arena: The Spanish brought more than the Catholic Church, the Inquisition, and flamenco dancing with them when they arrived on Caribdus. Alcalde Pires, keen to keep his native customs alive, ordered a small arena to be constructed for the purposes of bull fighting. Unfortunately, Caribdus has few bulls and those that have been brought across by recent visitors have all been killed.

✂ **The Show Must Go On (p. 170):** Though the arena is used regularly for fetes and dances, Pires is desperate to provide a decent show of man against beast for the townsfolk. Alcalde Pires offers a sizeable reward to anyone bringing him a live yellowback.

✂ **Glory to the Brave (p. 170):** Pires stages a grand "bullfight" once he acquires a yellowback.

The Clocktower: Situated on the eastern side of town is a tall clocktower, visible from anywhere in New Madrid. The clock fascinates the natives of Caribdus, who have no such

technology themselves. Even now, many years after its construction, small groups of natives gather to stand and marvel as it strikes the hour.

Juan Martinez Fencing Academy: Juan Martinez was the fencing instructor to King Ferdinand of Spain until the king's death in 1504. Following a scandal with a lady in waiting, Martinez was ousted from court and traveled to Italy to teach. His ship was transported to Caribdus and Martinez founded a new fencing school on New Madrid.

Unlike Julio Ramirez (see below), Martinez teaches the older style of Spanish fencing using slashing moves rather than lunges and thrusts.

For 1,000 pieces of eight and a week of training, a character's Fighting is improved one die type when using slashing weapons such as a cutlass, longsword, or saber. His skill remains the same otherwise. A second week's training and fee grants the hero the Sweep Edge.

Martinez and Ramirez are social and business rivals, though their two schools of fencing are vastly different and attract different patrons. Though the masters refuse to duel, their students fight each other for the honor of their school at every opportunity.

✂ **School Bullies (p. 171):** Several of Ramirez's students launch an all-out attack on Martinez's academy while the party is present.

New Madrid Tribunal and Carcel: A half-mile inland and across the street from the Spanish Guild's office is the court room. Prisoners are tried and sentenced here by a rotating group of eight merchants or other "gentlemen."

Murderers are hung down by the docks. Those guilty of lesser crimes are split up and sentenced to the worst jobs among the Spanish fleet. It typically takes 2+1d4 weeks for a prisoner to have his trial.

El Grande Posada: This large and impressive sea-side hotel is more like a resort than an inn. Prices are 50 silvers a night for small rooms to 500 for a deluxe suite. All amenities are included, including hot baths, clean beds, and a hand-picked waitstaff. The hotel's restaurant serves the freshest seafood and fine wine grown in the local vineyards as well.

El Hoyo: Literally, "the Hole," this ramshackle sailor's bar is as rough and tumble as it gets in

New Madrid. Fights and thievery are frequent but murders are rare. Conflicts instantly bring the City Watch.

New Madrid Cathedral: Cardinal Torres feeds the poor and gives mass from this impressive church in the middle of town. The stained glass windows are marvels to the natives of Caribdus who had never seen such things before.

Those who ask for sanctuary here are given it, but Torres is no fool. Those under his protection have 24 hours to repent or otherwise pay for their crimes before he turns them over to the authorities.

The church is staffed by two other senior priests and a dozen missionaries, one of whom, Hernando Cortes, is secretly an Inquisitor. If the heroes happen to go on the missionary trip with Father Servia (see the Savage Tale **Black Robe**, page 148), he accompanies them.

Neuva Espana Cantina: The New Spain Cantina caters mostly to those from Earth. Crude sketches of life in Spain hang on the walls, as do maps, books, and other artifacts of Earth. Behind the counter in the back in a barred alcove is a piece by Francisco de Zurbarán called *St. Bonaventura's Body Lying in State*, 1629. Natives find the piece fascinating as oil paintings are quite rare in Caribdus. The owner of the bar, George Ortega, charges two pieces of eight to step behind the bar and observe it more closely.

New Madrid Fencing Academy: Julio Ramirez was a promising young fencer for the Guild until his weapon arm was crippled by a pirate's bullet. He was a favorite of Alcalde Ricardo Pires however and given a generous pension. Now he runs a fencing academy in the heart of New Madrid.

He is still a master of fencing, even with his left hand, and can teach his techniques to those who are willing to spend a week of hard work—and a generous fee.

For 1,000 pieces of eight and a week of training, a character's Fighting skill is improved one die type when using any type of light sword such as a rapier, cutlass, or long knife. His skill remains the same otherwise. A second week's training (and fee) grants the hero the Florentine Edge.

WRASSETON

Population: 1,100

Situated across from Taratos, Wrasseton has become a waystation for farmers and hunters

from the interior. They off-load their goods to small skiffs and sloops who then take it across the short span to Caresia.

Wrasseton suffers from frequent pirate raids, the latest of which was made by Francis L'Ollonnaise (see page 122) who stole the vast majority of their goods and reduced the population by a third.

Because of L'Ollonnaise's cruelty, the people hate pirates or anyone who has the illusion of being one. Visitors are treated suspiciously.

Named after its location on the banks of the River Wrasse, Wrasseton has grown from a humble village into a small but troubled town. Wrasseton may not be a major player in global mercantile activities, but food, timber, crafted goods, and gunpowder are common export commodities.

After the events of **The Prince** (page 121), Wrasseton slowly recovers from L'Ollonnaise's bloody raid that left the town in ruins and a third of the population dead.

The buccaneer may be gone but the locals know it is only a matter of time before more pirates arrive to disturb their peace. Burnt-out buildings and the recently dug cemetery are a constant reminder of the fate awaiting locals who try to deal with pirates.

Wrasseton's harbor is too shallow for anything but sloops or schooners, forcing bigger ships to anchor offshore and ferry cargo by longboat. Although this deters some captains from trading here, rich rewards await captains willing to spend an extra day or two transferring cargo.

PLACES OF INTEREST

Arni's Brewery: Wrasseton doesn't have a tavern but it does have a small brewery. Arni Amill, the masaquani owner, sells his brews to the locals and friendly visitors. In a bid to stop ships' crews drinking to excess Arni has a strict "one barrel per ship" policy. Arni's wife and children died in L'Ollonnaise's raid and he has become sullen and withdrawn ever since.

✦ **A Toast to Death (p. 178):** Arni offers the group a cheap cargo of wine on one condition—they sell it in a pirate town.

The Exchange Market: Located near the center of the town is the Exchange Market, a large structure that hosts the weekly indoor market. Farmers and hunters bring their goods

here and exchange them for manufactured goods and gunpowder. The Harbor Master's office is located here.

➤ **Bounty (p. 179):** Sick of the constant raids, the Harbor Master offers a bounty on pirate heads.

SPRITH ENCOUNTERS

d20	Encounter
1–5	1d6 Giant Crabs if near the coast, otherwise no encounter (185)
6–8	Farm/Camp: A group of 2d6 former sailors have set up a camp here. They are willing to sell up to 2d10 provisions for \$3 a piece.
9–10	1d4 Giant Centipedes (p. 184)
11–14	Game (p. 187)
15–16	2d6 Monkapes (p. 192)
17–18	Razor Wing Swarm (p. 197)
19–20	Tidal Snake (p. 200)



TARATOS

Taratos is a kind of “buffer zone” between the Spanish Guild to the north and the British East India Company to the south. All cultures meet and blend in a swirling melting pot of languages and customs.

Humans mate with masaquani, scurillians bargain contracts between the two companies, and brutish half-ugaks and graels wait for company ships to come searching for crews.

The wilds of Taratos are more feral than most for it is less settled. Large tribes of monkapes and other dangerous creatures still lurk in the primeval forests.

THE GHOST TRAIL

The southerly trail that stretches from Jomba Town to Caresia is called the Ghost Trail. It gets its name from the legendary ghost of a whaler named Jomba who is said to attack strangers with a spectral harpoon. See **Jomba Town (p. 92)** for more information on the spirit and the **Jomba's Ghost Savage Tale (p. 144)**.

CALIB'S ROCK

Population: 600

Calib's Rock is a stone outcropping hanging out over the rough ocean some 60' below. A series of sea caves runs beneath it, but they are too small for longboats and filled with bloodfish so they are avoided. It was named for an air mage who was said to have flown up to these caves centuries ago, when they were high atop a mountain instead of half-flooded by the sea.

The nearby town is a waystation on the Ghost Trail, which begins at Jomba Town and runs south along the shore up to Caresia (the northern route from Jomba Town is impassable). Settlers live in small shanties and sell their wares, mostly grog, fruit, and sweetmeats, from hastily-built stands.

Calib's Rock is little more than a series of small shanties. Were it not for the Ghost Trail it would not exist at all. The town has very little to offer visitors—while food and timber are sometimes available to purchase the low quantities deter most merchants from making a special trip. If they have spare capacity they buy, otherwise they stop here overnight and depart the next day, leaving the locals only slightly better off.

➤ **The Money Pit (156):** A local drunk renowned for his tall tales informs the group of a treasure pit located close to Calib's Rock.

CARESIA

Population: 3000+

Caresia is a rapidly growing town that serves as a midway point on the main Free Towns shipping lane. It also acts as neutral ground for monthly conferences between agents of the British East India Company, the Spanish Guild, and the Kieran Trading Guild.

The people of Caresia profit greatly from these meetings. During their conference on the third week of each month, the streets fill with vendors selling fresh fish and fruits, exotic carroway carvings, and rare treasures thought lost in the flood. More adult “wares” are for sale by night. Men and women sell their flesh and spirits flow freely.

Caresia is the largest settlement on Taratos and has expanded on a weekly basis since its creation. Its location halfway between Sprith

and Cuwayo makes it an ideal stop-off point for merchants trading between the two major mercantile powers of the Free Town.

Caresia consists of two key areas—the old town and the new suburbs. The old town covers the docks and the first three rows of buildings. Many of the town's craft shops and taverns are located here and business is brisk. Crowds throng the streets from dawn to dusk and visitors need to keep an eye open for pickpockets and other petty thieves.

As one heads further inland the streets become less organized and the taverns and shops fewer and further between. The City Watch pays less attention to the suburbs and crime is more common. Still, Caresia is considered a safe port and murders are rare.

Caresia loses much of its importance after the events described in the *Savage Tale*, **The Trade War** (p. 139). The three-way monthly conferences cease and merchants are wary of being attacked by the numerous privateers now haunting the once neutral waters around the port. Many locals move to New Madrid, Marsales, or Baltimus in search of a new life. Trade continues but the town no longer grows.

However the war concludes Caresia becomes one of the few major neutral ports left on Caribdus. Trade picks up slowly though not to the extent to allow Caresia to continue its expansion.

✂ **Polly Want Some Treasure? (p. 174):** If the group explores the wilderness around Caresia they encounter a mimic parrot who seeks amusement in tricking them with its vocal talents.

PLACES OF NOTE

Caresian Bazaar: During the conferences, the streets of Caresia are filled with every delicacy imaginable. Crews who carouse here before the **Trade War** (p. 139) add +2 to their Spirit rolls when attempting to rid themselves of Fatigue caused by “cabin fever,” but pay twice as much as usual for the privilege.

The Crown: The Crown tavern isn't as big or as popular as the Salty Dog but it still serves plenty of captains and traders. When the Trade War begins, the proprietor, Dag Dalt, develops a sideline business providing false cargo manifests complete with official stamps. Any port stamp can be provided at a cost.

✂ **False Stamps (p. 152):** An overheard conversation in another tavern leads the heroes to Dag.

Kala's Careening: A small sandbar just off the coast of Caresia is ideal for careening ships. For the standard fee, a crew can enjoy themselves in Caresia while their ship is careened. Kala Kyr's former sailors row out to the vessel, use a rope and pulley on the mainland to roll it over, and usually have the job done in three days.

One-Eyed Jax: One-Eyed Jax is a tavern and gambling house located on the edge of the old town. Named after its proprietor, Jax Joril, a one-eyed masaquani female, it caters to less savory Caresians. Jax employs three grael to keep the peace and cheats are handed over to the City Watch—after being beaten senseless. Jax pays a small commission to the Watch to leave her establishment alone.

✂ **A Debt Repaid (p. 153):** Partaking in a game of chance turns up an unusual reward.

The Salty Dog: This massive dock-side tavern is one of the best known in all Caribdus. Captains and sailors from all the shipping companies consider the Dog “neutral ground.”

JOMBA TOWN

Population: 1,100

Jomba Town is an agricultural community situated on a high cliff overlooking an inhospitable bay. Little fishing is done there, but produce is traded profitably with other towns with better harbors, mostly overland via the Ghost Trail that runs to Calib's Rock and from there up to Tuck.

A rickety staircase leads from the bay to the top of the cliff. Strangers are warned to take the long way around via a steep hill instead. Roll a d20 each time someone uses the stairs. On a roll of 20, or 19–20 for particularly heavy characters, it collapses from a height of 1d6 x 10 yards.

Jomba Town was founded by a former West Indies whaler who called himself Jomba. He set himself up as the “Chief” of this town but was taken down a few years later by former slave-traders who could not tolerate being ruled by a “savage.” The ex-slavers now rule the town as a council, and do as little as possible for the community. They watch newcomers like hawks, and assassinate those they believe have come to cause trouble.

Surrounding the town “square” are the councilor’s houses. Each is twice as large as the cottages making up the rest of town and richly furnished. The town’s two taverns are located nearby. Small cottages make up the rest of the main town, with several farmsteads lying within a few miles.

✂ **Jomba’s Ghost (p. 144):** The spirit of the dead whaler wants vengeance. He appears and sometimes tears the very souls out of strangers with his spectral harpoon. The town councilmen know the spirit will eventually come after them and are looking for a crew to lay Jomba to rest—without discovering their secret.

PLACES OF INTEREST

The Shackle: The Shackle is the preferred drinking den for the council members. It is the larger of the two taverns and offers a more varied menu. The proprietor, Patrick O’Malley, is the brother of one of the councilors and reports any suspicious behavior from visitors back to his brother.

The Dog & Monkey: This unusually named tavern belongs to Alfredo Pancini, an Italian visitor and no friend to the council. His anti-council rants have landed him in trouble more than once and he has the scars on his back to prove it. The council has considered killing him but his disappearance would raise unwanted questions among the townsfolk. For now, they are content to keep a close eye on him.

✂ **Shallow Grave (p. 153):** A nervous local asks the group to follow him into the nearby forest.

TUCK

Population: 800

Tuck sits at the edge of a flat plain that is perfect for growing all kinds of crops. Those who transport the goods up to Caresia live in this small town, while the actual farmers live near their fields in the surrounding countryside.

Known primarily for its agricultural produce, Tuck is often referred to as “the breadbasket of Taratos.” Were Tuck a larger town this would undoubtedly be true. The fertile plain allows for a wide variety of foodstuffs to be grown and while much of its produce does indeed end up in the markets of Caresia, Tuck has another major export—manufactured goods.

A growing number of light industries exist in the town, producing everything from nails to clocks. Though the number of units available for export is very small, merchants visiting Tuck can make a tidy profit exporting goods to the major ports—where demand usually outstrips supply.

Bearers or pack animals are used to transport exports overland to Caresia—Tuck’s harbor is little more than a continuation of the plain, which slopes gently into the sea. The gentle gradient forces ships, even sloops, to anchor half a mile offshore. Even then, there is a long walk inland to reach the town.

The plain on which Tuck relies for its main source of income may also prove its undoing—no cliffs protect Tuck from the rising waters. Unless the water is halted within a few years Tuck will become a seaside town—at least for a year or two, when the rising waters submerge the town completely.

Tuck itself is a small town—nearly a third of the population lives in the surrounding countryside. There isn’t even a decent inn or tavern and the townsfolk rely on imports of wine and spirits. The town is a cluster of houses and workshops laid out in no particular pattern. In the centre of the village is the “square,” off which stands the Harbor Master’s office. Since only ship cargoes are stamped, the Harbor Master’s title is an honorary one and carries little actual responsibility.

PLACES OF NOTE

The Clockwork House: Run by a Jewish visitor by the name of Joshua Goldstein, the Clockwork House produces some of the best timepieces of Caribdis. Joshua builds quality rather than quantity and barely makes a living. For him the work is a labor of love.

✂ **Telling the Time (p. 162):** Joshua is working on a new form of ship’s chronometer but requires calibration from across Caribdis.

Open Market: Held in the town square, the weekly market is a popular event and gives the outlying farmers a chance to meet friends and catch up on gossip. Merchants from Caresia visit to purchase cargoes and place orders for future shipments.

✂ **Fields of Fire (p. 171):** Pirates have savaged several farms in the last few weeks. The City Watch lacks the manpower to assist and the locals seek help.

TARATOS ENCOUNTERS

- d20 Encounter**
- 1–5 1d6 Giant Crabs if near the coast, otherwise no encounter (185)
 - 6–7 Farm/Camp: A group of 2d6 former sailors have set up a camp here. They are willing to sell up to 2d10 provisions for \$3 a piece.
 - 8 1d3 Giant Centipedes (p. 184)
 - 9–10 Game (p. 187)
 - 11–14 3d6 Monkapes (p. 192)
 - 15–16 Pirates (p. 195)
 - 17–18 1d4 Razor Wing Swarms (p. 197)
 - 19 Tidal Snake (p. 200)
 - 20 ✂ **Marooned (p. 138):** Treat as roll of 19 if rolled a second time.

THE TEETH

The most powerful mage in all Caribdis, Tressa the Red, lives in this magical wonder, a solid ring of tall, jagged rocks with only one entrance, a magically declining white-water “river” called the Gullet.

Tressa plays a very important part in the fight against the Sea Hags, though not as directly as she had hoped. The archmage is destined for a grim fate, but if the heroes are capable, her loss will not be in vain.

A complete description of the Teeth, Gullet, and Tressa the Red can be found in the *Savage Tale, Tressa the Red* (p. 113).

TORATH-KA

Caribdis was once populated by hundreds of tribes of ugaks (Red Men), savage raiders who threatened outlying masaquani towns and villages. Forces were gathered to deal with specific

tribes for years, but when one was wiped out, another would just take their place a few months later.

Only King Amemnus had the foresight to carry the fight to all the Red Men. His ambassadors first tried to make peace with them, but the ugak simply boiled them up and ate their flesh. So the King of Ograpog gathered his Legions and sent them into battle against the savages. A few pitched battles and deadly ambushes caused grievous casualties among the Ograpogs, but most of the scattered clans fell like dry corn before the scythe.

RETREAT TO THE SAVAGE LAND

Tens of thousands of ugak survivors retreated to a remote highland called Torath-Ka, the Savage Land. It was said that this was their birthplace, and that the ancient gods of the Red Men were still alive in its dark and primeval jungles.

The Ograpog Legion pressed on, determined to end this threat once and for all. They learned the truth of the legends when giant monsters erupted from the dense foliage to attack. Gargantuan apes, spiders, snakes, and sharks all attacked the disciplined soldiers, killing them by the scores before the Ograpog generals called for a retreat.

It was one of the soldiers of this failed assault who told three of his daughters of the ugak's blood magic. They murdered their own father for a taste of this dark power, were condemned and executed by Amemnus, and eventually became the Sea Hags that destroyed Caribdis.

The dark gods of the Savage Land had their revenge.

THE SAVAGE LAND TODAY

That was many years ago.

Except for the small outpost of Vittoria, the ugak are the only known sentient beings on the island. Expeditions to Torath-Ka are common as it is one of the few sources of wood, and rich diamonds are known to exist there as well. These trips usually end in disaster. The ugak are numerous and their blood magic grows ever more powerful. There are also many species of aggressive reptiles, mammals, crustaceans, and avians all willing to devour the flesh of humanoids.

A great river once separated the eastern quarter of the island from the rest. This flooded



and is now a steep chasm of sea water, dotted by incredible waterfalls from the bordering highlands. The canyon walls average over 100' in height.

Great whites and scores of maneaters are common in the chasm. Ugaks don't often cross this dangerous divide. When they do, they use their fastest canoes and throw a few bleeding sacrifices upriver to draw off the predators.

CLIMATE

The jungle is very hot and humid, and moving through its dense foliage and steep climbs is exhausting. Travelers often say that if the creatures of Torath-Ka don't kill you, the heat will.

As explained under **Hazards** in *Savage Worlds*, characters in extreme heat must make Vigor rolls or suffer Fatigue. Roll a d6 each day to determine how hot it is. A roll of 1–3 means the heat is below 90 degrees Fahrenheit. A roll of 4–5 means it's between 90 and 95 (–1 to Fatigue rolls), and a roll of 6 puts the temperature between 96 and 110 (–2 to Fatigue rolls). For obvious reasons, grael don't do well here.

ANGUS MCBRYDE

Angus McBryde was a big game hunter in Africa. He was prowling the coasts of the Dark Continent in 1804 when his skiff sailed into a mist, lured in by the sound of a woman crying. He arrived in the Devil's Cross with nothing more than his rifle and a small group of Egyptian bearers.

Angus fought his way out against incredible odds, but his companions didn't make it. Three weeks after arriving in Caribbus, a Spanish galleon found him clinging to a piece of driftwood at the edge of the Flotsam Sea.

It didn't take long for Angus to recover. A month later he had made his way to the British East India Company and proposed an expedition to "this so-called Savage Land."

Angus somehow talked Bruno Baltimus and Edward Lazenby into financing an expedition, and six months later found himself scouting

the coast of Torath-Ka. The first landing was a disaster. A massive ape destroyed most of his crew and nearly got one of his three ships as well. As they made their escape, a shark as big as a whale smashed through the hull of the slowest vessel and destroyed it. Angus watched in horror as the thing tossed crewmen into the air and caught them in its bloody jaws.

VITTORIA

The lucky Scot sailed on, looking for a spot less populated by monsters. They found just what they were looking for across the great chasm, called "Kulah Met" by the ugaks.

Angus set up a small dummy camp manned only by himself and a handful of volunteers. A few ugaks appeared to check out these strangers—and were promptly repulsed—but no giant creatures came crashing from the jungle.

Angus ordered the rest of the supplies unloaded and established the colony of Vittoria—a combination of Britannia and Queen Victoria. Wisely, the explorer's first action was to erect a 50' tall wall of sharpened timbers.



Angus sent his remaining two ships back for more colonists and supplies, but they didn't make it. Bruno Baltimus and Edward Lazenby have sent a few scouts to find the expedition, but they're looking on the main island rather than the far tip. At this point, they assume the explorer and their ships lost.

THE UGAKS

The ugak tribes are currently engaged in something of a civil war. Various tribes are forming around powerful shamans who have managed to secure a sacrificial pool, called a *mulak-to* or "blood pool" by the Red Men. Each *mulak-to* is dedicated to one of the ugak's four gods—Donga the monkape, Jinka-Tahn the shark, Ssss the snake, and a trio of spiders called Skittaka. The ugak's Walking Gods are discussed in detail on page 201, while the Red Men themselves can be found on pages 197 through 198.

Ugak villages typically contain about 100 individuals, 70 of which are adult fighters (both male and female). The remaining 30 are children and a few older Red Men tasked with remaining behind to protect them. There are rarely any weak or invalid ugaks—such individuals are "given to the gods."

The ugak relentlessly pursue any intruders they find, for pure-blood ugak cannot be used to summon the Walking Gods. Only the blood of other races, including half-breed Red Men, can accomplish that task.

Ugak villages are ruled by their shamans, who use fear and blood magic to keep the rest of the warriors in line. Shamans guard their power jealously—they train others to follow in their footsteps, but quickly kill them if they seem to be challenging their authority. Theirs is a harsh and unforgiving world.

TORATH-KA ENCOUNTERS

- | | |
|-----|--|
| d20 | Encounter |
| 1–3 | 2+1d6 Giant Crabs if on beach, otherwise Tidal Snake in river or stream (185, 200) |
| 4–5 | 1d6+1 Giant Centipedes (p. 184) |
| 6 | Tyrex (p. 200) |
| 7 | Heat Wave: The average temperature raises 20 degrees for the next week. |
| 8 | Giant Monkape (p. 192) |

- | | |
|-------|--|
| 9 | 3d6 Monkapes (p. 192) |
| 10 | 3d6 Monkapes, 1 giant Monkape (p. 192) |
| 11–12 | Mosquitos: A swarm of mosquitos set in. Short of a <i>zephyr</i> spell, there's little that can be done to stop them. The party must make Vigor rolls; those who fail catch a sickness that causes them Fatigue for 1d4 days. |
| 13 | Ugak Village (197): The heroes chance upon an ugak village complete with a blood pool. If the Red Men chance upon the heroes, they hunt them relentlessly and feed them to the <i>mulak-to</i> . |
| 14–15 | 1d6 Razor Wing Swarms (p. 197) |
| 16–18 | 2d6 Ugaks (p. 197) |
| 19 | 2+1d6 Yellowbacks (p. 203) |
| 20 | Diamonds! The party finds a deposit of diamonds worth 1d10 × \$1000 |

WHIP ISLANDS

This long chain of islands was named because of its shape—something like a long whip stretching from Kuwayway almost to Brigandy Bay. Scavengers frequent the Whips because debris draining in and out of the Flotsam often washes up on its beaches.

For every day spent walking the beaches, roll 1d6. On a 6, roll for Booty for the lucky beachcomber (page 104).



THE WATCHERS

Octopons haunt these isles and want people to believe they are full of treasures from the Flotsam Sea. They have seeded the beaches with valuables for years, waiting for treasure-seekers to wander away from their mates and become easy prey.

Whenever a treasure is found by a beachcomber, roll a d6. A roll of 4–6 means a party of octopons lies in wait near the Booty, usually in a pool along the rocky shoreline.

SUNKEN RUINS

The heroes have found a sunken ruin. It's likely been pillaged before, but few scavengers can afford to do a systematic search of such sites, so treasures still remain. The site is $d10 \times d20$ yards beneath the surface. Every eight hours spent beneath the waves allows the searchers a group Notice roll. Semi-aquatic species subtract 2 from the roll, non-aquatic characters subtract 4. Mages with the *elemental protection* spell, kraken, and kehana suffer no penalties.

Failure means the ruin is tapped—further searches bear no results. Success locates an accumulated $1d6 \times \$100$ worth of various goods—jewelry, silverware, dishes, minor works of art, and so on. A raise locates a far more valuable find. Roll on the table below to find out what. Each of these finds are unique, so mark them off once found and reroll any repeat results.

D20 Treasure

1 Cursed Ring: A bejeweled ring is worth \$1200. The ring is cursed, however. Anyone who touches it with bare flesh must make a Vigor roll or die.

2 Golden Statue: A rich manor has been looted of its smaller treasures, but the statue of a masaquani warrior remains. It's worth $2d6 \times \$100$.

3 Bag of Gold: A corpse lies half-buried in the silt, still holding the valuables it tried to flee with. The loot was actually stolen, and the body arises as a Wild Card zombie to protect the treasure it died for. The bag contains $2d6 \times \$100$ worth of gold coins.

4 Pearl Necklace: An old corpse wears a beautiful pearl necklace beneath its shirt. The pearls can be sold in a larger settlement for $2d6 \times \$50$.

5 Chain Shirt: A warrior lies dead at the door of some forgotten home. He wears a shirt made of fine chain links that weighs only 10 pounds and protects the torso and arms. A large gash runs from the neck to the breast, the warrior's death wound.

6 The Tomb: The explorers find the tomb of a great hero. If the crypt is broken open, the warrior rises as a Wild Card zombie with several combat Edges as you see fit. He wields a magical long sword (+2 Fighting) and medium shield (+4 Parry).

7–10 Manor: The heroes find a manor home. Roll on the Booty Table under Pillage (p. 104).

11–13 Mansion: The scavengers find a mansion. Roll on the Booty Table as Plunder (p. 104).

14 Sunken Wreck: This site has been plundered before, but the scavengers did not survive the expedition. Roll on the Booty Table (p. 104) to see what remains in the wreckage. Unfortunately, a savage band of kehana lurk nearby and attack those who try to get to it. They wait until the explorers get inside and try to trap them in close quarters. There are at least as many kehana as there are heroes, with one Wild Card leader.

15 Carroways: The group finds an old carroway forest submerged beneath the waves. The atani homes have been thoroughly cleaned out. The wood is mostly ruined as well, but a careful search finds $3d6$ total cargo spaces worth of salvageable lumber. It takes four man-hours per space to harvest it. Carroway wood sells for three times the listed value of regular lumber.

16 Noble Birth: One explorer finds the signet ring of a noble family. It's worth $1d6 \times \$50$, but might also be used to falsify the character's identity. What this leads to is entirely up to you and the character's actions afterwards.

17 Jewels: A jewelry store has been looted, but several valuable necklaces, bracelets, and other treasures remain. They're worth $2d6 \times \$100$. One of the pieces (worth half the total) is so beautiful that when worn adds +2 to a character's Charisma.

18 Lost Library: The heroes find a bookstore. Most everything is ruined by the water, but a number of scrolls remain safe in tubes sealed with wax. There are six scrolls, each one with a random spell written upon it. When the words are read (it takes two whole actions), the spell is cast with the maximum available Power Points and a $d12$ (plus Wild Die) Spellcasting total. The scroll combusts into ashes after use.

19 Scepter of Oblivion: This short blue wand mounts a massive black pearl the size of a man's fist. The weapon allows a caster to hurl a *bolt* of black energy that causes $2d6$ damage, has a Rate of Fire of 3, and has a Range of 5/10/20. Each *bolt* costs one charge. The pearl stores ten charges and recharges at the rate of one per day. The staff works underwater as well.

20 Dragon Orb: This treasure looks something like a snow globe with a miniature sea dragon inside. When broken over the ocean, a sea dragon comes and serves the character for one entire day. It then dissolves into sea-water. Use statistics for a dragon from *Savage Worlds* but add the Aquatic ability.

ADVENTURES!

The heart of any good campaign is the tale of the player characters who adventure through it. This Adventure Generator helps you, the Game Master, create interesting things for your party to do “on the fly.” At the beginning of a session, for example, your players may not yet have decided what they want to do. If they surprise you by heading to the Kieran Empire when you thought they would go to Brigandy Bay, you can use the Adventure Generator and the Encounter Tables along the way to help create challenging situations, deadly opponents, and strange obstacles.

This isn’t just some random collection of encounters. The players decide what they want to do and where they want to go. The Adventure Generator simply adds a few complications to an otherwise mundane cargo run, or points you to a Savage Tale to insert somewhere along the way.

You should insert your own ideas into these scenarios whenever possible. Maybe that load of gunpowder is bad, or the ship they decided to pirate is crewed by their archenemy. These are the twists and turns you need to add to the basic missions the heroes can perform to personalize it for your particular group of heroes.

This should give your campaign a good balance between letting the heroes wander wherever they want and urging them towards the final battle with the Sea Hags.

USING THE ADVENTURE GENERATOR

Start by letting the player characters choose what they’d like to do from the list below, then check the detailed sections which follow.

Carouse: The crew hits the local taverns or other hotspots to see if there are any lucrative rumors or other gossip.

Exploration: The crew sets off overland to explore the island in search of adventure and Booty.

Pirating: The crew decides to sail the high seas looking for rich merchant vessels.

Privateering: Several of the isles pay bounties on pirates. This option sends the crew off actively searching for the scurvy dogs.

Salvage: The Flotsam Sea is full of lost ships and the shallow ruins of old Ograpog. Crews can search this mire for salvage, but only at great peril.

Trade: The crew looks for mundane cargo to purchase and resell.

TRAVEL

Once you’ve determined the basic adventure, you need to decide if anything happens along the way. See **Encounter Tables** on page 59 for a description on how to generate travel encounters.

CAROUSE

Wise crews visit the local inns and taverns in each port of call. Important news can be heard there, and more exotic jobs are often offered.

See page 38 for a complete description of Carousing and Cabin Fever.

EXPLORATION

Sometimes crews simply want to wander about an island and hunt for game or search for treasure. When they do, roll on the island's Encounter Table each day spent "in the bush."

PIRATING

It's possible your group may decide to prey on others. This is not the path of heroes, but even the greatest sometimes stumble a bit before realizing their true potential.

This isn't the same as simply sailing about to see what the ship runs into (using a particular sea's encounter tables). Instead, pirates hover around ports or known shipping lanes and wait for recognizable prey.

On the open sea, use the standard Encounter Table for that sea zone. Assuming the pirates hover a few miles away from a port, roll on Ship Ahoy! Table instead.

Roll a d20 once per day spent hunting and consult the table below (this is in addition to the

regular daily encounter table for that sea zone). See **Ships** beginning on page 32 for vessels, and the **Encounters** chapter for their crews.

Note that the pirates won't usually know what a ship is until they approach it. Privateers don't fly their colors so that they can lure pirates in close. Company ships hide their colors as well to avoid "advertising" themselves as prey. Pirates only fly "jolly rogers" when they get within close quarters, urging their quarry to surrender or face "no mercy."

SHIP AHOY!

d20	Result
1–10	No Prey
11–15	Merchant
16–18	Pirates
19–20	Privateers

PRIVATEERING

Ridding Caribbus' seas of scurvy dogs is a dangerous but lucrative practice. Ships who wish to hunt pirates should first buy a "letter of marque" from one of the three shipping companies: the British East India Company in Baltimus (page 64), the Spanish Guild in New Madrid (page 88), or the Kieran Empire (page 75). The going rate for such a letter is 15,000 pieces of eight.



Those who take a ship without a letter are considered pirates, even if their prize was taken from known pirates! With a Persuasion roll (and a little roleplaying), however, a captain who comes across such a prize can “post-date” a letter of marque for double the going rate (or about 20,000 pieces of eight with a raise on the Persuasion roll).

Privateers use the same **Ship Ahoy! Table** as do Pirates. Most ships encountered prove friendly if the privateers have proper commissions.

SALVAGE

Any ruined town or city already known by the residents of Caribdis has typically been thoroughly searched and scavenged. When new ruins are found, those who discover it don’t share.

Some brave souls venture to the Flotsam Sea, where fabulous riches still lie waiting for the taking. This is dangerous however, for large numbers of octopons slither through the

mire and prey upon those who enter their domain. See the Flotsam Sea entry for more information (page 72).

TRADE

The most common type of adventure for most parties is simple trading. Using the Master Trading Table (p. 43) and a decent ship, a party can easily make legitimate money wandering Caribdis buying and selling goods. The Encounter Tables for each sea zone should help make each journey unique, and most destinations have Savage Tales the heroes can quickly become involved in as well.

Beginning parties might want to visit a moneylender to buy cargo, but should be warned that such individuals hire all sorts of mercenaries to bring in those who don’t pay their debts.

HAZARDS

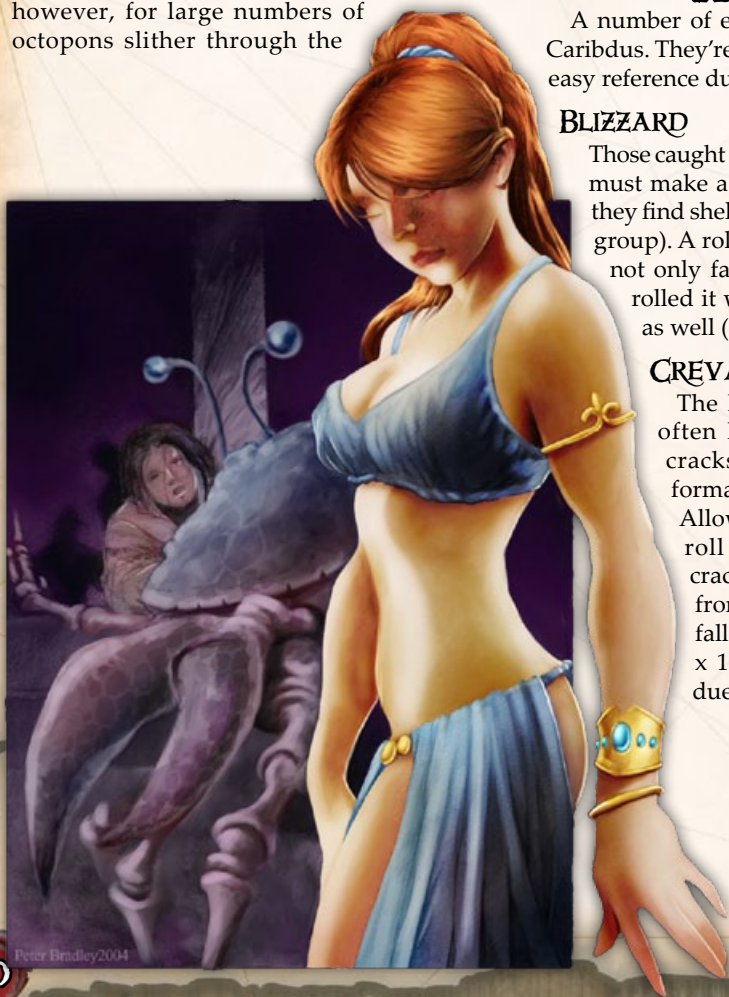
A number of environmental hazards wrack Caribdis. They’re grouped below for quick and easy reference during play.

BLIZZARD

Those caught in one of Arfk’s fierce blizzards must make a Fatigue roll every hour until they find shelter (Survival at –4, one roll per group). A roll of 1 on the skill die indicates not only failure but the individual who rolled it wanders over a deep crevasse as well (see below).

CREVASSE

The heavy snows of the interior often hide deep and treacherous cracks. This result means such a formation lies in the party’s path. Allow the lead character a Notice roll at –2 to detect the hidden crack—add +1 if the character is from Arfk. Failure means a tragic fall. The depth of the crack is 1d10 x 10”. Falling damage is halved due to the snow.



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ICEBERG

An iceberg bears down on the hero's ship. The captain must make a Boating roll at -2 (the crew cooperates as usual) or the ship suffers 10d6 damage as the floating island rips along the hull.

ICE FLOE

The ship encounters massive islands of ice. The vessel should go around this square if possible. A captain who wants to press through may make a Boating roll at -6 (the crew may cooperate). Failure causes 10d6 damage.

QUICKSAND

The jungles of Torath-Ka are dotted with areas of deadly quicksand. Allow the lead character a Notice roll at -2 to detect the mire. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Victims sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further and a raise pulls them free. On a critical failure the character is sucked under and immediately begins drowning.

Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking as well.

Once a character is under the surface he cannot extricate himself and must be pulled out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricating a submerged character requires a Strength (-2) roll.

SEA BLIZZARD

A blizzard strikes at sea. Visibility is reduced to zero and unless the captain makes a Boating roll at -6 (the crew may cooperate as usual) the ship is moved 1d4 squares in a random direction.

STENCHGRASS

Stenchgrass is a plant native to Torath-Ka. Covering areas hundreds of feet across, it is not a single creature but millions of individual blades. Creatures entering a patch of stenchgrass trigger a release of foul-smelling spores.

Anything caught in the spores must make a Vigor roll every minute for 1d6 minutes to avoid losing a Fatigue level. Victims reaching Incapacitated fall unconscious for 2d4 hours—

inhaling stenchgrass spores cannot lead to death. Predators finding the unconscious prey have an easy meal, and the grass absorbs any spilled blood.

STORM

Caribdu's storms are legendary. Riding them out is a true test of a captain and crew's mettle.

First roll 1d6+3. This determines how the long the ship is under serious distress from the storm, in 30 minute increments. The Game Master then draws a card to determine how rough the storm is that particular half-hour.

The captain makes a Boating roll each round, subtracting the penalty shown on the table below. Storm damage is applied against the ship's base Toughness, ignoring all but magical armor.

Every round the roll is missed, each character must make an Agility roll (add +2 if tethered). The Game Master can roll for crewmen as well (use groups of 10 for large ships). Those who fail are washed overboard and must make Swimming rolls every other round to avoid drowning. A critical failure indicates the character has been hit by driftwood for 2d6 damage. Aquatic and semi-aquatic races must roll to see if they're hit by storm-tossed debris, but cannot drown.

STORM SEVERITY

Card Draw	Penalty	Damage
2	-4	5d6
3-10	-2	4d6
Jack-Ace	-0	3d6
Joker	+2	3d6

SUBPLOTS

Most towns have a number of things going on and Savage Tales to explore, but occasionally you'll need to just drop in a few other random elements as well—meeting old acquaintances, running into dread enemies, and so on. This section helps add a little detail to a party's stay in any particular town.

Pick a subplot that fits, or roll a d20. There are more than 20 ideas here, so simply count down the unused subplots when rolling if you want to spark your imagination with a random die roll.

SUBPLOTS

1) One of the heroes spies an old acquaintance, such as a former workmate or ex-lover. The person might also be a family member. Natives might run into mates they thought lost in the flood, while visitors might find loved ones who came looking for them after they were “lost at sea.” The latter can make for really odd circumstances, such as someone’s son who came through many years after his father’s disappearance and is now much older than his parent!

2) One of the ships in town is rumored to be carrying food tainted with plague. The ship is damaged and the captain can’t sell his cargo to make the necessary repairs.

3) A pox is breaking out all over the town. Roll a d6. On a 1–3, it’s a human plague affecting natives; on a 4–6 it’s a Caribdun disease affecting humans. Heroes must make a Vigor roll very day spent in this town or catch a deadly pox that adds a Fatigue level every week until they die.

4) A large pirate fleet, perhaps that of L’Ollonaise, has been spied in the area. Many believe the pirates will attempt to sack this town. Roll once per day afterwards. On a 5–6, the pirates attack. There are a large number of the brigands—at least a quarter of the town’s population, up to a maximum of about 500.

5) A merchant approaches the crew and attempts to hire them to sail to the Kieran Empire with a full cargo of muskets and swords. These are intended for rebels, and will almost certainly result in the crew’s death if they’re captured by Kieran cutters. The arms are to be delivered to a group waiting up a short river on the eastern side of the island. The rebels will pay them \$1000 per space for the goods.

6) While carousing at the local bar, a group of 2d6 kehana decide to pick on any doreen in the party. They’re willing to make it a fatal fight if the local authorities aren’t too strict.

7) A lone and vengeful doreen spies a kehana in the party. He tracks the crew and tries to wait until the character is alone, then strikes from the shadows.

8) A massive grael believes the party is just the crew he’s been looking for. He feels the need to impress them first. As soon as someone says something rude to the group, he waddles over and attempts to prove his worth by trouncing the party’s “foe.”

9) Razor wings have infested the town. Thousands of them descend on the settlement (or a district if in a city) and keep anyone from leaving their homes for 2d4 days unless some sort of solution is found.

10) A beautiful young girl (or handsome man) approaches the crew and asks to buy passage to a spot far from their current location. She can pay only 1,000 pieces of eight for the journey, but promises twice that upon arrival. She is looking for her long-lost husband and has heard he was spotted at her destination. The man isn’t there, unfortunately, and she has no further gold to pay.

11) Word reaches the party that one of their crew is wanted for piracy by the British East India Company. It seems he was condemned to hang but somehow escaped. The fiend has been lying low for a while, but was a bloodthirsty murderer prior to his joining the party’s crew.

12) The local authorities seize one of the player characters and accuse him or her of murder. They’ve mistaken the hero for someone else, but they won’t admit their error. The rest of the crew must rescue their friend and/or bring in the real killer.

13) A local criminal wants to establish an opium den in this town. Neither the British East India Company nor the Spanish Guild will take such jobs, so he’s looking for smugglers. He’s willing to pay \$2000 per space for opium from Deiking. Finding a supplier there requires a Streetwise roll at –4. If successful, a local warlord sells the stuff for \$800 per space.

14) A former player character or named extra haunts the group over some unfinished business. The spirit can only be laid to rest by finishing up whatever it is has brought him back. If no such cause exists, the departed character is looking for his share of the Booty gained when he died. If that is buried with his body—or perhaps given to someone he cared about in his name—the spirit fades. Until then, the thing causes enough minor mischief to seriously curse the characters and their vessel.

15) Particularly voracious seaworms have bored into the bottom of the ship’s hull in force. The vessel needs to be careened immediately or its Top Speed drops by 2 points and its Acceleration by 1.

16) A rogue kehana has hitched onto the bottom of the party’s vessel. It creeps up onto

their deck at night, stealing food or goods and causing mischief. The creature might kill doreen in their sleep as well.

17) While carousing in the local tavern, a drunken half-ugak and his pirate friends pick a fight with the player characters. They aren't looking to kill anyone—particularly—but are quick to break out into a nonlethal fistfight. The bar might blame the heroes for the fight if they jump in too quickly, charging them 2d6 x \$50 for damages.

18) A ship recently sold a large load of sick cows to the local butcher, who then sold it to all the local taverns. A horrible case of the runs spreads all over town. Characters are Fatigued for three days and cannot go for more than an hour without a trip to the privy.

19) Veterans of the Ograpog Legion mince words with Kieran soldiers late one night. The two groups leave without violence, but tension grows. Over the next few days the two gangs begin a series of assassinations and ambushes that threaten to push the whole town into civil war.

20) A down-on-his luck adventurer quietly seeks someone willing to buy a wondrous treasure (roll on the Relic Table on page 104) for at least a few thousand silvers. He tells of his mates scavenging the Flotsam and finding little more than death—and this one relic.

21) The town runs out of grog. The sailors are getting surly and fights break out often. Anyone who can bring in a cask of spirits can make a quick \$500.

22) A famous person comes to town—whether it's Captain Kidd or Bruno Baltimus, the “celebrity” is simply traveling about Caribdus on business. He's likely protected by several very competent bodyguards.

YOUR OWN SUBPLOTS

Of course the best subplots are those that tie directly into your crew's backstory. The Enemy Hindrance, the Connections Edge, wealth, or nobility can all provide personalized adventures for your heroes. Sometimes these tales even become larger than the fight against the Sea Hags themselves.

The key to these kinds of subplots is to simply read your party's backstories carefully and give them a little thought. Those who don't have a character history should be encouraged to at least figure out a few basics. Natives should

figure out where they were when the world flooded and how they survived. Visitors from Earth should know why they were sailing in the first place, and what happened to the rest of their crew when they emerged in the Devil's Cross.

Even these simple little details can add a lot to an adventure. A visitor who came over after Nelson's Battle of the Nile might hate Frenchmen, for example. You can then add a late night brawl with a crew of Frenchmen (who may never even have heard of Nelson or Napoleon depending on when they came over!).



KYLA KIDD

Here's an example from *The Legend of Kyla Kidd*—our trilogy of tales based on the world of *50 Fathoms*.

Kyla Kidd is the daughter of the famous privateer Captain Kidd. Kyla has Enemy as a Minor Hindrance thanks to her father, who many believed had turned pirate—and hidden a fortune in treasure before he was hung.

Every time Kyla uses her real name, or is recognized, visitors from after Kidd's death (1700) try to get close to her, sign onto her crew, or even kidnap her (or her friends!) to find out where her father's treasure is hidden.

Admiral Duckworth has also heard of Kyla's appearance in Caribdus, and decides she should be watched carefully lest she take after her father and hoist the Jolly Roger. She's watched and harassed every time she enters Baltimus.

BOOTY

Caribbus and its people are rich in treasures. At the end of each monster description in the **Encounters** chapter is a listing called **Booty**. Roll on the matching table below to determine the treasure the heroes discover. This is either carried by the characters or creatures the party has run into, or might be found in their lair or homes nearby.

The percentage listed under **Relic** is the percentage chance a magical item is present. If there is, roll again on the Relic Table below.

BOOTY TABLE

Booty	Silver & Gold	Relic
King's Ransom!	1d10 x \$500	100%
Plunder!	1d10 x \$500	50%
Pillage!	1d10 x \$100	25%
Loot	1d10 x \$10	1%

RELICS

If a relic of some sort is found in the booty, roll a d20 to determine the type of item found, then consult the appropriate subtable for more details.

Make sure you roll any magic items before a fight breaks out—if a villain has access to a device, he'll use it. Note that more powerful artifacts can be found in specific Savage Tales.

Mages can tell if an item is magical and what powers it confers by concentrating for a round and making a Smarts roll. Other characters gain the device's powers but the GM must track them secretly until the hero consults a mage.

RELIC TABLE

d20 Roll	Type
1-3	Armor
4-7	Hand Weapon
8-9	Ranged Weapon
10-13	Miscellaneous Item I
14-15	Miscellaneous Item II
16-17	Potion
18-19	Tome
20	Ship Relic

ARMOR

Roll a d20 to determine the type of armor, then a second d20 to determine its power. All armor listed on this table is made for average-sized humanoids. Grael and scurillians cannot wear it.

Armor Type

d20	Type
1-12	Leather
13-18	Chain
19-20	Corselet

Bonus

d20	Bonus
1-10	Half weight
11-15	+1 Toughness; half weight
16-20	+2 Toughness; half weight

HAND WEAPON

Roll a d20 to determine the type of weapon found, then another to determine its bonus.

Weapon Type

d20	Type
1-2	Dagger
3	Great Sword
4-5	Long Sword
6-9	Rapier
10-13	Short Sword (Cutlass)
14	Hook
15	Axe
16	Battle Axe
17	Great Axe
18	Maul
19	Warhammer
20	Spear

Bonus

d20	Bonus*
1-10	+1 damage
11-15	+2 damage; +1 Parry
16-20	+2 damage; +1 Parry; +1 Fighting

*Damage bonuses add to the total damage of the weapon. A cutlass with a damage bonus of +2, for example, does Str+d6+2 damage.



RANGED WEAPON

Roll a d20 to determine the type of weapon found, then another to determine its bonus.

Weapon Type

d20	Type
1-4	Bow
5-10	Crossbow
11-15	Pistol
16-18	Musket
19-20	Blunderbuss

Bonus

d20	Bonus
1-10	+1 damage
11-15	+2 damage
16-19	+2 damage; +1 Shooting
20	Double Range Brackets

MISCELLANEOUS ITEM I

Roll 1d20 on the table below.

1-2) Blast Stone: Miners sometimes find these rare stones hurled from the fuming Mount Invernus of Torath-Ka. They are the size of baseballs and have a range of 10/20/40. Where they land they cause a fiery explosion that inflicts 5d6 damage to everyone in a Medium Burst Template.

3-4) Antimagic Ring: The wearer ignores four points of all magical damage, including that inflicted by enchanted items. He also adds +4 to any rolls made to resist hostile magical effects.

5-6) Ring of Warning: This ring tingles the wearer's fingers automatically when danger is near so that he is never surprised.

7-9) Thieves' Slippers: These highly prized slippers are worn by thieves as well as riggers who risk their lives daily in the ship's tall masts. They add +1 to Climbing and Stealth.

10-12) Pirate's Pistol: This enchanted pistol is designed to magically load itself. As long as the wielder has shot and powder somewhere on his person, the pistol magically reloads itself. This lets it fire every round.

13) Scroll: A rare scroll created in the Great Library at Ograpog contains magical words that trigger one spell (GM's choice). The spell is automatically cast with a raise. If it can be maintained, it has 20 inherent Power Points to do so. The user may use his own Power Points to continue maintaining the spell as well. Once used, the words disappear and the scroll crumbles to dust.

14-16) Tempus Stone: These swirled jewels grant a mage who wears it an additional 5 Power Points. It recharges normally.

17-18) Ring of Protection: This ring surrounds the user with an invisible force, granting him +1 Toughness.

19) Spy's Scope: This powerful telescope not only functions normally, but allows the user to *listen* to whoever he's spying on as well!

20) Captain's Ring: This gold ring sports the image of an anchor. It grants the user +2 to his Boating skill rolls.

MISCELLANEOUS ITEM II

Roll 1d20 on the table below.

1-2) Buccaneer's Eyepatch: This black eyepatch sports a blood-red skull and crossbones. It grants +2 to Intimidation rolls.

3) Scavenger's Compass: This ordinary-looking compass points toward treasure rather than north and grants the holder the Treasure Hound Edge.

4) Traveler's Map: Any ship on which the map is carried appears on the map as a small sail. A captain using this map does not need to make navigation rolls.

5) Pirates' Compass: This ship's compass looks like a regular ship's compass, save that the needle does not point north. If pointed at any vessel within sight the needle locks onto the ship, changing direction to track the other vessel. It grants a +4 bonus to Boating rolls when trying to catch the target ship.



6-7) Submariner's Pistol: This regular flintlock pistol functions underwater as well as on land. Unless the wielder has a way of ensuring spare powder stays dry it is good for only one shot when used beneath the waves.

8) Slavers' Shackles: Reputedly created by Kieran wizards for their Emperor, the shackles are a slaver's dream. Once placed on a victim they subject him or her to the *puppet* power. The slaver controls the slave through a long chain connected to the manacles. So long as he holds the chain he can control his victim. The spell is constantly active and has a Spellcasting skill of d10.

9) Devil's Eye: This glass eye is black with thin, interwoven threads of yellow and red. When worn in an eye socket (it is no use to those with two eyes), the wearer may use the *fear* power contained within using his Spirit as his arcane skill. The eye holds 10 Power Points and recharges normally.

10-11) Mariner's Lantern: This unusual lantern is imbued with the *light* power and is activated simply by opening the shutter. It holds 15 Power Points and recharges normally.

12) Mermaid's Bracelet: Crafted to resemble two intertwined mermaids, this relic protects the wearer from dangerous sea creatures. Any aquatic creature wishing to strike the wearer must first succeed in a Spirit roll. On a success, the creature may attack without hindrance. With a failure, it cannot attack the wearer this round but may try again on subsequent rounds.

13) Fog Horn: The fog horn—actually a large conch shell—is not a warning device. Rather, it generates a fog cloud as per the *obscure* power. The horn contains 20 Power Points and recharges normally. The blower uses his Vigor as his arcane skill.

14) Skeleton Key: Carved from norwhale bone in the form of a skeleton, the key grants +2 to Lockpicking rolls.

15-16) Mage's Eyeball: This moonstone false eye grants the wearer +8 to all trait rolls when resisting opposed powers. It must be placed in an eye socket in order to function.

17-18) Morgan's Satchel: Henry Morgan's crew were once so desperate for food they ate their own leather satchels. The relic contains one day's rations when found. If the provisions are removed another meal appears in the satchel the next day at sunrise.

19) Norwhale Peg Leg: This bone peg leg must replace a leg, and is screwed directly to the recipient's stump! While attached, the wearer is completely immune to the effects of cold.

20) Sinbad's Scarf: This colorful headscarf grants the wearer +2 to Persuasion rolls.

POTION

Roll 1d20 on the potion table below.

1-2) Bleeding Heart: The juice of this rare plant automatically heals one wound, even an otherwise permanent one.

3) Roc Blood: When magically treated with an air mage's *elemental manipulation* spell, this blood allows the imbiber to fly for 1 hour. His flying Pace is 24" and his Climb is 2.

4-6) Potion of the Depths: The mages of Caribdis spend years brewing these magical elixirs. They grant the imbiber the *environmental protection* power for 10 hours. These potions are often found in large vials containing 1d6 doses.

7-9) Restoration: This potion relieves all Fatigue, regardless of its source.

10-12) Mana: Mages who drink this yellow syrup regain 2d6 Power Points.

13-14) Strength: Drawn from the muscles of legendary beasts, this potion increases the imbiber's Strength by two die types for one hour.

15) Speed: This valuable potion grants the hero an additional action each round in combat. It lasts for five rounds.

16-17) Cure-all: Disease and poison, both magical and natural, are automatically cured by this thick, pulpy juice made from sources best left to those who brew it.

18-19) Night Vision: Anyone who drinks this black elixir gains the ability to see in all but absolute darkness for the next 1d6 hours.

20) Brain Booster: This magically treated guava-extract increases the user's Smarts by two die types for the next three hours.

TOME

This magical book describes the process for casting a single spell (determined by the GM). A mage of the appropriate element may learn the spell and add it to his repertoire after 2d6 hours of study.

SHIP RELICS

Ship relics are rare, usually found mounted on ships (and never in a creature's lair, lest it be underwater), and highly sought after items. Any captain worth his salt would give his eyeteeth to possess such an artifact.

Dismantling a ship relic from one vessel and installing it on another requires at least six crew, eight hours of work, and a successful Repair roll. Aside from the wasted time, there is no penalty for a failed Repair roll. A critical failure, however, ruins the item beyond repair.

Roll a d20 on the table below.

1-2) Figurehead of St George: Carved in the shape of an armored knight, this unusual figurehead grants a +2 bonus to a ship's Armor. Other saints have been used but the British figurehead is the most well-known.

3) Swift Topsails: Crafted from fine silk and enchanted with powerful air magic, the topsails increase a ship's Top Speed by 2.

4-5) Jolly Roger: Some say Blackbeard invented these enchanted flags, others point to L'Ollonaise. Whatever the truth, flying one grants a +4 bonus to Boating checks to catch ships (see page 39).

6-7) Accurate Cannon: A gunner using one of these weapons receives a +2 bonus to Shooting rolls.

8) Figurehead of the Zephyr: Carved to resemble a maiden with hair blown by the wind, the figurehead allows the captain to use the *zephyr* power. The figurehead contains 10 Power Points, recharges normally, and uses the captain's Smarts as his arcane skill.

9-10) Big Pounder: Although these cannons use regular balls, they propel them with greater force. They add +d6 to damage rolls when firing regular cannonballs.

11) Super Heated Cannonballs: Enchanted with fire magic, these regular-sized cannonballs glow

red hot when fired. They inflict -4 damage, but start a fire on a roll of 3-6. Each find contains 1d4 balls.

12-13) Blasting Balls: A mixture of fire and earth magics make these cannonballs extremely deadly to enemy ships. They inflict an extra d6 damage. Each cache comprises 1d4 balls.

14) Dolphin's Rudder: Once fitted to a ship, the rudder bestows +1 Handling.

15) Long Range Cannon: Though similar in size to a regular cannon, this magical creation throws a load considerably further. It has a range of 25/50/100, higher than a similar sized mundane cannon.

16) Main Sails of Long Running: When unfurled, the sails add +1 to a ship's Travel Speed.

17-18) Blessed Figurehead: The figurehead, usually that of a saint, grants an extra Benny to the ship's company as a whole each session. The Benny can be used on rolls made by any crewmember, but only if the roll affects the ship in some way (firing a cannon would be permissible, for example, but firing a musket would not). The captain decides when to use the Benny even if he is not making the roll.

19) Figurehead of the Carpenter: Favored by pirates and merchants alike, the figurehead is imbued with the *mend* power. It contains 10 Power Points and recharges normally. The captain uses his Smarts as the arcane skill.

20) Figurehead of Poseidon: The ancient Greek god of the sea is still seen as a lucky charm among superstitious visitor crews. The figurehead holds the *settle storm* power, 10 Power Points, and recharges normally. The captain uses his Smarts as the arcane skill.



SAVAGE TALES

The various adventures referred to throughout this book are collectively called “Savage Tales.” Some are mere fragments of an idea for you to flesh out while others are far more detailed.

When you see this symbol: , it's followed by the title of a Savage Tale and its page number within this section. When your group enters an area with such a link, you can quickly skim the corresponding entry and decide whether or not you want to present the lead. Then it's entirely up to your party whether or not they follow up on it.



Some Savage Tales are “Plot Points.” These adventures are essential to the overall campaign story. If you plan on following that, you'll need to run these particular adventures at the appropriate times—described next. These are marked with the *50 Fathoms* skull and crossbones logo, as seen to the left.

In between Plot Points, allow the party to go where they want, then check the Savage Tales listed at that location to see what adventures might be found there. Of course you can also add your own, or let the players decide what they want their characters to do at that locale.

Don't push the Plot Points too quickly. Let your group explore Caribdis on their own terms. They don't have to “save the world” right from the start. Or at all. It's completely up to them! They can also just run around being traders, privateers, or pirates if that's what they prefer.

BATTLING THE SEA HAGS

To save Caribdis, the heroes must learn the dark secret of the sinister Sea Hags. These undead creatures are the beings responsible for opening the rifts to other worlds and flooding the Thousand Isles with their waters.

To defeat them, the adventurers must learn the witches' true names and find the weapon that first sent them to their watery graves—the sword of King Amemnus, last ruler of the drowned kingdom of Ograpog.

- **Maiden Voyage (p. 110):** This adventure gets the group together and gives them a starting vessel—a small skiff. At the end of the tale, they are also introduced to a scurillian, Equais, who tells them of the Sea Hags and why they must be defeated.

- **Tressa the Red (p. 113):** The party is told they should visit a mage named Tressa the Red who might know how to stop all of Caribdis from being drowned. She tells the travellers about the Sea Hags and that to make them appear requires their true names and water from another world.

- **The Fire Mage (p. 116):** Tressa does not know the hags' true names, but suggests an artifact called the *Tears of Lys* might reveal them. The tears were last seen in the possession of a fire mage who is now imprisoned within the tyrannical Empire of Kiera. The party travels to the Kieran Empire and raids the jail at Paltos to free the wizard.

- **Water Trap (119):** The crew needs a glass of water from another world. They travel to the Flotsam Sea to take it from one of the many stranded vessels there. While there, the mysterious Maiden appears to the group and informs them they will need the lost sword of King Amemnus, the heart of an archmage, and “that which the kraken have lost” to defeat the Sea Hags.

- **The Juror (121):** The *Tears of Lys* reveals that Bruno Baltimus knows the true names of the three Sea Hags. The heroes venture to the city that bears his name to barter for this information.

- **The Prince (121):** When the heroes hit Veteran level, they learn that the dread pirate Francis L'Ollonnaise has the sword of King Amemnus. The fiendish pirate is defeated, and reveals that he gifted it to a far greater threat than he—Blackbeard.

- **Fit for a King (123):** The heroes must find some way of defeating the pirate lord and securing the blade of Ograpog's last king.

- **Heart of the Archmage (125):** Tressa is captured by the Inquisition. The heroes rush to rescue her from the clutches of the vile Torquemada. They are too late, but come away with her heart—a relic that will give them great power in the final battle with the Sea Hags.

- **The Devil's Cross (127):** Armed with the names of the hags and whatever else they've managed to gather, the crew sails to the final confrontation at the heart of the Flotsam Sea.

CONTINUING THE CAMPAIGN

The defeat of the Sea Hags doesn't mean the campaign has to end. Caribdis is still a land of danger and magic, so there's lots to explore. The Kieran Empire will likely try to take over the Free Towns, the Red Men will still pray to their Savage Gods, and zombies and other horrors may still lurk in the Flotsam.

GOLDEN TRIANGLES

Golden Triangles is a mini-campaign that takes place during the quest against the Sea Hags. During the course of their adventures, the adventurers discover six golden triangles. Each is covered in unintelligible writing which no sage or mage can translate.

An Unnatural Storm (p. 152): Run this adventure soon after the heroes acquire their first triangle from one of the Savage Tales below.

They first encounter Redbeard Rufus, a ghostly pirate captain who wants the golden triangles to reclaim his long-lost treasure.

Treasure for the Taking (p. 154): A pirate called Stumpy Pete reveals the location of a great hoard—which includes a triangle as well as an artifact that may be of great use in the fight against the Sea Hags.

The Money Pit (p. 156): This triangle is found at the bottom of a brilliantly engineered pit, requiring incredible effort to avoid its many traps.

The Butcher (p. 157): Ed Low is one of the most deranged pirates on the shimmering seas—and unfortunately has one of the golden triangles.

Defend the Village (p. 162): The party lends aid to a village besieged by scurvy knaves—and is rewarded with another of the golden relics.

Treasure Map (p. 171): A map hanging in a bar in Bristo leads to another of the treasures—if the explorers can follow the trail.

Polly Want Some Treasure? (p. 174): A chance encounter with a strange parrot leads the adventurers to buried treasure.

Gallows Humor (p. 179): A kehana knows the location of Redbeard's island, and the strange monument that requires the golden triangles. Are the triangles a key? And if so, what do they open?

The Curse of Redbeard Rufus (p. 179): Once all six triangles have been found, the heroes must face the ghostly villain who claims a vast but cursed treasure as his own.

STARTING OUT

Now it's time to start your heroes' voyage into the storm-tossed seas of Caribdis. We recommend you start with the **Savage Tale, Maiden Voyage**. This quickly gets your party into the action, hints at the dark magic of the ugaks, and gives your heroes command of a small ship.

➤ **Maiden Voyage (p. 110):** Start your campaign with the first **Savage Tale, Maiden Voyage**.



MAIDEN VOYAGE

Begins in: Torath-Ka.

The introduction below is a fast and easy way to get your player characters together. It also puts them into action quickly and gives them control of a “starter” ship, a small skiff. They’ll also have to deal with a moral choice right away, hopefully bonding them together for the arduous days to come.

You serve on the Rebecca, a medium-sized frigate currently hauling lumber from the Free Towns to the Kieran Empire. Four hours ago, your ship was hit by something large below the waterline. Several of the crew were sucked out the bottom in an instant, and a broken lantern set the hull ablaze.

Your captain, Jonas Abraham from Earth’s England, managed to beach the ship on the shores of Torath-Ka—the Savage Land—but it seems the Rebecca is doomed. Captain Abraham tasked you with foraging out to find provisions while the other 20 men of the Rebecca begin salvaging what they can from the wreck.

You did as instructed, of course, and now find yourself several miles away along the beach at the edge of a thick jungle. To your left is an old skiff, its bottom ripped apart long ago. To your right, in the jungle, is something large crashing about the foliage.



1 square=10 feet

Your campaign has begun. Your heroes have likely served with each other for at least a few weeks, and know each other well enough to know any obvious details (such as Major Hindrances). Some of the crew might even be lifelong mates.

INTRODUCTIONS ALL AROUND

This is the time to let your players introduce their characters to one another. They should share as much as crewmates would know after living in close quarters with each other for at least a few weeks, including why they’re aboard the *Rebecca*. Some of the heroes are likely here because it’s a job like any other. Others with more exotic professions might simply have been traveling on the *Rebecca* when she ran into trouble. Either way, they’re all in the same boat now, so to speak.

Any characters who wish to begin the game as former mates should share more detailed information with each other, and perhaps concoct a short tale of how they met.

Remember that these introductions aren’t actually taking place right now—the group has been together for at least a few weeks even if they didn’t work directly with each other. The most pressing concern—after the players describe their pirates to each other—is the thing crashing around in the jungle.

THE THING IN THE JUNGLE

The thing crashing around the jungle is actually a yellowback: a man-sized, upright lizard akin to Earth’s velociraptor. The monster has smelled blood on the heroes and comes smashing out of the jungle to attack.

Fortunately, the yellowback provides a fair amount of meat, and a few meager fruits and berries can be found in the jungle nearby. The skiff is irreparable unless boards and nails are taken from the *Rebecca* (something the heroes will likely attempt later). See below for more information.

🦎 **Yellowback (1):** The lizard attacks with wild attacks if the prey proves too elusive (p. 203).

📦 **Booty:** 10 Provisions if the lizard is skinned and prepared (a Common Knowledge roll).

THE SKIFF

The skiff on the beach has one intact mast but no sail. Its floor is busted as well, requiring lumber, a Repair roll at –2, and four hours per attempt to fix.

THE LOYAL HINDRANCE

The heroes return to their ship to find it burned to the waterline and their crewmates missing.

As you walk southwest along the beach you see smoke from about where you left the Rebecca. You cautiously pick up the pace and crest a dune to see your worst fears confirmed—the ship has burned to the waterline. Around the hulk are many tracks and pools of blood, but there's no sign of your mates or the stores they'd taken off the ship before you left.

A Tracking roll easily spots bare, average-size footprints in the sand leading into the jungle. A raise notes drag marks as well, likely from the party's missing crewmates. Those with the Loyal Hindrance should want to set out after them immediately.

The tracks lead through the dense foliage for over two miles, so two more Tracking rolls are required to stay on target. Failure simply means a short detour of ten minutes or so for dramatic effect. The weather is very hot and humid here, so have everyone make a Fatigue roll as they follow the trail.

THE RED POOL

After two miles, allow the expedition to make Notice rolls. As long as anyone makes it, they overhear tribal chanting coming from somewhere up ahead. The tracks turn into an old trail and break out into a small clearing. There the group sees an ancient stone foundation. Within it is a crimson pool, topped by a statue of a 20' tall monkape.

Six other sailors sit on their knees north of the pool. Nine Red Men stand around the pool, and a shaman dances and chants from behind the prisoners.

The water in the pool looks more like red tar. It bubbles and convulses, and is exactly what your players probably think it is—a way to summon an angry god into the world of men.

Anyone who falls into the pool is in for some major carnage—it causes 3d6 acid damage against flesh every round. Items remain intact, but fall to the bottom of the pool when the victim dies.

♣ **Ugaks (197):** 1 Red Man Shaman, 8 Red Men. The shaman hangs back and casts spells while the Red Men charge into hand-to-hand combat at the first sign of intruders.

♣ **Giant Monkape (192):** As soon as the heroes make their move, the shaman kicks one of the crewmen in. The man screams as the red water eats away his flesh and dissolves him to bone in seconds. The next round, a giant monkape rises from the depths. It is immune to the acidic nature of the pool, and acts at the shaman's will. If the shaman is killed, the ape attacks any non-ugaks.

♣ **Booty:** Loot (from the ship).

THE CREW

The five crewmen left have typical sailor statistics with the following personalities:

- John Smith, an honest, 24-year old Englishman from Earth, circa 1673.
- Mongrel, a kehana who is curious about Earthmen and their strange ways.
- Senor Miguel Figueroa, a Spaniard from Earth, circa 1547. He is 50+ years old and a pirate long ago. He's not bad by nature, but follows most any orders without question.
- Caras and Cais Cath, two proud masaquani twins who protect each other first and follow orders second.

The captives are bound with vines and so don't fight in this encounter, but if saved, they'll gladly become the heroes' allies and serve with them on their new vessel.

SAILING AWAY

After the fight, the heroes can patch up the skiff they discovered earlier with lumber from the hull of the *Rebecca*. They can also sew together at least one sail from the larger craft's remains. They and their allies have their personal gear as well as 2d6 x 10 provisions the crew pulled off the *Rebecca* before they were slain.

Your heroes now have mates, a boat, and a hint of what is to come. What they do next is completely up to them. Exploring Torath-Ka is very dangerous and beyond the abilities of Novice heroes, however. A few encounter rolls ought to convince them of this and get them

sailing in their skiff. From Torath-Ka they can head either west toward Brigandy Bay or the Free Towns, or east to the Kieran Empire.

SHARK ATTACK

A few hours along their way, the heroes see debris on the distant surface of the ocean. A spyglass allows them to see more right away—otherwise they'll need to sail for 20 minutes or so to discern exactly what the debris is.

About a mile away from their current location is a debris field from a frigate. Clinging to a large piece of hull is a scurillian.

EQUIAS

The scurillian is Equias (ee-kwai-us), formerly a super for the Spanish Guild, but now a simple passenger aboard the wrecked frigate. Equias calls for aid the moment he spies the skiff's sails.

If rescued, Equias hands the group a large backpack full of his gear—charts, a thick logbook, pens and inks, and surveyor's tools. In one of his grasping hands is a short walking stick that doubles as a measuring rod.

Once aboard the skiff, the crabman sizes up his rescuers, huffs, then tells the following tale.

"Thanks. I think. Your craft might be less safe than that debris I was floating on. One of those big sharks the ugaks summon hit us. Ripped the hull right out of the Lala's Pride and sent her to the bottom. The men went down with her. It tried to take a bite out of me too but spit me out. Too tough, I guess."

The crab offers a half-hearted smile and taps his shell. Once the crew gets underway and Equias feels comfortable, he tells the crew just what he was doing aboard Lala's Pride.

"I used to be a super for the Spanish Guild. I got to travel a lot. We scurillians like to measure things, y'know. Facts and figures. That's us. So everywhere we went, I began measuring the depth of the water."

Over the course of a few months, I noticed the water level had risen nearly six inches! Numbers don't lie, so I cashed out my retirement plan, hired a boat, and started cruising around the isles measuring the water depth. I'm sorry to report that Caribbus is still drowning."

My best guess is that the Free Towns as we know them will disappear in three years. Within a decade, the entire world will be underwater and

all surface-life will cease. You can imagine the wars that will be fought over the last few islands in the meantime as well.

If you've got it in your heart to perform some noble quest to stop it, I'm afraid I can't help you. I don't know why this is happening or how to stop it. My best guess is that our assumption that the Sea Hags' flood was over was wrong. Perhaps it has just slowed to a steady drip. I had thought about asking Tressa the Red about this matter, but I have no means of navigating the Gullet, and am not sure she'll want to share anything she knows anyway. You know how those damnable mages are with all their secrets and shenanigans."

A KNOWLEDGEABLE ALLY

Equias agrees to stay on with the heroes if he sees they are basically good. He claims he'll serve as one of their crew if they turn pirate as well, but slips away at the first opportunity.

If one of your characters is a male scurillian, you might consider making Equias a female love interest instead.

Equias doesn't admit it, but he's looking for a way to save Caribbus. Should the heroes express a similar interest, he might reveal a bit more about Tressa the Red and how to reach her.

"I've actually been to the Teeth once. Tressa hired a ship to bring her some carroway fruit from Maroa and I was fortunate enough to be on board. I don't know how much you know about the Teeth, so before you get the idea to go there you'd best be warned."

The Teeth are a circle of rocks—mountains, really—that surround a beautiful sunken lagoon. Don't ask me how that's possible—magic, I'm sure. In the center is a massive geyser of water—more magic—and atop that is a floating island where Tressa lives. To get inside the Teeth you have to sail down the Gullet, a deadly rapid that has claimed many vessels. You'll need a firm crew and perhaps a little enchanted help to survive that ride."

☠ EQUIAS

Equias is a typical scurillian—a curmudgeon. He rarely gives praise or thanks, and then only grudgingly. When he does offer a word of encouragement, however, one can be sure it's well-earned.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d4, Notice d8, Shooting d6, Stealth d6, Swimming d8
Charisma: -2; **Pace:** 4; **Parry:** 4; **Toughness:** 8(3)
Hindrances: Lame (one of his legs suffered a terrible bite from the ugak shark), Mean
Edges: Alertness, Danger Sense, Keen Mind, Pincers, Shell (+3 Armor), Strong Willed, Telescopic Vision (+2 Notice in certain situations)
Gear: Log book, measuring rod.



TRESSA THE RED

Begins in: The Teeth.

Equias has suggested the heroes contact Tressa the Red, the world's only known archmage, about why Caribdis continues to flood, and what may be done about it. This tale occurs when the party attempts to do so.

You come in sight of the Teeth and marvel at the sight before your eyes. Caribdis has no shortage of fantastic phenomena, but nothing approaches this incredible feat. The wizard's tower is plainly visible—atop a 200' high geyser of water!

Leading into this circular maw is a two-mile long "river" through the ocean itself. You can make out jutting rocks, steep waterfalls, rushing rapids, and more than a few wrecked hulks. This must be the entrance to the Teeth—the legendary Gullet.

THE GULLET

Navigating the Gullet is a tricky proposition indeed. It requires a maneuverable ship, a lot of skill, and more than a little luck. The heroes are advised to have at least a few enchantments and a highly-skilled crew to maneuver through it.

The ride down the Gullet uses the Dramatic Task system found in *Savage Worlds*. The skill is Boating, which may be cooperative rolls using the crew's ability as well.

The Gullet is a particularly nasty test for even the most experienced crew. The Action Card drawn each round determines how difficult that section of the Gullet is—and therefore the penalty to the Boating roll that round; and how much damage the ship suffers if the roll isn't made.

This is all in addition to any Complication that may arise from drawing a Club as the Action Card (including the additional -2 penalty!). Failing on such a card always means the complete and utter destruction of the party's ship.

THE GULLET

Card Draw	Penalty	Damage
2	-6	4d10
3-10	-4	3d10
Jack-Queen	-3	2d10
King-Ace	-2	2d10
Joker	-0	5d10

THE GREEN DOLPHIN

On the third round, have everyone make Notice rolls. Those who make it spy a shipwreck behind an eddy in the Gullet. At the front of the wreck is a perfectly intact figurehead of a green dolphin. A Common Knowledge roll realizes that if the figurehead is so much better preserved than the ship, it must be magical.

If the captain wants to reach it, he and his crew must make a new Boating total at -2. If they make it, they pull in behind the eddy and can crawl over to the wreck of the *Flying Festoon*.

Dismantling the figurehead and attaching it to their own ship takes 20 man-hours (so 20 men can do it in one hour) and a group Repair roll.

The Green Dolphin: A ship with this magical figurehead adds +2 to its Handling.

ASCENT

Those who survive the Gullet find themselves in the Teeth, a ring of 150' high mountains with only one entrance. (See the end of this tale for information on how ships may exit the Teeth).

In the middle of the ring is a most impressive magical sight. A 200' high geyser of water rises up into the sky. The column of water supports a floating island about a half-mile in diameter. The towers of a small keep can be seen atop it. This is the home of Caribdis' only known (non-kraken) archmage, Tressa the Red.

There are only two ways to ascend the geyser—using wind magic or by swimming up it.

Wind Magic: The simplest way to reach the castle is with the *fly* spell. A wind mage might also use a flying creature of some sort and ride it to the top.

Swimming: Characters can also ride the geyser to the top, but this is incredibly dangerous. First, the rough water makes it nearly impossible to hold one's breath, so the hero must make a Vigor roll at -4 (aquatic creatures can ignore this part). Failure incurs a Fatigue level from drowning.



Next, the swimmer must attempt to grasp onto the rocky base of the wizard's tower before he is shot out the top of the geyser and falls (likely to his doom). Grasping the slippery rocks requires a Strength roll at -4. Failure sends the hero flying out over the edge—a 200' fall (see **Falling** in *Savage Worlds*).

Once on the side of the island, the daredevil must scale the inverted angle while being buffeted by the geyser. This requires three difficult Climbing rolls at -4. Failing any of these sends the hero into the bay, figuring damage as above.

CARIFAX

If anyone manages to reach the island, Tressa's pet parrot Carifax intercepts them. This beautiful blue and green bird is the size of a bald eagle with a long flowing red tail. His demeanor does not match his appearance, however, for he is jealous of his mistress's time and spiteful towards strangers.

The creature squawks when he sees visitors approaching. *"What do you want here! We are NOT receiving guests!"*

Carifax flutters about, looking the characters over as they attempt to explain themselves. There's really nothing the heroes can say that will convince Carifax to let them pass. Even telling the bird about the "impending end of the world" has little effect—he already knows.

In the end, the heroes must simply ignore the parrot and continue on to the tower despite his protests and warnings.

TOWER TRAPS

The wizard does not live in a mundane tower. The building has a number of traps and puzzles designed not only to keep out unwanted guests, but to properly test those who wish an audience as well. The windows of the castle are protected by a wall of pure and invisible force—so there's no possible way of gaining entry there. (Carifax can come and go as he pleases.) Characters might be surprised to find the front door unlocked, however.

When the door is opened, the heroes see that what looked like a small circular tower from the outside is actually much larger, and also of the wrong shape. It's rectangular inside, like a normal house, a configuration that seems impossible from the outside.

EARTH TRIAL

The first room they enter is a simple living room. There are overstuffed sofas, a map of Caribdus, a fireplace, and numerous mundane books saved from the floods (romance, heroic tales, etc). A single door, locked and invulnerable, sits on the back wall.

Surprisingly, Carifax the parrot is here as well! The bird speaks in a tone best described as "hurry up and die."

"This is a wizard's tower, and you were not invited. If you wish to address Tressa the Red, you must prove yourself worthy. You may also leave the way you came and no further harm will come to you. Proceed at your own peril. There is no turning back once you begin. You have been warned. Blah, blah, blah."

Once the group has made it clear they will not leave, Carifax rolls his eyes and continues.

"In this room is a key. You need only touch it to open the door."

The "key" is actually a "cay." If Azy Cay is touched on the map of Caribdus, the door opens. There is no time limit to this first puzzle—Tressa isn't interested in killing everyone who comes to see her, but Carifax taunts the heroes all the same. Some of his choicer comments might include:

"Hurry up! I've got important molting to do."

"Oh, you're a bright one. Why don't you try swimming down the geyser and see if the key's at the bottom?"

"The fish are smarter than you."

"Better hurry! The house will eat you!"

"Tick tock, tick tock!"

FIRE TRIAL

The cay discovered, the door opens, revealing a long hallway filled with burning flames. Carifax cackles and says:

"Now comes fire. You're getting this whole theme, right? Tressa is an archmage. You know, master of all the elements. You passed 'air' when you got up here. The cay was earth, next comes the barbecue. See the pattern, simpletons! Hmm. I love this next one. Tressa gives me the scraps. Yum! Nothing better than roasted human. I like mine with a little bearnaise."

Along the hallway's floor are numerous tiles. A wall of invisible force prevents anyone from touching the tiles until all the heroes are in the hallway. At that point the trial begins and the group may proceed.

Each tile bears the image of a different creature. In each row, one creature is associated with fire somehow. If that creature's tile is stepped on, the character suffers no harm from the flames. If any other tile is stepped on, *all* characters in the room suffer a Fatigue level from the heat. Only when every tile in the corridor has been stepped on does the door at the far end open.

Below are the rows and the tiles that appear in them. The tile that must be stepped on is in *italics*.

• **Row One:** Turtle—Snake—Sparrow—Salamander.

• **Row Two:** Worm—Heron—*Devil*—Shark.

• **Row Three:** Roc—*Dragon*—Norwhale—Mole

• **Row Four:** Phoenix—Ray—Gopher—Razor wing

WATER TRIAL

When the fire trial is completed, the door opens into a gray stone corridor full to the ceiling with water. Miraculously, not one drop spills out of the open doorway. Small glowing stones appear every ten feet or so, indicating a sort of trail that leads deeper into the corridor.

Though it isn't immediately obvious, the water in the corridor actually rushes forward. Anyone who enters it must swim "upstream"

to reach the end. This requires a Swimming roll at -2. Worse, each failure causes a Fatigue level from drowning. Aquatic and Semi-Aquatic races still drown, but can ignore the -2 penalty.

Three cumulative rolls are required to reach the end. Raises have no additional effect. Failure not only causes Fatigue but eliminates one success as well.

Those who reach the end of the corridor find themselves in Tressa's living room!

Incapacitation: If the entire party gives up, Carifax allows them to leave. If they are all Incapacitated, they wake up on a small island of rock in the Gullet—near their ship if it survived.

TRESSA THE RED

The water tunnel opens into Tressa the Red's living room. Carifax quietly preens himself and a surprisingly beautiful red-haired, golden-skinned woman sits quietly reading a book by the fire. Those expecting flowing robes with stars printed on them are sorely disappointed. Tressa looks more like a swashbuckling fencer than an archmage.

"Ah! Welcome. Sorry about all that. Part of the rub, you know. Comes with the house. I haven't found a way to turn it off. Congratulations on getting through it—no one else has yet. Except me, of course. Now how can I help you?"

If the group explains to Tressa that the world is sinking, she responds:

"Yes. I know. It seems there's a leak. Between this world and this 'Earth' you visitors hail from. I can only imagine it is the work of the Sea Hags, but I can't be sure as there's so much magic around the Devil's Cross that I can't quite pick it out."

If it is their dark magic, elemental sorcery can't counter it. The two forces just don't mix. The only way to cancel one of their spells is to destroy them. Even that won't return Caribdis to the way it was—I don't know any way of doing that—but it should stop the leak and put an end to their terror at the very least. I've actually been slowing down the leak by treating the symptoms instead of the disease, so to speak, but it's trying work. Doesn't leave me with much to go out and actually try to fight the hags. Plus, if a whole kraken fleet and over 50 archmages couldn't do it, well...

I don't suppose you've got any carrowway fruit do you? That stuff is great for restoring my energies.

Anyway, I've put together the first piece of the puzzle. Seems their black magic is all about weird rituals and so forth. For instance, you can summon them to the surface by pouring a glass of water from another world over the ruins of Ograpog. That's the Devil's Cross, in case you weren't aware. But you also have to speak their true names. I'm afraid I haven't met anyone yet who knows them—so many people from Ograpog died in the flood that it's difficult to find anyone who knew them or witnessed their trial. I know. I've tried.

You can probably find water from another world on one of the wrecks that didn't make it out of the Flotsam Sea. Be ready for a fight when you summon them—you'll need some mighty powerful magic and a small fleet to take them down.

Hmm. There is one thing that might help you find their names. There's a relic called the Tears of Lys. It's a gem said to grant visions to those in need. It's possible the device could tell you the hags' names. Last I heard the Tears were in the possession of a fire mage named Tomas de Orinjo. Tomas serves aboard a privateer working in and around the Gray Isles. I don't know what it would take to make Tomas part with the relic though. Such a thing is nearly priceless."

THE GIFT

Tressa answers any other questions she can. When she's done, she informs the group that the Teeth will part for them when they're ready to sail out.

If there are any mages in the party, Tressa looks them over carefully. If the fellow is polite and good-natured, the archmage stands, walks over to a row of books, and hands him one. The title once read *The Strange Tale of Tarth* but slowly fades to reveal its true title—the name of any one spell of the mage's choosing that he is eligible to cast. The mage learns the spell after reading the book (2d6 hours) and may add it to his list (he basically gains the New Power Edge for free).

If the crew has made a really good impression on her, Tressa gives them one last treasure as well.

"One last thing. In the shallows of the bay outside is the wreck of a kraken cutter that limped in here after the battle with the Sea Hags. It's

called the Carcanus. I saved the crew but the ship was a loss, which is a shame because its sails are magical and greatly increase the speed of any vessel that rigs them. If you're lucky, they may still be intact. Be careful though, for the shallows are infested with sharks.

Now go save the world, heroes. I'll slow down the flooding as long as I can."

✂ **Wreck of the Carcanus (p. 151):** The ship lies nearby.

TRESSA'S FATE

Sadly, Tressa is doomed. It might make the tale more poignant later on if she flirts a bit with the heroes now. She prefers swashbuckling, scoundrel-types, but flirts with most everyone. She has the Very Attractive Edge, and knows how to use it.



THE FIRE MAGE

Begins in: The Kieran Empire.

The heroes have put into a port somewhere in the Kieran Empire and asked about Tomas De Orinjo, a fire mage. A successful Streetwise roll reveals the following.

"The fire mage? Yeah. I heard o' him. Served aboard the Valiant. I think they're privateering in the channel. Y' might ask the Harbor Master where they're at now. Sometimes he knows, sometimes he don't. Depends on how much gold you have."

Harbor Masters are not supposed to reveal the locations of any ships—especially those sailing on behalf of the Emperor. Fortunately for our heroes, all of the Kieran Harbor Masters are entangled in graft and corruption.

Grambus Gramm is the Harbor Master of the first city the heroes' approach. He is a tall, gaunt masaquani with scars from a profession in pirating a few years back.

Gramm at first says no, but if someone makes a convincing speech and makes a Persuasion roll, he hints that such information would be worth 5,000 pieces of eight to the right parties (him). Threats of violence won't get far—a dozen members of the City Watch are stationed with the Harbor Master and more can be summoned by whistles. Reporting him for allegedly taking bribes won't work either—the Harbor Master has many friends in this city and about the empire in general.

His fee paid, the Harbor Master stands and leaves the room, a recent letter open on his desk. It reads from the captain of the *Valiant* stating that he will “report to Paltos with the latest load of brigands as ordered.” He plans to refit there for a few weeks and will then continue his patrols afterwards.

PALTOS

Sure enough, the *Valiant* sits at the dock at Paltos, the desolate “backwoods” of the Kieran Empire. The crew of the ship can be found living it up at the local pub, the Gaoler’s Due. Mention of the fire mage’s name and a Streetwise roll reveals that Tomas de Orinjo has been arrested by the Governor of Paltos. The crew is quite unhappy about this—de Orinjo was their friend—and might have fought the Kieran soldiers if they’d not been told to stand down by their captain.

Tomas was seized along with his belongings. If asked, one of the sailors reports that Tomas was the owner of a small, tear-shaped jewel he wore around his neck. No one knew it was magical however, and as far as they know it is still on his person.

The Paltos Senator has a secret arrangement with Torquemada, who operates out of the nearby Gray Isles. Torquemada pays the Senator and the warden of the prison to deliver any captured archmages. The warden saw an opportunity to make a few extra silvers when De Orinjo came to town and had him imprisoned on false charges.

The captain of the *Valiant* is Quintas Quin, a masaquani from Kiera. He’s furious about the false charges, but can do little about the situation or the senator might have his ship confiscated.

THE MEN OF THE VALIANT

Allow any characters who speak to the sailors of the *Valiant* a Streetwise roll at –2. Those who make it are certain some of the crew might be persuaded to take part in a raid on the prison to free Orinjo. If asked, the leader of the men, a human from England named Dave O’Shanks, says that he and a few of his most loyal mates would be happy to break Orinjo free—the mage has saved their lives on more than one occasion and they want to repay the favor.

O’Shanks agrees to help as long as the raid takes place after dark. He and his men will wear masks so that they cannot be recognized.

They’ve got willing girlfriends who will later attest they spent the night with them should they be accused. That might not matter if the senator decides to arrest them anyway, but it’s a chance they’re willing to take on behalf of their companion.

O’Shanks knows something about the prison—he served a brief stint there a few years back. The building is a square fortress atop the sea-cliffs east of the city. A single winding road leads up the cliff face, and it is well guarded and protected by two cannon. There are 40+ guards on duty at all times, armed with chain shirts, muskets, and swords. About a dozen man the walls at any given time with half of those stationed at the front gate.

JAILBREAK

O’Shanks shows up at the appointed rendezvous point right on time with a dozen men. (Use typical Privateer statistics.) If the player characters don’t suggest it, O’Shanks recommends climbing the cliff face and taking the guards from behind. His men have brought ropes and cloth-covered hammers (to reduce noise) for this purpose. If this approach is used, the pirates don’t have to make Climbing rolls. If anyone ascends without rope and spikes, however, they must make a Climbing roll at –2 to scale the 60’ cliff.

Once at the top of the cliff, the group must then get inside the prison walls. This requires one more Climbing roll (a group roll for the crew), as well as a Stealth roll at –2. If the Stealth roll is blown, the guards become Active and 1d4 of them come to investigate.

☠ **Guards (50):** Use City Watch statistics for the guards (p. 184). Ten are on duty at any given time in the courtyard, while two stand guard inside the prison proper. The rest of the guards remain inside the barracks. These men are diligent but not suicidal. They fight on until it’s obviously hopeless.

☠ **Captain:** Use a City Watch Wild Card for the night captain’s statistics (p. 184).

🔍 **Booty:** Don’t use the usual Loot for the guards—they carry no treasure on them while on duty. If the party takes time to search the prison offices however, they find a few small works of art and petty cash (Pillage).



ALARM

The bell tower at the rear of the prison almost certainly sounds once the attack begins unless the heroes scout it out and develop a plan to silence the guard there. Once sounded, the town guard from Paltos responds as well. A force of at least 30 men (Town Militia, p. 185) move up the road. A Kieran Cutter also responds to sink any “getaway” boats.

PRISONERS

The head guard in each prison building has the keys to the cells. Each cell can be opened individually and holds 1d8 prisoners. Freed prisoners fight the guards if armed or run for their lives otherwise.

The mages are in the rear dungeon, chained to the wall (the only way they can be kept from casting spells). The guard’s key opens their manacles as well. There are two other wizards held prisoner besides Orinjo—Kylie Kirrow, a masaquani water mage, and a near-dead kraken named Grikk. Kylie is young, raven-haired, and attractive—a perfect romantic interest for one of

the characters. Grikk is useless until immersed in water. Once that’s done, he heads for the bay as quickly as possible—he was on a quest to obtain a rare medicine for his son when he was intercepted.

OTHER METHODS

The party may try other methods to free Orinjo, but it will be difficult. The warden might accept a bribe of at least 10,000 pieces of eight—twice what he was expecting from Torquemada. The guards are much cheaper—a minimum of 2500 pieces of eight—but can only ignore the escape, not facilitate it. Petitions, favors, and the like aren’t likely to work either unless a hero has *very* powerful friends in the Kieran government.

Orinjo is happy to see his mates and break free. The moment his hands are unbound, he strolls into the courtyard and begins blasting any remaining guards with *bolts* of fire. His temper is legendary, and he proves to the assembled rescuers just why so many fear fire mages. Assume the battle is won for now once Tomas begins his pyrotechnics.

THE TEARS OF LYS

When Orinjo is safely out of harm's way, he thanks the heroes in the typical Spanish fashion—a hug and kiss on both cheeks.

If the group mentions their mission and the mysterious *Tears of Lys*, the Spaniard gives them a solid stare and sighs. With a look of resolution he tears a fine gold chain from his neck. On the end is a small crystal, about the size of a large grape. The Spaniard hands the relic to whoever told him of the heroes' mission.

"I am told that once there were a dozen jewels on this necklace—one for every son a common woman named Lys lost in one of Caribdus' great battles long, long ago. Now it is yours. Never let it be said that Tomas de Orinjo does not pay his debts."

Simply hold it in your hand and speak aloud of the greatest tragedy you have ever suffered. Allow your tears to fall upon the jewel and Lys will tell you what you want to know."

This is a great chance for a little deep roleplaying. The player must tell those around him of some tragic event his character suffered. His character must then shed at least one tear—tough guys may have a very difficult time with this. If it makes sense, make sure Tomas gives the necklace to the character whose *player* is the best storyteller to get the most out of this scene.

The tear is a major relic in Caribdus and the only way the heroes can easily find out the secret of the Sea Hags. It senses what is important and grants the vision below even if the character publicly or privately requests some other piece of information.

A tear drips down your face and falls onto the diamond. You look about—slightly embarrassed in front of such company—but then you feel a warm glow in your palm. A tiny light grows in the gem, becoming brighter and brighter until it's almost too brilliant to look at. A thousand colors shine from the jewel's many faces, spinning about and slowly weaving an image that looks something like a dream given form.

You see a great, gray-haired king dressed in green armor the color of the deep sea. A golden octopus is upon his breastplate. He wears a bejeweled crown and has wise eyes that make you at once humble and afraid. Before him are three women chained to a post at the edge of a

stony beach. They have black hair, fair skin, and wear plain cloth gowns—like the kind given to prisoners.

The king speaks. His voice is hard and firm—anger tempered like the steel of his blade. "You have been found guilty of witchcraft and the murder of your father and sister by a royal jury of Ograpog." The king points to a group of three men. One of them is more clear than the rest. He is an older noble with the symbol of a leaping shark upon his tunic. The other two men are mere shadows, their features unrecognizable.

King Amemnus speaks again. "For your crimes, I sentence you to be drowned in the rising tide and your bodies left to the beasts of the sea. Do you have any final words?"

The sisters answer their accuser in a voice that rumbles like the deep roar of the ocean. "You will die, king! We curse you with our dying breath. We curse you to drown as we will drown. And when your corpse floats beside ours, we will return and have our vengeance on your people as well!"

With that, the vision fades and the hero is left with nothing but a warm, salty tear in his palm.

The clues here are two-fold. The first is a subtle hint that there was a fourth sister (the Maiden).

The second is a vision that points to Byron Baltimus. Allow those who saw the vision a Common Knowledge roll at -2 (or -4 for visitors) to recognize him. If this is failed, a second Common Knowledge roll recognizes the symbol of the Baltimus family, the leaping shark. This insinuates that Byron Baltimus was on the jury that convicted the sisters, and would almost certainly know their true names.

This is true, and the heroes' trail must be picked up at the City of Baltimus itself. Of course Byron Baltimus is dead now, but his son Bruno has not disposed of his father's voluminous records.



WATER TRAP

Begins in: The Flotsam Sea.

Following Tressa's advice, the crew searches for a jar of water from Earth in the hulks along the fringes of the Flotsam Sea.

Many ships from Earth do not survive their entry into this world. Some sink in the storms of the Devil's Cross, others are met by ghost ships and their terrible crews. A few stragglers manage

to fight their way through this gauntlet only to succumb to the final threat—the octopons that lurk around the edges of the Flotsam Sea.

Each day spent scouting the edge of the sea, roll a d6. On a 1–4, no ships are spotted. On a 5, the lookout spies a Caribdun vessel. Only on a 6 is a ship from Earth spotted—the *Maria Terquesa*.

THE MARIA TERQUESA

This ship once prowled the shores of South America, protecting Queen Isabella's gold fleet from pirates and privateers. On a sweltering day in 1512, she sailed into a storm and was lost. Or so it was believed.

In truth of course, she sailed into the world of Caribdus. Her solid crew fared well in the storms of the Devil's Cross but suffered greatly at the hands of drowned sailors crawling forth from the morass. The *Terquesa* escaped, but with only a handful of crewmen, making her easy prey for a large group of octopons and their giant pet. Now she drifts forever on the Flotsam Sea.

Such a prize is not wasted by the creatures that preyed upon her. In fact, it is kept here at the edge of the debris field by a cruel group of octopon hunters. They lurk in the thick mire, waiting for greedy salvagers to sail into their trap.

☠ **Octopons (8):** The pod consists of one warlock and 7 octopons (p. 193).

☠ **Giant Octopus (1):** The warlock summons a giant octopus when he spies prey (p. 194).

🏴 **Booty:** Loot (it has been looted before), Shark Figurehead, a barrel of water.

Shark Figurehead: This ornate wooden figurehead is carved and painted to look like a sleek tiger shark. Cannons or other “ship” weapons fired from a ship fitted with this relic add +2 to their damage rolls.

Water: The octopons took all of the real treasure from the hulk, but never considered emptying her water barrels. Any Aquatic species who tastes the water can instantly tell it is not of Caribdus.

THE MAIDEN APPEARS

It is now clear the heroes are on their way to defeat the Sea Hags. The Maiden senses this, and immediately after they recover the glass of water, a thick mist rolls in over their vessel. From the fog comes a ghostly image and a sad, distant voice.

“You are on your way. But before you can defeat the witches you will need King Amemnus’ sword, the heart of the last archmage, and that which the kraken have lost. Heed my words and remember them, for without these things you will fail, and your bones will drift to the bottom of the Devil’s Cross to join their legions.”

With that the Maiden fades from view. The fog remains for several hours, however. When it finally lifts, the ship has somehow drifted out of the Flotsam and back into blue water.





THE JUROR

Begins in: Baltimus, Cuwayo.

This tale takes place when the heroes venture to Baltimus to learn the names of the three witches.

Unfortunately for the heroes, Byron Baltimus is dead. Only a few months earlier he passed away quietly in his bedroom—or so the locals say. In truth he died wailing, regretting that he did not stay and help defend his friend and liege, King Amemnus. Had he helped fight the mob, it is possible the Sea Hags' curse would have failed.

Bruno Baltimus now rules in his father's stead. He has possession of his father's things, including his diary—which contains the true names of the Sea Hags. Bruno neither knows or cares about such things. He believes fighting the witches is foolish nonsense. As long as they stay in the Devil's Cross and he grows wealthy from trade, he'd rather not see them riled. In fact, he *fears* an attack on the witches because they might decide to destroy Baltimus as punishment as they did the kraken's home.

GETTING TO BRUNO

Approaching the wealthy rake is difficult. He does not speak to "commoners," and though he is often seen around the city that bears his name, he is always surrounded by a group of three Veteran City Watch (all skilled Wild Cards).

Breaking into the manor itself is certainly possible, but difficult. It is well-guarded, and the heroes wouldn't begin to know where to look for Byron's things. A more promising plan is for the female members of the party to catch Bruno's attention. His scouts comb Baltimus each week looking for beautiful women for their master. The girls are given dresses if needed, and treated like princesses at the weekend's gala. Of course, they are expected to "perform" at the after-party in return.

While the party waits in Baltimus, they should be presented with the *Savage Tale*, **Debauchery (140)**. You'll also find a map of the manor and a description of its guards there.

THE DIARY

Regardless of how the heroes find the diary, they should eventually prove successful. Within they find the tortured writings of a dying man and the names of the three sisters—Mala, Maka,

and Mana Mallus. Byron also mentions that the three had a fourth sister, Mara, whom they slew while awaiting trial.



THE PRINCE

Begins in: Wrasseton, Sprith.

Sometime after the heroes reach Veteran level, they are in a tavern when they overhear a pair of rough-looking men speaking conspiratorially.

First Man: "The Prince was in Tulago."

Second Man: "Tulago? But that's where L'Ollonaise is!"

First Man: "That's right. If it was him, he's lost now."

Second Man: "There goes a fortune. Any word of ransom?"

First Man: "Who would pay it? His father's dead."

The first man is Ennis Eng, a Kieran agent in the employ of the Emperor himself. The Great Whale has heard that the son of King Amemnus yet lives, and wants him dead. The Great Whale has no desire to see any other individual claim inheritance to Caribdus.

If the heroes follow the men, they retire to the local inn. If they try to question them, Ennis has little left to do at this point with the prince in the hands of the most bloodthirsty visitor in the Free Towns. Eng looks at his coconspirator, a treacherous citizen of Ograpog named Vanas Van, who nods his agreement to hire the heroes for a "rescue mission."

The man looks about, ensuring no one else is listening. "You heard that, eh? Well, it's true. The son of King Amemnus himself is in Tulago, locked up by that bastard L'Ollonaise. We represent certain parties who would pay a small fortune for his safety."

Ennis starts his offer at 10,000 pieces of eight, but is willing to promise up to five times that if necessary. He has no intention of paying it anyway. He stops at \$50,000 just to be safe, saying it's "all I'm authorized to offer." If they can bring the prince back to him alive and unharmed, he'll meet them in this town or any other of the party's choosing.

Ennis knows nothing else of value—only that L'Ollonaise has over 300 men and seven ships in his fleet, and that they were last spotted sacking



Tulago. L'Ollonaise does indeed have 300 pirates and seven ships in the shallow bay of Tulago. When the heroes arrive, his men are running rampant after two solid weeks of ravaging and pillaging.

THE PRINCE'S TALE

Most of the villagers fled with their belongings when L'Ollonaise landed. Those who didn't (or were caught) are being systematically tortured until their fleeing relatives return with their treasure as ransom. The prince of Ograpog, Alain Amemnus, is in this prison as well. L'Ollonaise has kept his identity secret from his men so that he can quietly collect his ransom all to himself later on.

Unfortunately, Alain is a sad shadow of his father. He was given the king's sword by a loyal guardsman after Amemnus' death and carried it with him for some time as the only proof of his former station. The moment of truth came when he was captured by L'Ollonaise. Sadly, the prince handed his father's blade over without a fight.

L'Ollonaise wanted the sword for himself, but his men spotted Blackbeard's ship, the *Destroyer*, heading toward Tulago. The French buccaneer decided that discretion was the wiser course and sent a boat full of prisoners to offer Blackbeard the weapon as tribute. Blackbeard killed the messengers but did indeed sail away.

How the heroes find all this out is up to them, but certainly involves contacting Prince Alain.

The prince and other prisoners are being held in the large building marked with an "X." L'Ollonaise is in the building marked "Y."

⚔ **Crew (300):** Use Typical Pirate statistics (p. 195) for these scalawags. By day they search through the town in groups of 2d6. They congregate in the town square from dinner to midnight or later before moving out to sleep in the various buildings.

🏴 **Booty:** King's Ransom. If L'Ollonaise is slain, anyone searching him finds a map crudely sewn into the lining of his coat. Run the Savage Tale ⚔ **L'Ollonaise's Vengeance** (p. 150) should it be found.

☠ L'OLLONAISE

Francis L'Ollonaise is perhaps the most cruel man in all Caribdus. He once tore the heart out of a man and made one of his mates eat it.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d8, Climbing d8, Fighting d10, Intimidation d12, Notice d8, Shooting d8, Stealth d8, Swimming d8, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 8

Hindrances: Bloodthirsty, Mean

Edges: Improved Block, Combat Reflexes, Command, Fervor, Improved Frenzy, Hard to Kill, Hold the Line!, Inspire, Improved Level Headed

Gear: Enchanted saber (Str+d12, ignores Strength minimums), two magical pistols (Range 5/10/20, Damage 2d6+3, takes one action to reload), ring of protection (Toughness +2), potion of greater healing (one dose).



FIT FOR A KING

Begins in: The Pirate Sea.

The party has learned that the infamous pirate Blackbeard has King Amemnus' sword. He was last spotted in the southern isles of the Free Towns. The party should not find Blackbeard until their average Rank is at least Veteran.

Each day spent searching for Blackbeard, roll 1d6. Only on a roll of 6 is the pirate's ship spotted.

Blackbeard sails a massive Man of War called the *Destroyer*. He was mortally wounded in an epic battle against British soldiers on Earth, but his loyal crew managed to flee with him to safety. They sailed into a great storm to lose their pursuers and wound up in the Devil's Cross.

As Blackbeard lay dying, the Sea Hags sensed an opportunity. They appeared to the pirate and offered him eternal life—if he would sacrifice his crew to them. Blackbeard didn't hesitate for a moment. He shocked his mates with his assent and the Sea Hags began to ravage the unfortunate souls.

Blackbeard was healed and granted near immortality, but such "blessings" always come with a fatal flaw. Blackbeard is immortal and ageless as long as he remains aboard the *Destroyer*. Off his vessel, he is as mortal as the next man.

His crew bears no such curse—their undead state is curse enough. They can go ashore or board other vessels as they wish. Unlike most undead, they retain their full consciousness and personalities. Oddly, they don't seem to begrudge their captain's betrayal and actually celebrate his total commitment to the pirate's treacherous way of life.

☠ **Crew (160):** Use Zombies (p. 203) for statistics. 2d6 of these are Wild Cards, the *Destroyer's* twice-damned officers.

👞 **Booty:** 2 x King's Ransom plus Blackbeard's items.

☠ BLACKBEARD

Edward Drummond was born in Bristol, England in 1680. He later took on the name Edward Teach, but became best known as Blackbeard for the thick bushy beard he kept.

Blackbeard is a devilish, wild fighter. He puts burning matches in his thick beard to frame his face in a hellish glow and frighten his foes. He hates English soldiers—for it was they who beat him so soundly in 1718 and nearly caused his demise.

In combat, Blackbeard surrounds himself with his dead crew and grants them his leadership bonuses. He's eager to engage in a fight while aboard ship, but won't enter battle willingly when not.

Blackbeard is a very difficult challenge even off his ship thanks to a lifetime of bloodshed and a few enchanted items. Study his Edges carefully before he enters a fight so that you can play him with the cunning he deserves.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d12, Intimidation d12, Notice d8, Shooting d8, Stealth d8, Taunt d12, Swimming d8

Charisma: -6; **Pace:** 6; **Parry:** 10; **Toughness:** 8

Hindrances: Bloodthirsty, Mean, Quirk (Blackbeard hates English soldiers—he attacks anyone in a British red coat before all others, regardless of circumstances)

Edges: Berserk, Improved Block, Combat Reflexes, Command, Danger Sense, Dead Shot, Improved Dodge, Fervor, First Strike, Improved Frenzy, Harder to Kill, Hold the Line!, Inspire, Improved Level Headed, Luck, Mighty Blow, Improved Nerves of Steel, Quick Draw, Improved Sweep, Improved Tough as Nails

Gear: Six enchanted pistols (Range 5/10/20, Damage 2d6+4), King Amemnus' Sword (see below), *ring of fear* (+2 Intimidation).

Special Abilities:

- **Invulnerability:** Blackbeard suffers no wounds while aboard the *Destroyer*. He can be Shaken normally, however.

- **Relic (Amemnus' Sword):** This longsword's gleaming blade and golden hilt shines brightly even in Blackbeard's dirty hands. It adds +2 to a hero's Fighting rolls and ignores the Size bonus of large creatures when figuring damage (subtract their Size from their total Toughness).



THE DESTROYER

Blackbeard's ship has turned black from rot. If it is destroyed, the magic protecting its decayed hull sends it slowly to the bottom.

Acc/TS: 2/12, **Toughness:** 28 (8), **Crew:** 40+120, **Travel Speed:** 3, **Cargo Space:** 6, **Handling:** -2, **Guns:** 48

Cost: —

Notes: Heavy Armor, magical armor +4

Weapons:

- **48 cannon (20 rounds per cannon)**
- **Bowchaser (20 rounds)**
- **Hag's Breath:** Four cauldrons of "hag's breath" bubble constantly on the deck. These are connected to giant pumps that squirt the stuff out through thick hoses made from the intestines of narwhales. The weapon has a Range of 12/24/48, so Blackbeard must get in relatively close to use it.

The spray from the hose lands in an area equal to two adjacent Medium Burst Templates. Measure any deviation from the spot where the two templates join. The spray acts as an acid against living beings, dissolving their flesh and sometimes turning them into horrid undead.

Characters under the template suffer 2d10 damage. Those who are Incapacitated by the stuff must make a Spirit roll. With a success, the

victim remains Incapacitated. Failure means the victim dies but rises on the following round as one of Blackbeard's eternal crew! The zombies retain their memories but become twisted and evil versions of their former selves.

Wild Cards killed by hag's breath transform as well, but keep all their relevant skills and Edges and remain Wild Cards. These are Blackbeard's "officers."

Special Abilities:

- **Rot:** The *Destroyer's* wet, worm-eaten wood cannot catch fire.
- **Relic (Blackbeard's Flag):** Blackbeard's flag heals one of the ship's wounds every round. On a d6 roll of 5–6, it repairs a critical hit as well. Only if a Wrecked result is rolled on the Critical Hit Table (or if the powder stores are deliberately fused to explode) can the ship truly be destroyed. When that happens, her crew ceases to be animated and Blackbeard is no longer invulnerable. The flag *can* be taken and placed upon another ship, but it carries a terrible curse (see below).

BLACKBEARD'S CURSE

Any crew serving beneath Blackbeard's flag slowly become bloodthirsty and cruel. Paranoia sets in quickly, and murder and mutiny are inevitable.

DEFEATING A LEGEND

Blackbeard and his ship are very difficult to defeat. It can be done, but a crew must be quite clever to do so. Most likely, they will attempt to engage in open combat at least once. If they do, they will very likely lose. Allow them to escape before they're destroyed. If they start a ship-to-ship battle, the Maiden can summon up a thick fog to allow the retreat. If they challenge the pirate aboard his ship in hand-to-hand, it might be a little tougher to allow their escape. This might be a good time for any allies the heroes have made to show up (such as Kyrie Kal from the *Samaritan Savage Tale*, p. 132). A blast from a friendly ship—such as a toppled mast that catches Blackbeard and his officers beneath the sails—could cause a freak distraction that allows them to dive overboard and slip away.

There is no "right way" to take down Blackbeard and retrieve Amemnus' sword, and you should feel free to point this out to your group so that they don't foolishly get their entire crew killed.

Some suggestions are for them to find a way to sneak aboard the *Destroyer* and bind Blackbeard in his sleep before he can call his crew to him. Or they can simply steal the sword and dive overboard and avoid fighting a hundred undead.

In the end, force your players to be inventive and reward them for it, but don't just give the sword away.

The moment this tale ends, proceed with the Savage Tale, **✠ The Heart of the Archmage.**



HEART OF THE ARCHMAGE

Begins in: The Pirate Sea.

The crew should have an average Rank of Heroic and have gained the Sword of Amemnus before you run this Savage Tale. It occurs just after the defeat of Blackbeard in **Fit For a King** (p. 123).

You're savoring this hard-won victory when you see something approaching out of the corner of your eye. A flurry of brightly colored feathers flashes all about you and something lands hard at your feet. It's a parrot. A very familiar-looking parrot.

"Don't just stand there! Pick me up!" it screeches! It's Carifax, Tressa's annoying familiar.

After unpleasantries are exchanged, Carifax takes on a somber tone.

"My pet human has been taken by the Inquisition. You're the only ones she knew to ask for help, so she sent me looking for you. Rescue her and we'll shower you with gold, magic items—whatever you want!"

Tressa used a rare artifact to send Carifax directly to the heroes just before she was captured by the magic-resistant inquisitors.

How long ago this happened is something of a mystery. Carifax isn't sure how long he "traveled." It seemed instantaneous to him, but felt much longer. Perhaps days. Still, Carifax knows Torquemada is a patient torturer—it might take him weeks to wrangle a "confession" from the archmage. If the crew hurries, the parrot insists, they can sail to Isla Dios and rescue his "pet" before permanent harm is done.

CARIFAX

The bird tags along for the rest of the campaign, grousing constantly, causing bar fights with his caustic comments, giving the party away at the wrong moment, and so on. He won't fly more than 25 yards away from at least one of the party for fear of predators, so he's not much use as a scout either.

The bird provides one important benefit, however. All mages in the group add +1 to their Spellcasting rolls as long as Carifax is within 25 yards. This isn't a conscious gift by the parrot—it just happens. He's something like a "group familiar."

☠ CARIFAX

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4–2, Vigor d6

Skills: Fighting d4, Knowledge (Arcana) d4, Notice d8, Stealth d8, Taunt d12

Charisma: –2; **Pace:** 2; **Parry:** 4; **Toughness:** 2

Hindrances: Loyal, Mean

Edges: —

Special Abilities:

- **Beak:** Str+d4.
- **Familiar:** All friendly elemental mages within 24 yards (12") add +1 to their Spellcasting rolls.
- **Fly:** Pace 12", Climb 3.
- **Size (–3):** Carifax is a large parrot, standing about a foot high from beak to talons.

TRESSA THE DEAD

Unfortunately, it's not meant to be. Let the group proceed toward Isla Dios at their own speed. A few days after they begin, however, they're sailing along when Carifax suddenly shivers and falls to the deck. When someone moves to check on the bird, he rises and shakes. Then the parrot speaks, but the voice is not his own. It's the grumbling, groaning voice of Tressa's ghost.

"Torquemada has won, but the Sea Hags have lost. Find my heart. Use it against them. Crush it in your fist and you will have unlimited power for 17 minutes—the same number of days I endured Torquemada's torments. I hope it was enough."

Carifax passes out and remembers nothing. It's up to the party what they tell the inquisitive bird.

ISLA DIOS

Torquemada conducts “confessionals” with very powerful mages in a protected inlet of the Gray Isles he calls “la isla de Dios,” the Isle of God. Taking Torquemada’s barge won’t be easy and it isn’t meant to be. The group should have a number of magical items on hand, at least one Veteran mage of some sort for general support (he’ll fair poorly against the inquisitors directly), and a clever plan. A frontal assault just shouldn’t be successful.

THE PERDITION

Torquemada’s barge can easily enter the shallow lagoon, but anything larger than a skiff has too deep a drought. The barge is oared by Penitents, sailors who believe in Torquemada’s mad mission.

Acc/TS: 4/9, **Toughness:** 18 (4), **Crew:** 24+48, **Travel Speed:** 1, **Cargo Space:** 10, **Handling:** -2, **Guns:** 24

Cost: —

Notes: Heavy Armor, magical armor +4

Weapons:

- **24 Holy Thunderers:** These are large cannons that cause 4d6 damage instead of 3d6+1. They can be removed and mounted upon other vessels. Torquemada has no idea the weapons are enchanted.

- **Inquisitors (7):** Seven inquisitors (p. 188) are always kept aboard the *Perdition* for protection. The inquisitors fight fanatically, charging into hand-to-hand combat as quickly as possible.

- **Sailors (24):** The *Perdition’s* penitents man the ship’s guns during a fight. These 24 fanatical believers in Torquemada fight to the death if boarded. Use Typical Sailor statistics for the penitents (p. 184).

- **Mano de Dios (184):** Torquemada keeps a platoon of Kieran mercenaries aboard his barge. Use statistics for veteran City Watch.

☞ **Booty:** King’s Ransom, Tressa’s Heart.

Tressa’s Heart: The body of the archmage is suspended in the rigging above Torquemada—a spot of “honor.” Her death is not in vain, however, for Tressa’s heart is now a powerful artifact.

Once the heart is cut out, it should be set aside and preserved (brine works well) until it is needed.

When squeezed, the organ literally bursts with blood—and power—for 17 minutes. Raw energy flows from the thing, so powerful that every elemental mage within 100 yards regains *all* of their Power Points at the beginning of every round!

The heart works only for elemental magic—the Sea Hags, ugak shamans, and the like do not gain this incredible benefit.

CARIFAX THROWS A FIT

Cutting out Tressa’s heart is difficult and messy. It takes a Fear test and at least three full rounds to do so.

The moment someone starts cutting, Carifax attacks the “butcher.” A Persuasion roll stops Carifax’s assault, but afterwards he flies away to pout in the rigging. While there the bird provides no Spellcasting bonus to the crew’s mages. He can only be talked down with a Persuasion roll at -2.

☠ TORQUEMADA

Tomas de Torquemada is responsible for the death of thousands on Earth. His body count on Caribdis is much less impressive, but he has focused his hatred on the individuals who perhaps have the best chance of saving the Thousand Isles—its mages.

Torquemada believes the Devil holds sway in Caribdis and grants power to those who practice the “black arts” of magic. If he can send every single wizard to Hell, he has faith God will bestow him with fantastic power as well.

Captured mages are first made to confess their sins by torture. This can take several days, so heroes captured and imprisoned on his barge may still be rescued. There is never any reprieve or pardon, however. The High Inquisitor believes the only atonement for such a sinner is death.

Torquemada is far too old to fight. Instead, he attempts to Intimidate his foes to make them easier prey for his zealots. (He uses his high Intimidation to Shake the attackers, focusing on spellcasters first and the most effective fighters second.)

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d12+2, Knowledge (Theology) d8, Notice d8, Shooting d6, Stealth d8, Taunt d12

Charisma: -6; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Hindrances: Bloodthirsty, Delusional (all mages are evil), Elderly, Mean, Vow (destroy all mages)

Edges: Charismatic, Command, Common Bond (his Inquisitors), Fervor, Harder to Kill, Inspire, Great Luck, Master (Intimidation), Natural Leader, Strong Willed

Gear: Dagger (Str+d4), Torquemada's Palanquin (see below).

Special Abilities:

- **Torquemada's Mark:** Torquemada is completely immune to magic and magic items. In addition, those who bear the Mark of Torquemada cannot directly attack him. Turncoat inquisitors will not be much help in defeating this unholy madman.

- **Torquemada's Palanquin:** This comfortable chair has an unexpected surprise. When certain jewels upon the armrest are pressed, it fires a blast from a blunderbuss hidden within the frame. Anyone standing in front of the chair and within 10 yards automatically suffers 3d6 damage.



THE DEVIL'S CROSS

Begins in: The Devil's Cross.

The crew has sailed to the Devil's Cross for the grand finale with the Sea Hags.

To summon the witches, the crew must sail over top the ruins of King Amemnus' castle.

A constant storm rages in a ring about the area—approaching ships must survive it to enter a half-mile diameter ring of dead calm within where the witches dwell. Resolve this trip by having every vessel survive a Hazard: Storm encounter (p. 101).

If the heroes do not have the glass of Earth water and the witches' names, the hags simply send a legion of 500 octopons, warlocks, and a dozen giant octopi to wipe out the foolish invaders. Then they rise as gargantuans, gobble up any survivors, and destroy the port the fleet was launched from.

A more prepared crew can pour the Earth water over the ruins of Caribdis and speak the witches' names. Moments later, a ghostly form appears from the mists—it is the Maiden. She

speaks, her voice echoing as if trapped in a wreck deep below the water. "*You have called us from the depths. My sisters come.*"

THE SEA HAGS ARISE

The Maiden looks suddenly toward the sea, then disappears. Read the following as the Sea Hags rise from the depths.

You see bubbles to your right. Then another patch to your left. A third appears behind you. You ready your weapons.

Three towering forms as tall as your ship's mast burst from the sea, screaming with rage! Lightning flashes and illuminates their horrid features. You spy gray, rotten skin, jet black eyes, and white wispy hair before the darkness envelops them again!

It's time for Fear checks at -4 all around.

One of the hags speaks before the fight begins: "*What fool has called us from the darkness?*"

The speaker is Maka Mallus, the oldest of the sisters. She might listen to any heroes who speak with her if the conversation is amusing while her sisters occasionally interrupt with "Kill them!" "Eat their bones!" and "I want the fat one!"

When the parley is over, there can be only one ending to this scene—a battle to the death.

THE BATTLE

The hags' massive size makes it very tough to battle them in melee since a hero likely can't walk on water to get at them. Those who go beneath the water see it is over 300' deep—the witches literally stand on the sea floor. Swimmers can attack their feet with ease, but this can never cause a wound—only a Shaken result.

The Sea Hags cannot retreat from this fight if the water from Earth was poured into the sea and their names said aloud, so it's likely a fight to the death. If the party decides to retreat, the witches give chase if possible (flyers might escape) and the spell is broken.

REINFORCEMENTS

Three rounds after the fight begins, the Sea Hags' legions join the battle.

• **Drowned Sailors (Special):** A force of zombies (p. 203) equal to the ship's crew crawls forth from the depths and climbs up the party's ship. A similar group of fiends attacks each other ship in the group's fleet.

☠ **Octopons (Special):** A large group of octopons (p. 193) emerges from the sea to help their mistress. They rise from the depths and slither aboard the heroes' ship. The attackers consist of a Warlock and 3d6 octopons per ship, and 1d6 giant octopi split among them.

🏴 **Booty:** Three hundred feet beneath the battle lies the flooded city of Ograpog. Aquatic species can retrieve five times a King's Ransom by picking through the ruins.

☠ THE SEA HAGS

The Sea Hags have many magical powers to call upon given sufficient time, blood, and ingredients. The powers listed below are those they can cast in combat. They can also summon more minions, such as octopons, zombies, and giant octopi, which they've already done for this fight.

As long as all three sisters survive, Mana and Mala hurl bolts while Maka moves out to stomp on the heroes' most threatening ship. She might pluck sailors from the deck and eat them as well.

When a Sea Hag dies, her corpse falls to the sea with a massive crash and disintegrates into a huge floating pile of flesh that smells like rotten fish.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+12, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d8, Taunt d8, Swimming d6

Charisma: -4; **Pace:** 12; **Parry:** 6; **Toughness:** 23(4)

Hindrances: Mean, Ugly

Edges: Combat Reflexes

Special Abilities

- **Aquatic:** Pace 12.
- **Armor:** The witches have 4 points of supernatural armor.
- **Claws:** Str+d10.
- **Gargantuan:** Ranged attacks against the witches are made at +4 due to their size; Heavy Armor; Stomp attack ignores Armor and attacks base Toughness. A stomp in the water causes damage normally if the victim was walking on water himself. Otherwise it causes half damage (after rolling) and pushes the victim 2d6 x 10' underwater.

- **Lightning Strike:** Each round the hags can call forth lightning from the surrounding storm. This acts as a *bolt* that has a Range of 100/200/400, is considered a Heavy Weapon, and causes 3d10 damage.

- **Size (+12):** The hags stand over 60' tall.

FINALE

The last Sea Hag falls with a terrible cry. Her corpse hits the turbulent ocean and bursts into a sickening blob of waterlogged meat and steaming sea spray.

Any octopons still surviving also collapse. Their octopus-skin melts away, revealing shriveled masaquani who scream and die in a most disturbing manner. A very few may actually look relieved at being released from their mistresses' service.

Moments after this horrible display, the storm breaks and begins to fade. As the heroes pick up their wounded, a pretty young girl appears from the mists on their ship. Anyone who has seen the Maiden recognizes Mara Mallus immediately. She appears as she did at the end of her life—a 9 year old girl dressed in a simple prisoner's gown. The bright smile on her young face overshadows the dreary garment.

The ocean calms and a single ray of sun shines down upon the Devil's Cross. A light drizzle continues. Mara looks up into the shower and lets it wash over her face, feeling the warm rain.

"Your quest is almost complete. My sisters were vile creatures. I knew it even in life, but I was young and afraid. I am sorry I drew so many away from their homes and families in that other world—I was not myself in that shadowy form.

I have the ability to return you to your own time if you would like to go. For an hour after I am gone, sail north from this place and dream of home and you will soon find yourself there.

You are brave heroes. Your deeds will be told in the taverns of Caribbus for all time. They will curse my sisters and I. Pray say something kind for me if you've a notion.

Now I must go and end this. I am not afraid. I have paid the price for my sins already and know that a better fate awaits me now.

I wish you calm seas, friends."

Mara looks up at the rain one last time, smiles, then steps into the sea. She sinks like a stone and cannot be stopped by any force. As her small form vanishes into the darkness, the rain

above stops. The clouds part, and the sun beats down upon the Flotsam Sea for the first time in 13 years.

THE ARKANAUS

Begins in: Kaja, Arfk.

In the Frigid Bitch tavern of Arfk sits a small man with blue skin. Should anyone inquire about his odd pallor, a bartender or serving wench relates that his name is Caleb Candelas, a masaquani sailor. Everyone knows he was on the *Arkanaus*, a frigate that went down a few miles east a month back. Most of the survivors shipped out soon after for warmer climes, but Candelas stayed on and recently bought a sealsuit. No one knows what happened after that, but he hasn't left yet.

If Candelas is approached, he is reluctant to discuss his history unless the group seems reasonably trustworthy (A Persuasion roll at -2, no more than one attempt every 10 minutes). Finally, Candelas spills the beans.

"Aye. I was aboard the Arkanaus. She was full of gunpowder. Pirates hit her and blew out the back. Men were blasted to bits. I saw one man's body fly north while his legs went south, still kicking. The Cold Sea ran red that day.

All that blood must have stirred up the fish. Orcas and norwhales set in on us as the ship went down. The pirates was merciful enough to pick up the survivors. Them they could get to before the fish. Some of my mates joined 'em. A few of us were set off here."

If the party pushes Caleb or asks about the sealsuit, a second Persuasion roll might make Caleb tell the rest of the tale.

The Arkanaus carried gunpowder and gold. The powder is ruined of course, but the gold still sits there in the icy depths. I tried to get to it but the water is rife with orcas and norwhales. It ain't a job for one man with the shakes.

If you'll give me half the treasure, I'll tell you exactly where the ship went down. You'll need sealsuits though, the water around here will kill you in seconds without 'em, less you're a grael."

THE WRECK

Candelas is happy to guide the group to where the ship went down, three miles southeast of Kaja on the Cold Sea. It's easy to find the *Arkanaus'* exact location for it's about 100 yards

due north of a small spire of gray rock called the Finger. As Caleb said, the water here is 60' deep and infested with orcas and norwhales.

Anyone using the *environmental protection* spell is protected from the freezing waters, but all others except grael must have a sealsuit (see page 60).

As Candelas promised, a chest of gold lies in a locked stockroom of the *Arkanaus*. A few minutes worth of work on the door or its lock opens the way. The chest weighs over 100 pounds and contains a King's Ransom in various treasures, including one relic (rolled randomly from the Relic Table).

ORCAS

The smell of the sealsuits and the sound of breaking into the storeroom attracts two orcas. These beasts are hungry and quite intelligent, so they're more than happy to circle the wreck for a while to wait out their prey. They might also try a few nudges against the hull. The orcas are more than capable of busting through the sides of the *Arkanaus* to get at the tasty morsels within.

☠ **Orcas (2):** Two killer whales roam the area (p. 194).

🏴 **Booty:** A King's Ransom in gold and jewelry.

GHOST SHIP

Begins in: Any sea.

The *Gray Coarser* was a masaquani pirate vessel. It was chased into the Flotsam Sea by Kieran cutters where it became entangled and boarded. The pirates would not surrender and were cut down to the man. The Kierans mistakenly believed the leaky ship was sinking and abandoned it. Thirteen days later, the spirits of the dead crew rose and retook their stations.

Now they materialize each night, sailing the Thousand Isles in search of booty they can never spend.

The crew is made up entirely of ghosts. The spirits have not figured out they are dead, and so go about their business raiding and pillaging any ships they come across. Unlike most haunts, they *appear* to be made of flesh — they can pick up items, ravage maidens, and even bleed. Normal weapons can even Shake them, but they cannot actually be wounded without magical weapons.

The *Gray Coarser* is a typical galleon but, like its crew, cannot be harmed by nonmagical weapons. Its own guns are more than capable of inflicting genuine harm, however.

☠ **Ghosts (23):** The ship is crewed by 22 spirits and one Wild Card captain. Use Typical Pirates (p. 195) with the Ethereal Monstrous Ability.

☞ **Booty:** Plunder in the rotting hull.

THE WHITE WHALE

Begins in: Kaja, Arfk.

In the Warm Hearth Inn is a tall masaquani stranger with only one arm. If asked, Rikas Russ has a harrowing tale to tell.

"I was the captain of the Fearless, a whaler. We hunted norwhales off the coast here. We found nothing but a suckling baby in a week. Killed its mother five days later. We were hitching the tow-lines to the carcass when the boat froze under us. There was another one. This was the biggest, meanest fish I'd ever spied. It had scars all over it—like it'd fought something bigger than it—and won.

It smashed open the hull from the rear and pushed itself in. Some of the crew tried to fight it but the thing gobbled 'em up like shrimp.

It made sure the Fearless was good and smashed before it started bashing the ice around us. Seventeen men slid into the sea, gasping for air in that cold, cold water. Two of 'em, a pair of grael brothers, even went below to fight 'em but we saw nothing but blood. I lay on a block of ice with my arm half-frozen in the slab. Had to hack it off with my own knife. Then I kicked my way home and ain't set foot on a ship since.

That whale ain't got no special bounty on him, but there's somethin' most o' the locals don't know. It swallowed my water mage whole. On his hand was a magical ring, a relic the wizard used to go beneath the waves like a kehana. He could go to any depth, stay under for days, and swim like a shark. I've cut open a dozen norwhales and I've found trinkets galore in their gizzards. They stick in there, it seems. You find that whale, you'll find that ring."

Finding this specific norwhale is easier than it might sound—it still lurks near the carcass of its mate where the *Fearless* went down. A ship in that spot has a 1 in 4 chance per day

of encountering the creature. Russ will guide a ship to the spot for \$500 and a share of any other treasure found (he doesn't want the ring).

☠ **Norwhale (1):** The beast is mostly a norwhale like any other, but with an extra point of Strength, Smarts, and Size. It's also vengeful as hell. (p. 193)

☞ **Booty:** Pillage (in its guts), Ring of Wave Walking. When worn, the wearer is permanently under the effects of the *environmental protection* spell.

RESCUE MISSION

Begins in: Swindon, Perck.

The kehana's name is Walleye. He was indeed one of McBryde's companions, and can take the heroes to the camp on the eastern end of Torath-Ka. Off the coast of Vittoria, the party must contend with Jinka-Tahn, the ugak's megalodon (p. 202). It has destroyed the settlers' fleet and marooned them in this savage land.

Once ashore, a group of 75 explorers welcome the heroes—especially if they bear food, powder, and other supplies. They want to leave immediately, but a young lieutenant, Evan James, stops them at gunpoint. Angus McBryde is lost in the jungle and James won't leave without him.

Over the past several months, a tribe of fifty or more ugaks have attempted to break through the settlement's 50' high palisade. So far, the colonists have managed to hold them back, but supplies and gunpowder in particular are running low.

Angus decided to take the initiative and go off hunting the hostile shaman who leads the ugaks, but has not come back for several weeks.

ANGUS' FATE

Angus is still alive, but all but two of his party have been captured. (Angus is a Wild Card Citizen (p. 184), his men are Sailors (p. 199). His remaining band roams the wilderness around the ugak village trying to find a way to free their companions, who are still alive after more than a week in captivity.

Finding Angus requires a Tracking roll at –4, made once per day. Check for encounters as usual—an encounter with any sort of ugak brings them into contact with this particular tribe. This is a great time for an **Interlude** (see *Savage Worlds*).

Unknown to Angus, the ugaks are waiting to capture one more outsider so they can conjure Donga and smash down the barricade around Vittoria.

DONGA LIVES!

If the ugaks capture another person, they throw the victim into the pool and summon Donga (p. 201). A few hours later, the Walking God leads the tribe into battle against Vittoria.

Donga smashes down the palisade and the warriors go streaming in. There are 80 ugaks, including four warchiefs (Wild Cards) and four shamans attack. The band also directs a group of four giant monkapes and 10 trained yellowbacks into the camp.

This is a great encounter to play using the **Mass Battle** rules (see *Savage Worlds*).

♠ **Donga (1):** p. 201.

♠ **Red Men (88):** p. 197.

THE WHIRLPOOL

Begins in: Flotsam Sea.

The heroes spy a ship fighting for its life at the edge of a raging whirlpool. Two atani crewmen have glided to some nearby rocks to anchor it, but their efforts are certainly doomed—unless they can get help. If another ship latches on to the first, it can be pulled free. This is risky, however, as the rescuer may well be pulled into the whirlpool as well.

From the crow's nest comes "Ahoy! Ship off the starboard bow!" Sure enough, there's a double-master a few hundred yards off, bobbing up and down as if on a string. The lookout peers through his spyglass. "Whirlpool!"

THE DONNA BRIANN

The ship is the *Donna Briann*, a frigate scavenging the Flotsam. She's captained by Hargran McCoy, a human from England (1783).

The whirlpool sprang up suddenly—as they sometimes do in the Flotsam Sea—and has nearly sucked the *Donna Briann* into her depths. Fortunately, a few atani have lashed heavy ropes to some nearby rocks and staved off certain doom—for the moment.

The ship's crew motions frantically when they see the heroes' vessel, and perhaps even touch off a cannon shot to ensure they've captured her attention.

GOOD SAMARITANS

To save the *Donna Briann*, the heroes' ship must sail within 100 yards of her and use her anchor coil to lash on. This requires someone flying or swimming their way to the *Briann*. If an atani wants to try and glide across, the heroes' ship must first close to within 100 yards. From there, the glider must make a Flying roll at -2 or fall short of his mark, and then becomes a swimmer (see below). With a Strength roll at -2, he manages to hang onto the rope at least.

A hero who wants to swim to the *Donna Briann* has one chance to make a Swimming roll at -4. If successful, he grabs onto the boat before being sucked into the whirlpool. Swimmers who weren't tied to their lines are sucked in until they can make a Strength roll at -8 (-4 if they were tied to a line).

In either case, a swimmer suffers Fatigue every round until he can break free from the swirling debris and rough currents. Non-aquatic species must worry about drowning as well.

If a tow-line is attached, the heroes' crew makes a group Boating roll at -2. If successful, the frigate is slowly pulled free. If the roll is failed, both ships are pulled closer to the whirlpool and a second attempt must be made. Success brings both ships back to their starting positions and the roll must be made again. Failure means the *Donna Briann* catches on her own rope as before, but the heroes' boat is now heading for the whirlpool. If it cannot be lashed to rocks by flight (the current is too strong to swim away from the whirlpool), the entire vessel is sucked into the whirlpool and lost. (Note that having a line to the *Donna Briann* is of no help as the heroes' ship is pulled behind her and into the spiral of the whirlpool.)

The *Donna Briann's* makeshift moorings break 15 minutes after its would-be rescuers arrive.

The crew of a ship drawn into the whirlpool are sucked down to the bottom and spit out. Make Swimming rolls at -4 to see who lives and who dies. Characters with the Aquatic Edge make this check at -2, but still have to make the roll to avoid being battered by debris.

REWARD

If the *Donna Briann* is rescued, Captain McCoy thanks his saviors with a most amazing gift—a magical ship's wheel made from the bones of some mysterious beast. A vessel with the wheel adds +2 to its Handling.

SAMARITANS

Begins in: Any sea.

The *Moon Runner* sits adrift in the middle of the ocean, its sails torn to ribbons by chain shot. The ship is a frigate under the command of Kyrie Kal, a masaquani woman from Ograpog. Her hold is full of lumber. She has a full crew who will defend the beloved captain to their death.

If the heroes can spare some sail (assume they have some unless circumstances dictate otherwise), she'll happily reward them with 1000 pieces of eight. Kyrie isn't specifically listed elsewhere in this book, but she can serve as the "cavalry" should the heroes get in trouble later on in the campaign. She might even join the heroes' fleet in an attack on the Sea Hags.

♣ **Crew (24):** There are 24 sailors plus Kylie (use stats for Veteran Pirate, p. 195).

🔞 **Booty:** Pillage plus 10 spaces of lumber and goods.

MAN EATERS

Begins in: Any sea.

The Black Queens are a pair of cruel female pirate captains from Earth (circa 1700). They suffered at the hands of men for many years before finally turning the tables on their attackers.

Now they've become as vile as their tormentors and roam the Thousand Isles in search of plunder.

This tale starts as the lookout spies a frigate with tattered sails, as if ripped by chain shot. It seems she is adrift, though there are people aboard. The hanging sails cover the ship's name, but a flag of the British East India Company flies from her top mast.

There's no good way to tell this is a trap, but if a clever player specifically asks, the ship is riding fairly high (meaning it's empty). That doesn't reveal the trap, but at least indicates there's probably little cargo on board.

The ship is the *Maneater*, the well-armed galleon of the Black Queens, Mary Read and Anne Bonny. Anne, the more comely of the two, greets the party. She beckons the heroes closer and asks for an experienced rigger to help with their sails. She claims their escorts chased off a pirate ship but never returned.

Only six crewmen are visible on the top deck and six more are in the rigging. Two dozen more wait in the hold below with Mary Read. The sailors on deck have no visible weapons but each has two loaded pistols and cutlasses hidden beside them in barrels, behind masts, and so on. Those in the rigging have muskets hidden in the furled sails and act as snipers when the ambush begins.



Anne is a patient temptress. She wants as many of the “rescuers” as possible aboard her ship before springing her trap, including the captain and any other officers if possible. She and Mary have learned the most effective way to take a prize is to split the enemy’s crew with their feminine wiles and try to hold the officers captive.

Mary is to start the attack. She plans on quick drawing the two pistols on her sash and shooting the most dangerous-looking foe. Then the rest of the crew is to join in the “fun.”

☠ **Pirates (36):** Use the statistics for 36 Veteran Pirates (p. 195).

☠ **Black Queens:** See below.

☞ **Booty:** A King’s Ransom can be found in the hold below. Any relics generated can be used by Anne and Mary if appropriate.

☠ THE BLACK QUEENS

Both Anne and Mary started their careers disguised as men. Ironically, they fell in love while thinking the other was a man and finally revealed their true identities. By that time it didn’t matter and the two became lovers. The sum of their combined skills is definitely greater than their individual parts.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Notice d10, Shooting d6, Stealth d10, Taunt d10, Swimming d8

Charisma: +2 (Anne only); **Pace:** 6; **Parry:** 10; **Toughness:** 9(2)

Hindrances: Greedy

Edges: Acrobat, Attractive (Anne only), Improved Block, Command, Common Bond, Great Luck, Hold the Line!, Quick Draw.

Gear: Two pistols (Range 5/10/20, Damage 2d6+1), axe (see below), leather armor (+2).

Special Abilities:

- **Black Queen’s Rings:** The rings Mary and Anne bought for each other before revealing their true identity are now charged with the magic of their legend. As long as both Mary and Anne are conscious and within sight of each other, they add +2 to *all* trait rolls, as well as to their Parry and Toughness (already figured in, above). Unfortunately, this ability works only for the Black Queens.

- **Relic (Black Queen’s Axe):** Both Mary and Anne are armed to the teeth with a cutlass, axe, and two pistols. Their axes have already become enchanted from their actions. In the hands of a female, the axe causes Str+d12 damage (ignoring Strength minimums) against any sentient male (Str+d6 otherwise).

THE MANEATER

The Black Queen’s ship is a modified frigate. **Acc/TS:** 2/10, **Toughness:** 15 (2), **Crew:** 12+24, **Travel Speed:** 3, **Cargo Space:** 6, **Handling:** 0, **Guns:** 18; **Cost:** \$30,000

Notes: Heavy Armor. Five cargo spaces have been traded to mount 10 additional cannon. Six cargo spaces have been traded to mount six additional cannon. These are hidden by cleverly concealed shutters until ready to fire.

SMUGGLING RUN

Begins in: Deiking, Cuwayo.

The Great Port Treaty bans opium, a concession to Admiral Duckworth in exchange for the service of his powerful Man of War. Of course, that just makes the sale of opium more lucrative to those like Mao Ping of Little China.

Mao actually runs opium refineries in the mountains of Cuwayo and sells the finished product all over Caribbus. He sends his shipments overland to Baltimus, but relies on couriers to transport it to Brigandy Bay, Sprith, and the Kieran Empire. These are hired through local agents—never Mao Peng himself.

Shady captains might be offered the chance to buy opium at \$1000 per cargo space. It can be sold for \$2000 per space in Marsales, \$2400 in Brigandy Bay, and \$3000 in Kiera.

Smugglers are given specific locations in each of these areas to deliver the opium, and are asked to wear a red ribbon somewhere on their person to identify themselves to the buyer.

Most buyers are minor criminals with 2d6 other thugs backing them up somewhere nearby. In Marsales, the Diablo Locos are the buyers.

PRIVATEERS

Any vessel carrying opium is to be considered pirate by the Great Port Treaty. Admiral Duckworth would be very interested in cracking Mao’s opium ring. Anyone willing to go “under cover” and bring the warlord to justice is promised a hefty bounty of \$10,000, plus half of whatever might be confiscated in the final raid.

THE WARLORD

Mao Peng has a clever disguise within his opium ring. By posing as the owner of the den, he appears to be a small fish in a much larger chain. He fully expects to be pressured once in a while to turn over his “boss,” and after pretending to hold out for a bit, he finally tells a very convincing story. Mao claims a man known only as “the Warlord” sends his agents once a month from hidden poppy fields in the Cuwayo hill country. Expeditions to find the Warlord fail because Mao sends them directly into a well-watched pass so that the bandits can quickly shut down and hide the operation.

♣ **Bandits (50):** Fifty bandits (use Pirate statistics, p. 195) guard the refinery.

🔪 **Booty:** Plunder.

THIEVES IN THE NIGHT

Begins in: Deiking, Cuwayo.

One night while sitting at the Red Lantern, the heroes are watched by a man named Kimyun Lee, a Korean from Earth, circa 1750. If one of the player characters seems a shady, sneaky sort, Kimyun approaches with a strange offer.

“You do not know me, but I am a businessman here in Deiking. I have been hired by certain parties to find a person of unparalleled skills in stealth and intrusion. Might you know such a person?”

If the character says yes, or points out another of his crew, Kimyun proceeds.

“There is a junk at the harbor called the King of Siam. I am looking for someone to sneak aboard the ship, locate its bell, steal it, and replace it with a duplicate. All without alerting the crew.

If you are successful, drop the bell in the rain barrel around back of this very establishment by first light. If it is there in the morning, I will meet you for dinner and pay you your reward.

If the crew detects your presence, even if you bring me the bell, I will pay each of you 50 pieces of eight. If you manage it without detection, I will pay you 200 pieces of eight each.”

If Kimyun is questioned about the importance of the bell, he says that it is magical but will not say what powers it possesses. This and the task itself are all a test to see if the crew can be trusted. In fact, the *King of Siam* is Kimyun’s own ship!

Kimyun can offer them a longboat to reach the *King* if they don’t have one of their own.

THE KING OF SIAM

The *Siam* is anchored a few hundred yards offshore. It’s a typical junk with a skeleton crew of 15, five of whom are on watch at any given time. The rest are likely gambling and drinking in the hold until they pass out or go to sleep, sometime around the witching hour.

One man sits on each side, and the fifth lurks in the crow’s nest. The sailors aren’t expecting an intrusion, but are fairly watchful. Use the normal rules for Stealth, and be sure to give the characters bonuses for the darkness (+2) and medium cover (+2). If the sailors spot the thieves, they attack.

Use typical Sailor statistics for the crew (page 199). Those on watch are armed with muskets and short swords.

The ship’s bell is located under the main mast. If a character doesn’t specifically indicate he’s muffling the knocker somehow, the bell makes a light sound and three of the five guards get a Notice roll to hear it. If they do, they investigate. The same goes for hanging the replacement bell. Hearing the bell doesn’t mean the heroes are detected, however. The guards must actually see the thieves for them to “fail” in this regard.

♣ **Sailors (15):** p. 199.

COMPLETION

If the heroes are successful in retrieving the bell without being seen, Kimyun meets them as promised over dinner the next day. He first pays them their reward—under the table—then whispers the following.

“The bell is not magical. This was merely a test to see if you had the skills to retrieve it, and the trustworthiness to bring it to me. If you are interested in a more dangerous but much more lucrative job, meet me at Tonkan Point tonight at midnight. Come prepared for a similar mission.”

Tonkan Point is a rocky outcropping a mile south of the main harbor. Kimyun and seven mercenaries are waiting there with his longboat. In the boat is a barrel with bright golden bands.

“A ship in the harbor was loaded with supplies bound for Kiera today. In its hold are a dozen casks of the purest opium. One of them bears golden bands just like the one in the longboat. I want this barrel in its place.

The pay is 10,000 pieces of eight. If you accept, I will tell you the name of the ship and you can be on your way. We'll wait here with your payment."

If the group agrees, Kimyun continues.

"The ship is the Pan Lung. It normally has a crew of 40, but tonight most are carousing in Deiking and will not be back until morning. Those who remain are well-paid and quite competent, I can assure you.

There are 18 men aboard the ship. Half will be awake and on duty at any given time. They are commanded by a veteran mercenary named Kang. If they catch you, they will torture you to find out who hired you, then kill you. As you might guess, my name is not really Kimyun, so I have little to fear if you fail other than I will try my plan another day."

Kimyun has been hired by Kieran rebels to "spike" the Emperor's opium, hopefully killing him or at least driving him so mad even his own advisors will be forced to put him down. The barrel contains opium laced with other poisons that should do the trick. The cask marked in gold trim is the purest blend, a special present to the Mad Emperor from the Deiking warlords.

THE PAN LUNG

This is another typical junk, surprisingly similar to the *King of Siam*. This time however, two guards sit on each side, and one stands in the crow's nest. Kang frequently wanders the decks as well. It may be difficult for the heroes to slip into the hold undetected, but this time they can use a distraction if they want. It's okay if Kang and his guards know they've been raided—as long as they don't realize the Emperor's opium has been spiked.

How your group manages to pull off this monumental feat is up to them, of course.

❧ **Guards (18):** The 18 crew are Veteran Pirates (p. 195). Kang is a Pirate Captain.

FAILURE

If they are discovered, Kang does indeed bind and torture them for all they know. The captain of the ship, Minh Dhai, returns a few hours after first light with some of the crew. He sits in on the torture, makes a report for the warlords, and then waits in harbor for a day for their reply. Most likely, the heroes either spill their guts or

die in the process (see below). Once Dhai has all the information he feels he can glean from the prisoners, he sends them to the prison for a public beheading. This occurs 1d4 days later and is a good time to give your heroes a chance to escape.

Withstanding Kang's gruesome torture techniques is a Spirit roll at -6 each day. Those who fail tell him everything he wants to know. Clever lies reduce the penalty to -4.

SUCCESS

If the cask is successfully replaced, Kimyun greets them on the shore and pays them the ransom as promised—though he demands they leave Deiking immediately and not return for many months. He's not above a double-cross if they've angered him in some way, but mostly he wants them paid and off the island.

❧ **Kimyun and Guards (50):** Use typical Veteran Pirate stats for the mercenaries (p. 195). Treat Kimyun as a Pirate Captain.

THE DEVOURER

Begins in: Maroa, Cuwao.

There is no creature lurking in the swamp beneath the atanis' precious carroways. There is a deeper mystery that might be uncovered, however.

Hunting the swamp-sea beneath the trees first requires permission by the atani elders—they don't allow just anyone to prowl their hunting grounds. This is done by making a Persuasion roll to gain an audience with the elders. A second Persuasion roll with a raise gets permission to hunt for the Devourer. The elders know nothing about the creature if asked—it was spotted by a well-known 'neather in Below Town, Camly Crass.

HUNTING THE DEVOURER

Hunting the waters beneath the carroways requires a longboat or skiff—other vessels are too large to fit beneath the trunks and roots of the massive trees.

The search results in nothing more than typical encounters with sharks and the like. In fact, the waters here seem safer than most other places in Caribbus. You might want to draw a card in secret to pretend to check for encounters, but no serious confrontations should occur—because there is no Devourer. To find out the truth, the heroes must visit Camly Crass.

CRASS

Crass owns a sloop he uses to transport goods in and around the Free Towns. He can either be found on his boat, the *Searcher*, or in one of the many unnamed cantinas in Below Town.

On the surface, Crass seems like nothing more than a vulgar sea captain like most others. Those who gain his confidence learn he also has a deep hatred for the atani. He frequently speaks of them sitting in their “high towers looking down on the rest of us, hoarding gold and silver while they eat carroway fruits by the basket.” He has many friends in Below Town, and most seem to share his attitude about the glider-folk.

Crass pretends to like any atani he meets personally—including player characters—but it’s all a front. In fact, Crass is planning genocide against the atani. If asked about the Devourer, Crass gives the questioner a look, as if trying to decide if he’ll be believed, and then tells the following tale.

“I was puttering out from under the carroways when I saw this young glider swoop down from the forest. She had spied a fish of some sort and had her spear ready to strike. Just as she gets near the water, this great black mouth opens up and swallows her whole. She musta been a fighter ‘cause she came back up once. Me and my mate put out fast as we could, but we couldn’t get to her in time. The thing pulled her down and we saw blood.

Two more atani came down to help as well, but t’weren’t no use. She was gone.

Two days later those same two came out looking for the creature. I guess they were the first one’s lovers or somethin’. Can’t say I’m that up on the bird’s mating habits.

Anyway, they was gliding around when up came the creature again. Gobbled ‘em both up ‘fore you could say boo.”

Crass’ first mate, Billi Blinz, is as big a liar as Crass, but not as bright. He starts adding details—“blood red eyes big as moons, teeth like a shark’s, and spines all over covered in wiggling cuna!” Crass usually shuts him up at this point, but isn’t overly obvious about it.

The truth is that the first atani to go missing was Kebler, a guard. She saw Crass puttering around the carroways at night in his longboat

(he was “sounding” the depth of the water so he would know how tall the trees were—you’ll see why in the next tale).

Kebler actually landed on Crass’ boat and confronted him, but Blinz yanked his pistol and shot her dead. The blast attracted two other atani who really were hunting that night. Crass and Blinz had to kill them as well. The murderers threw all three bodies to the fish, but one of the bodies washed up two days later.

FOOTWORK

If the heroes can make a Persuasion roll or send word that they want to speak to someone who knew the dead atani, they can learn a bit more. Friends of Kebler say it would be unusual for her to go hunting while on duty. The other two atani, Nakkan and Dante, *were* hunting, however, so Crass’ story *seems* plausible enough.

CRASS’ PLAN

Quietly, Crass is gathering a band of confederates he knows will do as they’re told. None of them know his true plans yet, but he’s grooming them and waiting for that one spark that will set the entire town on fire. It’s provided in the Savage Tale, **The Sack of Maroa**, but make sure your heroes are at least halfway through Seasoned Rank before running this deadly tale.

THE SACK OF MAROA

Begins in: Maroa, Cuwayo.

Note: Make sure you’ve run or at least read **The Devourer** before running this Savage Tale.

Camly Crass, Billi Blinz, and a band of other ‘neathers of Maroa hate the atani. They’re tired of the bird men looking down on them from on high and hoarding their precious fruit and lumber.

Camly has already planted the seeds for a devastating attack against them, but awaits a final spark to draw the rest of the mob to the fight.

He’s about to get his wish.

THE POX

A strange pox breaks out in Below Town, affecting mostly masaquani. The disease is actually measles, given to the natives by visitors from Earth. To Crass, it is the perfect catalyst for his dire plan.

The captain and Billi quietly plant a rumor that the atani have a medicine that can cure the pox,

MAROA



but won't share it. Below Town is uneasy, but the first day only a few dozen protestors line up at the Maroa bridge to shout at the atani guards.

The next day, Crass hires a few rowdies to get rough. They throw bottles from the crowd and manage to knock one of the guards unconscious. The atani close the gate and withdraw.

A few hours later, Crass and Blinz sail out to the Elder Tree and quietly plant a ring of powder kegs around it. The massive explosion splinters the giant carroway and sends it crashing into

another of the trees, spilling atanis into the sea below. The glider-folk retaliate immediately, diving on the gathered mob below with powder bombs and firing arrows from on high.

Now Crass makes his move. Several of his confederates, still waiting in the darkness in five boats, cast grapnels up into the carroways from their crow's nests. They climb into the trees and raid the atani town from the rear, murdering and pillaging as they go.

THE HEROES

What the player characters do during all this is entirely up to them. If they partake in the pillaging with Crass, they fight one large battle against 10+3d6 atani warriors. (Crass and his folk go another way.)

Hopefully, your group will defend the atani instead. If so, they should first be asked to move to the rear of the village to fend off Crass' assault. The raider has 27 men plus himself and Billi Blinz. Blinz is a Veteran Pirate, the raiders are Pirates, and Crass as a Pirate Captain (page 195). The battle takes place in and among the walkways of the carroways (the map provided is a good spot for the fight).

After repulsing Crass, the heroes might want to join in the fight against the mob. This fight uses the mass battle rules from *Savage Worlds*. The atani have about 60 warriors (6 tokens); the mob around 100 (10 tokens). The atani have a slight advantage as the mob must "funnel" through the tree's many bridges, so add +1 to the atani commander's roll for the entire battle.

The atani in charge has a Knowledge (Battle) skill of d8, but will defer to a player character if the hero reveals Crass' plot and brings in his head. A character well-known and trusted by the atani might also simply make a Persuasion roll.

❧ **Mob (50):** Use Citizens, p. 184. The mob's "leader" has a Knowledge (Battle) skill of d6, and is a Wild Card (Crass if he's still alive).

AFTERMATH

If the atani are defeated, Maroa is looted and the 'neathers move into the trees. Any atani survivors flee into the wilderness and plot a guerilla war against their killers. A few days later, Crass and his men haul the downed Elder Tree to shore and begin cutting it up for lumber. The tree makes Crass filthy rich, and he plans on cutting down another once a month until they're all gone.

Hopefully, the atani are victorious. If the heroes participated in the defense of Maroa and had any chance at all to be noticed by the elders, they are given a very rare and special gift—the heart of a carroway tree. The atani then set Below Town ablaze and forbid anyone from settling there again. Trade is now conducted one

ship at a time. Anyone who violates these rules is blasted out of the water by gliders carrying powder bombs.

Carroway Heart: The atani elders tell the heroes to use this very special gift to return life to the fallen. They say to simply place it in the mouth of the departed and wait (they don't say how long). Once placed in the mouth of a dead person, the seed takes root, sprawling through the skull and growing over the next 2d6 days into a tall stalk bearing one podlike bean. At the end of this period, the "bean" opens and reveals the fallen hero, naked and new. The character retains all of his memories and skills, though his old corpse remains firmly rooted in the ground. More importantly, any physical defects the character was suffering are miraculously gone! Lost limbs are restored, gouged eyes can see again, and hook hands are whole once more.

MARCOONED

Begins in: Taratos.

"Lame" Jim Selkirk is a one-legged pirate who once served under the dread pirate Francis L'Ollonaise. He and seven other men were put ashore for some minor squabble and have been on their own since. Selkirk and his companions look to resume their career as buccaneers. If they can find a willing captain, they'll join as crew. If they find a more moral captain, they pretend to be honest sailors and plan to either mutiny or simply steal the ship at the first opportunity.

Lame Jim is a very charismatic person (he has the Charismatic Edge). Play him in whatever manner you think will appeal to your group so that he can get his way.

❧ **Pirates (8):** Use Pirate Captain statistics for Lame Jim and Pirates for his seven mates (page 195). They have no treasure and no weapons. Yet.

BEAR HUNT

Begins in: Arfk.

A number of blue bears from the north managed to swim to Arfk in the early days after the flood. They flourished for years before people other than the grael came. Now they are hunted for their thick coats, which provide excellent protection against the frigid northern elements.

Nomadic grael depend on the bears for meat, and have taken a strong dislike to anyone else poaching their meals. Those who live in Kaja see things differently—they make a lot of money off trading in furs and aren't bright enough to understand conservation.

Heroes looking for work in Arfk might go on a bear hunt to make coats for their own personal use or for sale. Finding the elusive bears—who hide in deep snow drifts when not hunting—is mostly a matter of luck. Roll 1d6 each day spent looking. (This is in addition to any random encounters.) On a roll of 6, 1d2 bears are spotted. They are typically found in daylight near large holes in the ice. There they can catch fish, escape, and are even smart enough to knock foes into the freezing water.

Make sure to keep up with Fatigue checks for the extreme cold while hunting.

KEHANA DISSENTER

Begins in: Kehana Flumes.

A lone kehana dissenter approaches and asks to join the crew. He brings a chunk of gold worth 2d6 x \$50 pieces of eight as a gift. The kehana is somewhat naive and gullible, but otherwise genuine. He has green skin with black stripes, so unless the player characters name him, the crew begins to call him Stripe.

Stripe is eager to join the surface-worlders. He begs or “borrows” clothes at the first opportunity to fit in better.

Stripe can also help steer the heroes away from other kehana, subtracting 5 from Encounter rolls made in the flumes for the next 48 hours. Of course, if Stripe is captured by his people, his end will be slow and horrific.

Use typical kehana warrior statistics (p. 189) for this character. This might also be a good way to introduce a new kehana player character.

THE KRAKEN SPHERE

Begins in: Any sea.

This mysterious ball houses the four original spirits of the elements enslaved by the kraken long ago. On its surface are two indented handprints—both right hands.

If the hand of an archmage and a human are pressed into it, the pair hear a telepathic message from the spirits inside.

“We are the elements. Earth, Wind, Fire, and Air. The kraken imprisoned us long ago and harnessed our power to create great magic. We wish to be free.

We will honor the bargains we have made with the mages of this world, but will not agree to new pacts.

Free us now and we will fight this world's greatest threat, but know that no new spells can be learned, nor new mages created. Neither will the doorway between worlds open again, human. You will remain in the Thousand Isles until your death.”

If the two characters *both* agree, and say so out loud, the sea around the sphere begins to bubble and foam. The water boils, burns, froths, and turns to mud. The sphere trembles and shakes and then slowly sinks into the depths. When the chaos finally ends, the party finds a palm-sized golden sphere floating upon the waves. When the orb is recovered, the character who picks it up instinctively knows that he must toss it into the sea near the Devil's Cross for it to work. Note, of course, that if the hags haven't been summoned (see page 108) the spirits will remain inside the orb until the witches are present.

THE TERRORMENTAL

When the sphere is tossed into the ocean at the Sea Hags' home, there is at first no response. The orb sinks disappointingly into the depths. Moments later (1d6 rounds), the spirits arise, 70' tall and combined into a massive “terrormental.” The creature moves to the nearest hag (assuming they've been summoned) and kills her in a massive explosion of fire, water, earth, and air. The spirit then turns to the next, but the remaining two sisters pool their eldritch energies and strike it with a searing stream of green power. The terrormental pushes forward and shoots fire at them (causing a wound to each of the hags), but cannot best their combined might. It explodes in a massive shower of flaming mud and sinks into the sea. The remaining two sisters must be defeated by the heroes.

TRADE WAR

Begins in: Caresia, Taratos.

Everyone's talking about something that happened a few days ago out in the Pirate Sea, somewhere near the Whip Islands.

A British East India Company ship called the *Immortal* was hailed and confiscated by ships of the Spanish Guild. The Guild claims the *Immortal* was pirate, but the Company says it was not only registered, but an actual ship of the Company itself, hauling gold and silver to the Kieran Empire.

The *Immortal* lies confiscated in port at New Madrid and is being outfitted for service with the Spaniards. The crew of the ship have already been condemned as pirates and hung. The officers are in jail awaiting their fate as well.

The story is true, as far as it goes. What isn't known is that the trio of Spanish ships that captured the *Immortal* was captained by Frederico Cortez, a bumbling nephew of the Guild's chairman, Roderico Pires. Unfortunately, the ship had already been impounded and some of its crew hung before Pires realized what was going on.

The proud Spaniard can't back down now — his honor is at stake. His nephew is taking a "vacation," but the ships of the Spanish Guild have been given formal permission to fire on any British East India Company vessels that approach them.

LETTERS OF MARQUE

For now, neither company is willing to pit their own ships against each other in battle — there's just no profit in it. Both companies very publicly change the terms of their letters of marque, however.

Privateers may now legally confiscate any ship that bears the seal of the rival's Great Port. The Kieran Empire stays out of the war, trading with both sides and buying confiscated cargoes.

When stopping a ship, roll a d20 to see who issued its last seal:

SHIP ALLEGIANCE

d20	Result
1–7	No Seal
8–14	British East India Company
15–18	Spanish Guild
19–20	Kieran Empire

WAR'S END

The trade war continues for as long as you wish, but should go on for at least a year. The Kieran Empire maintains its neutrality unless

one side is obviously about to win. At that point Emperor Jant declares for the stronger side and sends a fleet of a dozen ships and 500 soldiers to wipe out what's left of the foe (and plunder whatever riches can be found in Baltimus or New Madrid).

✂ **Hijack the Immortal! (p. 140):** The characters are asked to steal—or protect—the *Immortal*.

HIJACK THE IMMORTAL

Begins in: New Madrid, Sprith, or Baltimus, Cuwayo.

The *Immortal*, the British East Indiaman reported captured in the Savage Tale **Trade War**, lies in port at New Madrid. Frederico Pires and the Spanish Guild are refitting her for their own use and are wary of agents for the British East India Company attempting to steal her back.

If the characters are in Baltimus, they might be approached by the Company to lead a hijacking crew. They're looking for independent agents to do the dirty work so that they can deny the action should they be caught. If the heroes can sail the frigate back to Baltimus, they'll be rewarded 20,000 pieces of eight.

✂ **Guards (184):** Five guards sit on the docks, five more are on the upper deck. Use City Watch statistics for the guards (page 184).

WORKING THE OTHER SIDE

If the group are well-known to the Spanish Guild, they might be hired on as "additional security" instead. The job pays \$50 per man per night, a healthy fee for this kind of work. The British East India Company hires a raiding party in this case as well. Roll a d6 each night the heroes are on guard duty. On a 6, the raiders strike.

Ten guards (use City Watch statistics, page 184)) are on duty with the heroes. They're stationed as above unless the "consultants" say otherwise.

✂ **Raiders (5):** A party of five daring adventurers strike. Create these individuals on your own just like player characters equivalent in Rank to your own crew.

DEBAUCHERY

Begins in: Baltimus, Cuwayo.

Mannie Morkan is a proud citizen of Ograpog who despises the Baltimus' family for deserting King Amemnus in his hour of need. He has said so in public many times—enough so that Bruno Baltimus secretly invited Morkan's daughter to one of his after-hours parties. The starstruck 17-year old girl foolishly accepted the invitation. The next morning, Morrie was left dazed and abused on Morkan's doorstep. The message was clear.

MORKAN'S REVENGE

Morkan pretended to back down, but in truth his anger seethes like a boiling teapot. The merchant now seeks an assassin—one with the stomach to slaughter Bruno and his entire group of rakes as they defile themselves at one of their midnight soirées.

How Morkan learns of the player characters is up to you. They must be of a somewhat tarnished disposition and quite capable to be approached by the mad father. They must also be somewhat charming, for Morkan's plan is for them to gain Bruno Baltimus' trust and then betray him.

When Mannie is finally ready to make his offer, he approaches the crew and drops a piece of paper in their hands. On the paper is a single word—*Versalis*. A Common Knowledge roll at -2 (-4 to visitors) allows a hero to remember this as a legendary masaquani sword, equivalent to Earth's Excalibur.

Assuming the party follows Morkan outside, he says the following:

"I'm looking for agents of vengeance. Men and women who aren't afraid to get their hands dirty. Very dirty. I'm looking for curs who can pretend to be a man's best friend and then gut him from behind when he turns his back. If I can find such hirelings, and if they avenge my family, I will pass on a treasure unlike any they have ever seen."

Morkan is taking a bit of a risk here—the crew could simply beat him until he revealed the location of *Versalis*. His daughter, Morrie, watches from a dark corner beyond, but can do little but scream if the crew attempts to attack her father. Even this is a risk because the sailors could reveal what Mannie said to Baltimus, which would almost certainly result in his and his daughter's death.

Mannie is desperate now though. He's sick and knows he won't live much longer. His daughter cannot wield *Versalis*, and he has no other living kin to give it to, so this is his final gift to his family. It's all or nothing.

THE MARK

If the heroes agree to Mannie's offer, he bows his head, grits his teeth, and says: *"Do you know who Bruno Baltimus is?"* That should be enough to make most characters think twice about this assignment. Bruno Baltimus is the son of Byron Baltimus, the founder of the city and one of the founders of the Great Harbor system itself. If the group seems undaunted, however, Mannie continues:

"What the father did to the King of Ograpog was treason. What he did to this city makes my skin crawl. What his son and his rakes did to my daughter makes my blood boil."

"I have forged invitations to Bruno's next gala in three days. I want you to go to the party and find a way to make him invite you to his after hours debauchery. The one he throws after the other guests leave. While he and his friends defile themselves, I want you to strike. Kill them all. I don't care if they suffer or not, I just want them dead, dead, DEAD!"

Mannie is visibly shaking by this point. Spit flies from his lips and his skin turns red as a beet. If the crew agrees, Morkan hands over a blank invitation for one person and his "entourage." The party is to be held three nights from tonight.

BALTIMUS MANOR

The Manor is a huge marble building on the high cliffs of Baltimus. The gala begins with a feast around dinner time (6 bells) and continues until 11 bells or so. At that point the doors are closed and the staff begins to clean.

Bruno and a dozen of his closest friends plus twice that number of young women head into the heir's parlor upstairs, a maze of thin, oriental-style partitions hiding numerous beds, hookahs, liquor, and erotic paintings. A trio of musicians even plays soft and suggestive music from behind one of the walls.

Getting invited to this soiree requires some serious roleplaying as well as a few key Persuasion rolls. Fellow hunters, nobles, and playboys fit well with Bruno and his band, as do attractive women.



The activities start with wine and dancing and quickly descend into depravity from there.

If the player characters are part of the debauchery, they can simply grab their weapons and do as they will. The exterior walls of the room are quite thick, so even gunshots aren't likely to rouse the estate's guards as long as the doors remain shut and the large window overhead remains intact.

Bruno tries to fight at first, but as soon as he realizes he's outnumbered he rallies behind some of his surviving rakes, then suddenly abandons them and leaps for the staircase yelling "Guards!" A dozen guards arrive wherever Bruno is 1d6 rounds after they hear his yell.

If the assassins weren't invited to the party, they'll need to break in somehow, perhaps posing as servants or simply sneaking through the house somehow.

Bruno has five guards posted inside the house, and another dozen circle the grounds outside.

♠ **Guards (17):** Use veteran City Watch (p. 184) for the 17 guards stationed around the manor.

♠ **Rakes (13):** Bruno and his twelve friends are athletic outdoorsmen. Use City Watch statistics (p. 184) for the lecherous nobles. Bruno is a Wild Card.

🔞 **Booty:** The heroes have just enough time to gather a King's Ransom.

AFTERMATH

What happens next depends on the assassins' actions. The British East India Company puts out a \$10,000 bounty on the killers. Everywhere the group goes, they are hunted and hounded. Even after they leave Baltimus, they are likely to be found as news of the deed spreads around Caribdis. Both good souls and greedy ones partake in the chase, hoping to bring these foul killers to justice—and collect the reward.

Byron's Diary: If the heroes are here to find Byron's diary, they do so after slaying Bruno. If they try to talk him into giving them his father's records, he agrees if convinced that it will save the world (a Persuasion roll at -2).

Versalis: Mannie Morkan lives up to his promise. He meets the group at their preappointed spot and gives them *Versalis*, one of the most powerful swords in Caribdis.

• **Versalis:** Anytime the wielder of *Versalis* hits with a raise, the foe must make a Vigor roll at -2 or be beheaded and die instantly. The magic works on any *living* creature of Size -2 to +2 that has a discernible head.

FISH TALE

Begins in: Dunich, Sprith.

(Inspired by H.P. Lovecraft and the film *Dagon*.)

Rain starts as soon as the heroes approach Dunich. The approaching storm drives them to the bay where they see a horrible accident—a

ship has crashed on the sharp reefs beneath the cliffside town. Read the following as they round the bend and enter Dunich Bay.

A heavy rain has started and dark clouds roll in behind you as your ship approaches Dunich. You can just make out the silhouette of the town on the cliffs high above. As you round the corner of the island, you hear an odd scraping sound—as if gigantic nails were being dragged across the inside of a coffin. You sail on and gasp as you see a horrible sight. A ship lies on its side, evidently blown onto a sharp reef. Its hull is ripped open and its masts scrape the cliffs—making the horrid sound you heard minutes ago.

The wreck must have happened an hour or so ago. Dead sailors lie everywhere, their blood still chumming the waters. Black fins slice lazily through the choppy sea as you sail past the macabre scene.

In the village atop the cliffs, a bell rings.

There is a single survivor in the ship, a human girl. She has little to say—she's stark raving mad from what happened to her in the village above.

The girl's name is Sarah Galloway, an American from 1790's New York. She was serving on the frigate *Pough* when it sailed to Dunich to sell cloth. The ship anchored in the bay, but the landing party found the town mostly deserted. The strange innkeeper gave them rooms for the night and promised to find the merchants who were to trade with them while they rested. Hours later, however, the crew was attacked by horrid half-humanoid octopons. The villagers were *becoming* these foul creatures. Tentacles dripped from withering arms, heads bloated, eyes bulged, and mouths became grotesque beaks.

Some of the crew managed to fight their way out of the hotel to the beach. They raced to the *Pough* and tried to get her underway, but a strong wind drove them into the rocks. Octopons and sharks savaged the crew mercilessly, dragging them into the depths in pieces.

Sadly, Sarah cannot reveal any of this. If given pen and paper to draw, she sketches only a circle with eight spikes radiating out—an octopus. She won't go to shore on her own. If the group wants her there, they'll have to drag her there kicking and screaming.

OCTOPON INVASION

The village of Dunich has been infiltrated by octopons from the Flotsam Sea. The former denizens of Ograpog transformed into the horrid creatures after betraying their king. Now one of their shamans has come to Dunich and persuaded the people there to give their souls to the Sea Hags as well.

Those who do slowly transform into octopons. Those who don't become prey for the rest.

GHOST TOWN

Dunich seems empty as the heroes approach. The town is gray and black and its streets are puddles marred by occasional patches of mud. The entire landscape appears constantly soaked in rain.

Eventually, the crew spies a single light on in the Dunich Inn. At the desk is a wide-eyed, balding masaquani. He does not give his name, but simply hands the heroes several room keys when they approach. He cannot speak, but can make slow, creepy gestures if needed. Mostly, he just points and looks upstairs to the characters' rooms. If asked where everyone else is or other pertinent questions, he just shrugs.

The rooms the innkeeper gives the group are horrible. Not only are they unclean, but bits of blood and flesh are slowly discovered. Someone has cleaned the worst of these messes up, but their attention to detail is lacking.

An hour or so after the group enters the inn, a mob of "villagers" begins to gather outside. The group should see them long before the action begins. This is a Lovecraftian tale, so play up the horror and anticipation instead of the action this time.

Anyone who looks closely sees an occasional odd bit sticking out of the villagers' raincoats—a slippery tentacle, bulbous eyes, or glistening skin. This is enough for a Fear check at -2.

When the mob has enough strength (when you think the tension is at its maximum), they move into the inn and move upstairs. The heroes must find a way out of the sealed room—either through the window or by busting through the wall into an adjoining room.

The mob contains at least three times as many half-breeds as there are heroes in the party. Fortunately, they are not full-grown octopons, but shambling, mutating freaks.

OCTOPON HALF-BREED

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6, Swimming d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: Knives, pitchforks, hooks (all Str+d4).

Special Abilities:

- **Fear (-2):** The freaks are horrible blends of octopus and humanoid.

THE CHASE

The team is likely to head for their longboat lying on the Dunich beach (assuming they came from a ship). Unfortunately, a group of eight octopons watching from offshore have already sabotaged it. As soon as the sailors get in the long boat give them a Notice roll to spot the center planks have been carefully pried apart.

Octopons patrol off the coast as well, lurking between the heroes and their ship. They attack anyone who attempts to swim to their vessel. If the crew does somehow make it to their ship, the octopons attempt to blow it onto the wreck of the *Pough*. This is a group Boating roll versus the octopon warlock's Spellcasting roll.

The octopons don't have a giant octopus handy unless you think the group can handle such a devastating foe.

ELDER JOSHUA'S ROCK

The octopons communicate via telepathy. They waited off the shores of Dunich for weeks before finally connecting with a man they knew suited their purpose. A town elder named Joshua Grimes, a Quaker from Earth with dark thoughts for his beautiful neighbor, was easy prey. They lured Joshua into their grip, then used him to preach to the others. The town began worshipping the Sea Hags and were brought treasures from the depths of the flooded world. The greedy villagers eventually dominated and sacrificed those who would have nothing to do with the octopons. As they did, they slowly began to transform into octopons themselves.

The sacrifices took place on an old stone table on the upper cliffs of town, where Joshua Grimes used to read from the Bible to the people of Dunich.

The table was defiled with the image of an octopus and consecrated in the blood of the town's first sacrifice. This does nothing to change

the attitude of the villagers—they committed murder of their own free will and are now well on their way to becoming octopons.

During the fight with the townsfolk, the heroes might notice a tall, thin villager in a black coat and top hat watching them from this perch. This is Elder Grimes, urging on his unholy minions with silent consternation.

THE FATE OF DUNICH

The village is doomed, but if the heroes search the town, they find the treasures the octopons first used to tempt the people of Dunich in the basement of the old church.

☠ **Half-Breeds (60):** There are 60 villagers in the town (p. 184). Grimes is a Wild Card.

🔍 **Booty:** A King's Ransom can be found in the basement of the church.

JOMBA'S GHOST

Begins in: Jomba Town, Taratos.

The ghost of Jomba does indeed haunt the trails here. The spirit's mind is distant and unclear however, so he remembers only that he was murdered by someone with red hair—an alien look to the former slave.

Investigation of Jomba's attacks reveals that he only appears to parties that include at least one person with red hair. Anytime a person with red hair travels the trails at night, there's a 50% chance Jomba appears.

A meeting with the Town Council reveals that Ian O'Connel is an Irish slaver from 1580—with brilliant red hair. He's an unrepentant racist and has made a few attempts at starting slavery on Caribdus (with no success). The council offers a \$2500 bounty to lay the spirit to rest.

If Jomba is slain by magic or magical weapons, he reappears as usual. The only way to permanently lay him to rest is to set O'Connel's corpse out on the Ghost Trail for Jomba to see.

☠ **Jomba:** Jomba is a Wild Card ghost (see *Savage Worlds*) with a Strength of d10 and an ethereal harpoon he can throw every round (the thing simply "reappears" in the ghost's hands after each throw). The harpoon does Str+d12 damage, ignores both non-magical armor and Strength minimums, and leaves no visible marks.

THE SPHERE

Begins in: The Pirate Sea.

The heroes are sailing the Pirate Sea when they spy distant smoke. Before them is something new to Caribdus, the Burning Sea, a five mile square patch of debris covered in slow-burning oil. The oil comes from some deep leak on the sea floor, and was sparked by the burning lantern of a damned ship that almost escaped the Flotsam.

Between the heroes' vessel and this floating hell, the party spies a small skiff. A Common Knowledge roll reveals it to be of kraken design. If they approach, they see a badly burned kraken lying inside. The warrior manages to wave one hand feebly when he sees the heroes, hoping for their aid.

The kraken is Halimas, a scout for the last remaining Kraken Great Ship. He has suffered three wounds and is in horrible shape. If treated kindly, he manages the following.

"I am Halimas. Of the Great Ship. We saw it. In this... Burning Sea. After all these years, it was in our grasp. But there were other creatures about. Waiting for us. Things I'd never seen before.

There were three of us, but far more of them. We killed two, but the things were just too strong. I was wounded and ordered to return to the boat—but my companions...

You must fetch it. I am no wizard. I cannot summon the Great Ship. But if you pull the sphere from the fire they will sense it, for they are close. Do so and I promise the rewards will be great."

If Halimas is healed, he accompanies the heroes on their quest. Otherwise he can be left in his scout ship where he believes he'll be found by his companions (he's too weak to swim far).

Halimas can't say exactly what the kraken might reward the heroes with, but he knows it would be "great." If asked what it is they're looking for, he says simply "you'll know it when you see it." If that's not good enough, he says "a golden sphere, bigger than a Great Ship." He doesn't know what's inside—only the leader of his people has that information. He has been told only that within the sphere lies the "salvation of Caribdus."

THE BURNING SEA

Read the following as the crew navigates the flaming waters.

The "Burning Sea" looks much like the rest of the Flotsam, filled with old ships, shattered trees, and indescribable debris. But everything here is coated in a thick layer of black oil that burns in slow, hot patches all around you.

In the distance you see a ship, hulled but still afloat thanks to the thick vegetation. It grinds slowly into a jutting, fiery tree and bursts into flame as well. The fire spreads fast but burns slow. Your own ship is coated in this stuff. The thought of a single spark falling on your deck sends shivers down your spine.

This is a **Dramatic Task** (see *Savage Worlds*), using the captain and crew's Boating skill. Each attempt is a delicate maneuver around patches of towering flame. If any of the rolls are failed, 1d3 fires break out (page 41). The sailors must extinguish these flames while continuing to maneuver through the sea.

When three rolls have been made (or failed), read the following.

This red sea is at once beautiful and dangerous, but does not compare to the wonder you now see before you. Through the smoke not 200 yards off the bow is a titanic, golden orb. Fires reflect off its burnished surface, and you can make out odd grooves circumnavigating its otherwise smooth skin.

It dwarfs your ship. Towing this wonder out of the Burning Sea will not be an easy task, but is the kind of tale legends are made of.

A feat of engineering now awaits the crew. The diameter of the orb is 400'. The party needs a ship at least the size of a frigate to pull it. Even then, the craft's Boating rolls are reduced by 6 and Top Speed and Acceleration are cut in half.

At least 1000' of rope is required to lash around it. Most ships larger than a frigate have about half this they can spare. The rest must be garnered from nearby hulks.

Once the rope is gathered, the crew must get one of the strands high enough to catch upon the upper reaches. Climbing is virtually impossible, but an atani might do this with raises on three sequential Flying rolls—the updrafts of the Burning Sea actually add +2 to his rolls to gain altitude. Failing any one of these rolls causes



the glider to start again. A critical failure means the flyer has plunged into the Burning Sea and suffers 2d10 damage per round.

Pulling the orb out is another Dramatic Task, handled as above.

THE AMBUSH

The moment the sailors manage to attach their ship, a number of strange creatures rise from the Burning Sea, slither up the ropes, and onto the main deck. They are four-armed lizardmen, bright red and covered in burning oil that doesn't seem to faze them in the slightest. These are fire salamanders, born in the magical fires of the Burning Sea.

🐸 **Fire Salamanders (Two per Hero):** The salamanders (p. 187) have stashed their treasures in a nearby burning hulk. They slip into the water, slither across the ocean, and up onto the party's ship. They attack whoever gets in their way first, most likely the heroes' crewmen. There are two per hero.

🏴 **Booty:** Plunder (in the burning hulk nearby). The heroes must have magical protection against fire to retrieve the salamander's ill-gotten plunder.

THE GREAT SHIP

The last Kraken Great Ship waits for the heroes as they exit the Burning Sea. It is a massive white vessel gilded in gold with sails bearing the crest of their dead people, a great red leviathan.

Several dozen kraken warriors and a handful of wizards stand on the decks, watching the adventurers in awe as they bring in the sphere. One of the warriors summons the heroes aboard their ship. If the group refuses, the kraken give chase and attempt to sink these rowdies. If they accept, they are brought before the High Admiral, Caspian. He sits on his throne, horribly mangled from his fight with the hags long ago, and says the following.

"The sphere must be brought before the hags. What's inside is a great weapon—one which can kill even the Sea Hags. Our people would not use it before, for it requires a sacrifice we were not ready to make. When the time comes, you may open the sphere. But the sacrifice will be yours."

I do not know what is inside, nor what that sacrifice might be. I know only that the key is the hand of an archmage and the hand of a creature from another world. Place your hands upon it in the presence of your enemy and all will be revealed."

Caspian takes an ancient bone whistle from his neck and hands it to the most Charismatic of the heroes.

"The sphere is yours. We will tow the device for you until it is needed. Blow this whistle and our last Great Ship will appear. Then you may do with it as you will."

Some of the kraken seem nervous. It's obvious they had no idea the object of their 13-year long quest would be handed over to "sea scum." Caspian obviously commands their full attention however, for the squid-folk say nothing—in his presence at least.

The heroes are welcome to do whatever they want. If they desire to haul the sphere with them they certainly can, but 500 tons of metal seriously hampers the maneuverability of any vessel towing it.

➤ **The Kraken Sphere (139):** Refer to this Savage Tale when the sphere is opened.

Caspian is an archmage, though his wounds prevent him from being very effective in the fight against the hags. Still, he can grant a single *greater healing* spell if needed, as well as several lesser *heals* if the party suffered greatly from the fire salamanders.

Caspian can also place his hand upon the sphere when the final battle comes if the heroes do not have an archmage of their own.

ATTACK ON BRIGANDY BAY

Begins in: Brigandy Bay.

Admiral Duckworth has decided he's had enough. He knows the vast majority of pirates operating in the sea that bears their name operate out of Brigandy Bay. He's petitioned the British East India Company to help him stage a raid. Lord Lazenby and Baltimus (or their successors if they have been slain) agree, but add that Brigandy Bay would make an excellent stopover and safe haven for the Company's ships as well.

Admiral Duckworth commands his Man of War the *HMS Justice* in the attack, and has a fleet of three brigantines and two galleons as well. Each are fully armed with a complement of marines.

The raid itself is being organized under absolute secrecy. Only those with close ties to

the British East India Company might hear of the attack—Duckworth knows the pirates will just set sail for other ports if they hear he's coming.

What the party is more likely to hear is that the Company is hiring boats to transport goods and passengers to an as-yet unnamed location. There is no "fee" for the cargo to be loaded, but the vessel will stay within a squadron and be paid \$500 per cargo space carried upon arrival at its mysterious destination.

THE BATTLE

Your party's role in all this is up to them. If they decide to take part, whether on behalf of the pirates or Duckworth's Fleet, use the Mass Battle rules. There are about 1,000 pirates willing to fight on the island, and just under 500 men aboard Duckworth's various vessels. This gives him 5 counters to the pirates' 10 starting out.

Duckworth's Knowledge (Battle) skill is a d10, while the leader of the pirates—if not a player character—is d8.

If Duckworth strikes with surprise, he sweeps the beaches with grape shot any time someone tries to get to their ships. This inflicts a -4 penalty on the defenders since they can't man their ships or mount many guns to fire back at Duckworth's fleet.

Once the pirates lose three counters, they retreat inland and Duckworth must storm ashore. He no longer gains his strategic advantage.

If the pirates are warned an attack is coming, most leave but a few remain to create a few surprises for the privateer. In this case they have only 2 counters to the Admiral's 10, but Duckworth cannot use his cannons and actually suffers a -2 penalty for the first five rounds due to the pirates' traps.

AFTERMATH

If Duckworth wins, Brigandy Bay becomes a stopover colony for the Company. After a month, it trades exactly like the town of Caresia and becomes part of the Great Port Treaty.

Those who don't seem dangerous are allowed to remain and live their lives mostly as they'd done before. Those who took part in the fighting are put to hard labor building three new turrets to better protect the bay.

If Duckworth is defeated, what's left of the fleet sails back to Baltimus to lick its wounds. The Company drops the price on letters of marque to \$5,000 and is forced to rely on privateers to

patrol its sea lanes. The price of gunpowder soars to \$900 a cargo space, making Brigandy Bay a lucrative site for gunrunners.

Duckworth is shamed by his loss to a "handful of scurvy sea dogs," and vows to return some day with a greater fleet.

BANDITS

Begins in: Any island with wilds.

A group of thieves lurks in the wilds. If they spy prey they attempt an ambush so they have the drop on their marks. Use Typical Pirate statistics for the bandits (page 195). A few should be armed with muskets, but the rest have only crude short swords or clubs. They might agree to let the heroes go if they give them all of their goods—or promise to take them off the island.

BLACK ROBE

Begins in: New Madrid, Spnith.

Missionary Rafael Servia hires a ship to Torath-Ka, at first offering \$500 but paying up to \$4000 for the trip. He has 20 followers, all missionaries like him (use citizen statistics but add Persuasion at d8), plus enough provisions and supplies for his "flock" for two months.

Servia's only plan is to land somewhere on Torath-Ka and travel about the countryside attempting to convert the ugaks. The mission is likely a disaster, with the Red Men attacking every chance they get. Only captive audiences may be converted, and then only after several months of preaching.

Servia offers to split any Booty found on Torath-Ka with the party if they will join him on this quest. If the party declines, Servia disappears and is never heard from again.

Note that as mentioned on page 88 under the New Madrid Cathedral, one of the missionaries here is Herman Cortes; secretly an Inquisitor.

SHE-CREATURES

Begins in: Kiera, Kieran Empire.

Phemona has heard tales of mermaids from earthers who visit her aquarium and has decided she must have one. Her sources tell her the creatures do indeed exist, and have perhaps come from Earth like the other visitors. The she-creatures live somewhere at the edge of the Flotsam Sea, 60 miles northwest of the Gray Isles. If one can be brought to her alive, she's willing to pay \$10,000.

At the location named, the crew finds a treacherous maze of tall rocks (former mountain tops, actually). In the dead center of these mountains is what at first appears to be a large open space. As the group's ship moves closer, however, it begins to scrape and grind against some unseen shoals. A closer look reveals large outcroppings of pure crystal—nearly invisible to the naked eye. The ship must drop anchor and halt or be quickly ground to pieces (Boating roll at -4 or suffer one wound; two with a 1 on the skill die).

THE CRYSTAL REEF

The crystals are part of a large reef that is now home to magical creatures conjured from the depths of human sailors' worst nightmares. The mermaids appear as a ship drops anchor, then gaze and gawk at the sailors for a few minutes. They are naked from the waist up, and beckon for the crew to join them, though no supernatural abilities yet manifest.

After a few minutes of refusals, the mermaids began to grow angry. One of them begins to sing, then another, and another. Slowly, the men begin to sway along with the incredible song—and walk into the sea!

The mermaids possess this power naturally, but the crystal amplifies their voices and gives them much more range and power. Spirit rolls made to resist their songs are made at -4 while in the crystal reef!

DANCE OF THE MERFOLK

Everyone on board is now subject to their siren song (see the mermaid's Special Abilities). The song goes on long enough to drown even grael and doreen. Kehana are saved for last, torn to pieces by the she-devils in one last climactic frenzy.

There are two main ways to stop the things. The first is to dive into the water and kill them all,



a difficult prospect at best. A better way—at least to render them ineffective—is to fire a round at the crystal reefs. The sound of the crystal breaking drives the mermaids mad, rupturing their eardrums and killing all but the leaders.

🦑 **Mermaids (20+):** The she-creatures are hungry and spiteful. There are scores of the creatures; at least 20 with a maximum of half the number of spectators present. For every 25 mermaids there is a “princess” as well, an older creature who is a Wild Card.

🔗 **Booty:** A King’s Ransom lies about the broken ships on the sea floor. An abandoned sloop with two wounds can also be found floating nearby. The shattered crystal can also be gathered, though it’s saleable only in one of the Great Ports. It fetches \$800 per cargo space, and there are at least 5d6 spaces worth of the stuff in total.

THE RESTLESS DEAD

Begins in: Kuwayway.

The old crumbling fort is indeed haunted by long-dead ugaks. The Sea Hags’ magic detected their angry spirits and brought them back to unlife to torment those who once sought shelter here.

The things lie in the murk beneath the fort, waiting for fresh prey. When they sense life above them, they rise from the silt and quietly slither up the walls to attack with surprise. These “Flotsam fiends” are only aware at night—they are nothing more than bones by day.

FLOTSAM FIENDS

These horrible creatures are the corpses of long-dead ugak raiders, grown soft by the rot and decay of the nearby Flotsam. They were hacked to pieces by the Ograpog soldiers who defeated them, and in unlife, are able to manipulate their shattered limbs into impossible positions for use as deadly weapons.

There are at least two of the creatures per Wild Card, plus two for every three crewman as well. Their favorite tactic is to climb above a victim, then silently hang him with a noose formed from their own elongated arms. They are also more than capable of squishing their bodies through gunnels or other small holes to attack from the hull of a ship.

🦑 **Flotsam Fiends (2 per Wild Card and two per three crewman):** These creatures are found only in this unique location, and so are detailed below.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Throwing d8

Pace: 4; **Parry:** 7; **Toughness:** 8

Booty: Loot for every five undead.

Special Abilities

- **Claws:** Str+d4, Reach 1 (their arms stretch).
- **Fear:** The fiends look like ugak zombies with mushy grotesque skin.
- **Fearless:** Flotsam fiends are immune to Fear and Intimidation.
- **Hang:** The fiends can form nooses with their ropey arms, strangling victims if they can gain a height advantage. This is a grappling attack at -2. If successful, the arm wraps around the victim’s throat and strangles him. The prey must make a Vigor roll each round until freed or suffer a Fatigue level. An Incapacitated character is slain.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage.
- **Weakness (Fire):** Flaming attacks do double damage against the horrors.
- **Wallcrawling:** The fiends can crawl along the walls of the fort using their sticky corpses.

LIVE CARGO

Begins in: Baltimus, Cuwayo.

A group of three blackhearts in league with Ian O’Connel of Jomba Town is trying to start a slavery ring on Caribbus. Twenty men and women of various races sit in chains in a small shack on the edge of town. The group wants the slaves delivered to Jomba Town so that Ian can sell them to buyers from Kiera.

The pay for the job is \$10,000. Both the Company and the Spanish Guild summarily execute slavers, however. If the heroes do the right thing and turn the slavers in, the Company grants them a handsome bounty of \$500 per head.

🦑 **Slavers (12):** Use Pirate Statistics for the slavers (page 195). They number a dozen total, and work out of a shack by the sea.

L'OLLONAISE'S VENGEANCE

Begins in: Brigandy Bay.

No good pirate tale is complete without a treasure map, deadly traps, and a dread curse.

Francis L'Ollonaise may not be the most deadly opponent in all Caribdis, but he has few rivals for cruelty. His bands ransack entire towns, then inflict gruesome tortures upon the inhabitants to reveal the locations of any hidden treasures.

Needless to say, such a ruthless individual acquires a large amount of treasure—two King's Ransoms, in fact. L'Ollonaise buried the treasure deep in the forests of Perck, trapped it, then poisoned those who helped him hide it. If L'Ollonaise is defeated, the map is found sewn into his shirt. If the map was bought at Brigandy Bay, it was stolen by an angry crewman and sold for a pittance.

The map does *not* reveal the island it's buried on. Instead, it shows a number of geographic features, only one of which is known by others—Monkape Rock. Finding someone who knows Monkape Rock—should be an adventure of its own.

This large stone rests at the northern edge of the foothills between the interior and Bluth's Crown. The party must set out overland, moving at one square per day and dealing with any encounters that might arise. If the party isn't careful while outfitting, another band of pirates catches onto what they're up to and trails them as well.

THE CACHE

Once at Monkey Rock, the map leads them through the forest and to the northern mountain area. A Survival roll each day at -2 allows the group to find the next landmark. After five landmarks are found, the group comes to the "X" that marks the location of L'Ollonaise's cache. Make sure to check for encounters each day—the jungles of Perck are filled with monkapes and razor wings.

The treasure site is a cave high atop a 300' mountain. Ropes are required at several intervals to continue the ascent. The cave itself extends a short distance into the cliff face where it abruptly ends. Seven relatively new corpses lie about the cave floor among shards of broken pottery (the poisoned rum).

Beneath a very obvious collection of straw is a 5' deep pit covered by crude boards (Notice -4 to spot the pit). The boards are connected to a rod that runs into a sealed keg of gunpowder. When the boards are lifted, the rod is pulled, striking a piece of flint against steel within the powderkeg and resulting in a massive explosion (4d6 damage to everyone in the cave). The cave also collapses and buries everyone within for another 3d6 damage. Conscious characters can crawl out by making three Strength rolls, with each roll taking at least 30 minutes.

The real treasure is simply covered in dirt a few yards left of the pit—beneath one of the corpses. A dedicated search of the earthen floor can find it with a simple Notice roll.

The treasure is two King's Ransoms rolled normally, as well as a relic even L'Ollonaise was too wary to wield.

- **Cortez' Sword:** This nasty sword of the infamous conquistador was carried over as part of L'Ollonaise's loot from Earth. It is a long sword (Str+d8) that causes +4 damage. With every life it takes, the wielder's hands slowly become stained red. Eventually (after about 10 kills), the user's hands actually ooze blood so that they're constantly wet, ruining clothes, making it difficult to shake hands, and so on.

REVENGE

Whether the heroes gain the treasure or not, and assuming L'Ollonaise is still alive, he's quickly on their trail. Remember that the treasure is really made up of gems, jewelry, and other goods the pirate might eventually trace. If he gets wind that some of his former booty is in the party's hands, he'll stop at nothing to hunt them down and inflict the most cruel tortures he can imagine upon their sorry hides.

WRECK OF THE CARCANUS

Begins in: The Teeth.

The *Carcanus* limped into the Teeth after the kraken's epic battle with the Sea Hags. The crew did not make it and Tressa has since taken its usable goods, but the magical sails remain intact.

The *Carcanus* lies in 60' of water—just deep enough to require either aquatic characters or magic of some sort. Cutting the sails free takes at least 15 minutes. They can then be hoisted aboard by the crew and put in place in 2d6 hours.

☠ **Sharks (200):** 2d6 man-eaters and two great whites are in the area.

🏴 **Booty:** Loot (the ship has been mostly looted), Sharkskin Sails.

Sharkskin Sails: Made from the hide of the great ugak Walking God, Jinka-Tahn, these slick gray sails increase the Travel Speed of any vessel mounting them by one.

THE TERROR

Begins in: Kiera, Kieran Empire.

Ursa Ulm is searching for her father, Noran Nass, a master shipwright. He left under mysterious circumstances several months ago and hasn't been heard from since. Ursa offers a bounty of \$20,000 for her father's return. The bounty is high because she has heard that it was the Emperor himself who spirited him away. A Streetwise roll at -4 proves she's correct, and discovers that Noran was one of those "requested" to work on the *Terror*, the Great Whale's new battle barge.

The *Terror* lies in a deep bay on the island of Terras. It's protected by two temporary gun emplacements with four guns each. The *Terror's* guns can also be manned in an emergency.

The marines, nine other shipwrights, and 73 workers live in a crudely built circular village on the beach. A dozen marines are always on board the *Terror* 50 yards offshore, a dozen guard the work details, and a dozen more patrol the island.

If Noran is rescued, he offers to do a custom renovation on the heroes' ship, increasing its base Toughness by 2 and its Travel Speed by 1. The others offer individual rewards worth 2d6 x \$200.

☠ **Marines (36):** Typical Marines (p. 191).

DOMINGO'S PLEA

Begins in: Bluth's Crown, Kuwayway.

While the party is in town, a small skiff bearing food and other necessities arrives. The crew is obviously familiar to the mages and warmly greeted. The skiff's young captain seems forlorn however and brings a quiet water mage a message: Manuel Domingo's brother Luis has been captured and imprisoned in the Coaker Mountain mines.

Domingo looks to hire a crew at once to take him there and rescue his brother. If someone will

do so, he promises a most wondrous prize—*la espada de vampiro*. Domingo might be willing to allow a stalwart fighter to use the blade during the voyage as well.

• **La Espada de Vampiro:** This odd-looking sword is "toothed" along its edges and inscribed with devilish pictures of vampires chasing and killing young women. The mage took it from a vile killer several years before coming to Bluth's Crown. He hid it from the rest of the world so that it would not be used for evil. He's desperate now, however, and will give it to anyone who rescues his brother.

Roll a d6 every time the sword takes a sentient life. On a 5 or 6, it heals its bearer's wounds. If the bearer is unwounded, it adds +1 to his Strength rolls for the next hour, up to a maximum of +3.

FINDING LUIS

Finding Luis requires that the heroes either wander the Coakers (a dangerous proposition given the number of patrols), or perhaps get imprisoned and then break themselves out. A bribe of at least \$5,000 to the right guard or official should also do the trick, though finding such an individual might be nearly impossible—the Kierans keep few records at the prison.

THE HUNTERS

Begins in: Kieran Empire.

A half dozen young noblemen are on a hunt. Small game is their main target, but they're also keenly on the lookout for "the most dangerous game" as well.

If they spot any "criminals" moving about the island, they shoot and give chase. The rakes are the sons of Kieran nobles. If they are killed, the City Watch is sent to find the murderers. If that produces no results within a few days, the rakes' parents hire a group of experienced bounty hunters (Wild Card Privateers) to avenge their sons' deaths.

☠ **Rakes (36):** Use Town Militia for their statistics (p. 185). The leader of the group is a Wild Card with a d8 in Shooting and the Marksman Edge.

AN UNNATURAL STORM

Begins in: Any sea.



Run this adventure only after the group acquires their first golden triangle.

A storm rises out of nowhere and batters the group's ship. Run the storm as normal but read the following on the second round.

From high above the lookout cries, "Ship to starboard!" Looking toward the eye of the storm you see a galleon heading toward you, riding the storm as if it were a calm sea. As she nears, you spy a lone figure standing at the helm. Its red eyes and beard of flame foretell the name of the captain—Redbeard Rufus.

Caught in the storm, the heroes have no chance of avoiding the unearthly ship. She draws alongside, the stench of her undead crew and rotting timbers clearly noticeable over the salty spray.

Let each character make a Common Knowledge roll. On a success the character has heard of Redbeard Rufus. Rufus's behavior made Blackbeard look like a saint—he ravaged, looted, and murdered his way across Caribdis until finally being caught by a Kieran fleet just off Torath-Ka. Rufus amassed a fortune in booty but didn't have it with him when he died—several witnesses confirmed his self-given curse not to rest until he has reclaimed his treasure. Numerous searches of his favorite haunts revealed nothing and to this day Rufus' treasure lies undiscovered somewhere in Caribdis.

Redbeard can sense the golden triangles, which he needs to locate his treasure. So long as they carry one or more golden triangles the group continues to attract Redbeard Rufus. When drawing for sea encounters in the future any black King results in an encounter with Redbeard.

Use Redbeard and the *Incinerator* as a plot device to push the party along—not to destroy their vessels or constantly slow their progress. They'll be able to deal with Redbeard permanently in **The Curse of Redbeard Rufus** on page 180 (where you'll also find his statistics), after gathering all six triangles.

☠ **Zombies (Two per Hero):** These undead return every night until Redbeard's ghost is laid to rest. (p. 203)

INCINERATOR (GALLEON)

Acc/Top Speed: 2; **Top Speed:** 3; **Handling:** -3; **Toughness:** 20 (4); **Cargo Space:** 8; **Guns:** 16; **Crew:** 30+32

Notes: Heavy Armor

Special Abilities:

- **Fiery Cannonballs:** The *Incinerator's* cannonballs glow with balefire. In addition to causing normal damage they start a fire on a roll of 3–6 on a d6.

- **Unsinkable:** If sunk, the ship reforms 24 hours later so long as Redbeard's treasure eludes him. The *Incinerator's* wet frame cannot catch fire.

BEYOND KIERA

Begins in: Kaja, Arfk.

Flunk, a local grael, approaches the group and offers them a map detailing a chain of islands located 20 days sail east of Kiera. He says he traded the map with a visitor in return for some blue bear furs. It took Flunk a few days to work out he didn't have a way of reaching the islands and by then the merchant had departed. He wants \$100 for the map.

The map is a forgery. Possessed of a quick mind and smooth tongue, the merchant conned the less-capable Flunk into accepting the map by promising rich rewards when he reached the islands.

No matter how far the group sails there is nothing but water beyond Kiera. As the distance back to known land increases and supplies begin to run out, the crew turns more mutinous.

WHALING

Begins in: Kaja, Arfk.

Bjorn Olafsson is keen to make some extra money and offers his service to any party planning on hunting norwhales. He is an experienced whaler, knows the local waters, and wants only a fair share of the profits in return for his services.

☠ **Bjorn:** Typical Pirate with Throwing d8 and the Whaler Edge (page 195).

FALSE PAPERS

Begins in: Caresia, Taratos.

While drinking in one of the taverns of Caresia the group overhears a conversation between two captains sitting at a nearby table.

First Captain: "This Trade War is bad for business. I buy a cargo in Baltimus and I can't trade north of this place for fear of privateers. I buy a cargo in New Madrid and I can't sell south."

Second Captain: "Have you tried Dag?"

First Captain: "Who's Dag?"

Second Captain: "He runs the Crown tavern. For a small fee he can provide false papers. No one really checks manifests except the privateers and they're only looking for Company or Guild stamps."

The second captain is Lars Bjornsson, a Norwegian visitor and frequent patron at the Crown inn. If the group approaches him he initially pretends to know nothing about Dag. A small bribe—\$500 minimum—loosens his lips and he informs the group the password to let Dag know they want to buy false papers is "yellow paper."

Unless the group uses the password, Dag denies any knowledge of false manifests and takes affront at the insinuation. Mentioning the password elicits a different response—Dag invites the group into a back room to discuss business.

For 10% of the cargo price Dag provides false papers with a stamp from any port in the Thousand Isles. The forgeries are not perfect, however, and any Harbor Master or privateer inspecting them discovers discrepancies on a successful Smarts (–2) roll.

A DEBT REPAYED

Begins in: Caresia, Taratos.

Run this adventure if a character gambles at One-Eyed Jax.

After a few hands of cards have the character make a Notice (–2) roll. With a success he catches one of his opponents cheating, a particularly large grael calling himself Hrek. Threats of physical violence or informing Jax reduce the big grael to tears—literally.

Through his sobs, Hrek offers the character a gold ring inscribed with a picture of a norwhale in return for letting the matter drop. Hrek has been caught cheating before and faces a severe thrashing and several weeks in jail if Jax finds out. A successful Smarts roll reveals the ring is worth 50 pieces of eight.

The ring is magical—not that Hrek knows this—and glows blue anytime the wearer is within 10 miles of a norwhale. As the wearer nears the norwhale so the glow intensifies. The brightening and fading glow can be used as a direction finder to pinpoint the location of the nearest norwhale.

When rolling for encounters in the Cold Sea roll two d20s. If one of the rolls indicates a norwhale then apply both encounters (as if you had drawn a Joker)—otherwise use whichever roll you prefer for the encounter. The norwhale is encountered at a range of 1d10 miles.

SHALLOW GRAVE

Begins in: Jomba Town, Taratos.

A nervous local, Robert Mans, approaches the heroes while they enjoy a quiet drink and asks them to follow him into the nearby forest. He says he cannot explain why at present but all will become clear very soon.

Once in the woods he leads them to a freshly dug patch of earth. He scrabbles in the dirt for a few minutes and pulls out a fresh corpse. It is clear to everyone the victim's throat has been cut. Mans explains that the corpse is that of a visitor who arrived several days ago. Mans has no idea who the visitor was but he asked a lot of questions about the council. The man vanished overnight and the locals assumed he had left town. Mans discovered the body by accident while out walking. He suspects the council had something to do with the murder but he cannot prove it.

Questioning any of the councilors not only produces vehement denials but also marks the group for death. A gang of thugs attacks the heroes at the earliest opportunity. There are two thugs for every character. Before the fight starts one of the thugs hisses, "This'll teach you not to stick your nose in other people's business."

Breaking into one of the councilors' homes proves more rewarding. On a successful Notice (–2) roll the characters uncover old documents detailing the councilors' former lives. Worse still, a diary details how they took over Jomba Town and killed the former chief.

If the heroes try to raise the citizens in revolt one of the group should make a Persuasion roll. With a raise the speech hits a nerve—the citizens, fed up with the councilors taking everything and giving nothing back and shocked by their slaving activities, grab pitchforks and prepare to march against their overseers. The council, which has spies everywhere, musters its own forces to quell the rebellion.

An allied victory sees the surviving councilors kicked out of town. A new government is chosen from the honest citizens and Jomba Town

becomes a more pleasant place. A win for the council results in the rebellious citizens being executed—a similar fate awaits the heroes 1d4 days later.

☠ **Councilors (10):** Treat as Privateers (p. 196).

☠ **Thugs (50):** Treat as Pirates (p. 195).

☠ **Villagers (200):** 200 Citizens (p. 184) armed with pitchforks (Str+d4).

MARKET POTENTIAL

Begins in: Azy Cay, Perck.

Azy Angsley is a strong woman, but for the most part pirating is a man's game. Women are often used, abused, lied to, and abandoned.

So the self-appointed "Pirate Princess" has decided to open her island to women in need of refuge—and damn the consequences should some jilted lover come looking for them.

Azy also hopes bringing more women to the island will eventually increase its population and make it a legitimate and prosperous town.

Azy asks the party to look for girls who are down on their luck around the Thousand Isles and drop them at Azy Cay. She offers no reward—just a chance to do the right thing.

If the party delivers five such troubled souls to Azy Cay, however, Azy and the girls show up in the climactic battle with the Sea Hags as additional reinforcements. Azy obtains a galleon with a full crew—mostly female—and arrives just as the battle begins.

TREASURE FOR THE TAKING

Begins in: Azy Cay, Perck.

"Stumpy" Pete, a regular at the Shipwreck Surprise, has two wooden legs (hence the name).

Since being washed up on the island last year he has worked as Azy's accountant—he's not much use as a farmer or sailor. The locals suspect he has a hidden stash of treasure somewhere on the island but countless searches have revealed nothing.

Stumpy approaches the group while they are drinking in the tavern. He invites them to join him for a drink and to partake in a business venture.

"Name's Stumpy Pete," he slurs, obviously the worse for drink. "Afore I came to the cay I was a pirate by trade working under a French corsair by the name of Pierre La Grange. He was small fry compared to some—at least until we found treasure."

"While exploring an island north of the Whips we discovered a stash of treasure buried in a ruined building. We was only a small crew, just the ten of us, but we struck it rich beyond our wildest dreams. Gold, silver, and jewels in abundance just waiting for us to find it."

"We took what we could carry and left the rest, planning on returning when we could. The captain said carrying too much would make us an easy target if other pirates found out. We spent most of our loot in Baltimus before heading to Shark Bay to acquire a larger ship. Never made it that far though. The ship sank in a storm somewhere off the coast of this island. I was lucky—I was washed up here. Lost my other leg but at least I'm alive."

"I can tell you doubt my story and I don't blame you. If you want some proof the treasure exists then look no further." With that, he removes his right leg and holds it upside down over the table. A small bag slides out and lands with a soft clunk. Stumpy opens the bag to reveal two dozen small diamonds.

"This is just a taste of what we found. I can't trust these pirates to help me, but if you'll take me to the island I'll share the booty with you—fifty-fifty."

No one on the island knows Stumpy has the gems—he exchanges them for coin with visiting crews. The treasure is real and the offer genuine. Hard bargaining and a raise on a Persuasion roll can increase the group's share to 75% of the haul. The only thing "Stumpy" failed to mention was the horrible creature guarding the treasure—another reason he has never returned to the island.

STUMPY PETE

Pete lost his first leg to grapeshot and the second when he was shipwrecked off Azy Cay. He is content with his life on the Cay—he has a steady job, his own shack, and his booty goes further than it would in a big city. All he wants now is the rest of the treasure to see him through in comfort to his dying days.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d8, Intimidation d6, Notice d6, Swimming d6
Charisma: 0; **Pace:** 2; **Parry:** 6; **Toughness:** 6
Hindrances: Bad Luck, One Leg (twice—suffers -4 penalty to traits requiring mobility and cannot run), Stubborn
Edges: Dirty Fighting, Fast Healer, Frugal, Harder to Kill, Rich
Gear: Two pistols, crutches, cutlass (Str+d6).

TREASURE ISLAND

The island lies 70 miles due north of Kuwayway and does not appear on any charts—it's simply too small. Rising steeply from the sea, the cliffs tower 100 feet above the surrounding water. Atop is a rugged plateau covered in dense forest. Aside from a small colony of monkapes and some razor wings the island is uninhabited. Actually that isn't true—the Sea Hags know about the treasure and sent a guardian to watch over it. (See below for details.)

Scaling the cliffs requires three Climbing rolls. Failure results in a drop of 1d6 x 5 yards. Stumpy can't climb and must be winched to the top.

After getting his bearings, Stumpy leads the group north through the forest. The short walk to the ruin involves crossing rugged ground and hacking through the forest—not to mention having to walk at Stumpy's slow pace. Have everyone make Vigor rolls. A failure results in a level of Fatigue, recovered after 15 minutes rest.

The ruin once served as a Kieran noble's hunting retreat but fell into disuse after the Flood. The owner and servants are all dead—drowned in an attempt to cross the Flotsam Sea and reach the "safety" of Kiera. Thick vines cling to the walls and only the main entrance shows any sign of disturbance—this is where "Stumpy" and his crew entered last year.

The treasure belonged to a pirate (now resting at the bottom of sea) who found the island several years ago and thought it a safe place to conceal his loot.

Have the characters make Notice rolls. On a success, they realize Stumpy has grown very nervous, wringing his hands and glancing quickly from side to side. If questioned he says, *"Strange being back that's all. Reminds me of my dead shipmates. Come on, the loot's in the ballroom. Let's get it and go."*

Stumpy leads the group to the ballroom and points to some flagstones in the far corner. The stones lift easily to reveal six chests, each

full to bursting with treasure. Disturbing the chests alerts the Sea Hags' guardian lurking in the forest nearby. It attacks as the group leaves the ruin.

⚔ **Guardian Beast:** The guardian beast is actually a giant zombie monkape, placed here by the Sea Hags to guard the treasure. Use the statistics for a regular giant monkape (p. 192) but add the Fear, Fearless, and Undead Special Ability (as per a zombie). The beast concentrates its attacks on the character carrying the mummified head.

🔍 **Booty:** Two King's Ransoms. In addition there is a golden triangle engraved with strange writing and a wooden box containing a mummified head.

MUMMIFIED HEAD

The head is the true reason the Sea Hags sent a guardian to the island. It belonged to a powerful archmage who sacrificed his life to give the inhabitants of Caribdus a chance to defeat the three sisters. The head is alive—sort of—and can still use its magic. When the lid is lifted the eyes open and a disembodied voices speaks to the heroes, *"My magic is yours to command but only against the three sisters."*

It has 50 Power Points, a d12+2 Spellcasting, and knows every spell, but can only cast them in the final battles against the Sea Hags. Power Points are not recharged—once the last one is spent the head crumbles to dust.

Neither the Hags nor their minions can touch the head or affect it with magic—hence the zombie monkape guardian.

If the group has already defeated the Sea Hags the head is less powerful—it can teach a mage a single spell, ignoring the usual rank requirement. This takes 2d6 hours of instruction, after which the mage may add to spell to his repertoire. The head then crumbles to dust.

CRACKS IN THE STONEMWORK

Begins in: Bluth's Town, Kuwayway.

The cracks appeared overnight and none of the mages have been able to determine their cause. The general consensus is that the stones' magic has been over-tapped and requires

recharging. Gathering their collective power, the wizards repeated Bluth's original ritual but it produced no discernible results.

However, the night after the ritual a young masaquani mage received a visitation from Bluth in a dream, who told him how to repair the damage. Unwilling to leave the site unprotected, the wizards ask the heroes to help gather the ritual elements.

The young mage, Pars Portri, approaches the party while they are in town and explains the situation. He offers the group 6,000 pieces of eight and eight potions of their choice if they will travel Caribdis and retrieve four items for him.

In order to complete the ritual he requires a gallon of water from the heart of the Flotsam Sea, a pound of lava gathered from the great volcano of Torath-Ka, a pound of gold from the Kehana Flumes, and a bottle containing air from the highest peak of the Coaker Mountains. Gathering the components is no easy feat, but Pars is offering a princely sum. Each time the heroes return with one of the components, Pars pays 1,500 pieces of eight and two potions.

Once the ingredients are collected the wizards complete the ritual and the stones "heal."

THE MONEY PIT

Begins in: Calib's Rock, Taratos.

Note: This adventure is based on the story of the Money Pit of Oak Island near Nova Scotia. What lies at the bottom of the mystery shaft has never been discovered and numerous expeditions have cost millions of dollars and claimed several lives.



Owen McDougal is the town drunk and known locally for his tall tales of buried treasure. None of the locals take him seriously, but he earns a few pieces of eight keeping them entertained on stormy nights.

While the group is in town a storm strikes, forcing the characters to take shelter in one of the larger shacks. Owen is present in the small crowd of locals sheltering in the same accommodation. As the storm reaches its height Owen begins his tale.

"Arrr, 'twas four years ago this very day I came across the strange pit in the woods east of here. Perhaps I wouldn't have even noticed it, all covered in fallen branches as it were, if I hadn't been drinking and stumbled into the hole. As I lay on me back I gazed up and there, swaying in the trees was an old block and tackle.

"Naturally, I thought to meself I'd found some buried treasure. I got meself a pick and shovel and went back the next day to begin digging. Two feet down I hit stone. These weren't no ordinary stones but flagstones, all square and proper like. Beneath was a filled-in shaft with signs of pick marks on the edge—surely the work of pirates burying their loot!

"I kept on digging 'til at ten feet I hit wood. Sadly 'twas no chest but a layer of planks laid across the pit. Sensing gold lay just beneath I carried on but after 25 feet I was beaten. 'Twould need a crew of men to carry on digging.

"You all remember how I came back all excited and like don't yer? And none of you would take me seriously! Well, I tried digging further meself but 'twas no use. It wasn't a job for one man so I filled in the hole and gave up. It's still there now, all that treasure, just waiting to be dug up."

McDougal's tale is well-known to the locals. Many of them have seen the site of his excavation but there is no proof buried treasure exists and the locals lack the skill and equipment—as well as the inclination—to follow up the matter.

Excavating the pit from the surface is no easy task. It extends for 80 feet with planks of wood sealed with clay and coconut fiber every ten to fifteen feet beneath the 25 feet mark. Worse still, breaching a wooden layer at 60 feet causes the pit to flood. No matter how fast the group bails the water keeps refilling. There is no way to prevent the shaft flooding—even magic fails to stem the flow. A clue to how to reach the treasure lies in the water, however—it is seawater.

The bottom of the shaft is located in the ceiling of one of the numerous sea caverns located beneath the island. This particular cavern is lower than those around it and has numerous water channels feeding it from above and the sides. In effect, the bottom of the shaft is below sea level.

Locating the correct cavern requires the characters to swim in the bloodfish-infested caverns. Every character may make a Smarts (–4) roll for each 30 minutes spent searching. The character scoring the highest success spots the shaft extending upward from the cavern roof. Each roll, successful or not, brings the characters into contact with one or more swarms of bloodfish.

The treasure is located on a series of tarred wooden planks 10 feet up the shaft. Note that

the planks, while protected from rot, are not joined together—water can get through with ease. Reaching it requires the character to break one or more planks, causing the treasure to fall into the cavern.

Salvaging the treasure in this method takes four hours less one hour per success and raise on a Swimming roll (to a minimum of one hour). Again, each roll requires the characters to deal with hungry bloodfish.

🦈 **Bloodfish swarms (2 Swarms):** There are 2 swarms present in the waters (p. 183).

🏴 **Booty:** Two King's Ransom plus a golden triangle.

THE LOW DOWN

Begins in: The Pirate Sea.

While sailing the Pirate Sea the heroes spy a dinghy drifting on the water. Once the ship draws closer, a lone crewman lying in the bottom of the boat becomes clearly noticeable. Judging by his appearance he has been at sea for several days. He is also unconscious. Tucked into his waterlogged jacket are two pistols (no shot or powder), 50 pieces of eight, and an empty water flask.

If brought aboard and given fresh water, the man quickly recovers some of his strength. Once awake, he thanks the captain for his good deed.

"I never thought I'd see another ship," he says weakly, shaking you by the hand. "My name is James Low, an Englishman by birth and former mate on the merchantman Trinidad. Pirates attacked her a week ago. Most of the crew died, but a few of us were taken prisoner."

"More out of fear than bravery I insulted their captain, calling him names not fit to repeat in polite company. Rather than kill me, he set me adrift in the ship's dinghy. More by luck than judgment, I was carrying a flask of water about my person and the fools never searched me."

"I was given two pistols, both empty. I guess the captain thought I'd take the easy option if he gave me a loaded gun and having them present but useless would drive me mad. Your finding me was a miracle."

"But pray tell me, where are we? I know only a little navigation but the stars here do not look right for the latitude."

After learning all he can about Caribdu, Low feigns fatigue, asking to be left alone in order to recover from his ordeal. Before the captain leaves, Low offers him 50 pieces of silver to be taken to the nearest civilized port.

Low has good reason not to elaborate on his tale—he is actually Edward Low, one of the cruelest pirates to sail the seas of Earth and pirates did not attack his ship.

Low's cruelty and love of violence was legendary. His favorite act was removing various bits of his victim's faces and forcing them to eat them. Even Low's crew eventually tired of his violence and cast him adrift in a dinghy with few provisions. The following day, the little boat drifted into a fog bank and vanished from the face of the Earth.

If a deal is struck, Low happily pays the heroes in advance. He remains in his cabin for the rest of the journey, feigning fever and malnutrition. As soon as he reaches land, he sets about gathering a new ship and crew and begins terrorizing Caribdu. Low returns in the Savage Tale ✂ **The Butcher**, below.

THE BUTCHER

Begins in: The Pirate Sea.

Ideally, several months should pass between this adventure and the events of ✂ **The Low Down (157)**.

The heroes spy a frigate drifting in the wind, her masts smashed and sails tattered. Drawing near, the group sees signs of a recent and bloody battle—several large holes are clearly visible in her side and corpses litter the splintered, blood-soaked deck.



As the heroes watch, a lone figure staggers onto the deck from the rear cabins. Spying them, the figure tries to reach the side of ship, waving frantically as he lurches forward. He barely makes half a dozen steps before he falls lifeless to the planks.

On boarding, the heroes discover a scene of absolute carnage. A successful Common Knowledge roll reveals most of the injuries were not inflicted in battle. Most of the corpses have been horribly mutilated in some way. Characters failing a Fear check are violently sick and gain a level of Fatigue which is only recovered 30 minutes after leaving the *Conquistador*.

THE SURVIVOR

The survivor is unconscious and badly bleeding. Both of his hands have been severed at the wrists and his nose has been hacked off. A successful Healing roll staunches the blood flow and returns the man to consciousness. Once awake, he tells his tale.

"My name is Jim Black, ship's cook. Pirates attacked us barely two hours ago. Having no escort, the captain saw fit to surrender, planning on trading the cargo for our lives. He assembled us on the deck and raised a flag of surrender. The swines raked the deck with grapeshot before boarding.

"The captain offered his cargo without a struggle but the pirate captain shot him on the spot. They took the cargo but they had no intention of letting us live. The pirate captain had every man butchered—gutted some, amputated limbs off others, and even made some of them eat their own body parts.

"That devil hacked off my nose and tried to make me eat it. I put on a brave face, hoping he'd show mercy if I didn't beg, and said it needed pepper. He asked my trade, and when I told him he hacked my hands off and left me here to die. What use am I now with no hands, eh? There's still cargo below if you want it—I'm not going to put up a fight."

Jim describes the pirate captain. Any character who took part in **✂ The Low Down (157)** and makes a Common Knowledge roll recognizes the man as the mariner they rescued. Jim adds that the pirate ship was a galleon called the *Mad Dog* and it sailed away east.

Below deck are two cargo spaces worth of food—Low's ship lacked room to store the entire cargo.

HUNTING THE MAD DOG

If the heroes decline the cargo and set off immediately, the *Mad Dog* has a three-hour lead. Taking the *Conquistador's* cargo increases the lead to six hours. How much head start Low has is irrelevant—but don't tell the group.

Believing the *Conquistador's* crew to be dead, Low is in no rush to escape. Riding hard with the wind, the heroes spy a sail on the horizon shortly before dusk. Use the standard Chase rules. When the ships draw level, Low recognizes the heroes as his rescuers and shouts across to them.

"Well strike me down! I never thought I'd see you fine chaps again. I have no beef with you lads—you did get me a good turn and that's a rare thing. I'll return the favor now—turn sail and run 'n I'll let you go in peace. Continue your present course and I'll watch you eat your own lips as you beg for mercy."

Low will actually let the heroes sail away in peace if they choose to turn around. Should they cross his path a second time he has no hesitation about killing them—he considers the favor repaid in full. Of course, he'll also take great delight in boarding their ship and cutting off their lips if they try to slug it out.

If the group loses the fight and surrenders, Low does indeed cut off their lips, as well as their ears and noses—each character gains the Ugly Hindrance—before letting them go as a warning to others.

THE MAD DOG (GALLEON)

Acc/Top Speed: 2/12; **Travel Speed:** 3; **Handling:** -3; **Toughness:** 20(4); **Crew:** 30+40; **Cargo Space:** 6; **Guns:** 20

Notes: Heavy Armor; Low has sacrificed cargo space for additional cannons.

☠ **Pirates (65):** 60 Pirates and five Veteran Pirate officers (p. 195).

🏴 **Booty:** A King's Ransom aboard the *Mad Dog*. Among the treasure is a golden triangle engraved with unintelligible writing. The hold contains four units of food and two units of gunpowder.

☠ EDWARD LOW

Having terrorized the shipping lanes of the Caribbean, Low intends on starting afresh on Caribdis. Given the lack of central authority, Low finds the seas of Caribdis a rich hunting ground.

Low's gear represents him after one month on Caribdis.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Boating d10, Climbing d6, Fighting d8, Intimidation d10, Notice d6, Shooting d8, Swimming d6, Taunt d8

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Greedy (major), Mean, Vengeful (major)

Edges: Block, Combat Reflexes, Command, Dirty Fighter, Harder to Kill, Marksman, Master & Commander, Strong Willed, Sweep
Gear: Two pistols, cutlass (Str+d6).

SPECIMEN COLLECTING

Begins in: Baltimus, Cuwayo.

Bori the herbalist is desperate to collect plants from across Caribdis before they are drowned forever. His collection is extensive, but lacks plants from one place—Torath-Ka.

When the heroes enter his shop, Bori questions them about their travels and their ship. Assuming they have their own vessel, Bori offers them 800 pieces of eight per cargo space if they will travel to the interior of Torath-Ka and collect plant specimens. He can be bartered up to \$1,000 per space, but is loathe to do so unless the crew can guarantee at least three spaces worth of fauna.

Bori explains that he is paying only for plants gathered at least a week's march into the interior of the island. He already has specimens from the coastal regions and mountains.

Gathering a single cargo space of plants takes 20 man-days (so ten men can perform the task in two days). Check for encounters as normal.

Trying to cheat Bori is futile—he is an expert on botany and can tell plants found in the interior from those found near the shore—or other islands. Any attempt to rob him is reported to Bruno Baltimus—Bori designed Bruno's extravagant gardens and "pleasure maze," and Bruno buys certain narcotic plants from Bori on a regular basis. Should Bruno be dead, Bori reports the group to Lazenby.

A NEW TRAGEDY

Begins in: Baltimus, Cuwayo.

The heroes should either be known to Edward Lazenby personally or be Heroic rank before this adventure is run.

No matter where the scalawags are staying in Baltimus, a messenger wearing the badge of the British East India Company hands them a sealed envelope marked with Lazenby's personal stamp. Inside is a brief letter inviting the heroes to dine with him while watching a performance of *The Merchant of Venice* at the Baltimus Shakespeare Company the following evening. Formal dress is required.

Should the heroes decline the invitation the messenger shakes his head and tuts loudly. He

explains that Lazenby is in the process of offering merchant and privateer contracts to selected captains and the group is near the top of his list. Refusal could jeopardize the heroes' chances.

Assuming the heroes attend, Reginald Davenport shows them into the theatre, all the while fawning over his "honored guests." Rather than have his visitors sit in the boxes, Lazenby has set up a long, U-shaped table close to the stage so as to allow his guests to dine and watch the play in comfort.

Aside from the player characters, there are forty other guests, including Council members, senior employees of the Company, and other captains there to win Lazenby's favor.

Lazenby spares no expense and every conceivable type of food is set before the diners, as well as copious quantities of fine wine. Generate a few personalities for guests sitting near the heroes and engage them in friendly chat about rampant piracy, price of certain goods, the Trade War, and such like. Try to convince the players they are in for a night of social activity.

As the curtain falls for the end of the second act, a small group of waiters emerge from the wings carrying trays covered with long napkins. The waiters are actually assassins sent by extremists within the Kieran government who see Lazenby and the Company as a threat to Kieran supremacy. They have waited months for a good opportunity to kill Lazenby—having him present in the theatre with important Company employees is too good an opportunity to waste.

Have the group make Notice (–2) rolls. The character with the highest success spots the barrel of a pistol sticking out from under one of the napkins. A heartbeat later, the assassin attacks.

If Lazenby survives the assassination attempt he rewards his defenders with 3,000 pieces of eight. Depending on the group's style of play, he also gives them a free letter of marque or a lucrative trade deal—all cargoes bought in Baltimus for the next year are discounted by 25%.

‡ **Assassins (3 per Hero):** Treat as Privateers (p. 196). Each has a knife and two pistols on their tray. Three of the assassins also have a small (2d6 damage) blackpowder bomb each.

‡ **Edward Lazenby (p. 66).**

‡ **Guests:** There are twenty Merchants (191), fifteen Veteran Merchants (191), and five Privateers (196).

BID FOR FREEDOM

Begins in: Brigandy Bay.

Annie Mason approaches the heroes with a tray of drinks. Her bright red hair, heavily bruised face, and defiant gaze catches the group's attention. As she sets the mugs down, she leans in close to the nearest hero and whispers, *"My name is Annie Mason and I'm being held here against my will. I have 300 pieces of eight stashed away that are yours if you get me off this island tonight."*

If the visitors refuse outright, Annie smashes the nearest of the crew round the head with a mug (Vigor roll or suffer Fatigue), calling him several choice and cowardly names. Should they express an interest in knowing more, Annie continues to talk while she sets out the mugs.

"I'll go and get my money from my room. When I return I'll start a fight. During the confusion, grab me and get me out of here. The money is yours once I'm on your ship and sailing away from this hellhole."

Assuming the heroes agree, Annie vanishes into a backroom, emerging a few minutes later. Though a slave, Annie has been stealing small amounts of money from the patrons in a bid to buy her freedom. She then gathers a handful of mugs and approaches a group of pirates sitting near the heroes. As she serves the patrons, the heroes hear her say, *"The gentlemen at the bar said to get you ugly ladies a drink."*

The combination of grog and insult make a heady wine, and the pirates respond immediately by drawing daggers and rushing the group at the bar. Before the heroes know what has happened, a fight breaks out. Seeing a chance to settle some old scores, other patrons join the fight. The three bouncers abandon the door to break up the scuffle.

Unfortunately, everyone in the bar is now a fair target. The party is attacked by a group of pirates looking to crack some skulls and enjoy a spot of looting.

If the heroes are to rescue Annie they need to be quick — the bouncers bring the fight to an end after five rounds. Escaping with Annie during

the scuffle is simply a matter of getting her out the door and into the street, where they can blend into the crowd.

To extend the adventure, have the bouncers spot the heroes escape. They chase them through the streets of Brigandy Bay, calling on passersby to stop their prey (perhaps using the Chase rules for the foot-race). Returning to Brigandy Bay in the near future becomes dangerous if these scoundrels aren't dispatched.

‡ **Pirates (1 per Hero):** p. 195.

THE DARK TOWER

Begins in: Baltimus, Cuwayo.

Like most drunks, the sailor is happy to talk to anyone within earshot, and begins telling the heroes his tale of strange mists and walking corpses.

"Do you believe the dead can walk, my friend? I've seen them! Not a month past I was serving on the Goliath as a mate. We'd rounded Brigandy Bay heading for Swindon when the lookout spied a tower sticking out of the water. The captain decided to take a closer look, so we sailed closer."

"All was well until we got within a mile of that accursed place, when an unnatural mist rose and engulfed our ship. Before we knew it the ship had been boarded by walking corpses, all maggoty and stinking of rotting fish. Six good men died that night. As long as I live I'll never sail near that tower again."

Whether or not the heroes investigate the tower is left to them to decide. Assuming they do, run the journey as normal until they get within a mile of the island. As they approach a mist rises from the sea and engulfs the ship. The mist is not particularly thick, but does count as dim lighting.

Unless the heroes have posted lookouts on the railings the first they know of an attack is when a group of zombies boards the ship. If lookouts are posted, the heroes get to act as the zombies are climbing the side of the ship. The zombie force is split between both sides of the ship.

‡ **Zombies:** There are half as many of the undead fiends as the ship's crew. p. 203.

THE TOWER

The tower is five stories tall, thirty feet wide and contains a large room on every story. A spiral staircase follows the circular pattern of the wall and leads from level to level.

Access is through an open doorway on the first floor—it is apparent the doorway is a recent construction. Inside is an empty chamber, with stairs leading up and down.

Heading down, the heroes enter the flooded basement. A stone trapdoor in the floor allows access to the ruins below (treat as **Sunken Ruin**—page 97). Lurking in the dark water are two zombies with orders to attack any living creature touching the trapdoor. The necromancer spends much of his time in the flooded ruins, but on receiving reports of a nearing vessel ascends to the top of the tower where he has a better view of his zombie sentinels.

The first three floors above the water level are dank and cluttered with rotting furniture. There is nothing of value. The fourth level is a guardroom, inhabited by a small number of zombies (1 per hero). They attack any living creature entering the chamber.

The upper level is where the necromancer works his dark magics and stores his treasure. Two zombies per hero accompany him at all times, and he uses them to keep intruders busy while he casts spells from a safe position.

☠ **Zombies (2 per Hero):** p. 203.

🏴‍☠️ **Booty:** The top level contains a King's Ransom.

☠ THE NECROMANCER

The necromancer was once a kraken mage known as Telimos. His fascination with dark magic led him down a dangerous path, and when the Sea Hags rose he sold his soul for power. The three sisters taught him how to raise the dead as zombies, a power previously unknown on Caribdis.

Since their awakening he has worked to increase the Hags' power, gathering sacrifices and treasure in their honor. Each sacrifice and raising of a zombie further corrupts Telimos. Once he was a kraken—now he is a liche.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Occult) d12, Notice d8, Spellcasting d12, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 12(3)

Gear: Kraken bone sword (Str+d10), kraken bone armor (+3), Mana Potion.

Special Abilities:

- **Aquatic:** Pace underwater is equal to swimming skill.

- **Death Touch:** The touch of the necromancer drains the life out of his victims. Instead of attacking for damage, he may make a touch attack. Every success and raise on his Fighting roll automatically inflicts one Wound on his target.

- **Dehydration:** Must immerse himself in water one hour out of every 24 or suffer Fatigue.

- **Spells:** The necromancer has 50 Power Points and knows every spell available.

- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shot do no extra damage.

- **Zombies:** Undead raised through the zombie spell are permanent.

CRAB FOR DINNER

Begins in: Brigandy Bay.

Without so much as a "by your leave," a portly, well-dressed visitor sits down at the heroes' table. He begins talking immediately, ignoring any protestations from the characters.

"My name is Augustus Davies," he says in a loud, Southern American drawl, "and I am a businessman of some financial means. I intend to start up a new eatery in this city offering fine food, not this muck." His hand sweeps across the table, knocking over goblets and plates. Oblivious to any comments or threats, he continues talking.

"I'm thinking of offering crab meat. Not any old crabs, mind you, but BIG crabs." He flings his hands out as wide as they will go, scattering more goblets.

"What I need are some good men, such as yourselves, to go fetch me some big crabs. I'm willing to offer you \$250 per dead crab and \$500 for each live one you bring to the Alligator Pit Restaurant. What do you say, boys? Do we have a deal?"

Davies' offer is genuine, if a little unusual, and he happily pays the stated amount for each giant crab the heroes bring back. Where they find the crabs—and how they intend to bring live ones back—is their problem. A single cargo space can hold two live giant crabs or six dead ones.

TELLING THE TIME

Begins in: Tuck, Taratos.

Joshua Goldstein is seeking a crew to provide calibration data for his ship chronometer. Several of these devices exist in Caribdus but converting them to local time has proven difficult and no one actually uses one to assist in navigation.

A ship's chronometer is a timepiece able to keep accurate time at sea, where the rolling and pitching of a ship disturbs the motion of pendulum clocks. Being able to record accurate time at sea allows one to calculate longitude (the east-west coordinates of a map), thus aiding in navigation. In order to properly calibrate his timepiece Joshua requires a "time check" to be carried out at several key points across Caribdus—Brigandy Bay, the bulge on the north coast of Torath-Ka, and Kiera. The group does not need to actually go ashore to carry out the calibration but must be in a square adjacent to land to ensure they are in the right spot.

Joshua sets the clock to read midday in Tuck—the group need only record the time at each destination at sun rise, midday and sunset to ensure it is running smoothly.

In return Joshua offers the group the first calibrated chronometer. Such a device provides a +2 bonus to navigation rolls. Two months after the group returns, the first Caribdus ship's chronometer goes on sale in Baltimus—for 3,000 pieces of eight!

DEFEND THE VILLAGE

Begins in: Cuna, Sprith.

Finding Cuna woefully lacking in booty, the pirates gave the locals two days to gather food and timber for their return. Unwilling to bow to threats any longer the villagers convened a meeting and decided to seek help from any friendly ship arriving before the pirates return.

The Harbor Master, Dominic Cooper, informs the party of the situation and pleads for assistance. He asks the heroes to help erect a wooden fence around the village, donate a cannon (with powder and ammunition), and help drive off the pirates in return for as much food and timber as they can spare and free Harbor Master stamps on any cargo they buy here for the next 12 months.

Building the Wall: Of the 150 or so villagers, half are available to help work on the fence.



Unfortunately the village has little prepared timber. In order to build the fence, trees must be felled and cleaned of branches, holes must be dug, and the logs sharpened and embedded in the ground—and all in two days.

A fence completely surrounding the village requires 600 yards of wall. One character should be nominated as foreman. He must make a Persuasion roll each day—the villagers do not respond well to Intimidation—with a +2 bonus for each Leadership Edge he possesses. Each success and raise gathers 100 yards of sharpened timbers.

Use the map on page 122 and let the defenders decide where to place the fence sections. The villagers place barrels on their side of the wall as firing platforms.

HERE THEY COME!

The pirates' brigantine anchors 90 yards offshore at dawn on the third day. The pirate captain isn't blind—he sees the newly-erected fence and prepares his cannons accordingly. The range to the fence is 120 yards. If the group has left their ship in the harbor the captain orders his gunners to attack it while the raiding party goes ashore.

A small fleet of longboats carries the pirates to shore. Once on land, the captain calls on the villagers to surrender or pay the price for disobedience—the total destruction of Cuna. No villager is prepared to negotiate with the pirates leaving a winner-takes-all fight as the only possible outcome.

The distance between the beach and the fence is 20 yards. Climbing the fence requires a successful Climbing roll and takes an entire round. Firing over the fence provides Heavy Cover (–4).

If the pirates lose ten men the captain orders a retreat back down the beach to take shelter behind their longboats while signaling his ship to open fire on the palisade. The fence has a Toughness of 11(2). Each wound the cannons cause creates a 2-yard (1 game inch) breach in the wall at a location of the Game Master's choosing.

After two volleys of cannon fire the pirates surge forth again, this time continuing the fight until the captain is killed or there are only ten left, at which point they return to their ship and sail away to lick their wounds. They do not return to Cuna again.

Assuming the heroes have left crew on their ship they can use it to harass the pirates' vessel. Commanding the pirate vessel is a Veteran Pirate—he has 12 Typical Pirates at his disposal.

♠ **Villagers (150):** Use Citizen stats (p. 184) with Fighting d4. Each villager has a pitchfork or shovel (Str+d4) plus any firearms the group can spare shared between them.

♠ **Pirates (41):** Typical Pirates and one Pirate Captain (p. 195). In addition to any other booty the captain has a golden triangle in his jacket.

SOMETHING SPECIAL

Begins in: Deiking, Cuwayo.

Lao Wu bows low to the group as they enter his shop and welcomes them. He shows them his range of tattoos, all the while making comments on what might suit a certain character and what some of the Chinese symbols mean. After showing his wares Lao makes them an offer.

"I have other tattoos, special tattoos, I reserve for my most-favored customers. Each is unique and imbued with magical powers. I would be willing to grant each of you one of these if you would consent to help an old man in his hour of need."

"Last month, Shou Deng, a lieutenant of the warlord Mao Tzu, kidnapped my daughter, Chui. I went to Mao Tzu and complained, for I have long been a friend to all warlords. Mao Tzu laughed at me, calling me weak and worthless, and said only my shop is neutral territory. Had I not wanted my daughter kidnapped I should have kept her indoors."

"She is only 15 and I fear Shou Deng intends to take her as his consort. I wish you to get her back from this beast and return her to me. I would prefer this were done peacefully, but if Shou Deng has harmed her in any way I would pay extra to see him dead."

"Deiking will no longer be safe for us if you succeed. I ask you to take us to a friendly port. Once there you will be rewarded as promised. I dare not ask another warlord for help. If they learn my daughter has been kidnapped they will only rescue her for their own pleasures. You are my only hope."

If no hero thinks of it, Lao suggests he waits on the heroes' ship—chances are they won't have time to come back to the shop and fetch him once they rescue Chui.

SHOU DENG'S HOUSE

Shou Deng lives in a fortified house in Mao Tzu's town zone—located just to the east of the docks. The house is guarded by a large number of bodyguards at all times.

Heroes calling openly and asking to see Shou Deng are told to scram unless they want a beating. The guards are under strict orders to admit no one other than Mao Tzu. No amount of pleading, bribery, or threatening behavior is going to get the heroes access. Starting a fight is not in the heroes' best interest—they are deep inside Mao Tzu's territory and his men patrol the streets. Another 2d6 guards arrive on the third round of any fight.

Infiltrating the house at night has a much better chance of success. Although the guards are thorough there are gaps in the defenses—a character spending 30 minutes watching the guards can make a Smarts roll. On a success he spots the gap—he and anyone with him gain +2 to Stealth rolls while sneaking up to the house. A critical failure causes the character to completely misjudge the guards—as soon as he emerges from cover a patrol spots him and raises the alarm.

Shou Deng is in his bedchamber with Chui Wu. She has so far resisted his advances, but Shou is growing impatient. As the heroes enter the house they hear a scream. A successful Notice roll locates the origin of the sound. When the heroes enter the bedchamber, Chui is sprawled unconscious on the bed—a large bruise on her face indicates she has been savagely struck.

Sounds of gunfire instantly alert any remaining guards to the battle—all the guards in the complex arrive in 1d6 rounds—otherwise the heroes face Shou Deng alone.

GUARDS (3 PER HERO)

Shou Deng's guards are all skilled martial artists.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: Loyal

Edges: Combat Reflexes, First Strike, Martial Artist, Sweep

Booty: Loot, between them all

Gear: Wooden breastplate (+2), halberd (Str+d8).

SHOU DENG

Shou Deng is the trusted lieutenant of Mao Tzu, the current Radiant Dragon. He is cruel, proud, and loyal, but above all he is one of the best martial artists in Deiking. He is taller than average and his heavily tattooed body is honed to near-perfection.

Shou Deng has a lot of Edges, including some unique ones—make sure you're conversant with all of them before the fight starts.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d6, Climbing d8, Fighting d10, Intimidation d8, Notice d8, Stealth d8, Taunt d10

Pace: 6; **Parry:** 8; **Toughness:** 7

Hindrances: Arrogant, Loyal, Mean, Overconfident

Edges: Acrobat, Always Armed (Special: ignores the Unarmed Defender rule), Combat Reflexes, Command, First Strike, Improved Dodge, Improved Frenzy, Hard to Kill, Lethal Hands (Special: Shou's hands and feet cause lethal damage), Level Headed, Nerves of Steel, Sweep, Two-Fisted (applies to his bare hands).

Booty: King's Ransom, in house.

Gear: Rich robes.

THE JADE EARTH DRAGON

Even if the party defeats Shou Deng and rescues Chui Weng, a safe escape is not guaranteed. As the heroes reach the docks they see green fireworks shoot into the air, followed shortly by bright green flashes and loud explosions—the alarm has been raised!

By unlucky coincidence one of Mao Tzu's junks is returning from a trading mission. As the rescuers sail away, Shou's men at the docks signal the junk, which then changes course to intercept the heroes. The ships begin at close quarters—begin a ship-to-ship fight.

Should the heroes be captured they are shackled and returned to Mao Tzu for punishment. Mao finds them guilty of Lao Wu's murder (he turns up dead on their ship) and throws them in prison. Two days later the executioner comes for them—this should give

them a chance to escape. As for Chui, Mao takes her as his own plaything. Any rescue attempt on her is for the GM to create.

THE JADE EARTH DRAGON

The junk is outfitted for mercantile activities rather than war and has fewer guns than a regular junk. The "passengers" are marines—if the ships get close enough they attempt to board. **Acc/Top Speed:** 2/10; **Travel Speed:** 3; **Handling:** -1; **Toughness:** 17(3); **Crew:** 12+10; **Cargo Space:** 10; **Guns:** 4

Notes: Heavy Armor.

REWARD

Once the ship reaches a safe port Lao fulfills his end of the bargain. Each character should choose one of the following tattoos. Lao regrets that only one of each tattoo can exist at any time—two characters wanting the same design must find a way to resolve the issue. As soon as the tattoo is completed the character instinctively knows what power it bestows.

Tattoos can only be removed with fire—a character Incapacitated by fire damage has his tattoo destroyed and its power lost forever.

- **Dragon:** Grants +1 Toughness.
- **Crane:** Grants +1 to Fighting rolls when using a piercing melee weapon.
- **Lotus:** The character gains one die step in his Persuasion skill. Any increase above a d12 is a single point (d12+1, d12+2, etc.). A character without the skill gains it at a d4.
- **Carp:** The character can move at his full Swimming skill in water (-2" per load limit penalty).
- **Dragonfly:** Allows the wearer to glide as an atani.
- **Tiger:** Grants +2 damage with any melee weapon.
- **Snake:** The character gains +2 to all rolls when grappling or trying to escape from a grapple.
- **Octopus:** The character gains +1 Parry.

SKY HIGH

Begins in: Deiking, Cuwayo.

The captain will not reveal where they are going, but insists they are not under arrest or in any danger. Treat the captain as a Wild Card Veteran City Watch and his eight men as City Watch should the heroes try to escape.

The Watch members all sport distinctive red dragon motifs on their armor. Natives of Deiking or characters who have spent more than a month in the city may make Common Knowledge rolls. On a success they recognize the symbol as that of Han Po, one of the ruling warlords. With a critical failure they mistake the tattoo for those of Mao Tzu's men (see ✕ **Something Special** (p. 163)).

The group is lead to a small peasant house in the northeast part of the city. Han Po and ten of his bodyguards (as Veteran City Watch) are waiting inside.

Sitting on a mat on the floor is an obese oriental man, completely bald save for a long ponytail. As you enter he gestures for you to sit.

"My name is Han Po," he says without further explanation. "One of my competitors, Lu Sheng, has offended my honor and I seek revenge. I am willing to offer you a sizeable cargo of gunpowder in return for the destruction of his business—the firework factory.

"If you accept my offer, the cargo will be loaded onto to your ship tonight. I suggest once the factory is destroyed you make yourselves scarce in Deiking for many months. If Lu Sheng discovers your identity your lives will become most uncomfortable."

If the heroes refuse the offer, Han Po warns them not to discuss the meeting with anyone. Han Po has the group tailed until they leave Deiking—failure to comply with his request results in their ship being torched.

If the group accepts, Han Po hands the group three small powder bombs. He explains that the bombs must be placed inside the factory to guarantee success—one in the main warehouse, one in the powder room, and one in the firework assembly room. The reward amounts to three cargo spaces of gun powder.

The factory is guarded by ten of Lu Sheng's men—four outside and six inside. In addition, there are twenty workers inside the factory. The workers don't put up any resistance, but if released they do sound the alarm. A squad of 2d6 City Watch arrives 1d6 rounds later.

Detonating the bombs while the group is still in the building is not a wise idea—each of the three areas is stacked with gunpowder.

Warehouse: The boxes of fireworks actually present the greatest danger to the heroes.

Although there is no massive explosion, the fireworks go off and begin shooting around the warehouse, touching off other fireworks.

Have everyone make an Agility roll at -2. Those who fail suffer 3d6 damage from detonating fireworks as they stumble from the exploding building. A roll of 1 on the Agility die means the victim is trapped in the building and must try to escape again—suffering damage and making a second Agility roll.

Powder Room: The powder room contains several barrels of gunpowder. The round after the bomb detonates the whole room explodes. Everything within a Large Burst Template suffers 6d6 damage.

Assembly Room: This is the least explosive area as it contains relatively little gunpowder. The round after the bomb is detonated place a Large Burst Template over the impact point. Everything under the Template suffers 4d6 damage. There is no chain reaction.

✂ **Guards (10):** City Watch, p. 184.

✂ **Workers (20):** Citizens, p. 184.

📦 **Booty:** There are a hundred crates of fireworks. Ten crates fill a cargo space. Each cargo space is worth 200 pieces of eight in Lanos but only 100 pieces of eight elsewhere.

VANISHING FARMERS

Begins in: Lanos, Cuwayo.

Constable Jonathan Taylor approaches the heroes and asks if they are available for a few days' work. He explains that several farmers have disappeared recently while working in the outer rice paddies. The City Watch cannot spare the manpower to watch the entire area and Sir Richard Thornsby has authorized Taylor to offer 200 pieces of eight per person to any group willing to investigate the situation.

Each day the heroes spend in the outer fields roll a d6. On a 6 they discover the cause of the disappearances—a gang of opium smugglers.

The smugglers have begun cultivating opium in the outer fields. This is a small time operation, but the smugglers have no desire to hang for their crime. Several farmers inadvertently strayed close to the area where the opium is being grown and the smugglers had no choice but to murder them and dispose of the bodies.

♣ **Smugglers (10):** Typical Pirates, p. 195.

🔞 **Booty:** A successful Tracking roll leads the heroes to the smugglers' camp where they find a cargo space of opium. See the Savage Tale **Smuggling Run** (page 133) for opium prices and the risks of transporting it.

THE SECOND ARMADA

Begins in: Marsales, Sprith.

Do not run this adventure if the group has played ✂ **White Dove** (see below).

The Armada inn is a recruiting ground for the Spanish Guild, which seeks to bring the British East India Company to its knees by destroying Baltimus. Pedro Gonzales speaks to any new patrons about their life before and after arriving in Caribdus. He invites those he considers to have no strong feelings for the Company back to the inn after closing time for a chance to participate in a lucrative venture.

The group is introduced to a Guild official, Alcalde Marco Sanchez, who offers the heroes a chance to participate in "the greatest adventure of all time." In return for a free Guild letter of marque and an equal share in any loot the characters must swear to join an armada of Spanish vessels leaving New Madrid in 28 days.

A bounty of 1,000 pieces of eight is offered for each ship the group recruits before that date so long as the ships arrive in port no later than 24 days from tomorrow. Sanchez refuses to say where the armada is heading but promises rich rewards to loyal crews.

This adventure leads to ✂ **All Out War (46)**.

WHITE DOVE

Begins in: Marsales, Sprith.

Do not run this adventure if the group has played ✂ **The Second Armada** (above).

During down-time in Marsales, choose a male character (preferably one with a good reputation if there is one) and take him aside. This adventurer is in for a shave and strikes up a conversation with Enrico. The barber begins to drop hints, attempting to find out if the individual might be an ally. If so, the desperate secret agent eventually asks for help:

"Please listen carefully. I am an agent of the British East India Company. I suspect my cover

has been blown but I have an urgent message to deliver to Edward Lazenby, or Admiral Duckworth if Lazenby cannot be reached.

"The fate of the Company rests on this message getting through. My ring will identify you as a Company agent to Duckworth or Lazenby. I have 500 pieces of eight as payment for your services."

If the party agrees to help Enrico he hands them an envelope sealed with the Company seal, the money, and his ring—which bears a dove motif.

Unfortunately for Enrico, the Guild does indeed suspect he's a spy. His shop is under constant surveillance and his customers followed. As the heroes reach the dock the City Watch accosts them. Groups that run before they can be questioned are chased. Otherwise the Watch captain, Pablo Julios, questions them about their business in Marsales before demanding they turn out their pockets. Now it's time to run.

Being caught with the letter is a death sentence—the Guild hang spies within 1d4 days.

♣ **Captain Pablo Julios):** Wild Card City Watch plus 1 City Watch per hero (p. 184).

FLIGHT TO BALTIMUS

Whether or not the heroes kill Captain Julios the alarm is raised and three sloops are dispatched to chase and sink the group's ship. Run the chase as normal. The Spaniards have no intention of letting spies escape and hound the heroes as far as Baltimus if they must.

Curious players may take a peek at the letter. Enrico is no fool and uses ciphers to protect his messages. Cracking the code requires a raise on a Smarts (-6) roll. The message reads, "Guild raising fleet. Attack on Baltimus imminent. Prepare strong defenses."

Armed with Enrico's ring the heroes have little trouble getting an appointment with Lazenby or Duckworth. After decoding the message, either of them offers the group a free Company letter of marque authorizing them to attack Guild shipping, and 5,000 pieces of eight to join the defense of Baltimus.

Lazenby sends out word to all the ports friendly or neutral to the Guild—free pardons for past crimes to all pirate captains if they

come to Baltimus within 21 days. The heroes are offered 2,000 pieces of eight to carry the message to all nearby ports.

This adventure leads to *✗ All Out War* (p. 168).

THERE'S SOMETHING IN MY SOUP

Begins in: Marsales, Sprith.

One of the crew chokes on a tiny gemstone in his soup. Hon Hellis, if summoned, is shocked and offers his profuse apologies—the group's meal is on the house and he even throws in a bottle of wine to help make amends. If asked how the gem could have wound up in the soup Hon states it must have been in one of the fresh fish he bought from the market this morning.

Questioning the fishmonger about where he gets his fish raises a few eyebrows—few people ever ask that question—but he tells the patrons all the fish are caught off the western tip of the bay.

Diving into the water of the bay is reasonably safe—there are only a few maneaters patrolling the water. Each diver should make a Notice (–2) roll every 15 minutes he spends searching the seabed. On a success they find gemstones in the sand worth 1d6 x \$50. Each raise adds a further 1d6 x \$50. No matter how many times they dive there are only \$2,000 worth of stones to find.

Clever heroes may consider buying all the fishmonger's stock and checking for gemstones. The fishmonger happily sells his remaining fish for \$200. An hour of gutting fish is rewarded with a single stone worth 20 pieces of eight.

The stones were accidentally lost over the side by a clumsy pirate. He had no intention of diving into shark-infested water to retrieve them.

✂ **Maneaters (2):** There are two of the beasts in the swirling waters (p. 200).

CARTOGRAPHIC EXPEDITION

Begins in: Marsales, Sprith.

Jose-Maria Caballeros offers the group 2,000 pieces of eight to map the coastline of Cuwayo, paying careful attention to the areas around the ports. Such a venture is time-consuming but poses little danger to the group, who can use the journey to conduct trading.

Jose-Maria has actually been commissioned by the Guild to find a crew not involved in the Trade War to provide a detailed map of Cuwayo in preparation for a raid on Baltimus. A bunch of freelancers working for a renowned cartographer are less likely to arouse suspicions than a group working under a Guild flag.

Mapping the entire coastline takes 40 days. Each success and raise on a Smarts roll lowers this by 5 days to a minimum of ten days.

At some point in the journey the ship encounters a Company privateer vessel. The captain questions the group on their activities. So long as they do not act suspicious—or get caught carrying contraband—he lets them go on their way.

A LIGHT IN THE DARK

Begins in: Paltos, Kieran Empire.

Mani Makawn offers 2,000 pieces of eight if the group will travel to Torath-Ka and search for his brother, Moti. He has a good description of where the shipwreck occurred—just west of the great river that leads out from the lake near the northern volcano. If his brother is dead Mani pays for return of the body—his brother had two gold teeth, making identification of the corpse fairly easy.

As the ship nears the location the lookout reports a small fire on a beach. He can't see any people but the fire is clearly man-made—wood has been piled together on an otherwise empty stretch of sand. Dangerous rocks lie close to shore and any investigation requires the use of longboats.

On reaching the shore the group discovers several sets of fresh footprints. One set clearly belong to a human or masaquani and the others to ugaks. A successful Tracking roll indicates the ugaks approached the beach from the jungle. After a brief struggle the ugaks left the way they came dragging something behind them.

Moti is alive and being held captive in a small ugak village only ten miles inland. After surviving on his wits for several weeks he had all but given up hope of rescue when he saw the sails of the group's ship. Lighting a fire alerted his rescuers but also attracted the ugaks.

When the group locates the village Moti is tied to a stake near the blood pool, screaming

for mercy. His gold teeth are clearly visible. An ugak shaman comes out of his hut brandishing a knife and heads toward the prisoner.

Any character getting to within 5 yards of the altar can see the tribe's totem—a bipedal lizard with an oversized maw. Proof of this discovery—such as stealing the statue—is worth 2,000 pieces of eight to the Kieran, Guild, or Company authorities.

♣ **Guards (41):** The village has a shaman, a chief, and 40 ugaks (p. 197).

ALL OUT WAR

Begins in: The Pirate Sea.

The group can reach this adventure one of two ways—through ⚔ **The Second Armada (166)** or ⚔ **White Dove (p. 166)**. It doesn't matter which side the heroes join—if any—but they should learn of the forthcoming attack one way or another.

The Spanish Guild sees the current Trade War as ending in a stalemate unless decisive action is taken. The Emperor has made it clear Kiera is a neutral party—though he's waiting to join the victors—leaving the Guild no choice but to attack the Company's main port of Baltimus.

The Guild knows that raising an armada in secret is next to impossible, so a deadline of 28 days is set for the fleet to gather. Although this gives the Company time to raise their own fleet it precludes them from gathering all their forces

or constructing new vessels. Edward Lazenby quickly hears of the impending attack, either through his spies or through the characters, and takes appropriate action. The scene is set for the final showdown.

Seeking to attack with speed rather than total surprise, the Guild fleet heads directly to Baltimus, sailing down the eastern side of Sprith and Taratos. Lazenby's fleet lies in wait off the northeast coast of Cuwayo.

However this adventure ends it signals sweeping changes to the politics of Caribdus. Major changes take place in several key cities but the details of these changes are left for the individual Game Master to decide using the notes here as guidelines.

THE BATTLE OF CUWAYO

Your party's role in this depends on whether they work for the Guild or the Company—or simply sit it out and watch. If they decide to take part for either side, use the Mass Battle rules.

The Spanish Guild has been planning this attack for some time and has the larger fleet—200 ships. The Company can only muster 100 ships in the short time available. Command of the Company fleet is placed under Admiral Duckworth. This gives him 5 counters to Lazenby's 10.

Duckworth has a Knowledge (Battle) of a d10 while his counterpart has a d10.

Duckworth is not suicidal. If he reaches two counters he orders a full retreat. The Guild



ships maintain formation and do not harass Duckworth's rag-tag fleet, considering them a spent force.

If the Guild loses seven counters the admiral orders a retreat back to New Madrid—he considers he has too few ships to capture Baltimus. Regardless of how many counters he has left Duckworth suspects a trap and does not pursue.

A COMPANY VICTORY

Unable to defend New Madrid from a counterattack the Guild sues for peace. Unfortunately—for the Guild—Emperor Jant soon hears of the defeat and declares support for the Company. He dispatches his fleet (as detailed in **Trade War** on page 139) to sack New Madrid. Guild power is destroyed once and for all—a secret deal with the Emperor sees the Company gain control of New Madrid and Kiera gain Marsales. The group receives a King's Ransom from the plunder of Guild territories.

Characters fighting on the Spanish side are in trouble—when the Company acquires New Madrid, records are uncovered of all the ships in the Armada listing both the name of the ship and the captain. Privateers are hired to track down and bring to justice all “enemies of the Company.”

A GUILD VICTORY

The victorious Guild fleet sails on to Baltimus. Lazenby did not put all his eggs in one basket and a small fleet of 40 ships—including Duckworth's surviving vessels—is ready to repel the Guild should they reach Baltimus.

Run another Mass Battle. The number of counters the Company receives depends on how many Guild ships remain.

Another Guild victory here results in a desperate fight for the capture (or liberation) of Baltimus. A Company victory, on the other hand, has effects similar to those detailed above with one key difference—the weakened Company gains Marsales and the Emperor acquires New Madrid. The group's reward is only Plunder.

THE BATTLE OF BALTIMUS

Each surviving Guild ship carries 50 soldiers and crew—2000 City Watch, pirates, privateers, and mercenaries defend Baltimus. Tokens are based on the larger force. The Guild commander has a Knowledge (Battle) of a d8 whereas

Lazenby's commander—a Prussian privateer and former cavalry officer by the name of Hans Muelhoffer—has a d10.

Lazenby positions his men away from the docks—he knows how effective Duckworth's cannons were against Brigandy Bay and has no intention of getting his men slaughtered during the decisive battle—the Guild soldiers land unopposed.

The defenders have the advantage of familiar terrain and time to prepare ambushes. They receive a +2 bonus each round until they are reduced to half their starting tokens—at which point they are pushed back to the very edge of the city.

A Guild victory signals the end of the British East India Company. All former Company employees are executed. A Kieran fleet arrives soon after to pick over the bones. Under a new treaty Baltimus is handed over to the Kieran Empire in return for new Guild trade concessions with the Emperor.

Characters fighting with the Guild earn two King's Ransoms (as a group) during the looting of Baltimus. Company affiliated characters had best start running—the Guild issues letters of marque against all former Company vessels.

The worst result for both sides is actually a Company victory. It provides Kiera with a perfect opportunity to claim Caribdus—neither side has the resources to resist a full Kieran invasion. Piracy increases dramatically as there are few privateers left to patrol the seas (replace encounters with Privateers outside of the Kieran Sea with Pirates).

Within a month both New Madrid and Baltimus are sacked and become part of the expanded Kieran Empire. Emperor Jant installs new governors and has the surviving senior Guild and Company employees publicly executed. To all effects and purposes, Emperor Jant now rules Caribdus.

THE SHOW MUST GO ON

Begins in: New Madrid, Sprith.

Notices posted around town proclaim a reward of 3,000 pieces of eight to anyone bringing a live yellowback to the arena. Most locals treat them as a joke even though they bear Alcalde Pires' official stamp. Enquiring with any of the alcaldes elicits the same response—the offer is genuine and the Grande Alcalde

is willing to offer a Guild license to captains successfully transporting a yellowback to New Madrid.

Yellowbacks are large, powerful carnivores. Aside from the obvious danger of capturing one alive there is the small matter of shipping it halfway across the Thousand Isles. Commissioning a special iron cage costs \$500, although it can be used more than once. A yellowback also requires meat if it is to survive the journey back (\$200 worth, in fact). A single caged yellowback and its food fill an entire cargo space.

Even finding a yellowback is not easy—the best the heroes can do is explore Torath-Ka until they locate one. Setting bait is a viable option but there are many other predators on the island that find the bait tasty.

On returning with a live specimen the heroes are paid in accordance with the contract. Alcalde Pires takes a keen interest in any group able to fulfill his needs—such individuals are without doubt capable fighters. Pires offers the captain a Guild letter of marque for just \$3,000.

GLORY TO THE BRAVE

Begins in: New Madrid, Sprith.

This adventure takes place shortly after the events of *✗The Show Must Go On* (above).

No sooner have the heroes sold the yellowback when new notices appear in town offering \$1,000 to anyone willing to face the yellowback in the arena. Brave souls can apply to any of the alcaldes. The alcaldes' offices are soon swamped with local toughs prepared to face the beast—few have any idea what a yellowback is and Pires has kept the description to a minimum, describing it only as a “fast, clawed, upright lizard.”

Contestants may only carry a rapier and a dagger. The Guild provides weapons to those without them. The fight is to be held at midday in three days' times. Spectator entrance is 20 pieces of eight.

If any hero signs up to fight he is approached later that day by one of the Grande Alcades' men. He informs the character his application has been successful and he has been picked to fight the yellowback. There is a caveat, however—the Grande Alcalde expects a good fight and the

character is warned to drag out the fight as long as possible. A quick death—for the yellowback—will not sit well with the Alcalde.

The arena is crowded, with over 2,000 people crammed in to watch the spectacle. Thousands more line the streets outside, hoping to hear some of the action. Market stalls and hawkers do a brisk business and everyone is in a party mood.

The character is led into a room beneath the arena and fitted out in traditional matador costume. Once he is dressed and ready, Grande Alcalde Pires arrives to wish the character luck. He produces a bottle of wine and insists all present—including the character—drink a toast to “God and bravery.”

Unwilling to trust the character to put on a good show, Pires has drugged the wine. The character must make a Vigor (-2) roll or be Fatigued for the next hour. There is a slight delay in the poison—it kicks in as the hero enters the arena. Pires has already taken the antidote and is not affected.

The crowd loves every minute of the contest, baying for blood and cheering the matador and yellowback with equal gusto. So long as the fight lasts six or more rounds the crowd is satisfied and Pires is a happy man. The hero gains +1 Charisma when dealing with the inhabitants of New Madrid.

Pires still pays up if the fight ends sooner, but within an hour of leaving the arena the City Watch arrest the character for a minor infraction. He can either pay the fine—which coincidentally is the same amount as his matador fee—or spend the next month rotting in jail.

Should the group prefer to watch rather than participate, they are treated to a rather brief battle. A local lad is chosen to face the yellowback, but his lack of skill and knowledge of what a yellowback can do results in a swift and bloody end to his life. Pires continues to hold contests—and rakes in vast sums of money—weekly for another two months before the yellowback is killed. He then advertises for another one to be captured.

✂ **Yellowback (1):** p. 203.

SCHOOL BULLIES

Begins in: New Madrid, Sprith.

Rivalry between the Ramirez and Martinez fencing schools is usually confined to the streets and taverns of New Madrid—small groups of

students battle for the honor of their school and to prove their fencing style is superior. Neither side has gained the upper hand in the midst of the frequent bloodshed.

Despite their personal differences both fencing masters deplore the violence. As masters of their art they know that each style has its own strengths and weaknesses. All attempts at reconciling their students have failed.

Unknown to Ramirez, one of his new students was thrown out of the Martinez academy for excessive violence. The student, Rafael de Noez, has managed to convince a group of hotheads that the honor of the Ramirez Academy is best served by killing Martinez. As such, Noez has planned an attack on the rival school.

The doors to the academy burst open and a group of armed men surge through. On seeing Martinez and the group together, de Noez calls out, "*Kill them all!*" For all his hatred of Martinez, de Noez is cowardly at heart and flees if he suffers two Wounds.

Martinez thanks the heroes for the support after the fight and offers them all one week's free training as reward. Anyone who has already completed two weeks' training is given a refund of 1000 pieces of eight. Martinez has no interest in launching a counterattack and specifically forbids the characters from doing so.

✂ **Rafael de Noez:** Wild Card Veteran Pirate armed with Florentine Edge and carrying a rapier and dagger.

✂ **Ramirez Students (2 per Hero):** Typical Pirates armed with rapiers (p. 195).

JUAN MARTINEZ

Martinez is a born socialite and spends much of his free time drinking and dallying with ladies of unsavory character. Although a highly skilled fighter, Martinez likes to toy with his opponents, taunting them into making mistakes and leaving themselves open for a killing blow.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10, Intimidation d6, Shooting d6, Streetwise d6, Taunt d10

Pace: 6; **Parry:** 9; **Toughness:** 5

Hindrances: Code of Honor, Enemy (Julio Ramirez), Loyal, Squanderous

Edges: Florentine, Improved Block, Improved Sweep, Quick, Really Dirty Fighter, Two Fisted

Gear: Saber (Str+d6), dagger (Str+d4), good clothes.

FIELDS OF FIRE

Begins in: Tuck, Taratos.

Six farmers approach the group while they are in the market and explain the situation to them. Their farms lie close to the site of the attacks, and naturally, they are concerned for their safety. They offer the group four cargo spaces of food to defeat the pirates when they next attack.

Searching the countryside for signs of the pirates has proven futile—they simply land near Tuck when short of food and go on the rampage.

Each day the heroes patrol the area roll a d6. On a result of 6 the pirates return and attack one of the nearby farms. With six farms to protect there is only a slim chance the pirates attack the one nearest the group. Roll another d6. A roll of 6 means the group is in the right place at the right time. Otherwise the first they learn of the attack is a column of smoke rising from the burning farm.

The farms lie several miles apart and reaching them under attack requires a dash cross country. Each character must make a Vigor roll. On a success the character reaches the farm in time to catch the pirates looting but suffers a level of Fatigue from the exertion. With a raise the character arrives fresh and ready to fight. A failure results in two levels of Fatigue.

✂ **Pirates (195):** Captain and 10 Pirates (p. 195).

TREASURE MAP

Begins in: Bristo, Cuwayo.

The map on display in the Haybarn is authentic and points to buried treasure. Nathaniel Sullivan found it in the pocket of a dead pirate washed up on shore several years ago. Realizing the map showed the area round Bristo he half-heartedly went looking for the treasure but found nothing of interest. He keeps it above the bar because the locals enjoy discussing the possibility that a cache of buried treasure lies close to the village. He won't sell the original but allows the heroes to trace it for 10 pieces of eight.

Reaching the spot marked on the map requires three days' march into the mountains. On the third day the group descends into a wooded valley.



The “X” marked on the map covers half of a large area with no clues to refine the search further. Four points of interest lie within the marked area. The searchers see the ruined house first—spotting the other features requires a successful Notice roll and an hour of searching.

Ruined House: Standing in a small clearing is a ruined farmer’s cottage. Most of the roof is intact, though the doors and shutters have been removed. Have each character make a Common Knowledge roll. On a success he recognizes it for what it is—Cuwayo is dotted with similar structures, built by visitors hoping to make an honest living from the land. It has been abandoned for two years and shows no sign of recent habitation.

Grave Marker: Behind the house on land partially reclaimed by the forest is a solitary standing stone marked with a faded skull and crossbones. A name is scratched beneath the symbol but it is too weathered to read. The stone is a red herring—a group of pirates used the house as shelter for a while and erected the stone to pass the time.

Of course, the heroes may decide to start digging nearby in the hope of finding treasure. There is absolutely nothing to be found here—after two hours of hard digging the heroes reach the same conclusion.

Blackened Tree: To the east of the house stands the remains of a shattered tree, its charred stump a clear indication it has been struck by lightning at some point. The pirate treasure lies just in front of the tree.

Unfortunately, a family of monkapes live nearby and take a dislike to the group disturbing their peace. As soon as the heroes begin digging a rain of coconuts descends from the surrounding trees.

Excavating the treasure takes 12 hours. Each success and raise on a Strength check reduces this by one hour, to a minimum of three hours. When the heroes reach the bottom they discover a skeleton clad in rotting clothes and clutching a cutlass that looks brand new. Beneath the skeleton is a small chest. The first time a hero touches either the skeleton or the cutlass the skeleton’s eyes flash alive, glow bright red, and an unearthly cackle emerges from his gaping mouth, “*Cursed ye be for stealing my treasure! Cursed! Cursed! May the flesh rot off your bones!*”

Anyone witnessing this scene must make a Fear check. This is in fact a magical effect meant to deter grave robbers and is purely for show. Ask for Spirit rolls to maintain the illusion of there being a curse, however.

☠ **Monkapes (4):** Four of the beasts cavort nearby (p. 192).

☞ **Booty:** The cutlass is enchanted and bestows +1 damage and Parry to its wielder. The chest contains 3,000 pieces of eight and a golden triangle covered in strange writing.

Mysterious Bald Spot: A hundred yards south of the ruined farmhouse is a patch of ground measuring five feet to a side that has been cleared of surface vegetation, leaving only bare soil.

Excavating this site requires five hours less one hour per success and raise on a Strength roll (minimum of 1 hour). Once the area is cleared the heroes find a chest.

☞ **Booty:** The chest contains 200 pieces of eight, four powder bombs, and 20 rounds of gunpowder and shot wrapped in oilskins. This is not the treasure the heroes seek but a stash hidden recently.

MONKEY SEE MONKEY EAT

This encounter takes place the first night the heroes spend at the marked site.

Finding the treasure and digging it up is likely to take at least half a day, forcing the heroes to camp out overnight. The most obvious shelter is the ruined house.

Around midnight a giant monkape wanders into the area searching for food and sniffs out the heroes. Any guards should make Notice rolls opposed by the monkape’s Stealth. If the heroes succeed, they have one round to act before the monkape attacks.

☠ **Giant Monkape:** p. 192.

GONE FISHING

Begins in: Shark Bay, Perck.

One of the heroes notices something shiny at the bottom of the lagoon. There is no clear way to identify the object without venturing out on the water. The weather is good and the surface calm—perfect weather for sailing in shark-infested water.

Once over the object the heroes can see it is a gold necklace adorned with a single large ruby.

Reaching it is another matter, however, as it lies in 35 feet of water. Anyone diving to retrieve it in encounters a pair of hungry sharks.

☠ **Maneaters (2):** Two sharks, p. 200.

☞ **Booty:** The necklace is worth \$500. Selling it in Shark Bay leads to the *Savage Tale Revenge!* (p. 173).

EASY MONEY

Begins in: Shark Bay, Perck.

The doreen, Talc, is a compulsive gambler and has lost everything he ever owned to Gluas. However, he believes he has found a way to cheat the house. Talc is too well-known to be seen winning at Gluas' tables but the heroes are strangers in town.

In return for revealing his "sure fire system" he wants 500 pieces of eight and free passage to a more civilized place.

Talc's system is basically a form of card counting. It is effective—gamblers using it no longer suffer the -2 modifier for Gluas' crooked games. In addition, using the system does not count as cheating if the character rolls a 1 on his skill die. Of course, the individuals are free to cheat as well, but must suffer the consequences if caught.

A player winning more than 500 pieces of eight in a single night or \$2,000 over a week attracts Gluas' attention. He orders his bouncers to mug the character as he leaves the gambling den.

☠ **Half-ugak Bouncers (6):** Six Half-Ugaks, p. 197.

REVENGE

Begins in: Shark Bay, Perck.

No matter where the group tries to sell the necklace in Shark Bay a masaquani local, Yan Yort, oversees the sale. Without warning he lunges at the character holding the necklace, crying out, "Murderer! Where did you get that?" Yan doesn't draw a weapon and should be easy to subdue.

Once he has been restrained Yan breaks down.

"I gave that necklace to my girlfriend last year. She vanished two months ago. She had secretly been seeing a visitor by the name of Marcus Royal. I found out a few months ago after following her one night, but I didn't mind.

I loved her. One night she never came back. I assumed she'd left me for Royal. Please, tell me where you found it?"

After listening to the heroes' tale Yan's face tightens. "She would never have thrown it away. She knew how much it was worth. Royal must have killed her! I'll give you 1,000 pieces of eight if you help me kill him."

Royal did indeed kill the woman. She fell in love with him but Royal only wanted her for her body. After a vicious argument Royal stabbed her and threw her body in the lagoon. She had never shown him the necklace, but kept it hidden in her dress.

Yan knows Royal spends most of his time in the *Wench and Tankard* tavern near the docks. Attacking Royal in the tavern is too risky—he has many friends—but once he leaves for his ship he is fair game. If Yan dies in the fight the heroes find \$300 on his person.

☠ **Yan Yort (195):** Typical Pirate.

☠ **Pirates (41):** 40 Typical Pirates and Marcus Royal, a Wild Card Veteran Pirate (p. 195).

LONELY PARROT

Begins in: Shark Bay, Perck.

Liam O'Donnell has a standing offer to all patrons of his bar—find Dublin a suitable mate and get free drinks for a month. Several pirates have tried but Dublin has rejected them all. He's a fussy bird and will only accept a mate that swears as much as he does.

Any female mimic parrot the heroes capture will suffice so long as they teach it to curse like a trooper. This requires a foul-mouthed hero to spend 2d6 hours with the bird and make a Smarts roll. A character with the Beast Master Edge adds +2 to the roll.

A success gets the bird swearing, but it also mimics regular sounds and conversation. Roll a d6 when Dublin meets the parrot. On a roll of 5 or 6 Dublin accepts her as his mate—otherwise he rejects her. A raise is required to get the bird to say nothing but swear words—Dublin falls in love immediately.

THE IRON SHIP

Begins in: Shark Bay, Perck.

Mas Mako, a heavily-scarred masaquani pirate captain, offers the heroes a chance to take

part in a daring act of piracy. He has learned that a Kieran frigate loaded with iron is arriving in Baltimus in three weeks. If the group is willing to join forces he agrees to split the cargo fifty-fifty. Mas owns the brigantine *Daughter of Thunder*.

Unfortunately for Mas, he didn't learn the privateer galleons *Hound* and *Venture Folly* were escorting the frigate. Whether or not the heroes decide to carry on with the attack once they see the galleons is up to them—Mas goes it alone if they chicken out.

If Mas takes on all three ships alone he is captured. Hoping to save his neck from the noose he tells the privateers the player characters were the ringleaders and insists he was forced to take part in the raid. He still hangs for his crime but the privateers come looking for their new enemies.

The frigate has a crew of twelve—a Wild Card Sailor captain and 11 regular Sailors. The galleons each have a Wild Card Veteran Privateer captain and a crew of 50 Privateers.

♣ **Mas's Pirates (31):** 30 Typical Pirates and Mas Mako, a Wild Card Pirate Captain (p. 195).

🏴 **Booty:** Ten cargo spaces of iron and any captured vessels split equally between the group and Mas.

POLLY WANT SOME TREASURE?

Begins in: Caresia, Taratos.

A solitary, male mimic parrot takes a shine to the characters and follows them, using its unusual ability to play repeated tricks (such as repeating conversations, or the very realistic roar of a hungry yellowback). Make the parrot as annoying as possible.

If the party feeds it—perhaps in the hope it will then go away—it begins to repeat a conversation it overheard several weeks ago. “Where shall we bury it?” “By the old tree stump.”

“We’ll need a marker.” “Just carve a cross on it.”

The parrot cannot lead the heroes to the spot indicated in the conversation, but a successful Notice (–2) roll and an hour searching locates an old tree stump with a cross carved in the bark. The surrounding ground looks recently disturbed.

After several hours of hard digging the heroes uncover a small chest. Inside are 1,000 pieces of eight, a small bag of opium (\$100), a golden triangle covered in indecipherable writing, and a small carroway wood figure of a bearded mariner holding a navigator’s sextant.

NAVIGATOR’S STATUE

The pirates hid the statue for its innate value (\$500), not because they knew it was magical. During any hazardous sea encounter, such as passing through rocks or riding out a storm, the statue animates and begins calling out orders in a loud voice. This magical wisdom provides a +2 bonus to the captain’s Boating checks during the encounter. The statue does not work in combat situations, even against sea monsters.

A TRAITOR’S DEATH

Begins in: The Pirate Sea.

This adventure can only be run if Admiral Duckworth won the Battle of Brigandy Bay.

La Sanguine may have escaped Brigandy Bay before Duckworth’s raid but there are no safe ports for him on Caribdus—privateers and pirates are looking for him with equal enthusiasm. La Sanguine has taken to living on the sea, attacking any ships that come his way out of malice, and careening his ship on deserted beaches.

Run this encounter as a Chase with La Sanguine as the hunter. La Sanguine’s ship, the *Nightmare Ascendant*, is a fully-armed galleon with a crew of five Veteran Pirates and 60 Typical Pirates. His ship sports a distinctive blood-red flag emblazoned with a pair of crossed pistols.

A character making a successful Smarts roll recalls seeing Company and Guild posters offering a \$2,000 reward for the head of the ship’s captain—the pirate La Sanguine. With a raise he recalls hearing the pirates of Shark Bay are offering a higher reward for his capture.

LA SANGUINE

Pepe La Roche, a minor French nobleman by birth, changed his name on becoming a licensed corsair. For years he terrorized the English Channel and western Atlantic. As the Royal Navy closed in on him a terrible storm enveloped his ship, bringing him to Caribdus. His arrogance led him to challenge L’Ollonnaise for mastery of the seas—a mistake that cost him an eye and very nearly his life.

He considers himself “the cruelest pirate that ever sailed the seas.” While excessive, his cruelty puts him in a slightly lower league than Blackbeard, L’Ollonaise, and Edward Low.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d10, Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Streetwise d10, Taunt d8

Charisma: -5; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Booty: King’s Ransom

Hindrances: Arrogant, Bloodthirsty, Cautious, Greedy (major), One Eye, Wanted (Major)

Edges: Block, Command, Dirty Fighting, Fervor, Frenzy, Level Headed, Master & Commander, Reputation (Bad), Steady Hands

Gear: Pair of double-barreled Pirate’s Pistol (Range 5/10/20, Damage 2d6+1, RoF 2), 30 shots of powder, cutlass (Str+d6), Ring of Protection (+1), Potion of Speed, and a Devil’s Eye (page 106).

AN ARTIST’S DREAM

Begins in: Xaxa, Cuwayo.

Petaine invites the group to dine with him in the gallery restaurant. Over dinner he tells them of his plans to expand the gallery further and perhaps open a museum of Earth artifacts. Of course, in order to accomplish this he needs more paintings. Although he could commission an artist to paint scenes he wants Earth originals—rare finds on Caribdus.

Petaine has used his contacts to scour Caribdus for Earth paintings and now has only one possible source of new works—the Flotsam Sea. He offers the group a fee of 1,000 pieces of eight if they will explore the Flotsam Sea and salvage any paintings they find. The price he offers is per painting.

Let the group explore the Flotsam Sea as they see fit. There is a 10% chance any hulk salvaged contains an unspoiled Earth painting.

LADY FAIRFAX

Regardless of how well the expedition has gone, run this encounter just before the group departs for home.

Ahead of the group’s ship is a recently arrived sloop, the *Lady Fairfax*. She is in dire need of assistance—having struck a large piece of debris, holing her below the waterline. At present she

lists 15 degrees to port. As if that wasn’t bad enough, a group of octopons and an octopon warlock are attacking the ship.

There are a total of ten crew and passengers aboard the sloop—the crew are battling the octopons but the passengers are too scared to assist. Fighting on a tilted deck is not easy—all attack rolls suffer a -1 penalty.

If the octopons are killed the surviving crew and passengers ask to be taken to safety. They offer a total of 800 pieces of eight. There are two intact paintings onboard but these are only mentioned if the group specifically asks the survivors or searches the ship.

The hold contains three cargo spaces of food but the vessel is sinking fast. Transferring each space takes an hour. Draw a card for each hour—if a face card is drawn the timbers collapse under the strain and the vessel capsizes.

Anyone onboard must make an Agility (-2) roll or suffer 2d6 from being tossed about. Trapped characters also find themselves caught underwater in a ship heading straight for Davy Jones’ Locker. Escaping requires three successful Swimming checks—each failed roll results in a level of Fatigue.

♣ **Octopons:** p. 193. 2 per Hero plus one Warlock.

♣ **Crew (6):** Sailors, p. 199; Passengers are Citizens, p. 184.

GALLERY CURATORS

Begins in: Xaxa, Cuwayo.

Run this adventure anytime after the heroes complete **An Artist’s Dream** (above).

Having proved their trustworthiness and courage, the Frenchman offers the group more work. He has to go to Bristo on business and will be gone for a week. Though he trusts his staff to run the inn he would rather entrust the security of the gallery to those who have proven their value.

He offers the group 2000 pieces of eight on his return (assuming his works are intact), plus free room and board. The only condition he imposes is the gallery must remain open to patrons as normal.

Roll a d6 each day Petaine is away—on a 6 a group of brigands attack the inn. The brigand leader visited the inn several times over the last month and knows the layout. He also has a

buyer for the paintings lined up in Brigandy Bay. Regardless of the die roll, the brigands attack on the last night if they have not done so already.

Half the brigands attack through the main door hoping to distract the guards. The remainder enter the gallery two rounds later through the windows. The leader commands the second group.

♠ **Brigands (195):** Three typical Pirates per hero and one Wild Card Pirate Captain (p. 195)

FALSE KIDNAPPING

Begins in: Yumas, Kieran Empire.

Servants of Senator Racen approach the heroes while they are in town and hand them an invitation to dine with the senator that very evening. The servants become quite insistent if the group refuses, saying their master has a most pressing matter he wishes to discuss with them.

Racen greets his guests cordially and shows them into the dining room where a feast has been laid on. Once the servants have left the room Racen gets straight to business.

"My daughter, Rana, is something of a feisty child and has often spoken ill of the Emperor in public. Captain Livis, the new garrison commander, overheard her latest outburst and threatened to send her in chains to Kiera unless she married him. Of course she refused, but I had no choice but to protect her from Jant's sadism, so I consented to the marriage.

I tried to convince Livis to change his mind once he had cooled down but he refused. I admit my actions were foolish, but I cannot let my daughter marry him. I want you to kidnap my daughter from Livis' quarters and take her to one of the Free Towns. Nowhere in Kiera will be safe for her after tonight. I have a small chest containing 8,000 pieces of eight for her to start a new life.

"She must believe the kidnapping is real—tell her nothing of the truth until she is well away from here. In return I offer you a family heirloom."

Racen pulls a rapier down from its wall mounting and hands it to the characters. The sword is called *Mage Slayer* and bypasses all forms of magical protection, including armor, barrier, and deflection spells.

Livis' quarters are adjacent to, but outside, the fort. Livis is spending the night in the fort but has posted 10 men to guard his rebellious bride, who is locked in the master bedroom. Any excessive noise during the rescue—such as gunshots, screams, or shouting—results in the alarm being raised. Captain Livis and twenty of his men come to investigate in 1d6+1 rounds. Livis executes any captured kidnappers out of hand.

Rana is not privy to her father's plan and believes the characters are pirates who intend to ravage and murder her. She does not listen to any attempt to explain the situation and tries to defend herself at every opportunity.

♠ **Captain Livis (184):** Wild Card Veteran City Watch.

♠ **Soldiers (184):** 10 City Watch.

RANA RACEN

Rana is well-bred, well-educated, and extremely attractive—and she knows it. As easily as her looks turn heads her anti-Jant rhetoric causes stout Kierans to flinch. She has a rebellious streak a mile wide and a hatred of Jant that knows no limits.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Persuasion d10, Notice d6, Shooting d6, Streetwise d8, Taunt d8

Charisma: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Stubborn, Vengeful (minor)

Edges: Charismatic, Strong Willed, Very Attractive

Gear: Posh clothes.

VOYAGE FROM HELL

Rescuing Rana from Livis is only stage one of the kidnapping—the heroes must now take her to the safety of a Free Town. Convincing her the kidnappers are not pirates is difficult and requires a raise on a Persuasion roll. One roll may be attempted each day if they care to.

Until the characters succeed she insults them, punches and kicks anyone who comes near her, and tries to alert passing ships to her plight by waving, screaming, and setting fire to things. Make her the passenger from hell.

If treated well she develops a romantic interest in one of the characters. This sets up the perfect opportunity for her to be kidnapped by Kieran agents sometime in the future.

THE BLACK PRINCE

Begins in: Tulago, Cuwayo, or the Pirate Sea.

This adventure can be run in place of any encounter at sea.

Night falls and a heavy fog rises, forcing the heroes' ship to slow to a crawl. Even the powerful storm lanterns do little to illuminate the murky gloom. The thick fog muffles the sound of the ship carving through the dark water, and only the faint creaking of timbers breaks the eerie silence.

Read the following when one or more characters are on watch—preferably when they are alone.

Although the night is far from warm, you feel the air around you grow noticeably colder. The sudden chill causes you to shiver involuntarily. The hairs on the back of your neck rise and you get the distinct feeling someone is standing behind you—someone who wasn't there a few seconds ago. A faint whiff of decay reaches your nostrils, causing you to gag.

If the character tries to ignore the strange sensations, the feeling of unease grows steadily stronger. Eventually one of the crew happens by and screams out, pointing behind the character.

Standing an arm's length behind you is a ghastly figure who glows with a cold, pale blue light. It is dressed in the fashion of a Spanish naval captain from the late 18th century, though his clothes appear ragged and worn. Maggots crawl through grisly wounds in its rotting flesh. With a ghastly moan, the figure raises its arm and points at you.

"I need you," it hisses in broken English. "You must help me."

Seeing the ghostly Spaniard calls for a Fear check. Attacking the figure is futile—weapons pass straight through without effect. No matter what the heroes do, the figure just stands on the deck, pointing at the nearest character. Seeing as the ghost makes no threatening gestures, and no doubt wishing it gone, striking a conversation should seem a sensible course of action.

THE GHOST'S TALE

Assuming the party converses with the spirit, it tells its sorrowful tale:

"My name is Captain Iago Alfonso de Toledo," he says, his voice resonating in the

still air. "I was captain of the Black Prince, a Spanish galleon brought into this world three years ago. My ship arrived in the midst of a terrible storm and floundered. The crew abandoned ship and set out in the longboats. A higher authority had already sealed our fate, for we found no land and one by one my crew died of thirst. Rather than suffer, I threw myself overboard and drowned.

"Since that day I have wandered as a spirit, unable to find peace. In order to depart to whatever fate awaits me, I must have the locket my wife gave me. Without it I am lost, trapped between existences.

"I cannot journey beneath the waves, but I can aid you in reaching my ship. She lies a day's sail from here, on a shelf 20 fathoms deep. Aid me and the treasures my ship carried are yours for the taking."

Captain Iago seems sincere, but hides a terrible secret—when his vessel sank it was carrying slaves to the Americas. No attempt was made to rescue the slaves, and Iago was cursed to wander Caribdis as a ghost until he found someone to aid him.

REACHING THE WRECK

As Iago stated, the wreck of his ship lies a day's sail from the party's present location. Iago can pinpoint its location with supernatural accuracy.

The wreck lies in 20 fathoms of water, on the bottom of a shelf. Getting down to the wreck without the use of the *environmental protection* power is next to impossible. Luckily, Iago can imbue characters with the power simply by touching them. Unfortunately, he cannot extend the duration beyond an hour. Travel to and from the wreck takes a total of 20 minutes, leaving the group 40 minutes to explore.

Although the power lets heroes move at their full Pace, armor still subtracts its protection value from Swimming rolls underwater. Leather armor also weighs twice as much when wet (which may affect encumbrance totals).

As the characters make their descent, have them make sight based Notice rolls. Those who succeed spot maneater sharks (one per 2 heroes), darting toward the group out of the murky depths.

☞ **Maneater Sharks (1 per 2 Heroes):** p. 200.

THE BLACK PRINCE

The ship suffered badly during the storm—the bow has shattered, its timbers dispersed over a wide area, leaving only the stern remaining. Rusty cannons and cannonballs lie in the silt where they fell. Entrance to the ship can be gained through the mid-section, which lies open. The name of the ship is no longer visible.

Aside from the following areas, there is nothing of value on the vessel.

Hold: Within the hold are the remains of 30 slaves, each manacled to the wall by a heavy chain. One of the skeletons is considerably larger than the others—this is the remains of Benga Mamoto's brother, Machawi.

☞ **Booty:** Benga rewards the group with a charm bracelet if the skeleton is returned to him. The bracelet protects the wearer from evil spirits and grants +2 Armor against supernatural or magical attacks.

Iago's Cabin: Much of the furnishings remain, including the captain's tarred sea chest. The corpses of several crewmembers lie on the floor, their tattered flesh food for numerous fishes.

☛ **Zombies (1 per Hero):** p. 203.

☞ **Booty:** The chest contains charts and papers, a silver portrait containing a miniature portrait of a dark haired woman, and 500 pieces of eight.

Opening the chest underwater ruins the captain's charts and papers. If kept dry, the papers reveal Iago's business transactions, detailing slave shipments over many years and listing as many as 50% casualties among his cargo on some voyages. The charts are useless, showing the Americas rather than Caribdis, but are worth \$200 to a collector such as Jose-Maria Caballeros (page 88).

If the heroes try to leave with the locket—in or out of the chest—the corpses animate as zombies. Iago's crew, subjected to the torment of being undead, has no wish for their captain to find salvation.

REDEMPTION

Once the heroes return to their ship, Iago rushes up to them, demanding the locket and making all manner of threats if refused. Fortunately for the heroes he cannot harm them (part of his curse), nor can he take the locket by force—it must be given to him freely.

Whether or not the characters hand over the locket is a personal choice. Iago willfully and knowingly left his "cargo" to die when his ship floundered, thus bringing the curse on himself and his crew.

If the locket is handed over, Iago clutches it to his chest, thanks the heroes, and vanishes, never to be seen again. Should they refuse, Iago emits an anguished cry and fades from view, vowing revenge in the next life. Iago is tied to his ship but not the locket—a particularly cruel revenge is to sail away and throw the locket overboard at some random point in the journey, forever denying him peace.

A TOAST TO DEATH

Begins in: Wrasseton, Sprith.

Arni Amill offers to sell the group three units worth of wine for just \$100 per unit on the condition the wine is only sold in a pirate town. He claims it is a peace offering to pirate crews to leave Wrasseton alone—in fact he has a far more sinister plan.

Following the death of his family Arni began plotting his revenge. The wine has been doctored with a slow-acting but deadly poison. The once mild-mannered Arni is planning an act of genocide. Each mug of wine requires the drinker to make a Vigor roll. Failure results in death within 2d6 hours.

The group can find a buyer on a successful Streetwise roll. A Persuasion roll is required to determine the price. On a success the buyer offers \$300 per unit increasing by \$100 for each raise.

Within a matter of days several hundred pirates die from the deadly brew. Sadly for the characters, the pirates blame them and come looking for the poisoners. Several pirate captains collectively place a bounty of 1,000 pieces of eight on *each* character's head.

On any encounter with pirates—on land or at sea—draw an additional card. If the card is black the pirates have heard of the poisoning and seek revenge on the group.

BOUNTY

Begins in: Wrasseton, Sprith.

Harbor Master Joshua Brown, an Englishman, has had enough of the pirate raids and seeks to send a warning to buccaneers that Wrasseton is no longer an easy target. He offers a friendly

group \$25 in trade credit for each pirate head they bring him. A bonus of 200 pieces of eight is offered for the heads of pirate officers (Veteran Pirates) and \$500 for captains.

Joshua hopes a display of pirate heads on the beach will deter future pirate attacks. The plan works once fifty heads have been gathered. Joshua ends the deal after a total of 75 heads are in his possession.

GALLOWS HUMOR

Begins in: Swindon, Perck.

Winston, a kehana outcast, approaches the group in the *Gallows* and offers to sell them a treasure map and a golden triangle.

"This is no ordinary treasure map," he explains. "This map points to the buried treasure of Redbeard Rufus. Redbeard was one of the first visitors to Caribbus, arriving not long after the Flood. The natives hadn't encountered many pirates before and Redbeard amassed a fortune in treasure before a Kieran fleet sank his ship. Before he died, Redbeard made a vow never to rest in peace until his treasure was returned to him.



"I worked for a captain by the name of Abdullah, a cruel Barbary pirate. After he had me flogged for somethin' I don't even remember, I jumped ship. But not before I stole this map and triangle. I think they're related somehow. I don't have a ship, but I do have the map.

"Let me join your crew and take an equal share and I'll give you the map. What do you say?"

See **An Unnatural Storm** (p. 152) for what the name "Redbeard Rufus" might mean to the party.

Before the heroes are handed the map a gruff voices call out, *"That's my map, you dogs, and I'm taking it back! Get 'em, lads!"* The owner of the voice is Captain Abdullah, Winston's former captain. With him are his two officers and a gang of pirates. Abdullah may be a vicious murderer but he's no fool—if he or any of his officers take two wounds they flee, leaving their men to cover their retreat.

⚔ **Pirates (2 per Hero):** p. 195.

☠ CAPTAIN ABDULLAH

Abdullah served as a Barbary pirate before arriving in Caribbus. He epitomizes greed, spite, and vengefulness—and runs his ship with a heavy hand. His crew remain loyal because Abdullah always delivers on his promises of rich prizes.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

Skills: Boating d10, Climbing d6, Fighting d12, Gambling d10, Intimidation d10, Notice d8, Shooting d8, Streetwise d10, Swimming d8, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Arrogant, Greedy (Major), Mean, Vengeful (Major)

Edges: Block, Command, Fervor, Improved Frenzy, Improved Nerves of Steel, Level Headed, Master & Commander, Strong Willed, Two-Fisted

Gear: Cutlass (Str+d6), pair of Pirate's Pistols (Range 5/10/20, Damage, 2d6+1), fine clothes, lots of gold jewelry (\$1,000), Captain's ring.

☠ RENE THE BLADE, FIRST MATE

Rene du Bois was a Frenchman working aboard a Spanish galley as part of the Spanish Armada. When the ships were scattered, Rene's captain fled north where his ship was caught in a violent storm and brought to Caribbus. Rene's small frame belies his hunter's instincts and skill with knives.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Gambling d6, Intimidation d8, Notice d6, Shooting d8, Stealth d10, Streetwise d4, Swimming d6, Taunt d8, Throwing d8

Charisma: 0, **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Habit (always sharpening his knives), Quirk (tries to humiliate opponents first), Small

Edges: Ambidextrous, Dirty Fighting, First Strike, Florentine, Improved Close Fighting, Quick, Quick Draw, Two-Fisted

Gear: Pair of knives (Str+d4), four throwing knives (Range 3/6/12, Str+d4).

☠ LONGARM HUNK, BOSUN

Hunk lost his arm to a norwhale years ago. Where once he wore a hook he now has a grael battleball attached to his stump by a special

“hand.” Hunk considers himself intelligent for a grael but still prefers to let his battleball talk for him.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Boating d8, Fighting d10; Gambling d6, Intimidation d8, Notice d6, Shooting d6, Streetwise d8, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: All Thumbs, Dumb, One Hand (replaced by battle ball), Overconfident, Ugly

Edges: Blubber, Frenzy, Improved Sweep, Oversized Weapon Master, Semi-Aquatic, Size +1, Strong, Trademark Weapon (battleball)

Gear: Grael battleball (Str+d10, -1 Parry, cannot be disarmed).

THE MAP

Assuming the group defeats Abdullah and retains the map, they see it shows the area around Brigandy Bay and the southern part of the Flotsam Sea. An “X” on the map indicates the location of the island—thirty miles inside the Flotsam Sea, northeast of Brigandy Bay.

A note says “Rufus’ Island. Need all six triangles.” The party can go to the island without all six triangles but will not be able to enter Rufus’ treasure chamber.

Should the crew venture to the island, run **The Curse of Redbeard Rufus**, below.

THE CURSE OF REDBEARD RUFUS

Begins in: The Flotsam Sea.

The group should be Heroic rank before running this adventure, and must have all six golden triangles to complete the quest.

The island detailed on Winston’s map measures two miles by three and is covered in a morass of rotting vegetation with only a single clearing. Within the clearing stands a tall stone pedestal with six triangular indentations on the sides. Each golden triangle the group possesses fits perfectly into one of the indentations.

Once all six pieces are placed in the depressions the stone splits apart revealing a shaft leading into the bowels of the island. The shaft is 30 feet deep. Unless the characters have brought rope there is no easy way down.

Clambering down the slick sides requires a Climbing (-4) roll. Failure leads to a fall of 1d6+3 yards.

At the bottom is a low tunnel leading into darkness. Anyone wishing to explore further must crawl on their hands and knees. Redbeard installed three traps to deter would be thieves.

Shallow Spiked Pit: Roughly 20 feet into the tunnel is a shallow pit filled with spikes and covered with thin planks of wood and a layer of loose earth. Detecting it requires a Notice (-2) roll. With a failure the lead character plunges headfirst into the pit suffering 2d6 damage.

Guillotine: Ten feet further in is a guillotine trap. A heavy blade has been attached to a pressure plate. The plate can be detected on a successful Notice (-2) roll. Failure results in 2d6 damage from the heavy blade.

Fire Pit: Lastly, Redbeard installed a trap using his trademark weapon—fire. Hidden in the floor is a pit filled with oil. A character failing to detect the trap—requiring a Notice (-2) roll—falls into the pit. Activating the trap triggers a flint and steel hidden in the ceiling. They light a tar-soaked torch, which drops into the pit, setting light to the oil and inflicting 2d10 damage per round to the unfortunate victim.

Having survived the traps, the characters emerge into a wide chamber stacked high with gold and silver coins, jewelry, and gems. So much treasure—six King’s Ransoms—it fills an entire cargo space on their ship.

OLD FRIENDS

As soon as the group has finished bringing the first treasure to the surface a familiar gruff voice calls out from the nearby trees. “*I see you lads have found what is rightfully mine.*” Emerging from the vegetation are Abdullah (from **Gallow’s Humor**, above) and several of his crew—including his officers if they survived the first encounter. (If Abdullah didn’t survive, one of his lieutenants has taken his place.)

Abdullah had visited the island before but lacked the golden triangles. Sensing the characters were the key to his problem, he raced for the island and lay in wait. Abdullah and his band hid on the island until they spotted the group’s ship—his ship lies outside the Flotsam Sea and visits every few days to drop off supplies. It is due back in two days.

This is a fight to the death with Captains Abdullah and any survivors from among Rene the Blade, "Longarm" Hunk, and two additional pirates per hero.

REDBEARD'S TREASURE

Once Redbeard's treasure is brought up from the earth, the *Incinerator* appears offshore. A minute later, Redbeard and his unearthly crew walk up out of the water and onto the beach.

While the bulk of the treasure is above the earth, Redbeard is vulnerable. He must fight until either he is slain—permanently this time—or returns the treasure to its pit. Then the triangles fade from reality and reappear scattered around Caribdis by the whims of fate—with Redbeard cursed to seek them once again.

☠ REDBEARD RUFUS

This is Redbeard in the undead state he's in when he materializes near his treasure. On the high seas away from the island he is a ghost with the immaterial Special Ability instead. He doesn't leave his ship in that state, however, so unless a foolhardy crew boards the *Incinerator* he should only be encountered in undead form.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d8, Climbing d8, Fighting d10, Gambling d8, Intimidation d10, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Swimming d6, Taunt d8, Throwing d8

Charisma: -6, **Pace:** 6;

Parry: 7; **Toughness:** 12

Hindrances: Bloodthirsty, Mean, Vengeful

Edges: Really Dirty Fighting, First Strike, Improved Close Fighting, Quick, Quick Draw, Two-Fisted

Booty: Redbeard's gear (below).

Gear: Screaming scimitar (Str+d8+4), brace of four pistols (Range 5/10/20, Damage 2d6+1), captain's coat (magical Armor +3).

Special Abilities:

- **Fear -2:** Redbeard is a terrifying sight to behold, with his face constantly changing from flesh to skeletal.

- **Fearless:** Redbeard is immune to fear.

- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage.



ENCOUNTERS

BOOTY

The creatures in this book have a new entry just above their Special Abilities—Booty. See pages 104 through 107 for complete details on the fabulous treasures heroes might find.

Intelligent creatures use any special Booty they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them (a good reason to take prisoners).

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.



✠ ADMIRAL NELSON DUCKWORTH

Nelson is a tough man willing to make hard decisions. He's driven by a true hatred of pirates and stops at nothing to eradicate them from the seas.

Duckworth has one personal weakness—he's very sensitive about his last name. Taunts involving his name—or his inexperience as a commander—gain a +2 bonus.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Fighting d6, Knowledge (Battle) d10, Knowledge (Ships and the Sea) d10, Notice d6, Shooting d8, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Quirk (–2 to Taunts about his name)

Edges: Command, Fervor, Hold the Line!

Booty: King's Ransom aboard the *Justice*.

Gear: Two pistols (Range 5/10/20, Damage 2d6+1), *Justice Bringer*.

- ***Justice Bringer:*** This magical cutlass has two incredible powers. First, it glows dull green when placed against the flesh of a pirate. Second, it causes Str+d6+4 damage when used against these scurvy dogs.

Determining who is a pirate is entirely the GM's call. The sword isn't looking to nitpick the Great Port Treaty and its strict system of supers and licences. Rather, it "reads" a person to determine if he has committed a serious crime

at sea, such as robbery, murder, or the theft of a ship—within the last few years of that person's life. It overlooks transgressions against other pirates, so characters who have taken from other outlaws need not fear it.

In the end, this is a truly subjective call up to the GM. Be lenient if in doubt—the sword can get captured heroes off the hook if the group is mostly innocent of serious crimes—or send them to the gallows if not.

THE HMS JUSTICE

Duckworth's massive Man of War is painted crimson red with black trim and crisp white sails.

It is crewed by 60 sailors and protected by 100 marines plus a veteran mage of each type (earth, fire, water, and air).

Acc/TS: 2/13, **Toughness:** 26 (6), **Crew:** 40+120,

Travel Speed: 4, **Cargo Space:** 4, **Handling:**

–2, **Guns:** 40

Cost: —

Notes: Heavy Armor, Mermaid Figurehead (see below)

Weapons:

- **40 cannon (20 rounds per cannon)**
- **Bowchaser (20 rounds)**
- **Mermaid Figurehead:** Duckworth took this magical device from a pirate vessel captured off Taratos. Any ship that mounts it adds +1 to its Travel Speed.

ATANI

The glider-folk are fewer than they used to be. Before the flood there were at least a dozen settlements in the precious carroway trees. Now there is but one—the city of Maroa. The atani there sell their precious fruits to the desperate humans and masaquani who live beneath their high home.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Flying d8, Notice d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal, Weak

Edges: Agile, Gliders

Booty: Loot for every 5 atani.

Gear: Spear (Str+d6, Parry +1, Reach +1), blood fruit.

BLOODFISH

Blood fish are tiny maneaters—much like the piranha of earth. A single fish can cause a painful bite, but is no real danger. A swarm of these creatures can be quite deadly, however, as they can pick the flesh clean from a sailor in less than a minute.

The things have learned to trail ships for scraps and unfortunates who fall overboard.

The swarm is treated just like a creature. Attacks against it almost always kill a few fish but have no effect on the overall swarm until a wound is caused.

Bloodfish swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: –; **Parry:** 4; **Toughness:** 7

Booty: None

Special Abilities

- **Aquatic:** Pace 6.
- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template.
- **Split:** Bloodfish swarms can split into two smaller swarms (Small Burst Templates) if necessary. The Toughness of these smaller swarms is lowered by –2 (to 5 each).
- **Swarm:** Parry +2; because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

BLUBBER MONKEY

Blubber monkeys are similar to grael in the same way apes resemble humans. They are native to Arfk and roam the frozen coast in small family groups. A thick layer of blubber serves to protect them from the biting cold. Although usually content with eating fish and seals they have been known to attack lone grael when hungry.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Booty: None.

Special Abilities:

- **Armor +2:** Thick blubber protects them for predators.

- **Blubber:** The blubber also serves as insulation. They receive a +2 bonus to Fatigue rolls to resist cold.

- **Claws:** Str+d4.

- **Semi-Aquatic:** Like the grael, blubber monkeys are “breath hold” divers. A blubber monkey gains a Fatigue level every 15 minutes it holds its breath. On reaching Incapacitated, the monkey makes an immediate Vigor roll (and each minutes thereafter) to stay conscious. If the roll is failed, the monkey drowns. Once above water, it recovers one Fatigue level every five minutes.

BLUE BEARS

These massive predators prowl the coasts for seals, or lurk above ice holes for surfacing fish. They have little fear of humanoids and attack parties of five or less on sight. They tend to avoid larger groups.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d8, Notice d8, Swimming d6

Pace: 8; **Parry:** 6;

Toughness: 10

Booty: Loot (in their lair)

Special Abilities

- **Bear Hug:** Bears don’t actually “hug” their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the “hug” on his action, which requires a raise on an opposed Strength roll.

- **Claws:** Str+d6.

- **Size +2:** These creatures stand up to 8’ tall and weigh over 1000 pounds each.

CENTIPEDE, GIANT

Measuring up to eight yards in length and covered in black chitinous armor, giant centipedes are yet another of the horrors waiting those brave enough to explore Torath-Ka. Their powerful mandibles can pierce most armor and deliver a lethal poison.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13(4)

Booty: Loot in lair.

Special Abilities:

- **Armor +3:** Giant centipedes are covered in thick, chitinous armor.

- **Bite:** Str+d8, AP 4.

- **Large:** Creatures add +2 when attacking a giant centipede.

- **Poison:** Victims must make a Vigor (–2) roll or suffer an automatic wound.

- **Size +4:** Giant centipedes grow up to 24’ long.

CITIZEN

The people of Caribdis are a varied lot, but the profile below is common for most.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 7(2)

Hindrances: —

Edges: —

Gear: Knife (Str+d4).

Booty: Loot for every 5 commoners; Loot for individual merchants and the like.

CITY WATCH

These are average town guardsmen. They are competent and brave, but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Climbing d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: —

Edges: —

Booty: Loot for every 5 soldiers.

Gear: Chain mail (+2), long sword (Str+d8), dagger (Str+d4), pistol (Range 5/10/20, Damage 2d6+1). Some are equipped with muskets as well (Range 10/20/40, Damage 2d8).

VETERAN CITY WATCH

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes and know how to handle themselves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8



Skills: Boating d4, Climbing d6, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9(3)

Hindrances: —

Edges: Combat Reflexes

Booty: Loot for every 3 soldiers.

Gear: Corselet (+3), long sword (Str+d8), dagger (Str+d4), pistol (Range 5/10/20, Damage 2d6+1). Some are equipped with muskets as well (Range 10/20/40, Damage 2d8).

TOWN MILITIA

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Climbing d6, Fighting d6, Notice d4, Shooting d6, Stealth d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: —

Booty: Loot for every 8 militia.

Gear: Short sword (Str+d6), militia are usually given muskets just before a battle (Range 10/20/40, Damage 2d8).

CRABS, GIANT

The beaches of Torath-Ka abound with massive crabs that hide among the soft sands of fresh water outlets. They are often called giant crabs, delta crabs, or orange crabs, but they are all essentially the same creature.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d10, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 10(3)

Edges: Improved Frenzy.

Booty: Loot.

Special Abilities

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+d6.
- **Size +1:** These creatures weigh over 400 pounds.



DOREEN

The last of the doreen stalk the world as independent loners. They lurk on the fringes of civilization and strike those who prey on the weak, often just as they're about to spring some insidious ambush.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d8, Swimming d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Racial Enemy (−4 Charisma when dealing with kehana)

Edges: Coup (even extras start with 1 Benny), Close Fighter, Really Dirty Fighter, Sea Hunter, Semi-Aquatic

Booty: Loot.

Gear: Knife (Str+d4).

✠ EDWARD LAZENBY

Those who have heard of Lazenby expect him to be as physically powerful as his Company. Sadly this is not the case. Lazenby was a sickly child and in adulthood possesses a poor constitution. His skinny frame, thinning hair, and thick glasses make him look more like a clerk than the head of the most powerful trade organization on Caribbus.

Mistaking his physical appearance for overall weakness is something people only do once. Lazenby has a sharp mind, a powerful will, and a keen eye for business. Under his guidance the Company has grown strong, both financially and militarily.

He is one of Bruno Baltimus' closest friends, and Bruno's debauchery has rubbed off on him. Lazenby dabbles in all manner of vices, though he manages to keep his private affairs out of the public eye. Were his personal vices ever to become common knowledge, the Company would suffer—and Lazenby is prepared to take drastic measures to stop that from happening.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Boating d6, Fighting d4, Notice d6, Persuasion d10, Shooting d6, Streetwise d10, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Booty: King's Ransom, in his quarters

Hindrances: Anemic, Bad Eyes, Greedy (major), Overconfident

Edges: Command, Connections, Filthy Rich, Master Merchant

Gear: Pistol, rapier (Str+d4, Parry +1), ring of protection (+1), expensive clothes.

ELECTRIC EEL, GIANT

Electric eels haunt the warm waters of the Kehana Flumes. They are larger and more ferocious than their Earth equivalents.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 9

Booty: Loot in lair.

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+d6.
- **Electric Shock:** The body of an electric eel is permanently electrified. Any creature striking an eel with a metal weapon receives a shock and must make a Vigor check or be Shaken. Rather than bite, the eel can generate a powerful electrical charge. Place a Large Burst Template over the eel. Everything under the template must make a Vigor roll at -4 to avoid being Shaken.

- **Size +3:** Giant electric eels are 12' long.

ELEMENTALS

Very experienced mages can cause the elemental spirits themselves to manifest and fight on their behalf.

EARTH ELEMENTAL

Earth Elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 11(4)

Booty: None.

Special Abilities:

- **Armor +4:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow (10'"):** Earth elementals can meld into and out of the ground.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

FIRE ELEMENTAL

Fire elementals appear as man-shaped flame.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 5

Booty: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.
- **Invulnerability:** Fire Elementals are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

WATER ELEMENTAL

Water spirits are frothing, man-shaped creatures of water and sea-foam.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Booty: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.
- **Slam:** Str+d6, nonlethal damage.
- **Waterspout:** Water spirits can project a torrent of rushing water. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the cone must make a Strength roll at -2 or be Shaken.

AIR ELEMENTAL

Air elementals manifest as sentient whirlwinds.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d6

Pace: -; **Parry:** 6; **Toughness:** 5

Booty: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

- **Ethereal:** Air Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.

- **Flight:** Air Elementals fly at a rate of 6" with a climb rate of 4". They may never "run."

- **Invulnerability:** Immune to all non-magical attacks except fire.

- **Push:** The air elemental can push a single target 1d6" directly away from the spirit by directing a concentrated blast of air at him. The victim may make a Strength roll against the attack, with each success and raise reducing the amount he's moved by 1".

- **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up an adjacent foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit, and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

- **Wind Blast:** Air Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.

FIRE SALAMANDERS

These bright orange creatures live in burning hulks or the deep volcanic pits of the Coaker Mountains. They can survive in moderate temperatures for several hours before needing to return to their infernal pits.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 11(4)

Hindrances: -

Edges: Combat Reflexes

Gear: Magical cutlass, won't melt (Str+d6).

Booty: Pillage (hidden in lair).

Special Abilities:

- **Fiery Body:** Fire attacks cause no damage. Nonmagical attacks "melt" as they impact the salamander's body. The creature has 4 points of armor against such attacks and the attacker

must roll a d6. On a 5-6, wooden weapons catch fire. On a 6, metal weapons melt slightly and cause 1 less point of damage until Repaired by a blacksmith. Anyone who attacks a fire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to scorch them in this manner.

- **Weakness:** Magical water-based attacks ignore the elemental's armor. Non-magical water has no additional effect.

THE FLYING DUTCHMAN

Named after the most famous ghost ship on Earth, the *Flying Dutchman* is a ghostly schooner that haunts the seas of Caribdis. The vessel only appears at night, in fog, or during a storm, when its glowing form is clearly visible for many leagues.

The ship is actually a manifestation of the Sea Hags' magic. The sisters learned of the original *Flying Dutchman* from the minds of visitors they captured and created a version to terrorize Caribdis. The ghostly vessel cannot be harmed by any mundane or magical means.

The uncatchable, ethereal ship is said to bring bad luck, and in some cases death, to all who see her. Anyone who sees the *Flying Dutchman* must make a Spirit roll or lose a Benny. If they have no Bennies they suffer an automatic wound.

Make a group roll for the ship's crew. On a failure 10% of them suffer fatal accidents within the next 24 hours (falling from the crow's nest, being swept overboard, and so on).

GAME

The crew discovers small game in abundance. Every character who spends the time may make a Survival roll to net 1d6 Provisions per success and raise. Make a group roll for Extras assigned to this task and multiply the results times the number of crewmen involved. A party of 18 foragers, for example, with a single success, rolls 1d6 x 18.

GRAEL

Grael hunting parties roam the northern wastes of Arfk. Most search for seals or blue bears, though some hunt narwhals as well.

The grael are encountered while out hunting or in their camps, which consist of simple shelters and large fish drying on lines. The grael are wary of strangers and act hostile, but

don't usually actually attack unless provoked. They are happy to trade for goods, and likely have a few blue bear furs, sealskins, or fish (2d6 Provisions) they'll trade for 75% of the usual value.

Most grael are carefree sorts, moving from one bloody hunt to the next. They aren't particularly cruel-natured, but their savage lifestyle gives them a little less respect for life than most others. Foes are just another form of prey item.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Boating d4, Climbing d6, Fighting d8, Intimidation d10, Notice d4, Stealth d4, Swimming d8, Throwing d8

Charisma: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 9

Hindrances: All Thumbs, Dumb, Slow (Pace 4)

Edges: Blubber, Size +1, Semi-Aquatic, Strong

Booty: Loot for every 2 grael.

Gear: Club (Str+d4) or spear (Str+d6, Parry +1, Reach +1).

HALF-UGAK

Half-breeds are a mix of ugak and masaquani. They are not well-accepted by the rest of Caribdu, and often wind up following brigands or pirates who accept them with open arms.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d4, Climbing d6, Fighting d8, Intimidation d8, Notice d4, Shooting d4, Stealth d6, Swimming d6, Throwing d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Clueless, Dumb, Mean, Outsider

Edges: Combat Reflexes, Strong, Tough, Tough as Nails

Booty: Loot for every 5 half-ugaks.

Gear: Club (Str+d4) or spear (Str+d6, Parry +1, Reach +1).

THE INQUISITION

The Inquisition's three basic weapons are surprise, fear, and ruthless efficiency. And of course a fanatical devotion to High Inquisitor Torquemada (page 126). Mages who fall prey to their zealous swords never expect them, but wind up hanging from the rigging of Torquemada's barge *Perdition* just the same.

These former priests have forged their plowshares into swords, so to speak. Preaching

is a forgotten task of their order—they exist now as "Holy Warriors" tasked with slaying all of Caribdu's mages.

Inquisitors are dispatched throughout the Thousand Isles where they operate in secrecy. They follow mages for days and sometimes weeks, learning their powers and abilities before attempting to catch them. When they are ready, they hire local thugs to help them take the mage alive. This is most often done in the night when the mage is sleeping. Many a wizard has awoken to a brace of pistols in his face. The unfortunate soul is then bound and taken to the High Inquisitor's barge, usually found in the Kieran Empire.

Inquisitors prefer to take their prey to Torquemada alive so that the prisoner can repent before he is sent to God. If a target fights back, however, the Inquisitor has no compunction about slaying the heretic on the spot.

☠ TYPICAL INQUISITOR

All of these deadly mage-killers are Wild Cards, and should be "tweaked" from the basic profile here to offer a real challenge to your party.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d4, Climbing d6, Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Delusional (mages are evil)

Edges: Improved Arcane Resistance (Mark of Torquemada), Berserk (due to faith), Combat Reflexes, Improved Frenzy

Booty: Loot.

Gear: Cutlass (Str+d6), pistol (Range 5/10/20, Damage 2d6+1).

KEHANA

The fishermen of the northern flumes are no one's friend. They'd just as soon tear a person apart for the meat as trade with him. In the area around the Flumes, they travel in packs of a dozen or so, with at least one war leader who is a Wild Card.

A few kehana have such hatred for other races that they've begun to travel to the human settlements, pretending to be "civilized" but quietly hunting the "pale-skins" for pleasure. Such groups are particularly eager to torture and kill any doreen they happen across.

Those kehana who leave the Flumes are those with a slightly different view of the world. They want to learn about it and are curious about the habits and spectacular inventions of the other races. These are the "civilized" kehana, and while they appear docile to most, revert to their savage instincts when threatened.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Swimming d8, Taunt d6

Charisma: -6; **Pace:** 6; **Parry:** 7 (Spear); **Toughness:** 5

Hindrances: Bloodthirsty, Dehydration, Habit (Unwholesome Appetite), Racial Enemy

Edges: Aquatic, Teeth and Claws (Str+d4)

Booty: Loot for each civilized kehana, or for every 5 "savages."

Gear: Spear (Str+d6, Parry +1, Reach +1). Civilized kehana often carry a fair amount of other gear, including timepieces, cutlasses (Str+d6), or pistols (Range 5/10/20, Damage 2d6+1).

KRAKEN

The mysterious kraken are rare finds these days since their home of Tar Tarris was destroyed by the Sea Hags. Those who are left either swam away from that disaster, or served in the initial attack on the creatures and somehow survived.

One hundred kraken also serve aboard the sole remaining Great Ship, questing about Caribdis for some unknown treasure (see **The Kraken Sphere**, page 139)

WARRIOR

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Fighting d10, Knowledge (Occult) d6, Notice d8, Stealth d6, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8(3)

Hindrances: Dehydration, Loyal

Edges: Aquatic, Block, Natural Talent, Sweep

Booty: Loot.

Gear: Bone Sword (Str+d10), bone armor (+3), 25% chance of a random relic in every group of 10.

☞ KRAKEN MAGE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d8, Knowledge (Occult) d10, Intimidation d8, Notice d8, Spellcasting d10, Stealth d6, Swimming d8
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Dehydration, Loyal

Edges: Aquatic, Elemental Mastery, Natural Talent, Power Points x 3

Booty: Loot x2.

Gear: Staff (Str+d4, Parry +1), 50% chance of a random relic.

Spells: (All have 35 Power Points; most kraken know two of these schools, determined randomly)

- **Air:** *Becalm, deflection, elemental manipulation, zephyr* + 2 more.

- **Earth:** *Armor, burrow, elemental manipulation, mend* + 2 more.

- **Fire:** *Blast, bolt, elemental manipulation, light* + 2 more.

- **Water:** *Elemental manipulation, healing, stun, environmental protection* + 2 more.

LEECH, GIANT

Giant leeches are native to the rivers and swamps Torath-Ka. These disgusting monsters drift in the dank waters, waiting for warm-blooded prey to pass by.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8, Swimming d6

Pace: 0; **Parry:** 5; **Toughness:** 5

Booty: None.

Special Abilities:

- **Aquatic:** Pace 6.

- **Bite:** Str+d4.

- **Blood Drain:** A giant leech succeeding in a Fighting roll attaches itself to its prey and begins to drink blood. Each round the leech is attached the victim suffers 1d6 damage against his base Toughness (armor is no help). Removing a leech requires an opposed Strength roll. Alternatively, the leech can be killed with weapons—a giant leech attached to its victim has a Parry of 2. Unfortunately, any failed attack roll strikes the victim on a roll of 1 on a d6.

- **Size -1:** Giant leeches measure only half a yard in length.

- **Weakness (Salt):** A pound of salt causes 2d6 damage to a giant leech.

MAGE

The elemental mages of Caribdis were once a carefree lot. After the Sea Hags, they became overworked saviors, demanded by the desperate masses as their world flooded around them. Then came the Inquisition. Torquemada's dread minions have forced many mages into hiding. Those who remain visible risk abduction in the middle of the night and a foregone trial on the High Inquisitor's barge.

The statistics below reflect typical mages of Caribdis, but they need to be adjusted slightly to fit whatever role they're found in. A wind mage aboard a frigate is very different than one found aboard a pirate ship, for example.

☠ EXPERIENCED MAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Fighting d6, Intimidation d8, Knowledge (Occult) d10, Notice d8, Shooting d8, Spellcasting d12, Stealth d6, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Various

Edges: Arcane Background (Magic), Elemental Mastery (the mage knows two elements—roll 1d4 twice to determine which).

Booty: Loot.

Gear: Various, but at least one relic. Roll on Relic Table, page 104.

Spells: (All have 25 Power Points)

- **Air:** *Becalm, deflection, elemental manipulation, zephyr* + 2 more.
- **Earth:** *Armor, burrow, elemental manipulation, mend* + 2 more.
- **Fire:** *Blast, bolt, elemental manipulation, light* + 2 more.
- **Water:** *Elemental manipulation, healing, stun, environmental protection* + 2 more.

☠ YOUNG MAGE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Climbing d6, Fighting d6, Notice d8, Shooting d6, Spellcasting d10, Stealth d6, Swimming d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Arcane Background (Magic)

Gear: Various.

Booty: Loot.

Spells: (All have 15 Power Points)

- **Air:** *Elemental manipulation, deflection, zephyr*.
- **Earth:** *Armor, burrow, elemental manipulation*.
- **Fire:** *Bolt, elemental manipulation, light*.
- **Water:** *Elemental manipulation, healing, stun*.

MARINE

Marines are mercenaries hired for their prowess with a sword or pistol. Most do not fight to the death, and may even switch sides for the right price.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges & Hindrances: —

Booty: Loot for every 5 marines.

Gear: Cutlass (Str+d4), Knife (Str+d4), Pistol (Range 5/10/20, Damage 2d6+1).

MERCHANTS

Whether small-time traders operating on the Ghost Trail or employees of one of the great trading companies, merchants can be found in almost every settlement on Caribdis. Few are experienced sailors or soldiers, preferring to hire captains and guards to do the menial work.



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d6, Notice d6, Persuasion d8, Shooting d6, Streetwise d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Greedy (Minor)
Edges: Merchant, Rich
Booty: Pillage on person, Plunder at home.

Gear: Expensive clothes, rapier (Str+d4, Parry+1), pistol (Range 5/10/20, damage 2d6+1, RoF 1), 1d4 guards (as Town Watch).

VETERAN MERCHANT

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Gambling d8, Notice d6, Persuasion d10, Shooting d8, Streetwise d10
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Greedy (Minor)
Edges: Charismatic, Connections, Master Merchant, Rich
Booty: Plunder on person, King's Ransom at home.

Gear: Very expensive clothes, rapier (Str+d4, Parry+1), pistol (Range 5/10/20, Damage 2d6+1, RoF 1), 2d4 guards (as City Watch).

MERCHANT VESSEL

Many different types of merchants ply the seas of Caribbus. Use the chart below to help determine the contents of a vessel encountered via the Adventure Generator.

Most merchants attempt to run when they encounter another ship, regardless of its colors. Once in close quarters, the merchants make a group Spirit roll. Success means they fight if able. Failure means they surrender. Subtract 2 from the merchants' roll if the chaser shows a pirate flag.

SHIP TYPE

Roll on the table below to determine the type of ship encountered..

d20	Result
1-8	Fishing Vessel*
9-12	Frigate with half-full hold
13-15	Frigate with full hold
16-18	Frigate with escort; roll on Escort Table
19-20	Convoy (1+1d6 Frigates with 1+1d4 escorts); Roll on Escort Table for each escort

Escort

d20	Escort Type**
1-6	Brigantine
7-9	Galley
10-15	Galleon
16-18	Junk
19-20	Sloop

*This is a small sloop with no appreciable cargo of worth. It has 1d10 fisherman (use Sailor stats) on board and 2d6 x \$20 worth of fish.

**Escorts within 15 leagues of the Kieran Empire are 75% likely to be Kieran Cutters.

MIMIC PARROT

Mimic parrots are brightly colored birds possessed of a wicked sense of humor. Able to perfectly mimic sounds and voices, they delight in leading creatures astray. They can be found across much of Caribbus but prefer to live near civilization.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Notice d8, Stealth d6
Pace: 1; **Parry:** 4; **Toughness:** 3
Booty: None.

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Flight:** Pace 6.
- **Mimicry:** Mimic parrots can repeat animal noises and entire conversations they have heard before with amazing clarity. A listener must make a Notice (-4) roll to realize the sounds are mimicked. Though not sentient their extensive repertoire gives them the uncanny ability to hold limited conversations.
- **Small -2:** Mimic parrots stand 1' tall. Attackers subtract 2 from attack rolls because of their small size.

MERMAIDS

Mermaids are not natives of Caribbus—they are purely an invention of earthers given life by the Sea Hags. They appear as beautiful, naked young women from the waist up with glistening fish tails for their lower torso. Once underwater, their true form is revealed. They are hideous monsters with jagged teeth, blood-red fish eyes, and green scaly skin covered in slime.

Once sailors are in the water, the mermaids attempt to hold them there and drown the unfortunate souls.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8



Every time the victim suffers a wound or a Fatigue level from *any* source, he gets a Spirit roll at -2 (plus the Fatigue penalty) to realize his peril and break the spell. Those who do are quickly savaged by the watching mermaids.

Aquatic races such as kehana may fall victim to the mermaids as well, but since they can't drown, they'll simply be rent to shreds.

MONKAPE

The isles of Caribdus are inhabited by thousands of small primates called "monkapes" by the visitors, or "yeowri" by natives.

Monkapes are about the size of baboons but quite aggressive. They attack in hand to hand when necessary, but prefer to hurl hard coconuts from high trees and brain their opponents first.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d6, Vigor d6

Skills: Climbing d10, Fighting d6, Notice d6, Swimming d6, Throwing d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Booty: Loot, per every 5 monkapes.

Special Abilities

- **Bite:** Str+d4.
- **Climbing:** Pace 8. Monkapes add +2 to Climbing rolls due to their prehensile tails and long fingers and toes.
- **Hurl:** Yeowri hurl hard coconuts from the high branches of their homes. These cause Str+d4 damage if they are above a victim, or Str if the yeowri does not have a significant altitude advantage. Range is 5/10/20.

☠ GIANT MONKAPE

The most dangerous creature on Torath-Ka may just be the giant monkape, for they combine superb physical strength with large brains and massive size. These creatures often use small trees as clubs, and can hurl 50 pound stones as well.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+6, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d10, Notice d8, Stealth d4, Swimming d6, Throwing d8

Pace: 14; **Parry:** 6; **Toughness:** 12

Edges: Sweep

Booty: Pillage.

Skills: Fighting d6, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6

Charisma: +4; **Pace:** -; **Parry:** 5; **Toughness:** 6

Hindrances: -

Edges: Very Attractive

Gear: -

Booty: Pillage, for every 5 mermaids.

Special Abilities

- **Aquatic:** Pace 6.
- **Claws:** Str+d4.
- **Siren Song:** The mermaid's song is like a narcotic for men. When first heard (and within about 100 yards outside of the crystal reef), male characters of all species must make Spirit rolls. Those who fail stumble into the sea and become completely complacent, believing they're cavorting with the beautiful sea-nymphs. In truth, the victims are drowning. Mermaids can sing long enough to drown even grael and doreen.

Special Abilities:

- **Club (Str+d10):** Giant monkapes often carry small trees to use as clubs.
- **Hardy:** Second Shaken does not cause a wound.
- **Large:** Attacks against giant monkapes are made at +2.
- **Size +6:** Giant monkapes are nearly 20 feet tall.
- **Stones (Str+d12+2):** Giant monkapes can hurl 50 pound stones at their foes. They throw with a Range of 6/12/24. This counts as a Heavy Weapon.

☠ NORWHALE

Norwhales are also called ice whales and white whales. They are the largest natural creatures in Caribdis and live in the frigid waters of the Cold Sea. They are normally passive creatures, but have a deadly counterattack when threatened—which they often are by whalers who can make up to 15,000 pieces of eight from an adult carcass.

Norwhales fight the same way they feed—they freeze the water around them, then smash the ice and gobble up their stunned prey.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d6, Swimming d8

Pace: –; **Parry:** 5; **Toughness:** 15

Booty: Pillage, if cut open.

Special Abilities:

- **Aquatic:** Pace 8.
- **Huge:** Characters add +4 when attacking a norwhale for their great size.
- **Icy Blast:** Once every four rounds, a norwhale can issue a frigid blast of cold air from its blowhole. This freezes the already-cold water of the Cold Sea (it has no effect in warmer climes) in a radius the size of a Large Burst Template for the next hour. Beings caught within the blast suffer 4d6 damage and are stuck. Breaking free of the ice requires a minimum Strength of d12+2 and at least three raises. A character can chip his way out in 2d6 minutes, but must make a Fatigue roll each minute as well. Ships stuck in the ice must wait 2d6 hours.
- **Size (+8):** Norwhales average 60' long.
- **Teeth:** Str+d6.

OCTOPONS

Octopons are a cruel species who revel in the Sea Hags' inundation of Caribdis. Most are humanoids with four flailing tentacles holding rusted blades dredged from the bottom of the ocean. Warlocks are even more bizarre—their lower bodies have evolved into a single tentacle that supports them like serpent's tails.

The octopons' nature is as disturbing as their appearance. They voluntarily joined the Sea Hags' cause and now seek to cause chaos, mischief, and death among the survivors. They have cunning minds and like to torment their prey in the most cruel way possible. Traps and torture are frequently employed in their victim's demise.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d8, Taunt d8, Swimming d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Hindrances: –

Edges: –

Booty: Pillage, per every 5 octopons.

Gear: Two rusty blades (Str+d4).

Special Abilities

- **Aquatic:** Pace 6.
- **Arcane Resistance:** +4
- **Bite:** Str+d4.
- **Improved Frenzy:** Octopons gain the Improved Frenzy Edge because of their four arms. If at least two of their arms are restricted somehow, they no longer gain the Edge. For this purpose, their attacks are considered ambidextrous and ignore off-hand and second attack modifiers.
- **Ink Cloud:** Octopons can spurt a cloud of black ink once per day at a skill of d10. The cloud fills a sphere equal to a Medium Burst Template when underwater. No sight or smell functions within this putrid stuff, even for the octopons.
- **Ink Spurt:** Out of water, an octopon can spit its ink into the face of an adjacent foe as an action. This is an opposed Agility roll. If the octopon wins, the foe is blinded (as the Hindrance) for 2d4 rounds. A character (including the target) can remove the gunk by rinsing the target's face in liquid as their only action.

☠ OCTOPON WARLOCK

Octopons travel in "pods" and are typically led by a powerful spellcaster.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d8, Taunt d8, Spellcasting d10, Swimming d6

Pace: 4; **Parry:** 7; **Toughness:** 6

Edges & Hindrances: -

Booty: Pillage.

Gear: Staff (Str+d4, Parry +1, when wielded by an octopon, the warlock gains unlimited Power Points).

Special Abilities

- **Aquatic:** Pace 6.
- **Arcane Resistance:** +4
- **Bite:** Str+d4.
- **Improved Frenzy:** Octopons gain the Improved Frenzy Edge because of their four arms. If at least two of their arms are restricted somehow, they no longer gain the Edge.
- **Ink Cloud:** Octopons can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Medium Burst Template when underwater. No sight or smell functions within this putrid stuff, even for the octopons.
- **Ink Spurt:** Out of water, an octopon can spit its ink into the face of an adjacent foe as an action. This is an opposed Agility roll. If the octopon wins, the foe is blinded (as the Hindrance) for 2d4 rounds. A character (including the target) can remove the gunk by rinsing the target's face in liquid as their only action. Spells: *Blast, bolt, deflection, zephyr*; 25 Power Points.
- **Summon Giant Octopus:** Once per day, a warlock can summon and control a giant octopus, which is kept lurking nearby. The creature remains for 30 minutes before retiring to the depths.

🦑 OCTOPUS, GIANT

These terrors of the deep are aggressive and always hungry, unlike their counterparts on Earth. Alone, they are quite cowardly and attack only what they consider easy prey. Wounded beasts typically emit an ink cloud and attempt to escape.

Guided by an octopon warlock, these creatures are completely under their master's sway. They fight to the death despite their natural instincts.

Characters may often try to sever tentacles. A tentacle is severed if it takes the creature's Toughness in damage in one shot from an edged

weapon. Attacking a tentacle that has entangled a friend is somewhat risky—a roll of 1 on the attack die means the ally is hit instead.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d6

Pace: —; **Parry:** 6; **Toughness:** 12

Booty: None.

Special Abilities:

- **Aquatic:** Pace 6".
- **Huge:** Characters add +4 when attacking a giant octopus due to their great size.
- **Ink Cloud:** A giant octopus can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this putrid stuff, even for the octopus.
- **Size (+6):** The body of a giant octopus is as big as a sloop, while each tentacle is over 20' long.
- **Tentacles:** A giant octopus may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength+d6 damage automatically by crushing with its arms and rending with its beak. A victim killed by an octopus' tentacles is usually ripped in half.

ORCA

Caribdu's killer whales are much like those of Earth but more aggressive and with gray coloration where the black should be. They are very intelligent and often hunt in packs, much like wolves.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

Booty: None.

Special Abilities

- **Bite:** Str+d6.
- **Large:** Attackers add +2 to their attack rolls when attacking orcas due to their large size.
- **Semi-Aquatic:** Pace 12. Orcas can stay submerged for about 10 minutes on Caribdu (twice as long as those from earth).
- **Size +4:** Orcas can grow up to 30' in length.

PIRATE

The pirates of Caribdis are as varied as the Thousand Isles themselves. Those who fall into this category are ruthless killers and cowardly thieves.

Roll on the table below to find out what kind of ship the pirates sail.

SHIP TABLE

d20	Ship Type
1-5	Brigantine
6-7	Galley
8-13	Galleon
14-16	Junk
17-19	Sloop
20	Fleet with 1d4 ships

TYPICAL PIRATE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean, Squanderous

Edges: Dirty Fighter

Booty: Loot per every 5 pirates.

Gear: Knife (Str+d4), cutlass (Str+d6), pistol (Range 5/10/20, Damage 2d6+1).

VETERAN PIRATE

Those pirates who live long enough to enjoy their spoils are clever, fast, and well-skilled with the musket and cutlass.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Swimming d6, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Ace, Block, Combat Reflexes, Dirty Fighter

Booty: Loot per every 3 pirates.

Gear: Knife (Str+d4), cutlass (Str+d6), musket (Range 10/20/40, Damage 2d8) or pistol (Range 5/10/20, Damage 2d6+1).

PIRATE CAPTAIN

Captains are sometimes the largest and meanest brutes on the ship, but more often they are actually elected to that position by the crew. Once in power however, a captain cannot be "voted" out of his chair. Only voluntary removal or a mutiny results in a change of leadership.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Streetwise d10, Taunt d8, Swimming d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Greedy

Edges: Command, Hard to Kill, Really Dirty Fighter

Booty: Pillage.

Gear: Knife (Str+d4), Cutlass (Str+d6), pistol (Range 5/10/20, Damage 2d6+1).



PLANTS

It's not just the animals of Torath-Ka who pose a threat—the plants are often just as deadly.

SLAP TREE

A slap tree comprises a large, bulbous base and a long, flexible stalk ending in what appears to be a large, violet flower. Coiled within the flower is an extendable thorny frond tipped with poison sacs. Certain ugak tribes collect the poison to use on their arrows.

Slap trees are one of the few plants capable of movement—using fronds to drag themselves along—and roam across Torath-Ka in small groups.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 6

Salvage: None.

Special Abilities:

- **Frond:** Str+d6, Reach 1.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Not subject to Tests of Wills.
- **Poison:** On a successful attack with the frond some of the poison sacs at the end burst. Victims must make a Vigor roll (–2 if the attack hits with a raise) or be paralyzed for 1d6 rounds.

SNAPJAW

Snapjaws are the Caribdis equivalent of Venus flytraps. Each plant has several tendrils tipped with thick, waxy “jaws” attached to the central bulb. The snaking tendrils respond to movement, darting out to engulf prey that wanders too close.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6

Pace: 0; **Parry:** 5; **Toughness:** 7

Booty: Loot lying around the base

Special Abilities:

- **Digestive Juices:** Powerful digestive enzymes cause 2d6 damage each round to trapped prey. Wood, cloth, and metal cannot be dissolved, and such items are disgorged once the prey's flesh is dissolved.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage. Not subject to Tests of Will.
- **Size +1:** The body of a snapjaw is 8' across.

- **Tendrils:** A snapjaw has 1d6+1 tendrils attached to its bulbous base by long stalks—Reach 2. Each is capable of entirely engulfing a target of Size +1 or less. On a successful Fighting roll the tendril engulfs its prey. Breaking free requires a Strength (–4) check. Trapped victims may not use weapons to free themselves. Each tendril is treated as a separate foe for damage purposes—severing a tendril does not harm the plant as a whole.

THORNDART BUSH

Thorndarts are similar in appearance to cacti and are covered in 1" thorns. Their extensive roots protrude in a complex pattern for up to 20 yards around the base. Any creature passing over the roots triggers the thorndart's attack. As slain prey decomposes, so the Thorndart bush dines on the rotting meat and blood.

Their usual prey consists of small animals but they have been known to take down much larger prey with sustained attacks.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d6, Shooting d6

Pace: 0; **Parry:** 4; **Toughness:** 8(2)

Booty: Loot near base

Special Abilities:

- **Armor +2:** Thorndarts are protected by thick skin.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage. Not subject to Tests of Wills.
- **Thorns:** A thorndart can fire a volley of thorns each round. Range 3/6/9, Damage 1d6, ROF 1.

PRIVATEERS

The only men more dangerous than pirates are those who hunt them. While pirates are scurvy dogs looking for easy prey, privateers are veteran soldiers armed to the teeth in search of bloody combat. Use the Pirate Ship Table (p. 195) to find out what kind of ship they sail.

Privateers of Caribdis are licensed by the Harbor Masters of the Great Harbors. No other “letters of marque” are acknowledged in this world.

Privateers sign on for bloody work. Pirates face the gallows in the Great Ports, so they rarely surrender without a fight.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes

Booty: Loot per every 5 privateers.

Gear: Knife (Str+d4), cutlass (Str+d6).

VETERAN PRIVATEER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Loyal

Edges: Block, Combat Reflexes, Musketeer

Booty: Loot per every 3 privateers.

Gear: Knife (Str+d4), cutlass (Str+d6), musket (Range 10/20/40, Damage 2d8) or pistol (Range 5/10/20, Damage 2d6+1).

PRIVATEER CAPTAIN

As Veteran Privateer but is a Wild Card.

RAZOR WINGS

Razor wings are the size of Earth's seagulls and equipped with bony-edged wings as well as sharp beaks and talons. They are typically scavengers, but severe hunger makes them very aggressive predators as well.

The swarm is treated as a single creature. Attacks against it kill a few birds but have no effect on the overall swarm until a wound is caused.

Razor wing swarms cover an area equal to a Large Burst Template and attack everyone within every round.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Booty: None.

Special Abilities

- **Bite:** Swarms inflict hundreds of tiny cuts every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.

- **Fly:** Razor wings fly at a Pace of 12".

- **Swarm:** Parry +2; Because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

- **Tenacious:** Razor wings only attack when they are near mad with hunger. This causes them to stay and fight even when a large number of the avians have been destroyed. When a razor wing swarm is wounded, it splits into two smaller swarms. These are Medium Burst Templates with a Toughness of 5. Each Medium Template further splits into two Small Burst Templates when wounded, though their Toughness remains 5 this time around.

RED MEN

The Ugak are a race of primitive brutes found primarily in the Savage Land of Torath-Ka. There are exceptional individuals, of course,

but as a rule, Red Men (and women) are violent cannibals concerned with little more than the simplest **Booty** (food, drink, a few shiny baubles).

A few tribes have been known to harness the giant lizards known as yellowbacks for use in battle.

Red Men prowl the islands far from the more civilized places, and frequently serve on pirate ships as well.



Red Men villages often have vast stores of diamonds and other precious metals they use for everyday tools. If a village is captured, roll a King's Ransom for the reavers.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d4, Stealth d6, Swimming d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes

Booty: Loot for every 5 ugaks.

Gear: Club (Str+d4) or spear (Str+d6, Parry +1, Reach +1).

☠ RED MAN CHIEF

Red Men villages are often ruled by shamans (see below), but hunting and war parties are led by the strongest brute in the group.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d4, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Booty: Loot.

Gear: Club (Str+d4) or spear (Str+d6, Parry +1, Reach +1).

☠ RED MAN SHAMAN

The "wisest" of the Red Men communicate directly with distant powers that grant them dark magic.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Mean

Edges: —

Booty: Loot.

Gear: Spear (Str+d6, Parry +1, Reach +1).

Special Abilities:

- **Black Bolts:** The ugaks' dark magic grants them the ability to cast *bolt* at will. Their version always does 2d6 damage and fires a single *bolt*. They use their Spellcasting as usual.

- **Summon Razor Wings:** Once per day, a shaman may summon a flock of razor wings to descend from the sky and attack his foes. The swarm stays until dispersed or one hour passes.

- **Summon Walking God:** Mulak-tos are pools filled with murky, acidic blood scattered about Torath-Ka. The pools are charged with the blood of non-ugak sacrifices. When a dozen sacrifices have been made, an ugak shaman can touch the pool's altar and make a Spellcasting roll. With a success, a giant version of the altar's guardian (a giant monkape, tidal snake, or giant spider) comes to life. With a raise, one of the Walking Gods is born (p. 201).

☠ ROC

Woe to the ship that catches the attention of these deadly predators. Rocs are massive birds large enough to pick up small ships and dash them on the rocks below—which is where the creatures got their name, it is said.

Most roost in isolated aeries high above the waves, searching for whales and other large fish for their feasts. Sailors have sometimes managed to fend off these beasts with overcharged muskets or swivelguns, but even these weapons rarely penetrate the roc's lizard-like skin.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14

Booty: Plunder, in nest.

Special Abilities:

- **Bash:** Rocs have incredible lift, and can pick up small ships (those with a base Toughness of 15 or less) to drop them on the rocks. It takes the roc a full round to properly grasp a ship, which is a Fighting attack against a "Parry" of 2. With a raise, the roc lifts the boat in the air. If it drops the ship on that round or the next, the vessel (and its crew) suffer 5d6 damage. If given another round, the damage is 8d6, and on the third round its 10d6. Rocs typically drop their prey if they suffer a wound.

- **Flight:** Rocs have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 2.

- **Huge:** Characters add +4 when attacking a roc due to their great size.

- **Size (+8):** Rocs are huge creatures with wingspans of over 120'.

- **Talons:** Str+d6, AP 4. These claws are large enough to damage ships with Heavy Armor.

SAILOR

Sailors typically run the ship or fire the guns but don't participate in boarding actions unless it's obvious they're going to be overrun and in physical danger from their attackers. See the entry on Pirates for those with a more hostile attitude.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d4, Notice d4, Shooting d4, Stealth d4, Swimming d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges & Hindrances: -

Booty: Loot for every 5 sailors.

Gear: Knife (Str+d4).

SCURILLIAN

Scurillians are rare finds. Perhaps only 200 of them roam Caribdis. They are grouchy companions, but tough and reliable in a fight thanks to their tough shells, natural weaponry, and telescopic eyes that make them very difficult to sneak up on.

Despite their difficult attitudes, most are looking for work to employ their unique talents.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d6, Notice d8, Shooting d6, Swimming d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9(3)

Hindrances: Mean

Edges: Keen Mind, Pincers, Shell (+3), Telescopic Vision (+2 Notice in certain situations).

Booty: Loot.

Gear: Varies by trade.

SEA WORM, GIANT

Sea worms are aquatic creatures with a large oval body, a long tail, four flippers, and an extremely long neck. Primarily fish eaters, they have been known to attack ships passing near Torath-Ka, using their long necks to pluck unlucky sailors off the deck.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d8

Skills: Fighting d8, Notice d6, Swimming d8

Pace: 0; **Parry:** 6; **Toughness:** 14

Booty: None.

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str+d6.
- **Large:** Creatures add +2 when attacking the body of a sea worm for its great size.

• **Long Neck:** A sea worm's long neck gives it a Reach of 2.

• **Quick:** Sea worms possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw initiative cards of 5 or lower.

• **Size +8:** Sea worm measure 50' from nose to tail.

SEAWEED FIEND

Created by the Sea Hags using dark magic, these foul creatures are man-sized humanoids formed from seaweed. Their slimy, black bodies exude a terrible stench of decay. Seaweed fiends float on the surface of the water, where they are indistinguishable from clumps of harmless seaweed. When a ship passes they cling to the underside until nightfall, when they climb onto the deck in search of prey.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d10, Swimming d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Booty: None.

Special Abilities:

• **Claw:** Str +d4 (formed from sharp pieces of fish bone or splintered wood)

• **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half damage from piercing attacks, not affected by disease and poison.

• **Fear:** The fiends' black, slimy forms often contain rotting fish and their eyes glow a baleful yellow.

• **Fearless:** Seaweed fiends are immune to Fear and Intimidation.

• **Invulnerability (Fire):** Flaming attacks cause no damage to their slimy bodies.

• **Stench:** Seaweed fiends reek of tar and decaying fish. Everyone adjacent to a seaweed fiend must make a Vigor roll or be Shaken. Victims who succeed are immune to the stench for 24 hours.

SHARK

A multitude of sharks roam the Thousand Isles, from 10' bulls to 30' long great whites.

The sharks of Caribdis are a mix of Earth species (that swam through the mists along with ships and prospered) and indigenous beasts. Both types are far more aggressive here, perhaps due to the taint of the Sea Hags.

MANEATER

These statistics cover most medium-sized mankillers, such as tiger sharks and bulls, all of which thrive on Caribbus.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d12, Swimming d10

Pace: —; **Parry:** 6; **Toughness:** 5

Booty: None.

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), all the sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.

GREAT WHITE

These statistics cover great whites, 18 to 25 feet long. Larger specimens surely exist. Great whites often trail vessels at sea for days and wait for divers to go into the water where they strike suddenly and without warning. They might also nudge ships when they see crewmen hanging over the railing, such as when making repairs.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

Booty: Loot, in stomach.

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** Second Shaken does not cause a wound.
- **Large:** Attackers add +2 to their attack rolls when attacking a great white due to its large size.
- **Size +4:** Great whites can grow up to 25' in length.

SPIDER GIANT

The jungles of Torath-Ka are home to all sorts of horrors, including these massive crosses between black widows and tarantulas. Giant spiders live in nests of 1d6+2 arachnids, but they frequently go hunting when prey is scarce. Their lairs are littered with the bones (and treasures!) of their victims.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Booty: Pillage (for lair).

Special Abilities:

- **Bite:** Str+d4.
- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

TIDAL SNAKE

Lurking in the freshwater pools of most islands are large, venomous snakes. Their color-changing skin makes them nearly invisible to prey who come to bathe or drink from their freshwater ponds.

Once tidal snakes reveal themselves, their skin changes to a brilliant pattern of red, yellow, and black rings.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d10, Notice d8, Stealth d10, Swimming d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Booty: Loot.

Special Abilities

- **Bite:** Str+d8.
- **Camouflage:** While not moving, tidal snakes' skin changes color to match their surroundings. Characters actively searching for danger suffer -4 to their Notice rolls. Snakes which aren't detected strike with surprise, getting the drop on their unsuspecting foes.
- **Poison (-2):** Victims who fail their Vigor roll are near paralyzed. They suffer -4 to all actions and their base Pace is halved. The effect wears off in 10 minutes.
- **Size (+2):** Tidal snakes average 20 feet long and are as thick as palm trees.

☠ TYREX

A tyrex is the Caribbus equivalent of a T-Rex. These voracious carnivores inhabit the interior of Torath-Ka where they hunt anything remotely edible. Fortunately they are solitary creatures and unless seeking a mate keep to their own territory. Their dagger-like teeth can puncture thick hide and armor.



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15(2)

Booty: None.

Special Abilities:

- **Armor +2:** Tyrex have thick hides.
- **Bite:** Str+d8, AP 2.
- **Large:** Creatures add +2 when attacking a tyrex due to their great size.
- **Roar:** As a full action a tyrex can emit a terrifying roar. All those who hear the roar—typically anyone within 2 miles—must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall.

☠ WALKING GODS

On the Savage Isle of Torath-Ka, the Red Men's rituals have given life to a number of "Walking Gods," gigantic versions of ordinary jungle creatures.

The Red Men sacrifice strangers to these creatures in isolated spots around the islands both to give them life and to keep them here. They believe the Walking Gods will smite their foes and protect their last refuge from those who drove them there. Only a few such creatures exist so far, but no doubt others are on the verge of sentience.

☠ DONGA

This massive monkape is called Donga by the Red Men. Donga is by far the strongest and most intelligent of the Walking Gods.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+12, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d10, Notice d8, Stealth d4, Swimming d6

Pace: 20; **Parry:** 6; **Toughness:** 18

Booty: None.

Special Abilities:

- **Bash:** Donga carries a tree that he uses as a club. It causes Str+d12 damage and ignores all but Heavy Armor.
- **Gargantuan:** Heavy Armor. Ranged attacks against him by man-size creatures are made at +4. Donga's attacks are Heavy Weapons. Add Size to damage when stomping.
- **Size +12:** Donga stands over 60' tall and is very bulky.

☠ SSSS

The constrictors of Torath-Ka do not normally attack humans, but its Walking God does. Its huge size makes constriction impossible against anything smaller than a rhino, so it crushes smaller prey beneath its coils instead, then swallows the pulped remains.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d12+12, Vigor d6

Skills: Climbing d12+2, Fighting d6, Notice d12, Stealth d10

Pace: 10; **Parry:** 5; **Toughness:** 17

Booty: None.

Special Abilities:

- **Bite:** Str+d8.
- **Constrict:** Against targets at least the size of a rhino (Size 4), the snake can Constrict whenever it scores a raise on a Fighting roll (smaller targets must be crushed instead). On the victim's action, it can only attempt to break free with an opposed Strength roll. On the snake's action, the victim must make an opposed Strength roll or suffer Fatigue. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the snake eats it alive!

- **Gargantuan:** Heavy Armor. Ranged attacks against the snake by man-size creatures are made at +4. Ssss' attacks are Heavy Weapons. Add Size to damage when stomping (crushing).

- **Size +12:** Ssss is over 200 feet long and eight feet in diameter at his thickest point.

☠ JINKA-TAHN

These massive predators are basically megalodons. They are large enough to attack Men of War, and have done so on several occasions.

The mulak-tos which summon them are always adjacent to the sea with large outlets so that the creature can quickly bolt into the ocean. Ugaks use them as a sort of "coastal defense."

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d10, Stealth d6, Swimming d10

Pace: -; **Parry:** 7; **Toughness:** 16

Booty: None.

Special Abilities:

- **Bite:** Str+d12.
- **Aquatic:** Pace 10.
- **Gargantuan:** Heavy Armor. Ranged attacks against him by man-size creatures are made at +4. Jinka-Tahn's attacks are Heavy Weapons. Add Size to damage when stomping (only possible for this beast if it manages to breach up and onto a vessel).

- **Size (+8):** Megalodons are over 60' long.

☠ SKITTAKA

The Thaka clan of Red Men revere spiders above all other creatures. They make nets of their thick webbing and dip their spears in its poison.

They have also given rise to Torath-Ka's smallest Walking Gods, but the things make up for their smaller size by appearing in groups of three.

This particular species is very tarantula-like, but with the ability to spin and cast webs.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d6

Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 14; **Parry:** 6; **Toughness:** 11

Booty: None.

Special Abilities:

- **Bite:** Str+d4.
- **Gargantuan:** Heavy Armor. Ranged attacks against the spiders by man-size creatures are made at +4. Skittaka's attacks are Heavy Weapons. The spiders have thin legs and cannot bring all of their size to bear when stomping. Add only half Size to damage when stomping due to the creature's relatively light body and six legs.

- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. Due to their giant size, it lasts for 2d6 hours!

- **Size +6:** The spiders are the size of elephants.

- **Webbing:** The spiders can cast webs from their thorax that are the size of Large Burst Templates. This is a Shooting roll with a Range of 10/20/40. Anything in the web must cut or break their way free (Toughness 7 per 1"). Webbed characters can still fight, but all physical actions are at -4.

☠ TYRANAK

Tyranak is a monstrous Tyrannosaurus Rex and another of the Red Men's "Walking Gods." The Olok clan reveres him and many of their warriors carry daggers crafted from his teeth. Tyranak possesses an insatiable hunger and shamans summoning him need to ensure they have sacrifices ready to appease their god.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 16; **Parry:** 7; **Toughness:** 21(4)

Booty: None.

Special Abilities:

- **Armor +4:** Tyranak's hide is exceptionally thick.

- **Bite:** Str+d10, AP 4.

- **Fearless:** Tyranak is immune to Fear and Intimidation.

- **Gargantuan:** Heavy Armor. Attacks against him by man-size creatures are made at +4. Tyranak's attacks are Heavy Weapons. Add Size to damage when stomping.

- **Roar:** As a full action Tyranak can emit a terrifying roar. All those who hear the roar—typically anyone within two miles—must make a Spirit (–2) roll or be Shaken.

- **Size +11:** Tyranak stands over 70' tall.

WHALE, SMALL

The norwhale may be the largest whale on Caribdis, but it is not the only species—a number of smaller types swim in the warmer waters. They are less valuable than norwhales—the base price of a processed small whale is \$2500 (half that on a failed Common Knowledge roll)—but they are also less dangerous. A processed adult carcass fills 6 cargo spaces.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d4, Intimidation d4, Notice d6, Swimming d6

Pace: 0; **Parry:** 4; **Toughness:** 12

Booty: Loot if cut open.

Special Abilities:

- **Aquatic:** Pace 7.
- **Huge:** Creatures add +4 when attacking a whale for their great size.
- **Size +6:** Whales average 40' long.
- **Tail Slap:** Str+d6.

YELLOWBACK

These aggressive lizards are very similar to the velociraptors of Earth. Fortunately, they're nowhere near as clever as those creatures and usually hunt alone.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Edges: Combat Reflexes, Fleet-Footed.

Booty: Loot, in nearby nest.

Special Abilities

- **Armor +2:** Yellowbacks have thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Size +1:** Yellowbacks are about 7' tall.

YELLOW DRAGON

Yellow dragons are giant reptiles native to Torath-Ka. They have a distinctive yellow and black patterning that blends in with the jungle vegetation. They are highly territorial and are not fussy with their dietary habits.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d10, Swimming d4

Pace: 6; **Parry:** 6; **Toughness:** 112)

Booty: Pillage in lair

Special Abilities:

- **Armor +2:** Yellow dragons have tough scaly hides.
- **Bite:** Str+d6.
- **Poison:** The bite of a yellow dragon is poisonous. Victims must make a Vigor roll (–2) or be paralyzed for 2d6 rounds.
- **Size +3:** Yellow dragons measure 15' in length

ZOMBIE

Those whose bones fall to the depths are often “recruited” to serve one last term aboard the Sea Hags' phantom fleets.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

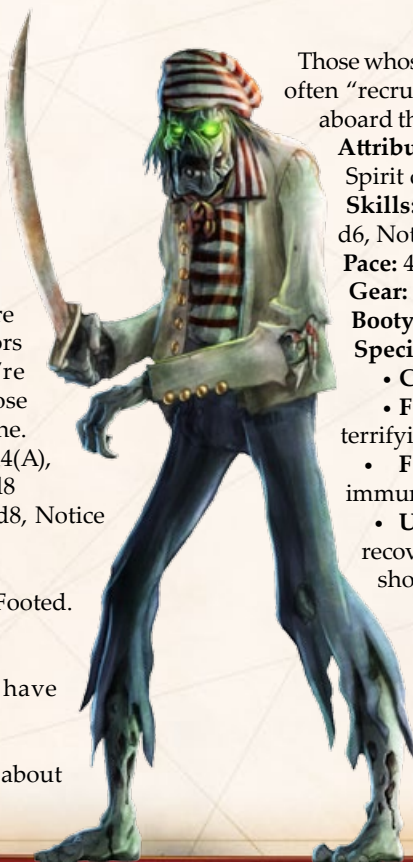
Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Cutlass (Str+d6).

Booty: Loot for every five undead.

Special Abilities

- **Claws:** Str+d4.
- **Fear:** Drowned sailors are terrifying sights.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage.



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Full Friend always,

Name _____

50 Fathoms Hindrances



Skills

d
d
d
d
d
d
d
d
d
d

Background

Boots

Total Weight _____
Weight Limit _____
Penalty _____
Permanent Wounds _____

Edges

Seasoned
25
30
35
Veteran
40
50
55
Fierce
60
70
75
Legendary
80
90
100
110

Charisma

Pace

Parry

Toughness

Wounds



Inc

2

1

Weapons/Powers

Range

Damage

Notes

Ship Type _____ Cost _____
 Acc/Top _____ Crew _____
 Handling _____ Cargo _____
 Notes _____

Ship Name: _____
 Captain: _____
 Port of Call: _____

Upgrades

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Guns	range	ROF	damage (AP)	burst?	Notes
_____	/ /				
_____	/ /				
_____	/ /				
_____	/ /				
_____	/ /				

Crewmen, Troops, and Other Allies

Type ~Rank _____
 Edges _____
 Hindrances _____

_____ Pace _____ Parry _____ Toughness _____

Crew _____ Description _____ Rank _____



Days at Sea _____

Gear _____ Range _____ Damage _____ Notes _____

_____	/ /		
_____	/ /		
_____	/ /		
_____	/ /		

Agility _____
 Smarts _____
 Spirit _____
 Strength _____
 Vigor _____

Skills

d _____ Boating
 d _____ Climb
 d _____ Fighting
 d _____ Notice
 d _____ Repair
 d _____ Shooting
 d _____ Stealth
 d _____ Throwing
 d _____
 d _____
 d _____
 d _____
 d _____

THE LEGEND OF KYLA KIDD!

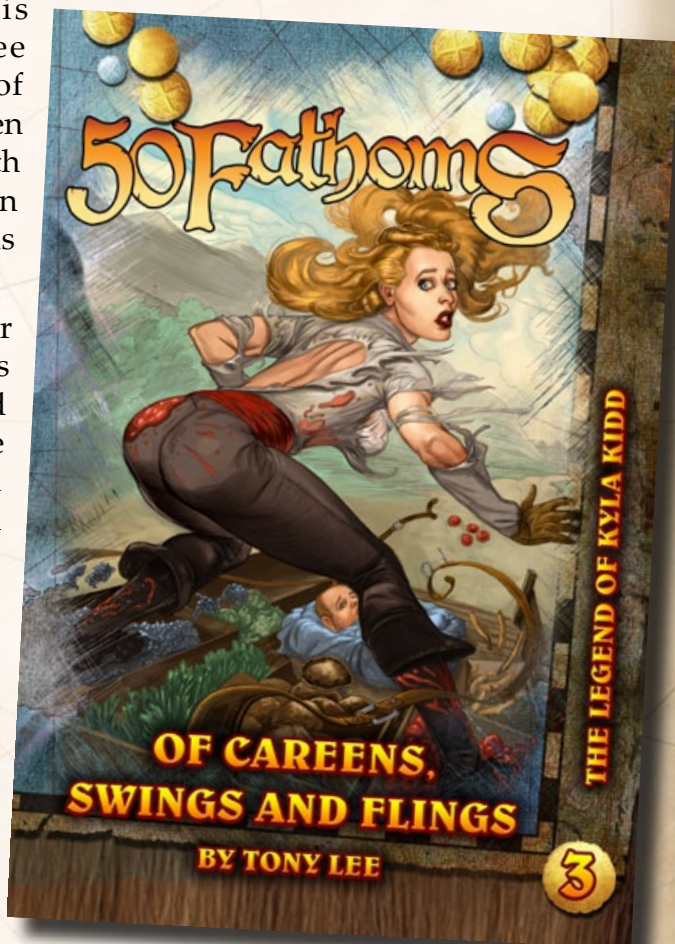
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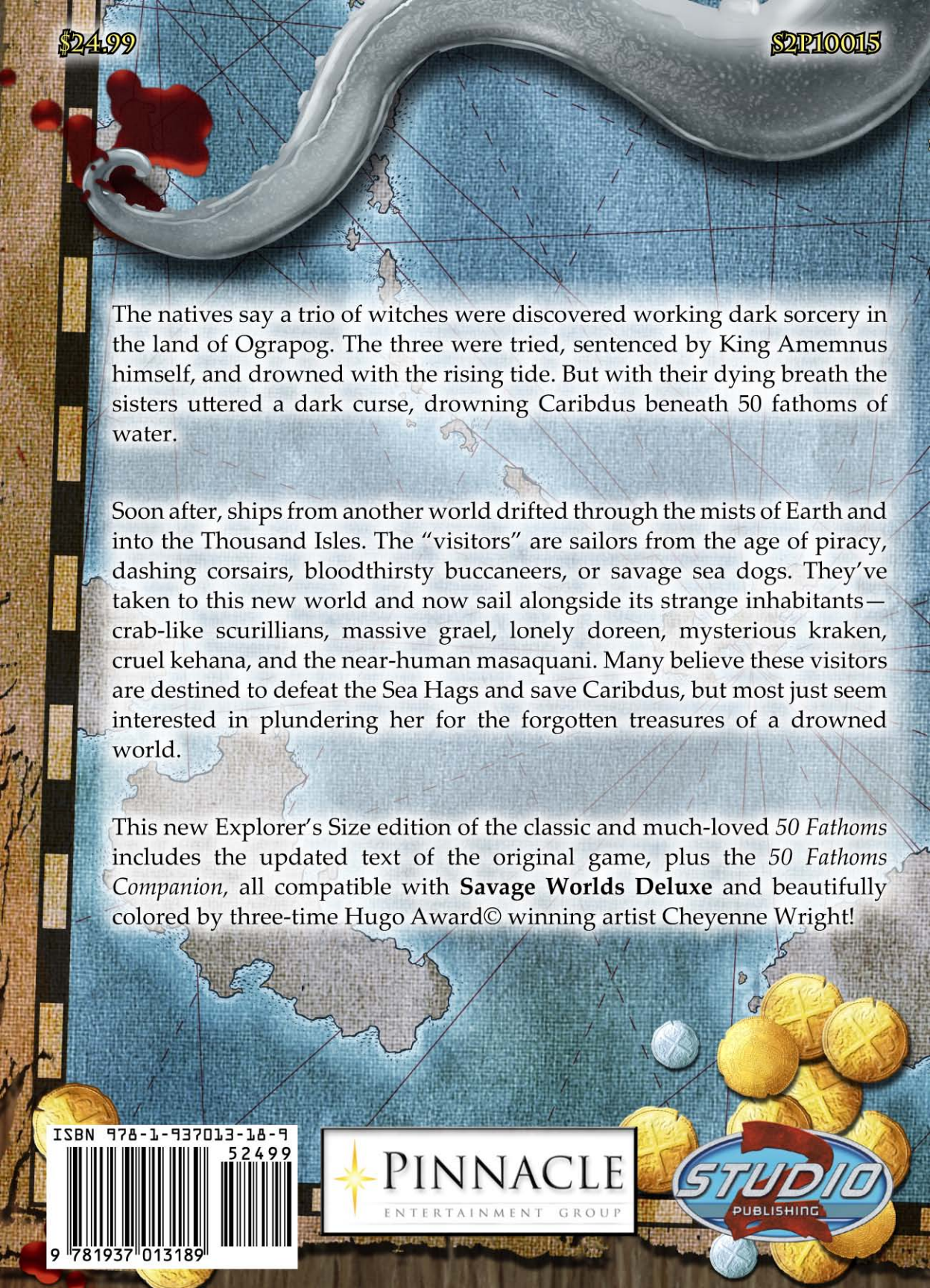
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The natives say a trio of witches were discovered working dark sorcery in the land of Ograpog. The three were tried, sentenced by King Amemnus himself, and drowned with the rising tide. But with their dying breath the sisters uttered a dark curse, drowning Caribdus beneath 50 fathoms of water.

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