WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND

BLOOD TIDE

EXPLORE ANVILGARD AND SAIL THE SEARING SEA IN THE FIRST
ADVENTURE FOR THE **SHADOWS IN THE MIST** CAMPAIGN.

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BLOOD TIDE

Blood Tide takes a party of Soulbound heroes to the mist-shrouded streets of Anvilgard — and to the seas beyond. This is the first adventure in the *Shadows in the Mist* campaign, a sprawling six-part adventure that will see the party explore the city of Anvilgard and the surrounding lands. If you plan on playing through the *Shadows in the Mist* campaign, read on. If you are running **Blood Tide** as a standalone adventure, skip to page 4.

Before running this adventure, you should read the Anvilgard entry on page 220 of the **Soulbound** rulebook.

SHADOWS IN THE MIST

Shadows in the Mist sees the party tasked by Lord-Castellant Ephrem Vanhelm of the Anvils of the Heldenhammer with rooting out corruption in the city and exposing the mysterious Blackscale Coil — an organisation made up of members of the Darkling Covens, Scourge Privateers, and other Aelven outcasts. The Coil has grown in power and influence recently, and has used coercion, bribery, and violence to gain a stranglehold on the city. Worse still, the Conclave that is supposed to govern Anvilgard seems to have been infiltrated by the Coil, making it impossible to know who to trust. The party are the Lord-Castellant's attempt at a peaceful (or at least less violent) resolution before he calls for a Lord-Veritant to purge the city of corruption. During their investigations the party learn the true scale of the danger Anvilgard faces, and realise the Blackscale Coil may be the lesser of two evils, and may even prove to be useful allies.

To allow GMs to prepare for what is to come, we have included an overview of each adventure below. Each synopsis also includes a Rumour, which can be dropped in early in the campaign to foreshadow future events. If you would like to expand your adventures in Anvilgard, the *Cities of Flame* supplement, which comes with the *Soulbound Gamemaster's Screen*, contains five one-page adventures set in the city. This adventure also refers to the *Anvilgard City Guide*, which is an upcoming release that provides more information on Anvilgard.

BLOOD TIDE

The party arrive in the city of Anvilgard and introduce themselves to the Conclave. They learn a little about the threats facing the city and are asked to deal with the most pressing threat: a missing Kharadron airship and its valuable cargo — canisters of defoliant for the guns that protect the city from the unceasing growth of the jungle surrounding it. To do so, they set sail into the Searing Sea, confronting all manners of danger. Eventually they find the wrecked airship and assist in recovering the defoliant. But the party and their ship come under attack and the party is abandoned at sea. By the end of the adventure they are stranded, and must make the long trek back through the deadly jungles around Anvilgard.

RUMOUR

Pirates, leviathans, and ghoul-infested ships prowl the Searing Sea, endangering Anvilgard's maritime trade.

ROTTEN TO THE CORE

Having made the treacherous journey through the jungles surrounding Anvilgard, the party return to the city to find it under attack by a Feculent Gnarlmaw, a corrupted abomination of Nurgle. Disposing of the creature, the party learn that the defoliant cannons that normally protect the city seem to have failed or been sabotaged. The party are assigned to look into who is responsible for the failure of the cannons, and in doing so uncover a tangled plot of blackmail and deception implying the High Architect of Anvilgard is a pawn of the Blackscale Coil. With the evidence secured, the party must decide who will be held accountable, causing a major power shift in Anvilgard.

RUMOUR

Many Freeguilders whisper discontently about how the Conclave has been allocating resources for the city's defences. Some even think they are in danger due to mismanagement and wish for a change in leadership.

CRUCIBLE OF LIFE

News of the discovery of a hidden Stormvault spreads through Anvilgard and attracts the attention of the Blackscale Coil. The Conclave tasks the party with leading an expedition to find the Stormvault before the Coil and recover the treasure hidden within. The route through the jungle is punishing and the party will be pushed to their limit to reach the Stormvault, a journey made even harder by a great act of treachery as their expedition is infiltrated by servants of the Blackscale Coil. They locate the Stormvault in a valley infested with Nurgle's spawn, and must push through to reach the Stormvault. Once inside, they find that the Blackscale Coil has arrived before them, but run afoul of the many traps and guardians that protect the vault. The party must face down the vault's guardians to recover the artefact within — a blessed chalice that refills with life-giving Aqua Ghyranis each day.

RUMOUR

The jungle surrounding Anvilgard holds an artefact of terrifying power, concealed there by the God-King Sigmar in the Age of Myth.

PETRIFIED WOOD

Having seen an opportunity to acquire a weapon of devastating effectiveness, the Skaven of Clan Pestilens have found a way to siphon off a large quantity of the defoliant for their twisted machinations. They have since managed to develop a horrifying concentrated form of the defoliant, along with their own delivery system known as a 'Defilement Cannon'. The party become aware that something is wrong when a Kurnoth Hunter of the Sylvaneth is found in the streets transformed into rotting petrified wood. They must follow the festering breadcrumbs throughout the city to discover the truth behind this mad scheme and prevent the Skaven from enacting a terrible large-scale test. The test, if successful, would eradicate the only Sylvaneth sanctuary in Anvilgard. Meanwhile, the party must keep rightfully incensed Sylvaneth from launching their own assault on the defoliant cannons that protect the city.

RUMOUR

Large shipments of defoliant are unaccounted for and seem to have vanished into thin air. They are safe in storage one day and gone the next, with no sign of the culprits and no forced entry.

AQUA NURGLIS

A cult to Nurgle has infiltrated the Conclave and stolen the Crucible of Life, the blessed chalice from the Stormvault. Through vile ritual magic, they corrupted the life-giving water of the cup and spread this 'Aqua Nurglis' — otherwise indistinguishable from the real thing — throughout the city in the form of currency. Once it enters the healing houses, the sick treated with the tainted water only become sicker. Now, as the people of Anvilgard clamour before the overcrowded infirmaries, the party are tasked with discovering the source for the illness and finding a cure before it is too late.

RUMOUR

A new disease in the slums of Anvilgard resists all attempts to treat it. Conclave councillors shake their heads at the toll in lives lost, but assure the public that the sickness is no threat to anyone but vagrants and indigents.

BALANCING THE SCALES

The cult of Nurgle embedded in Anvilgard has spent weeks preparing for this moment. They replaced the High Architect with one of their own, stole the artefact fueling the jungle's verdant growth, and crafted a substance that fertilises anything it touches with Nurgle's fecund gifts. Now all their preparations come to a head with one final ploy, as they replace the defoliant that shrouds the entire city with a tainted mist of their own making. Cultists and corrupted flora strike from every direction, including within. In the span of one short night, Anvilgard is overrun. In the last chapter of *Shadows in the Mist*, the party must take their city back, gathering every ally they have in order to cleanse the infection once and for all.

RUMOUR

All of the recent turmoil in Anvilgard suggests a conspiracy, orchestrated by a single hand.

ADVENTURE SUMMARY

The party arrive in the city of Anvilgard and introduce themselves to the Conclave. They learn a little about the dangers facing the city and are asked to deal with the most pressing threat: a missing Kharadron airship and its valuable cargo — canisters of defoliant for the guns that protect the city from the unceasing growth of the jungle surrounding it. To do so, they must set sail into the Searing Sea, searching to confront all manners of dangers. Eventually they find the wrecked airship and assist in recovering the canisters of defoliant. But the party and their ship come under attack and the party is abandoned at sea. By the end of the adventure they are stranded, and must make the long trek back through the deadly jungles around Anvilgard, covered in **Rotten to the Core**, the next adventure for **Shadows in the Mist**.

RUMOUR

Pirates, leviathans, and ghoul-infested ships prowl the Searing Sea, endangering Anvilgard's maritime trade.

FEAR

Last week a ship-thing called *The Pustulent Horror* carrying Nurgle Plaguebearers and worse aboard nearly made it into the city's harbour before being destroyed by the cannons of the Scourge Privateers. Now a Kharadron airship is overdue and the Conclave wants the party to look for it.

PART 1: COMMISSIONED BY THE CONCLAVE

Read aloud or paraphrase the following to the players:

You have arrived in Anvilgard, a heavily-fortified port city on the Charrwind Coast. The lands around the city teem with aggressive life, and tall dragon-headed towers belch forth a grey-green mist that kills the plants and leaves the city constantly shrouded in mist.

Lord-Castellant Ephrem Vanhelm of the Anvils of the Heldenhammer, the Stormhost that occupies the city, has instructed you to investigate the corruption and evils present in the city, and to judge if the people are worth saving. If not, the Stormcast Eternals will act, and they will be neither subtle nor forgiving.

Other ways to begin: If you want a more grounded introduction, for example, if you're starting a new campaign, it may be that one of the characters live in the city and this is where they've met. If they have had prior adventures, then someone they know might have sent them to the city to determine if the Conclave was truly acting in the city's best interest or if it was controlled by Anvilgard's infamous underworld. If they have strong ties to the Kharadron Overlords or the Ironweld Arsenal, they might have been sent to check on the *Burz Mulnkuremon*, a Kharadron frigate that was sent with an improved formula and new chemicals for the defoliant mist. Other leaders may have sent them because of the city's strategic position near the Golvarian Passage and the Searing Sea.

What is the Conclave? The Conclave of Anvilgard is the ruling government of the city. In truth, it is mostly controlled by the Blackscale Coil, using blackmail and violence. However, some of the Conclave are still uncorrupted and defiant. But even they must weave a careful path through the corruption and graft of the council as a whole in order to do what's right.

Who are the Blackscale Coil? A shadowy organisation led by Aelves but possessing agents of every Species and occupation. The Blackscale Coil are controlled by a secret council of Aelven leaders, who represent each of the three strongest factions within the crime syndicate: the Scourge Privateers, the Darkling Covens, and the Order Serpentis.

To learn more about the city and its residents, see *Shadows in the Mist: Anvilgard City Guide*.

THE CONCLAVE

The Dauntless Hall, where you were sent to meet with representatives of the Conclave, is an ancient structure whose foundations were laid by the Anvils of the Heldenhammer when they claimed the city for Sigmar long ago. It is a severe building, towering and impressive but also looking bleak and sad. Guards at the door admit you once you identify yourselves and lead you to a large room, where Councillor Morgan Kassan waits.

MORGAN KASSAN

The Councillor is a youngish and serious-looking woman with dark hair. A scar across the right side of her face belies her experience with the more dangerous aspects of politics. She stands and greets each of you by name as you enter.

When all are assembled, she speaks at length to anyone new to Anvilgard, telling them about the history of the city, the Crucible of Life, the defoliant cannons that hold back the aggressive plant life, the Golvarian Passage, and the Searing Sea. It is plain to see that she is proud of Anvilgard and has genuine love for the city.

Then her voice grows quieter and more cautious as she tells you about the Blackscale Coil. She tells you that the Coil have agents everywhere and even she cannot avoid their involvement in what is to come. Kassan advises you to keep a clear head and be suspicious of everyone.

Lord-Castellant Ephrem Vanhelm has been in contact with Kassan, as one of the few trustworthy members of the Conclave. She understands the severity of the party's mission and wants it to succeed.

Down to Business

After introducing herself and telling of Anvilgard, Councillor Kassan turns to current affairs. Anvilgard lies within the Crucible of Life and a series of defoliant cannons cover the city in a mist that holds back the rampant plant growth.

The Ironweld Arsenal is always seeking to improve the efficiency of the defoliant formula. After much experimentation, they've created a new formula that should be more effective and cause less fog over the city. A Kharadron Frigate, the *Burz Mulnkuremon* ('Golden Flying Fortress' is a rough translation), was commissioned to bring the materials to Anvilgard but it is considerably late. With the renewed pirate activity on the Searing Sea, she's afraid that someone managed to bring down the airship. She wants you to search for it, and another member of the Conclave has arranged for you to use a ship called the *Blackfin* in the search and recovery operations.

Questions?

The party may have questions for the Councillor. Kassan's answers to common questions are below.

* **Why us?** The city exists in a delicate balance of powers right now. It is best if outsiders were the ones to retrieve the needed supplies.

* **Aren't we supposed to investigate the Blackscale Coil instead?** Kassan assures the group that if they return with the chemicals, they will have an easier time getting people to talk to them.

* **I still think you're trying to get rid of us.** *'I'm trying to help you succeed. If you fail then the weight of the Anvils falls upon my city.'*

* **What exactly are we supposed to do?** Recover the canisters of defoliant chemicals and the documentation for the formula from the airship.

* **Are we getting paid for this?** Councillor Kassan expects that the Soulbound are operating under the orders and permission of Lord-Castellant Ephrem Vanhelm and doesn't expect to pay the group directly. If they insist on spending money, she has some set aside for contractors — she offers one sphere for every two characters, rounding down.

Another Meeting

Once the group agrees to help, Kassan leads them to the harbour to meet the captain of the ship and make any further arrangements. Theriel has taken a private room at the *Beached Mermaid* (see page 9) and Kassan leads them directly there without any hesitation or embarrassment.

THE SCOURGE, THERIEL KALTIS

The Beached Mermaid is one of the most popular taverns on Bleakscale Harbour and even at this early hour it is full of patrons. It is a motley bunch — Humans, Aelves, and Duardin all mix together, getting drunk and telling sea stories.

Kassan expertly weaves through the crowd inside the tavern, heading for one of the private rooms deeper inside the bar. She opens a door and waves you inside. Within the room are a table, a cold fireplace, and a series of plushly appointed chairs and couches. Most of these are drawn up to the table and an Aelf rests on one. There is a smell of salt water in the room that you didn't detect in the bar as a whole.

The Aelf stands up gracefully, reaching out a hand first to Councillor Kassan and then to each of you as she makes introductions, a stiff smile on her face the entire time. Still, Theriel Kaltis grins broadly, welcoming you with the manner of a practiced diplomat. He has well-worn leathers that creak and shimmer with sea-salt when he moves and a cloak made from some fearsome beast.

PLAYING THERIEL KALTIS

You are always calm and collected, especially during emergencies. If you can, lean back in your chair and fold your hands together, or rest them on 'the wheel of the ship'. Have a slight smile on your face, like everything is a bit of a private joke to you. Express passion in your voice when hunting large creatures or investigating mysteries. Be tough but fair on your crew if the characters ask you to pass judgement on them. If you can get away with not answering a question directly, do so. Instead, ask questions back to the characters about where they learned such things or why they are asking you these questions.

A character who pays close attention to Kassan can make a **DN 5:1 Soul (Intuition)** or **Mind (Guile)** Test. A success at either one allows the character to know that Kassan does not trust Theriel and he is completely aware of that fact.

A hero who knows Anvilgard well can make a **DN 5:2 Mind (Lore)** Test to know that Theriel Kaltis is renowned for his big game hunting in the Crucible (his cloak is from a huge lizard-like beast known as a Carnosaur) and even on the Searing Sea.

Theriel will chat with the group for a while, agreeing in broad terms to the following plan:

- ✤ He has a trustworthy crew experienced in recovery operations and suitable equipment. However, he understands that the party should be the ones to actually retrieve the canisters and other materials intended for the Ironweld Arsenal.

- ✤ He expects anyone coming aboard his ship to help defend it if it comes under attack and to help with everyday chores and maintenance.

- ✤ He points out that in addition to the Nurgle ships recently seen near the harbour, the Flesh-eater court of the Isle of Ghouls also patrols the area. If the *Burz Mulnkuremon* was shot out of the air, these are the most likely suspects. (He does not give voice to the idea that there are also many Aelven Corsairs who might be suspects as well.)

- ✤ If the group does not already know about the Golvarian Flesh-eaters, he explains that they are delusional, believing that they are still mortals and the rightful rulers of these lands currently in exile on the island. They patrol the Searing Seas with their huge ships full of Undead, and consider themselves noble protectors of the sea lanes. In truth, whenever they capture a vessel their unceasing hunger gets the best of them and they devour the crew instead of bringing them to justice.

Once the group has talked to Kaltis for a while, he announces that he has other business before he sails back out. He tells the party to find his ship, the *Blackfin*, first thing in the morning, as they are sailing out on the Blood Tide. Until then, they can visit the nearby shops, amuse themselves at the *Mermaid*, or get accommodations at the inn nearby.

Overview

In this section, the characters should have:

- ✤ Learned that they are in Anvilgard to deal with the corruption of the Blackscale Coil.

- ✤ Discovered the news about the new defoliant formula and the chemicals required which should have arrived on a Kharadron airship but that ship has gone missing.

- ✤ Made arrangements with Theriel Kaltis to sail the *Blackfin* in search of the airship.

PART 2: THE HARBOUR OF ANVILGARD

If the characters exit the *Mermaid* and begin to explore, read or paraphrase the following:

The city's harbour is a wide, open lagoon of the Searing Sea. It seems most local privateers and merchants prefer smaller, quicker ships with shallower drafts than the big-bellied galleons used elsewhere.

A series of docks and piers extend out into the water, extended from a curving cobblestone road known as Bleakscale Harbour Road. On the opposite side of the narrow road are warehouses, taverns, inns, and private houses, all towered over by the stone buttresses of the cannon towers.

Each of the weapon emplacements can shoot beyond the mouth of the lagoon and the semi-circular arrangement of the towers means that an invader finds themselves bombarded from all sides. The entrance and the lagoon itself are dredged regularly, but the water is not too deep even at high tide.

Bleakscale Harbour Road

This road is a narrow cobblestone street that follows the contour of the lagoon. On one side are the docks and quays of the ships currently moored here, the other side holds warehouses, shops, and private residences squatting underneath the fortress-like defence emplacements. The street itself is often filled with dockhands and equipment to unload merchandise from the ships. If the characters decide to go exploring, you can use the following entries, or other locations from the *Anvilgard City Guide*.

LAST STOP

This is a shop of average size, located on the corner of Bleakscale Harbour and another street that climbs up into the city proper. It is a general store and carries the sorts of goods that a sailor short on time would purchase. The prices are up to double the normal price — the proprietor, a Human named Dahla Rhostier, knows that time is money and Last Stop is conveniently close to the docks.

Investigating the Blackscale Coil: Like almost every other business in Anvilgard, Last Stop is visited monthly by a couple of dangerous-looking Aelven corsairs who remind Rhostier how dangerous the city is and how there's an organisation in town that looks out for the little people. She pays them timely and considers it just a part of doing business, the same as any other tax. Her visitors are different every month, and she doesn't know (and does not want to know) anything about the group itself.

FINE OUTFITTERS

There are a number of warehouses along Bleakscale Harbour, and at first glance this is just another one of them. But there's a small sign that identifies the warehouse as 'Fine Outfitters', alongside a door that opens into a small lobby. From there, customers can enter the warehouse proper. Columns of sandstone that support the

embankment overhead divide the warehouse into various sections, each with different kinds of equipment for taking your chances in the Crucible of Life. There are tents and blankets, backpacks and sacks, enchanted waterskins that make any liquid safe to drink (150D each), huge nets weighted down with steel hooks, giant prods, and other gear for trapping the most dangerous of beasts.

The Ancient Order Serpentis

Those local members of Order Serpentis who remain in the city have a monthly meeting, supposedly to discuss future plans and maintain the state of the Order for battle, in the warehouse. In truth, it is mostly old soldiers telling war stories, but the commander (Acturos Maelvn) is a member of the Blackscale Coil and is always on the lookout for folks enamoured enough with those war stories to take on a missions where an extra (almost certainly dead before the end) body would be helpful.

GILEO'S MAPS AND CARTOGRAPHY SUPPLIES

This is a tiny hole-in-the-wall shop run by Marto Blando, an old wizened Human man. The front room of the shop is stuffed with maps supposedly showing the local coastline, paths through Cupricon Range, trails of the Crucible of Life, ocean currents of the Searing Sea, and more. Careful examination of the maps shows obvious contradictions from one to the other and none of them are actually of much use at all. However, Gileo considers all of these maps (priced at just a few drops each) for entertainment value only. Any accurate maps are in the back and cost much, much more. He'd rather make a copy of the map for a suitable charge (usually 50–100 drops) than sell the original. Any such copy has at least a few minor (and quite intentional) errors in it. If the characters insist on an accurate map, Marto tells them they need to find his brother (and he has no idea where he is).

Blackscale Coil Connections

Marto has another set of maps in the backroom as well — the sort that show local business-building layouts, including their various arcane and mundane defenses. He provides these to the Coil on request in lieu of paying protection money. If he was convinced that one of the party members had something to offer, he could make contact with his regular runner in the Coil (another Human named Bas Kepnin) to meet with the Coil directly.

THE BEACHED MERMAID

Rowdy laughter and off-colour songs issue forth from this tavern almost every night, as it's one of the most popular on Bleakscale Harbour.. Run by Meli and Kala Newtorn, two middle-aged Humans, the *Mermaid* offers up ale and wine alongside fresh-baked bread. Between the ovens and the open hearth, the tavern is always warm, no matter the season. Many folk visit here and it's easy to find entertainment and temporary companionship amidst the crowds. There are even a few private side-rooms, charging just a drop or two an hour for meetings of all kinds. But, just as easily as the drinks flow, so do tempers, and it's a rare night that the tavern doesn't see one or more fist-fights — or worse.

Investigating the Blackscale Coil

The Coil has its hands in many business transactions that occur here at the *Mermaid*, such that the tavern itself doesn't pay for protection in a direct sense. Folks that ask too many questions are directed through a series of rooms that eventually end with them being dumped out on a back alley at the end of the cannon embankments. Several **Blackscale Thugs** (see page 35) are waiting there to remind the group not to ask any more questions.

CROW'S NEST

The battlements for the cannons hang especially low here, making the ceiling of the *Crow's Nest* very low and giving the small building an even more claustrophobic feeling. The tavern has simple wooden furniture with tables for the most part and a row of booths along a single wall. There's no parlour or private rooms and on the opposite side of the booths is the bar. There's only the house ale available (named Crow's Foot for its taste and smell) — it is cheap and plentiful and people come here for almost only one reason: to get drunk. The second reason is recruitment. The *Crow's Nest* is so near the docks it's often the first place a sailor released from duty goes and quite a few of them never make it further into town before being recruited onto another ship, whether commercial or privateer.

Folk who hear that the characters are leaving on the morning's Blood Tide make various signs to ward off evil, saying that it is bad fortune to start a journey so early.

Tales of the Blackscale Coil

The *Crow's Nest* is too poor of an establishment to capture much attention from the Blackscale Coil and its owners (a group of retired sailors) try very hard to keep it that way. They pay their protection money on time and never try to get fancy with the menu or the tavern. Of course, this also means that if some group visits and starts making enquiries about the Coil, they will stand out like a sore thumb. And that might lead to someone coming to visit the questioners

late at night or in a convenient alleyway — almost anyone in the bar wouldn't mind being on the good side of the Coil.

THE HOOKHOUSE

'On the hook' is a Duardin expression for sleeping, especially in a hammock, so it's no surprise that the proprietor of this inn is Guri Gruisson. He runs a welcoming establishment that, while it has a comforting appeal for other Duardin (lower ceilings, mostly stone decor, many fires), many other Species also appreciate a stay here. He even has a special sunken area where Sylvaneth (even Kurnoth Hunters) can soak their roots in a fine mudbath while enjoying a humid fog that is blessedly free of defoliant, which tends to give them headaches. Food and drink are reasonably priced and there are a variety of lodging accommodations, anywhere from a captain's room that you can hire month by month, to regular rooms that sleep a half-dozen at need, to a singular common room, complete with adjustable Kharadron-made hammocks.

The Resistance

Guri Gruisson refuses to pay the Blackscale Coil for its protection. This makes his continued survival and the existence of his business tenuous at best. However, he often has notable and influential guests at the inn (especially the Sylvaneth), such that a direct attack would cause retribution from all quarters. And an 'accidental' fire getting out of hand is infeasible as well — Guri was smart enough to locate his inn directly underneath the powderworks for the harbour cannons. If he goes up in flames, so do the city's defences.

THE *BLACKFIN*

It is exceptionally early in the morning and the sun still sleeps on the horizon, giving a bloody red cast to the lagoon. You find the Blackfin *without trouble. The corsair's ship is sleek and narrow, and the deck is no more than a dozen feet above the waterline. There are gun ports on both sides, a reinforced prow, and you note the boarding ladders and hooks mounted on the bulwarks. The ship is stained with a deep black-red resin that seems to absorb all light in the gathering gloom. Below the waterline, the timbers are painted white — if you ask Kaltis about this, he explains that it makes the ship less visible to the dangerous creatures that live beneath the waves of the Searing Sea.*

Theriel nods at the characters as they approach. They have just enough time to get on the ship, store their gear in one of the front cabins, and get settled before it is time to leave.

THE FIRST MATE

Once the characters are situated, Theriel introduces the group to his second-in-command and crew. Read or paraphrase the following:

Theriel introduces Sulémek, an Idoneth with pale skin and stern features as 'my first-mate, the noble Sulémek.' *The other Aelf only grimaces and replies* 'I am not your mate in any meaning of the word. But as long as your promise stands, we shall work together.' *Theriel waves off the harsh words and continues to show you around.*

PLAYING SULÉMEK OF THE IDONETH

You are disdainful of all other Species and reluctant to share even with your own. If you can, adopt a rigid posture and look at the players through half-closed eyes. Scowl at them and have your voice indicate that you think their questions are a waste of your time. Know where Kaltis is at all times and try to redirect the characters to him, if possible. Guard the *Blackfin's* secrets and be prepared to erase the memories of troublemakers. Such 'editing' does not bother you at all.

Sulémek refuses any attempts at conversation other than with fellow Idoneth, and even then he is still harsh and guarded. He only repeats that he has an arrangement with Theriel Kaltis and expects that the Idoneth will benefit from their agreement. In truth, Sulémek's presence is critical to the *Blackfin's* success — he can lift the entire ship up on a wave of Ethersea and allow it to 'sail' in the sky. He only does this at the greatest need, so it's possible the characters may not discover this for some time.

RECOVERY OPERATIONS

In the centre of the ship between the masts is a great collection of gear: tar-coated barrels, great coils of rope, pulleys, lead weights, lumber, construction tools, and more. A **DN 4:2 Mind (Crafting)** Test or talking to any of the crew confirms that this is exactly the sort of equipment you'd want if you were expected to recover something from a shipwreck.

THE BLOOD TIDE

As the sun rises, the Blackfin *begins to move across the lagoon's red water. The crew use oars to push themselves away from the dock and unfurl the sails. Kaltis stands at the stern of the ship, steady hands on the wheel. Beside him stands Sulémek, a look of intense concentration upon his Aelven face. As the ship exits the lagoon, the reason for waiting until high tide becomes apparent.*

While the lagoon itself is kept clear of debris, there are many shipwrecks just outside the harbour. Some were unfortunate accidents due to the shifting sandbars, but most are the result of the cannons of the Scourge Privateers. To the south the characters can see the rotting remains of the Nurgle ship The Pustulent Horror *through the clear waters: a mass of rotting wood held together by bulbous tentacles and covered with green and purple funguses with the sunken and mangled bodies of other Nurgle Maggotkin surrounding it. There are a couple of tenders surrounding it, with workers grimacing at the foul work.*

Once the ship has cleared the graveyard, the expressions on both Kaltis' and Sulémek's faces soften. The Blackfin *is now in the deep water of the ocean proper.*

OVERVIEW

In this section, the characters should have:

✶ Had a chance to optionally explore some of the local shops and begin to investigate the Blackscale Coil.

✶ Boarded the *Blackfin* and met First Mate Sulémek.

✶ Sailed out of the harbour and saw the plagueship and other wrecks.

PART 3: THE BURNING OCEAN

The Blackfin *has set sail, searching for any sign of the Burz Mulnkuremon. Theriel Kaltis has no hope that he will find the air-sailors alive, he's convinced that something managed to bring the ship down. He tells you he intends to head first towards the Isle of Ghouls, and then explore from there.*

SAILING THE SEARING SEA

Kaltis and his crew take care of the everyday operations of the ship, but he makes it clear to the party that he expects their aid in case of any attack, whether by beast, mortal, or worse. Of course, he doesn't specify that it may be himself that begins combat.

The trip to the Isle of Ghouls will not be uneventful — some random events will occur and there are several other set events that set hints for future adventures. Ideally, the players won't be able to distinguish between the two types, so you might generate the random results before the game session or roll a die before each event, even if it is a set event.

The order of events is:

- ☼ A random event
- ☼ Battle with Nurgle (set event)
- ☼ A random event
- ☼ Smoke on the Coast (set event)
- ☼ A random event
- ☼ The Edge of the Storm (set event)

The final event sets the stage for **Part 4: The Dead Can Sail**.

ABOARD THE *BLACKFIN*

Kaltis' ship is capable of fulfilling many roles. It is a sleek vessel, able to cut through the waves and carry messages and important passengers quickly. It is well-armed and well-crewed and Theriel Kaltis' hunts on both land and sea are well-famed. It has a reasonable amount of cargo storage, such that it could run a blockade and provide support to a city under siege. And, of course, it is quite capable of meeting other ships on the open waters and liberating them of excess wealth and cargo.

TALKING TO THE CREW

Careful conversations with the crew can reveal more about the *Blackfin*, Theriel Kaltis, Sulémek, the Blackscale Coil and Anvilgard. When the characters talk to the crew, they have a chance to learn one of the following pieces of information by making the indicated Skill Test.

- ☼ Kaltis is well-known for his legendary hunts. He will interrupt almost any mission if he catches wind of a creature he has not caught before. **(DN 4:1 Mind (Entertain or Guile))**

- ☼ Without the defoliant, the city would be overgrown in weeks. Despite it being in everyone's interest to keep the cannons stocked, there's always a lot of politicking about supplies **(DN 4:1 Mind (Guile)**, with 3 or more Successes the crew member admits the Blackscale Coil is often involved).

- ☼ Sulémek is a new addition to the crew. Most don't care for him, but he provides the *Blackfin* with new capabilities – no crew member will reveal the secret that the *Blackfin* can fly (page 18). **(DN 4:2 Mind (Guile))**

- ☼ The ship is well provisioned for this recovery operation and the crew are very familiar with how to do this work. **(DN 3:1 Mind (Guile)**, with 3 or more Successes a crew member lets slip that such operations are sometimes outside the letter of the law.)

- ☼ The Blackscale Coil are a constant presence in the city and few of the crew can imagine them defeated and run out of town. **(DN 4:1 Mind (Lore))**

THE BLACKFIN

A   Stern Castle
B   Forecastle
C   Foremast
D   Captain's Quarters
E   Ship's Stores
F   Galley
G   Main Deck
H   Mainmast
I   Cargo Hold
J   Navigator's Quarters
K   Guest Quarters
L   Bowsprit
M   Rudder
N   Ship's Stores and Crew Quarters
O   Gun Deck
P   Ship's Stores and Crew Quarters
Q   Steerage Deck
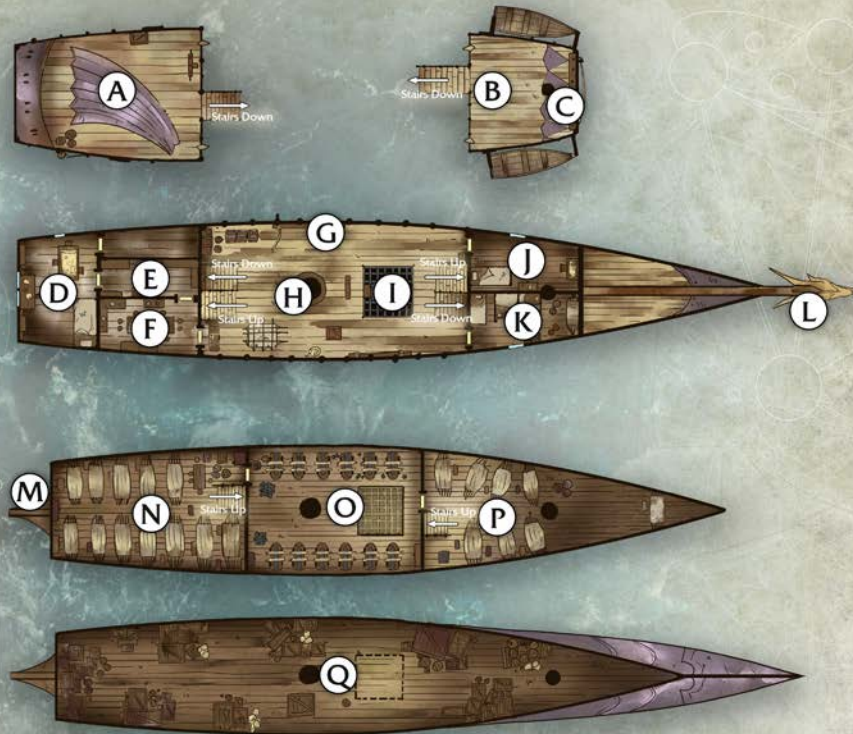
A. Stern Castle. This has the ship's wheel. Along the outer railing are a series of lines (ropes) with grappling hooks, ladders, hooked poles, and other devices for boarding a ship.

B. Forecastle. A forward observation deck. It also has boarding gear and two small skiffs lashed to the deck.

C. Foremast. This front mast has a series of ribbed triangular sails attached to yard-arms, and a series of smaller sails connected to the Bowsprit (L).

D. Captain's Quarters. This is Theriel Kaltis' personal chambers. He is meticulous and keeps quite reasonable records, all of which are falsified. A series of nautical charts on the wall are quite legitimate however, as well as a collection of weaponry and poisons.

E. Ship's Stores. This supplies the galley and is managed by the ship's cook. A separate door allows the cook to serve the Captain and any guests privately.

F. Galley. This is where meals for the crew are prepared and distributed.

G. Main Deck. This is where visitors to the ship first come onboard. There are many nautical supplies here, and is currently packed with gear for the recovery mission. Along the rails are more equipment for boarding actions.

H. Mainmast. This is the primary mast of the ship and holds the mainsail, main topsail, the main topgallant, and others. At the top of the sail is the crow's nest and ship's colours: a white flying fish on a black field.

I. Cargo Hold. This square access area goes down all the way to the Steerage Deck (Q).

J. Navigator's Quarters. This is Sulémek's quarters. Whenever he is not in here, it is magically locked. If someone was able to access it, it is full of cloying ethersea and little else.

K. Guest Quarters. Kaltis assigns this room to the party. There are sufficient curtains, hammocks, and other bedding material to subdivide the room as the group wishes.

L. Bowsprit. This is the mounting point for the leading jib sails. It is not a ram, however below it, the ship's bow has been reinforced for ramming actions if necessary.

M. Rudder. This is the main rudder, controlled by the ship's wheel. It is the primary steering mechanism for the ship.

N. Ship's Stores and Crew Quarters. This section of the gun deck is given over to ship supplies and a series of hammocks for the main crew. Each crew member has their own assigned hammock and a personal bag, which is usually lashed down to the hammock. Since the crew works in shifts, there's always someone here. Kaltis' crew is exceptionally professional and take exception to anyone poking around anyone's personal gear.

O. Gun Deck. On each side of the ship are six Duardin-made cannons, along with the black powder, shot and reloading gear. Most Aelven ships would not carry these sorts of weapons, but Theriel is focused on efficiency. In a battle the crews time themselves so that one gun fires, then moments later the next along the line is ready to fire, and so on, such that when #6 fires, #1 is ready to shoot again.

P. Ship's Stores and Crew Quarters. This is a forward section much like the stern section, except that it is less used.

Q. Steerage Deck. This lowest level of the ship is below the waterline. It contains the anchoring for both the mainmast and the foremast, ballast, and ancillary ship stores. The only access to the steerage deck is through the cargo hold and a sturdy lid is usually over the entrance. From the inside of the steerage there would be no way for a mortal of ordinary strength to lift the cargo hold lid. Thus, Kaltis sometimes uses the steerage deck as a brig, but none of the crew remember the last time it was used for such. Aboard the *Blackfin*, discipline requires either a stern talking to, or a long walk off a short plank — there's little in-between in Theriel's mind.

ADVENTURE SUPPLIES

The *Blackfin* has a store of supplies that Kaltis and the crew use for 'normal' operations. This includes things like 10-foot poles, grappling hooks and rope, lanterns, torches, spikes and pinions, and other gear that is usually found in the 'adventurers' section of a general store. If the party find themselves short on supplies (especially if they're sent to scout out a newly discovered island) then they can borrow some equipment from the ship. Kaltis expects it to be returned in good condition, or to be paid for anything lost or broken.

RANDOM EVENTS

The following is a list of random events that might occur during the voyage. If you roll a result you've already used, then just use the next closest unused event. Feel free to adapt anything for your group and circumstances. For example, if an event expects everyone to be on the deck, but the party has made it clear that they're taking shifts (or some members of the group are covering for others who are trying to sneak in places they're not supposed to be), then focus only on the available characters. You might also want to adjust the difficulty of the event by changing the number of enemies, especially for very small or large groups or ones where there's a lack of combat skills.

RANDOM EVENTS	
1d6	**Random Events**
1	Leviadon Hunting
2	Nightrat Infestation
3	Uncharted Island
4	Ocean Lights
5	Fish Flight
6	Titanic Struggle

LEVIADON HUNTING

A cry sounds forth from the crow's nest, a Wild Leviadon has been spotted grazing on seaweed in the open ocean. Kaltis shouts out a series of orders and the ship begins to turn and pursue the creature! The captain motions you to get your weapons at the ready, and go to the bow of the ship.

A **Wild Leviadon** (see page 38) resembles a gigantic sea turtle but its iron-hard shell is ringed with spikes. Kaltis wants the armoured shell as a memento, but the meat is good eating and will extend the ship's stores.

After a few moments of pursuit, the Leviadon dives down and gracefully 'flies' through the clear water, coming around to ram the ship just where the characters are stationed. Combat begins! Once it rams the ship, it begins to climb up the side using its clawed flippers, biting at anyone within reach.

NIGHTRAT INFESTATION

These pests can be found in the holds of many ships sailing out of Anvilgard and other points, including the *Blackfin*. It is thought that they are native to Ulgu and have slipped into other Mortal Realms by stowing away on trade caravans or climbing through Skaven Gnawholes. Their unique nature means that they are invisible and ethereal when exposed to light of any kind, making their presence hard to detect. Characters with *Witch-Sight* can see them as slinky shadows; Sulémek has warned Kaltis about their uninvited guests.

So far, the infestation is limited to the Steerage Deck. Kaltis charges the characters with dealing with the rats and then shuts the heavy cargo hold door on them with a teasing smirk. They are trapped in utter darkness along with the rats.

There can be one or two swarms of 9 rats each (see page 38 for their stat-block). This isn't a major combat encounter, but mostly a bit of fun dealing with being *Blinded* and also trusting that Kaltis will reopen the cargo hold at the appropriate time. (He does, he wants the defoliant chemicals and the party are still useful to him.)

UNCHARTED ISLAND

The Blackfin *has come across a small, uncharted island somewhere in the Searing Sea. This is not too unusual, charts of the region are known to be incomplete or in error, and the strange nature of the Mortal Realms means that an island appearing where one never was before is also possible.*

Upon seeing the island, Kaltis has one of the skiffs unslung and has the party explore the island, looking for fresh water, fruit, or anything of interest. He offers to split anything of value half and half with the characters. If they object, he points out that they never would have found the island without his ship.

Use the following tables to generate the island. Some results provide a bonus or penalty to another table. Any result below 1 counts as 1 and any result above 6 counts as 6.

Special Features

The following table is the first one, and presents additional options for the island. If the island does have a special feature, then the subsequent results might need to be tweaked a bit for it to make sense. For example, if this roll determines that there are surviving marooned sailors on the island, then there needs to be some sort of vegetation and freshwater to keep them alive, even if your other rolls suggest otherwise. You can always use this as inspiration — perhaps the island is volcanic in nature and the poisonous fumes and lava flows keep one side of the island (the side from which the party has approached, of course) apparently dead, but then you reach a steep hidden valley full of life.

ISLAND SPECIAL FEATURE	
1D6	**Island Special Feature**
1–2	**Nothing of Note.** This island doesn't have anything special.
3	**Cave(s).** Roll 1d6: on a 4–5 there's an exit to the cave with access to the sea, on a 6 there's a sea cave exit and a ship (rotting and ancient or new and mysterious?) berthed within.
4	**Marooned Sailors.** Sailors were left for dead here, perhaps long ago. Roll 1d6: on a 1-4 the only signs of them are some crude gravemarkers and a skeleton or two nearby; on a 5 one or more of the marooned sailors are still alive and beg to be allowed to join the crew; on a 6 the survivors are traitorous or otherwise unreliable.
5	**Ancient Temple.** Some old structure is here. Roll 1d6: on a 1-3 the temple is dedicated to one of the Chaos gods in their various disguises; on a 4 it was built to a half-forgotten, half-understood Sigmar; on a 5 it was built to one of the other gods of Order; on a 6 it is a place of the Seraphon – it might be ancient, or newly arrived in this realm.
6	**Buried Treasure.** Roll 1d6: on a 1-3 there's a small chest hidden in haste, it has 1d6 vials of Aqua Ghyranis and 2d6 pounds of gold and silver; on a 4-5 there's a larger chest and strange markings on trees and rocks to remind those that hid it where the chest was. The chest or its hiding place is trapped (**DN 5:2 Body (Dexterity) Test** or a Minor Wound). It contains 1d6 spheres of Aqua Gyranis and 4d6 pounds of gold and silver. On a 6 the chest is even larger. It has 2d6 spheres of Aqua Ghyranis and 2d6 pounds of gold (those with the Sense *Ur-gold* Talent recognise that 1 pound of it is actually ur-gold).

Also, by design, no heights for the island are given. To keep them off the charts, most should not be too tall, but a small island with steep sides and some sort of mystery at the summit might be just the challenge for your players.

Island Shape and Size

This table provides rough measurements for the island, which you may have to adjust in order to make sensible. In each case, the distances should be considered as only rough estimates and as the crow flies, most bigger islands will have some variation to their coastlines, perhaps with cliffs, lagoons, or other inlets.

Vegetation

This refers to the amount of flora on the island. Very few islands in this area are completely barren and the amplifying effect of the Bright lands means that very often the land is spectacularly overgrown, with thick plant cover, vines, stinging nettles, and more. Most food is found in the form of fruits and water might be collected from the plants themselves, found in small rocky grottos on the island, or just part of the fruit itself.

Freshwater

The following table indicates how much freshwater is on the island and how the characters can reach it. On smaller

ISLAND SHAPE AND SIZE	
1d6	**Island Shape and Size**
1	Circular (2d6 x 1000 feet in diameter).
2	Oblong (1d6 x 1000 feet in one direction, 2d6 x 1000 feet in the other). +1 to vegetation roll.
3	Toroid (donut like, with a lagoon or freshwater lake in the centre, formed by an inactive volcano. 1d6 x 1000 feet in diameter, lagoon/lake 1d6 x 100 feet in diameter). +1 to freshwater roll.
4	Narrow (2d6 x 1000 feet in one direction, less than 100 feet in the other).
5	Triangular (1d6 x 1000 feet for each of the three sides).
6	Elongated Triangle (1d6 x 1000 feet for two sides, 1d6 + 2 x 1000 feet for a third side). +1 to vegetation roll.

FRESHWATER	
1d6	**Freshwater**
1–3	No accessible freshwater.
4	Minimal freshwater available by wringing water out of native plants or finding small caches in thicker soil. **DN 5:3 Body (Awareness or Survival)** Test to get one day's water from the island at maximum.
5	Freshwater available. **DN 4:2 Body (Awareness or Survival)** Test to get one day's water for five people from the island, a total of 1d6 + 1 days of water is available. +1 to occupation roll.
6	Plenty of freshwater available, perhaps even a pond or lake. **DN 4:1 Body (Awareness or Survival)** Test to get one day's water for five people from the island, a total of 1d6 + 6 days of water is easily available. +1 to occupation roll.

VEGETATION	
1d6	**Island Shape and Size**
1	No vegetation.
2	Minimal vegetation. **DN 5:3 Mind (Survival or Nature)** Test to get one day's food from the island at maximum. +1 to freshwater roll.
3–4	Plentiful grasses and bushes, some trees. **DN 4:2 Mind (Survival or Nature)** Test to get one day's food for five people from the island (a total of 1d6 + 1 days of food is available). +2 to freshwater roll.
5–6	Thick with trees and jungle growth. **DN 4:2 Mind (Survival or Nature)** Test to get one day's food for five people from the island, (a total of 1d6 + 6 days of food is easily available). +1 to occupation roll. +3 to freshwater roll.

OCCUPATION	
1d6	**Occupation**
1–3	No occupants except occasional seabirds.
4	Minimal occupants: insects, lizards, some small mammals. Seabirds often roost. **DN 5:3 Mind (Survival)** Test to recover 1 day worth of food for five people.
5	Plenty of animal life, including at least one aggressive animal type (use a **Bittergrub, Gryphhound,** or **Grunta** to represent the beast). **DN 5:2 Mind (Survival)** Test to recover 1d6 + 1 days worth of food for five people.
6	Plenty of animal life if there is vegetation and a hostile Species (1d6): 1–4: native Aqshyians; 5: cluster of Sylvaneth, 6: Aelven Wanderers. There are at least 2d6 members and maybe more. **DN 5:1 Mind (Survival)** Test to recover 1d6 + 6 days worth of food for five people.

islands, freshwater may be temporary — in plentiful abundance right after a rainstorm, but almost inaccessible afterwards, without digging or extracting it from the plant life. Only on the largest and wettest islands is there standing water.

Occupation

No island is without some sort of occupation, even if it is just the occasional seabird. Those with more permanent occupants may not be used to hunters, but it is also easy to be too enthusiastic, and destroy the island's life cycle by accident. Some islands have two-legged occupants, who can be exceedingly dangerous.

OCEAN LIGHTS

It is a night watch aboard the Blackfin *as the ship continues to gradually make its way north towards the Isle of Ghouls. You suddenly see a pale, translucent purple light appears in the water. Another one appears and another. Soon the ship is surrounded by these glowing beings!*

A character who makes a **DN 5:1 Mind (Awareness)** Test realises it is an optical illusion — the creatures are everywhere, it's just easier to see them the closer they are to the ship. A crew member explains to the characters that these are jellyfish that come to the surface during the night to feed. They advise that it's not safe to go swimming with the jellyfish (their stings will cause a character to become *Stunned*, and if they do not escape quickly enough, they become *Incapacitated* and then *Unconscious,* and will likely drown.)

GM ADVICE BOX

This scene can be one of tension and uncertainty, but it can also serve as a reminder that the realms are beautiful in their own way. It might cause the characters to reflect on their approach to the world or each other, especially if their first reactions were to slay the peaceful creatures. Ask any who saw the light display what their character thought of it. Did it call any memories to mind? Do they have regrets about their current course of action? Do they feel capable of exposing the Blackscale Coil?

FISH FLIGHT

You're on the deck one night when you hear an odd splash and a sound of rushing wind. You see a glint of eyes and razor-sharp teeth as the Flying Fish attack you. A nearby crew member grumbles — not only are they trying to take chunks of flesh out of everyone on deck but they have a nasty habit of getting caught in the rigging, causing more trouble for later.

Roll 1d6 for each character: on a 3 or lower, the character is attacked by three **Flying Fish** (see page 36). On a 4 or higher, they are attacked by a number of Flying Fish equal to the die result. The fish leap from the water and fly by as they attack, splashing into the water on the opposite side of the ship. A character must take the React Action in order to have a chance of hitting the fish as it flies by. After each attack, the fish must make a **DN 6:1 Body (Reflexes)** Test. On a failure, the fish is caught in the rigging.

For each Flying Fish caught in the rigging, a character must make a **DN 6:1 Mind (Awareness)** Test to find it and then a **DN 6:1 Body (Dexterity)** Test to remove it without getting bitten. If a character fails the Dexterity Test, they take 1 Damage. If the group waits until the morning, the fish die but destroy the rigging with their thrashing. The ship makes no progress the rest of the day and Kaltis expresses his frustration with the group.

TITANIC STRUGGLE

The sea itself steams and boils as a gigantic Kraken erupts from the deeps! Fortunately, it is not hunting the Blackfin *but is instead in a fight for its own life against dozens of Allopexes. The hungry shark-like creatures dart in, trying to take a bit of the Kraken's softer inner flesh whilst avoiding its powerful tentacles. One of the Allopexes is caught in a tentacle and the Kraken slings it into the air, and it goes sailing over the foremast of your ship. Kaltis has seen enough and orders the ship to leave the vicinity by any means necessary.*

Kaltis desperately asks the party to provide aid. Characters can help out in the following ways:

✵ Characters that have spells or Miracles that can influence the weather can cause more wind in the sails, increasing the ship's speed.

✵ Characters that have spells or Miracles that can obscure the area or that can hide or disguise the *Blackfin* will help.

* Characters with Long Range weaponry or other effects might be able to help weaken the kraken.

* Characters can make a **DN 5:2 Mind (Ballistic Skill)** Test to aid the cannoneers.

* Characters without other abilities can hold lines and help trim sails. A character must succeed at a **DN 6:2 Body (Athletics)** Test.

As long as most of the characters succeed, the *Blackfin* escapes without incident. If most of the group fail or refuse to help, the situation quickly turns grim. The cannons seem to be ineffective against the huge Kraken and the Allopexes are too fast for the gunners to hit.

Theriel Kaltis frowns and turns to Sulémek. The Idoneth raises his hands, a look of supreme effort on his face. The *Blackfin* begins to lift up, buoyed by a surge of ethersea as it launches itself into the sky.

Kaltis is disappointed that the characters have learned one of his greatest secrets, that the *Blackfin* can fly, or at least sail upon the ethersea created by Sulémek. He makes them swear themselves to secrecy, saying that his agreement with the Idoneth is personal and he needs to keep this secret in order to protect Anvilgard at its greatest need.
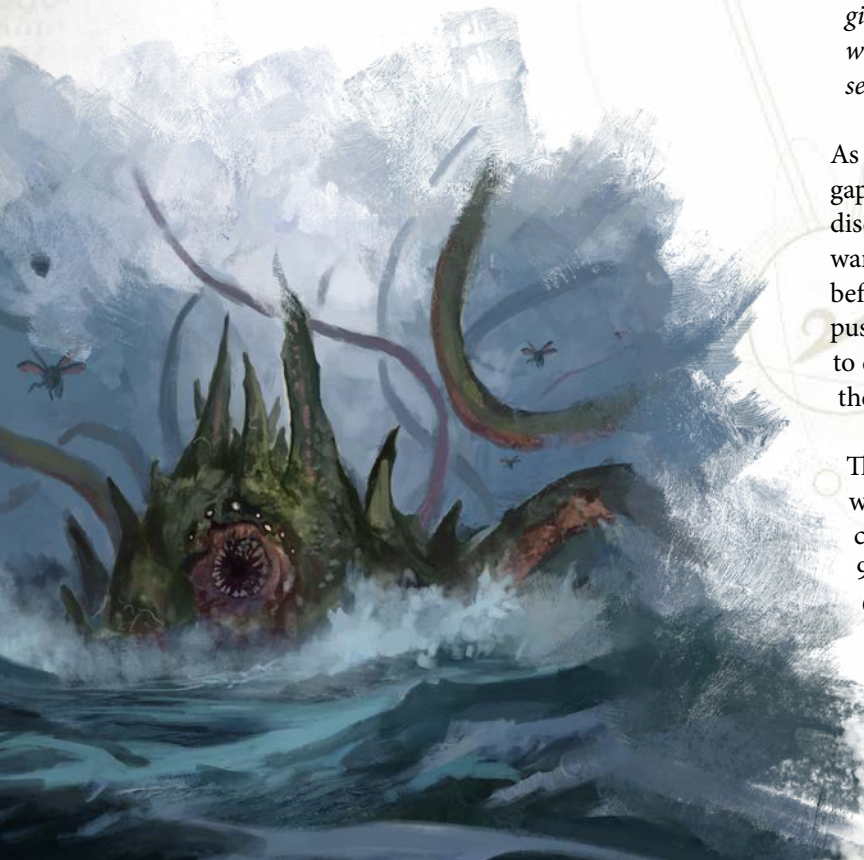
SET EVENTS

The following are the set events that must happen to provide clues to the player characters about the greater story surrounding Anvilgard. Alternate between random events and these set events, such that **The Edge of the Storm** is the last event, as it introduces the next threat, the Ghoulships of the Flesh-eater Courts (see page 20).

BATTLE WITH NURGLE

Kaltis is scanning the horizon with his spyglass when he calls out to you and then barks out a series of orders to the crew. The ship begins to turn, heading towards the direction that the Captain pointed. As you look out over the ocean, the scene begins to come into view: another giant mass of tentacles and flesh hanging onto driftwood while Plaguebearers swarm around it, carried by a crude set of rafts.

As the ship draws closer, the characters can see great gaping wounds on the creature, filled with pus. Its skin is discoloured as the rotting diseases of Nurgle take hold and warp the thing. Kaltis sighs. The beast must be destroyed before the creature is completely transformed into a pustulent abomination of Nurgle. He orders the *Blackfin* to come to and begins to bombard the motley scene with the cannons.

The characters can assist with the operation. Anyone who has spells that work at long range can help put the creature out of its misery. (Its highest Attribute is Body 9 but it has dozens and dozens points of Toughness.) Other characters can make a **DN 5:2 Mind (Ballistic Skill)** Test to aid the cannoneers.

After a few moments, the tentacled beast sinks beneath the waves, dead but free of the Maggotkin. If the GM wishes to continue to challenge the characters, the **Plaguebearers** can begin to assault the ship. Each character must face off with at least three Plaguebearers. As long as they're successful in defending themselves, the rest of the crew fares excellently as well. If the characters are overwhelmed, Kaltis and Sulémek join the fight, making quick work of the Minions.

SMOKE ON THE COAST

The Blackfin *swings a little more coastward as it proceeds towards the Isle of Ghouls and grows closer to the great forests of Golvaria. In the distance you see a plume of brown smoke, part of the jungle is burning! Theriel sweeps his spyglass over the conflagration but it is too far inland for the ship to worry about.*

This is a hint towards future events but there's nothing that the characters can do about it right now. Even if some or all of the characters can fly, the smoke is too thick to see anything unusual, it just seems like a regular forest fire that will hopefully burn itself out. After all, this is the Crucible of Life, the jungle will grow back twice as fast anyways.

THE EDGE OF THE STORM

The sky grows dark with rolling storm clouds. There's a chill in the air, even on the Searing Sea, and the crew is nervous. Soon, a ship comes into view, sailing out of the north, the storm winds filling its sails. The ship is huge, made of dark burnished wood, and has a dozen or more sails, some of which seem almost translucent and ragged, even though the ship continues to sail towards the Blackfin *with great speed. Even before you spot the ship's colours, the pale forms of her crew reveal the ship to be of the Flesh-eater Courts. They raise up rusted cutlasses in salute and the gundoors of the galleon open up.*

The Golvarians on the Isle of Ghouls are Flesh-eaters, deranged undead that do not realise their plight and invent elaborate fantasies to explain their continuing existence. These consider themselves to be duly commissioned privateers, keeping the sea lanes safe from such dangers as Aelven pirates.

Captain Kaltis stares at them for only the briefest of moments and then begins barking orders to the crew. He's going to try and outrun the undead ship — by heading straight into the storm! He admits the chances are not especially good and once again asks for your aid.

OVERVIEW

In this section, the characters should have:

✤ Joined the crew of the *Blackfin* and got to experience some adventures on the Searing Sea.

✤ Received some ominous foretellings regarding Nurgle's activity around the city and some mystery within the jungle.

✤ Hastily prepared to do battle with the Flesh-eaters of the Isle of Ghouls.

PART 4: THE DEAD CAN SAIL

In the Age of Myth, Golvaria was known and feared for its powerful necromancers and legions of skeletons. But then they foolishly attacked the Aspirians and were nearly destroyed for their arrogance. The surviving members of the tribe escaped to an island off the coast of Golvaria. There, driven desperate by their circumstances, they turned on one another and gave rise to a new Flesh-eater Court. Their new home became known as the Isle of Ghouls.

Like all of the Flesh-eater Courts, the Golvarians exist deeply within a delusion that they are the noble rulers of the land, and the island is their capital and shining citadel by birthright. They raid the coasts and the sea lanes, claiming cargo and lives in the names of their rulers and gathering lumber to make their great ghost-like galleons. One spectacular example is the *Ravenous*, the ghoulship that the party have the misfortune of encountering today.

BATTLE AT SEA

Ship battles are handled much like regular combat, using Zones and ranges. The GM describes the relative position and distance of each ship and any other nearby factors (like ocean creatures, islands, sandbars, reefs, etc.) and then the players, on behalf of the captain of the ship, make decisions about the ship's movement and/or attack. If you have the space and materials and are interested in a system that uses a map for combat, see **Ship to Ship Combat** on page 31 for expanded rules.

Ocean Zones are bigger than character battle Zones, maybe up to the size of a small island. For example, in a regular combat, the deck of the *Blackfin* has at least three Zones: the forecastle, the main deck, and the stern castle. For a sea battle, the entire ship and the water around it are a single Zone.

The following special rules apply for sea battles when you have ships manoeuvring at a distance. Once they come to close quarters and boarding actions start, use the regular combat rules. The next section, **Into the Storm**, has the details of the close quarters combat.

We also introduce a new Range: Extraordinary, coming between Long and Extreme. A target at Long Range for an ocean battle is separated from the shooter by two ocean Zones, a target at Extraordinary Range has three ocean Zones between them, and Extreme Range is separated by four ocean Zones or more. Character-based Ranges step down two Zones. For example, a spell that works at Long Range for character combat works at Short Range for ocean combat. See **Attacks**, page 23 for more detail on this.

AIR BATTLES

These rules (or the optional ones in the appendix) can be used for airships as well, with the inclusion of Zones above and below the ship. Ships that lose all of their Structure points begin to descend rapidly, and only creatures that can fly or otherwise soften their landing are likely to survive.

SHIP ROLES

In order to represent the party's help during combat, each character can step into a role, assisting the crew with particular operations:

- **Gunner.** By using their magic or assisting the cannoneers, the Gunner helps with Attacks. Having a good **Ballistic Skill** or **Channelling** will help.

- **Mender.** By using magic or tools, the Mender helps with Emergency Repairs. Having a strong **Crafting** or **Channelling** is good.

- **Spotter.** Either at the bow of the ship or the crow's nest, the Spotter helps with Manoeuvre Tests. Having a good **Awareness** Skill can help.

- **Sailor.** By using magic or controlling the sails, the Sailor helps with Speed Tests. Having a strong **Athletics** or **Channelling** Skill is useful.

- A character can propose any other action. You decide what Test (if any) is required.

During a ship's turn, a character can make a personal action (such as casting a spell or fighting a flying Crypt Bat) by either spending a point of Mettle or by stepping out of their role. If they are out of their role, the ship does not benefit from them until the beginning of its next turn.

Character actions are taken before the ship takes its action.

MOVEMENT

During a ship battle, the various sides might have different goals. For example, the *Blackfin* is trying to escape the *Ravenous*, while the Flesh-eater ship is trying to catch the Aelven corsair. However, even if both ships intended to meet in battle, each would try to obtain the best possible position for their weapons and then attempt to either ram the other ship or close in to board.

The following movement options are available, and include opposed rolls when necessary to see if your ship or the enemy ship is victorious. If you're using these rules for more than one-on-one combat, then pair ships up as much as possible and then you can use the rules for characters Helping each other in combat (*Soulbound*, page 143) to represent multiple ships on one side concentrating on a single enemy ship.

The ship with the highest Speed goes first, and the player characters' ship wins ties against other ships. A ship whose Speed changes because of Damage effects changes when they go in the turn order.

Escape (Any Range)

A ship trying to escape an enemy ship makes a contested roll of its Speed versus the enemy ship's Speed. The Test is DN 4:1. Any characters in the Sailor role add 1d6 to their ship's Speed and can use any Focus they possess with Athletics or Channelling to modify the results of the roll. A ship sailing with the wind has Advantage, a ship sailing against the wind has Disadvantage.

- If the escaping ship gets more successes than the pursuing ship, it adds a Zone between the two ships.

- If the pursuing ship has more successes, the number of Zones is reduced by one, to a minimum of zero Zones (Close Range).

- If the number of successes are equal, or neither ship succeeded, then the distance between the two ships stays the same.

Pursue (Any Range)

A ship trying to pursue an enemy ship makes a DN 4:1 Speed Test. Any characters in the Sailor role add 1d6 to their ship's Speed and can use any Focus they possess in Athletics or Channelling. If the pursuing ship is sailing with the wind, it has Advantage, if sailing against the wind, it has Disadvantage.

- If the pursuing ship succeeds, the number of Zones is reduced by one, to a minimum of zero Zones (Close Range).

- If the pursuing ship fails, the distance between the ships remains the same.

Come To (Short to Long Range)

A ship trying to come to is trying to angle its weapons to strike the enemy ship without taking counterfire. Each ship makes a Manoeuvre Test. Any characters in the Spotter role add 1d6 to the ship's Manoeuvre and can use any Focus they possess in Awareness for the Test. If the ships are at Short Range, the Test is DN 5:1, Medium is 4:1, and Long Range is 3:1.

* If the attacking ship succeeds, they can take an Attack action this turn (see below).

* If the enemy ship succeeds, both ships tie, or neither side scores any successes, neither ship finds an opening to use its weapons.

Ramming Speed (Close Range)

A ship that is within Close Range to another ship can ram that ship, doing Damage equal to its Speed. The ramming ship takes half of that damage (rounded up), unless it has a Trait that says otherwise.

In order to complete the ramming action, each ship must make a DN 4:1 Manoeuvre Test. Any characters in the Spotter role add 1d6 to the ship's Manoeuvre and can use any Focus they possess in Awareness to alter the Test.

* If the ramming ship has more successes than the other ship, the ram attack is successful.

* If the rammed ship has more successes or there is a tie, the ramming action fails.

* A ship that is the target of a ramming action (even if fails) can automatically succeed at a Boarding Action on its turn (see below).

Boarding Action (Close Range)

A ship that is within Close Range to another ship can manoeuvre themselves alongside another ship and, using hooks, ropes, and gangplanks, force themselves onto the deck of the enemy ship. Each ship makes a DN 4:1 Manoeuvre Test. Any characters in the Spotter role add 1d6 to the ship's Manoeuvre and can use any Focus they possess in Awareness.

* If the ship attempting the boarding action scores more successes than the other ship, they board the other ship. See **Close Quarters Combat**, below.

* If the defending ship ties or wins the roll, it has a choice, it can either begin **Close Quarters Combat** or it can automatically move one Zone away.

Emergency Repairs

Any character can spend a point of Mettle to allow an Emergency Repairs action in addition to another ship movement action. A character in the Mender role can do so without spending Mettle. The character must make a **DN 5:3 Body (Craft)** Test or cast an appropriate spell (*Arcane Barrier, Hammer and Anvil*, etc.).

* On a success, the character can restore 1 point of Speed, Manoeuvre, or Hull. None of these values can be higher than their starting values and only one repair of each type is possible per battle.

* In bad weather, the DN becomes 6:3.

DAMAGE EFFECTS

1d6 + Damage	Effect
1–6	No further effect.
7–8	**Frame.** Reduce Structure by 1.
9–10	**Weapon.** Remove one weapon (attacker's choice) that the ship carries. If none are available, treat as a Frame hit.
11–12	**Crew.** Reduce current Crew by 1d6. If all Crew are already dead, treat it as a Frame hit. If a ship has less than half its Crew, Manoeuvre and Speed are reduced to half (round up).
13–14	**Sail.** Reduce Speed by 1 to a minimum of 0. If already at 0, treat as a Frame hit.
15+	**Rudder.** Reduce Manoeuvre by 1 to a minimum of 0. If already at 0, treat as a Frame hit.

ATTACKS

If your ship successfully completes a Come To movement action, then you can make an attack with the ships' weaponry. The ship stat-block tells you how many weapons are available, and how many the crew can fire in a round. If Damage to the ship reduces the number of total weapons to lower than the amount per round, then only the actual number of remaining weapons can fire. Also, bear in mind that many weapons have a reload requirement. If the ship has no crew remaining, then it cannot fire any weapons (the standard is three crew per weapon). If a character has taken the Gunner role, add 1d6 to their weapon's dice pool and they can use any Focus in Ballistic Skill on the attack rolls.

Example: The Blackfin *has 6 cannons. You can fire two each round. So on the first turn you fire cannons #1 and #2. On the second turn, you fire #3 and #4 as #1 and #2 are reloaded. On the third turn, you could fire two of #5, #6, #1, or #2 while #3 and #4 are being reloaded. Ships might lose weapons during a battle, so it's always good to have backups.*

Ship weapons fired against ships work the same as missile weapons fired against creatures: you compare the weapon's Accuracy to the ship's Defence and determine a number of successes. You add the number of successes to the weapon's Damage, and reduce it by the other ship's Armour. Reduce the ship's Hull by that amount. If the ship's Hull is reduced to 0, any remaining damage is applied to the ship's Structure directly. Additionally, large naval weapons often destroy something inside the ship. Roll on the Damage Effects table for each successful hit. The Damage used is the amount after Armour is applied.

Example: The Blackfin *successfully Comes To against the* Ravenous *and lets go with two of her deck cannons. The crew has a Good Accuracy versus the Great Defence of the* Ravenous*, meaning a 5 or higher is a success. The first shot misses (3, 2, 2, 1), but the second shot hits (6, 5, 5, 1), doing 5 points of Damage. The* Ravenous' *Armour reduces the Damage by 3, so the undead ship loses 2 Hull. However, the players also get to roll on the Damage Effect table, rolling 1d6 + 2, and getting a 7! The* Ravenous *takes a point of Structure damage as the cannonball hits a support timber. Because the guns of the* Blackfin *have* Rend*, the* Ravenous *also loses a point of Armour. All-in-all, a good round for Theriel Kaltis and his ship.*

If for some reason, a ship weapon targets a person, they require a 6 to hit the target but do double Damage before applying Armour.

If a character targets a ship with a weapon, they only need a 2 or higher to hit the target but the ship's Armour counts as double (for example, Armour 3 reduces Damage by 6). The weapon's range is reduced by two Zones, since nautical Zones are bigger than character Zones.

The range of Miracles and spells are also reduced by two Zones for the same reason. Miracles and spells that target Zones or characters can be used against a ship, but the ship is a non-living object and certain spells won't have the desired effect. A single-target Miracle or spell used against a ship causes only half Damage (round up). The GM should adjudicate the non-Damage effects of any Miracle or spell that targets the ship directly. Effects that target a Zone work normally.

If there are no more Hull points remaining, apply damage directly to the ship's Structure. Once the Structure reaches 0, the ship is no longer seaworthy and begins sinking. Some of the crew or passengers might be able to escape by swimming or using skiffs.

CLOSE QUARTERS COMBAT

Close Quarters Combat uses the standard combat rules.

If a ship successfully enters Close Quarters Combat, the ships are drawn alongside each other and the regular character combat begins. Very often each ship will consist of multiple Zones. For example, the *Blackfin* has the main deck, sterncastle, and forecastle easily accessible and enemies might even be able to use the stairs to reach the lower decks.

Close Quarters Combat continues until there's a clear victor between the two ships. Usually once their dedicated fighting force is killed, a ship's crew will surrender, but, when facing the privateers of the Flesh-eater Courts, doing so is the same as throwing yourself in the stew pot, so they fight until the last. A ship that somehow defeats all enemies onboard can go ahead and take a movement action to escape, or, maybe, steal the other ship!

Into the Storm

The *Ravenous* begins at Long Range to the *Blackfin*, coming out of the storm. The goal of the *Ravenous* is to come alongside and board the *Blackfin*. The goal of the *Blackfin* is to escape into the storm where Therial Kaltis believes '*They'd be crazy to follow us!*'. When the *Ravenous* first gets within Medium Range, its captain releases the Crypt Bats (1–3 swarms, 9 bats per swarm) to hassle the *Blackfin's* crew. As long as the characters kill all of the Crypt Bats within three rounds, the *Blackfin* only loses one crew member per swarm. If it takes longer, then the Crypt Bats kill twice as many — reduce the *Blackfin's* Crew by the number of crew members killed.

SHIP STATS

The first stat-block on page 25 is for Theriel's ship. While it's similar to a creature stat-block, ships work a bit differently:

* Each ship lists a standard Crew amount. If the ship has less than half its Crew, its Speed and Manoeuvre are cut in half (rounded up). We also provide Passengers and Storage, which future rules may expand upon.

* Just like a creature, ships have Defence and Armour. If a ship has weapons, its Accuracy is given as part of the attack listing.

* A ship's Hull is like a creature's Toughness and a ship's Structure is like a creature's Wounds, except every point of Damage reduces Structure by 1. Once Structure hits 0, the ship is sinking.

* A ship's Speed and Manoeuvre are used during combat. In the standard rules, they work much like a creature's Attributes. In the optional rules for playing on a grid, they're a measure of how many moves and changes in direction a ship can make in a turn.

* Attacks work almost the same as a creature, the battle rules will tell you when you can roll for attacks. If a Focus is given, it represents the Crew's general competence, a dedicated Gunner can provide additional Focus.

On page 20 we provide rules for commanding a ship in combat.

At the beginning of each round, before determining the turn order, roll 1d6 for the wind direction:

* **1–2.** The wind is coming from the storm, which might help the *Ravenous* catch up with the *Blackfin*. If the *Blackfin* sails straight towards the storm, they will be against the wind.

* **3–5.** The wind is at cross direction and neither ship benefits or is hindered by it.

* **6.** The wind is whipping back towards the storm. If the *Blackfin* is trying to escape, it will have the wind with it. If the *Ravenous* is still trying to catch up with the *Blackfin*, it will have the wind against it.

Once the ghoulship has been in Close Range at least once, it must turn toward the storm in order to pursue the *Blackfin* and thus a 6 would mean both ships are sailing with the wind.

Example: The Ravenous *has caught up to the* Blackfin *(it comes into Close Range) and tries to board but is unsuccessful. The* Blackfin *then tries to Escape and is successful. In order to Pursue, the* Ravenous *must toward the storm instead of away.*

While Kaltis is at the helm, it is better for the players to come to a mutual decision about the ship's movement so that you can concentrate on the *Ravenous*. If you like, each player can contribute to the decision based on the role that they've chosen. Or you may have one character who naturally steps into a leadership role. (If so, be careful to still get the input of the other players during the battle, you always want the whole group to share the spotlight.)

The battle scene should continue until the *Blackfin* escapes into the storm by taking the Escape movement action successfully five times or becomes engaged with the *Ravenous*. Kaltis will tolerate three or four rounds of combat, focused primarily on the characters versus the Crypt Ghasts. Once successful, he insists on all of the characters returning to the *Blackfin* if they're not still aboard, and then Sulémek reaches out his hands and raises the ship up on a swelling of the ethersea and heads straight into the storm.

If, by extreme luck and good management, the *Blackfin* has an exceptionally good chance of sinking the *Ravenous* then you can allow the battle to continue. If the players have miscalculated, Sulémek makes sure that the *Blackfin* escapes, but not before the battle turns grim.

If the *Blackfin* avoids engaging the *Ravenous*, Kaltis sails into the storm and the secret of his flying ship remains safe.

THE SHIPS

Here are the stat-blocks for both the *Blackfin* and the *Ravenous*:

THE *BLACKFIN*

Theriel's ship is smaller than the ghoulship. It's not quite as fast, but has the same manoeuvrability. And it has the party aboard, which hopefully can make the difference!

THE BLACKFIN		
Cog (20 Crew, up to 10 passengers, 20 units of storage)		
Defence	**Armour**	**Hull**
Good	2	15
Structure	**Speed**	**Manoeuvre**
6	3	2
TRAITS		
Reinforced Prow. The *Blackfin* never takes more than 1 point of damage due to a ramming action.		
ATTACK		
Deck Cannons (6, 2 per turn). Good (4d6, +1F), 2 + S Damage. Long Range. Loud, Reload, Rend.		

THE *RAVENOUS*, GOLVARIAN FLESH-EATER GHOULSHIP

This galleon is a ship from the Isle of Ghouls, built by the Flesh-eater Courts to patrol 'their' territorial waters and

protect against pirates and other enemies. But, of course, the truth is much more horrid: the *Ravenous* lives up to its name, as its marines and crew descend upon any unfortunate ships that they can catch, consuming the crew and sending a broken ship and bloody bones to the deep.

The Crew

The crew of the ship are as delusional as any other of the Flesh-eater Courts and see themselves as hard-working members of a sailing crew. They are **Crypt Ghouls** (*Soulbound*, page 334).

The Marines

The *Ravenous* carries a few special troops to handle any troublemakers they discover on the high seas. These marines are first to board an enemy ship or defend their own. There are ten **Crypt Ghasts** (see page 37) or twice as many as there are player characters, whichever is higher.

Crypt Bats

A host of bats nest within the rafters and support timbers of the galleon. When an enemy ship grows close, the captain can send forth one or more swarms of Crypt Bats to attack an opposing crew. The *Ravenous* has three swarms of Crypt Bats (9 bats each, see page 37).

In order for the *Ravenous* to do this, it must be within Medium Range of the other ship. It can take a move action on the same turn the captain releases the bats. The Crypt Bats begin to attack the ship the next round. Characters that are not fulfilling a role can engage the bats. A character in a role can temporarily leave that role to fight the bats. A ship cannot benefit from any temporarily unfilled roles.

THE RAVENOUS		
Galleon (50 Crew, 10 marines, up to 15 prisoners, 40 units of storage)		
Defence	**Armour**	**Hull**
Great	3	20
Structure	**Speed**	**Manoeuvre**
8	5	2
ATTACK		
Ghost Cannons (8, 2 per turn). Good (4d6, +1F), 2 + S Damage. Long Range. Loud, Penetrating, Reload.		

OVERVIEW

In this section, the characters should have:

✵ Spotted the *Ravenous*, a Golvarian ghoulship.

✵ Manoeuvred the ship to either engage in combat or escape.

✵ Reached the storm, one way or another.

PART 5: THE WRECK

The storm lashes at the Blackfin *as the ship pitches up and down on the rough seas, shuddering from side to side. Driving rains and dark clouds make it impossible to see a way forward, and even the greenest sailor among you can tell that Theriel is piloting the ship by instinct alone.*

The sails flap and tear in the screaming winds, yardarms swing wildly, their lines broken. Still the storm comes and there seems to be no end in sight. The ship creaks and moans like a living thing, driven by the will of its captain into terrible danger. Lightning flashes and for a brief moment you can see for a little distance — the dark shapes of clouds surround you, but there is no sign of any ghoulships from the Isle of Ghouls.

Finally, the ship pitches forward again and makes a final shudder. The rain relents and the Blackfin slips forward into calm waters and bright blue sky, close to the Juttings. You've made it through the storm!

If he relied upon Sulémek's ethersea to reach the storm, it begins to dissolve as Kaltis sails into the storm, being absorbed by the greater strength of the ocean water, and the ship slides into the actual sea none too gently.

The Wreck of the *Burz Mulnkuremon*

Not long after reaching safety, one of the forward lookouts cries out. The ocean is not too deep here, the floor sandy, with enough sunlight reaching it that its light colours can still be seen. There, amidst the sand on the ocean floor is the wreckage of a ship. From its construction and design, it was surely built by the Kharadron Overlords — the Burz Mulnkuremon!

Note: If the characters have been regularly filling in and helping the crew, one or more of them can make a **DN 5:1 Mind (Awareness)** Test to spot the wreck themselves.

Duardin Remains

As the characters explore the shipwreck, they will likely come across the remains of the crew. Depending on how gruesome your group likes their tales, you might assume that the local sea life has been aggressive in feeding and has only left behind rusted and sea-water clogged armour and aethermatic gear. If you want to emphasise the clues that it was not the Flesh-eater Courts that originally brought the Arkanaut down, you can describe the dead as still providing a meal for the bottom feeders here and there. The characters might even find themselves surprised or startled by the presence of a corpse floating in an unexpected area..

THE ENVIRONMENT

The area where the *Burz Mulnkuremon* has come to rest has a soft and silty sand floor with sparse vegetation. Schools of bright red and orange fishes swim quickly by, rays hide under the sand, hunting the fish, and a **Scryfish Shoal** (*Soulbound*, page 308) lingers at the edges, racing in to take advantage of any creatures foolish enough to get too close to them.

Due to being underwater and soft sand, the Zones around the airship count as difficult terrain.

THE SHIP

The ship is broken into two major components: the totally ruined dirigible globes some distance away and the heavier and closer main hold. From what can be seen from the surface, the ship itself is mostly intact, meaning that hopefully its cargo also remains.

THE CANISTERS

The canisters are inside the hold and still securely strapped in. There's also a 'manual', a series of stamped metal plates that illustrates the steps required to combine the contents of the canisters to make the new defoliant. In order to be successful, the characters must recover at least four barrels of materials out of the six available and the manual.

RECOVERY OPERATIONS

Once the crew locates the wreck, the *Blackfin* furls her sails and sets anchor just a little distance away. The crew begin to assemble the gangplank and a boom with a pulley at the end that allows them to raise and lower the padded barrels for the canisters, the party, and anything else of value that they find. The characters are given heavy boots and a belt with lead weights on it — Stormcast Eternals probably don't need this gear if they are wearing their armour but others might. Kaltis explains that when it's time to come back up, they can remove the boots and belts, tying them to a rope for recovery, and swim slowly to the surface.

As a final preparation, Sulémek casts *Ethersea Lungs* (see below*)* on the party. This spell gives them the ability to breathe underwater, and will last for a couple of hours. Due to the strain of working underwater, any failure on a Test reduces a character's Toughness by 1. If they are reduced to 0 Toughness, they take a Minor Wound for each failure instead.

In order to enter the ship's main hold, the characters must open the door. They can operate the complex mechanisms by making a **DN 5:4 Mind (Crafting)** Test or force it open open by succeeding at a **DN 6:2 Body (Might)** Test. An appropriate spell might also be able to open the door or damage it enough that it can easily be pulled open.

As the door opens, the ship shudders only a little bit. Water has already flooded the compartment from smaller rents. In the gloom, you see some shapes of floating debris, but it seems most of the cargo is still secure.

Once inside, the characters can easily spot the canisters. Each is locked into a cargo containment system of typically complex Duardin design. Manipulating each of the little straps, buckles, and latches to release the canister is a **DN 4:3 Body (Dexterity)** Test or a character can rip it out by making a **DN 5:2 Body (Might)** Test. The canisters are big and heavy, but a single character can awkwardly carry one with two hands (they cannot have any weapons or shields in their hands) or two characters can more easily move one.

The canister must be taken outside and loaded into one of the barrels to be returned to the surface. First, the characters must take out a sufficient amount of ballast to make room for the canister and then the ropes attached. This is fairly straightforward work, it just takes a little while and effort. This is a **DN 4:2 Body (Athletics)** Test.

ETHERSEA LUNGS

DN: 5:1 **Target:** Zone

Range: Short **Duration:** 1 hour

Lore: The Deep

Overcast: +1 hour per success

You fill a creature's lungs with the ethersea, allowing them to breath underwater. Choose any number of creatures within your Zone, including yourself. The targets can now breathe water as well as air. Each additional success extends the effect for one hour. If a creature is underwater when the spell ends, they begin to drown (***Soulbound**, page 152).

Meanwhile, someone else may be looking for the manual (even if they didn't ask about it earlier, anyone with any Training in Arcana, Lore, or Medicine realises there must be a formula somewhere). It is not in the main cargo and is actually in the captain's quarters. Locating it requires a **DN 6:1 Mind (Awareness)** Test. Once found, it is easily sent up in one of the barrels.

As the characters finish up recovery operations, each should make a **DN 3:1 Body (Awareness)** Test. On a success they realise that enemies approach — members of the Flesh-eater Courts shuffle forwards through the murk, heavy irons on their legs. These Undead did not die when sent to walk the plank!

THE ATTACK

It should not be certain to the party where exactly the Flesh-eaters came from. The ocean is vast and the Undead have undying patience. There are two **Crypt Ghasts** (see page 37) and two **Crypt Ghouls** (*Soulbound*, page 334) per character. Due to being underwater and weighed down by the irons, the creatures' Melee, Accuracy, and Defence are reduced by one step. The characters are also under certain restrictions for being underwater (see below).

They attack relentlessly and will not retreat or surrender. If it looks like the party will defeat them easily, another wave of Ghasts or Ghouls can attack. Your goal is to have the players completely consumed with the battle for a few moments. Depending on your group, you should have the Ghouls attack as the final barrels are loaded or just before. If you know that the group won't shrink from a fight, then it can be closer to the time to leave.

GM ADVICE BOX

The timing of the attack is dependent on the characters' efforts – ideally you want them to show up once Kaltis has four or more canisters and the formula. The attack should distract the party for a little while, allowing the *Blackfin* to disappear without the characters noticing. Some groups will focus on the fight to the exclusion of everything else. Some many continue to multitask.

UNDERWATER COMBAT RESTRICTIONS

The following considerations are important for underwater combat:

✷ The soft sand creates *Difficult Terrain*, slowing down all creatures. A creature with a swim speed is not slowed, however.

✷ Weapons that have t*he Crushing* or *Slashing* Trait cause the character's Melee to go down one step as they are hard to wield underwater.

✷ Normal firearms do not work underwater no matter what. Bows and crossbows work normally. It is up to the GM's discretion if a Kharadron weapon functions.

AFTER THE BATTLE

The final Ghoul bodies collapse into the soft sand. In the distance, you can see the rope that once held the Blackfin's *anchor floating lazily in the water — the ship is gone!*

The players may be concerned about how much time they have remaining on Sulémek's spell. It's also possible they might have one or two containers remaining that were supposed to be loaded onto the *Blackfin*. However, when they go to tug on the ropes that would haul them up to the surface, they hang limp in the water, easily coming down to the level of the wreck.

However, once the other characters reach the surface, they will find a considerable amount of flotsam that might help. For example, they could tie a rope to a series of barrels floating on the surface and then a Stormcast Eternal could climb the rope, as long as the buoyancy of the barrels exceeded their weight. At the worst possible moment, Sulémek's spell should fade.

OVERVIEW

In this section, the characters should have:

✷ Searched the *Burz Mulnkuremon* and found the supplies.

✷ Assisted the crew of the *Blackfin* in recovering the supplies.

✷ Fought off another attack by the Flesh-eater Courts.

✷ Discovered that the *Blackfin* has gone missing.

PART 6: LAND AHOY!

As the characters return to the surface, they may be surprised at the amount of material left by the *Blackfin*. There is no obvious wreckage of the ship itself, and no sign of it on the horizon — characters are free to attempt a **6:1 Mind (Awareness)** Test, but success only absolutely confirms the ship is gone.

FLOTSAM

All of the unneeded barrels, many pieces of timber, and even some lengths of rope float in the calm waters. There's even a half-full cask of wine bobbing around and another barrel that smells strongly of local fruit. If the *Ethersea Lungs* spell hasn't ended yet, it does so now.

A character can make a **DN 5:1 Mind (Intuition** or **Survival)** Test to surmise that these materials were purposefully left behind in order to allow the characters to survive.

MAKING A RAFT

There is no land in sight, but seabirds wheel in the distance and anyone familiar with the area knows that the Juttings are the closest landmass. But with such a distance to travel, it would be worth it to try and build a raft instead of just swimming for it.

Assembling the discarded materials into a serviceable raft is a **DN 3:6 Body (Athletics** or **Craft)** Extended Test, with each attempt taking an hour. After each hour, roll a d6. On a 1, the characters have attracted some unfortunate attention; roll another 1d6: 1–5: that many **Scryfish Shoals** (*Soulbound*, page 308); 6: a single angry **Leviadon** (see page 38) attacks. Once the raft is assembled, all of the party can fit aboard it and are no longer in danger of attracting unwanted companions.

The sun is high and it is difficult to determine directions. It is most logical to sail coreward, hoping to hit the coast. A character can get their bearings by making a **DN 6:1 Mind (Awareness** or **Survival)** Test and then it takes a **4:9 Body (Athletics)** Extended Test to get the raft to shore, with each attempt representing an hour or two of paddling. Each failure reduces a character's Toughness by 1.

SWIMMING

Characters that choose not to construct a raft might decide to swim for it. At least one character must get their bearings by making a **DN 6:1 Mind (Awareness** or **Survival)** Test. Then each swimmer must make an extended **DN 5:8 Body (Athletics)** Test. Each attempt covers an hour's worth of swimming. On a failure they make no progress for that hour and gain a Minor Wound.

If there are two or more swimmers, roll 1d6 after each hour. On a 1, the splashing of the party has attracted something from the deep; roll another 1d6: 1–5: that many **Scryfish Shoals** attack the entire group; 6: a single **Leviadon** (see page 38) attacks whomever is slowest.

THE JUTTINGS

You land along a lonely stretch of beach. The sand seems burning hot under your feet and in-land you can see clouds of ash rising from the active volcanoes that already seem too close for comfort. To reach Anvilgard, all you have to do is follow the coast for an untold number of days, avoiding the fires of the Crimson Twins and the dangerous predators and plantlife of Golvaria to finally reach the Brutos Hills.

THE BEACH

For their first night on the Juttings, the characters can scavenge enough material from the raft or from driftwood to get a big fire going. They may not want to always do this — a large fire drives some predators away, but attracts the attention of others. If they managed to recover the wine cask and the barrel of fruit, they are well provisioned for the night and might not feel too bad.

This is a great opportunity for the party to have a little bit of time to unwind. Perhaps they'll start to talk amongst themselves naturally or you might want to prompt them as to what they think happened to Kaltis and the *Blackfin*. Did the privateer simply abandon them after receiving what he wanted? If so, why was he so generous with the supplies? If forced to flee by the Flesh-eaters or another enemy, how did the ship get out of sight so fast? And how did they have time and forethought to leave supplies for the party?

Hopefully, the player characters look at all sides of this coin and can't come to a conclusion. However, even if they're quick to rush to judgement, they still have to reach Anvilgard to tell anyone what they think.

THE WAY TO ANVILGARD

The safest and most direct route is to simply head towards Anvilgard, keeping the beach to their left and the forest to their right, knowing that they are going to the city even through the fire and smoke. If you're running this as a standalone adventure, after a few days the party reaches Anvilgard. If you are running the *Shadows in the Mist* campaign, the adventure *Rotten to the Core* details the party's perilous journey through the jungles to return to the city of Anvilgard.

THE RELENTLESS DEAD

If the party is the sort that craves combat and feels like it hasn't got enough yet, the Flesh-eater Courts can pursue the group. Put together another group of Crypt Ghasts and Crypt Ghouls (and perhaps a **Terrorgheist**, see *Soulbound*, page 335) to seriously challenge the party and then surprise them with an attack after a day or two of travel.

This is the end of **Blood Tide** the second adventure, *Rotten to the Core,* takes up immediately afterwards.

OVERVIEW

In this section, the characters should have:

- ⚜ Abandoned the wreck and reached the surface to discover the *Blackfin* gone.

- ⚜ Swam or constructed a raft in order to reach the nearby Juttings.

- ⚜ Began the trip back to Anvilgard.

AFTERMATH

If the characters know about the *Blackfin's* ability to fly, then they may have easy answers as to how the ship disappeared and may consider Theriel Kaltis a traitor. If not, they may be even more confused and wonder what happened to the Scourge Privateer. Allow them to keep speculating as they travel, it will be a little while before they see Kaltis again.

The following rules replace the ones in **Part 4** if you want to use a map and miniatures to represent the ships.

REWARDS

As well as awarding XP for achieving any personal or party Short- or Long-term Goals, award additional XP for the following:

- ⚜ For completing the adventure, award 1 XP.

- ⚜ If the party actively investigated the Blackscale Coil, award 1 XP.

- ⚜ If the party learned the truth of the *Blackfin*, award 1 XP

- ⚜ If the *Blackfin* escaped the Ravenous without being boarded, award 1XP

APPENDIX A:
SHIP TO SHIP COMBAT

BATTLE AT SEA

The following special rules apply for sea battles when you have ships manoeuvring at a distance. Once they come to close quarters and boarding actions start, use the regular combat rules. The section **Into the Storm** has the actual particulars for this specific battle.

Ships have both a Speed (the number of nautical Zones they move through in a round) and a Manoeuvrability (the number of direction changes they can affect during the round). Unlike regular combat, in nautical combat all of the ships move first and then any other actions are carried out. This is because at the ranges involved, the weapons must be precisely aligned.

Each round of the combat uses the following steps.

DETERMINING INITIATIVE

A ship's Initiative is equal to its current Speed, which can change round to round. If the party's ship is tied with an enemy ship, they can choose to go before or after the enemy ship.

MOVEMENT AND MANOEUVRING

If a ship's current Speed is greater than 1, the first thing it does is move forward a ship length. It may then Manoeuvre (if it can). A ship with Speed 1 can Manoeuvre first and then move.

The ship then moves forward a ship-length again, there is another chance for a Manoeuvre (up to its maximum) and so on until the ship has moved its current Speed.

The captain of the ship can then change the current Speed by 1, either going faster or slower for the next round. The ship can't go any faster than its maximum Speed forward and it can only move backwards by Speed 1 in a round.
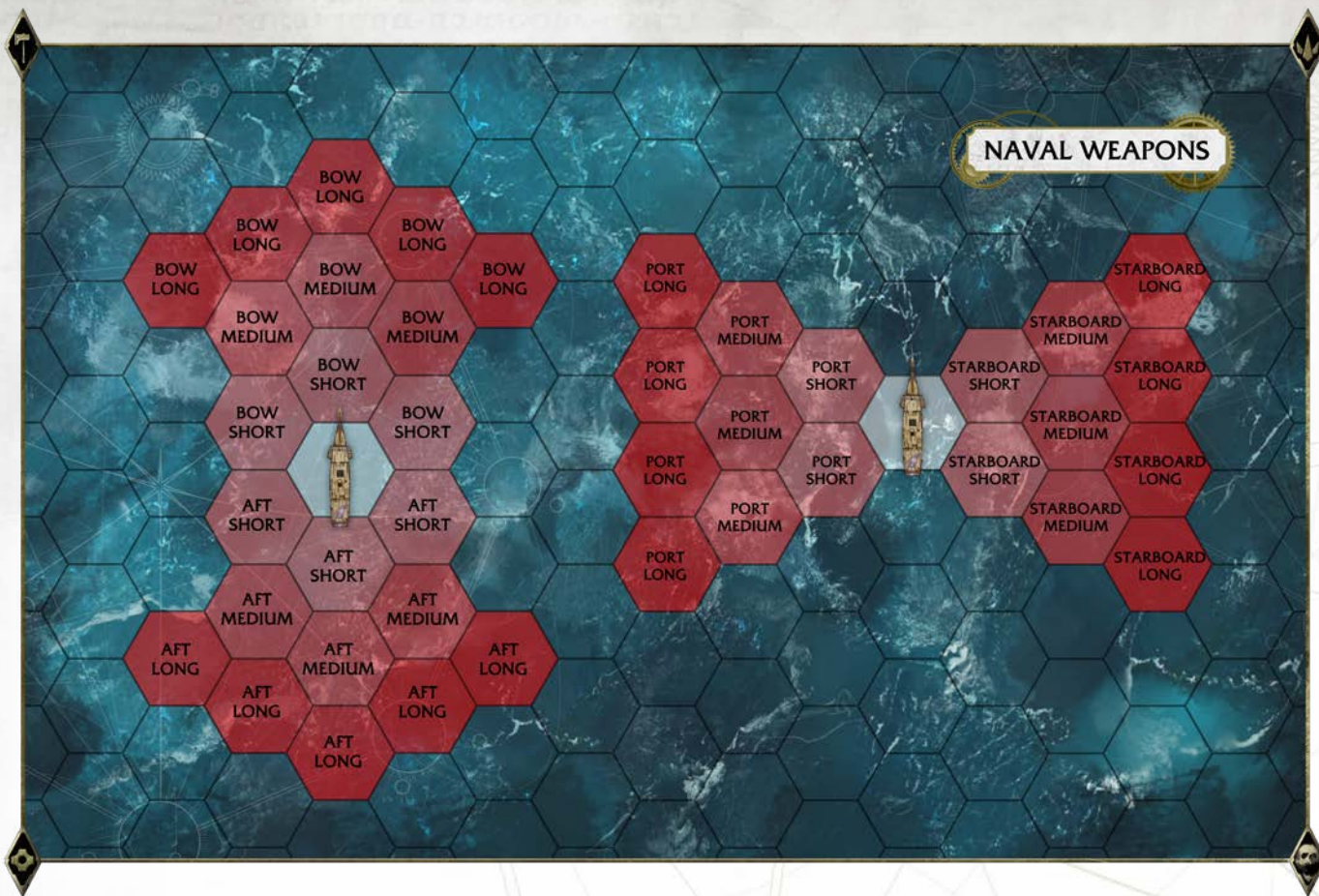
NAVAL WEAPONS

After all ships have moved, if a ship has weapons listed, then it can fire them. Most ships will list a weapon type (such as cannon), with a location and a number that can be fired during a round. The location indicates which directions the weapon can fire:

Almost all shipboard weapons have the *Reload* Trait but as long as there are enough weapons so that each set of weapons has a reload round then the ship is capable of continuous fire.

DAMAGE EFFECTS	
1d6 + Damage	**Effect**
1–6	No further effect.
7–8	**Frame.** Reduce Structure by 1.
9–10	**Weapon.** Remove one weapon (attacker's choice) that the ship carries. If none are available, treat as a Frame hit.
11–12	**Crew.** Reduce current Crew by 1d6. If all Crew are already dead, treat it as a Frame hit. If a ship has less than half its Crew, Manoeuvre and Speed are reduced to half (round up).
13–14	**Sail.** Reduce Speed by 1 to a minimum of 0. If already at 0, treat as a Frame hit.
15+	**Rudder.** Reduce Manoeuvre by 1 to a minimum of 0. If already at 0, treat as a Frame hit.

Example: Each battery of the Blackfin *has 6 cannons. You can fire two each round. So on the first turn you fire #1 and #2. On the second turn, you fire #3 and #4 as #1 and #2 are reloaded. On the third turn, you could fire two of #5, #6, #1, or #2 while #3 and #4 are being reloaded. Ships might lose cannons during a battle, so it's good to have a backup.*

Damage is calculated just like a normal combat, and the ship's Armour reduces Damage as normal. If the ship's Hull is reduced to 0, any remaining Damage is applied to the ship's Structure. However, a hit might also cause an additional effect to the ship. Roll 1d6 and add the Damage value after Armour reduces it:

If there are no more Hull points remaining, apply damage directly to the Structure points. Once the Structure reaches 0, the ship is no longer seaworthy and is sinking. Some of the crew or passengers might be able to escape by swimming or using skiffs.

Ship Zones, Nautical Zones and Movement

In regular combat each ship has multiple Zones. For example, you might split the *Blackfin* up into the Forecastle, Main Deck, and Sterncastle Zones, with each of the lower sections being a Zone as well. But when ships are sailing at speed, trying to chase each other, or manoeuvring to line up their guns, we use nautical Zones to understand how the ships are moving and to where.

A ship has a current Speed (any number from 0, meaning the ship is motionless, to its rated Speed, which means it is travelling as fast as possible). Each ship occupies a Zone and we can imagine six Zones around the ship, relative to its current direction (see diagram on page 33).

These represent the next Zone that the ship will move into. For example, a ship moving in a straight line will move Ahead, occupying a new nautical Zone in line with its line of travel. A ship able to move backwards will move Astern, into a Zone just behind the ship's current location. A ship that successfully turns left will move into the Port Bow Zone relative to the original position of the ship and the same works for turning right into the Starboard Bow. Only the most fantastically manoeuvrable ships could hope to change direction towards their Port or Starboard Quarters.

TRACKING SHIP MOVEMENT

You can use hex-gridded paper as a helpful way to track ship positioning, or simply use similar angles and distances on a piece of scrap paper. Of course, miniatures are fantastic, so if you have them break them out! Alternatively, just
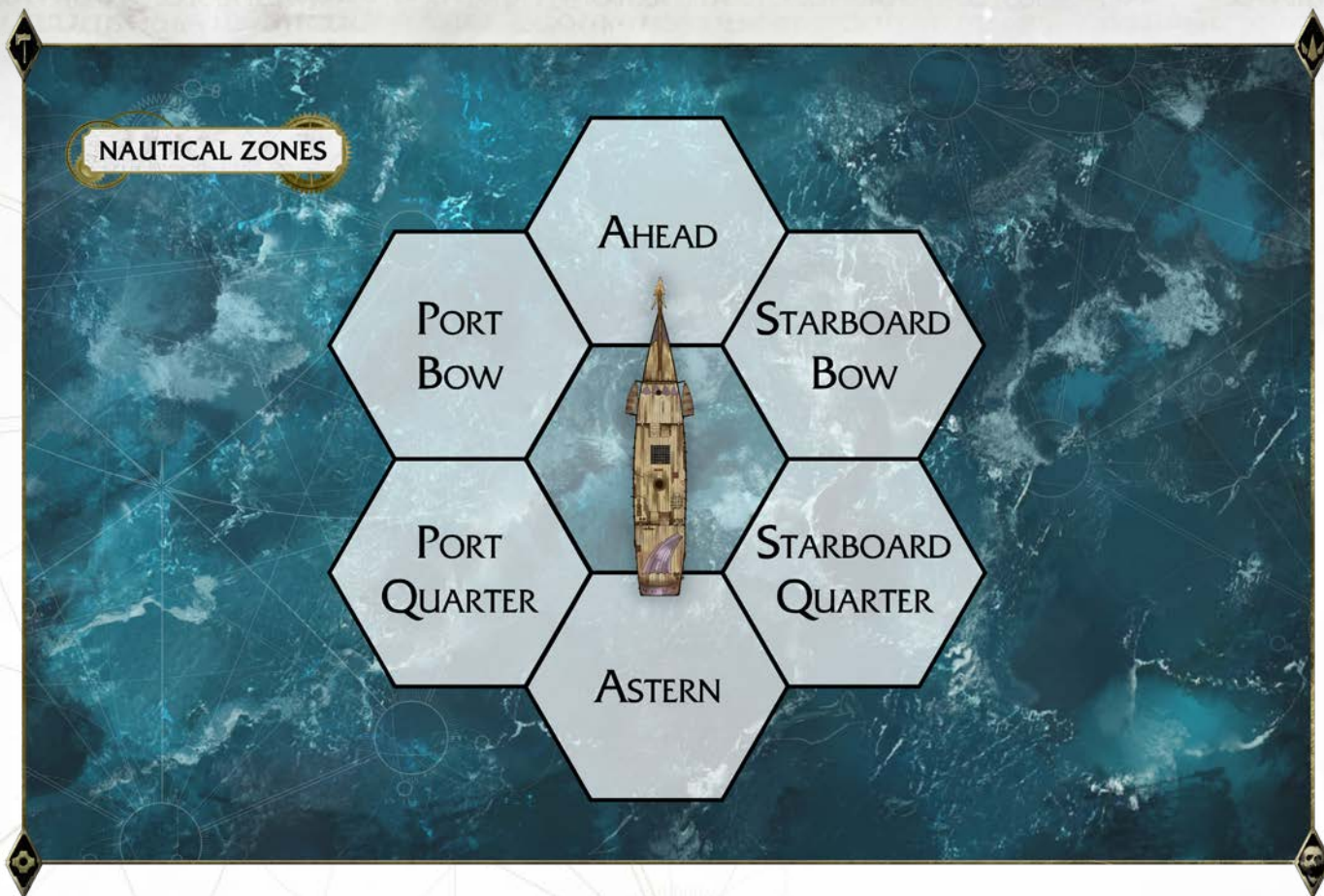
narrate the movement changes and tell the characters how many ship lengths the enemy vessel is away, and at what angle, relative to their ship.

SAILING INTO OR WITH THE WIND

Ships heading forward into the direction of the wind's source have their maximum Speed reduced by 1, to a minimum of 1. Ships heading forward in the same direction as the wind have their maximum Speed increased by 1.

RAMMING

A Ramming action is a special movement action. If the ship's movement carries it forward into another ship, that ship takes Damage equal to the ramming ship's current Speed. The ramming ship takes half of that Damage (unless it has a reinforced prow). After the ramming movement, the ships are considered to be in Close Quarters.

CLOSE QUARTERS

If one ship rams another, or manoeuvres alongside another ship, then it is presumed that a Boarding Action will begin. The two crews draw up the ships together by using boarding hooks, gangplanks, grappling hooks, and rope. From here on out, the combat uses all the normal rules, with the deck of each ship serving as one or more Zones. Shipboard weaponry is no longer used, since the ships are too close together.

EMERGENCY REPAIRS

Any character can spend a point of Mettle to allow an Emergency Repairs action in addition to another movement action. The character must make a **DN 5:3 Body (Craft)** Test. On a success, the character can restore 1 point of Speed, Manoeuvre, or Hull. None of these values can be higher than their starting values and only one repair of each type is possible per battle. In bad weather, the difficulty becomes **6:3**.

COMBAT ACTIONS

After nautical movement has been completed for each side, then ships may use their weaponry in initiative order. The diagrams above for the weapon arcs also show the effective ranges for weaponry. If you're not using a map, you can just give a direction and a number of ship lengths for the distance. If it's greater than three ship lengths away, the guns just won't be accurate enough to do damage.

If for some reason a ship weapon targets a person, they require a 6 to hit the target but do double Damage before applying Armour.

If a character targets a ship, they require a 2 or higher to hit the target but the ship's Armour counts as double before any Damage is applied.

The range of Miracles and spells are also reduced by two Zones since nautical Zones are much bigger. Miracles and spells that target Zones or characters can be used against a ship, but the ship is a non-living object and certain spells won't have the desired effect. A single-target Miracle or spell used against a ship causes only half Damage (round up). The GM should adjudicate the non-Damage effects of any Miracle or spell that targets the ship directly. Effects that target a Zone work normally.

INTO THE STORM (FOR THE ABOVE OPTIONAL RULES)

The *Ravenous* begins 20 ship lengths away from the *Blackfin*. The goal of the *Ravenous* is to come alongside and board the *Blackfin*, the goal of the *Blackfin* is to escape into the storm, 30 ship-lengths away. (Therial Kaltis: *'They'd be crazy to follow us!'*).

At the beginning of each round, before determining turn order, roll for the wind direction. So ships sailing from the storm will gain Speed if they're aligned with the wind, and ships sailing towards the storm will lose Speed if they're directly against it. The chart below gives the facing relative to the storm that the ship needs for the effect.

WIND DIRECTION

1d6	Wind Direction
1–2	Straight from the storm.
3–4	To the port side from the storm.
5	To the starboard side from the storm.
6	Into the storm.

Example: Imagine the storm is at the top of a rough sketch of the sea. The GM rolls a 3 on the above table. If the Ravenous *is facing towards the bottom left of the sketch it will gain the bonus speed. If the* Blackfin *is facing towards the upper right of the sketch, it will be slowed down. The wind changes each round.*

While Kaltis is at the helm, it is better for the players to come to a mutual decision about the ship's movement and actions so you can concentrate on the *Ravenous*. If you like, you could assign different players different responsibilities. For example, one player could set the Speed, while another makes Manoeuvring decisions, etc.

When the *Ravenous* comes within Medium Range (one ship length away), it sends forth the Crypt Bats. You might allow one or two rounds of character-scale combat before having another nautical-scale round.

The scene should continue until the *Blackfin* escapes into the storm (by travelling 30 ship lengths forward) or becomes engaged with the *Ravenous*. Kaltis will tolerate three or four rounds of combat, focused primarily on the player-characters versus the Crypt Ghasts. Once successful, he'll insist on all of the characters returning to the *Blackfin* and then Sulémek will reach out his hands and raise the ship up on a swelling of the Ethersea and head straight into the storm.

If, by extreme luck and good management, the *Blackfin* has an exceptionally good chance of sinking the *Ravenous*, you can allow the battle to continue. If the players have miscalculated, Sulémek makes sure that the *Blackfin* escapes.

If the *Blackfin* avoids engaging the *Ravenous*, Kaltis sails into the storm and the secret of his ship remains safe.

APPENDIX B:
ALLIES AND ENEMIES

BLACKSCALE THUG

The Blackscale Coil employs many people to act as enforcers in order to keep people quiet and then offers protection from their own thugs to local businesses and prominent people for a steep cost.

BLACKSCALE THUG			
Medium Mortal (Aelf or Human), Warrior			
⚔ Good	⊕ Average	🛡 Good	
Armour	**Toughness**	**Wounds**	**Mettle**
1	6	–	–

Speed: Normal
Initiative: 6
Natural Awareness: 2
Skills: Awareness (+1d6), Ballistics Skill (+1d6, +1), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Alley Cat: The Blackscale Thug has Advantage on Opposed Tests to hide or find someone within the city.

Pierce Armour: For every 6 on an attack, the Blackscale Thug ignores a point of Armour.

ATTACK

Dagger: Melee Attack (Good), 5d6, + S Damage. *Piercing, Subtle, Thrown (Short).*

Hand Crossbow: Ranged Attack (Average), 4d6, + S Damage, Medium Range. *Close, Piercing.*

BODY	MIND	SOUL
3	2	1

SULÉMEK OF THE IDONETH

This mysterious sorcerer has agreed to aid Kaltis for his own reasons, almost certainly having something to do with the Idoneth's quest to recover souls. The powerful tidecaster not only increases the range and speed of the *Blackfin*, but allows the ship to 'fly' on a wave of ethersea, allowing it to threaten airships and flying creatures like never before.

SULÉMEK			
Medium Mortal (Aelf), Chosen			
⚔ Average	⊕ Good	🛡 Poor	
Armour	**Toughness**	**Wounds**	**Mettle**
1	9	5	1

Speed: Normal
Initiative: 3
Natural Awareness: 3
Skills: Arcana (+3d6), Channelling (+3d6, +1), Fortitude (+1d6), Lore (+2d6), Weapon Skill (+1d6)

TRAITS

Spellcasting: Sulémek is a spellcaster. He knows the *Aetheric Armour, Arcane Blast, Forgotten Memories, Mystic Shield, Riptide*, and *Ethersea Lungs* (see page 27) spells. Additionally, he can unbind spells per the *Unbind* Talent.

ATTACK

Pelagic Staff: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing, Two-handed.*

BODY	MIND	SOUL
2	5	2

THERIEL KALTIS, SCOURGE PRIVATEER

A famed hunter and privateer, Theriel Kaltis is well-known in Anvilgard. Rumours abound about him, but it seems no charges ever stick to him, despite whatever betrayal or excess he supposedly engaged in this week. He has a future role to play in *Shadows in the Mist*, so keep him 'off-screen' as much as possible until then.

THREATS OF THE SEA

Not all of these creatures are exclusive to the ocean, but they feature during the events of **Blood Tide**.

FLYING FISH

These silvery-white fish have specially adapted fins that allow them to launch themselves out of the water and fly short distances in search of prey. They are carnivorous and will attack sea birds, mammals, and even people.

THERIEL KALTIS

Medium Mortal (Aelf), Chosen		
⚑ Good	✦ Great	◗ Good (Great w/ cloak)

Armour	Toughness	Wounds	Mettle
1	10	5	2

Speed: Normal
Initiative: 6
Natural Awareness: 3
Skills: Awareness (+2d6), Ballistic Skill (3d6, +1), Beast Handling (+3d6), Determination (+2d6), Fortitude (+1d6), Guile (+2d6, +2), Survival (1d6, +1), Weapon Skill (+2d6, +2)

TRAITS

Carnosaur Cloak: Kaltis is an expert in using his cloak to foil attacks. While wearing it, his Defence improves one step.

The Bigger They Are: Kaltis' Melee is one step higher when fighting beasts or creatures whose size is Large or greater.

Silver Tongue: Kaltis has Advantage on Opposed Tests when he attempts to persuade, deceive, or seduce others. He is fondly regarded by most.

ATTACK

Rapier: Melee Attack (Great), 5d6, 1 + S Damage. *Slashing*

Pistol: Ranged Attack (Great), 6d6, 1 + S Damage. Medium Range. *Close, Loud, Piercing.*

Rifle: Ranged Attack (Great), 6d6, 2 + S Damage. Long Range. *Loud, Piercing, Two-handed.*

BODY	MIND	SOUL
3	4	3

FLYING FISH

Tiny Beast, Minion		
⚑ Poor	✦ Poor	◗ Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fly (Fast) Normal (Slow).
Initiative: 4
Natural Awareness: 1
Skills: Awareness (+1d6), Reflexes (+2d6), Survival (+2d6), Weapon Skill (+1d6)

TRAITS

Attack in Flight. Flying Fish make their attack as they move past a creature. Only creatures taking the React action can make an attack against a Flying Fish.

Short Range Flight. Flying Fish cannot spend more than two turns out of water without dying of asphyxiation.

ATTACK

Bite: Melee Attack (Poor), 2d6, + S Damage. *Piercing.*

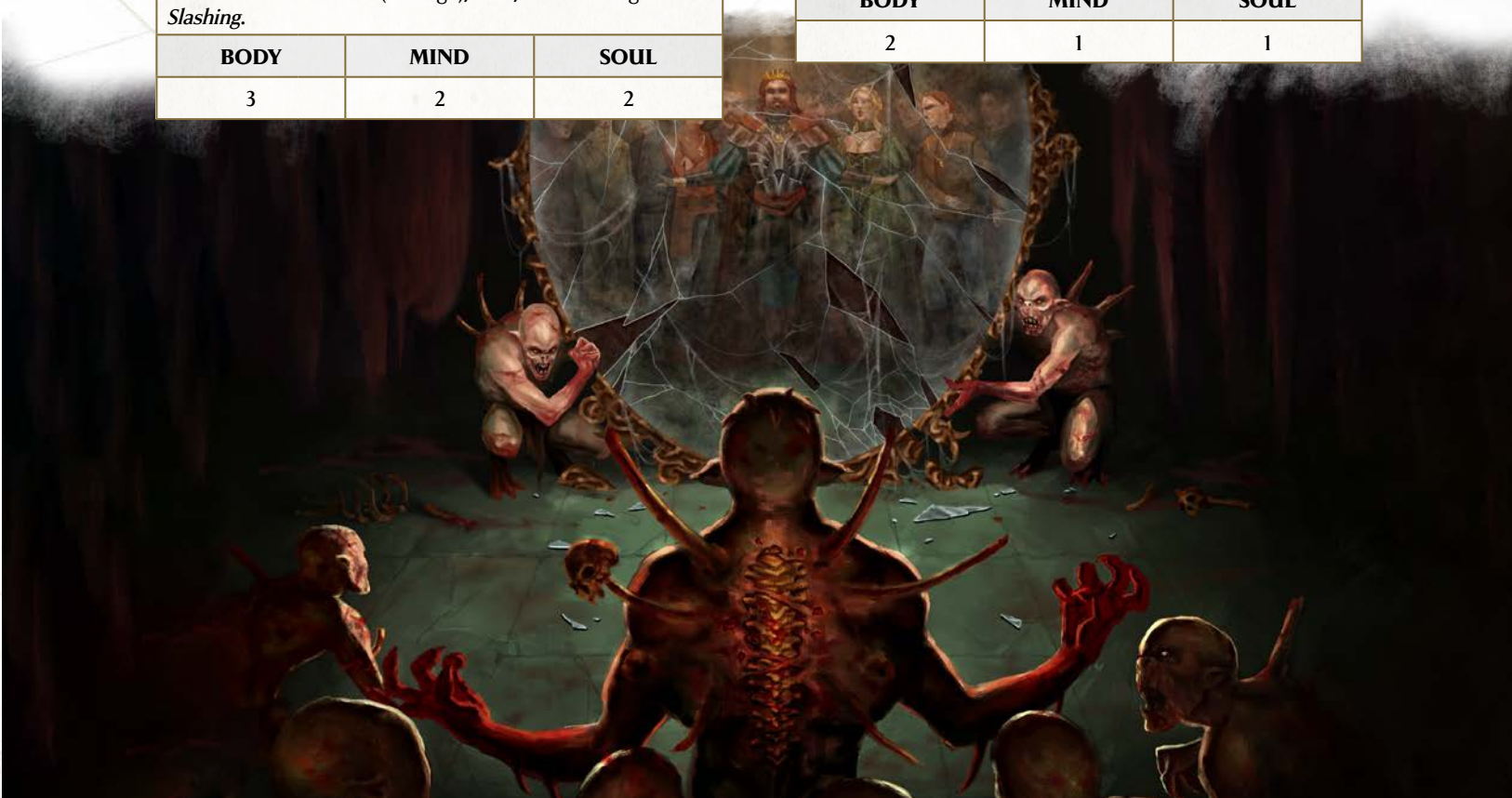| BODY	MIND	SOUL
1	1	1

CRYPT GHAST

Crypt Ghasts are the minor nobility of the Flesh-eater Courts, play-acting at being landless knights, grizzled sergeants, or champions of a noble's retinue. They bear more armour and are more resilient than the Ghouls under their command but, like them, will never surrender to an enemy or flee from battle.

CRYPT GHAST

Medium Undead (Flesh-eater Courts), Warrior

⚔ Average	◉ Poor	🛡 Good

Armour	Toughness	Wounds	Mettle
2	5	–	–

Speed: Normal
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+1d6), Reflexes (+2d6), Weapon Skill (+1d6, +1)

TRAITS

Blood Scent: The Crypt Ghast has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Lifeless: The Crypt Chast is immune to being *Charmed* and *Frightened*.

Voracious Hunger: Ghasts are ferocious when fighting for a meal. The Crypt Ghast's Melee increases 1 step if a Crypt Ghoul or another Ghast is in the same Zone.

ATTACK

Cutlass: Melee Attack (Average), 4d6, 1 + S Damage. *Slashing*.

BODY	MIND	SOUL
3	2	2

CRYPT BAT

These black-furred creatures have formed an alliance of sorts with the Flesh-eater Courts. Once the Ghouls have had their fill, the Crypt Bats descend to pick the bones of their victims clean. Nobles of the court may delude themselves into thinking that the Crypt Bats are noble hunting birds instead of the opportunistic scavengers that they are in reality.

CRYPT BAT

Small Beast (Flesh-eater Courts), Minion

⚔ Poor	◉ Poor	🛡 Average

Armour	Toughness	Wounds	Mettle
–	1	–	–

Speed: Normal (Fly)
Initiative: 4
Natural Awareness: 1
Skills: Awareness (+1d6), Reflexes (+2d6)

TRAITS

Sound-sight: As long as the Crypt Bat can hear, it can see, with or without light.

Swarm: If three or more Crypt Bats occupy the same Zone they become a Swarm. The Crypt Bat Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Bat in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Bite: Melee Attack (Average), 2d6, + S Damage. *Piercing*.

BODY	MIND	SOUL
2	1	1

NIGHTRAT SWARM

These creatures only become truly substantial in darkness, allowing them to infest locations long before anyone detects their presence. They are omnivorous, eating anything that they find. Hunting them usually requires some magic, along with luck and patience. A few Nightrats have been trained, but it may be hard to convince someone that your invisible, untouchable pet is not just a figment of your imagination.

NIGHTRAT SWARM

Tiny Beast, Swarm (9 creatures)

⚑ Poor	✛ Poor	🛡 Poor

Armour	Toughness	Wounds	Mettle
0	9	–	–

Speed: Normal, Swim (Slow).
Initiative: 3
Natural Awareness: 1
Skills: Awareness (+1d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Unseen at Day. When exposed to light of any kind, the Nightrat becomes invisible and ethereal. Characters without *Witch-Sight* only hit a Nightrat on a 6.

ATTACK

Biting Swarm: Melee Attack (Poor), 2d6 + Toughness, + S Damage. *Piercing*

BODY	MIND	SOUL
1	1	1

WILD LEVIADON

Like its larger cousin recruited by the Idoneth, this creature resembles a gigantic sea turtle but its shell is extraordinarily tough and lined with razor-sharp spikes. It normally feeds on blood-red seaweeds that grow around the coastal areas of the Searing Sea, but it vigorously defends itself against any attacks.

WILD LEVIADON

Enormous Beast, Champion

⚑ Great	✛ Poor	🛡 Great

Armour	Toughness	Wounds	Mettle
3	16	–	1

Speed: Swim (Fast). The Leviadon has a Slow Speed on land.
Initiative: 1
Natural Awareness: 1
Skills: Fortitude (+2d6), Might (+2d6), Weapon Skill (+2d6)

TRAITS

Ram. The Leviadon slams into the side of the ship and everyone must make a **DN 5:2 Body (Reflexes)** Test. On a failure, a creature is knocked *Prone*. If a target gets no successes on the Test, they are knocked off the ship and fall into the ocean.

Nigh Unkillable. The Leviadon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) x 2. This is included above.

Well Protected. The Leviadon's shell raises its Defence by one step (included already).

ATTACK

Crushing Jaws: Melee Attack (Great), 8d6, 1 + S Damage. *Piercing, Rend*. A Large or smaller creature that suffers Damage from this attack is *Restrained* as the Leviadon clamps its jaws down on them. A *Restrained* creature can use an Action to make a **Body (Might** or **Reflexes)** Test opposed by the Leviadon's **Body (Might)** to escape.

BODY	MIND	SOUL
6	1	1