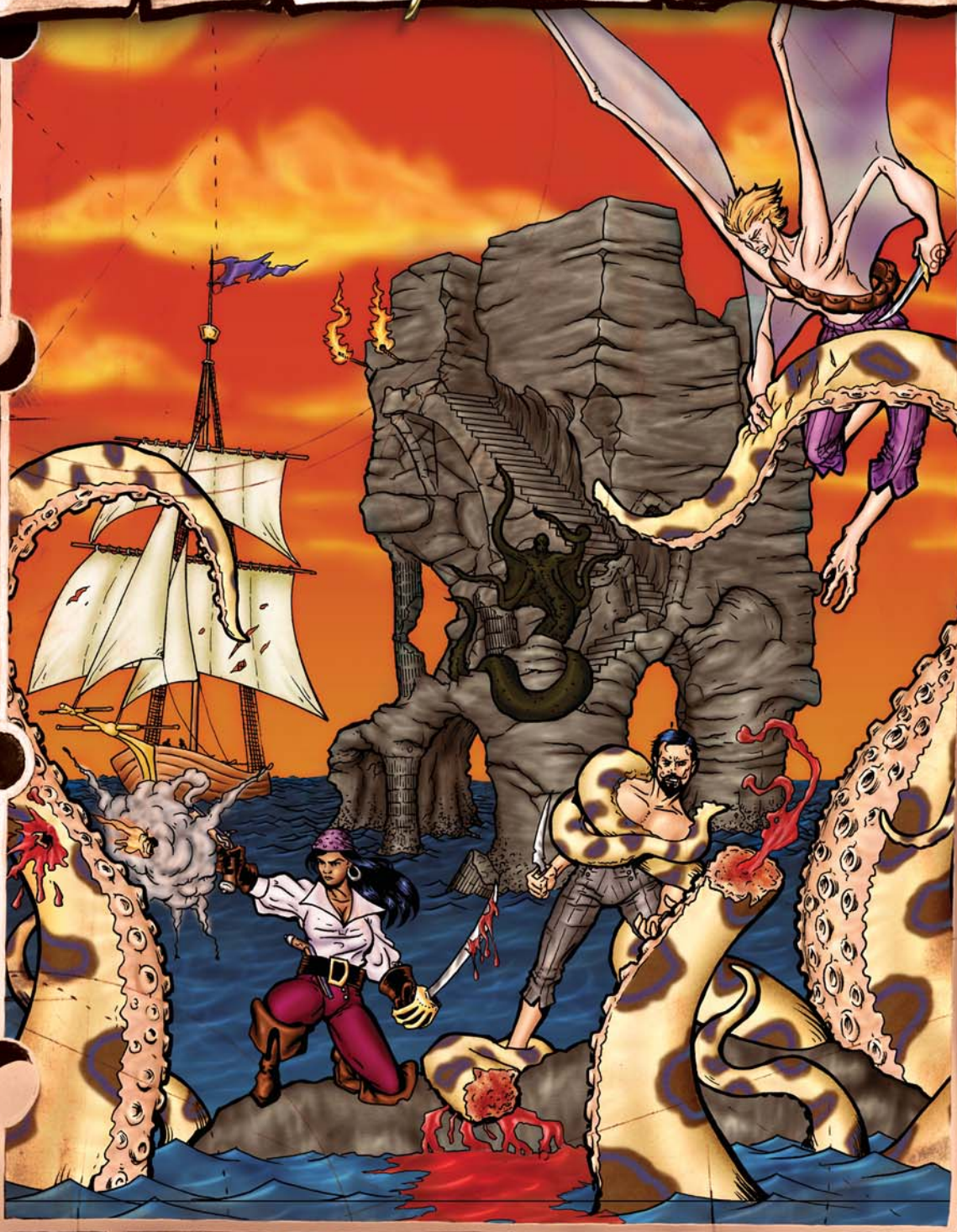


50 Fathoms Companion



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Dedication: Maggie (my wife), Shane Lacy Hensley (for his faith in me), Dave Blewer (for his friendship)



AVAST, ME HARDIES! IGNORE THEM SEADOG TALES ABOUT OLD SAVAGE JACK SAILING INTO THE MISTS AND DISAPPEARING. THE GOOD SHIP 50 FATHOMS IS BACK IN PORT WITH A NEW LOAD OF TREASURE FOR YE. ALL I'LL SAY TO YE IS THIS—TAKE WHAT YOU WANT AND LEAVE WHAT YOU DON'T FOR OTHERS TO ENJOY.

The *50 Fathoms Companion* is an official accessory to the original *50 Fathoms* setting book. Within these pages you'll find expanded descriptions of the settlements of Caribdus, more than fifty new Savage Tales, dozens more magic items, and a variety of new beasts for your character to encounter.

Much of this book is designed for the Game Master, though players will find useful information contained within. Although this is an official supplement, you should take Savage Jack's advice and only use the bits you want for your game.

Prime your pistols, stow your baggage, and prepare to set sail once more on the seas of Caribdus, for new adventures await those of stout heart.

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Player's Section

Welcome to the player's section of the *50 Fathoms Companion*. Here you'll find new Edges and Hindrances, gear, ships, and even some new rules for ship combat. In addition, there are new rules for whaling, a dangerous but profitable occupation.

New Hindrances

Branded (Major)

The character was caught committing acts of piracy at some point in the past. He escaped the noose but received a brand on his face labeling him a pirate.

He suffers -2 Charisma among non-pirates. Any vessel he is on that is boarded by privateers is thoroughly searched and the cargo manifest scrutinized. If the character is caught committing an act of piracy he is summarily executed.

Jingoistic (Minor/Major)

The character dislikes people from other cultures and believes his own culture to be far superior—a jingoistic Englishman, for example, dislikes masaquani and grael as much as the

French or Spanish. He cannot help belittling other cultures at every opportunity.

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

Landlubber (Minor)

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

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

Seasick (Major)

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

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

New Edges

Background Edges

Booty!

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

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

Combat Edges

Bilge Rat

Requirements: Novice, Agility d8+, Fighting d8+

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

The character no longer suffers the -2 penalty when fighting below decks (see *50 Fathoms*, page 30) when using a weapon longer than 6" so long as it has no Reach value. If the weapon has a Reach value the -2 penalty applies as normal.

Improved Bilge Rat

Requirements: Seasoned, Bilge Rat

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

Oversized Weapon Master

Requirements: Seasoned, Fighting d8+

The character may use two-handed melee weapons with one hand. He must still meet the minimum Strength requirement to use the weapon.

Ramming Speed!

Requirements: Seasoned, Boating d8+

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

Leadership Edges

Board 'Em

Requirements: Novice, Command, Throwing d8+

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

Professional Edges

Boarder

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

Many captains instill courage in their men by offering additional rewards to the first man to board an enemy vessel. Few survive to claim their prize. Through skill and luck the character has survived dozens of boarding actions and feels empowered by the adrenaline rush.

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

Gunsmith

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

Gunsmiths not only make and repair firearms and cannons—they also manufacture powder bombs and pistol shot. The character receives a +2 bonus when creating weapons (page 10).

Ship's Carpenter

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

The character may use his knowledge of carpentry to repair damage to a ship without taking it to a dry dock. Repairing each wound requires a successful Repair roll, takes 1d4 days, and requires timber to the value of five times the ship's base Toughness. With a failure the time is wasted, though the materials may be reused. Critical wounds require a successful Repair (-2) roll and take 1d6 days to fix.

Repairs cannot be made at sea—the ship must be beached as with careening.

Social Edges

Good or Bad Reputation

Requirements: Veteran

Whether the character is branded a hero or villain, he has earned a reputation across Caribdus.

He may add his Charisma to Intimidation rolls. A negative score is treated as positive for this purpose (and the character has a bad reputation).

Weird Edges

Storm Chaser

Requirements: Novice, Boating d8+

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

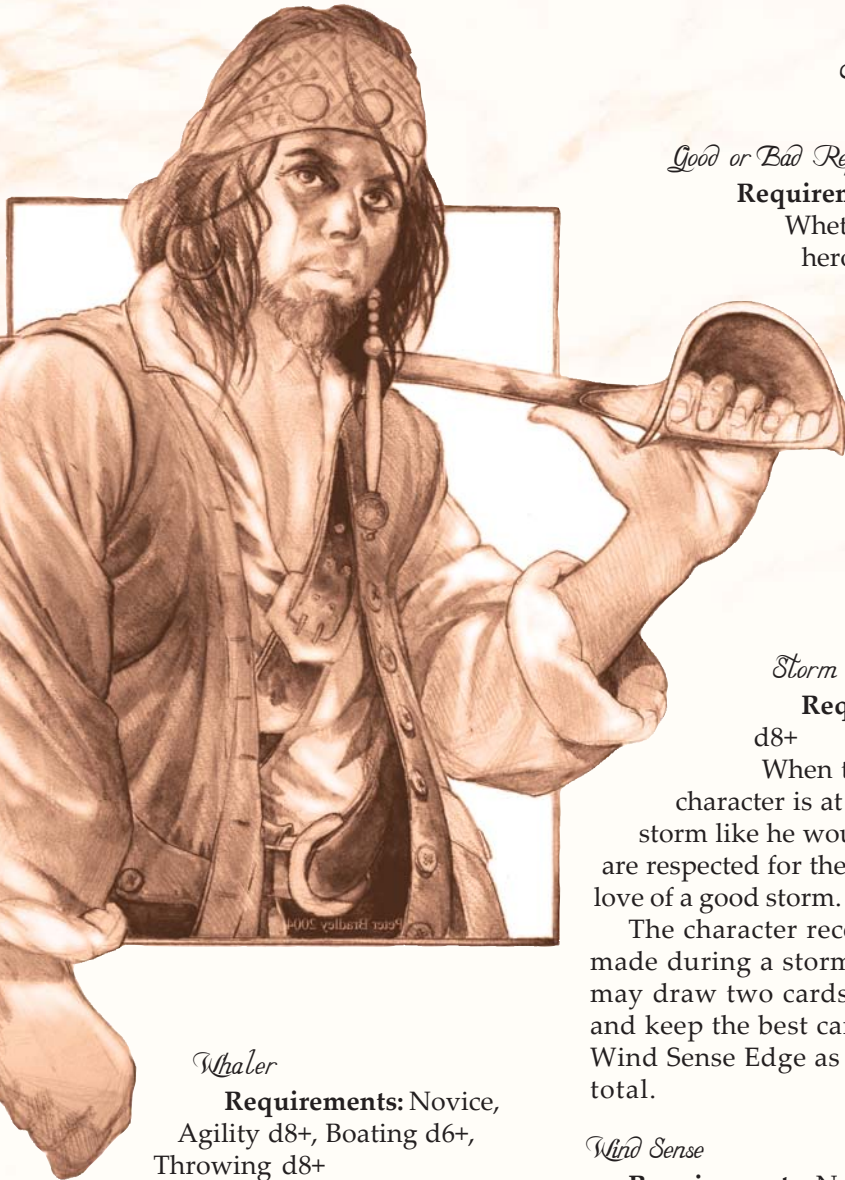
The character receives +2 to all Boating rolls made during a storm. In addition, the character may draw two cards each round during a storm and keep the best card. If the character has the Wind Sense Edge as well he draws three cards total.

Wind Sense

Requirements: Novice, Smarts d8+, Boating d8+

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

If the character is piloting a ship he gains +2 to Boating rolls during chases, using his knowledge of the winds to outrun and catch prey. In addition, the character may draw two cards each round during a storm and keeps the best. If the character has the Storm Chaser Edge as well he draws three cards.



Whaler

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

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

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

See page 11 for details on whaling.

New Gear

As the old adage says, "You can never have too many weapons." Introduced below are a number of new items and weapons. The visitors, whose level of technology far surpassed that of the natives, brought most of these to Caribdus.

While used historically, none of the new firearms listed here were particularly popular with sailors or pirates for one reason or another. The standard rules for blackpowder weapons apply to all the new firearms presented here.

Mundane Items

Item	Cost	Weight
Grapple gun	500	14
Gunsmith's Tools	300	5
Medicine chest	1,200	10

Gear Notes

Mundane Items

Grapple Gun: Grapple guns are grenade launchers modified to fire a grappling hook and line. When used during chases a boarding maneuver may be attempted when the ships are within one initiative card of each other—instead of on the same card. A Shooting roll is required in place of the usual Throwing roll, however.

Gunsmith's Tools: Manufacturing weapons pistols, shot, or Shrapnel bombs without these tools gives the gunsmith a -2 penalty. (See 10 for details.)

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

Restocking the chest costs \$100 per unit of medicine. Use the Master Trading Table to determine the number of units available in a town.

Hand Weapons

Grael Battleball: The grael battleball is the result of a grael trying to explain a jumani chain to a blacksmith who had never seen one. The result

was a heavy chain with an oversized cannonball attached on one end.

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

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

Firearms

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

Musketoon: The musketoon is a short-barreled musket. Less accurate than its full-length cousin, it was designed for close range fighting, such as during boarding actions. The musketoon requires two hands to use, is fired like a musket, and cannot be used in close combat (except as a club).

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

A character using a pocket pistol cannot use the Aim maneuver—even those with the Marksman Edge receive no bonus.

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

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

Both barrels may be discharged as a single action simply by squeezing the trigger hard. When

Melee Weapons

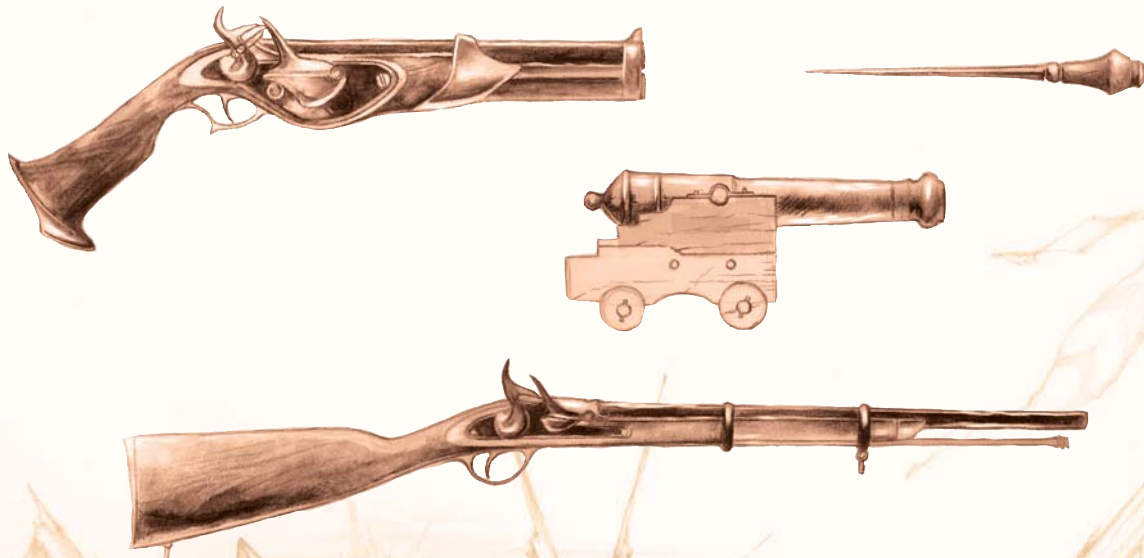
Type	Damage	Weight	Cost	Str	Notes
Grael Battleball	Str+4	30	250	d10	AP 2/4 vs. rigid armor (plate, ships, etc.), -1 Parry, requires 2 Hands, Heavy Weapon
Marlinespike	Str+1	1	10	—	-1 Fighting; AP 1

Black Powder Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Grenade launcher	10/20/40	2d6	1	600	14	—	d6	2 actions to reload; See notes
Musketoön	5/10/20	2d8	1	200	8	—	d6	2 actions to reload
Pocket Pistol	2/4/6	2d6-1	1	250	2	—	—	2 actions to reload; See notes
Shrapnel Bomb	3/6/9	3d6	—	100	2	—	—	Thrown; See notes
Turn-Out Pistol	10/20/40	2d6+1	1	250	3	—	—	2 actions to reload; See notes
Two Barreled Pistol	5/10/20	2d6+1	1/2	200	5	—	d6	2 actions to reload per barrel; See notes
Volley gun	Cone	2d8	1	350	12	—	d8	2 actions to reload per barrel

Special Weapons

Type	Range	Damage	RoF	Cost	Min Str	Notes
4-pdr cannon	40/80/160	2d6+2	1	150	—	AP 2; Heavy Weapon
Grape shot	18" path	2d6-1	1	—	—	See notes in <i>50 Fathoms</i>
Chain shot	25/50/100	2d6-1	1	—	—	See notes in <i>50 Fathoms</i>
16-pdr cannon	100/200/400	3d8+1	1	1000	—	AP 6; Heavy Weapon
Grape shot	30" path	2d6+1	1	—	—	See notes in <i>50 Fathoms</i>
Chain shot	60/120/240	2d6+1	1	—	—	See notes in <i>50 Fathoms</i>



double-fired both barrels must be aimed at the same target—roll two Shooting dice.

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

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

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

Special Weapons

The new cannons are presented for those who want to add extra complications to ship combat and are therefore optional. The standard cannon in *50 Fathoms* is an 8-pounder—it fires balls weighting approximately 8 pounds. Historically cannon went as high as 48-pdr, but these were carried only in small numbers on the largest Man-o-War. Both cannons are small enough to only require two crew.

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

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

Powder & Shot: For simplicity assume a 4-pdr uses half the amount of gunpowder as a standard cannon and a 16-pdr twice as much. As with the number of guns mounted there is a trade—in this case firepower versus powder usage.

Thrown

Shrapnel Bomb: Invented by—and named after—Lieutenant Shrapnel of the British Army during the Napoleonic Wars, a Shrapnel bomb is an early form of hand grenade comprising a charge of gunpowder encased in a metal shell designed to fragment on detonation. They cause damage to everything within a Medium Burst Template.

Due to the high degree of metallurgical knowledge required to make the casing (see page 10), Shrapnel bombs are rare.

New Ships

Pirates on Earth used various ships to ply their trade of robbery and death. The new vessels presented here are similar in size to the sloop—the preferred vessel for pirates—but designed for different roles.

Crumster

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

Acceleration: 3

Top Speed: 10

Travel Speed: 3

Handling: -1

Cost: \$25,000

Notes: Heavy Armor

Toughness: 16(4)

Crew: 8+12

Cargo Space: 6

Guns: 8

Hoy

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

Acceleration: 4

Top Speed: 10

Travel Speed: 1

Handling: +2

Cost: \$20,000

Notes: Heavy Armor

Toughness: 14(2)

Crew: 8+6

Cargo Space: 4

Guns: 4

Schooner

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

Acceleration: 4

Top Speed: 12

Travel Speed: 2

Handling: +1

Cost: \$20,000

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

Toughness: 13(2)

Crew: 6+10

Cargo Space: 6

Guns: 4

New Setting Rules

These new rules are additions to those contained in *50 Fathoms* and the *Savage Worlds* rulebook.

The Armory

Gunsmiths are adept at manufacturing a wide-range of weapons and ammunition. These rules do not allow characters to manufacture cannons but they can rearm themselves without access to a town.

Unless stated otherwise the character requires raw materials equal to half the cost of the finished item, a set of gunsmith's tools, and a source of heat to work any metal to create any of these weapons. The GM has the final word on whether the necessary components can be found.

Firearms: Firearms require specialist parts, such as the barrel, lock and trigger mechanism. These can be purchased for 50% of the cost of a finished pistol—collectively—or salvaged from damaged weapons. Without a proper workshop the gunsmith can only cobble together a makeshift weapon—good for emergencies but not to be relied upon for extended use.

A successful Repair roll and three hours of time are required to manufacture a makeshift firearm. A failure means the weapon is inaccurate (–1 penalty to Shooting rolls) whereas a critical failure destroys the lock and trigger.

Regardless of how well the weapon is made, a roll of 1 on a Shooting die causes it to malfunction beyond repair.

Pistol Shot: Shot is made by pouring molten metal—usually lead because of its low melting temperature—into a mold. After the metal has cooled the mold is opened and the shot filed smooth. Twelve shots can be made every 30 minutes.

Producing a batch of shot requires a successful Smarts roll. Failure means the shot is poorly formed and using it imposes a –1 penalty to Shooting rolls. A critical failure ruins the entire batch.

Powder Bomb: See *50 Fathoms*. Creating a single powder bomb requires 15 minutes work. No tools or heat source is required.

Shrapnel Bomb: A character wishing to create a Shrapnel bomb needs 1 pound of metal (usually iron or brass), 10 shots of powder, and a small length of fuse. The total cost of the components is \$35.

Crafting the case requires two hours of time and a successful Knowledge (Metallurgy) roll at –2. On a success the casing is constructed correctly. With a failure the casing fails to set properly—damage is reduced to 2d6 in a Small Burst Template. A critical failure ruins the casing and the gunsmith needs a new batch of metal.

Adding the powder and fuse is treated as creating a powder bomb.

Ship Combat

The following new maneuvers are available to all captains.

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

A broadside may be lined up whenever the captain succeeds in a Force maneuver. Unlike the “crossing the T” maneuver a broadside may be attempted at any range. All guns on one side of the vessel may be brought to bear on the target at once. The enemy vessel may likewise fire half its cannons back.

Hard About: By dropping the anchor and having all the crew rush to one side of the ship the captain can attempt to turn his ship 180 degrees in a very narrow circle. The captain makes a Boating (–2) roll. If successful he draws two new cards for position—three with a raise—and keeps the best. On a failure the ship goes Out of Control.

Shearing: Shearing involves drawing close along side a vessel powered by oars in an attempt to smash its oars. The attacking ship must be on the same initiative card as the target to attempt this maneuver. The attacking captain must make a successful Force maneuver with a –2 penalty.

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



Whaling

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

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

The Hunt

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

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

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

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

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

Processing

Killing the whale may be dangerous work but processing the creature requires a strong stomach. The stench of boiling blubber hangs

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

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

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

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

Rewards

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

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

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

Game Master's Section

Expanded Gazetteer

While every settlement on Caribdis is described in the *50 Fathoms* setting book, some descriptions are shorter than others. This chapter expands upon existing material and while not a complete gazetteer of every house, shop, tavern, or personality, it does provide new places for your heroes to explore and locals to interact with.

As in *50 Fathoms*, the symbol ✂ followed by a small block of text denotes a Savage Tale associated with that location. Page numbers are given in parentheses. Remember to read the Savage tales before you mention them to your group. Some have special requirements that should be fulfilled before they occur.

Settlements are listed alphabetically for convenience.

Kieran Empire

Note that only a few of the Kieran Empire's settlements are expanded upon in this section. Why? First, Kiera itself and her role in global politics are well-documented in *50 Fathoms*. Second, most of the other settlements are either mines or prison colonies and there is only so much detail required. The towns that are expanded—Paltos and Timin—receive as much attention as any of the Free Towns.

Azy Cay

Azy Cay is little more than a jumble of wooden shacks and shelters nestled among high, grassy dunes as protection against the elements. Inland the soil is fertile and various crops cover parts of the eastern half of the island. Livestock graze on the tough grasses nearer the village, where the pirates can keep an eye on them—giant crabs and flocks of razor wings are a constant menace.

The cay may be an island now, but it was once a plateau rising high above the surrounding landscape. The waters are deep enough to harbor a frigate, though captains who know the nature of the locals prefer to anchor further out and use longboats to reach the beach.

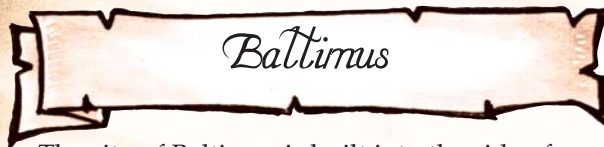
Places of Note

Azy's Exports: Azy may spend most of her time running the small pier business but she is still a pirate at heart. She makes it known to fellow pirate captains that for a 10% commission they can use the island to store contraband cargoes. Captains are responsible for the security of their cargoes though for an extra 10% Azy supplies trustworthy guards.

✂ **Market Potential (31):** Azy is looking to open a small brothel on the island but needs some willing girls.

Shipwreck Surprise: The Shipwreck Surprise is slowly gaining a reputation as a “safe pub” where pirates can meet to discuss raids and smuggling operations free from spies of the Great Harbor Ports. Azy is keen to keep the atmosphere friendly and recently banned the use of weapons inside the pub.

✂ **Treasure for the Taking (32):** “Stumpy” Pete, a regular at the tavern, tells the group a fishy tale of unguarded treasure. Is there any truth in his drunken ramblings?



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

The city is divided into three zones—the locals do not officially recognize these but can tell in which part of the city a local lives by his dress and mannerisms. The lowest level, near the piers, is known as the Port. Home to sailors and fishermen, it is the roughest part of town with a heavy City Watch presence. Most shops supply goods for ships or fishermen and the taverns serve barely passable vittles.

Above the Port lies Mid Town, home to many merchants and crafters. It is also the city’s main shopping district, containing a plethora of shops ranging from tailors to jewelers, fine foods to wine shops. The nearer the shops are to the Port the poorer quality the goods and vice versa. The taverns are considerably better than those of the Port, with cleaner bed linen and palatable food. As one travels upward so the quality improves.

The highest level is High Town. Situated high on the cliff are the large homes of the Council of Founders and the manor of Bruno Baltimus. This is primarily a residential area with no shops or taverns to blight the view. The City Watch patrol the area in large numbers and visitors who look out of place are escorted back down the hill.

As well as being a trading centre Baltimus also has a cultural side. Several theatres and playhouses are located in Mid Town and cater to every taste from lewd comedies mocking public figures to the works of Shakespeare.

If the heroes kill Bruno in the Savage Tale **Debauchery** the Council of Founders assumes control of the city. Within six months Edward Lazenby, using profits from the British East India Company, buys enough support to become the *de facto* ruler, moves into Baltimus Manor, and declares himself High Protector of Baltimus for life.

✂ **The Dark Tower (39):** The heroes hear of the haunted tower off Brigandy Bay from a sailor whose ship was recently attacked by zombies.

Places of Note

Baltimus Shakespeare Company: Founded by an English thespian by the name of Reginald Davenport, the BSC is Baltimus’ largest and most successful theatre—due mostly to Bruno’s patronage (or Lazenby’s if Bruno is dead). Bruno is fascinated by Macbeth—most notably for the three witches—and a performance is put on once a week for his private viewing. Other inhabitants shun both Macbeth and The Tempest, but take great delight in the many comedies performed weekly. If Bruno is killed, Lazenby becomes the theatre’s prime benefactor.

✂ **A New Tragedy (37):** Agents of Kiera try to assassinate Lazenby and prominent Company employees while they dine at the theatre.

Bori’s Herbalist Shop: Bori Balfor was interested in plants long before he served King Amemnus as Royal Botanist. Bori was away from the palace when the rains started and ended up seeking sanctuary in Baltimus. As the waters continue to rise Bori has become increasingly worried that the botanical heritage of Caribdus will drown forever. His herbalist shop is a sideline to pay for his main business—collecting plants from across the Thousand Isles.

✂ **Specimen Collecting (37):** Bori offers the heroes a lucrative deal to fetch plants from Torath-Ka.

The House of Mirth: The House of Mirth caters for patrons of less-refined tastes, staging lewd comedies every afternoon and evening. Many of the shows mock the Council of Founders though never

to extent that the Council feels they must close the establishment.

Company Offices: The offices of the British East India Company stand on top of the cliff and overlook the harbor. Though seals and licenses are only handed out three days of the week the offices are open every day for enquiries.

Bluth's Crown

Situated 100 yards from the stones are four towers, each dedicated to one of the elements. The towers—each three stories high—are home to the mages known as the Elementals and contain their living quarters. A shack, partially concealed by a large boulder, houses five servants including Gaston Dupui (the Inquisitor).

✂ **Cracks in the Stonework (33):** Cracks have begun forming in the magical stones. In desperation the mages hire the heroes to find the components necessary for a rededication ritual. Until such time as the ritual is complete the mages ban all access to the stones.

Brigandy Bay (Before)

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

Aside from the sprawling maze of houses Brigandy Bay contains several legitimate businesses—predominantly carpenters, smiths, and coopers—and an open-air market known locally as Thieves' Paradise. Though most of the wares on sale are acquired legally every stallholder has contacts on the black market (see *50 Fathoms*, page 52).

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

Places of Note

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

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

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

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

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

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

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

✂ **Bid for Freedom (38):** Annie Mason approaches one of the heroes and asks for help in escaping her life of slavery.

The Tower: Located six leagues east of Brigandy Bay, the tower stands upon a small island that was once the top of a great fortress. The rising seas submerged the fortress leaving only the tallest tower visible. Many tales exist about the tower and typically tell of a fell creature able to suck the soul from a man and turn him into “something unnatural.” Even the most evil pirates give it a wide berth.

Within a mile of the tower the water is unnaturally cold—any character falling in suffers the same effects as if in the Cold Sea (50 *Fathoms* page 53).

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

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

Brigandy Bay (After)

Brigandy Bay’s public nature changes considerably if Admiral Duckworth’s attack was successful—the streets are cleaner, crime reduced, and trade prompted. Beneath the surface illegal trades continue to prosper.

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

Dreyus’ first act was to sweep the town clear of undesirables. These fell into two camps—those who resisted Duckworth with force and those who refused to hand over control of their illegal business

to Dreyus. Dreyus didn’t trouble himself with the honest traders—he was after the lucrative taverns and black market outlets.

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

Places of Note

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

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



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

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

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

✂ **Crab for Dinner (40):** Augustus Davies (see below) offers the group a job catching giant crabs for sale in his restaurant.

The Alligator Pit: The newfound safety of Brigandy Bay soon attracts new businessmen hoping to strike it rich catering to crews sailing from the western lands to the Kieran Empire. One such businessman is Augustus Davies, an American entrepreneur, owner of the Alligator Pit Restaurant.

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

Bristo

Pirates rarely trouble Bristo despite its prosperity and abundance of food. Every male aged between 15 and 50 is required to join the town militia—weekly weapon practice is compulsory and held on the beach.

Most of the village lies well-beyond the high tide mark, though a few fishermen's houses lie nearer the water. In the centre is the village's only tavern—the Haybarn. As the focal point of village life it is crowded most nights. Outside lies the village square, which hosts a weekly market as well as dances and the annual harvest fair.

The rest of the village is rather ramshackle, with few clearly defined streets. Most of the crafters live and work near the centre of the village—the farmers live near their fields on the outskirts.

When Bristo was founded it was agreed that all citizens would have an equal say in how the town was governed. Although Thomas Crane typically speaks for the town he has no actual authority and holds his honorary position with the villagers' blessing.

Village meetings are held once a month in the Haybarn, though in truth there is not much for the villagers to discuss aside from how much excess harvest to sell and what imports are required. Ships from the British East India Company visit the villagers several times a year, buying food and selling timber, manufactured goods, and gunpowder.

Places of Interest

The Haybarn: The Haybarn is rustic by the standards of the Great Port taverns, but it serves the locals' needs. Good food, strong beer, and clean beds are available all year round at reasonable prices. Hanging behind the bar is an old map of the area marked with an "X" not far from the site of Bristo. The owner, Nathaniel Sullivan, is happy to let visitors study the map so long as they buy a meal.

✂ **Treasure Map (49):** The map is an actual treasure map. Sullivan explains how he came by it to any hero expressing an interest in viewing it.

Calib's Rock

Calib's Rock is little more than a series of small shanties. Were it not for the Ghost Trail it would not exist at all. The town has very little to offer visitors—while food and timber are sometimes available to purchase the low quantities deter most merchants from making a special trip. If they have spare capacity they buy, otherwise they stop here overnight and depart the next day, leaving the locals only slightly better off.

✂ **The Money Pit (34):** A local drunk renowned for his tall stories tells the group of a treasure pit located close to Calib's Rock.

Caresia

Caresia is the largest settlement on Taratos and has expanded on a weekly basis since its creation. Its location halfway between Sprith and Cuwayo makes it an ideal stop-off point for merchants trading between the two major mercantile powers of the Free Town.

Sadly Caresia has lost much of its importance since the Trade War began. The three-way monthly conferences have ceased and merchants are wary of being attacked by the numerous privateers now haunting the once neutral waters around the port. Many locals have moved to New Madrid, Marsales, or Baltimus in search of a new life. Trade continues but the town is no longer growing.

However the war concludes Caresia becomes one of the few major neutral ports left on Caribdis. Trade picks up slowly though not to the extent to allow Caresia to continue its expansion.

Caresia consists of two key areas—the old town and the new suburbs. The old town covers the docks and the first three rows of buildings. Many of the town's craft shops and taverns are located here and business is brisk. Crowds throng the streets from dawn to dusk and visitors need to keep an eye open for pickpockets and other petty thieves.

As one heads further inland so the streets become less organized and the taverns and shops fewer and further between. The City Watch pays less attention to the suburbs and crime is more common. Still, Caresia is considered a safe port and murders are rare.

✂ **Polly Want Some Treasure? (52):** If the group explore the wilderness around Caresia they encounter a mimic parrot who seeks amusement in tricking them with its vocal talents.

Places of Note

Caresian Bazaar: As a result of the Trade War, visiting the Bazaar no longer provides a +2 bonus to Spirit rolls when attempting to remove Fatigue caused by “cabin fever.”

The Crown: The Crown tavern isn't as big or as popular as the Salty Dog but it still serves plenty of captains and traders. Since the Trade War began, the proprietor, Dag Dalt, has developed a sideline business providing false cargo manifests complete with official stamps. Any port stamp can be provided at a cost.

✂ **False Stamps (30):** An overheard conversation in another tavern leads the heroes to Dag.

One-Eyed Jax: One-Eyed Jax is a tavern and gambling house located on the edge of the old town. Named after its proprietor, Jax Joril, a one-eyed masaquani female, it caters to less savory Caresians. Jax employs three grael to keep the peace and cheats are handed over to the City Watch—after being beaten senseless. Jax pays a small commission to the Watch to leave her establishment alone.

✂ **A Debt Repaid (31):** Partaking in a game of chance turns up an unusual reward.

Cuna

The small village comprises wooden houses located around Mo's tavern and has no defenses. Cuna boasts a rich supply of food and timber, which makes it an attractive target for pirates. When pirates attack the locals simply flee to the nearby hills with as much as they can carry and leave the cutthroats to loot as they please. Although the village is part of the Great Harbor Treaty it is too remote for even the Spanish Guild to care about. Every request for a small garrison to be installed has been denied.

Virtually every family owns a fishing boat. During rough weather these are hauled up the beach above the high water mark. In rough weather they are dragged into the village and weighed down with stones.

Places of Note

Harbor Master's Office: Located on the beach, this small shack serves as the center of trade in Cuna. The position is changed every few weeks simply because no one really wants the job. As a result of boredom and lax attitude there is a 20% chance the Harbor Master stamps any cargo the group purchases at no cost.

✂ **Defend the Village (40):** The village suffers a pirate attack the day before the group arrives. The pirates threatened to return in two days to collect a tribute and the Harbor Master pleads with the group for help.

Deiking (*Little China*)

Deiking is aptly named—the architecture and atmosphere of the city are unmistakably Chinese. From the defensive wall facing the mountains to the piers and wharfs of the docks, every structure is of Oriental design.

The city is divided into twelve zones. Each zone is separated by rows of shops or houses through which the only passage is a dragon gate. Large pagoda-like structures, the dragon gates are named because the twin supporting pillars are carved to resemble Oriental dragons.

Gangs of armed thugs are employed by the resident warlord to watch the gates day and night. Their main duty is to keep rival gangs out of the zone, though most spend their time eyeing up rich visitors, whom they mug later. Each gang is differentiated by a particular tattoo.

Each zone has its own houses, shops, taverns, and criminal activities. Indeed, the zones are the personal domains of the warlords of Deiking, who are collectively known as the Twelve Hands. Only the docks and warehouses are neutral territory—every other building is owned or pays protection money to the resident warlord.

The Twelve Hands are the great captains of the junk fleet. After returning from the western ocean the warlords founded Deiking, sharing temporal and criminal power between them. Although known to each other, the residents of Deiking rarely interact with their masters, who use protégés to represent them in public affairs.

Each warlord has his headquarters within his city zone. Travel to another zone is precarious without a large escort—the warlords are constantly vying for power. Gang wars, arson attacks, and murders are commonplace events and visitors are warned by cautious locals to avoid getting involved in internal disputes. Every criminal activity in Deiking can be traced back to a warlord. Most dabble in several types, but a few specialize almost entirely—Mao Ping controls the opium, Lu Sheng the gunrunning, and so on.

Although there are many festivals in the Chinese calendar, the biggest and most spectacular is the Great Dragon Contest. Held on the eve of the Chinese New Year, it is a chance for the citizens of Deiking to celebrate their culture and for the warlords to determine their nominal leader for the year.

Each warlord enters a team of bodyguards operating a silk and papier-mâché dragon. The dragons move through the city, ending up at the docks an hour before midnight. For the next hour the dragons fight. This is not a symbolic struggle but an actual contest for supremacy. No weapons other than hands and feet are permitted, though this doesn't make the contest any less dangerous.

The last dragon standing wins the contest—the warlord they serve takes the title Radiant Dragon and becomes chairman of the Twelve Hands for the next year. The chairman receives a 5% cut from all criminal activity within Deiking, making it a very profitable position.

Places of Interest

Lao Wu's Tattoo Parlor: Lao Wu is one of the best tattoo artists in the Thousand Isles. He charges high prices—\$100 per tattoo—but the end product is worth the fee. All of the warlords' men come to Lao's for their tattoos and his parlor is considered neutral territory.

✂ **Something Special (41):** A warlord's lieutenant has kidnapped Lao's daughter. Lao asks the group to rescue her in return for magical tattoos.

Firework Factory: Owned by the warlord Lu Cheng and a cover for his gunrunning activity, the firework factory is the only one of its kind on Caribdis. Few cultures use fireworks but the local legitimate trade keeps the factory profitable.

The Jade Pagoda: The Twelve Hands meet monthly at the Jade Pagoda tavern near the docks. Although the bar remains open to the public, the locals prefer to drink elsewhere when the Hands are in session—most of the patrons are bodyguards and assassins.

✂ **Sky High (43):** While drinking in the tavern a squad of City Watch approaches the group. The captain bows politely and asks the group to accompany him. The guards are in the employ of Han Po, a warlord seeking to break Lu Cheng's hold on the gunrunning business by blowing up his primary source of income—the firework factory.

Master Sheng's Dojo: Master Sheng teaches all manner of martial arts to those who can afford his price. He has declared himself neutral in the internal struggle of the Twelve Hands.

For 2,000 pieces of eight and a week of training, a character's Fighting is improved one level when

using his bare hands and feet. His skill remains the same otherwise. A second week's training and fee grants the character the ability to ignore the Unarmed Defender rule.

Jomba Town

Jomba Town has changed little since Jomba's ghost was laid to rest. The council of ex-slavers continues to ignore the townsfolk while growing rich from their hard work. The locals continue to go about their daily lives and try their best to ignore the strange disappearances among visitors to the settlement.

Surrounding the town "square" are the councilor's houses. Each is twice as large as the cottages making up the rest of town and richly furnished. The town's two taverns are located nearby. Small cottages make up the rest of the main town, with several farmsteads lying within a few miles.

Places of Interest

The Shackle: The Shackle is the preferred drinking den for the council members. It is the larger of the two taverns and offers a more varied menu. The proprietor, Patrick O'Malley is the brother of one of the councilors and reports any suspicious behavior from visitors back to his brother.

The Dog & Monkey: This unusually named tavern belongs to Alfredo Pancini, an Italian visitor and no friend to the council. His anti-council rants have landed him in trouble more than once and he has the scars on his back to prove it. The council has considered killing him but his disappearance would raise unwanted questions among the townsfolk. For now, they are content to keep a close eye on him.

✂ **Shallow Grave (31):** A nervous local asks the group to follow him into the nearby forest.

Kaja

Kaja is the most northerly settlement on Caribdis and far from the major trade routes. Aside from blue bear fur the locals have nothing to offer merchants. The town consists of a collection of shacks cluttered around the various taverns. There is a single pier, constructed by whalers using Kaja

as a waystation, but no Harbor Master. Indeed, the locals neither trade nor buy with any regularity.

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

Places of Note

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

✂ **Beyond Kiera (30):** A grael offers the heroes a map detailing a chain of islands located east of Kiera—an area supposedly completely flooded.

✂ **Whaling (30):** Bjorn offers to join any expedition to hunt norwhales in return for a share of the profits.

Lanos

Lanos is built on a series of small islands protruding from the swampland. Raised wooden walkways extend between the islands. At night lanterns are lit along the paths to prevent travelers falling in the marsh. The largest island—known locally as Governor's Island—houses the outdoor market and Sir Richard Thornsby's house.

As space for new housing rapidly diminished the locals began building houses raised on stilts. Since the houses are not on any island access to these dwellings requires a rowboat. For this reason, the houses are built close together and share a single jetty. Thornsby is considering extending the walkways to reach some of the larger "housing estates" but no construction work has commenced.

A large number of Chinese Earthers still reside in Lanos. Although fully integrated into the mixed culture of Lanos they keep their old traditions alive through festivals and the architecture of their houses and shops.

✂ **Vanishing Farmers (44):** Several farmers have vanished in recent weeks, prompting Sir Richard Thornsby to hire outside help.

Marsales

Marsales may be the backdoor to New Madrid, but the town has an identity all its own. Located in a broad bay, the town is typically Mediterranean in design and feel.

Like most towns it has a good and bad side. The bad side is located near the docks, where the inhabitants are poor, the streets narrow and dimly lit at night, and the taverns and gambling dens plentiful. The Rat Run—better known as the warehouse district—gets its name from the maze of narrow alleys that run between the buildings and the large number of rats living here.

The City Watch patrols the docks in double strength and maintains law and order with great efficiency. Minor infractions are punishable by on the spot fines of 1d6 x \$20, half of which goes to the guards and half to Ferrara.

Further inland the streets become wider and the houses more opulent. Large walled villas mark the houses of the rich and powerful in Marsales. City Watch patrols are less common but the fines are five times higher.

In the center of town are the town square and the gallows—a reminder to all criminals the Spanish Guild holds power here. Off the square are the Harbor Master's office, several other Guild buildings—such as the Hall of Records and the Registrar of Ships, Births, Deaths, and Marriages—the town jail, and the Church of the Blessed Virgin.

Places of Note

The Armada Inn: Pedro Gonzales is a survivor of the Spanish Armada. A few years of piracy when he arrived on Caribdis earned him enough to buy the small dockside inn. Gonzales is a vociferous opponent of the British East India Company and any crew able to prove a success against a Company ship earn free drinks for a week.

As signposted outside the inn, English visitors are banned from his establishment—he doesn't mind natives who speak English, but those showing British sympathies are thrown out onto the street.

✂ **The Second Armada (44):** The Trade War is about to step up a gear. The Spanish Guild is using Gonzales to recruit ships to attack Baltimus in force.

Enrico's Barbershop: Enrico de Toledo owns and runs a small barbershop catering for wealthier citizens. He is an amiable chap and enjoys chatting

with his patrons. Unknown to his clientele Enrico is a Company spy and sends back regular reports of what he has learned while shaving the merchants and captains of Marsales.

✂ **White Dove (44):** Enrico suspects the authorities are on to him and asks the group to deliver an urgent message to Edward Lazenby.

El Dorado: Named after the fabled Mexican city of gold, El Dorado is a tavern reputed to serve the best food in the Spanish Guild territories. The owner, a masaquani called Hon Hellis, is a master chef and cooks native and Spanish cuisine. Prices are double those of other eateries but the quality is considerably higher.

✂ **There's Something in my Soup (45):** A gemstone in a bowl of fish soup leads the heroes to lost treasure.

Cartographer's Office: Jose-Maria Caballeros owns the cartographer's office. Most of his work involves drawing up charts for the Guild—the constantly rising water means he is always in business. Jose-Maria also buys and sells maps as a sideline.

✂ **Cartographic Expedition (45):** Jose-Maria offers the group chance to work for him mapping the coast of Cuwayo.

New Madrid

The buildings of New Madrid are of Spanish design, with whitewashed walls and tiled roofs. Laid out in an orderly fashion, the town is split into quarters by Church Street, a wide, curving lane slicing parallel to the bay, and Wharf Street, which runs from the cathedral steps down to the main piers.

Houses nearer the docks tend to be smaller than those on the edge of town, where there is more space. Most of the businesses are located near the docks, allowing easy access to new customers and raw materials. Rich soil on the outskirts of town allows for vineyards and olive groves and several large haciendas have sprung up in recent years.

Virtually all the citizens are Catholics and celebrate numerous religious holidays throughout the year, including Christmas. During any festival the streets are decorated with colored paper lanterns and garlands of flowers. Cardinal Torres preaches on the steps of the cathedral before leading

a candlelit procession through the city, collecting money for the cities' needy as he goes. Processions typically end in the arena. Here the citizens eat, drink, and dance long into the night.

Places of Note

The Arena: The Spanish brought more than the Catholic Church, the Inquisition, and flamenco dancing with them when they arrived on Caribdus. Alcalde Pires, keen to keep his native customs alive, ordered a small arena to be constructed for the purposes of bull fighting. Unfortunately, Caribdus has no bulls and the few that have been brought across by recent visitors have all been killed.

✂ **The Show Must Go On (48):** Though the arena is used regularly for fetes and dances, Pires is desperate to provide a decent show of man against beast for the townsfolk. Alcalde Pires offers a sizeable reward to anyone bringing him a live yellowback.

✂ **Glory to the Brave (48):** Pires stages a grand "bullfight" once he acquires a yellowback.

The Clocktower: Situated on the eastern side of town is a tall clocktower, visible from anywhere in New Madrid. The clock fascinates the natives of Caribdus, who have no such technology themselves. Even now, many years after its construction, small groups of natives gather to stand and marvel as it strikes the hour.

Juan Martinez Fencing Academy: Juan Martinez was the fencing instructor to King Ferdinand of Spain until the king's death in 1504. Following a scandal with a lady in waiting, Martinez was ousted from court and traveled to Italy to teach. His ship was transported to Caribdus and Martinez founded a new fencing school on New Madrid.

Unlike Julio Ramirez, Martinez teaches the older style of Spanish fencing using slashing moves rather than lunges and thrusts.

For 1,000 pieces of eight and a week of training, a character's Fighting is improved one level when using slashing weapons such as a cutlass, longsword, or saber. His skill remains the same otherwise. A second week's training and fee grants the hero the Sweep Edge.

Martinez and Ramirez are social and business rivals, though their two schools of fencing are vastly different and attract different patrons. Though the masters refuse to duel, their students fight each other for the honor of their school at every opportunity.

✂ **School Bullies (49):** Several of Ramirez's students launch an all-out attack on Martinez's academy while the party is present.

Paltos

Paltos nestles in a natural valley formed by steep cliffs to either side and is overlooked by the notorious prison sitting atop the eastern cliff. The town itself is small, having only four major streets, all of which run parallel to the wide river. Numerous alleys allow access between the streets.

As is typical of small ports much of the town's activities center around the docks. The few taverns and stores are clustered around the main wharf, leaving the rest of the town as housing. Criminal activity is very low, which is perhaps not unsurprising given the nearby prison. Still, petty criminals continue to try their luck at pickpocketing or the occasional mugging with varied levels of success.

Places of Note

The Prison: Since the jailbreak detailed in 50 *Fathoms* security at the prison has been greatly improved—the old guard captain has been executed and replaced with a more efficient officer, the number of guards doubled, and two mages (one fire and one earth mage) added to the payroll. Guards are no longer allowed to drink in the Gaoler's Due.

The Coconut Grove: Despite its exotic name this tavern is a typical drinking den. The landlord, Mani Makawn, owns a semi-domesticated monkape named Deadeye. Patrons are challenged to beat Deadeye in a coconut-throwing contest. Entry is 50 pieces of eight with the winner taking the purse. The monkape has a d12 Throwing skill, and is considered a Wild Card for this skill only.

✂ **A Light in the Dark (46):** Mani recently learned his brother's ship, the sloop *Swift Wind*, was sunk off the coast of northern Torath-Ka. Witnesses on other vessels in the small fleet say several survivors made it ashore. Sadly the weather turned foul and the other vessels departed, leaving the men to their fate. Mani is convinced his brother is alive and asks the group for help.

Pirate Sea

The Pirate Sea remains a hotbed of piratical activity. In the weeks and months following ✂ **The Second Armada (44)** piracy increases as the cutthroats take advantage of the chaos caused by the Spanish Guild's attack on Baltimus. Replace rolls of Privateer with Pirates.

Several new Savage Tales are "random encounters"—use the following Encounter Table.

Pirate Sea Encounters

d20 Encounter

1 **Admiral Duckworth:** The *HMS Justice* investigates any and all ships it comes into contact with and examines papers. Treat as Pirates if the *HMS Justice* is sunk during ✂ **The Second Armada (44)**.

2-3 Game

4-5 Great White

6 ✂ **The Low Down (35)**. If the group has already run this adventure treat as ✂ **The Butcher (36)**. Treat as Pirates thereafter.

7-10 Merchant

11-12 Pirates

13 ✂ **A Traitor's Death (53)**. Treat as Pirates afterward.

14-15 Privateers

16-18 1d2 Razor Wing Swarms

19 ✂ **The Black Prince (55)**. Treat as Pirates hereafter.

20 ✂ **Sunken Ruins (50 Fathoms page 122)**.

Shark Bay

Shark Bay is constructed on a series of low cliffs overlooking the bay that gives the town its name. The lower part of the city, including the docks, lies in a natural break between the cliffs. The remainder stretches up the valley and onto both cliff tops.

As one might expect from a pirate town there is no true order to the city design—newcomers simply build a house wherever there is space. As a result, the town has dozens of narrow alleys and only a few main streets. Even the locals walk around in small groups at night, for in Shark Bay there truly is no honor among thieves.

The busiest streets are Mermaid Street—running from the docks up to the tightly packed residential areas and famed for its brothels and

High Street—which forms a loop around the eastern part of the town—which contains a large number of opium dens.

Shark Bay has more taverns and brothels per head than any other settlement on Caribdus. Indeed, the dock area has such establishments every third building. Most meet a visitor's preconceptions of a pirate town watering hole—dank, lice-infested, and dangerous. All manner of shady business takes place in the taverns and those who look out of place soon become a target for the multitude of thieves and murderers that haunt the area.

The shark-infested lagoon lies beneath the cliffs of the eastern portion of the city. The locals occasionally drag weighted nets along the bottom—most recover more bones than coins.

Places of Note

Gluas' Games: Gluas the scurillian runs the largest gambling den in the city. Entrance is free but drinks cost twice as much as anywhere else in town. All manner of card and dice games are available but they share one common trait—all are rigged in favor of the house. Gamblers suffer a -2 penalty to their Gambling rolls. Anyone caught cheating the house is "taken fishing" to the Bay by the six half-ugaks Gluas employs as security guards.

✂ **Easy Money (51):** A doreen approaches the heroes in the street outside Gluas' and asks if they are interested in making some easy money.

The Lagoon: The lagoon is Shark Bay's dumping ground—all manner of waste ends up here, including bodies. Shark fishermen sail the waters on good days, catching sharks for their skin and flesh. Few are brave enough to sail here on a rough day—falling overboard means certain death.

✂ **Gone Fishing (51):** While walking near the lagoon the heroes notice something shiny at the bottom of the lagoon.

The Blue Parrot: This busy dockside inn is owned by Liam O'Donnell, an Irishman with a deep hatred of the Spanish. Liam and Seamus O'Brian are close friends—so much so that Liam has started selling Great White Grog in his inn, though it costs \$25 per mug.

The establishment is named after Liam's pet parrot, Dublin, whose language is as colorful as his plumage. The bird is a mimic parrot but has taken to cursing as its only form of communication.

Dublin flies around the inn as it pleases, drinking from patron's mugs and cursing more loudly as the evening passes.

Liam doesn't mind patrons stroking or feeding the parrot, but any rough handling is quickly rewarded with a broken arm from his grael bouncer, Harck.

✂ **Lonely Parrot (52):** Dublin is getting frisky and Liam posts a reward for anyone fetching the bird a suitable mate.

The Long Weight: The owner of the Long Weight is Rasmus, a scurillian with a dry sense of humor. The name of the tavern is Rasmus' attempt at a pun but aptly named, for he often leaves his customers waiting for as much as an hour before he serves them. Customers willing to hang around and play the scurillian's game are well rewarded—every night at 10 bells the place becomes the best brothel in town.

The girls are attractive (all have positive Charisma), clean, and eager to please—and all for only triple the usual price.

✂ **The Iron Ship (52):** A masaquani patron offers the group a chance to capture a valuable prize—a Kieran ship loaded with iron ingots.

Swindon

Unlike Azy Cay and Shark Bay, Swindon is a member of the Great Harbor Treaty. Garron Glut adds the role of Harbor Master to his many other positions. Few locals care that Garron owns most of the businesses—without him the town would quickly devolve into another Shark Bay.

Most of the town's legitimate businesses are congregated in a small area near the docks. The rest of the town is made up of shanty houses and thieves' dens. Few visitors feel the need to explore beyond the Gallows and the Harbor Master's office—which is next door.

Swindon has no abundant natural resources, forcing the locals to rely on merchants and the occasional act of blatant piracy to keep the town running. Hijackings are commonplace and captains planning on staying over in Swindon usually hire additional guards before arriving in town.

The town is safer than Shark Bay, though the difference to most visitors is negligible. Captains dealing directly with Glut have a considerably higher chance of avoiding trouble than casual visitors. All of Glut's shops bear his seal—three overlapping coins. Laying down three coins in this manner in any tavern sends a clear signal to the locals—"I have Glut's protection."

✂ **The Curse of Redbeard Rufus (57):** A patron of the Gallows offers the group a treasure map. Unfortunately the map is stolen and its former owners have tracked him down.

Places of Note

Grock's Security: Grock, a grael pirate, operates a private security firm in town, although in reality this is just a cover for his hijacking business. His rates are exceedingly cheap—just 5 pieces of eight per guard per day—but anyone relying on his men to protect their ship often find the ship and its cargo have vanished. Grock has several contacts in Shark Bay who buy stolen ships.



Timin

With land in Kiera at a premium the Emperor has come to depend on the fertile land around Timin to keep his subjects fed—and therefore pacified. The valley in which Timin lies is very narrow with most of the fertile soil lying in the bottom and on the lower slopes.

As a result, the town was constructed on a series of naturally occurring terraces on the higher slopes of the eastern valley wall. The western side is used to grow beans, grapes, and other fruit with cereal crops filling the valley floor. A wet area further along the valley is currently unused though Senator Racen has commenced a drainage project to turn it into useful farmland.

Kieran architecture is commonplace and the locals endeavor to keep their traditional values and customs alive. For the most part the inhabitants are hard-working peasants and lack the selfish attitude of Kiera's citizens.

Places of Note

Stone Fort: A small stone fort constructed on the highest terrace is home to a garrison of 100 soldiers sent here by the Emperor to ensure food production continues. The new commandant, Captain Lux Livis, dislikes Senator Racen but took a shine to his daughter, Rana. The feisty teenager wants nothing to do with the “decadent pig”—an attitude Livis intends to beat out of her when she becomes his wife.

Senator's House: Senator Racen and his daughter live in the largest house in town. Though not the Harbor Master, Racen is a businessman and appointments with him to discuss trade deals can be made through the Harbor Master's office. These take 1d4 days to arrange.

✦ **False Kidnapping (54):** Rana, Senator Racen's daughter, went too far in her latest outburst against Emperor Jant. Captain Livis warned Racen that unless his daughter consented to marry him he has no option but to arrest her and send her to the Emperor for punishment. Racen reluctantly agreed to the union but as the wedding day nears Racen decides to take drastic action to free her.

The Vine: Timin's only inn is run by Fen Femri, a masaquani who settled here several years ago.

The inn is renowned locally for its fine wines, which are made using local produce. Fen claims to have no love for the Emperor and gives anyone brave enough to voice similar opinions free drinks all night. Once they are drunk she alerts the soldiers to the “traitors.”

The Break: Located on the middle terrace, the Break is considered a natural rest stop on the steep walk between the upper part of town and the fields in the valley below. The landlord, Ref Remol, was one of the original founders of the town.

Torath-Ka

Torath-Ka remains a dangerous and inhospitable place. All attempts to tame or colonize the land have resulted in failure. Explorers still regularly venture to the island in the hope of finding valuable new resources. Those who have reached the interior and returned to civilization have reported a plethora of new dangers—including carnivorous plants and giant reptiles.

For their part the ugak remain content to stay on their island, worship their dark gods, and slaughter any outsiders they encounter.

Tuck

Known primarily for its agricultural produce, Tuck is often referred to as “the breadbasket of Taratos.” Were Tuck a larger town this would undoubtedly be true. The fertile plain allows for a wide variety of foodstuffs to be grown and while much of its produce does indeed end up in the markets of Caresia, Tuck has another major export—manufactured goods.

A growing number of light industries exist in the town, producing everything from nails to clocks. Though the number of units available for export is very small, merchants visiting Tuck can make a tidy profit exporting goods to the major ports—where demand usually outstrips supply.

Bearers or pack animals are used to transport exports overland to Caresia—Tuck's harbor is little more than a continuation of the plain, which slopes gently into the sea. The gentle gradient forces ships, even sloops, to anchor half a mile offshore. Even then, there is a long walk inland to reach the town.

The plain on which Tuck relies for its main source of income may also prove its undoing—no cliffs protect Tuck from the rising waters. Unless the water is halted within a few years Tuck will become a seaside town—at least for a year or two, when the rising waters submerge the town completely.

Tuck itself is a small town—nearly a third of the population lives in the surrounding countryside. There isn't even a decent inn or tavern and the townsfolk rely on imports of wine and spirits. The town is a cluster of houses and workshops laid out to no particular pattern. In the centre of the village is the "square," off which stands the Harbor Master's office. Since only ship cargoes are stamped, the Harbor Master's title is an honorary one and carries little actual responsibility.

Places of Note

The Clockwork House: Run by a Jewish visitor by the name of Joshua Goldstein, the Clockwork House produces some of the best timepieces of Caribdus. Joshua builds quality rather than quantity and barely makes a living. For him the work is a labor of love.

✂ **Telling the Time (40):** Joshua is working on a new form of ship's chronometer but requires calibration dates from across Caribdus.

Open Market: Held in the town square, the weekly market is a popular event and gives the outlying farmers a chance to meet friends and catch up on gossip. Merchants from Caresia visit to purchase cargoes and place orders for future shipments.

✂ **Fields of Fire (49):** Pirates have savaged several farms in the last few weeks. The City Watch lacks the manpower to assist and the locals seek help.

Tulago

The relaxed atmosphere of Tulago makes a refreshing change for those used to the busier ports. The wooden cottages stand out in contrast to the stone buildings of New Madrid and Baltimus. Constructed around the village square, the village contains no official buildings—each villager is responsible for his own actions and if a crime is committed the village as a whole passes sentence.

Tulago has had no trouble with pirates since the defeat of L'Ollonnaise. Many pirates believe the settlement is haunted by L'Ollonnaise's ghost and refuse to set foot there. For their part, the villagers are keen to maintain the myth and speak of a ghostly pirate wandering the beach at night.

Life has returned to normal for the Tulagons, who have worked hard to rebuild their lives after the Frenchman's extended raid. Armed with weapons left by the pirate when his band was defeated, they do not tolerate rowdy crews or those with criminal intentions.

The focal point of the village is the great fire pit. As well as being the focus of the nightly feasts, the villagers gather here to discuss important matters. Each harvest the Tulagons bring their crops to the fire pit, where they are placed together. A certain amount of produce is then divided equally among the families—the rest is stored in the raised granaries (to stop vermin getting in) until trade ships call.

The Tulagons have bountiful food and timber but lack the numbers of crafters necessary to produce manufactured goods for exports.

Places of Interest

Healer: The local wise man and healer is Benga Mamoto. He is the village's physical and spiritual healer, counselor, and arbitrator, helping to settle minor disputes. The locals hold him in great reverence and any harm to him is repaid a hundred times over.

If the heroes talk to Benga, he tells them about his life before the slavers captured him. He reminisces about his brother, Machawi, who he describes as, "bigger than an elephant." Last time he saw his brother he was being loaded aboard a Spanish slaver called the *Black Prince*.

✂ **The Black Prince (55):** Benga's brother actually made it to Caribdus although he died shortly afterward. His skeleton lies aboard the *Black Prince*.

Wrasseton

Named after its location on the banks of the River Wrasse, Wrasseton has grown from a humble village into a small but troubled town. Wrasseton may not be a major player in global mercantile activities, but food, timber, crafted goods, and gunpowder are common export commodities.

Wrasseton is slowly recovering from L'Ollonnaise's bloody raid, which left the town in ruins and a third of the population dead. The buccaneer may be dead but the locals know it is only a matter of time before more pirates arrive to disturb their peace. Burnt-out buildings and the recently dug cemetery are a constant reminder of the fate awaiting locals who try to deal with pirates.

Wrasseton's harbor is too shallow for anything but sloops or schooners, forcing bigger ships to anchor offshore and ferry cargo by longboat. Although this deters some captains from trading here, rich rewards await captains willing to spend an extra day or two transferring cargo.

Places of Interest

Arni's Brewery: Wrasseton doesn't have a tavern but it does have a small brewery. Arni Amill, the masaquani owner, sells his brews to the locals and friendly visitors. In a bid to stop ships' crews drinking to excess Arni has a strict "one barrel per ship" policy. Arni's wife and children died in L'Ollonnaise's raid and he has become sullen and withdrawn ever since.

✂ **A Toast to Death (57):** Arni offers the group a cheap cargo of wine on one condition—they sell it in a pirate town.

The Exchange Market: Located near the center of the town is the Exchange Market, a large

structure that hosts the weekly indoor market. Farmers and hunters bring their goods here and exchange them for manufactured goods and gunpowder. The Harbor Master's office is located here.

✂ **Bounty (57):** Sick of the constant raids, the Harbor Master offers a bounty on pirate heads.

Xaxa

Visitors to Xaxa are common, but most only come to stay at the *Repos de Minuit* while en route to the largest towns. Until recently few came for the sights—simply because there were none. However, word of Petaine's private art collection has spread far and wide and natives and visitors alike visit simply to view the paintings.

So many now visit that Petaine has constructed a new wing to the inn in which to house his gallery. Here visitors can dine surrounded by the near-priceless works of art. Of course, the admission fee to view the paintings has risen accordingly—now ten pieces of eight—and a surcharge of three pieces of eight is charged to diners using the restaurant.

Xaxa is not accessible by sea but it does trade with those passing between Lanos, Bristo, and Tulago. Most groups will find little profit in dragging goods along the road from one of the ports. However, the following entry should be added to the Master Trade Table.

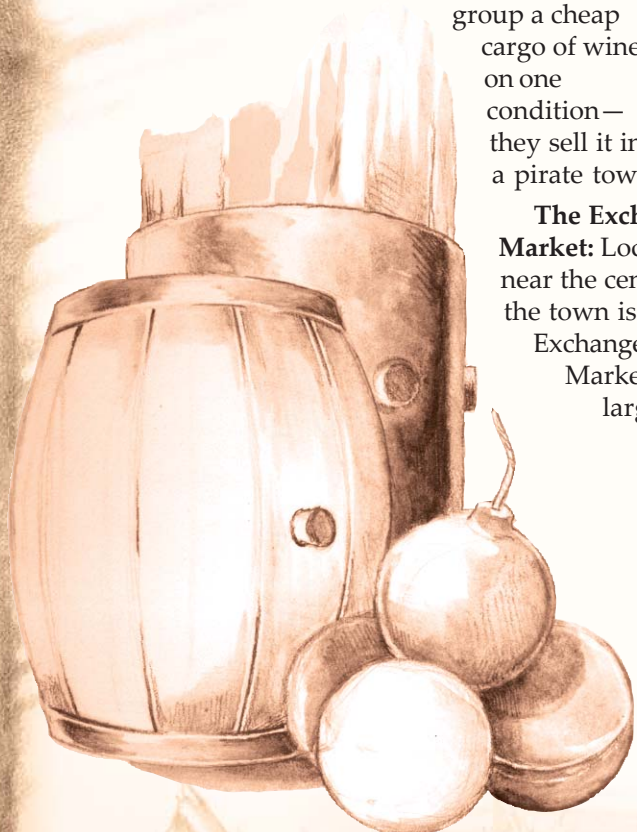
Food: 100; **Goods:** 300; **Gunpowder:** -; **Iron:** -;
Timber: 100; **Units:** 1d6-2; **Vitals**\$ [

Places of Interest

Repos de Minuit: Petaine has expanded the inn to include a new gallery and restaurant. Decked out in 18th century French fashion, it is a small taste of home for European visitors and a marvel of strange ideas for natives.

✂ **An Artist's Dream (53):** Petaine wishes to expand his collection and seeks brave crews to search hulks in the Flotsam Sea for paintings.

✂ **Gallery Curators (54):** Petaine has to go away on business for a week and wants someone trustworthy to run his inn and guard his valuable collection.



Here be Treasure

Many treasures still lie undiscovered both on land and beneath the waves. Presented below are new relics for your players to discover. Among them is a new type of treasure—ship relics. These rare items are imbued with powerful magic designed to augment any ships larger than a dinghy or longboat. Such prizes can turn the poorest vessel into a mariner's dream.

The Relic Table presented here replaces the one on page 78 of *50 Fathoms*. Unless stated otherwise, all subtables are as per the original volume.

Modified Relic Table

d20 Roll	Type
1–5	Armor
6–10	Hand Weapon
11–13	Ranged Weapon
14–15	Miscellaneous Item
16–17	Potion
18–19	Tome
20	Ship

Miscellaneous Table

If a roll on the Miscellaneous Table is indicated immediately roll a d6. On a result of 1–3 use the standard *50 Fathoms* table, otherwise use the new table below.

Roll a d20 and consult the table below.

1–2) Buccaneer's Eyepatch: This black eyepatch sports a blood-red skull and crossbones. It grants +2 to Intimidation rolls.

3) Scavenger's Compass: This ordinary-looking compass points toward treasure rather than north and grants the holder the Treasure Hound Edge.

4) Traveler's Map: Any ship on which the map is carried appears on the map as a small sail. A captain using this map does not need to make navigation rolls.

5) Pirates' Compass: This ship's compass looks like a regular ship's compass, save that the needle does not point north. If pointed at any vessel within sight the needle locks onto the ship, changing direction to track the other vessel. It grants a +4 bonus to Boating rolls when trying to catch the target ship.

6–7) Submariner's Pistol: This regular flintlock pistol functions underwater as well as on land. Unless the wielder has a way of ensuring spare powder stays dry it is good for only one shot when used beneath the waves.

8) Slavers' Shackles: Reputedly created by Kieran wizards for their Emperor, the shackles are a slaver's dream. Once placed on a victim they subject him or her to the *puppet* power. The slaver controls the slave through a long chain connected to the manacles. So long as he holds the chain he can control his victim. The spell is constantly active and has a Spellcasting skill of d10.

9) Devil's Eye: This glass eye is black with thin, interwoven threads of yellow and red. When worn in an eye socket (it is no use to those with two eyes), the wearer may use the *fear* power contained within using his Spirit as his arcane skill. The eye holds 10 Power Points and recharges normally.

10–11) Mariner's Lantern: This unusual lantern is imbued with the *light* power and is activated simply by opening the shutter. It holds 15 Power Points and recharges normally.

12) Mermaid's Bracelet: Crafted to resemble two intertwined mermaids, this relic protects the wearer from dangerous sea creatures. Any aquatic creature wishing to strike the wearer must first succeed in a Spirit roll. On a success, the creature may attack without hindrance. With a failure, it cannot attack the wearer this round but may try again on subsequent rounds.

13) Fog Horn: The fog horn—actually a large conch shell—is not a warning device. Rather, it generates a fog cloud as per the *obscure* power. The horn contains 20 Power Points and recharges normally. The blower uses his Vigor as his arcane skill.

14) Skeleton Key: Carved from norwhale bone in the form of a skeleton, the key grants +2 to Lockpicking rolls.

15–16) Mage's Eyeball: This moonstone false eye grants the wearer +2 to all trait rolls when resisting opposed powers. It must be placed in an eye socket in order to function.

17–18) Morgan's Satchel: Henry Morgan's crew were once so desperate for food they ate their own leather satchels. The relic contains one day's rations when found. If the provisions are removed another meal appears in the satchel the next day at sunrise.

19) Norwhale Peg Leg: This enchanted peg leg functions as a normal limb when attached, negating the effects of the One Leg Hindrance.

20) Sinbad's Scarf: Despite its name, this colorful headscarf has nothing to do with the legendary sea captain, explorer, and storyteller. It grants the wearer +2 to Persuasion rolls.

Ship Relics

Ship relics are rare, usually found mounted on ships (and never in a creature's lair, lest it be underwater), and highly sought after items. Any captain worth his salt would give his eyeteeth to possess such an artifact.

Dismantling a ship relic from one vessel and installing it on another requires at least six crew, eight hours of work, and a successful Repair roll. Aside from the wasted time, there is no penalty for a failed Repair roll. A critical failure, however, ruins the item beyond repair.

Roll a d20 on the table below.

01–02) Figurehead of St George: Carved in the shape of an armored knight, this unusual figurehead grants a +2 bonus to a ship's Armor. Other saints have been used but the British figurehead is the most well-known.

03) Swift Topsails: Crafted from fine silk and enchanted with powerful air magic, the topsails increase a ship's Top Speed by 2.

04–05) Jolly Roger: Some say Blackbeard invented these enchanted flags, others point to L'Ollonaise. Whatever the truth, flying one grants a +2 bonus to Boating checks to catch ships.

06–07) Accurate Cannon: A gunner using one of these weapons receives a +2 bonus to Shooting rolls.

08) Figurehead of the Zephyr: Carved to resemble a maiden with hair blown by the wind, the figurehead allows the captain to use the *zephyr* power. The figurehead contains 10 Power Points, recharges normally, and uses the captain's Smarts as his arcane skill.

09–10) Big Pounder: Although these cannons use regular balls, they propel them with greater force. They add +2 to damage rolls when firing regular cannonballs.

11) Super Heated Cannonballs: Enchanted with fire magic, these regular-sized cannonballs glow red hot when fired. They inflict –4 damage, but start a fire on a roll of 3–6. Each find contains 1d4 balls.

12–13) Blasting Balls: A mixture of fire and earth magics make these cannonballs extremely deadly to enemy ships. They inflict an extra d6 damage. Each cache comprises 1d4 balls.

14) Dolphin's Rudder: Once fitted to a ship, the rudder bestows +1 Handling.

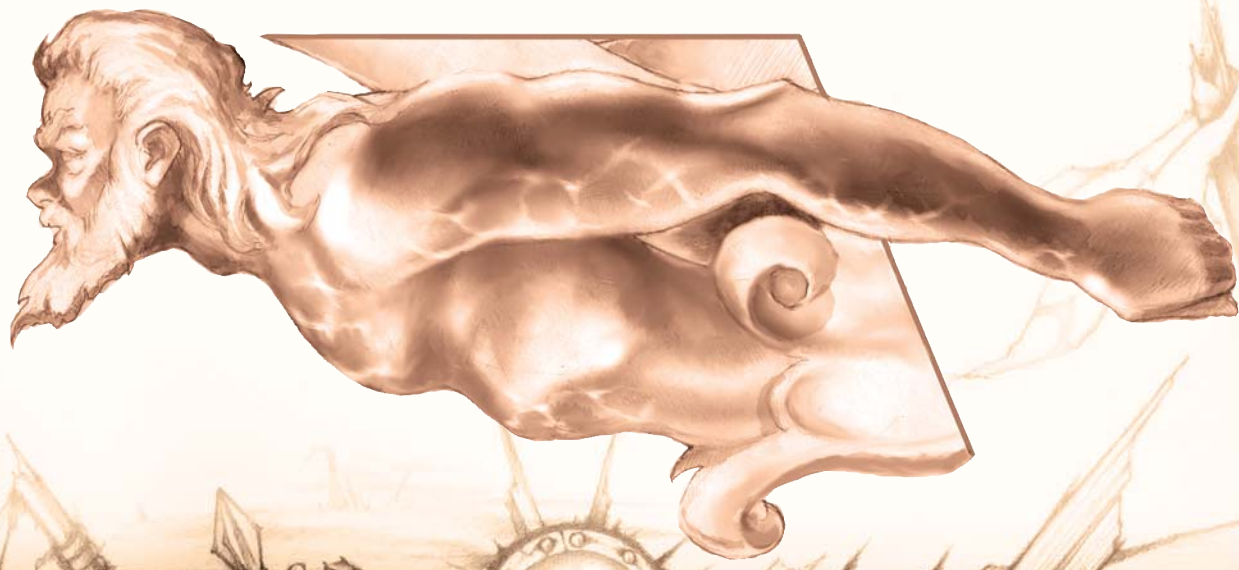
15) Long Range Cannon: Though similar in size to a regular cannon, this magical creation throws a load considerably further. It has a range of 25/50/100, higher than a similar sized mundane cannon.

16) Main Sails of Long Running: When unfurled, the sails add +1 to a ship's Travel Speed.

17–18) Blessed Figurehead: The figurehead, usually that of a saint, grants an extra benny to the ship's company as a whole each session. The benny can be used on rolls made by any crewmember, but only if the roll affects the ship in some way (firing a cannon is permissible, but firing a musket is not). The captain decides when to use the benny even if he is not making the roll. It does not count toward experience points for any crewmember.

19) Figurehead of the Carpenter: Favored by pirates and merchants alike, the figurehead is imbued with the *mend* power. It contains 10 Power Points and recharges normally. The captain uses his Smarts as the arcane skill.

20) Figurehead of Poseidon: The ancient Greek god of the sea is still seen as a lucky charm among superstitious visitor crews. The figurehead holds the *settle storm* power, 10 Power Points, and recharges normally. The captain uses his Smarts as the arcane skill.



Savage Tales

Presented below are new Savage Tales. None of them directly affect the original *50 Fathoms* Plot Point and can be used before or after the defeat of the Sea Hags with little or no modification to the main story.

Depending on how your campaign has gone you might not be able to run all the tales contained below as they are written. Don't worry—make a few changes to the plot, alter the locations, and they'll fit into most existing campaigns.

Golden Triangles

Golden Triangles is a mini-campaign that takes place during your main saga. While playing through these Savage Tales the heroes discover six golden triangles. Each is covered in unintelligible writing, which no sage or mage can translate no matter how good their die rolls or powerful their magic. Gathering the triangles forms a mini campaign culminating in ✂ **The Curse of Redbeard Rufus** (57).

Run the Savage Tale ✂ **An Unnatural Storm** (29) soon after the heroes acquire their first triangle.

An Unnatural Storm

Run this adventure only after the group acquires the first golden triangle.

A storm rises out of nowhere and batters the group's ship. Run the storm as normal but read the following on the second round.

From high above the lookout cries, "Ship to starboard!" Looking toward the eye of the storm you see a galleon heading toward you, riding the storm as if it were a calm sea. As she nears, you spy a lone figure standing at the helm. Its red eyes and beard of flame foretell the name of the captain—Redbeard Rufus.

Caught in the storm, the heroes have no chance of avoiding the unearthly ship. She draws along aside, the stench of her undead crew and rotting timbers clearly noticeable over the salty spray. Without warning, several of her zombie crew emerge from behind the gunwales and leap aboard the group's vessel. During each remaining round of the storm more zombies board the ship.

The *Incinerator* fires her cannons only if the heroes use theirs on her. Redbeard stays on his vessel but does enter the fray if characters are brave enough to board his ship.

Redbeard can sense the golden triangles, which he needs to locate his treasure. The zombies slaughter anyone trying to surrender and then plunder the ship.

When the storm abates the ghostly galleon turns and sails away. So long as they carry one or more golden triangles the group continues to attract Redbeard Rufus. When drawing for sea encounters in the future any black king results in an encounter with Redbeard—use the standard Contact rules rather than repeat this adventure.

✖ **Zombies (2 per hero):** Use Zombie stats (50 *Fathoms* page 141). These undead return every night until Redbeard's ghost is laid to rest.

Incinerator (Galleon)

Acc/Top Speed: 2; **Top Speed:** 3; **Handling:** -3; **Toughness:** 20 (4); **Cargo Space:** 8; **Guns:** 16; **Crew:** 30+32

Notes: Heavy Armor

Special Abilities:

- **Fiery Cannonballs:** The *Incinerator's* cannonballs glow with balefire. In addition to causing normal damage they start a fire on a roll of 3-6 on a d6.
- **Rot:** The *Incinerator's* wet frame cannot catch fire.
- **Unsinkable:** If sunk the ship reforms 24 hours later so long as Redbeard's treasure eludes him.

Beyond Kiera

Flunk, a local grael, approaches the group and offers them a map detailing a chain of islands located 20 days sail east of Kiera. He says he traded the map with a visitor in return for some blue bear furs. It took Flunk a few days to work out he didn't have a way of reaching the islands and by then the merchant had departed. He wants \$100 for the map.

The map is a forgery. Possessed of a quick mind and smooth tongue, the merchant conned the less-capable Flunk into accepting the map by promising rich rewards when he reached the islands.

No matter how far the group sails there is nothing but water beyond Kiera. As the distance back to known land increases and supplies begin to run out the crew turns more mutinous.

Whaling

Bjorn is keen to make some extra money and offers his service to any party planning on hunting norwhales. He is an experienced whaler, knows the local waters, and wants only a fair share of the profits in return for his services. Treat Bjorn as a Typical Pirate with Throwing d8 and the Whaler Edge.

False Papers

While drinking in one of the taverns of Caresia the group overhears a conversation between two captains sitting at a nearby table.

First Captain: "This Trade War is bad for business. I buy a cargo in Baltimus and I can't trade north of this place for fear of privateers. I buy a cargo in New Madrid and I can't sell south."

Second Captain: "Have you tried Dag?"

First Captain: "Who's Dag?"

Second Captain: "He runs the Crown tavern. For a small fee he can provide false papers. No one really checks manifests except the privateers and they're only looking for Company or Guild stamps."

The second captain is Lars Bjornsson, a Norwegian visitor and frequent patron at the Crown inn. If the group approaches him he initially pretends to know nothing about Dag. A small bribe—\$500 minimum—loosens his lips and he informs the group the password to let Dag know they want to buy false papers is "yellow paper."

Unless the group uses the password Dag denies any knowledge of false manifests and takes affront at the insinuation. Mentioning the password elicits a different response—Dag invites the group into a back room to discuss business.

For 10% of the cargo price Dag provides false papers with a stamp from any port in the Thousand Isles. The forgeries are not perfect, however, and any Harbor Master or privateer inspecting them discovers discrepancies on a successful Smarts (-2) roll.

A Debt Repaid

Run this adventure if a character gambles at Jax's.

After a few hands of cards have the character make a Notice (-2) roll. With a success he catches one of his opponents cheating, a particularly large grael calling himself Hrek. Threats of physical violence or informing Jax reduce the big grael to tears—literally.

Through his sobs Hrek offers the character a gold ring inscribed with a picture of a norwhale in return for letting the matter drop. Hrek has been caught cheating before and faces a severe thrashing and several weeks in jail if Jax finds out. A successful Smarts roll reveals the ring is worth 50 pieces of eight.

The ring is magical—not that Hrek knows this—and glows blue anytime the wearer is within 10 miles of a norwhale. As the wearer nears the norwhale so the glow intensifies. The brightening and fading glow can be used as a direction finder to pinpoint the location of the nearest norwhale.

When rolling for encounters in the Cold Sea roll two d20s. If one of the rolls indicates a norwhale then apply both encounters (as if you had drawn a Joker)—otherwise use whichever roll you prefer for the encounter. The norwhale is encountered at a range of 1d10 miles.

Shallow Grave

A nervous local, Robert Mans, approaches the heroes while they enjoy a quiet drink and asks them to follow him into the nearby forest. He says he cannot explain why at present but all will become clear very soon.

Once in the woods he leads them to a freshly dug patch of earth. He scrabbles in the dirt for a few minutes and pulls out a fresh corpse. It is clear to everyone the victim's throat has been cut. Mans explains that the corpse is that of a visitor who arrived several days ago. Mans has no idea who the visitor was but he asked a lot of questions about the council. The man vanished overnight and the locals assumed he had left town. Mans discovered the body by accident while out walking. He suspects the council had something to do with the murder but he cannot prove it.

Questioning any of the councilors not only produces vehement denials but also marks the group for death. A gang of thugs attacks the heroes at the earliest opportunity. There are two thugs for every character. Before the fight starts one of the thugs hisses, "*This'll teach you not to stick your nose in other people's business.*"

Breaking into one of the councilors' homes proves more rewarding. On a successful Notice (-2) roll the characters uncover old documents detailing the councilors' former lives. Worse still, a diary details how they took over Jomba Town and killed the former chief.

If the heroes try to raise the citizens in revolt one of the group should make a Persuasion roll. With a raise the speech hits a nerve—the citizens, fed up with the councilors taking everything and giving nothing back and shocked by their slaving activities, grab pitchforks and prepare to march against their overseers. The council, which has spies everywhere, musters its own forces to quell the rebellion.

An allied victory sees the surviving councilors kicked out of town. A new government is chosen from the honest citizens and Jomba Town becomes a more pleasant place. A win for the council results in the rebellious citizens being executed—a similar fate awaits the heroes 1d4 days later.

♣ **Councilors (10):** Use Privateer stats (50 *Fathoms* page 136).

♣ **Thugs (50):** Use Typical Pirate stats (50 *Fathoms* page 136).

♣ **Villagers (200):** Use Citizen stats but armed with pitchforks (Str+1) (50 *Fathoms* page 125).

Market Potential

The pirates of Azy Cay don't get much opportunity to dally with ladies and tensions often run high. In a bid to satisfy their carnal wants, and to make some extra cash, Azy plans to open a small brothel on the island.

She offers the group a chance to share in her business venture. In return for delivering willing girls—she doesn't want to be involved in kidnapping—the group receives a cut of the monthly profits. She offers a 5% share per girl to a maximum of 25%. Hard bargaining or the promise

of high-quality girls can raise the share price to 10% per girl but only to a maximum of 40%.

Azy promises to treat the girls well and pay them a decent wage. Since the locals have nothing else to spend their money on she sees the brothel as a guaranteed earner.

Where do the group find girls willing to work in a brothel? Brigandy Bay and Shark Bay are the obvious locations—many of the girls working in brothels are poorly treated and leap at the chance to earn better money doing what they do best. Of course, the brothel owners aren't going to let their girls quit that easily and the group should have to deal with a few thugs each time they recruit a girl.

The brothel quickly becomes a regular moneymaker, with lonely pirates queuing to see the girls. Visiting crews also partake of the pleasures available and a few become regulars, making detours to see the girls. Each 5% share earns the group a regular monthly income of 20 pieces of eight—not exactly a fortune, but it is “free” money.

Treasure for the Taking

“Stumpy” Pete, a regular at the Shipwreck Surprise, has two wooden legs (hence the name). Since being washed up on the island last year he has worked as Azy's accountant—he's not much use as a farmer or sailor. Like most of the locals he earns a decent wage—there being little to spend the money on—but always seems to have more money to spend than he earns. The locals suspect he has a hidden stash of treasure somewhere on the island but countless searches have revealed nothing.

“Stumpy” approaches the group while they are drinking in the tavern. He invites them to join him for a drink and to partake in a business venture.

“Name's Stumpy Pete,” he slurs, obviously the worse for drink. “Afore I came to the cay I was a pirate by trade working under a French corsair by the name of Pierre La Grange. He was small fry compared to some—at least until we found treasure.”

“While exploring an island north of the Whip Islands we discovered a stash of treasure buried in a ruined building. We was only a small crew, just the ten of us, but we struck it rich beyond our wildest dreams. Gold, silver, and jewels in abundance just waiting for us to find it.”

“We took what we could carry and left the rest, planning on returning when we could. The captain said carrying too much would make us an easy

target if other pirates found out. We spent most of our loot in Baltimus before heading to Shark Bay to acquire a larger ship. Never made it that far though. The ship sank in a storm somewhere off the coast of this island. I was lucky—I was washed up here. Lost my other leg but at least I'm alive.

“I can tell you doubt my story and I don't blame you. If you want some proof the treasure exists then look no further.” With that, he removes his right leg and holds it upside down over the table. A small bag slides out and lands with a soft clunk. Stumpy opens the bag to reveal two-dozen small diamonds.

“This is just a taste of what we found. I can't trust these pirates to help me, but if you'll take me to the island I'll share the booty with you—fifty-fifty.”

No one on the island knows “Stumpy” has the gems—he exchanges them for coin with visiting crews. The treasure is real and the offer genuine. Hard bargaining and a raise on a Persuasion roll can increase the group's share to 75% of the haul. The only thing “Stumpy” failed to mention was the horrible creature guarding the treasure—another reason he has never returned to the island.



Stumpy Pete

Pete lost his first leg to grapeshot and the second when he was shipwrecked off Azy Cay. He is content with his life on the Cay—he has a steady job, his own shack, and his booty goes further than it would in a big city. All he wants now is the rest of the treasure to see him through in comfort to his dying days.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d8, Intimidation d6, Notice d6, Swimming d6

Charisma: 0; **Pace:** 2; **Parry:** 6; **Toughness:** 6

Hindrances: Bad Luck, One Leg (twice—suffers –4 penalty to traits requiring mobility and cannot run), Stubborn

Edges: Dirty Fighting, Fast Healer, Frugal, Harder to Kill, Rich

Gear: Two pistols, cutlass (Str+2)

Treasure Island

The island lies 70 miles due north of Kuwayway and does not appear on any charts—it's simply too small. Rising steeply from the sea, the cliffs tower 100 feet above the surrounding water. Atop is a rugged plateau covered in dense forest. Aside from a small colony of monkapes and some razor wings

the island is uninhabited. Actually that isn't true—the Sea Hags know about the treasure and sent a guardian to watch over it. (See below for details.)

Climbing the cliffs requires three Climbing rolls. A failure results in a drop of 1d6 x 5 yards.

"Stumpy" can't climb and must be winched to the top.

After getting his bearings "Stumpy" leads the group north through the forest. The short walk to the ruin involves crossing rugged ground and hacking through the forest—not to mention having to walk at "Stumpy's" slow pace. Have everyone make Vigor rolls. A failure results in a level of Fatigue, which recovers after 15 minutes of rest.

The ruin once served as a Kieran noble's hunting retreat but fell into disuse after the Flood. The owner and servants are all dead—drowned in an attempt to cross the Flotsam Sea and reach the "safety" of Kiera. Thick vines cling to the walls and only the main entrance shows any sign of disturbance—this is where "Stumpy" and his crew entered last year.

The contents of the house are long gone—taken when the owner fled. The treasure belonged to a pirate (now resting at the bottom of sea) who found the island several years ago and thought it a safe place to conceal his loot.

Have the characters make Notice rolls. On a success, they realize that "Stumpy" has grown very nervous, wringing his hands and glancing quickly from side to side. If questioned he says, *"Strange being back that's all. Reminds me of my dead shipmates. Come on, the loot's in the ballroom. Let's get it and go."*

"Stumpy" leads the group to the ballroom and points to some flagstones in the far corner. The stones lift easily to reveal six chests, each full to bursting with treasure. Disturbing the chests alerts the Sea Hag's guardian lurking in the forest nearby. It attacks as the group leaves the ruin.

❧ **Guardian Beast:** The guardian beast is actually a giant zombie monkape, placed here by the Sea Hag's to guard the treasure. Use the stats for a regular giant monkape (50 Fathoms page 133) but add the Fear, Fearless, and Undead Special Ability (as per a zombie). The beast concentrates its attacks on the character carrying the mummified head.

🔞 **Booty:** Two King's Ransoms. In addition there is a golden triangle engraved with strange writing and a wooden box containing a mummified head.

Mummified Head

The head is the true reason the Sea Hags sent a guardian to the island. It belonged to a powerful archmage who sacrificed his life to give the inhabitants of Caribbus a chance to defeat the three sisters. The head is alive—sort of—and can still use its magic. When the lid is lifted the eyes open and a disembodied voice speaks to the heroes, *"My magic is yours to command but only against the three sisters."*

It has 50 Power Points, a d12+2 Spellcasting, and knows every spell, but can only cast them in the final battles against the Sea Hags. Power Points are not recharged—once the last one is spent the head crumbles to dust.

Neither the Hags nor their minions can touch the head or affect it with magic—hence the zombie monkape guardian.

If the group has already defeated the Sea Hags the head is less powerful—it can teach a mage a single spell, ignoring the usual rank requirement. This takes 2d6 hours of instruction, after which the mage may add to spell to his repertoire. The head then crumbles to dust.

Cracks in the Stonework

The cracks appeared overnight and none of the mages has been able to determine their cause. The general consensus is that the stones' magic has been over-tapped and requires recharging. Gathering their collective power, the wizards repeated Bluth's original ritual but it produced no discernible results.

However, the night after the ritual a young masaquani mage received a visitation from Bluth in a dream, who told him how to repair the damage. Unwilling to leave the site unprotected, the wizards ask the heroes to help gather the ritual elements.

The young mage, Pars Portri, approaches the party while they are in town and explains the situation. He offers the group 6,000 pieces of eight and eight potions of their choice if they will travel Caribbus and retrieve four items for him.

In order to complete the ritual he requires a gallon of water from the heart of the Flotsam Sea, a pound of lava gathered from the great volcano of Torath-Ka, a pound of gold from the Kehana Flumes, and a bottle containing air from the highest peak of the Coaker Mountains. Gathering the components is

no easy feat, but Pars is offering a princely sum. Each time the heroes return with one of the components Pars pays 1,500 pieces of eight and two potions.

Once the ingredients are collected the wizards complete the ritual and the stones “heal.”

The Money Pit

Note: This adventure is based on the story of the Money Pit of Oak Island near Nova Scotia. What lies at the bottom of the mystery shaft has never been discovered and numerous expeditions have cost millions of dollars and claimed several lives.

Daniel McDougal is the town drunk and known locally for his tall tales of buried treasure. None of the locals take him seriously, but he earns a few pieces of eight keeping them entertained on stormy nights.

While the group is in town a storm strikes, forcing the characters to take shelter in one of the larger shacks. Owen is present in the small crowd of locals sheltering in the same accommodation. As the storm reaches its height Owen begins his tale.

“Arrr, ‘twas four years ago this very day I came across the strange pit in the woods east of here. Perhaps I wouldn’t have even noticed it, all covered in fallen branches as it were, if I hadn’t been drinking and stumbled into the shallow depression. As I lay on me back I gazed up and there, swaying in the trees was an old block and tackle.

“Naturally I thought to meself I’d found some buried treasure. I got meself a pick and shovel and went back the next day to begin digging. Two feet down I hit stone. These weren’t no ordinary stones but flagstones, all square and proper like. Beneath was a filled-in shaft with signs of pick marks on the edge—surely the work of pirates burying their loot!

“I kept on digging ‘til at ten feet I hit wood. Sadly ‘twas no chest but a layer of planks laid across the pit. Sensing gold lay just beneath I carried on but after 25 feet I was beaten. ‘Twould need a crew of men to carry on digging.

“You all remember how I came back all excited and like don’t yer? And none of you would take me seriously! Well, I tried digging further meself but ‘twas no use. It wasn’t a job

for one man so I filled in the hole and gave up. It’s still there now, all that treasure, just waiting to be dug up.”

McDougal’s tale is well-known to the locals. Many of them have seen the site of his excavation but there is no proof buried treasure exists and the locals lack the skill and equipment—as well as the inclination—to follow up the matter.

Excavating the pit from the surface is no easy task. It extends for 80 feet with planks of wood sealed with clay and coconut fiber every ten to fifteen feet beneath the 25 feet mark. Worse still, breaching a wooden layer at 60 feet causes the pit to flood. No matter how fast the group bails the water keeps refilling. There is no way to prevent the shaft flooding—even magic fails to stem the flow. A clue to how to reach the treasure lies in the water, however—it is seawater.

The bottom of the shaft is located in the ceiling of one of the numerous sea caverns located beneath the island. This particular cavern is lower than those around it and has numerous water channels feeding it from above and the sides. In effect, the bottom of the shaft is below sea level.

Locating the correct cavern requires the characters to swim in the bloodfish-infested caverns. Every character may make a Smarts (–4) roll for each 30 minutes of searching. The character scoring the highest success spots the shaft extending upward from the cavern roof. Each roll, successful or not, brings the characters into contact with one or more swarms of bloodfish.

The treasure is located on a series of tarred wooden planks 10 feet up the shaft. Note that the planks, while protected from rot, are not joined together—water can get through with ease. Reaching it requires the character to break one or more planks, causing the treasure to fall into the cavern.

Salvaging the treasure in this method takes four hours less one hour per success and raise on a Swimming roll (to a minimum of one hour). Again, each roll requires the characters to deal with hungry bloodfish.

✂ **Bloodfish swarms (1d2):** See *50 Fathoms* page 125.

🏴 **Booty:** Two King’s Ransom plus a golden triangle.

The Low'Down

While sailing the Pirate Sea the heroes spy a dinghy drifting on the water. Once the ship draws closer, a lone crewman lying in the bottom of the boat becomes clearly noticeable. Judging by his appearance he has been at sea for several days. He is also unconscious. Tucked into his waterlogged jacket are two pistols (no shot or powder), 50 pieces of eight, and an empty water flask.

If brought aboard and given fresh water, the man quickly recovers some of his strength. Once awake, he thanks the captain for his good deed.

"I never thought I'd see another ship," he says weakly, shaking you by the hand. "My name is James Low, an Englishman by birth and former mate on the merchantman Trinidad. Pirates attacked her a week ago. Most of the crew died, but a few of us were taken prisoner."

"More out of fear than bravery I insulted their captain, calling him names not fit to repeat in polite company. Rather than kill me, he set me adrift in the ship's dinghy. More by luck than judgment, I was carrying a flask of water about my person and the fools never searched me."

"I was given two pistols, both empty. I guess the captain thought I'd take the easy option if he gave me a loaded gun and having them present but useless would drive me mad. Your finding me was a miracle."

"But pray tell me, where are we? I know only a little navigation but the stars here do not look right for the latitude."

After learning all he can about Caribdis, Low feigns fatigue, asking to be left alone in order to recover from his ordeal. Before the captain leaves, Low offers him 50 pieces of silver to be taken to the nearest civilized port.

Low has good reason not to elaborate on his tale—he is actually Edward Low, one of the cruelest pirates to sail the seas of Earth and pirates did not attack his ship.

Low's cruelty and love of violence was legendary. His favorite act was removing various bits of his victim's faces and forcing them to eat them. Even Low's crew eventually tired of his violence and cast him adrift in a dinghy with few provisions. The following day, the little boat drifted into a fog bank and vanished from the face of the Earth.

The Historical Edward Low

Edward Low began his pirating career seizing the British sloop on which he served. He and his 12 companions promptly set themselves up as pirates, with Low as captain.

Low's acts of unspeakable cruelty were his downfall—his own crew set him adrift with no provisions. Against all odds, a passing ship rescued Low the very next day. He returned to piracy and was finally captured after an eight-hour battle with HMS Greyhound.

Low was arrested, tried, and hanged.



Edward Low

Having terrorized the shipping lanes of the Caribbean, Low intends on starting afresh on Caribdis. Given the lack of central authority, Low finds the seas of Caribdis a rich hunting ground.

Low's gear represents him after one month on Caribdis.



Attributes: Agility d8, Smarts

d8, Spirit d10, Strength d8, Vigor d8

Skills: Boating d10, Climbing d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Shooting d8, Swimming d6, Taunt d8

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty, Greedy (major), Mean, Vengeful (major)

Edges: Block, Combat Reflexes, Command, Dirty Fighter, Harder to Kill, Marksman, Master & Commander, Strong Willed, Sweep

Gear: Two Pirate's Pistols, cutlass (Str+2)

If a deal is struck, Low happily pays the heroes in advance. He remains in his cabin for the rest of the journey, feigning fever and malnutrition. As soon as he reaches land, he sets about gathering a new ship and crew and begins terrorizing Caribdis. Low returns in the Savage Tale ✎ **The Butcher** (36).

The Butcher

Ideally several months should pass between this adventure and the events of ✎ **The Low Down** (35).

The heroes spy a frigate drifting in the wind, her masts smashed and sails tattered. Drawing near, the group sees signs of a recent and bloody battle—several large holes are clearly visible in her side and corpses litter the splintered, blood-soaked deck.

As the heroes watch, a long figure staggers onto the deck from the rear cabins. Spying them, the figure tries to reach the side of ship, waving frantically as he lurches forward. He barely makes half a dozen steps before he falls lifeless to the floor.

On boarding the heroes discover a scene of absolute carnage. A successful Common Knowledge roll reveals most of their injuries were not inflicted in battle. Most of the corpses have been horribly mutilated in some way. Characters failing a Guts check are violently sick and gain a level of Fatigue which is only recovered 30 minutes after leaving the *Conquistador*.

The Survivor

The survivor is unconscious and badly bleeding. Both of his hands have been severed at the wrists and his nose has been hacked off. A successful Healing roll staunches the blood flow and returns the man to consciousness. Once awake, he tells his tale.

"My name is Jim Black, ship's cook. Pirates attacked us barely two hours ago. Having no escort, the captain saw fit to surrender, planning on trading the cargo for our lives. He assembled us on the deck and raised a flag of surrender. The swines raked the deck with grapeshot before boarding.

"The captain offered his cargo without a struggle but the pirate captain shot him on the spot. They took the cargo but they had no intention of letting us live. The pirate captain had every man butchered—gutted some, amputated limbs off others, and even made some of them eat their own body parts.

"That devil hacked off my nose and tried to

make me eat it. I put on a brave face, hoping he'd show mercy if I didn't beg, and said it needed pepper. He asked my trade, and when I told him he hacked my hands off and left me here to die. What use am I now with no hands, eh? There's still cargo below if you want it—I'm not going to put up a fight."

Jim describes the pirate captain. Any character that took part in ✎ **The Low Down** (35) making a successful Common Knowledge roll recognizes the description as the mariner they rescued. Jim adds that the pirate ship was a galleon called the *Mad Dog* and sailed away east.

Below deck are two cargo spaces worth of food—Low's ship lacked room to store the entire cargo.

Hunting the Mad Dog

If the heroes decline the cargo and set off immediately, the *Mad Dog* has a three-hour lead. Taking the *Conquistador*'s cargo increases the lead to six hours. How much head start Low has is irrelevant—but don't tell the group.

Believing the *Conquistador*'s crew to be dead, Low is in no rush to escape. Riding hard with the wind, the heroes spy a sail on the horizon shortly before dusk. Use the standard Contact and Chase rules. When the ships draw level Low recognizes the heroes as his rescuers and shouts across to them.

"Well strike me down! I never thought I'd see you fine chaps again. I have no beef with you lads—you did get me a good turn and that's a rare thing. I'll return the favor now—turn sail and run 'n I'll let you go in peace. Continue your present course and I'll watch you eat your own lips as you beg for mercy."

Low will actually let the heroes sail away in peace if they choose to turn around. Should they cross his path a second time he has no hesitation about killing them—he considers the favor repaid in full. Of course, he'll also take great delight in boarding their ship and cutting off their lips if they try to slug it out.

If the group loses the fight and surrender Low does indeed cut off their lips, as well as their ears and nose—each character gains the Ugly Hindrance—before letting them go as a warning to others.

The Mad Dog: **Acc/Top Speed**: 2/12; **Travel Speed**: 3; **Handling**: -3; **Toughness**: 20(4); **Crew**: 30+40; **Cargo Space**: 6; **Guns**: 20

Notes: Heavy Armor; Low has sacrificed cargo space for additional cannons.

✂ **Edward Low**: See page 35.

✂ **Pirate Officers (5)**: Use Veteran Pirates

✂ **Pirates (60)**: Use Typical Pirates

🏴 **Booty**: A King's Ransom aboard the *Mad Dog*. Among the treasure is a golden triangle engraved with unintelligible writing. The hold contains four units of food and two units of gunpowder.

Specimen Collecting

Bori the herbalist is desperate to collect plants from across Caribdis before they are drowned forever. His collection is extensive, but lacks plants from one place—Torath-Ka.

When the heroes enter his shop, Bori questions them about their travels and their ship. Assuming they have their own vessel, Bori offers them 800 pieces of eight per cargo space if they will travel to the interior of Torath-Ka and collect plant specimens. He can be bartered up to \$1,000 per space, but is loathe to do so unless the crew can guarantee at least three spaces worth of fauna.

Bori explains that he is paying only for plants gathered at least a week's march into the interior of the island. He already has specimens from the coastal regions and mountains.

Gathering a single cargo space of plants takes 20 man-days (so ten men can perform the task in two days). Check for encounters as normal.

Trying to cheat Bori is futile—he is an expert on botany and can tell plants found in the interior from those found near the shore—or other islands. Any attempt to rob him is reported to Bruno Baltimus—Bori designed Bruno's extravagant gardens and "pleasure maze," and Bruno buys certain narcotic plants from Bori on a regular basis. Should Bruno be dead, Bori reports the group to Lazenby.

A New Tragedy

The heroes should either be known to Edward Lazenby personally or be Heroic rank before this adventure is run.

No matter where the heroes are staying in Baltimus, a messenger wearing the badge of the British East India Company hands them a sealed envelope marked with Lazenby's personal seal. Inside is a brief letter inviting the heroes to dine with him while watching a performance of *The Merchant of Venice* at the Baltimus Shakespeare Company the following evening. Formal dress is required.

Should the heroes decline the invitation the messenger shakes his head and tuts loudly. He explains that Lazenby is in the process of offering merchant and privateer contracts to selected captains and the group is near the top of his list. Refusal could jeopardize the heroes' chances.

Assuming the heroes attend, Reginald Davenport shows them into the theatre, all the while fawning over his "honored guests." Rather than have his guests sit in the boxes, Lazenby has set up a long, U-shaped table close to the stage so as to allow his guests to dine and watch the play in comfort.

Aside from the heroes, there are forty other guests, including Council members, senior employees of the Company, and other captains over to win Lazenby's favor.

Lazenby spares no expense and every conceivable type of food is set before the guests, as well as copious quantities of fine wine. The GM should generate a few personalities for guests sitting near the heroes and engage them in friendly chat about the rampant piracy, price of certain goods, the Trade War, and such like. Try to convince the players they are in for a night of social activity.

As the curtain falls for the end of the second act, a small group of waiters emerge from the wings carrying trays covered with long napkins. The waiters are actually assassins sent by extremists within the Kieran government who see Lazenby and the Company as a threat to Kieran supremacy. They have waited months for a good opportunity to kill Lazenby—having him present in the theatre with important Company employees is too good an opportunity to waste.

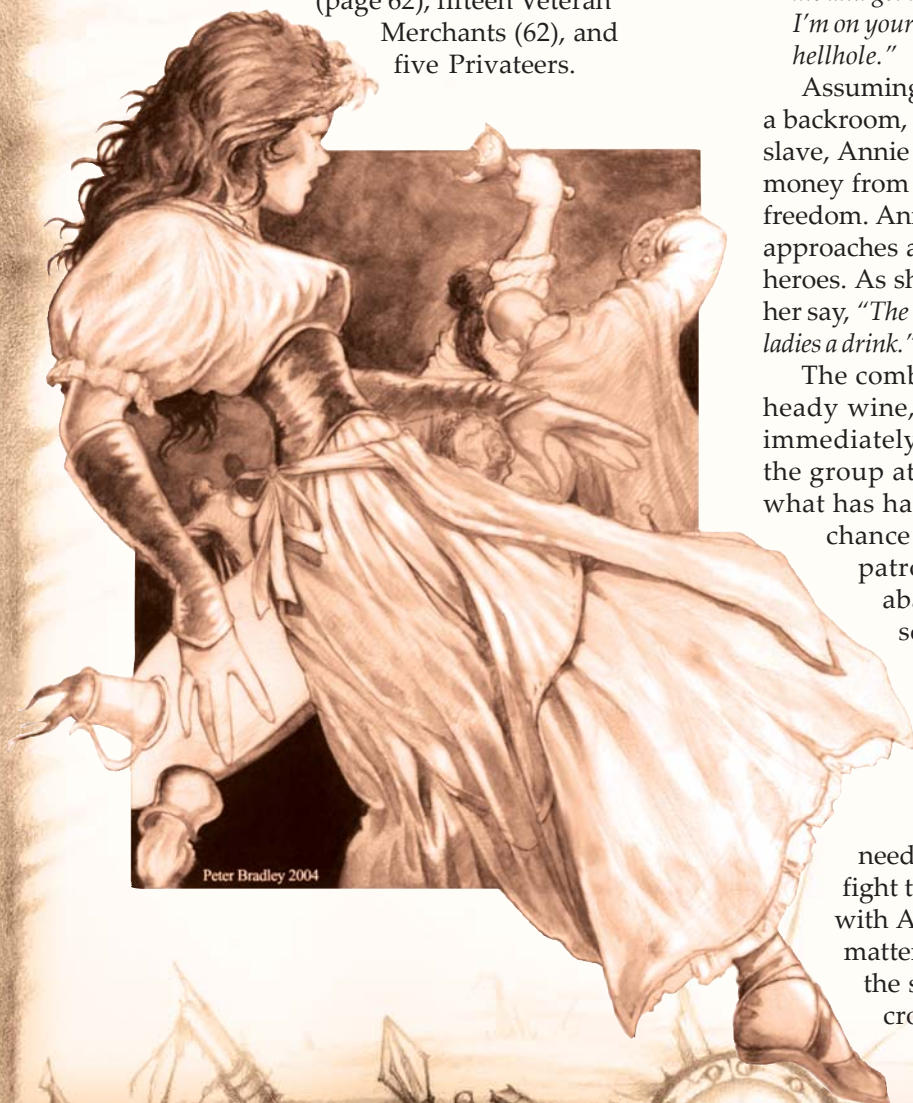
Have the group make Notice (-2) rolls. On a success, the hero spots the barrel of a pistol sticking out from under one of the napkins. If no hero succeeds, the first they know of the danger is when the assassins reach Lazenby and draw pistols from their trays.

If Lazenby survives the assassination attempt he rewards the heroes with 3,000 pieces of eight. Depending on the group's style of play he also gives them a free letter of marque or a lucrative trade deal—all cargoes bought in Baltimus for the next year are discounted by 25%.

✂ **Assassins (3 per hero):** Treat as Privateers. Each has a knife and two pistols on their tray. Three of the assassins also have a small (2d6 damage) blackpowder bomb each.

✂ **Edward Lazenby:** See page 61.

✂ **Guests (40):** There are twenty Merchants (page 62), fifteen Veteran Merchants (62), and five Privateers.



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Bid for Freedom

Annie Mason approaches the heroes with a tray of drinks. Her bright red-hair, heavily bruised face, and defiant gaze catches the group's attention. As she sets the mugs down, she leans in close to the nearest hero and whispers, "*My name is Annie Mason and I'm being held here against my will. I have 300 pieces of eight stashed away that are yours if you get me off this island tonight.*"

If the heroes refuse outright, Annie smashes the nearest hero round the head with a mug, calling him several choice names not fit for repeating here. Should they express an interest in knowing more, Annie continues to talk while she sets out the mugs.

"I'll go and get my money from my room. When I return I'll start a fight. During the confusion, grab me and get me out of here. The money is yours once I'm on your ship and sailing away from this hellhole."

Assuming the heroes agree, Annie vanishes into a backroom, merging a few minutes later. Though a slave, Annie has been stealing small amounts of money from the patrons in a bid to buy her freedom. Annie then gathers a handful of mugs and approaches a group of pirates sitting near the heroes. As she serves the patrons, the heroes hear her say, "*The gentlemen at the bar said to get you ugly ladies a drink.*"

The combination of grog and insult make a heady wine, and the pirates respond immediately by drawing daggers and rushing the group at the bar. Before the heroes know what has happened, a fight breaks out. Seeing a chance to settle some old scores, other patrons join the fight. The three bouncers abandon the door to break up the scuffle.

Unfortunately, everyone in the bar is now a fair target. The heroes are attacked by a group of pirates looking to crack some skulls and enjoy a spot of looting.

If the heroes are to rescue Annie they need to be quick—the bouncers bring the fight to an end after five rounds. Escaping with Annie during the scuffle is simply a matter of getting her out the door and into the street, where they can blend into the crowd.

If the GM wants to extend the adventure, have the bouncers spot the heroes escape. They chase them through the streets of Brigandy Bay, calling on passersby to stop the heroes. Returning to Brigandy Bay in the near future becomes dangerous for the heroes.

✂ **Pirates (1 per hero):** Use Typical Pirate stats.

The Dark Tower

Like most drunks, the sailor is happy to talk to anyone within earshot, and begins telling the heroes his tale of strange mists and walking corpses.

"Do you believe the dead can walk, my friend? I've seen them! Not a month past I was serving on the Goliath as a mate. We'd rounded Brigandy Bay heading for Swindon when the lookout spied a tower sticking out of the water. The captain decided to take a closer look, so we sailed closer.

"All was well until we got within a mile of that accursed place, when an unnatural mist rose and engulfed our ship. Before we knew it the ship had been boarded by walking corpses, all maggoty and stinking of rotting fish. Six good men died that night. As long as I live I'll never sail near that tower again."

Whether or not the heroes investigate the tower is left to them to decide. Assuming they do, run the journey as normal until they get within a mile of the island. As they approach a mist rises from the sea and engulfs the ship. The mist is not particularly thick, but does count as Dim Lighting.

Unless the heroes have posted lookouts on the railings the first they know of an attack is when a group of zombies boards the ship. If lookouts are posted, the heroes get to act as the zombies are climbing the side of the ship. The zombie force is split between both sides of the ship.

✂ **Zombies (3d6):** See 50 Fathoms page 141.

The Tower

The Tower is five stories tall, thirty feet wide (five game inches), and contains a large room on every story. A spiral staircase follows the circular pattern of the wall and leads from level to level.

Access is through an open doorway on the first floor—it is apparent the doorway is a recent construction. Inside is an empty chamber, with stairs leading up and down.

Heading down, the heroes enter the flooded basement. A stone trapdoor in the floor allows access to the ruins below (treat as ✂ **Sunken Ruin**—50 Fathoms page 122). Lurking in the dark water are two zombies with orders to attack any living creature touching the trapdoor. The necromancer spends much of his time in the flooded ruins but on receiving reports of a nearing vessel ascends to the top of the tower where he has a better view of his zombie sentinels.

The first three floors above the water level are dank and cluttered with rotting furniture. There is nothing of value. The fourth level is a guardroom, inhabited by a small number of zombies (1 per hero). They attack any living creature entering the chamber.

The upper level is where the necromancer works his dark magics and stores his treasure. Two zombies per hero accompany him at all times, and he uses them to keep intruders busy while he casts spells from a safe position.

✂ **Zombies:** See 50 Fathoms page 141.

🏴 **Booty:** The top level contains a King's Ransom.



The Necromancer

The necromancer was once a kraken mage known as Telimos. His fascination with dark magic led him down a dangerous path, and when the Sea Hags rose he sold his soul for power. The three sisters taught him how to raise the dead as zombies, a power previously unknown on Caribdus.

Since their awakening he has worked to increase the Hags' power, gathering sacrifices and treasure in their honor. Each sacrifice and raising of a zombie further corrupts Telimos. Once he was a kraken—now he is a liche.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d12, Knowledge (occult) d12, Notice d8, Spellcasting d12, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 12

Gear: Kraken bone sword (Str+4), kraken bone armor (+3), Mana Potion

Special Abilities:

- **Aquatic:** Pace underwater is equal to swimming skill.
- **Death Touch:** The touch of the necromancer drains the life out of his victims. Instead of attacking for damage, he may make a touch attack. Every success and raise on his Fighting roll automatically inflicts one Wound on his target.
- **Dehydration:** Must immerse himself in water one hour out of every 24 or suffer Fatigue.
- **Spells:** The necromancer has 50 Power Points and knows every spell available.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shot do no extra damage. Arrows, bullets, and other piercing weapons do half-damage.
- **Zombies:** Undead raised through the zombie spell are permanent.

Crab for Dinner

Without so much as a “by your leave,” a portly, well-dressed visitor sits down at the heroes’ table. He begins talking immediately, ignoring any protestations from the characters.

“My name is Augustus Davies,” he says in a loud, Southern American drawl, “and I am a businessman of some financial means. I intend to start up a new eatery in this city offering fine food, not this muck.” His hand sweeps across the table, knocking over goblets and plates. Oblivious to any comments or threats, he continues talking.

“I’m thinking of offering crab meat. Not any old crabs, mind you, but BIG crabs.” He flings his hands out as wide as they will go, scattering more goblets. (If there are any scurillians in the party, Davies points to them and says, “Like you, only bigger, meatier.”).

“What I need are some good men, such as yourselves, to go fetch me some big crabs. I’m willing to offer you \$250 per dead crab and \$500 for each live one you bring to the Alligator Pit Restaurant. What do you say, boys? Do we have a deal?”

Davies offer is genuine, if a little unusual, and he happily pays the stated amount for each giant crab the heroes bring back. Where they find the crabs—and how they intend to bring live ones back—is their problem. A single cargo space can accommodate two giant crabs.

Telling the Time

Joshua is seeking a crew to provide calibration data for his ship chronometer. Several of these devices exist in Caribdus but converting them to local time has proven difficult and no one actually uses one to assist in navigation.

A ship’s chronometer is a timepiece able to keep accurate time at sea, where the rolling and pitching of a ship disturbs the motion of pendulum clocks. Being able to record accurate time at sea allows one to calculate longitude (the east-west coordinates of a map), thus aiding in navigation.

In order to properly calibrate his timepiece Joshua requires a “time check” to be carried out at several key points across Caribdus—Brigandy Bay, the bulge on the north coast of Torath-Ka, and Kieras. The group does not need to actually go ashore to carry out the calibration but must be in a square adjacent to land to ensure they are in the right spot.

Joshua sets the clock to read midday in Tuck—the group need only record the time at each destination at sun rise, mid day and sun set to ensure it is running smoothly.

In return Joshua offers the group the first calibrated chronometer. Such a device provides a +2 bonus to navigation rolls. Two months after the group returns the first Caribdus ship’s chronometer goes on sale in Baltimus—for 3,000 pieces of eight.

Defend the Village

Finding Cuna woefully lacking in booty the pirates gave the locals two days to gather food and timber for their return. Unwilling to bow to threats any longer the villagers convened a meeting and decided to seek help from any friendly ship arriving before the pirates return. Cue the group.

The Harbor Master, Dominic Cooper, informs the group of the situation and pleads for assistance. He asks the heroes to help erect a wooden fence around the village, donate a cannon (with powder and ammunition), and help drive off the pirates in return for as much food and timber as they can spare and free Harbor Master stamps on any cargo they buy here for the next 12 months.

Building the Wall: Of the 150 or so villagers half are available to help work on the fence. Unfortunately the village has little prepared timber. In order to build the fence trees must be felled and cleaned of branches, holes must be dug, and the logs sharpened and embedded in the ground—and all in two days.

A fence completely surrounding the village requires 600 yards of wall. One character should be nominated as foreman. He must make a Persuasion roll each day—the villagers do not respond well to Intimidation—with a +2 bonus for each Leadership Edge he possesses. Each success and raise gathers 100 yards of sharpened timbers.

Give the players a map and let them decide where to place the fence sections. The villagers place barrels on their side of the wall as firing platforms.

Here They Come!

The pirates' brigantine anchors 90 yards offshore at dawn on the third day. The pirate captain isn't blind—he sees the newly-erected fence and prepares his cannons accordingly. The range to the fence is 60 game inches. If the group has left their ship in the harbor the captain orders his gunners to attack it while the raiding party goes ashore.

A small fleet of longboats carries the pirates to shore. Once on land, the captain calls on the villagers to surrender or pay the price for disobedience—the total destruction of Cuna. No villager is prepared to negotiate with the pirates leaving a winner-takes-all fight as the only possible outcome.

The distance between the beach and the fence is 10 game inches. Climbing the fence requires a successful Climbing roll and takes an entire round. Firing over the fence provides Heavy Cover (–4).

If the pirates lose ten men the captain orders a retreat back down the beach to take shelter behind their longboats while signaling his ship to open fire on the palisade. The fence has a Toughness of 11(2). Each wound the cannons cause creates a 2-yard (1 game inch) breach in the wall at a location of the GM's choosing.

After two volleys of cannon fire the pirates surge forth again, this time continuing the fight until the captain is killed or there are only ten left, at which point they return to their ship and sail away to lick their wounds. They do not return to Cuna again.

Assuming the heroes have left crew on their ship they can use it to harass the pirates' vessel.

Commanding the pirate vessel is a Veteran Pirate—he has 12 Typical Pirates at his disposal.

✠ **Villagers (30):** Use Citizen stats but add Fighting d4. Each villager has a pitchfork or shovel (Str+1) plus any firearms the group can spare shared between them.

✠ **Pirate Leader:** Use Pirate Captain stats. In addition to any other booty the captain has a golden triangle in his jacket.

✠ **Pirates (40):** Use Typical Pirates stats.

Something Special

Lao bows low to the group as they enter his shop and welcomes them. He shows them his range of tattoos, all the while making comments on what might suit a certain character and what some of the Chinese symbols mean. After showing his wares Lao makes them an offer.

"I have other tattoos, special tattoos, I reserve for my most-favored customers. Each is unique and imbued with magical powers. I would be willing to grant each of you one of these if you would consent to help an old man in his hour of need."

"Last month, Shou Deng, a lieutenant of the warlord Mao Tzu, kidnapped my daughter, Chui. I went to Mao Tzu and complained, for I have long been a friend to all warlords. Mao Tzu laughed at me, calling me weak and worthless, and said only my shop is neutral territory. Had I not wanted my daughter kidnapped I should have kept her indoors."

"She is only 15 and I fear Shou Deng intends to take her as his consort. I wish you to get her back from this beast and return her to me. I would prefer this were done peacefully, but if Shou Deng has harmed her in any way I would pay extra to see him dead."

"Deiking will no longer be safe for us if you succeed. I ask you to take us to a friendly port. Once there you will be rewarded as promised. I dare not ask another warlord for help. If they learn my daughter has been kidnapped they will only rescue her for their own pleasures. You are my only hope."

If no hero thinks of it, Lao suggests he waits on the heroes' ship—chances are they won't have time to come back to the shop and fetch him once they rescue Chui.

Shou Deng's House

Shou Deng lives in a fortified house in Mao Tzu's town zone—located just to the east of the docks. The house is guarded by a large number of bodyguards at all times.

Heroes calling openly and asking to see Shou Deng are told to scram unless they want a beating. The guards are under strict orders to admit no one other than Mao Tzu. No amount of pleading, bribery, or threatening behavior is going to get the heroes access. Starting a fight is not in the heroes' best interest—they are deep inside Mao Tzu's territory and his men patrol the streets. Another 2d6 guards arrive on the third round of any fight.

Infiltrating the house at night has a much better chance of success. Although the guards are thorough there are gaps in the defenses—a character spending 30 minutes watching the guards can make a Smarts roll. On a success he spots the gap—he and anyone with him gain +2 to Stealth rolls while sneaking up to the house. A critical failure causes the character to completely misjudge the guards—as soon as he emerges from cover a patrol spots him and raises the alarm.

Shou Deng is in his bedchamber with Chui Wu. She has so far resisted his advances, but Shou is growing impatient. As the heroes enter the house they hear a scream. A successful Smarts roll locates the origin of the sound. When the heroes enter the bedchamber, Chui is sprawled unconscious on the bed—a large bruise on her face indicates she has been savagely struck.

Sounds of gunfire instantly alert any remaining guards to the battle—all the guards in the complex arrive in 1d6 rounds—otherwise the heroes face Shou Deng alone.

Guards (3 per hero)

Shou Deng's guards are all skilled martial artists.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Loyal

Edges: Combat Reflexes, First Strike, Sweep

Booty: Loot, between them all

Gear: Wooden breastplate (+2, 15 lbs), halberd (Str+3)

Shou Deng

Shou Deng is the trusted lieutenant of Mao Tzu, the current Radiant Dragon. He is cruel, proud, and loyal, but above all he is one of the best martial artists in Deiking. He is taller than average and his heavily tattooed body is honed to near-perfection.

Shou Deng has a lot of Edges, including some unique ones—make sure you're conversant with all of them before the fight starts.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d6, Climbing d8, Fighting d10, Intimidation d8, Notice d8, Stealth d8, taunt d10

Pace: 6; **Parry:** 10; **Toughness:** 7

Hindrances: Arrogant, Loyal, Mean, Overconfident

Edges: Acrobat, Always Armed (Special: ignores the Unarmed Defender rule), Combat Reflexes, Command, First Strike, Improved Dodge, Improved Frenzy, Hard to Kill, Lethal Hands (Special: Shou's hands and feet cause lethal damage), Level Headed, Nerves of Steel, Sweep, Two-Fisted (applies to his bare hands).

Booty: King's Ransom, in house.

Gear: Rich robes.

The Jade Earth Dragon

Even if the heroes defeat Shou Deng and rescue with Chui Weng a safe escape is not guaranteed. As the heroes reach the docks they see green fireworks shoot into the air, followed shortly by bright green flashes and loud explosions—the alarm has been raised!

By unlucky coincidence one of Mao Tzu's junks is returning from a trading mission. As the heroes' sail away Shou's men at the docks signal the junk, which then changes course to intercept the heroes. The ships begin at close quarters—draw a card to determine at what range the chase begins.

Should the heroes be captured they are shackled and returned to Mao Tzu for punishment. Mao finds them guilty of Lao Wu's murder (he turns up dead on their ship) and throws them in prison. Two days later the executioner comes for them—this should give them chance to escape. As for Chui, Mao takes her as his own plaything. Any rescue attempt on her is for the GM to create.

The Jade Earth Dragon

The junk is outfitted for mercantile activities rather than war and has fewer guns than a regular junk. The "passengers" are marines—if the ships get close enough they attempt to board.

Acc/Top Speed: 2/10; **Travel Speed:** 3; **Handling:** -1;
Toughness: 17(3); **Crew:** 12+10; **Cargo Space:** 10;
Guns: 4
Notes: Heavy Armor.

Reward

Once the ship reaches a safe port Lao fulfills his end of the bargain. Each character should choose one of the following tattoos. Lao regrets that only one of each tattoo can exist at any time—two characters wanting the same design must find a way to resolve the issue. As soon as the tattoo is completed the character instinctively knows what power it bestows.

Tattoos can only be removed with fire—any character Incapacitated by fire damage has his tattoo destroyed and its power lost forever.

Dragon: Grants +1 Toughness.

Crane: Grants +1 to Fighting rolls when using a piercing melee weapon.

Lotus: The character gains one die step in his Persuasion skill. Any increase above a d12 is a single point (d12+1, d12+2, etc.). A character without the skill gains it at a d4.

Carp: The character can move at his full Swimming skill in water (-2" per load limit penalty).

Dragonfly: Allows the wearer to glide as an atani.

Tiger: Grants +2 damage with any melee weapon.

Snake: The character gains +2 to all rolls when grappling or trying to escape from a grapple.

Octopus: The character gains +1 Parry.

Sky High

The captain will not reveal where they are going, but insists they are not under arrest or in any danger. Treat the captain as a Wild Card Veteran City Watch and his eight men as City Watch should the heroes try to escape.

The Watch members all sport distinctive red dragon motifs on their armor. Natives of Deiking or characters who have spent more than a month in the city may make Common Knowledge rolls. On a success they recognize the symbol as that of Han Po, one of the ruling warlords. With a critical failure they mistake the tattoo for those of Mao Tzu's men (see **Something Special (41)**).

The group is lead to a small peasant house in the northeast part of the city. Han Po and ten of his bodyguards (as Veteran City Watch) are waiting inside.

Sitting on a mat on the floor is an obese oriental man, completely bald save for a long ponytail. As you enter he gestures for you to sit.

"My name is Han Po," he says without further explanation. "One of my competitors, Lu Sheng, has offended my honor and I seek revenge. I am willing to offer you a sizeable cargo of gunpowder in return for the destruction of his business—the firework factory.

"If you accept my offer, the cargo will be loaded onto to your ship tonight. I suggest once the factory is destroyed you make yourselves scarce in Deiking for many months. If Lu Sheng discovers your identity your lives will become most uncomfortable."

If the heroes refuse the offer, Han Po warns them not to discuss the meeting with anyone. Han Po has the group tailed until they leave Deiking—failure to comply with his request results in their ship being torched.

If the group accepts, Han Po hands the group three small powder bombs. He explains that the bombs must be placed inside the factory to guarantee success—one in the main warehouse, one in the powder room, and one in the firework assembly room. The reward amounts to three cargo spaces of gun powder.

The factory is guarded by ten of Lu Sheng's men—four outside and six inside. In addition there are twenty workers inside the factory. The workers don't put up any resistance, but if released they do sound the alarm. A squad of 2d6 City Watch arrives 1d6 rounds later.

Detonating the bombs while the group is still in the building is not a wise idea—each of the three areas is stacked with gunpowder. Internal walls are wooden and provide +2 Armor.

Warehouse: The boxes of fireworks actually present the greatest danger to the heroes. Although there is no massive explosion, the fireworks go off and begin shooting around the warehouse, touching off other fireworks.

The round after the bomb is detonated roll a d12 and read it like a clock facing to determine the direction the fireworks explode. Next roll a d6 to determine the distance the fireworks travel. Place a Medium Burst Template over the impact point—everything in the Template suffers 2d6 damage.

On subsequent rounds, fireworks launch from the original powder bomb impact *and* the new impact points—doubling the number of explosions each round. Within a very short time fireworks are exploding all over the warehouse.

Powder Room: The powder room contains several barrels of gunpowder. The round after the bomb detonates the whole room explodes. Everything within a Large Burst Template suffers 6d6 damage.

Assembly Room: This is the least explosive area as it contains relatively little gunpowder. The round after the bomb is detonated place a Large Burst Template over the impact point. Everything under the Template suffers 4d6 damage. There is no chain reaction.

⚔ **Guards (10):** Use Town Watch stats.

⚔ **Workers (20):** Use Citizens stats.

📦 **Booty:** There are a hundred crates of fireworks. Ten crates fill a cargo space. Each cargo space is worth 200 pieces of eight in Lanos but only 100 pieces of eight elsewhere.

Vanishing Farmers

Constable Taylor approaches the heroes and asks if they are available for a few days' work. He explains that several farmers have disappeared recently while working in the outer rice paddies. The City Watch cannot spare the manpower to watch the entire area and Sir Reginald has authorized Taylor to offer 200 pieces of eight per person to any group willing to investigate the situation.

Each day the heroes spend in the outer fields roll a d6. On a 6 they discover the cause of the disappearances—a gang of opium smugglers.

The smugglers have begun cultivating opium in the outer fields. This is a small time operation, but the smugglers have no desire to hang for their crime. Several farmers inadvertently strayed close to the area where the opium is being grown and the smugglers had no choice but to murder them and dispose of the bodies.

⚔ **Smugglers (10):** Use Typical Pirate stats.

📦 **Booty:** A successful Track roll leads the heroes to the smugglers' camp where they find a cargo space of opium. See the Savage Tale **Smuggling Run** (50 Fathoms page 104) for opium prices and the risks of transporting it.

The Second Armada

Do not run this adventure if the group has played ⚔ **White Dove** (44).

The Armada inn is a recruiting ground for the Spanish Guild, which seeks to bring the British East India Company to its knees by destroying Baltimus. Pedro Gonzales speaks to any new patrons about their life before and after arriving in Caribdis. He invites those he considers to have no strong feelings for the Company back to the inn after closing time for a chance to participate in a lucrative venture.

The group is introduced to a Guild official, Alcalde Marco Sanchez, who offers the heroes a chance to participate in "the greatest adventure of all time." In return for a free Guild letter of marque and an equal share in any loot the characters must swear to join an armada of Spanish vessels leaving New Madrid in 28 days.

A bounty of 1,000 pieces of eight is offered for each ship the group recruits before that date so long as the ships arrive in port no later than 24 days from tomorrow. Sanchez refuses to say where the armada is heading but promises rich rewards to loyal crews.

This adventure leads to ⚔ **All Out War** (46).

White Dove

Do not run this adventure if the group has played ⚔ **The Second Armada** (44).

While shaving a character Enrico quizzes him on his loyalties, asking specifically if the character works for the Guild. A character claiming to be a Company employee or a freelancer is questioned further about whether he knows Edward Lazenby or Admiral Duckworth. If the character shows knowledge of who they are—if not actually knowing them personally—Enrico asks for his or her help.

"Please listen carefully. I am an agent of the British East India Company. I suspect my cover has been blown but I have an urgent message to deliver to Edward Lazenby, or Admiral Duckworth if Lazenby cannot be reached.

"The fate of the Company rests on this message getting through. My ring will identify you as a Company agent to Duckworth or Lazenby. I have 500 pieces of eight as payment for your services."

If the party agrees to help Enrico he hands them an envelope sealed with the Company seal, the money, and his ring—which bears a dove motif.

Unfortunately for Enrico the Guild does suspect he is a spy. His shop is under constant surveillance and his customers followed. As the heroes reach the dock the City Watch accosts them. Groups that run before they can be questioned are chased. Otherwise the watch captain, Pablo Julios, questions them about their business in Marsales before demanding they turn out their pockets. Now it's time to run.

Being caught with the letter is a death sentence—the Guild hang spies within 1d4 days.

✂ **Captain Pablo Julios:** Wild Card Veteran City Watch (50 *Fathoms* page 125).

✂ **City Watch (1 per hero):** Use City Watch (50 *Fathoms* page 125).

Flight To Baltimus

Whether or not the heroes kill Captain Julios the alarm is raised and three sloops are dispatched to chase and sink the group's ship. Run the chase as normal. The Spaniards have no intention of letting spies escape and hound the heroes as far as Baltimus if they must.

Curious players may take a peek at the letter. Enrico is no fool and uses ciphers to protect his messages. Cracking the code requires a raise on a Smarts (-2) roll. The message reads, "Guild raising fleet. Attack on Baltimus imminent. Prepare strong defenses."

Armed with Enrico's ring the heroes have little trouble getting an appointment with Lazenby or Duckworth. After decoding the message either of them offers the group a free Company of letter of marque authorizing them to attack Guild shipping and 5,000 pieces of eight to join the defense of Baltimus.

Lazenby sends out word to all the ports friendly or neutral to the Guild—free pardons for past crimes to all pirate captains if they come to Baltimus within 21 days. The heroes are offered 2,000 pieces of eight to carry the message to all nearby ports.

This adventure leads to ✂ **All Out War (46).**

There's Something in my Soup

One of the heroes chokes on a tiny gemstone in his soup. Hon Hellis, if summoned, is shocked and offers his profuse apologies—the group's meal is on the house and he even throws in a bottle of wine to help make amends. If asked how the gem could of wound up in the soup Hon states it must have been in one of the fresh fish he bought from the market this morning.

Questioning the fishmonger about where he gets his fish raises a few eyebrows—few people ever ask that question—but he tells the group all the fish are caught off the western tip of the bay.

Diving into the water of the bay is reasonably safe—there are only a few maneaters patrolling the water. Each diver should make a Notice (-2) roll every 15 minutes he spends searching the seabed. On a success they find gemstones in the sand worth 1d6 x \$50. Each raise adds a further 1d6 x \$50. No matter how many times they dive there are only \$2,000 worth of stones to find.

Clever heroes may consider buying all the fishmonger's stock and checking for gemstones. The fishmonger happily sells his remaining fish for \$200. An hour of gutting fish is rewarded with a single stone worth 20 pieces of eight.

The stones were accidentally lost over the side by a clumsy pirate. He had no intention of diving into shark-infested water to retrieve them.

✂ **Maneaters (2):** 50 *Fathoms* page 139.

Cartographic Expedition

Jose-Maria offers the group 2,000 pieces of eight to map the coastline of Cuwayo, paying careful attention to the areas around the ports. Such a venture is time-consuming but poses little danger to the group, who can use the journey to conduct trading.

Jose-Maria has actually been commissioned by the Guild to find a crew not involved in the Trade War to provide a detailed map of Cuwayo in preparation for a raid on Baltimus. A bunch of freelancers working for a renowned cartographer are less likely to arouse suspicions than a group working under a Guild flag.

Mapping the entire coastline takes 40 days. Each success and raise on a Smarts roll lowers this by 5 days to a minimum of ten days.

At some point in the journey the ship encounters a Company privateer vessel. The captain questions the group on their activities. So long as they do not act suspicious—or get caught carrying contraband—he lets them go on their way.

A Light in the Dark

Mani offers 2,000 pieces of eight if the group will travel to Torath-Ka and search for his brother, Moti. He has a good description of where the shipwreck occurred—just west of the great river that leads out from the lake near the northern volcano. If his brother is dead Mani pays for return of the body—his brother had two gold teeth, making identification of the corpse fairly easy.

As the ship nears the location the lookout reports a small fire on a beach. He can't see any people but the fire is clearly artificial—wood has been piled together on an otherwise empty stretch of sand. Dangerous rocks lie close to shore and any investigation requires the use of longboats.

On reaching the shore the group discovers several sets of fresh footprints. One set clearly belong to a human or masaquani and the others to ugaks. A successful Tracking roll indicates the

ugaks approached the beach from the jungle. After a brief struggle the ugaks left the way they came dragging something behind them.

Moti is alive and being held captive in a small ugak village only ten miles inland. After surviving on his wits for several weeks he had all but given up hope of rescue when he saw the sails of the group's ship. Lighting a fire alerted his rescuers but also attracted the ugaks.

When the group locates the village Moti is tied to a stake near the blood pool, screaming for mercy. His gold teeth are clearly visible. An ugak shaman comes out of his hut brandishing a knife and heads toward the prisoner.

Any character getting to within 5 yards of the altar can see the tribe's totem—a bipedal lizard with an oversized maw. Proof of this discovery—such as stealing the statue—is worth 2,000 pieces of eight to the Kieran, Guild, or Company authorities.

The village has a shaman, a chief, and 40 ugaks.

All Out War

The group can reach this adventure one of two ways—through playing **✂ The Second Armada (44)** or **✂ White Dove (44)**. It doesn't matter which side the heroes join—if any—but they should learn of the forthcoming attack one way or another.

The Spanish Guild sees the current Trade War as ending in a stalemate unless decisive action is taken. The Emperor has made it clear that Kiera is a neutral party—though as you know he's waiting to join the victors—leaving the Guild no choice but to attack the Company's main port of Baltimus.

The Guild knows that raising an armada in secret is next to impossible, so a deadline of 28 days is set for the fleet to gather. Although this gives the Company time to raise their own fleet it precludes them from gathering all their forces or constructing new vessels. Edward Lazenby quickly hears of the impending attack, either through his spies or through the characters, and takes appropriate action. The scene is set for the final showdown.

Seeking to attack with speed rather than total surprise the Guild fleet heads directly to Baltimus, sailing down the eastern side of Sprith and Taratos. Lazenby's fleet lies in wait off the northeast coast of Cuwayo.

Note: However this adventure ends it signals sweeping changes to the politics of Caribdis. Major changes take place in several key cities but the



details of these changes are left for the individual Game Master to decide using the notes here as guidelines.

The Battle of Cuiwayo

Your party's role in this depends on whether they work for the Guild or the Company—or simply sit it out and watch. If they decide to take part, for either side, use the Mass Battle rules.

The Spanish Guild has been planning this attack for some time and has the larger fleet—200 ships. The Company can only muster 100 ships in the short time available. Command of the Company fleet is placed under Admiral Duckworth. This gives him 5 counters to Lazenby's 10.

Duckworth has a Knowledge (Battle) of a d6 while his counterpart has a d10.

Duckworth is not suicidal. If he reaches two counters he orders a full retreat. The Guild ships maintain formation and do not harass Duckworth's rag-tag fleet, considering them a spent force.

If the Guild loses seven counters the admiral orders a retreat back to New Madrid—he considers he has too few ships to capture Baltimus. Regardless of how many counters he has left Duckworth suspects a trap and does not pursue.

A Company Victory

Unable to defend New Madrid from a counterattack the Guild sues for peace. Unfortunately—for the Guild—Emperor Jant soon hears of the defeat and declares support for the Company. He dispatches his fleet (as detailed in **Trade War** on page 110 of *50 Fathoms*) to sack New Madrid. Guild power is destroyed once and for all—a secret deal with the Emperor sees the Company gain control of New Madrid and Kiera gain Marsales. The group receives a King's Ransom from the plunder of Guild territories.

Characters fighting on the Spanish side are in trouble—when the Company acquires New Madrid records are uncovered of all the ships in the Armada listing both the name of the ship and the captain. Privateers are hired to track down and bring to justice all “enemies of the Company.”

A Guild Victory

The victorious Guild fleet sails on to Baltimus. Lazenby did not put all his eggs in one basket and a small fleet of 40 ships—including Duckworth's surviving vessels—is ready to repel the Guild should they reach Baltimus.

Run another Mass Battle. The number of counters the Company receives depends on how many Guild ships remain.

Another Guild victory here results in a desperate fight for the capture (or liberation) of Baltimus. A Company victory, on the other hand, has effects similar to those detailed above with one key difference—the weakened Company gains Marsales and the Emperor acquires New Madrid. The group's reward is only Plunder.

The Battle of Baltimus

Each surviving Guild ship carries 50 soldiers and crew—2000 City Watch, pirates, privateers, and mercenaries defend Baltimus. Tokens are based on the larger force. The Guild commander has a Knowledge (Battle) of a d8 whereas Lazenby's commander—a Prussian privateer and former cavalry officer by the name of Hans Muelhoffer—has a d10.

Lazenby positions his men away from the docks—he knows how effective Duckworth's cannons were against Brigandy Bay and has no intention of getting his men slaughtered during the decisive battle—the Guild soldiers land unopposed.

The defenders have the advantage of familiar terrain and time to prepare ambushes. They receive a +2 bonus each round until they are reduced to half their starting tokens—at which point they are pushed back to the very edge of the city.

A Guild victory signals the end of the British East India Company. All former Company employees are executed. A Kieran fleet arrives soon after to pick over the bones. Under a new treaty Baltimus is handed over to the Kieran Empire in return for new Guild trade concessions with the Emperor.

Characters fighting with the Guild earn two King's Ransoms (as a group) during the looting of Baltimus. Company affiliated characters had best start running—the Guild issues letters of marque against all former Company vessels.

The worst result for both sides at is actually a Company victory. It provides Kiera with a perfect opportunity to claim Caribdis—neither side has the resources to resist a full Kieran invasion. Piracy increases dramatically as there are few privateers left to patrol the seas (replace encounters with Privateers outside of the Kieran Sea with Pirates).

Within a month both New Madrid and Baltimus are sacked and become part of the expanded Kieran Empire. Emperor Jant installs new governors and has the surviving senior Guild and Company employees publicly executed. To all effects and purposes Emperor Jant now rules Caribdis.

The Show Must Go On

Notices posted around town proclaim a reward of 3,000 pieces of eight to anyone brining a live yellowback to the arena. Most locals treat them as a joke even though they bear Alcalde Pires' official stamp. Enquiring with any of the alcaldes elicits the same response—the offer is genuine and the Grande Alcalde is willing to offer a Guild license to captains successfully transporting a yellowback to New Madrid.

Yellowbacks are large, powerful carnivores. Aside from the obvious danger of capturing one alive there is the small matter of shipping it halfway across the Thousand Isles. Commissioning a special iron cage costs \$500, although it can be used more than once. A yellowback also requires meat if it is to survive the journey back (\$200 worth, in fact). A single caged yellowback and its food fill an entire cargo space.

Even finding a yellowback is not easy—the best the heroes can do is explore Torath-Ka until they locate one. Setting bait is a viable option but there are many other predators on the island that find the bait tasty.

On returning with a live specimen the heroes are paid in accordance with the contract. Alcalde Pires takes a keen interest in any group able to fulfill his needs—such individuals are without doubt capable fighters. Pires offers the captain a Guild letter of marque for just \$3,000.

Glory to the Brave

This adventure takes place shortly after the events of **✂The Show Must Go On (48)**.

No sooner have the heroes sold the yellowback when new notices appear in town offering \$1,000 to anyone willing to face the yellowback in the arena. Brave souls can apply to any of the alcaldes. The alcaldes' offices are soon swamped with local toughs prepared to face the beast—few have any idea what a yellowback is and Pires has kept the description to a minimum, describing it only as a “fast, clawed, upright lizard.”

Contestants may only carry a rapier and a dagger. The Guild provides weapons to those without them. The fight is to be held at midday in three days' times. Spectator entrance is 20 pieces of eight.

If any hero signs up to fight he is approached later that day by one of the Grande Alcades' men. He informs the character his application has been successful and he has been picked to fight the yellowback. There is a caveat, however—the Grande Alcalde expects a good fight and the character is warned to drag out the fight as long as possible. A quick death—for the yellowback—will not sit well with the Alcalde.

The arena is crowded, with over 2,000 people crammed in to watch the spectacle. Thousands more line the streets outside, hoping to hear some of the action. Market stalls and hawkers do a brisk business and everyone is in a party mood.

The character is led into a room beneath the arena and fitted out in traditional matador costume. Once he is dressed and ready, Grande Alcalde Pires arrives to wish the character luck. He produces a bottle of wine and insists all present—including the character—drink a toast to “God and bravery.”

Unwilling to trust the character to put on a good show, Pires has drugged the wine. The character must make a Vigor (–2) roll or be Fatigued for the next hour. There is a slight delay in the poison—it kicks in as the hero enters the arena. Pires has already taken the antidote and is not affected.

Run the fight as normal.

The crowd loves every minute of the contest, baying for blood and cheering the matador and yellowback with equal gusto. So long as the fight lasts six or more rounds the crowd is satisfied and Pires is a happy man. The hero gains +1 Charisma when dealing with the inhabitants of New Madrid.

Pires still pays up if the fight ends sooner, but within an hour of leaving the arena the City Watch arrest the character for a minor infraction. He can either pay the fine—which coincidentally is the same amount as his matador fee—or spend the next month rotting in jail.

Should the group prefer to watch rather than participate, they are treated to a rather brief battle. A local lad is chosen to face the yellowback, but his lack of skill and knowledge of what a yellowback can do results in a swift and bloody end to his life. Pires continues to hold contests—and rake in vast sums of money—weekly for another two months before the yellowback is killed. He then advertises for another one to be captured.

✂ **Yellowback:** See *50 Fathoms* page 141.

School Bullies

Rivalry between the Ramirez and Martinez fencing schools is usually confined to the streets and taverns of New Madrid—small groups of students battle for the honor of their school and to prove their fencing style is superior. Neither side has gained the upper hand in the midst of the frequent bloodshed.

Despite their personal differences both fencing masters deplore the violence. As masters of their art they know that each style has its own strengths and weaknesses. All attempts at reconciling their students have failed.

Unknown to Ramirez, one of his new students was thrown out of the Martinez academy for excessive violence. The student, Rafael de Noez, has managed to convince a group of hotheads that the honor of the Ramirez Academy is best served by killing Martinez. As such, Noez has planned an attack on the rival school.

The doors to the academy burst open and a group of armed men surge through. On seeing Martinez and the group together de Noez calls out, "Kill them all!" For all his hatred of Martinez, de Noez is cowardly at heart and flees if he suffers two Wounds.

Martinez thanks the heroes for the support after the fight and offers them all one week's free training as reward. Anyone who has already completed two weeks' training is given a refund of 1000 pieces of eight. Martinez has no interest in launching a counterattack and specifically forbids the characters from doing so.

✂ **Rafael de Noez:** Wild Card Veteran
Pirate armed with Florentine Edge and carrying a rapier (Str+1, +1 Parry) and dagger (Str+1).

✂ **Ramirez Students (2 per hero):** As Typical
Pirates armed with rapiers.

 *Juan Martinez*

Martinez is a born socialite and spends much of his free time drinking and dallying with ladies of unsavory character. Although a highly skilled fighter, Martinez likes to toy with his opponents, taunting them into making mistakes and leaving themselves open for a killing blow.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10, Intimidation d6, Shooting d6, Streetwise d6, Taunt d10

Pace: 6; **Parry:** 9; **Toughness:** 5

Hindrances: Code of Honor, Enemy (Julio Ramirez), Garrulous, Loyal

Edges: Florentine, Improved Block, Improved Sweep, Quick, Really Dirty Fighter, Two Fisted

Gear: Saber (Str+2), dagger (Str+1), good clothes

Fields of Fire

Six farmers approach the group while they are in the market and explain the situation to them. Their farms lie close to the site of the attacks and, naturally, they are concerned for their safety. They offer the group four cargo spaces of food to defeat the pirates when they next attack.

Searching the countryside for signs of the pirates has proven futile—they simply land near Tuck when short of food and go on the rampage.

Each day the heroes patrol the area roll a d6. On a result of 6 the pirates return and attack one of the nearby farms. With six farms to protect there is only a slim chance the pirates attack the one nearest the group. Roll another d6. A roll of 6 means the group is in the right place at the right time. Otherwise the first they learn of the attack is a column of smoke rising from the burning farm.

The farms lie several miles apart and reaching the farm under attack requires a dash cross country. Each character must make a Vigor roll. On a success the character reaches the farm in time to catch the pirates looting but suffers a level of Fatigue from the exertion. With a raise the character arrives fresh and ready to fight. A failure results in two levels of Fatigue.

✂ **Pirate Captain:** Use Pirate Captain stats (50 *Fathoms* page 136).

✂ **Pirates (10):** Use Typical Pirate stats (50 *Fathoms* page 136).

Treasure Map

The map on display in the Haybarn is authentic and points to buried treasure. Nathaniel Sullivan found it in the pocket of a dead pirate washed up on shore several years ago. Realizing the map showed

the area round Bristo he half-heartedly went looking for the treasure but found nothing of interest. He keeps it above the bar because the locals enjoy discussing the possibility that a cache of buried treasure lies close to the village. He won't sell the original but allows the heroes to copy it for 10 pieces of eight.

Reaching the spot marked on the map requires three days' march into the mountains. On the third day the group descends into a wooded valley.

The "X" marked on the map covers half of a large area with no clues to refine the search further. Four points of interest lie within the marked area. The heroes see the ruined house first—spotting the other features requires a successful Notice roll and an hour of searching.

Ruined House: Standing in a small clearing is a ruined farmer's cottage. Most of the roof is intact, though the doors and shutters have been removed. Have each character make a Common Knowledge roll. On a success he recognizes it for what it is—Cuwayo is dotted with similar structures, built by visitors hoping to make an honest living from the land. It has been abandoned for two years and shows no sign of recent habitation.

Grave Marker: Behind the house on land partially reclaimed by the forest is a solitary standing stone marked with a faded skull and crossbones. A name is scratched beneath the symbol but it is too weathered to read. The stone is a red herring—a group of pirates used the house as shelter for a while and erected the stone to pass the time.

Of course, the heroes may decide to start digging nearby in the hope of finding treasure. There is absolutely nothing to be found here—after two hours of hard digging the heroes reach the same conclusion.

Blackened Tree: To the east of the house stands the remains of a shattered tree, its charred stump a clear indication it has been struck by lightning at some point. The pirate treasure lies just in front of the tree.

Unfortunately, a family of monkapes live nearby and take a dislike to the group disturbing their peace. As soon as the heroes begin digging a rain of coconuts descends from the surrounding trees.

Excavating the treasure requires takes 12 hours. Each success and raise on a Strength check reduces this by one hour, to a minimum of three

hours. When the heroes reach the bottom they discover a skeleton clad in rotting clothes and clutching a cutlass that looks brand new. Beneath the skeleton is a small chest. The first time a hero touches either the skeleton or the cutlass the skeleton's eyes flash alive, glow bright red and an unearthly cackle emerges from his gaping mouth, "*Cursed ye be for stealing my treasure! Cursed! Cursed! May the flesh rot off your bones!*"

Anyone witnessing this scene must make a Guts check. This is in fact a magical effect meant to deter grave robbers and is purely for show. Ask for Spirit rolls to maintain the illusion of there being a curse, however.

✠ **Monkapes (4):** See *50 Fathoms* page 133.

🔪 **Booty:** The cutlass is enchanted and bestows +1 damage and Parry to its wielder. The chest contains 3,000 pieces of eight and a golden triangle covered in strange writing.

Mysterious Bald Spot: A hundred years south of the ruined farmhouse is a patch of ground measuring five feet to a side that has been cleared of surface vegetation, leaving only bare soil.

Excavating this site requires five hours less one hour per success and raise on a Strength roll (minimum of 1 hour). Once the area is cleared the heroes find a chest.

🔪 **Booty:** The chest contains 200 pieces of eight, four powder bombs, and 20 rounds worth of gunpowder and shot wrapped in oilskins. This is not the treasure the heroes seek but a stash hidden recently.

Monkey See Monkey Eat

This encounter takes place the first night the heroes spend at the marked site.

Finding the treasure and digging it up is likely to take at least half a day, forcing the heroes to camp out overnight. The most obvious shelter is the ruined house.

Around midnight a giant monkape wanders into the area searching for food and sniffs out the heroes. Any guards should make Notice rolls opposed by the monkape's Stealth. If the heroes succeed, they have one round to act before the monkape attacks.

✠ **Giant Monkape:** See *50 Fathoms* page 133.

Easy Money

The doreen, Talc, is a compulsive gambler and has lost everything he ever owned to Gluas. However, he believes he has found a way to cheat the house. Talc is too well-known to be seen winning at Gluas' tables but the heroes are strangers in town.

In return for revealing his "sure fire system" he wants 500 pieces of eight and free passage to a more civilized place.

Talc's system is basically a form of card counting. It is effective—heroes using it no longer suffer the -2 modifier for Gluas' crooked games. In addition, using the system does not count as cheating if the heroes' roll a 1 on their skill die. Of course, the heroes are free to cheat as well, but must suffer the consequences if caught.

A hero winning more than 500 pieces of eight in a single night or \$2,000 over a week attracts Gluas' attention. He orders his bouncers to mug the character as he leaves the gambling den.

✂ **Half-ugak bouncers (6):** See *50 Fathoms* page 129.

Gone Fishing

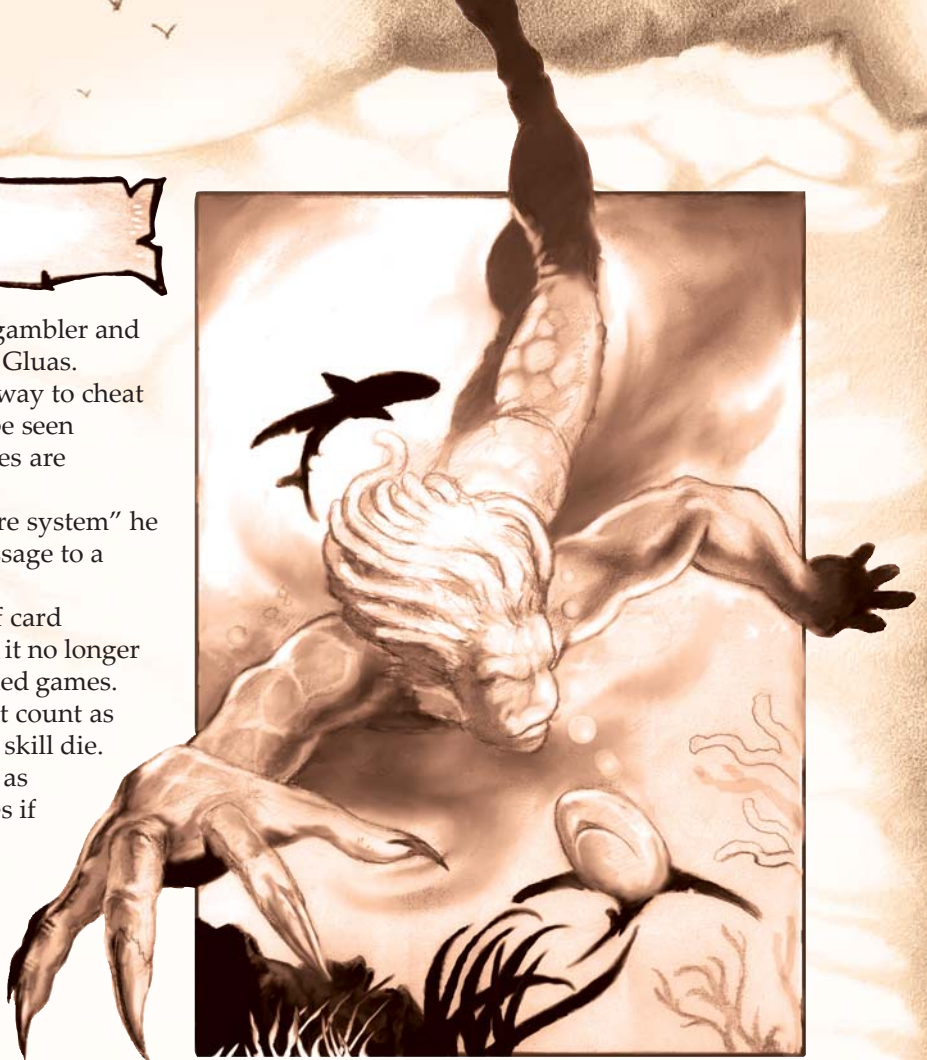
One of the heroes notices something shiny at the bottom of the lagoon. There is no clear way to identify the object without venturing onto the lagoon. The weather is good and the water calm—perfect weather for sailing in shark-infested water.

Once over the object the heroes can see it is a gold necklace adorned with a single large ruby. Reaching it is another matter, however, as it lies in 35 feet of water. Anyone diving to retrieve it in encounters a pair of hungry sharks.

✂ **Maneaters (2):** See *50 Fathoms* page 139.

🏴 **Booty:** The necklace is worth \$500.

Selling it in Shark Bay leads to the **Savage Tale Revenge! (51).**



Revenge!

No matter where the group tries to sell the necklace in Shark Bay a masaquani local, Yan Yort, oversees the sale. Without warning he lunges at the character holding the necklace, crying out, "Murderer! Where did you get that?" Yan doesn't draw a weapon and should be easy to subdue.

Once he has been restrained Yan breaks down.

"I gave that necklace to my girlfriend last year. She vanished two months ago. She had secretly been seeing a visitor by the name of Marcus Royal. I found out a few months ago after following her one night, but I didn't mind. I loved her. One night she never came back. I assumed she'd left me for Royal. Please, tell me where you found it?"

After listening to the heroes' tale Yan's face tightens. "She would never have thrown it away. She knew how much it was worth. Royal must have killed her! I'll give you 1,000 pieces of eight if you help me kill him."

Royal did indeed kill the woman. She fell in love with him but Royal only wanted her for her body. After a vicious argument Royal stabbed her and threw her body in the lagoon. She had never shown him the necklace, but kept it hidden in her dress.

Yan knows Royal spends most of his time in the Wench and Tankard tavern near the docks. Attacking Royal in the tavern is too risky—he has many friends—but once he leaves for his ship he is fair game. If Yan dies in the fight the heroes find \$300 on his person.

✂ **Yan Yort:** Use Typical Pirate stats (50 *Fathoms* page 136).

✂ **Marcus Royal:** Use Wild Card Veteran Pirate stats (50 *Fathoms* page 136).

✂ **Pirates (10):** Use Typical Pirate stats (50 *Fathoms* page 136).

Lonely Parrot

Liam O'Connell has a standing offer to all patrons of his bar—find Dublin a suitable mate and get free drinks for a month. Several pirates have tried but Dublin has rejected them all. He's a fussy bird and will only accept a mate that swears as much as he does.

Any female mimic parrot the heroes capture will suffice so long as they teach it to curse like a trooper. This requires a foul-mouthed hero to spend 2d6 hours with the bird and make a Smarts roll. A character with the Beast Master Edge adds +2 to the roll.

A success gets the bird swearing, but it also mimics regular sounds and conversation. Roll a d6 when Dublin meets the parrot. On a roll of 5 or 6 Dublin accepts her as his mate—otherwise he rejects her. A raise is required to get the bird to say nothing but swear words—Dublin falls in love immediately.

The Iron Ship

Mas Mako, a heavily-scarred masaquani pirate captain, offers the heroes a chance to take part in a daring act of piracy. He has learned that a Kieran frigate loaded with iron is arriving in Baltimus in three weeks. If the group is willing to join forces he agrees to split the cargo fifty-fifty. Mas owns the

brigantine *Daughter of Thunder*.

Unfortunately for Mas he did not learn that the privateer galleons *Hound* and *Venture Folly* are escorting the frigate. Whether or not the heroes decide to carry on with the attack once they see the galleons is up to them—Mas goes it alone if they chicken out.

If Mas takes on all three ships alone he is captured. Hoping to save his neck from the noose he tells the privateers the heroes were the ringleaders and insists he was forced to take part in the raid. He still hangs for his crime but the privateers come looking for the heroes.

The frigate has a crew of twelve—a Wild Card Sailor captain and 11 regular Sailors. The galleons each have a Wild Card Veteran Privateer captain and a crew of 50 Privateers.

✂ **Mas Mako:** Use Pirate Captain stats (50 *Fathoms* page 136).

✂ **Mas's Pirates (30):** Use Typical Pirate stats (50 *Fathoms* page 136).

🏴 **Booty:** Ten cargo spaces of iron and any captured vessels split equally between the group and Mas.

Polly Want Some Treasure?

A solitary, male mimic parrot takes a shine to the characters and follows them, using its unusual ability to play repeated tricks (such as repeating conversations, or the very realistic roar of a hungry yellowback). Make the parrot as annoying as possible.

If the party feed it—perhaps in the hope it will then go away—it begins to repeat a conversation it overheard several weeks ago. “*Where shall we bury it?*” “*By the old tree stump.*” “*We’ll need a marker.*” “*Just carve a cross on it.*”

The parrot cannot lead the heroes to the spot indicated in the conversation, but a successful Notice (–2) roll and an hour searching locates an old tree stump with a cross carved in the bark. The surrounding ground looks recently disturbed.

After several hours of hard digging the heroes uncover a small chest. Inside are 1,000 pieces of eight, a small bag of opium (\$100), a golden triangle covered in indecipherable writing, and a small carroway wood figure of a bearded mariner holding a navigator’s sextant.

Navigator's Statue

The pirates hid the statue for its innate value (\$500), not because they knew it was magical. During any hazardous sea encounter, such as passing through rocks or riding out a storm, the statue animates and begins calling out orders in a loud voice. This magical wisdom provides a +2 bonus to the captain's Boating checks during the encounter. The statue does not work in combat situations, even against sea monsters.

A Traitor's Death

This adventure can only be run if Admiral Duckworth won the Battle of Brigandy Bay.

La Sanguine may have escaped Brigandy Bay before Duckworth's raid but there are no safe ports for him on Caribdus—privateers and pirates are looking for him with equal enthusiasm. La Sanguine has taken to living on the sea, attacking any ships that come his way out of malice, and careening his ship on deserted beaches.

Run this encounter as a Chase with La Sanguine as the hunter. La Sanguine's ship, the *Nightmare Ascendant*, is a fully-armed galleon with a crew of five Veteran Pirates and 60 Typical Pirates. His ship sports a distinctive blood-red flag emblazoned with a pair of crossed pistols.

A character making a successful Smarts roll recalls seeing Company and Guild posters offering a \$2,000 reward for the head of the ship's captain—the pirate La Sanguine. With a raise he recalls hearing the pirates of Shark Bay are offering a higher reward for his capture.



La Sanguine

Pepe La Roche, a minor French nobleman by birth, changed his name on becoming a licensed corsair. For years he terrorized the English Channel and western Atlantic. As the Royal Navy closed in on him a terrible storm enveloped his ship, bringing him to Caribdus. His arrogance led him to challenge L'Ollonnaise for mastery of the seas—a mistake that cost him an eye and very nearly his life.

He considers himself "the cruelest pirate that ever sailed the seas." While excessive, his cruelty puts him in a lower league than that of Blackbeard, L'Ollonnaise, and Edward Low.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d10, Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Streetwise d10, Taunt d8

Charisma: -5; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Booty: King's Ransom

Hindrances: Arrogant, Bloodthirsty, Cautious, Greedy (major), One Eye, Wanted (major)

Edges: Block, Command, Dirty Fighting, Fervor, Frenzy, Level Headed, Master & Commander, Reputation (Bad), Steady Hands

Gear: Pair of double-barreled Pirate's Pistol (unique items; range: 5/10/20, damage 2d6+1, ROF 2), 30 shots of powder, cutlass (Str+2), Ring of Protection (+1), Potion of Speed, and a Devil's Eye (page 27)

An Artist's Dream

Petaine invites the group to dine with him in the gallery restaurant. Over dinner he tells them of his plans to expand the gallery further and perhaps open a museum of Earth artifacts. Of course, in order to accomplish this he needs more paintings. Although he could commission an artist to paint scenes he wants Earth originals—rare finds on Caribdus.

Petaine has used his contacts to scour Caribdus for Earth paintings and now has only one possible source of new works—the Flotsam Sea. He offers the group a fee of 1,000 pieces of eight if they will explore the Flotsam Sea and salvage any paintings they find. The price he offers is per painting.

Let the group explore the Flotsam Sea as they see fit. There is a 5% chance that any hulk salvaged contains an unspoiled Earth painting.

Lady Fairfax

Regardless of how well the expedition has gone, run this encounter just before the group departs for home.

Ahead of the group's ship is a recently arrived sloop, the *Lady Fairfax*. She is in dire need of assistance having struck a large piece of debris, holing her below the waterline—at present she lists 15 degrees to port. As if that wasn't bad enough, a group of octopons and an octopon warlock are attacking the ship.

There are a total of ten crew and passengers aboard the sloop—the crew are battling the octopons but the passengers are too scared to assist.

Fighting on a tilted deck is not easy—all attack rolls suffer a -1 penalty.

If the octopons are killed the surviving crew and passengers ask to be taken to safety. They offer a total of 800 pieces of eight. There are two intact paintings onboard but these are only mentioned if the group specifically asks the survivors or search the ship.

The hold contains three cargo spaces of food but the vessel is sinking fast. Transferring each space takes an hour. Draw a card for each hour—if a face card is drawn the timbers collapse under the strain and the vessel capsizes.

Anyone onboard must make an Agility (-2) roll or suffer 2d6 from being tossed about. Trapped characters also find themselves caught underwater in a ship heading straight for Davy Jones' Locker. Escaping requires three successful Swimming checks—each failed roll results in a level of Fatigue.

✂ **Octopons (2 per hero):** See *50 Fathoms* page 134.

✂ **Octopon Warlock:** See *50 Fathoms* page 135.

✂ **Crew (6):** Use Sailor stats (*50 Fathoms* page 138).

✂ **Passengers (4):** Use Citizen stats (*50 Fathoms* page 125).

Gallery Curators

Run this adventure anytime after the heroes complete **An Artist's Dream** (53).

Having proved their trustworthiness and courage the Frenchman offers the group more work. He has to go to Bristo on business and will be gone for a week. Though he trusts his staff to run the inn he would rather entrust the security of the gallery to those who have proven their value.

He offers the group \$20 each per day plus free room and board at the inn to guard the gallery around the clock. The only condition he imposes is the inn must remain open to patrons as normal. Any damage to the paintings or the inn must be paid for from the characters' pockets.

Roll a d6 each day Petaine is away—on a 6 a group of brigands attack the inn. The brigand leader visited the inn several times over the last month and knows the layout. He also has a buyer for the paintings lined up in Brigandy Bay.

Regardless of die roll, the brigands attack on the last night if they have not done so already.

Half the brigands attack through the main door—hoping to distract the guards—the remainder enter the gallery two rounds later through the windows. The leader commands the second group.

✂ **Brigand Leader:** Use Pirate Captain stats (*50 Fathoms* page 136).

✂ **Brigands (3 per hero):** Use Typical Pirate stats (*50 Fathoms* page 136).

False Kidnapping

Servants of Senator Racen approach the heroes while they are in town and hand them an invitation to dine with the senator that very evening. The servants become quite insistent if the group refuses, saying their master has a most pressing matter he wishes to discuss with them.

Racen greets his guests cordially and shows them into the dining room where a feast has been laid on. Once the servants have left the room Racen gets straight to business.

"My daughter, Rana, is something of a feisty child and has often spoken ill of the Emperor in public. Captain Livis, the new garrison commander, overheard her latest outburst and threatened to send her in chains to Kiera unless she married him. Of course she refused, but I had no choice but to protect her from Jant's sadism, so I consented to the marriage.

"I tried to convince Livis to change his mind once he had cooled down but he refused. I admit my actions were foolish, but I cannot let my daughter marry him. I want you to kidnap my daughter from Livis' quarters and take her to one of the Free Towns. Nowhere in Kiera will be safe for her after tonight. I have a small chest containing 8,000 pieces of eight for her to start a new life.

"She must believe the kidnapping is real—tell her nothing of the truth until she is well away from here. In return I offer you a family heirloom."

Racen pulls a rapier down from its wall mounting and hands it to the characters. The sword is called *Mage Slayer* and bypasses all forms of magical protection, including armor, barrier, and deflection spells.

Livis' quarters are adjacent to, but outside, the fort. Livis is spending the night in the fort but has posted 10 men to guard his rebellious bride, who is locked in the master bedroom. Any excessive noise during the rescue—such as gunshots, screams, or shouting—results in the alarm being raised. Captain Livis and twenty of his men come to investigate in 1d6+1 rounds. Livis executes any captured kidnappers out of hand.

Rana is not privy to her father's plan and believes the characters are pirates who intend to rape and murder her. She does not listen to any attempt to explain the situation and tries to defend herself at every opportunity.

✂ **Captain Livis:** Wild Card Veteran City Watch (50 Fathoms page 125).

✂ **Soldiers:** Use City Watch stats (50 Fathoms page 125).



Rana Racen

Rana is well-bred, well-educated, and extremely attractive—and she knows it. As easily as her looks turn heads her anti-Jant rhetoric causes stout Kierans to flinch. She has a rebellious streak a mile wide and a hatred of Jant that knows no limits.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Persuasion d10, Notice d6, Shooting d6, Streetwise d8, Taunt d8

Charisma: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Stubborn, Vengeful (minor)

Edges: Charismatic, Strong Willed, Very Attractive

Gear: Posh clothes

Voyage from Hell

Rescuing her from Livis is only stage one of the kidnapping—the heroes must now take her to the safety of a Free Town. Convincing her the characters are not pirates is difficult and requires a raise on a Persuasion roll. One roll may be attempted each day.

Until the characters succeed she insults them, punches and kicks anyone who comes near her, and tries to alert passing ships to her plight by waving, screaming, and setting fire to things. Make her the passenger from hell.

If treated well she develops a romantic interest in one of the characters. This sets up the perfect opportunity for her to be kidnapped by Kieran agents sometime in the future.

The Black Prince

This adventure can be run in place of any encounter at sea.

Night falls and a heavy fog rises, forcing the heroes' ship to slow to a crawl. Even the powerful storm lanterns do little to illuminate the murky gloom. The thick fog muffles the sound of the ship carving through the dark water, and only the faint creaking of timbers breaks the eerie silence.

Read the following when one or more characters are on watch—preferably when they are alone.

Although the night is far from warm, you feel the air around you grow noticeably colder. The sudden chill causes you to shiver involuntarily. The hairs on the back of your neck rise and you get the distinct feeling someone is standing behind you—someone who wasn't there a few seconds ago. A faint whiff of decay reaches your nostrils causing you to gag.

If the character tries to ignore the strange sensations, the feeling of unease grows steadily stronger. Eventually one of the crew happens by and screams out, pointing behind the character.

Standing an arm's length behind you is a ghastly figure who glows with a cold, pale blue light. It is dressed in the fashion of a Spanish naval captain from the late 18th century, though his clothes appear ragged and worn. Maggots crawl through grisly wounds in its rotting flesh. With a ghastly moan, the figure raises its arm and points at you.

"I need you," it hisses in broken English. "You must help me."

Seeing the ghostly Spaniard calls for a Guts roll.

Attacking the figure is futile—weapons pass straight through without effect. No matter what the heroes do, the figure just stands on the deck, pointing at the nearest character. Seeing as the ghost makes no threatening gestures, and no doubt wishing it gone, striking a conversation should seem a sensible course of action.

The Ghost's Tale

Assuming the heroes converse with the spirit, it tells its sorrowful tale.

"My name is Captain Iago Alfonso de Toledo," he says, his voice resonating in the still air. "I was captain of the Black Prince, a Spanish galleon brought into this new world three years ago. My ship arrived in the midst of a terrible storm and floundered. The crew abandoned ship and set out in the longboats. A higher authority had already sealed our fate, for we found no land and one by one my crew died of thirst. Rather than suffer, I threw myself overboard and drowned.

"Since that day I have wandered as a spirit, unable to find peace. In order to depart to whatever fate awaits me, I must have the locket my wife gave me. Without it I am lost, trapped between existences.

"I cannot journey beneath the waves, but I can aid you in reaching my ship. She lies a day's sail from here, on a shelf 20 fathoms deep. Aid me and the treasures my ship carried are yours for the taking."

Captain Iago seems sincere, but hides a terrible secret—when his vessel sank it was carrying slaves to the Americas. No attempt was made to rescue the slaves, and Iago was cursed to wander Caribdus as a ghost until he found someone to aid him.

Reaching the Wreck

As Iago stated, the wreck of his ship lies a day's sail from the heroes' present location. Iago can pinpoint its location with supernatural accuracy.

The wreck lies in 20 fathoms of water, on the bottom of a shelf. Getting down to the wreck without the use of the *wave runner* power is next to impossible. Luckily, Iago can imbue characters with the power simply by touching them. Unfortunately he cannot extend the duration beyond an hour. Travel to and from the wreck takes a total of 20 minutes, leaving the heroes 40 minutes to explore.

Although the power lets heroes move at their full Pace, armor still subtracts its protection value from Swimming rolls underwater. Leather armor also weighs twice as much when wet (which may affect encumbrance totals).

As the characters make their descent, have them make sight based Notice rolls. Those who succeed spot maneater sharks (one per 2 heroes), darting toward the group out of the murky depths.

N Maneater Sharks (1 per 2 heroes): See 50 Fathoms page 139.

The Black Prince

The ship suffered badly during the storm—the bow has shattered, its timbers dispersed over a wide area, leaving only the stern remaining. Rusty cannons and cannonballs lie in the silt where they fell. Entrance to the ship can be gained through the mid-section, which lies open. The name of the ship is no longer visible.

Aside from the following areas, there is nothing of value on the vessel.

Hold: Within the hold are the remains of 30 slaves, each manacled to the wall by a heavy chain. One of the skeletons is considerably larger than the others—this is the remains of Benga's brother, Machawi.

➤ **Booty:** Benga rewards the group with a charm bracelet if the skeleton is returned to him. The bracelet protects the wearer from evil spirits and grants +2 Armor against supernatural or magical attacks.

Iago's Cabin: Much of the furnishings remain, including the captain's tarred sea chest. The corpses of several crewmembers lie on the floor, their tattered flesh food for numerous fishes.

✖ **Zombies (1 per hero):** See 50 Fathoms page 141.

➤ **Booty:** The chest contains charts and papers, a silver portrait containing a miniature portrait of a dark haired woman, and 500 pieces of eight.

Opening the chest underwater ruins the captain's charts and papers. If kept dry, the papers reveal Iago's business transactions, detailing slave shipments over many years and listing as many as 50% casualties among his cargo on some voyages. The charts are useless, showing the Americas rather than Caribdus, but are worth \$200 to a collector such as Jose-Maria Caballeros page 45.

If the heroes try to leave with the locket—in or out of the chest—the corpses animate as zombies. Iago's crew, subjected to the torment of being undead, has no wish for their captain to find salvation.

Redemption

Once the heroes return to their ship, Iago rushes up to them, demanding the locket and making all manner of threats if refused. Fortunately for the heroes he cannot harm them (part of his curse), nor can he take the locket by force—it must be given to him freely.

Whether or not the characters hand over the locket is a personal choice. Iago willfully and knowingly left his “cargo” to die when his ship floundered, thus bringing the curse on himself and his crew.

If the locket is handed over, Iago clutches it to his chest, thanks the heroes, and vanishes, never to be seen again. Should they refuse, Iago emits an anguished cry and fades from view, vowing revenge in the next life. Iago is tied to his ship but not the locket—a particularly cruel revenge is to sail away and throw the locket overboard at some random point in the journey, forever denying him peace.

A Toast to Death

Arni offers to sell the group three units worth of wine for just \$100 per unit on the condition the wine is only sold in a pirate town. He claims it is a peace offering to pirate crews to leave Wrasseton alone—in fact he has a far more sinister plan.

Following the death of his family Arni began plotting his revenge. The wine has been doctored with a slow-acting but deadly poison. The once mild-mannered Arni is planning an act of genocide. Each mug of wine requires the drinker to make a Vigor (+1) roll. Every additional mug imposes a -1 penalty to the roll. Failure results in death within 2d6 hours.

The group can find a buyer on a successful Streetwise roll. A Persuasion roll is required to determine the price. On a success the buyer offers \$300 per unit increasing by \$100 for each raise.

Within a matter of days several hundred pirates die from the deadly brew. Sadly for the characters, the pirates blame them and come looking for the poisoners. Several pirate captains collectively place a bounty of 1,000 pieces of eight on *each* character’s head.

On any encounter with pirates—on land or at sea—draw an additional card. If the card is black the pirates have heard of the poisoning and seek revenge on the group.

Bounty

Harbor Master Joshua Brown, an Englishman, has had enough of the pirate raids and seeks to send a warning to buccaneers that Wrasseton is no

longer and easy target. He offers a friendly group \$25 in trade credit for each pirate head they bring him. A bonus of 200 pieces of eight is offered for the heads of pirate officers (Veteran Pirates) and \$500 for captains.

Joshua hopes a display of pirate heads on the beach will deter future pirate attacks. The plan works once fifty heads have been gathered. Joshua ends the deal after a total of 75 heads are in his possession.

The Curse of Redbeard Rufus

The group should be Heroic rank before running this adventure. Possession of all six golden triangles is required if they are to complete the quest but it can be run with fewer.

Winston, a kehana outcast, approaches the group in the Gallows and offers to sell them a treasure map and a golden triangle.

“This is no ordinary treasure map,” he explains. “This map points to the buried treasure of Redbeard Rufus. Redbeard was one of the first visitors to Caribdus, arriving not long after the Flood. The natives hadn’t encountered many pirates before and Redbeard amassed a fortune in treasure before a Kieran fleet sank his ship. Before he died, Redbeard made a vow never to rest in peace until his treasure was returned to him.

“I worked for a captain by the name of Abdullah, a cruel Barbary pirate. After he had me flogged for a minor infraction I jumped ship, but not before I stole this map and triangle. I think they’re related somehow. I don’t have a ship, but I do have the map.

“Let me join your crew and take an equal share and I’ll give you the map. What do you say?”

Let each character make a Common Knowledge roll. On a success the character has heard of Redbeard Rufus. Rufus’s behavior made Blackbeard look like a saint—he raped, looted, and murdered his way across Caribdus until finally being caught by a Kieran fleet just off Torath-Ka. Rufus amassed a fortune in booty but obviously didn’t have it with him when he died—several witnessed confirmed his self-given curse not to rest until he has reclaimed his treasure. Numerous searches of his favorite haunts revealed nothing and to this day Rufus’s treasure lies undiscovered somewhere in Caribdus.

Before the heroes are handed the map a gruff voices call out, "That's my map, you dogs, and I'm taking it back! Get 'em, lads!"

The owner of the voice is Captain Abdullah, Winston's former captain. With him are his two officers and a gang of pirates. Abdullah may be a vicious murderer but he's no fool—if he or any of his officers take two wounds they flee, leaving their men to cover their retreat.

❧ **Pirates (2 per hero):** Use Typical Pirate stats (50 *Fathoms* page 136).

Captain Abdullah

Abdullah served as a Barbary pirate before arriving in Caribdis. He epitomizes the main pirate traits—greed, spiteful, and vengeful—and runs his ship with a heavy hand. His crew remain loyal because Abdullah always delivers on his promises of rich prizes.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

Skills: Boating d10, Climbing d6, Fighting d12, Gambling d10, Guts d8, Intimidation d10, Notice d8, Shooting d8, Streetwise d10, Swimming d8, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Arrogant, Greedy (Major), Mean, Vengeful (Major)

Edges: Block, Command, Fervour, Improved Frenzy, Improved Nerves of Steel, Level Headed, Master & Commander, Strong Willed, Two-Fisted

Gear: Cutlass (Str+2), pair of Pirate's Pistols (Range: 5/10/20, damage, 2d6+1), fine clothes, lots of gold jewellery (\$1,000), Captain's Ring

Rene the Blade, First Mate

Rene du Bois was a Frenchman working aboard a Spanish galley as part of the Spanish Armada. When the ships were scattered, Rene's captain fled north, where his ship was caught in a violent storm and brought to Caribdis. Rene's small frame belies his hunter's instincts and skill with knives.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Gambling d6, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d10, Streetwise d4, Swimming d6, Taunt d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Habit (always sharpening his knives),

Quirk (tries to humiliate opponents first), Small
Edges: Ambidextrous, Dirty Fighting, First Strike, Florentine, Improved Close Fighting, Quick, Quick Draw, Two-Fisted

Gear: Pair of knives (Str+1), four throwing knives (Range: 3/6/12; Str+1)

Longarm Hunk, Bosun

Hunk lost his arm to a norwhale years ago. Where once he wore a hook he now has a grael battleball attached to his stump by a special "hand." Hunk considers himself intelligent for a grael but still prefers to let his battleball talk for him.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Boating d8, Fighting d10; Gambling d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Streetwise d8, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: All Thumbs, Dumb, One Hand (replaced by battle ball), Overconfident, Ugly

Edges: Blubber, Frenzy, Improved Sweep, Oversized Weapon Master, Semi-Aquatic, Size +1, Strong, Trademark Weapon (battleball)

Gear: Grael battleball (Str+4; -1 Parry; cannot be disarmed)

The Island of Death

Hopefully the group has driven off Abdullah and retained the map. The map shows the area around Brigandy Bay and the southern part of the Flotsam Sea. An "X" on the map indicates the location of the island—thirty miles inside the Flotsam Sea, northeast of Brigandy Bay.

The island measures two miles by three and is covered in a morass of rotting vegetation with only a single clearing. Within the clearing stands a single tall stone pedestal with six triangular indentations on the sides. Each golden triangle the group possesses fits perfectly into one of the indentations. Once placed on the stone the triangles cannot be removed by any means until all six pieces are inserted.

Once all six pieces are placed in the depressions the stone splits apart like a flower revealing a shaft leading into the bowels of the island. The shaft is 30 feet deep. Unless the characters have brought rope there is no easy way down. Clambering down the slick sides requires a Climbing (-4) roll. Failure leads to a fall of 1d6+3 yards.

At the bottom is a low tunnel leading into darkness. Anyone wishing to explore further must crawl on their hands and knees. Redbeard installed three traps to deter would be thieves.

Shallow Spiked Pit: Roughly 20 feet into the tunnel is a shallow pit filled with spikes and covered with thin planks of wood and a layer of loose earth. Detecting it requires a Notice (-2) roll. With a failure the lead character plunges headfirst into the pit suffering 2d6 damage.

Guillotine: Ten feet further in is guillotine trap. A heavy blade has been attached to a pressure plate. The plate can be detected on a successful Notice (-2) roll. Failure results in 2d6 damage from the heavy blade.

Fire Pit: Lastly, Redbeard installed a trap using his trademark weapon—fire. Hidden in the floor is a pit filled with oil. A character failing to detect the trap—requiring a Notice (-2) roll—falls into the pit. Activating the trap triggers a flint and steel hidden in the ceiling. They light a tar-soaked torch, which drops into the pit, setting light to the oil and inflicting 2d10 damage per round to the unfortunate victim.

Having survived the traps, the characters emerge into a wide chamber stacked high with gold and silver coins, jewelry, and gems. So much treasure—six King's Ransoms—it fills an entire cargo space on their ship.

Old Friends

As soon as the group has finished bringing the first treasure to the surface a familiar gruff voice calls out from the nearby trees. "I see you lads have found what is rightfully mine." Emerging from the vegetation are Abdullah and several of his crew—including his officers if they survived the first encounter.

Abdullah had visited the island before but lacked the golden triangles. Sensing the characters were the key to his problem, he raced for the island and lay in wait. Abdullah and his band hid on the island until they spotted the group's ship—his ship lies outside the Flotsam Sea and visits every few days to drop off supplies. It is due back in two days.

This is a fight to the death.

✂ **Captain Abdullah:** See page 58.

✂ **Rene the Blade:** See page 58.

✂ **"Longarm" Hunk:** See page 58.

✂ **Pirates (2 per hero):** Use Typical Pirate stats (see *50 Fathoms* page 136).

Redbeard's Treasure

It carries a curse, however. First, Redbeard can sense its location once it is unburied. Desperate to get it back, Redbeard begins hunting the thieves (i.e. the group). Drawing any black face card for a sea encounter results in the heroes encountering Redbeard's ghostly galleon.

The only way for the group to rid Caribbus of Redbeard is to hand over every single piece of his treasure. Redbeard parleys with any crew claiming to possess his treasure. In one respect the heroes have the upper hand, for Redbeard dare not sink their ship while the treasure is onboard.

If the group threatens to sink their ship or throw the treasure overboard Redbeard agrees to talk. Normally he would butcher them for their insolence, but he can sense his treasure is close and is willing to bargain. In return for all his treasure—and he knows if so much as one piece of eight is missing—Redbeard agrees to reimburse the crew. He informs them one of his captains hid his treasure—amounting to two King's Ransoms—on the southern tip of Taratos. He provides exact directions to the site.

Once Redbeard has his treasure his galleon sinks beneath the waves—never to return.



Bestiary

Within this section new creatures and characters to encounter on Caribdis are detailed. Rather than re-write all the Encounter Tables it is suggested the GM inserts encounters with these creatures whenever he feels like it.

Blubber Monkey

Blubber monkeys are similar to grael in the same way apes resemble humans. They are native to Arfk and roam the frozen coast in small family groups. A thick layer of blubber serves to protect them from the biting cold. Although usually content with eating fish and seals they have been known to attack lone grael when hungry.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Booty: None.

Special Abilities:

- **Armor +2:** Thick blubber protects them from predators.
- **Blubber:** The blubber also serves as insulation. They receive a +2 bonus to Fatigue rolls to resist cold.
- **Claws:** Str+2.
- **Semi-Aquatic:** Like the grael, blubber monkeys are "breath hold" divers. A blubber monkey gains a Fatigue level every 15 minutes it holds

its breath. On reaching Incapacitated, the monkey makes an immediate Vigor roll (and each minutes thereafter) to stay conscious. If the roll is failed, the monkey drowns. Once above water, it recovers one Fatigue level every five minutes.

Centipede, Giant

Measuring up to eight yards in length and covered in black chitinous armor, giant centipedes are yet another of the horrors waiting those brave enough to explore Torath-Ka. Their powerful mandibles can pierce most armor and deliver a lethal poison.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13

Booty: Loot in lair.

Special Abilities:

- **Armor +3:** Giant centipedes are covered in thick, chitinous armor.
- **Bite:** Str+3. AP 4.
- **Large:** Creatures add +2 when attacking a giant centipede.
- **Poison:** Victims must make a Vigor (-2) roll or suffer an automatic wound.
- **Size +4:** Giant centipedes grow up to 24' long.



Those who have heard of Lazenby expect him to be as physically powerful as his Company. Sadly this is not the case. Lazenby was a sickly child and in adulthood possesses a poor constitution. His skinny frame, thinning hair, and thick glasses make him look more like a clerk than the head of the most powerful trade organization on Caribdis.

Mistaking his physical appearance for overall weakness is something people only do once. Lazenby has a sharp mind, a powerful will, and a keen eye for business. Under his guidance the Company has grown strong, both financially and militarily.

He is one of Bruno Baltimus' closest friends, and Bruno's debauchery has rubbed off on him. Lazenby dabbles in all manner of vices, though he manages to keep his private affairs out of the public eye. Were his personal vices ever to become common knowledge, the Company would suffer — and Lazenby is prepared to take drastic measures to stop that from happening.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Boating d6, Fighting d4, Notice d6, Persuasion d10, Shooting d6, Streetwise d10, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 6

Booty: King's Ransom, in his quarters

Hindrances: Anemic, Bad Eyes, Greedy (major), Overconfident

Edges: Command, Connections, Filthy Rich, Master Merchant

Gear: Pistol, rapier (Str+1), ring of protection (+1), expensive clothes

Electric Eel, Giant

Electric eels haunt the warm waters of the Kehana Flumes. They are larger and more ferocious than their Earth equivalents.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 9

Booty: Loot in lair.

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+2.
- **Electric Shock:** The body of an electric eel is permanently electrified. Any creature striking an eel with a metal weapon receives a shock

and must make a Vigor check or be Shaken.

Rather than bite, the eel can generate a powerful electrical charge. Place two Medium Burst Templates adjacent to each other — everything under the template must make a Vigor roll to avoid being Shaken.

- **Size +3:** Giant electric eels are 12' long.

The Flying Dutchman

Named after the most famous ghost ship on Earth, the Flying Dutchman is a ghostly schooner that haunts the seas of Caribdis. The vessel only appears at night, in fog, or during a storm, when its glowing form is clearly visible for many leagues.

The ship is actually a manifestation of the Sea Hags' magic. The sisters learned of the original Flying Dutchman from the minds of visitors they captured and created a version to terrorize Caribdis. The ghostly vessel cannot be harmed by any mundane or magical means.

The ship is said to bring bad luck, and in some cases death, to all who see her. Anyone who sees the Flying Dutchman must make a Spirit roll or lose a benny. If they have no bennies they suffer an automatic wound.

Make a group roll for the ship's crew. On a failure 10% of them suffer fatal accidents within the next 24 hours (falling from the crow's nest, being swept overboard, and so on).

Hazard — Quicksand

The jungles of Torath-Ka are dotted with areas of deadly quicksand. Allow the lead character a Notice roll at -2 to detect the mire. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Victims sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further and a raise pulls them free. On a critical failure the character is sucked under and immediately begins drowning.

Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking as well.

Once a character is under the surface he cannot extricate himself and must be pulled out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricating a submerged character requires a Strength (-2) roll.

Hazard — Stenchgrass

Stenchgrass is a plant native to Torath-Ka. Covering areas hundreds of feet across, it is not a single creature but millions of individual blades. Creatures entering a patch of stenchgrass trigger a release of foul-smelling spores.

Anything caught in the spores must make a Vigor roll every minute for 1d6 minutes to avoid losing a Fatigue level. Victims reaching Incapacitated fall unconscious for 2d4 hours—inhaling stenchgrass spores cannot lead to death. Predators finding the unconscious prey have an easy meal, and the grass absorbs any spilled blood.

Leech, Giant

Giant leeches are native to the rivers and swamps Torath-Ka. These disgusting monsters drift in the dank waters, waiting for warm-blooded prey to pass by.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d8, Swimming d6

Pace: 0; **Parry:** 5; **Toughness:** 5

Booty: None.

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+1.
- **Blood Drain:** A giant leech succeeding in a Fighting roll attaches itself to its prey and begins to drink blood. Each round the leech is attached the victim suffers 1d6 damage against his base Toughness (armor is no help). Removing a leech requires an opposed Strength roll. Alternatively, the leech can be killed with weapons—a giant leech attached to its victim has a Parry of 2. Unfortunately, any failed attack roll strikes the victim on a roll of 1 on a d6.
- **Size -1:** Giant leeches measure only half a yard in length.
- **Weakness (Salt):** A pound of salt causes 2d6 damage to a giant leech.

Merchants

Whether small-time traders operating on the Ghost Trail or employees of one of the great trading companies, merchants can be found in almost every settlement on Caribbus. Few are experienced sailors or soldiers, preferring to hire captains and guards to do the menial work.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Notice d6, Persuasion d8, Shooting d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy (minor)

Edges: Merchant, Rich

Booty: Pillage on person, Plunder at home.

Gear: Expensive clothes, rapier (Str+2), pistol (Range: 5/10/20, damage 2d6+1, ROF 1), 1d4 guards (as Town Watch)



Veteran Merchant

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d8, Notice d6, Persuasion d10, Shooting d8, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (minor)

Edges: Charismatic, Connections, Master Merchant, Rich

Booty: Plunder on person, King's Ransom at home.

Gear: Very expensive clothes, rapier (Str+2), pistol (Range: 5/10/20, damage 2d6+1, ROF 1), 2d4 guards (as City Watch)

Mimic Parrot

Mimic parrots are brightly colored birds possessed of a wicked sense of humor. Able to perfectly mimic sounds and voices, they delight in leading creatures astray. They can be found across much of Caribbus but prefer to live near civilization.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d8, Stealth d6

Pace: 1; **Parry:** 4; **Toughness:** 3

Booty: None.

Special Abilities:

- **Bite/Claws:** Str+1.
- **Flight:** Pace 6.
- **Mimicry:** Mimic parrots can repeat animal noises and entire conversations they have heard before with amazing clarity. A listener must make a Notice (–4) roll to realize the sounds are mimicked. Though not sentient their extensive repertoire gives them the uncanny ability to hold limited conversations.
- **Small -2:** Mimic parrots stand 1' tall. Attackers subtract 2 from attack rolls because of their small size.

Plants

It's not just the animals of Torath-Ka who pose a threat—the plants are often just as deadly.

Slap Tree

A slap tree comprises a large, bulbous base and a long, flexible stalk ending in what appears to be a large, violet flower. Coiled within the flower is an extendable thorny frond tipped with poison sacs. Certain ugak tribes collect the poison to use on their arrows.

Slap trees are one of the few plants capable of movement—using fronds to drag themselves along—and roam across Torath-Ka in small groups.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 6

Salvage: None.

Special Abilities:

- **Frond:** Str+2. Reach 1.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage. Not subject to Tests of Will.
- **Poison:** On a successful attack with the frond some of the poison sacs at the end burst. Victims must make a Vigor roll (–2 if the attack hits with a raise) or be paralyzed for 1d6 rounds.

Snapjaw

Snapjaws are the Caribdis equivalent of Venus flytraps. Each plant has several tendrils tipped with thick, waxy “jaws” attached to the central bulb. The snaking tendrils respond to movement, darting out to engulf prey that wanders too close.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6

Pace: 0; **Parry:** 5; **Toughness:** 7

Salvage: Loot lying around the base

Special Abilities:

- **Digestive Juices:** Powerful digestive enzymes cause 2d6 damage each round to trapped prey. Wood, cloth, and metal cannot be dissolved, and such items are disgorged once the prey's flesh is dissolved.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage. Not subject to Tests of Will.
- **Size +1:** The body of a snapjaw is 8' across.

- **Tendrils:** A snapjaw has 1d6+1 tendrils attached to its bulbous base by long stalks—Reach 2. Each is capable of entirely engulfing a target of Size +1 or less. On a successful Fighting roll the tendril engulfs its prey. Breaking free requires a Strength (–4) check. Trapped victims may not use weapons to free themselves. Each tendril is treated as a separate foe for damage purposes—severing a tendril does not harm the plant as a whole.

Thorndart Bush

Thorndarts are similar in appearance to cacti and are covered in 1" thorns. Their extensive roots protrude in a complex pattern for up to 20 yards around the base. Any creature passing over the roots triggers the thorndart's attack. As slain prey decomposes, so the Thorndart dines on the rotting meat and blood.

Their usual prey consists of small animals but they have been known to take down much larger prey with sustained attacks.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d6, Shooting d6

Pace: 0; **Parry:** 4; **Toughness:** 8

Booty: Loot near base

Special Abilities:

- **Armor +2:** Thorndarts are protected by thick skin.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half-damage. Not subject to Tests of Will.
- **Thorns:** A thorndart can fire a volley of thorns each round. Range 3/6/9, damage 1d6, ROF 1.



Sea Worm

Sea worms are aquatic creatures with a large oval body, a long tail, four flippers, and an extremely long neck. Primarily fish eaters, they have been known to attack ships passing near Torath-Ka, using their long necks to pluck unlucky sailors off the deck.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d8

Skills: Fighting d8, Notice d6, Swimming d8

Pace: 0; **Parry:** 6; **Toughness:** 14

Booty: None.

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str+2.
- **Large:** Creatures add +2 when attacking the body of a sea worm for its great size.

- **Long Neck:** A sea worm's long neck gives it a Reach of 2.
- **Quick:** Sea worms possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw initiative cards of 5 or lower.
- **Size +8:** Sea worm measure 50' from nose to tail.

Seaweed Fiend

Created by the Sea Hags using dark magic, these foul creatures are man-sized humanoids formed from seaweed. Their slimy, black bodies exude a terrible stench of decay. Seaweed fiends float on the surface of the water, where they are indistinguishable from clumps of harmless seaweed. When a ship passes they cling to the underside until nightfall, when they climb onto the deck in search of prey.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d10, Swimming d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Booty: None.

Special Abilities:

- **Claw:** Str +1 (formed from sharp pieces of fish bone or splintered wood)
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half damage from piercing attacks, not affected by disease and poison.
- **Fear:** The fiends' black, slimy forms often contain rotting fish and their eyes glow a baleful yellow.
- **Fearless:** Seaweed fiends are immune to Fear and Intimidation.
- **Invulnerability (Fire):** Fire attacks cause no damage to their slimy bodies.
- **Stench:** Seaweed fiends reek of tar and decaying fish. Everyone adjacent to a seaweed fiend must make a Vigor roll or be Shaken. Victims who succeed are immune to the stench for 24 hours.



Tyrex

A tyrex is the Caribdis equivalent of a T-Rex. These voracious carnivores inhabit the interior of Torath-Ka where they hunt anything remotely edible. Fortunately they are solitary creatures and unless seeking a mate keep to their own territory. Their dagger-like teeth can puncture thick hide and armor.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15

Booty: None.

Special Abilities:

- **Armor +2:** Tyrex have thick hides.
- **Bite:** Str+3; AP 2.
- **Large:** Creatures add +2 when attacking a tyrex due to their great size.
- **Roar:** As a full action a tyrex can emit a terrifying roar. All those who hear the roar—typically anyone within 2 miles—must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall.



Redbeard Rufus

Before Blackbeard came to Caribdis the title of most vicious pirate belonged to Redbeard Rufus. His career was a glorious blaze of death and destruction but was brought to an end by a Kieran fleet. As he died Redbeard swore never to rest in peace until his treasure was returned to him. Sensing an opportunity to gain a powerful ally, the Sea Hags granted him his wish.

Redbeard appears as a cadaverous pirate captain with eyes that burn with hellfire. His beard, for which he was named, is now composed of writhing flames.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d12

Skills: Boating d12, Climbing d6, Fighting d12, Guts d12, Intimidation d10, Notice d8, Shooting d8, Spellcasting d10, Taunt d10

Pace: 6 **Parry:** 10 **Toughness:** 12

Hindrances: Arrogant, Bloodthirsty, Cursed (Major), Death Wish, Greedy (Major), Vengeful (Major)

Edges: Command, Fervour, Hold the Line!, Improved Arcane Resistance, Improved Block, Improved Frenzy, Improved Level Headed, Improved Tough as Nails, Master & Commander, Mighty Blow, Strong Willed

Gear: Cutlass (Str+2), pair of Pirate's Pistols (5/10/20, 2d6+1, fire every round)

Special Abilities:

- **Fear (-2):** Redbeard's undead appearance force foes to make a Guts check at -2.
- **Spells:** Redbeard has 40 Power Points and knows the following spells: *becalm*, *fear*, *obscure*, *settle storm*, *smite*, *storm*, *zephyr*, and *zombie*.
- **Undead:** +2 Toughness. Called shots do no extra damage to such creatures. +2 to recover from

being Shaken. Arrows and other piercing weapons do half damage.

- **Unkillable:** Redbeard cannot truly be slain by weapons or magic. If driven to Incapacitated he immediately dissolves into a cloud of sea mist, only to reform 24 hours later aboard his ship. He can only be truly laid to rest by someone returning his treasure to him (all of it!).
- **Zombie:** Pirates raised through Redbeard's zombie power return as permanent zombies under his command.

Walking God—Tyranak

Tyranak is a monstrous Tyrannosaurus Rex and another of the Red Men's "Walking Gods." The Olok clan reveres him and many of their warriors carry daggers crafted from his teeth. Tyranak possesses an insatiable hunger and shamans summoning him need to ensure they have sacrifices ready to appease their god.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+8, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8

Pace: 16; **Parry:** 7; **Toughness:** 21

Booty: None.

Special Abilities:

- **Armor +4:** Tyranak's hide is exceptionally thick.
- **Bite:** Str+4; AP 4.
- **Fearless:** Tyranak is immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Attacks against him by man-size creatures are made at +4. Tyranak's attacks are Heavy Weapons. Add Size to damage when stomping.
- **Roar:** As a full action Tyranak can emit a terrifying roar. All those who hear the roar—typically anyone within 20 miles—must make a Spirit (-2) roll or be Shaken.
- **Size +11:** Tyranak stands over 70' tall.

Whale, small

The norwhale may be the largest whale on Caribdis, but it is not the only species—a number of smaller types swim in the warmer waters. They are less valuable than norwhales—the base price of a processed small whale is \$2500 (half that on a failed Common Knowledge roll)—but they are also less dangerous. A processed adult carcass fills 6 cargo spaces.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d4, Guts d6, Intimidation d4, Notice d6, Swimming d6

Pace: 0; **Parry:** 4; **Toughness:** 12

Booty: Loot if cut open.

Special Abilities:

- **Aquatic:** Pace 7.
- **Huge:** Creatures add +4 when attacking a whale for their great size.
- **Size +6:** Whales average 40' long.
- **Tail Slap:** Str+2.

Yellow Dragon

Yellow dragons are giant reptiles native to Torath-Ka. They have a distinctive yellow and black patterning that blends in with the jungle vegetation. They are highly territorial and are not fussy with their dietary habits.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d10, Swimming d4






















Pace: 6; **Parry:** 6; **Toughness:** 11






















Booty: Pillage in lair






















Special Abilities:






















- **Armor +2:** Yellow dragons have tough scaly hides.
- **Bite:** Str+2.
- **Poison:** The bite of a yellow dragon is poisonous. Victims must make a Vigor roll (-2) or be paralyzed for 2d6 rounds.
- **Size +3:** Yellow dragons measure 15' in length








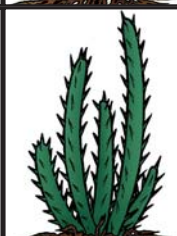





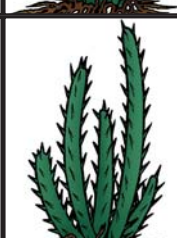


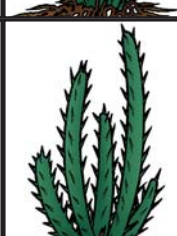



























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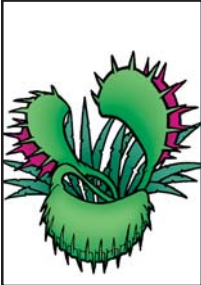
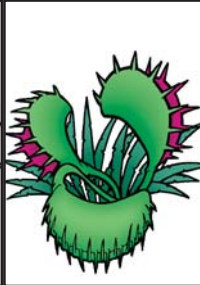

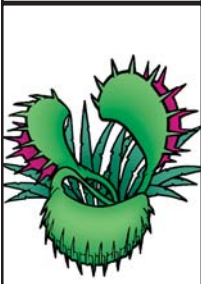
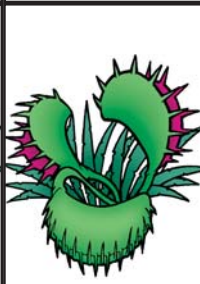

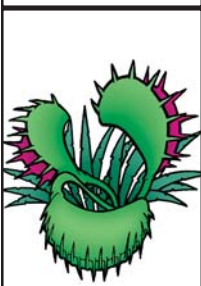
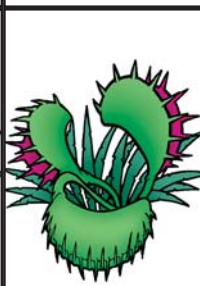

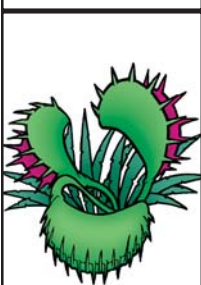
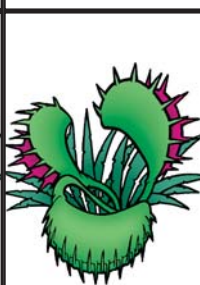

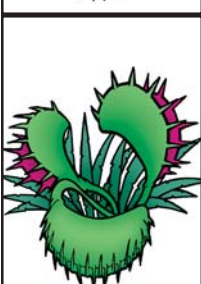
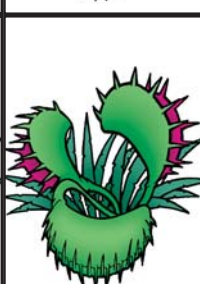

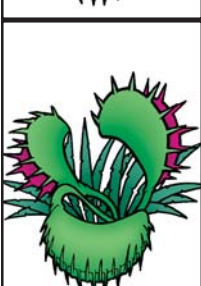
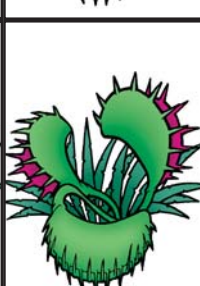

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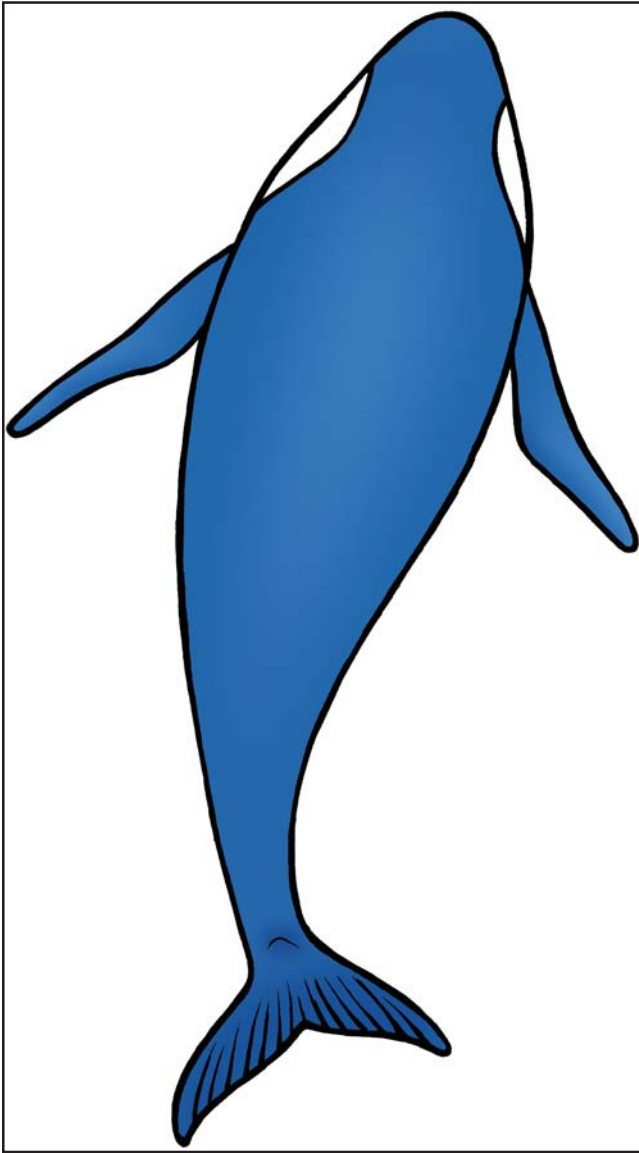
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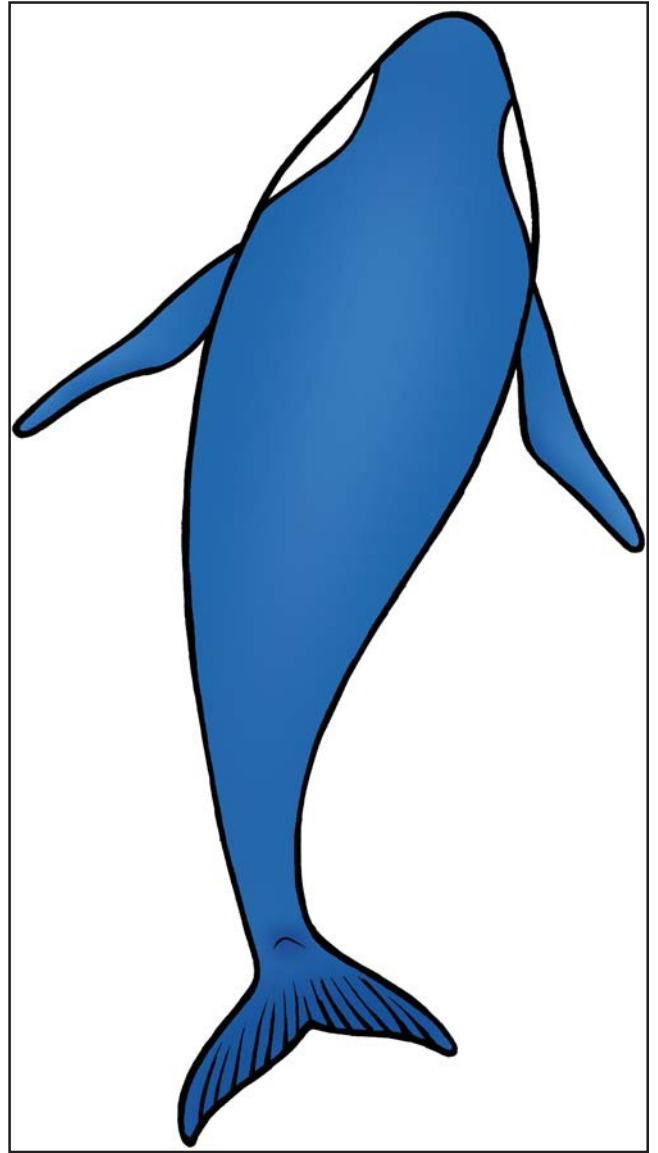
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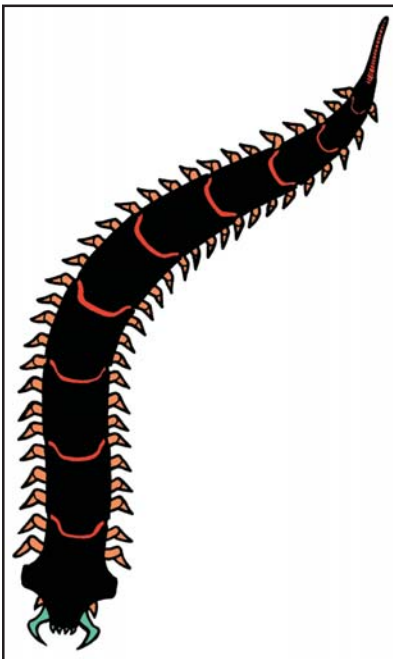
Yellow Dragon		
		
		



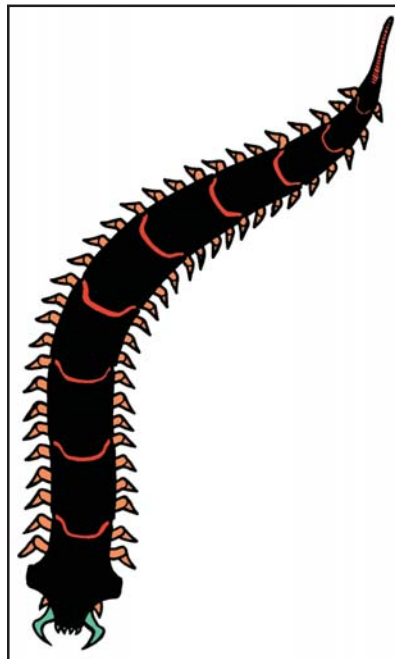
Small Whale



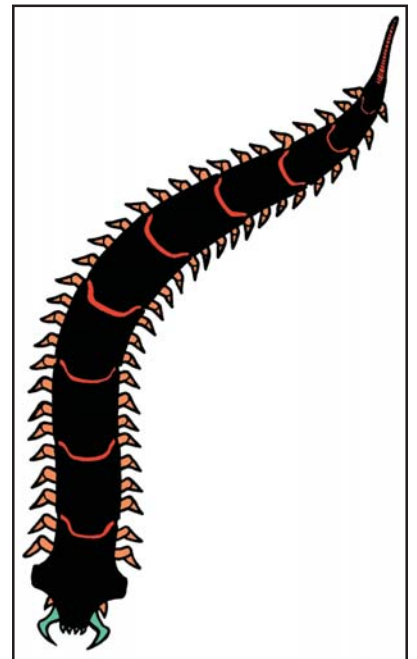
Small Whale



Giant Centipede



Giant Centipede



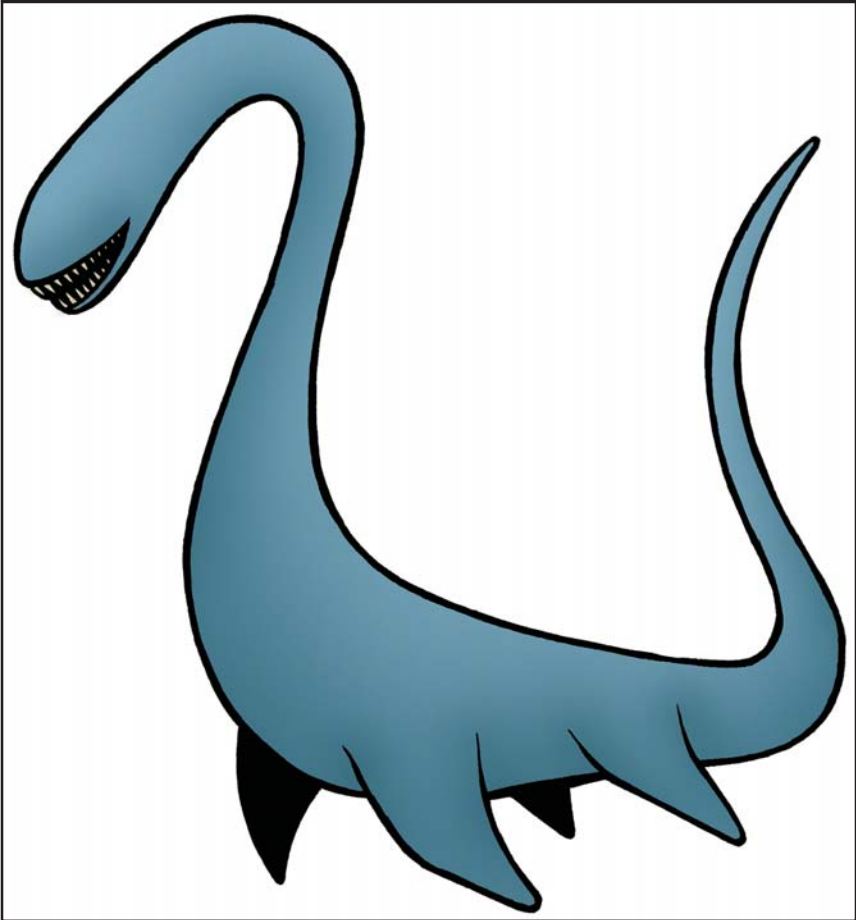
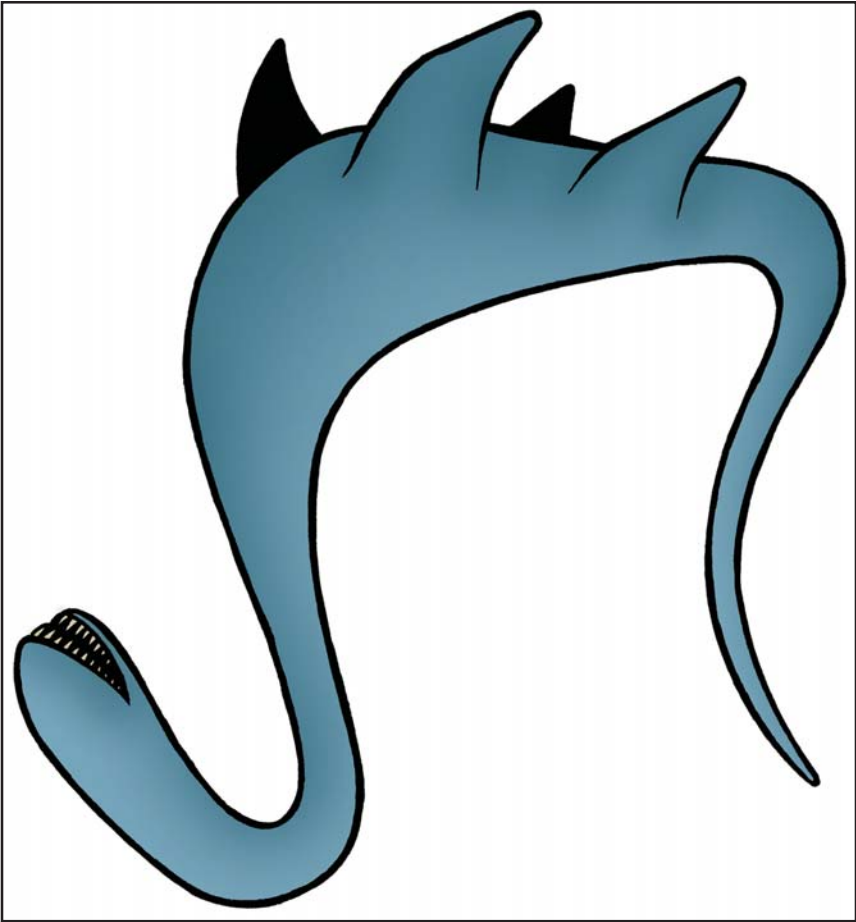
Giant Centipede



Tyrex



Tyrex



Sea Worm



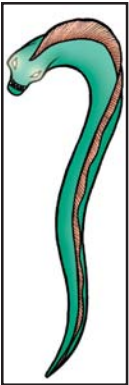
Yellow Dragon



Giant Electric Eel



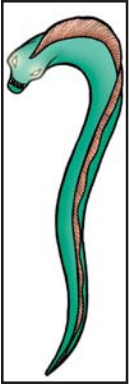
Giant Electric Eel



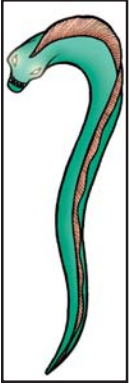
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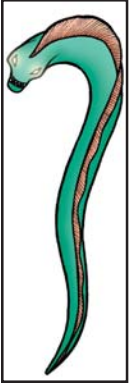
Giant Electric Eel



Giant Electric Eel



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