

Accursed



Science and Sea

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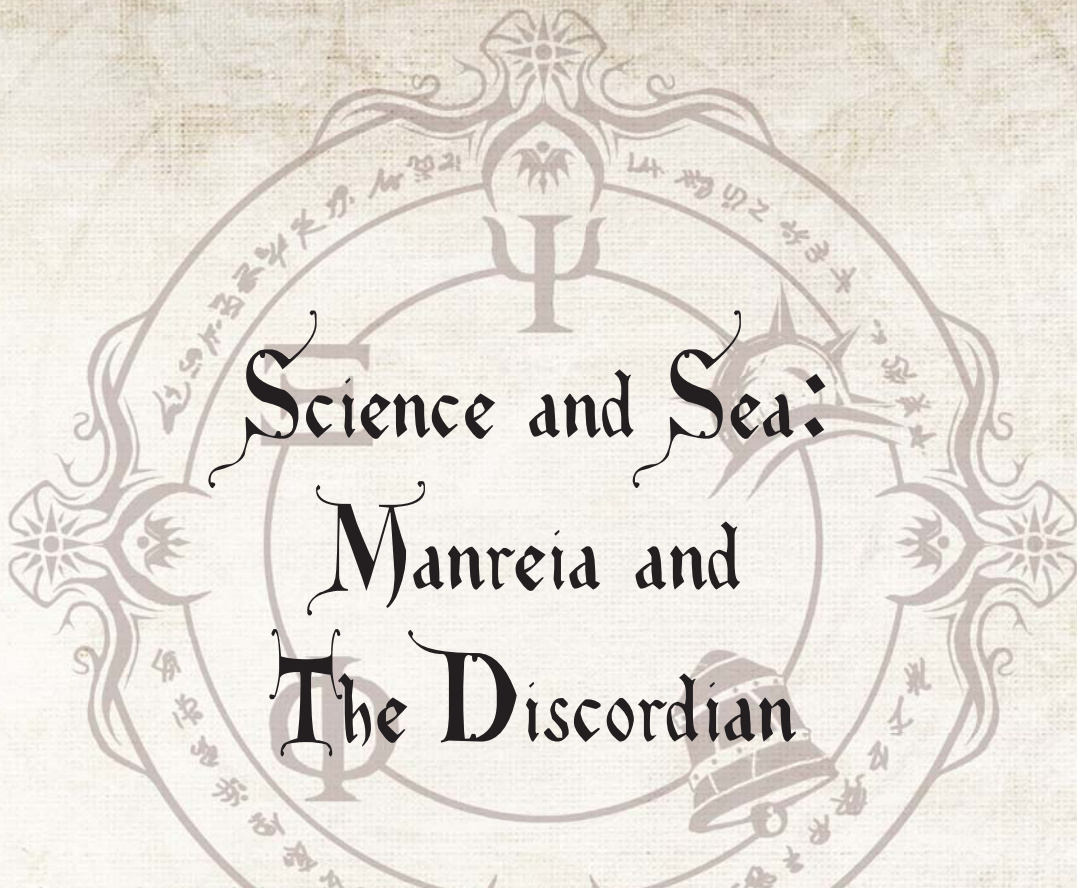


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Science and Sea: Manreia and The Discordian

"To escape the Witches and their banes, we can flee to the sea. The creator placed it apart from the mainland, and that separation is certain to grant refuge. The vast ocean holds untold islands, each one distinct and capable of providing a safe place to start anew under the light of the creator."

The Bane War began in the Outlands and moved through Morden's northern and central regions, but it ended before the fighting reached the Manreian peninsula. Refugees flooded Manreia as they fled before the Witch Armies. The earliest and most affluent boarded ships to take them far from the mainland. A few found salvation and new lives, far from their native lands. Far more met with disaster. Those who survived often died broken and destitute, unable to find work or even the basic necessities of life in the places where they tried to build new homes.

Those who came later had fewer options. Some took up extended residence in camps with their fellow refugees. Others boarded vessels destined for less savory locations, including Port Sorrow. While many were duped into lives of slavery and servitude, some surrendered to that option, rather than live in the shadow of the Witches.

Throughout the war, however, Manreia struggled on, even as refugees arrived. They built weapons of war and sent off soldiers to fight. The Council of Lords

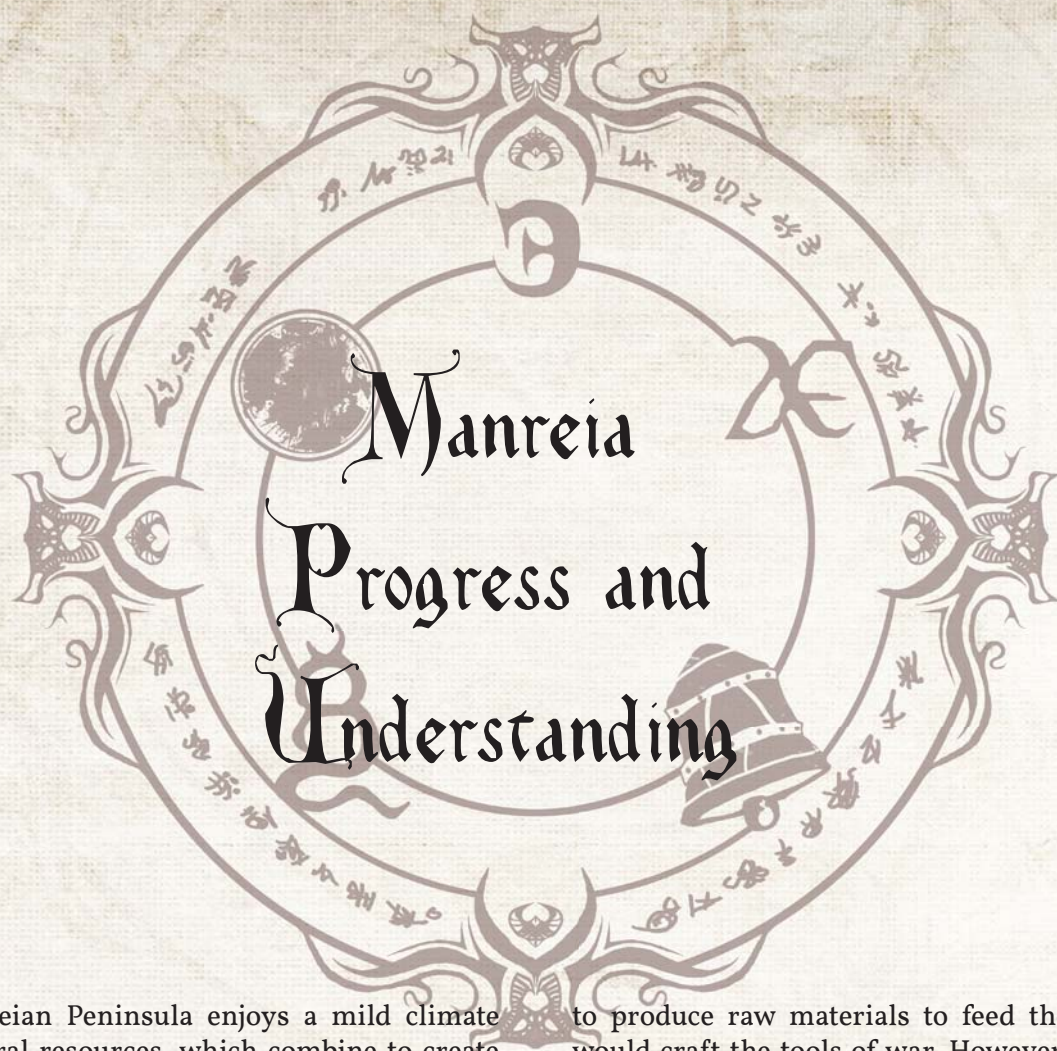
wrote thousands of promissory notes to farmers and craftsmen. Assuring them that they would be repaid after the Army of Light emerged triumphant.

And then, they lost the war. Few soldiers returned to Manreia to resume their duties. Craftsmen and farmers who had sent their products to war were never repaid. Many lacked the resources to continue their careers. Manreia's economy was gutted and her labor force was in shambles. Refugees created a further drain, as the nation utterly failed incorporate them into the workforce. Even as the country struggled to right itself, a heavy tithe to the Witches became an anchor on the nation's production.

Through all their troubles, many looked to the sea, praying for a new lease on life. Some commerce with distant lands continued, even in the wake of the war. Humanity found a foothold on a few outlying islands, and their communities needed interaction with the mainland nations to survive. The sea's bounty provided food for many, when Morden's farms could not.

But the sea contains dangers as well. Monstrous beasts lurk in its depths, anxious to devour the unwary. Pirates, smugglers, and slavers are as dangerous as the mercenaries and bandits that haunt Morden's roads.

True heroes—whatever their shape—must overcome the challenges, defeat the wicked, and help the needy to survive.



Manreia Progress and Understanding

The Manreian Peninsula enjoys a mild climate and rich natural resources, which combine to create a place ideally suited to human civilization. Until the Bane War, Manreia and her people thrived in this place. With a growing season that spans nearly the entire year, agricultural production wildly exceeded their needs. Dense hardwood forests and abundant mineral resources provided the raw materials to spur technological development and manufacturing. All of these benefits combined to build a society that had the time for introspection, learning, and academic development. Manreians became terribly proud of their accomplishments, viewing themselves as the pinnacle of civilization. Citizens of other nations had little patience for this hubris but had to acknowledge their successes.

The Bane War hit Manreia differently than the rest of Morden. Where other nations faced the battle on their home soil, enemy soldiers never ventured into the country. Instead, Manreian soldiers and supplies travelled to other parts of Morden to engage the enemy. As a consequence, the nation's infrastructure survived. Manreian cities were not scarred by siege, artillery and looting. Her fields were not burned and salted. Her mines and logging camps continued

to produce raw materials to feed the artisans who would craft the tools of war. However, her landsmen and nobles still died in droves, facing the banes of the Witch Army far from their native land.

In the years after her surrender, Manreia struggled to recover. While her resources remained plentiful, the demand for them became far greater. More than a quarter of every harvest, every load of ore, and every tree felled was ceded to the Witches beyond the Darkwall Peaks. At the same time, a massive influx of refugees from all across Morden created a huge demand for food and other common goods.

With the influx of refugees, Manreia's population became far greater than it was before the war. However, even with the passage of years, these refugees poorly integrated into Manreian society. Skilled workers were shut out from opportunities due to a refusal to participate in Manreia's trade system. Even basic manual labor was limited by the requirement that workers first be landsmen. Instead of contributing to society, most immigrants became a burden upon the nation's economy, as they refused to establish roots. This situation cannot continue indefinitely, but a solution remained out of reach as Lord Warlock Hesterly continued to laugh at the nation's misfortunes.

Manreian Culture

Manreian society was deeply stratified, but its personality shone through in spite of that. The region's prosperity led to a lifestyle that was incomparable across Morden, prior to the Bane War. Nearly every Manreian, down to the lowliest of landbound, enjoyed the luxury of at least a few hours of idle time each day. Traditionally, this time was spent in study and reflection—often, but not always, for prayer. Manreians credit this tradition as the basis for their technological and artistic developments. Mordens in other nations needed to struggle each day to tame their environment and establish a subsistence living. Manreia's surplus of basic goods enabled her citizens to take the time to broaden their interests and better study their surroundings.

Outsiders have mixed views of this tradition. Many argue that the idle time is simply a tradition of sloth—and that is a fair assessment of some Manreians. Some insist that artistic or technological research is a waste of time that could be better spent in prayer or devotion. Not surprisingly, Manreians are dismissive of outsider criticisms, viewing them as petty jealousies.

Social Classes

Lord Warlock Hesterly rules all of Manreia with an iron thumb under the authority of the Witches. It remains unclear to whom, exactly, he reports, since the Grand Coven disbanded. However, he retains the support of many lesser warlocks, banes, and mercenaries. These underlings keep him in power and the Manreians under control. A tithe is taken from every shipment of goods, which is sent across the Darkwall Peaks. Only the Lord Warlock and his masters know to whom these goods are going and for what purpose they are used.

Ostensibly, the nobility who make up the Council of Lords have authority under the Lord Warlock. However, he retains the power to overrule their every judgment—and often exercises it. Nobility is assumed based upon the ownership of property. Manreia surrendered unconditionally at the end of the Bane War, and the surviving leaders of the Witch Armies assumed ownership of all the land. Nobles now control land only at the forbearance of the Lord Warlock. Whenever he deems it necessary, he can freely seize the property of any noble, transforming a member of the nation's elite to a common landbound.

The Lord Warlock has shown greater patience for tradesmen than nobles, largely because he recognizes their necessity for Manreia to meet her production goals. However, he has no tolerance for their politicking. This has come into play most prominently with

regard to refugees. Existing tradesmen in many fields have been hesitant to accept new, foreign members into their hierarchy. This is partly due to concern about competition, but it also reflects a difference in techniques that distinguish Manreian trades from those of other nations. Technological fields—smithing, mining, and publishing—show the greatest differences, but other fields share this tendency. The Lord Warlock has begun imprisoning tradesmen who refuse to accept refugee apprentices or who do not acknowledge the skills of practitioners from other lands. These actions have marginally improved production, but they have been disastrous for the nation's morale.

Landbound represent the lowest tier of Manreians, but they continue to enjoy the basic privileges that were their right before surrender. Nobles provide food and accommodations for their landbound. While these are more strictly rationed than they were before the Bane War, they remain far above a mere subsistence level. The biggest change for landbound is that they must contend with the depravities of the Lord Warlock's underlings who can freely exploit them. However, because landbound are essentially the property of the nobles who own the land where they dwell—and thereby the property of the Lord Warlock—refugees are understandably hesitant to surrender their freedoms in exchange for basic necessities.

As a consequence, refugees effectively represent the very lowest tiers of Manreian society. These desperate people live in squalid camps on the edges of Palmyria and lesser cities. They survive largely on charity, as they have long since surrendered goods of any value. Most hold out hope that they might return to their homes or flee to one of the islands on the Discordian Sea. However, many have lived in the camps for years, and children have begun to mature knowing no other life. The situation is beyond desperate, and the sparks of revolution smolder in the camps.

The Church

Manreians are devout in their loyalty to the Enochian faith, but they are pragmatic as well. The virtues of generosity and gratitude, in particular, have been sorely tested since the closure of the Bane War. While Manreians are grateful that they have survived, the tithes that they pay to the Witches and the support they offer to refugees have increasingly affected their livelihood. The Lord Warlock watches the church closely, and enforces tithes upon its assets as well. Consequently, conclave meetings have been far more restrained in recent years than they were historically. The church is unable to have expansive festivals and expansive shows of generosity that they could once undertake.

Notably, the church has remained true to its core tenets. Even as it chafes under the Witches' authority, the priests, monks, and bishops have continued to go out of their way to demonstrate their faith. Most of the refugees who dwell in the nation's countless camps depend upon food brought by the Enochian church to make it through each day. In essence, the church has become the nation's welfare system, providing for those who have no other source for their basic necessities. The Order of the Penitent has supplemented the churches' resources, sometimes smuggling supplies back to the church after obtaining them from bane and warlock holdings.

Art

Manreians continue to cherish the arts, even under the Lord Warlock's rule. Sponsoring an artist to create plays, symphonies, and public artwork has become an even more prestigious display of a noble's generosity. Fewer new works have emerged in recent years, but those that have emerged have been considered of very high caliber. Theaters and music halls have remained open, with regular performances. In fact, these represent one of the few opportunities for refugees to escape the difficulties of their lives for a few hours.

Most performances are open to the public, with attendance free for landbound and refugees. Tradesmen and nobles typically obtain premium seats for shows—a symbol of status as much as anything. However, premium seats require an additional tithe to the Lord Warlock, which is not an issue for free seats. Increasingly, theaters have encountered financial issues due to benefactors sitting with the landbound instead of purchasing tickets and donating more money to the Witches. If this situation continues, theaters and concert halls are certain to close.

Science

Manreians are unusual in that they embrace change. They love innovation, not just in technology, but in all aspects of life. They like looking at things from a new perspective and learning new approaches. Sometimes this is fruitless, as not every idea is a good or productive one, but this doesn't seem to detract from their enjoyment. Being the first person to try something new or to do something in a different way represents a status symbol. This social outlook has become a driving factor in the nation's technological advance.

Their greatest advances are in the fields of metallurgy. Manreian steel is of a higher quality than anywhere else in Morden. Their blades hold a better edge and their armor is more durable. This has driven advances in weapons, but it was also the driving factor in their successful implementation of steam-based



technology. Successful inventors have also earned the patronage of nobles, in much the same way as artists, which has enabled many researchers to expand their labs and their research. Inventors are a recognized class of tradesmen, though some have even earned membership in the nobility receiving land grants as rewards for their innovations—though this has not happened since the Lord Warlock took control.

Palmyria

Palmyria is the oldest city in Manreia and its most populous. The delta of the Preccio River flows from the Espiritu Sea to form a natural harbor. Over its centuries of existence, the harbor has been dredged and expanded, leaving the city with the most expansive docks in all of Morden. Prior to the Bane War, hundreds of ships visited the port each day, as part of commerce between different nations as well as the many islands of the Discordian Sea. The constant influx of foreign visitors as well as goods from distant lands left the city with a very cosmopolitan feel. Manreia's natural tendency to embrace change and new ideas complemented this well. Fashions—in clothing, technology, and philosophy—have changed and adjusted rapidly in Palmyria. This is reflected in a diverse population and architecture.

Palmyria

- 1 - Senate
- 2 - Saint Stephen Basilica
- 3 - Hesterly Fortress
- 4 - Train Station
- 5 - De Acosta's Academy of Engineering
- 6 - Lighthouse



The outskirts of Palmyria include a dozen different cultural enclaves, representing Morden's nations including the Outlands as well as island cultures. All of these are now densely populated, as residents took in refugees. Foods, fashions, and innovations from these places are preserved, though they are typically adapted based upon difference in availability of necessary ingredients in this place far from home.

Refugee camps extend for miles from the outskirts of the city. They now intrude upon areas that had been used for agriculture prior to the Bane War. Now, farmers must deal with tent encampments that have prevented them from using their fields for years. In spite of repeated requests, the Lord Warlock has refused to act upon these camps. Over the years, the camps have become increasingly squalid and their residents ever more desperate. The culture is utterly lawless, as neither Manreian authorities nor the Lord Warlock's guards attempt to maintain order. A few dozen residents leave each week on ships bound for the islands, but more than ten thousand refugees remain behind with little food and even less hope.

The Sewers

A quirk of Palmyria's location is that it is only a few feet above sea level. In the years after founding, Manreia's first rulers sponsored the construction of massive breakwalls at the edge of the harbor. Over the centuries, these have been reinforced and expanded, to the point that severe weather rarely causes major flooding for the city. However, it can still be an issue at times. To combat this, all permanent structures are built upon massive pylons sunk deeply into the earth to grant them additional rigidity. Particularly important buildings—including the Senate and St. Stephen's Basilica—have expansive foundations that extend more than a hundred feet below ground. These reinforcements are even more critical for the few towers that soar over the city's more common single floor structures.

In most parts of the city, any hole dug more than a few feet fills with water rapidly. In spite of this, Palmyria has an extensive sewer network. The tunnels are more than ten feet in diameter, and run beneath almost all of the city's streets. However, every time the tide rolls in, that network completely floods. When the tide rolls back out, it takes most of the waste from the sewers back out with it. While the sewers are massive, exploring them or meeting within them is

particularly dangerous. Those foolish enough to lose track of time within the sewer complex can be trapped by the incoming tidal waters, which enter forcefully and offer little chance for escape.

The massive tunnels represent an irresistible attraction to the criminal element. Smugglers can use them to bring goods into the city without paying a tariff. Members of secret societies—including those opposed to the Lord Warlock—brave them for meetings. Thieves try to use sewer connections to break into the lower levels of expensive homes. Of course, any such use runs the risk of being killed during the next tidal change.

Legends speak of massive terrors entering the sewers and even invading homes through their lower levels. They also tell of valuable treasures that remain caught up in the sewers when the tidal shift killed smugglers and thieves. Within the cities taverns and pubs, late night tales recount bottomless pits filled with aquatic horrors. Every storyteller has a map to the treasure, which they are always willing to sell for the right price.

Law Enforcement

The Centinela report directly to the Council of Lords and are ostensibly responsible for maintaining order in Palmyria. Their primary focus is making sure that the streets remain clear and that no major crimes are committed in plain sight of the general populace. They are fairly effective in this regard, largely because the city's residents are discrete. The Council of Lords wants to make sure that Palmyria maintains the appearance of a civilized society. These guards patrol the city in pairs as an assurance for its residents. They try to stop obvious crimes in progress, lead the fire brigade, and generally work to maintain the peace.

The Centinela are far less concerned with discrete robberies or assassinations that take place behind closed doors. They rarely exert much effort investigating a crime unless the victim is high profile or a generous bribe has been paid. The Centinela guard the official entrances to the city, accepting graft from all passersby the process. These guardsmen are not effective combatants, instead depending upon their authority to command respect.

The Lord Warlock maintains a standing force of 200 men-at-arms called the Witchguard. These soldiers also patrol the city in pairs, though their presence is purely to enforce the Witches' authority. They are focused entirely upon crimes against the Witches, including insurrection. Anyone they believe guilty is imprisoned in a holding cell beneath Hesterly Fortress awaiting an opportunity to stand trial. However, since Palmyria's surrender, no one has ever stood trial. It

remains unclear if there are thousands of prisoners still in chains or if they are being quietly executed.

Senate District

Nobles who choose to participate in the Council of Lords are known as senators, and their meetings are held in the Senate, located far from the docks along the shore of the Preccio River. Until the Bane War, this domed structure represented the seat of government for all of Manreia. Active senators purchased expensive villas nearby, as did leaders among the tradesmen, who sought to develop influence within the nation's government. Property in this neighborhood of Palmyria became the most desirable and prestigious.

After taking control of Manreia, the Lord Warlock began construction of a new castle, colloquially known as Hesterly Fortress. The building is likely to remain under construction for decades. However, the Lord Warlock has already taken up residency and rules the nation from it. To build Hesterly Fortress, the Lord Warlock razed Palmyria's monument district, which was devoted to the memory of the nation's greatest

Political Prisoners

The Witchguard have taken hundreds, if not thousands of prisoners since Palmyria's surrender. None of these people have ever been heard from again. The Lord Warlock has denied all requests for visitation with prisoners as well as any requests from the Council of Lords regarding them. While the captured individuals may be dead, the Witchguard explicitly say that captured individuals are detained for investigation rather than executed. Because the Lord Warlock rules by fear, this inconsistency seems without merit.

A further complication is the existence of the prison cells within Hesterly Fortress. Underground cells could only exist if they were built beneath the city's water table. Such construction is technically impossible in Palmyria. However, the cells clearly exist as guards—typically banes—escort prisoners down the stairs and then return without them. It is clear that Witchcraft must have been involved in the construction. White witches among the Order of the Penitent fear that the entrance to the dungeons might actually be a portal that links to the Chimera's tower, Turris Atra. It may be that prisoners are simply subjects for her experiments. If so, this might provide a way for members of the Order to infiltrate her tower at the same time as they attempt to free Hesterly's prisoners.

inventors and artists. Since becoming the seat of power, Hesterly Fortress has reshaped the city's districts. Properties near the fortress have greater access and influence with the Lord Warlock, but toadies who have pledged their loyalties to the Witches reside within these dwellings.

Construction on Hesterly Fortress has been fraught with issues. In part, this is due to the fact that the building incorporates unusual architectural styles. Local craftsmen are not familiar with the techniques involved. Recently, banes of the Chimera have joined the project, which has disrupted relations with local workers. Since then, construction materials have repeatedly gone missing and there have been two significant structural collapses. Rumors suggest that the underground has sabotaged the project, but the Lord Warlock has not yet taken any prisoners.

Mercato Centrale

Located just a few blocks from the docks, the Mercato Centrale is the city's primary trade district. Hundreds of temporary stalls—most mounted upon carts—as well as dozens of permanent shops offer an enormous variety of different goods for sale. With the convenience of the docks, goods from all across Morden are readily available, including produce that might be out of season locally as well as spices, rare fabrics, and other goods from distant lands.

Locally crafted products are readily available from long established vendors, many of whom have maintained storefronts across generations. Examples include firearms, armor, and other crafted goods. Artists have a strong presence as well as shops that cater to their needs. Custom work is readily available for individuals who seek to add a personal touch to their gear. Typically there are also a few vendors who deal in second hand items. Artifacts of the Bane War are commonly available among those goods, as are clothing, books, and musical instruments.

The local academies maintain shops in Mercato Centrale as well. These provide an outlet for students to sell the devices they construct as part of their training. Officially, the schools must warrant the devices as functional, providing the buyer with a level of assurance when purchasing a creation from a less skilled crafter. These shops also include inventions created by the schools' faculty, many of which are unique items with commensurate prices. Owning and publicly using a prototype invention does carry a level of prestige as well, helping to justify those prices.

The only products expressly forbidden from sale in the market are those that exploit the weaknesses of Witchlines. Note that this does not include particularly common items—salt is readily available as are wooden

tools and furniture. However, the Lord Warlock draws the line at weapons made from silver, wood, and cold iron. Some merchants—particularly those opposed to the Witches—still discretely deal in these goods, but they do so at great personal risk.

The Academy District

The Manreian Tradesmen class requires a functional educational system in order to grow. A master-apprentice relationship remains at the core of the system, but not all masters are willing to teach. Further, some master tradesmen are capable of instructing multiple students at the same time, due to the nature of their work as well as their personalities. Manreia's academies—the largest of which are in Palmyria—reflect a teaching philosophy where students can develop their knowledge and their social standing at the same time.

De Acosta's Academy of Engineering is currently the most prestigious in Palmyria, but it also draws the greatest attention from the Lord Warlock. The Mazzarelli School of the Arts has earned renown for its theatrical performances as well as its symphonies, though it has increasingly had issues with funding to pay the exorbitant property taxes that the Lord Warlock recently instituted. Serrano's Studio is generally regarded as the most respected academy for sculpture, while Ferrara's Academy of Art is regarded as having higher quality students for painting and drawing. The schools vary in size from those with dozens of students up to the larger ones, which can accommodate more than a thousand.

Each of the schools has its own sets of regulations, but a few generalizations may be made. Entrance to the academies is based upon a combination of talent and financial support. Instructors must be masters of their trades, typically ones who have enjoyed some previous success and notoriety. New instructors are added to a school at the request of students and the approval of the school's president or governing council. Students are admitted based upon a combination of demonstrated aptitude in a given field and a level of sponsorship. This sponsorship generally comes from the noble who sent a landbound—or a noble heir—or a tradesman sending a child. In very rare instances, the schools may grant scholarships to exceptionally promising students who do not have financial sponsorship.

Students—or more specifically, their sponsors—are the ones who pay for the academies to exist. Because of this, they have a large say in the topics of instruction. They also have a significant amount of leverage in the selection of instructors. Individuals who have had success with their creation are the ones from whom students most want to learn. Consequently, many of

the teachers maintain their own studios in Palmyria as well as shops in Mercato Centrale at the same time as they educate. This grants the additional benefit to students in Palmyria that they often learn the business of their new trade at the same time as they learn the necessary skills. Conversely, teachers who are not effective in the classroom or the commercial sector may be forced to leave Palmyria to find a source of income elsewhere.

INNOVATIONS

Technological marvels define Manreia more than anything else. The nation has always had a history of innovation. Her reputation for high grade steel and excellent craftsmanship—a consequence of the country's social stratification—is well deserved. The arrival of Herr Doktor Von Nachtmachen, prior to the Bane War, launched a scientific revolution. The pace of innovation in Manreia over the past sixty years is unlike any in Morden. While the innovations are not evenly spread even within Manreia, those changes may come to the rest of the continent—provided the Witches permit it.

Arguably, the most significant of these innovations is the steam engine and the associated rail lines. The Academy district in Palmyria is the central rail hub for the nation. Trains arrive several times daily, from tracks that connect to the nation's lumberyards and mines. These bring a fresh influx of raw materials that supply academy students and tradesmen, in addition to those that are loaded onto vessels and taken to other nations. In recent years, the rail lines have also brought agricultural goods into Manreia from many of the nation's farms, as farmers have found it more convenient to bring their harvest to a rail depot than transporting cart loads all the way to the city. Rail commerce would be very profitable for De Acosta's academy if the Lord Warlock did not tax it so severely.

Recently, the academy has begun to plum power conduits along the rail lines, which are capable of carrying electric fluid. At each rail station adjacent to a power line, transmitters have also been installed. These are used to establish communications between the stations through a system of telegraphy. The system was intended purely to monitor the status of the rails, but expanded communications purposes quickly became apparent. The rail network charges a fee to send messages across its network to other stations, and runners remain on duty at each station to carry messages to outlying areas. Mail and package service is also available through the rail network.

Von Nachtmachen's last great gift to Manreia prior to his isolation was the invention of the airship. After completing his prototype, he turned it over to

Manreian Science

The Palmyrian academies are far more technologically advanced than anything else on Morden. To some extent, this is because the researchers literally live and work in their towers apart from the rest of the world. However, the Manreian cultural tendency to embrace change and new ideas has drawn some of these elements out into the open. In spite of this, few inventions and techniques have spread far from their source. Most remain exclusive to the city and only a few—steam engines, zeppelins, and long rifles—have even been seen outside of the nation.

At the Game Master's discretion, if the campaign is heavily focused upon Manreia or if one character comes from Palmyria, it may be appropriate to include Arcane Background (Weird Science) from the Savage Worlds Core Rulebook as an option for NPCs and characters. This is to reflect the fact that Manreian technology is essentially magic to most citizens of Morden. Any powers that characters take with this Arcane Background should have trappings linked to steam, gunpowder, and clockwork. Those are the best understood fields and the ones most represented within Manreia. Electrical fluid remains the province of Alchemists and healing powers are completely foreign to all Arcane Backgrounds.

Note that a Witchmarked character is tremendously unlikely to also be a technologist. Such characters are far more likely to remain human. Anyone with an aptitude for science who fell under the Witches' sway would be questioned extensively. The risks associated with applying a Witchmark would be too significant for a prisoner who had such valuable information.

the Manreian military along with instructions on how to build further vessels. However, after he began his period of isolation, De Acosta was charged with continuing the production of the airship fleet. The fleet contributed to the war effort substantially, but the Lord Warlock has held their use in contempt since he assumed power. Currently, airships are forbidden from carrying weapons of war. Their only permitted use is for travel. This has primarily catered to nobles looking for the most luxurious way to move about the continent, though the airships have seen some limited use in transporting goods—though they are far less efficient in this regard than the rail system. Rumors persist that the Order of the Penitent wants to capture one or more airships for their own purposes, though maintaining one of these fragile vessels would required a well-trained team of technicians.

VON NACHTMACHEN

While he remains in isolation far from Palmyria, Von Nachtmachen continues to influence the city. De Acosta's greatest inventions are all derived from Von Nachtmachen's creations. Further, legends persist that Von Nachtmachen may be working with the resistance, supplying arms and equipment to overcome the Lord Warlock. Anytime a new weapon of war surfaces—or is even rumored—hushed whispers suggest that it came from Noche Torre.

Students from Palmyria's academies regularly undertake pilgrimages to Noche Tower. Some hope to gain admittance to study from the elderly master, but others simply wish to say that they have seen the building. Upon returning from their trips, some students claim to have seen the interior of the tower or to have observed one of Von Nachtmachen's inventions. Their stories are varied and many must be simple flights of fancy. However, it is impossible to discern the truth from legends. A few example tales include stories of arrows launching from the tower trailing plumes of fire behind them, a massive clockwork village that foretells Morden's future, and an Accursed metal golem enhanced with a steam-powered exoskeleton. The truth of these stories—or if Von Nachtmachen even yet lives—remain a mystery. What is certain is that someone still occupies the tower and holds it against every attempt by the Lord Warlock and his forces to gain entrance.

The Docks

Palmyria's docks are always crowded and bustling with vessels coming and going to all of Morden's ports as well as many locations across the Discordian Sea. Commerce between Hebron, Hyphrates and Steppengrad make up the majority of the seacraft, but they are far from all of it. Fishing and whaling vessels make Palmyria a port of call to sell their goods. Its connection to the Prezzo River has made the city a useful distribution point and the newer rail system only enhanced this aspect. Traders from foreign lands visit the city to conduct trade because goods from all of Morden can be found here. Trading vessels bound for various island nations come to Palmyria because they know that they can find virtually anything in the cosmopolitan city.

Many vessels also provide transportation away from Palmyria, particularly to the desperate refugees who crowd the city's edge. Some of these craft have the purest of intentions, taking their passengers to islands where they can begin their life anew. Others, however, are more predatory. Rumors tell that at least one of the ships only sails to Hyphrates, where its passengers become slaves to Pharaoh Memmon.

The buildings nearest the docks are all warehouses, specifically for storing transitory goods. In recent years, some vessels have unloaded their cargo directly onto waiting rail cars, but most ships still need to store their goods in warehouses until a merchant can sell them in the Mercato Centrale or ship them to a more distant location. Just inland of the warehouses are Palmyria's least reputable taverns, brothels, and inns. Upon making landfall, many sailors immediately venture to these places to spend all of their earnings in bouts of debauchery. The Witchguard almost never venture into these undesirable places, though the Centinela do sometimes patrol them. The limited security means that many vices are available here. Rumors constantly circulate of nobles and master tradesmen visiting these locations under masks and false identities. The Order of the Penitent and the Resistance are also believed to meet here due to the limited penetrance of the Witchguard.

More recently, vampires loyal to Sanguinara have been active in the docks. They are indiscriminate predators, happy to consume any available prey. The Order and the Resistance have begun working together to try to end this threat. However, any efforts must remain in the shadows, lest they draw the direct attention of the Lord Warlock.

The Lord Warlock

Prior to the Bane War, Marquis Carmine Hesterly was a minor noble with holdings near Stone's End. The Marquis served as a member of the Army of Light during the Bane War. Unfortunately, his war record led to his emergence as a servant of the Witches. Hesterly led a scouting unit charged with infiltrating deep behind enemy lines and learning the composition and weaknesses of the Witch Army. In the course of his missions, he became very familiar with the enemy forces and even recovered several treatises upon Witchcraft. In hopes of using the enemy's weapons against them, the Marquis began to dabble in those dark arts.

It is unclear when exactly the Marquis switched sides, but it happened long before the final battle against the Djinn. During this time, Hesterly's skill with Witchcraft and his treason both grew rapidly. He fed information about the Army of Light's deployments, composition, and battle plans to the Witch Council. At the same time, he also provided inaccurate information about bane weaknesses to his superiors.

Lord Warlock Hesterly came into power only after the battle of the Ash Plains. He road into Palmyria at the head of a Cauldron Born army, demanding surrender from the Council of Lords. The council quickly capitulated to his demands, and he assumed control of the city. He has ruled the city without mercy since that

time. Maintaining his Witchguard and continually shipping a tithe of goods to the Witch Council via ship, magical means, and occasionally airship ever since. When using a vessel to transport goods, those are always crewed entirely by banes, ensuring that no humans can learn the final destination of the goods.

Recently, Hesterly has shown some signs of strain from his responsibility of ruling the city while answering to his Witch overlords. He has lost much of his hair and his face has shown increasing signs of aging. As if to compensate, the Lord Warlock has increased taxes upon his citizens and increased the number of random raids that his Witchguard makes upon the city. There seems little rhyme or reason to these actions. Recent raids include one upon St. Stephen's Basilica and two made on warehouses in the Docks, which were actually under the Lord Warlock's direct control.

Espiritu Sea

The Bodens River flows from Stone's End and the Serra de Prezzo Mountains to pool in the Espiritu Sea. This massive freshwater body provides many of the riches to sustain the nation. Much of Manreia's freshwater comes from tributaries of the Bodens and other smaller rivers and streams that flow out of the Espiritu Sea—including the Prezzo River. Manreian inventors have dug out thousands of miles of minor waterways to provide irrigation for the nation's many agricultural groves and fields. The waterways are also populated with edible fish, which comprise a significant portion of the diets for most landbound.

Commerce

The Bodens and Prezzo Rivers are Manreia's primary thoroughfares. Nearly everyone who needs to travel the nation quickly—and most goods—use these waterways to sail throughout it. The Prezzo is fully navigable and the Bodens, as well as a few of its other tributaries, can be navigated almost the entire way to Stone's End. While recent years have introduced the rail and airship as alternatives, neither is as effective as the ship. Recent Palmyrian experiments with steam-powered vessels hint that travel along the nation's waterways may even become more economical, but that lasting success of these craft remains to be seen.

Notably, vessels designed to travel these rivers are constructed very differently from ships intended to sail the Discordian Sea. The river does not face the storms that are so prevalent upon the open ocean, but its waterways are more prone to the developments of shallows, sandbars, and other navigational hazards. These ships are built with a far shallower draft, which

can better avoid those dangers. As a consequence, they would be unable to survive in the far less stable open sea. Any experienced sailor immediately recognizes these differences, though a novice might wonder why these craft do not sail directly from the Espiritu Sea out to Port Sorrow.

The trip from Palmyria to the Espiritu Sea takes most vessels about two weeks to make sailing against the current, though the trip downstream can be safely made in just over a week. However, most craft take the time to stop at the various ports of call along the way, taking on and dropping off passengers and cargo. Purely commercial craft may also stop longer to engage in trade. Some craft are affiliated with troubadours, orchestras, or other entertainment troupes. These vessels usually stop in ports for several days, enough time to hold several performances before moving on to their next stop.

The Bodens and some of its tributaries are major rivers, approaching a mile in width. As advanced as Manreia's technology is, this distance is simply too great for them to successfully span with bridges. Ferries are a necessity for commerce to take place across the rivers. In fact, even the railways make use of ferries. Dedicated ferries have rails aboard, which train cars can be driven onto before the ferry carries them across to the continued rail on the other side. Transitioning a lengthy train across the river can be the work of several days for dedicated teams of freight handlers. However, rivalry between river sailors and their supporters has to date prevented any successful construction.

Since the Bane War, there have been two significant impediments to trade on these waterways. The first is the increasingly common bane predation on the vessels travelling the waterways. This is primarily due to swamp krakens (see *Accursed* page 121) attacking passing ships, but other banes have been encountered as well. The Order of the Penitent has tasked its followers with policing this, as the Lord Warlock has no interest in stopping the banes.

The second concern is piracy. Manreia's rivers are relatively narrow, especially compared to the high seas. Reversing course along these waterways is rather difficult for a vessel travelling them. Shore-based groups can intercept them with crews in small boats, groups of strong swimmers, or even artillery barrages. Pirates with a range of allegiances have taken to assaulting commercial vessels. Some are affiliated with the resistance and eagerly seize supplies to use against the Witches. Others are simply desperate people out for their own good, while a few are former refugees, just trying to survive. On a few occasions, banes and independent Accursed—unaffiliated with

either the Lord Warlock or the Order of the Penitent—have attacked vessels and stolen their cargo.

The Lord Warlock has established a taskforce to combat river piracy. However, it has only met with limited success. This is likely due to the fact that the group's members were commandeered away from their lives as merchant sailors to perform the task. They resent the Lord Warlock's commands and are unwilling to risk their lives in his service.

Prospectors

Most of Manreia's vast mineral wealth resides within the Serra de Prezzo Mountains. While many veins have been tapped, there remain untold riches that have not yet been exploited or even discovered. Manreia's productivity depends upon steady supplies of iron, tin, brass, and copper in addition to other metals. While many of the existing mines are tremendously productive, their resources are not limitless. Further, the demand for rail construction and the tithes to the Witches approach the limits of existing production. There are fortunes to be made, even for those who pay a tithe to the Witches.

Many refugees as well as desperate Manreians have taken up isolated lives as prospectors. Shallow caves pockmark the mountains, giving explorers an opportunity to search for an unknown trove. Of course, those caves also conceal other dangers as well. Some dangers are purely natural, including predators such as bears, mountain lions, and wolves. Geological events are a constant threat, including cave-ins or sinkholes, and some of the caves are deep enough that getting lost in the depths is a very real danger.

Prospectors must also contend with the unnatural dangers that haunt the mountains. The Chimera abandoned many failed, mindless experiments in the mountains at the close of the Bane War. These terrors nest in the peaks and valleys, devouring anything they encounter. Some are massive and unstoppable, while others are patient and cagey. None of them are particularly selective in

their targeting, perfectly willing to destroy soldiers loyal to the Lord Warlock or prospectors searching for new veins to tap.

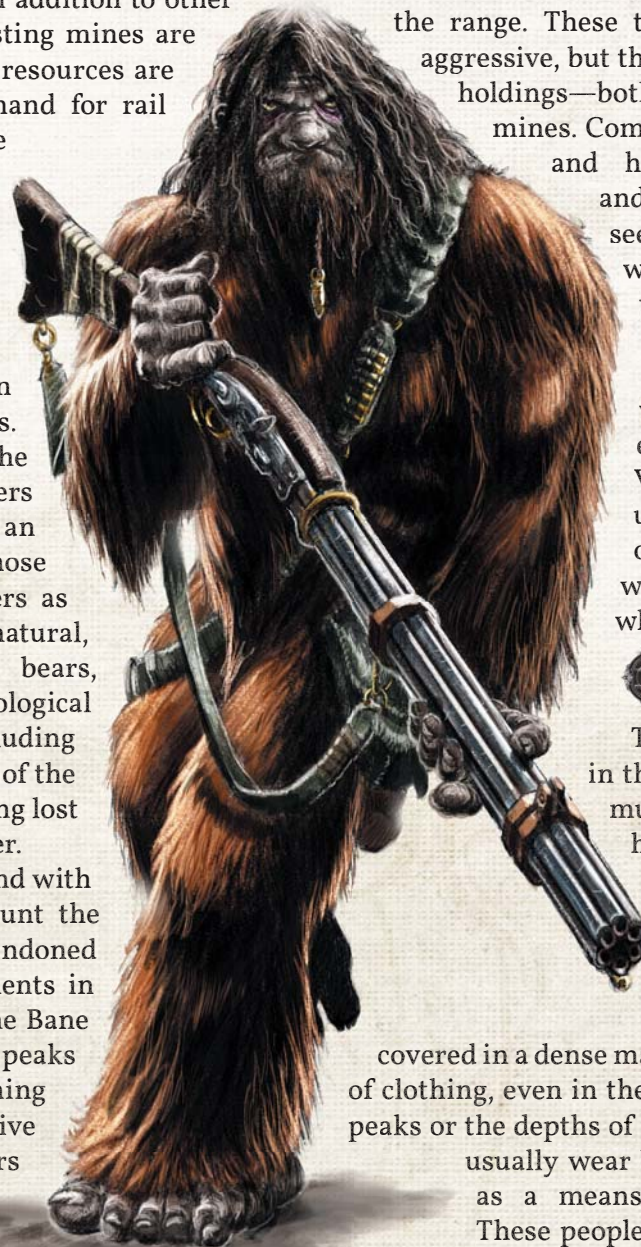
Local nobility remain particularly concerned about prospectors scouring the hills. The Lord Warlock and the Council of Lords have historically granted mineral rights to those who discover them rather than nobles who control the region. In recent years, many of the prospectors are landbound who have fled their homes or even foreign refugees. Some nobles have responded by offering bounties for any landbound recovered from the mountains. Collection on such bounties is inherently corrupt, as there are no standards for identification of landbound within Manreia.

The mouros represent another potential danger for anyone exploring the Serra de Prezzo Mountains. Thousands of these humanoids dwell on and within the range. These technological savants are not aggressive, but they are very protective of their holdings—both their villages and their mines. Communications between mouros and humanity has been limited and inconsistent. Their villages seem to vanish and relocate at whim. Some speculate that there may be several tribes of mouros, with different views of outsiders. While some are willing to offer aid and even education—legends say that Von Nachtmachen studied under the mouros—others hide or attack intruders. Common wisdom directs prospectors who see mouros to stay away.

Mouros

These humanoids have dwelt in the Serra de Prezzo Mountains much longer than humanity has been in Morden. Standing nearly 8 feet in height and weighing more than 300 pounds, an adult mouros presents an imposing visage.

Because their bodies are covered in a dense mat of fur, they do have any need of clothing, even in the intense cold of the mountain peaks or the depths of their mines. However, they do usually wear belts, bandoliers, and satchels as a means to carry their equipment. These people are technophiles and natural engineers. They always carry a toolkit as well as a range of devices often of



their own invention. Their devices are typically made from brass or bronze, though some are made from very high carbon steel. Each of their creations are intricately designed and decorated, becoming a work of art as much as a tool. In addition to their functional value, the artistic elements make mouros creations highly prized among Manreian nobility.

The public knows little of mouros society or biology—viewing them largely as monstrous creatures who live in the mountains. However, some word has leaked out from the few humans who have interacted and even studied with them. Neither the human eye nor ear can differentiate between male and female mouros. Their culture is largely tribal with hierarchy based upon technological skill and innovation. They are believed to be a very long-lived race, though offspring are quite rare.

Some speculate that mouros may actually be a strain of fey or related to those beings. No one has ever admitted to getting a confirmation or denial on this issue from a mouros. However, mouros do not exhibit the characteristic fey vulnerability to iron. This may be due to their intrinsic knack for technology or it may be clear evidence that they are something else entirely.

Mouros are rarely seen outside of their mountain habitats. When they do travel, it is most commonly in isolation. None are known to have taken up residence within human communities, though lone travellers do sometimes visit villages and smaller cities, typically to engage in trade for raw materials. In these encounters, they are clearly uncomfortable with human society and extremely unfamiliar with it. Mouros have their own language, though all who have interacted with humanity are capable of speaking the common tongue of Mordens as well.

MOUROS GUARD

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

Skills: Athletics d6, Fighting d6, Knowledge (Science) d8, Notice d8, Repair d8, Shooting d6, Subterfuge d8, Survival d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (2)

Hindrances: Clueless

Edges: Brawler, Combat Reflexes, Scavenger

Gear: Mouros Long Rifle (Range 24/48/96, Damage 2d8, ROF 1, Shots 6, AP 2, 6 actions to reload), knife (Str+d4), ammunition, tools, powder horn.

Special Abilities

Armor +2: Thick Pelt.

Size (+2): Mouros are nearly 8' tall.

Technical Savant: +2 Knowledge (Science) and Repair checks.

Refining Ore

Some mines have the capability to refine their ores into useful metal prior to shipping it elsewhere. This can save considerable effort in shipping useless materials. However, extracting the worthwhile metal requires a skillset that is completely different from mining. Laborers adept in mining are seldom also skilled at refining.

Manreian science makes use of two very different techniques for refining most metals. The first is labor intensive, but otherwise economic. Unskilled laborers smash rocks containing a desirable ore into powder. Extremely intense furnaces are then used to melt the desirable metals out of the smashed ore while most of the undesirable rock burns off. Alternatively, skilled alchemists create solvents that can extract a desirable metal from a block of mixed rock simply by flowing across it. The target metal is then removed from the solution with the addition of another alchemical reagent. The alchemists, however, are highly skilled technicians who insist that the raw materials used to create these potions are also expensive. Consequently, the latter technique is typically reserved for mines that deal in particularly valuable metals.

Mines

Manreia's technological production is entirely dependent upon the ability of her people to extract the necessary raw materials from deep beneath the nation's surface. The nation is fortunate that all of the necessary materials are available from sites within her boundaries. However, noting that materials are available downplays the risk required to safely obtain them. Crawling into a hole and climbing thousands of feet beneath the earth's surface is an inherently dangerous career.

Miners are by necessity a hardy lot, and Manreia's mines are extensive and intimidating. Because of the depths, many miners must spend weeks at a time far below the earth, away from the light of the sun and the sky. At these depths, the mines are constantly damp and the dust from excavation can lead to respiratory difficulties. While Manreian engineering is effective, any geological instability or miscalculation can trigger a cave-in, and those are almost always fatal.

Established mines make use of alchemical creations to provide light in the depths, as torches and lanterns foul the air too quickly. However, these are expensive, so the lighting is typically kept quite dim. In these

conditions it is far too easy for the imagination to play tricks and for dangerous accidents to happen—and for more serious crimes to be blamed on accidents.

In the wake of the Bane War, miners must also contend with supernatural threats in the depths. Disappearances and strange noises are typically blamed on the Unseelie Fey—who have always factored into the legends of Manreian miners. However, survivors tell of encounters with other creatures in the depths. It seems that banes—specifically of the Chimera, the Crone, and the Dark Queen prowl the lowest portions of Manreia's mines. If the Lord Warlock knows the reason for their presence, he has not shared that information with the master mining tradesmen.

The entrance to almost every major mine now has a spur that connects to the nation's primary rail lines. Smaller tracks extend within the mine, so that handcarts can be used to remove ore and overburden. Air pumping mechanisms are also present at the entrance to every mine—as well as at ventilation shafts. These mechanisms vary substantially from mine to mine. Some depend upon steam engines to pump fresh air into the mine's depths, while others depend upon animals to power the pumps. Mines also maintain water pumping stations at the entrance, which are necessary any time a vein passes too near an aquifer.

Most mines are near towns. These are at least large enough to provide housing for the miners, but typically grow in size based upon the mine's success. Most mines in Manreia have been established for generations and have plentiful living space for their workforce. However, younger mines, particularly those under the direct oversight of the Lord Warlock's agents—have far more limited facilities. Tradesmen who labor in these mines may live like prisoners, saving their earnings for when they finally complete their contracts. In extreme cases, political prisoners may even make up a significant portion of a mine's workforce.

In addition to ore, many of Manreia's mines provide valuable stone for construction. Granite, colorful marble, and even sandstone can all be extracted from mines in different regions. While new construction is limited across the nation, high quality materials are necessary, particularly for projects Lord Warlock Hesterly has sponsored. The Witches demand a tithe of these materials as well, though only the rarest of rocks are actually added to shipments from Palmyria. Instead, the tithes are generally used for Hesterly's projects, including his fortress.



Shark Worms

These massive subterranean terrors pose a substantial threat to miners and prospectors exploring far beneath Morden's surface. The banes are obviously the work of the Chimera, created by fusing the head of a shark onto the body of an earthworm. The Witch then somehow grows these creatures to lengths of more than 50 feet. The monsters are capable of rapidly burrowing through even the densest rock in pursuit of their prey. If they have some intended purpose within the Chimera's plan, the Order of the Penitent has not yet deduced it.

Witch hunters believe that shark worms are somehow drawn to the presence of human life far beneath the earth's surface. It is unclear if they can somehow smell them, sense their vibrations, or if they depend upon a supernatural scent. When they find prey, they rapidly consume all they can and then revel in the destruction of all other life. Very few people have survived encounters with shark worms, though it is believed that the creatures are rare. In mines with confirmed sightings, tradesmen have worked with nobles to offer substantial bounties for the shark worm's destruction.

While there are no confirmed sightings of these banes on Morden's surface, members of the Order of the Penitent have found unexplained tunnel openings on numerous occasions. Many of these sightings also included mucus similar to that of the shark worm. If these terrors become more prevalent, it could represent a significant threat to all of Morden.

SHARK WORM

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+8, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 17 (2)

Special Abilities

Acid Spit: A shark worm can spit acid in a Cone Template. Characters within the cone must beat the bane's Shooting roll with Agility or suffer 2d8 damage immediately, and then 2d4 damage for the following two rounds as the acid penetrates their clothing and flesh.

Armor +2: Shark worms have a thick, mucus coat.

Bite: Str+d8.

Burrowing: Pace 6.

Huge: Sharkworms suffer -2 to attack Large targets and -4 against normal sized prey. Normal sized targets get a +4 to attack rolls against them.

Size (+8): Sharkworms exceed 50' length.

Vibration Sense: Shark worms can sense movement and even a heartbeat through the earth. They ignore all lighting penalties for any targets in contact with the ground.

Witchline (Chimera): Baness of the Chimera can be sensed by Mongrel Accursed within 25 feet.

Forests and Lumber

Much of Manreia's interior is covered in temperate, broadleaf forests. These are old growth trees, primarily hardwoods that play a critical part in the nation's economy. While the westernmost wooded lands have been heavily harvested, the central and western forests still contain a rich reserve. The trees in Manreia's woods do not grow as densely as those in Valkenholm's Deepwode, and historically they have had fewer predators. As a consequence, the nation's forests were not generally considered as treacherous or foreboding. Of course, in the wake of the Bane War, nowhere in Morden is safe.

Orchards of fruit trees contribute to Manreia's agriculture, but their production cannot compare to the economic value drawn from the untamed forests. Logging camps are distributed across the nation. The most common procedure is to set up camps near rivers and streams. Buoyant wood is then floated down river to a mill or town where it can be processed or transported by rail or ship. However, this is not always possible when seeking out particular species of tree. Not all grow near waterways, so camps must sometimes exist deeper within the forest's interior. In these cases, transporting the newly felled wood out of the forest represents a major challenge. Huge teams of oxen working in concert pull massive carts, capable of carrying the wood from three or more trees. A few logging camps have even experimented with the use of steam engines to pull the carts, but this practice remains fraught with the danger of exploding engines.

Clearcutting is traditionally frowned upon in Manreia, particularly in an era where new towns are unlikely to be founded. Consequently, logging camps tend to be small and itinerant. Most have less than twenty workers, including support staff. The majority of logging camp workers are skilled laborers, who are tradesmen. Only those nobles with extensive forested holdings assign their landbound to work as lumberjacks. Usually, small logging camps cut less than fifty trees over the course of a few weeks at a given site before moving on to a new location. Hundreds of these small camps combine to establish Manreia's national logging production and fulfill the Lord Warlock's tithes.

Because of their relatively small size, groups of bandits or predatory banes can overwhelm a logging camp, killing or abducting everyone. The Order of the



Penitent has recorded many incidents where members found abandoned logging camps, which led to an encounter with a bane. Similarly, small towns within Manreia's forests have reached out to the

Order for assistance after receiving reports from the survivor of a logging camp.

While hardly as dangerous as a pack of maggot hounds or a horde of cauldron born, stench goblins have become the largest ongoing nuisance for logging camps. These banes often steal critical supplies from a camp, limiting their productivity. Some camps have begun hiring guards to try to deal with the banes, but a triggered spray is almost always enough to force a camp to relocate.

These ongoing challenges have led to a limited supply of wood for tradesmen across Manreia.

This restriction, in turn, has led to an increase in costs for raw material and finished goods. The effects have been gradual, but there is no indication of them slowing. The continued increase in costs only make matters increasingly difficult for the refugees that still crowd the nation.

Stench Goblin

Stench goblins have become an increasingly common threat in Manreia's forest regions. Clearly a creation of the Chimera, these small banes have become far more prevalent than one might expect of her creations. While they do demonstrate some variation, individual specimens are more consistent and more similar than is normally expected of her work. Some Witch hunters have begun to suspect that these banes are capable of reproduction—a horrific notion.

These banes have the body of a monkey, the tail of a skunk, and the head of a bobcat, all stitched together into a form about three feet in height. Their potent spray is their primary weapon. However, they do have a painful bite and have been known to throw rocks and sticks. They are typically encountered in small groups of four to ten creatures, and are rarely solitary. They are primarily scavengers, but are not above chasing humans away from an object of their desire to obtain it. The banes demonstrate pack-hunting characteristics. Groups often divide when approaching a camp with

only a few members distracting the inhabitants while others enter the camp to steal food or other goods.

Stench goblins are attracted to the smell of food, but that is not the only thing they steal. They also abscond with shiny objects—though they are equally drawn to glass and gems as well as base metals and precious ones. When Turris Atra is in the region, the banes often target more specific items, including human prey. It seems that the Chimera can exert direct control over the banes so that they retrieve the specific items she desires.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Shooting d6, Subterfuge d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities

Bite: Str+d4.

Stench Spray: A stench goblin can lift its tail and shoot a spray of horrific odor in a Cone Template. Characters within the cone must beat the bane's Shooting roll with Agility or suffer a level of Fatigue, become Shaken (which cannot cause a wound), and a -2 Charisma penalty. The Fatigue recovers one level per fifteen minutes in open air, while the Charisma penalty is removed after the character (and their clothing) is thoroughly bathed. Stench goblins are immune to the effects of their spray.

Size (-1): Stench goblins are about 3' tall.

Witchline (Chimera): Banes of the Chimera can be sensed by Mongrel Accursed within 25 feet.

Manreian Hindrances

The following new Hindrances are available for Accursed characters.

NEOPHILE [MINOR]

A Neophile is obsessed with the latest approach to everything, from clothing to fashion to philosophy. The individual is seldom concerned with practicality or efficiency, instead making certain that their equipment and their approaches always reflect the newest innovations. These characters must regularly change their approaches to solving problems as well as their wardrobe and equipment. If the character uses the same resources or tactics for two or more game sessions, they gain the Bad Luck Hindrance until they change that aspect of their lives.

LANDBOUND [MINOR/MAJOR]

As a member of the landbound social class, the character's life is completely answerable to the noble who owns the land where he dwells. Any property the

character owns is subject to the control of the noble. The landbound may only travel from his home region with the controlling noble's permission.

As a Minor Hindrance, the noble is kindly and understanding. While the noble expects to be informed, she is generally agreeable seeking only the best for her landbound. Requests to travel or seek education are approved as long as there is a rational explanation. The noble may even be willing to provide sponsorship if it seems to be in her best interest.

As a Major Hindrance the noble views her landbound as little more than slaves. Soldiers are dispatched to hunt anyone who leaves her territory. There are no opportunities for advancement, even for landbound who seem well qualified to become tradesmen.

Manreian Edges

The following new Edges are available for Accursed characters.

ACADEMY TRAINED

Requirements: Novice, Smarts d8+, Any Knowledge d8+

Manreia's academies are centers for learning. Tradesmen teach information specific to their fields, but students are encourage to diversify their education learning from masters in different areas. Before completing their education, students become adept in a range of different subjects. Characters with Academy training gain a +1 to all Knowledge checks, including those for which they are unskilled.

MINER

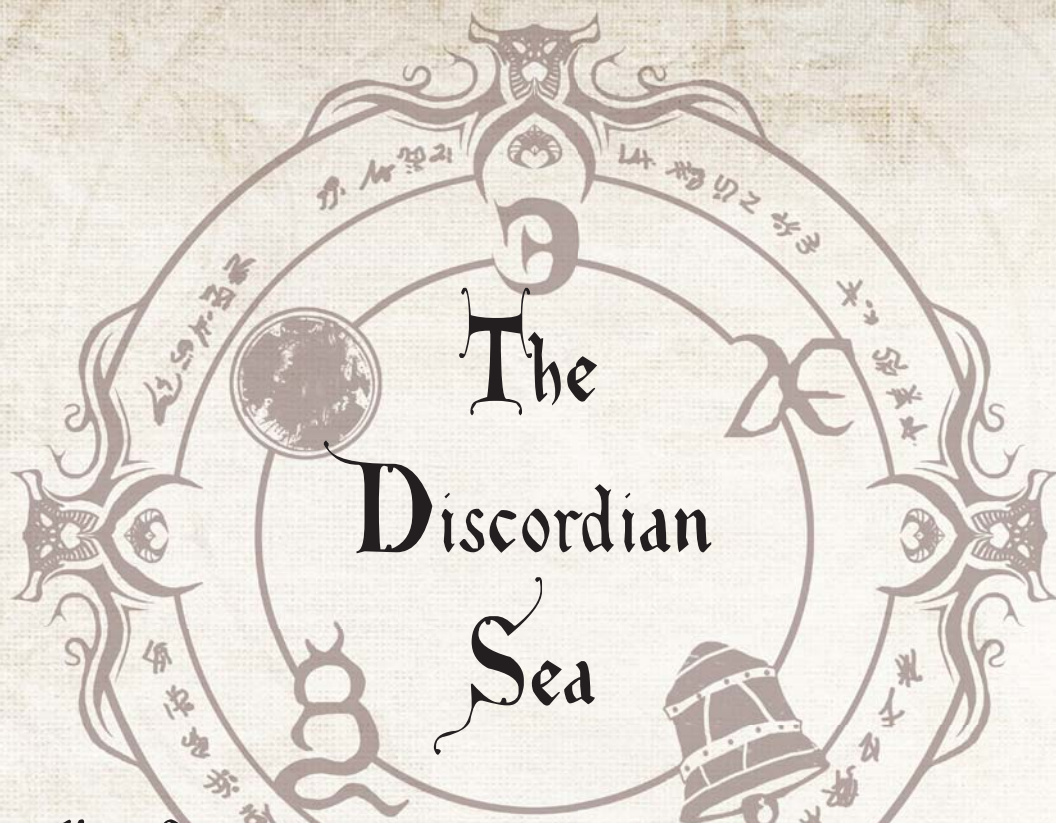
Requirements: Novice, Knowledge (Mining) d6+

Years of working in mines deep beneath Morden's surface can change a person's perceptions and expectations. Miners become more comfortable in the darkness and far more aware of the dangers. Miners receive +2 on all Notice checks when underground. Further, they reduce all illumination penalties by 1 (for example, the penalty for dark becomes -1).

RESISTANCE FIGHTER

Requirements: Novice, Manreian, Spirit d8

The character is fiercely devoted to the cause of overthrowing the Lord Warlock to restore Manreian independence. When acting on a plan that opposes the forces of the Witches, a Resistance Fighter may gain two Bennies in exchange for suffering a level of Fatigue. Those Bennies are lost if they are not spent within the current scene. The level of Fatigue is recovered at the beginning of the next scene.



The Discordian Sea

From the turbulent, stormy seas and ice-choked bays of far northern Steppengrad to the placid, warm, sapphire swells of the bay of Parnath at Morden's southern tip, the Discordian Sea defines the lives of many of its residents. Lying off the western shores, the sea is a storm-wracked, capricious body that spans most of the hemisphere and encompasses tens of thousands of square miles of salt water. It is both loved and hated, respected and feared. The fury of its storms and the dangerous nature of its flora and fauna are legendary. So, too, is its breathtaking beauty and the powerful—some would say romantic—call.

Within its watery realm, the Discordian Sea contains countless riches and untold dangers. Distant island chains hide the remains of ancient settlements or lost civilizations, their long-abandoned treasures waiting to be rediscovered. Huge schools of fish stretch for miles, and edible shellfish litter the sands as thick as leaves on a forest floor. To the far north, dense packs of whales and seals provide oil, blubber, meat, and bone for various industries throughout Morden. In the tropical south a wealth of nondescript flora and fauna lay waiting to be discovered, which could be unspeakably valuable to medicine and science.

Into these largely uncharted waters sail the many intrepid Mordens who make their living from the sea. Here, the merchants and pirates, smugglers and customs officials, the seekers and adventurers, and

the refugees and absconders all struggle against one another and against the sea itself. The men and women of Morden answer the siren call of the ocean even today, in the wake of the devastating Bane War. Their reasons are as varied as the sailors themselves, and their deeds are certain to shape the course of Morden's history for years to come.

A Life at Sea

For the entirety of Morden's long history, brave men and women have plied the waters of the Discordian Sea in search of wealth and adventure. Ever since the first mariners took their halting steps into those treacherous waters, the sea has called with an almost irresistible song. The ancient coastal peoples braved the capricious, often violent sea in fragile vessels in search of new lands and new sources of wealth.

Taking to the Sea

In the days before the Bane War, most men and women who went to sea did so voluntarily. Whether driven by duty, a desire for wealth, or a thirst for adventure, those who left home and set out on the rolling main did so at their own volition. Fishermen and whalers had been at sea for generations, even before major seaborne trade appeared in Morden. These hardy souls lived and died by what they could catch and bring to market, and it was they who first

developed the tools and techniques of navigation. As Morden developed and trade between the nations flourished, many seamen became merchant sailors, plying up and down the coast trading goods at all the major ports. Furs and foodstuffs from Steppengrad, wine and machinery from Manreia, coffee and stone from Hebron, and exotic textiles and spices from Hyphrates were all carried in the holds of the many established and respected shipping lines.

As shipping increased, so too did piracy. To combat these parasites, shipping guilds began arming their vessels and nations developed state-sponsored navies to protect valuable cargo vessels. Sailors developed new sailing techniques, built bigger, faster, sturdier ships, and learned how to fight at sea. Naval artillery was developed, and whole schools of thought and military theory sprang up almost overnight based on naval power. Sailors were desperately needed to crew merchant ships and those of the burgeoning militaries. To meet these needs, shipping guilds offered high wages and shares of company profits to attract able bodied seamen. The new navies, on the other hand, could not compete in the arena of wages and shares so they relied on the press to get their sailors.

For generations, the seafaring nations of Morden improved both their civilian and military seafaring prowess. Trade waxed and waned, wars were fought, and the further development of naval architecture, navigation, and sailing techniques continued apace. All of this progress crashed to a halt with the outbreak of the Bane War.

The invasion of the Grand Coven destroyed much of what the previous generations of sailors had achieved on the Discordian Sea. Trade ground to a stop as ships were seized by the Witch Armies, taken by newly unfettered pirates, or destroyed by freak storms and new and dangerous horrors swarming in the inshore waters. The fledgling Manreian and Gradniki navies were utterly destroyed, their ships and assets seized by the Witches and their officers killed or turned into monsters by the Witches' magics. Within a decade, the seas were wiped nearly clean of human presence with Morden's ships holed up in their ports or lying shattered at the bottom of the sea.

It was around this time that Morden's refugee crisis spilled out into the Discordian Sea. Tens of thousands of Mordens fled their homes ahead of the ravaging Witch Armies. As one nation after another fell, the displaced fled further and further west until they were pinned against the shore. With nowhere else to go, the refugees took to the sea rather than face certain death at the hands of the Grand Coven. Soon, there were more farmers and tinkers and tradesmen afloat than there were professional seamen. When



people could not find ships and professional crews to evacuate them from the land, they built makeshift rafts and shapeless hulks and chanced the dangerous sea on their own. Many died—sunken or lost or utterly destroyed by sea monsters—and many more were snatched up by Witch Army patrols, pirates, and slavers from across the sea. Those who survived flooded into Morden's many inshore colonies or found their own islands to colonize.

For the entire duration of the Bane War, Mordens flooded into the sea. The refugee crisis in the Discordian Sea reached its height with the decimation of Steppengrad, and afterward the seaward migration of panicked Mordens began to slow. By the end of the Bane War, it was said that there were more Mordens living on the sea than there were on land. While this was surely hyperbole, the number of people who fled to the ocean is indeed staggering.

Today, many of the settlements that were founded during the Bane War are still inhabited. Most of them are small, eking out a just-better-than subsistence existence and counting themselves lucky not to have been thrown into the meat grinder of the Bane War or changed into an inhuman monster by terrible magics. A few of these settlements, especially those led by experienced mariners, have thrived however. They have managed to create their own societies out

among the islands and atolls, establishing trade and diplomatic relations with surrounding settlements and even breaking off to colonize new islands when the need arises. These settlements embody the grit and determination of the Mordens, and are a testament to their ingenuity and unbreakable spirit.

The Living Ocean

The Discordian Sea is separated into two general areas—the inshore waters and the deep ocean—and each one presents its own unique challenges and rewards.

Inshore Waters

By agreement between the four seafaring nations of Morden—Steppengrad, Manreia, Hyphrates, and Hebron—the inshore waters of the Discordian Sea extend for a few hundred miles from the continent's westernmost point. These are relatively shallow waters—averaging around 50 fathoms but as shallow as five to ten fathoms for great stretches—and are densely populated with islands and rock formations. The seafloor in Morden's inshore waters is generally smooth and rocky, and covered with deep gray sand. The occasional underwater plateau or breaks up this monotonous surface.

Islands in the inshore waters vary in size and climate depending upon their location. To the far north and far south, the waters are ice cold and the islands are large and craggy, made of ancient hard stone thrust up from the seafloor ages ago. When they have life on them at all, it is typically lichens, small, hardy sea plants, and creatures like fur seals, penguins, and ice bears.

In the middle latitudes, particularly around Manreia, the sea climate ranges from temperate to tropical, and the character of the islands reflects this. Some are a mixture of stone and sand, home to grasses and sea oats, while others are tropical atolls covered in coconut palms and razor-sharp grasses. Some house exotic and nondescript plants, mammals, and birds. Many host colonies of feral pigs, chickens, and other livestock left behind by sailors.

The waters near Hyphrates and Hebron tend to be more volcanic in nature. While most are long dormant calderas and pleasant atolls with fertile soils and black sand beaches, a few feature still active volcanoes. These dangerous places have active lava flows, vents spewing superheated toxic gasses, hot sulfur springs, boiling rivers, and are generally actively hostile to any life. Only alchemists and witches seeking rare components are likely to deliberately travel to these isles.

Before the Bane War, numerous colonies and plantations were settled among the inshore islands. Most of these were commercial affairs—plantations

growing sugar, fruit, and vegetables, mining and lumber operations, even fisheries and hatcheries—but some were colonies founded by religious or academic organizations searching for truth and knowledge. Scattered throughout were numerous small, out of the way places with natural harbors and hidden coves which became the haunt of pirates, smugglers, and other types of seaborne criminals. The most infamous of these pirate havens is the dreaded Port Sorrow. The populations of these many far-flung settlements remained remarkably stable until the outbreak of the Bane War. With the coming of the Grand Covenant, countless Mordens fled into the sea. There, they founded their own ramshackle colonies or settled in one of the existing settlements, swelling populations to bursting and taxing supplies of food and water.

SAILING ON A LEE SHORE

Inshore sailing in the Discordian Sea is a nerve wracking business at best. Navigating along the coast and out into the deeper parts of the inshore waters involves a myriad of risks. The most obvious is the sea's shallow depth. While 50 fathoms sounds quite ample to a landsman, that depth can be significantly reduced in heavy seas or during storms. Added to this, dangerous tidal forces and powerful cross currents are rampant in places where islands lie close together, and an inattentive navigator can find himself in serious trouble with shocking speed.

Perhaps the largest issue with inshore navigation is the lack of sufficient charts. While the Bane War raged on land and thousands of Mordens fled into the sea, the surveying of newly discovered navigation hazards and the regular updating of existing records fell off drastically. These activities were not seen as a priority as the far more immediate threat was coming from inland and most people were too busy fighting for their lives or being branded with Witchmarks to attend to the proper cataloging of reefs and islands. Much maritime knowledge was lost during the Bane War, and only in recent years have sailors begun to piece their lost knowledge back together.

Weather also complicates navigation of Morden's inshore waters. The Discordian Sea is notorious for its massive, earth-shattering storms. White and black squalls appear out of nowhere, drowning and killing everything in their range in an instant. Huge cyclones sweep across the vast expanse of deep ocean, gaining in strength and destructive power before lashing the coast in a fury of rain, wind, and lightning. Deep sea earthquakes and volcanic eruptions in uncharted waters set huge tidal waves in motion that come ashore as large as cathedrals, smothering thousands under innumerable tons of foam and seawater. Storms of this

magnitude are thankfully relatively rare, but sailors still have to contend with more rain, high winds, lightning strikes, fogs, and heavy snows than are seen in other, similar bodies of water.

There are also dangerous and aggressive creatures lurking in the Discordian Sea, ready to destroy a ship and devour her unlucky crew. Most are seemingly natural—large and malicious serpents and dangerous jellyfish—but some are like something out of a nightmare, and their status as something born naturally of the sea as opposed to from a Witch's cauldron is suspect at best.

All of these factors—the weather, the uncharted hazards, the deadly creatures—make sailing the inshore waters incredibly risky. The seafloor throughout the inshore waters is littered with shipwrecks full of cargo and corpses. There are great rewards to be had in the Discordian Sea, however. There are great fortunes to be won and new places and ancient civilizations to be discovered. The promise of these rewards outweighs the inherent risk for many, and the ever growing number of ships at sea attests to this.

Common Ship Types

There are countless types of vessels afloat in the Discordian Sea, and each one tells a long story of the culture and priorities of its builder.

CORVETTE

Related to the common sloop, corvettes are small, flush-decked vessels designed for speed and agility. A relatively new design—Manreia possesses only a small handful of these valuable ships and they are mostly unknown among other navies—corvettes average around 100 feet in length and displace between 200 and 400 tons. They carry a full suit of sails on three masts, and have crews of upwards of 80 men and officers depending on their size and role. Their construction and inherent sailing qualities allow corvettes to operate well in the shallow, rocky, reef-strewn waters off the Manreian coast, and they make excellent couriers, cruisers, escorts, and scouts.

For armament, corvettes carry between eight and fourteen guns on their single deck. Depending upon the ship's role, these are either nine- or twelve-pound long cannon, 32-pounder carronades, or some mix of each. A few of these new vessels have found their way into private hands—smugglers, pirates, slavers, and privateers mostly—and they are quickly becoming the go-to ship type for discerning mariners.

ACC/TS	Toughness	Crew
3/10	20(4)	80+20

Notes: Heavy Armor, 8–14 Cannon

Frigates and Ships of the Line

The current state of the art in naval architecture, particularly military naval architecture, among the nations of Morden extends barely beyond the sloop and the corvette. Cargo and transport vessels like Galleons and Caravels are larger, but do not have the sailing and fighting qualities needed to operate effectively as warships. Designs for large and powerful purpose-built warships such as frigates have only recently begun to appear in Manreia, and those are largely theoretical. Only one frigate-sized vessel currently exists—the massive, 64-gun, twelve-pounder ship *Lord Hesterly*—and she is little more than a half-finished hull in a navy slip in Palmyria harbor.

GALLEON

These large, slow, wall-sided vessels are a throwback to an earlier age of sailing technology. First designed by Manreian shipwrights more than two centuries ago, galleons were once the most common type of large sailing ship seen in the Discordian Sea. Built primarily as heavily armed trading vessels, galleons have thick timbers and carry upwards of 40 guns—typically nine or twelve pounders—on two gun decks. They have three towering, square-rigged masts, a short bowsprit, a tall forecastle, and a distinctive horizontal beak that protrudes from the bows. While their quarters are relatively cramped, their holds are cavernous and arranged in such a manner as to allow these vessels to carry more cargo than seems possible.

During the Bane War, many Manreian and Gradniki galleons were pressed into military service—fighting pirates and smugglers and assisting refugee ships navigating the treacherous inshore waters of the Discordian Sea. In recent times, however, galleons have fallen from favor, replaced by the more modern sloops and corvettes. While some galleons can still be found plying the sea, many still sail under Steppengrad's flag and are in private hands, most have been broken apart for salvage.

ACC/TS	Toughness	Crew
2/6	20(4)	60+60

Notes: Heavy Armor, 40+ Cannon

GALLEY

Native to the waters off Hyphrates and Hebron, galleys are, like Galleons, vessels from another age. The earliest type of ship afloat, and one that remains at sea today due to its versatility and ease of construction, galleys are long, low, sleek vessels perfectly suited to the calm southern waters. They are lightweight, with mostly flat bottoms and shallow drafts, and are propelled by both oars and lateen-rigged sails carried on two tall pole masts amidships. Indeed, their reliance on oars for their primary means of propulsion makes galleys incredibly agile. With their large crew of well-drilled rowers, galleys can sail into the wind, sail backwards, and duck in and out of tight spaces where a sailing vessel would never dare. This, along with their ability to carry a surprisingly large number of cannons and their reliance on large crews, make galleys extremely effective seagoing vessels. While the southern lands of Hyphrates and Hebron have largely adopted galleons, sloops, and corvettes as their primary ship types, a variety of galleys still sail among the warm southern islands.

ACC/TS	Toughness	Crew
2/8	18(4)	80+40

Notes: Heavy Armor, 2–6 Cannon, Acc/TS is 1/3 under sail.

SLOOP

Sloops are not a single type of ship, but a collection of different classes and sizes of ship of roughly the same size and role. Generally categorized into two types—the three-masted, ship-rigged sloop and the two-masted brig-rigged sloop—sloops are versatile and extremely varied in their construction, size, and intended role and there is little standardization among them. A typical sloop is a small, flush decked vessel similar to the corvette but bulkier and designed more for fighting than for raw speed. Depending on their size they carry from ten to twenty-four guns on a single deck and are generally crewed by between 50 and 130 men and officers.

ACC/TS	Toughness	Crew
3/10	15(3)	50+50

Notes: Heavy Armor, 10–24 Cannon



Discordian Mermaid

Seamen sailing the Discordian Sea tell tales of lovely, bewitching women who live beneath the waves and lure unsuspecting sailors to their deaths. These creatures—described as a hybrid of human and sea creature—have the upper torso, arms, and head of a human woman and the lower torso and tail of a fish or porpoise. Sailors claim that these creatures, these mermaids, use their physical charms and magical powers to drive men mad—causing them to jump into the sea and drown or drive their ships upon rocks and reefs where they are smashed to pieces. While many seamen dismiss these stories as nonsense, like all legends there is a kernel of truth to them. These creatures do exist, and they are more horrible than the legends describe.

Scholars argue whether Discordian Mermaids are native to the Discordian Sea or horrible products of the Witches' dark magic. A terrifying amalgam of human and sea mammal, they are violent, cunning, evil-tempered, flesh-eating monsters straight out of nightmare. They live in small groups, generally around a dozen individuals, and call a number of rocky islands around Manreia and Hyphrates their home. No two are alike, suggesting that they may be among the Chimera's children. They possess innate magical powers and sing haunting melodies that can control the minds of men and Witchmarked alike.

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

Skills: Athletics d8, Fighting d6, Notice d8, Persuasion d10, Subterfuge d6, Taunt d10

Charisma: +4; **Pace:** 4; **Parry:** 5; **Toughness:** 7
Special Abilities

Aquatic: Pace 8 when swimming.

Claws and Teeth: Str+d6.

Magic Abilities: Mermaids possess the following natural magical abilities: *blind*, *confusion*, *detect/conceal arcana*, and *summon ally*. Mermaids have 20 power points and use a Spirit check to activate their powers, and all powers possess water trappings.

Siren Song: The lilting song of the Discordian Mermaid is doom for those unfortunate enough to hear it. Anyone hearing a Discordian Mermaid's song must make a Spirit roll at –2. Those who fail throw themselves into the sea, whether they can swim or not,

and make every effort to reach the mermaids. Those captivated by a mermaid's song are under the creature's complete control, and follow its every command. If a creature enthralled by a mermaid's song suffers a wound or a level of Fatigue from any source, they may make a Spirit roll at -4 to break the spell. Individuals who break their enchantment, or who outlive their usefulness to the mermaids, are drowned or torn limb from limb and eaten.

Witchline (Chimera): Banes of the Chimera can be sensed by Mongrel Accursed within 25 feet.

Thresher

Threshers are one of the greatest scourges of the Discordian Sea's inshore waters. They are long, thin, serpent-like creatures with thick scales, a spiny dorsal ridge, and a head full of sharp, serrated teeth. Typically solitary creatures, threshers are most common in 50 to 100 fathom waters in warmer climes around Hyphrates and Hebron. Their scales are a mottled blue-black with an iridescent sheen that makes the creatures extremely difficult to see in the water. They have no limbs, and move their massive bulk through the water in the same manner as a snake does on land.

Extremely territorial, threshers see anything larger than a school of fish entering their territory as a direct threat. Ships traveling in waters known to harbor threshers maintain a constant and painstaking lookout for these malicious serpents, and often go to great lengths to avoid thresher infested waters altogether. When roused, a thresher trails a ship for miles, hiding in its wake and judging its size and strength. The creature then swims a long arc around the ship, choosing its angle carefully and finally making its attack.

A thresher attack usually consists of the creature making a headlong dash at a ship, rising out of the water, and coiling its massive body around the vessel like a constrictor. It then breaks the ship to pieces, eating the crew and any livestock aboard and leaving the remains to settle to the seafloor.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+10, Vigor d10

Skills: Athletics d12, Fighting d8, Guts d10, Notice d8, Subterfuge d10

Pace: -; **Parry:** 6; **Toughness:** 21 (4)

Special Abilities

Aquatic: Pace 12 when swimming.

Armor +4: The thresher's body is covered in thick, iridescent scales.

Bite: Str+d8.

Crush: When attacking ships, threshers coil themselves around a vessel and crush it with their powerful bodies like a constrictor killing its prey. This

attack counts as a grapple, and victims suffer damage each round the grapple is maintained. Threshers may also bite in the same round they crush without incurring a multi-action penalty.

Gargantuan: Threshers suffer +4 to all attacks made against them. A thresher's attacks count as Heavy Weapons, and their Armor is Heavy Armor.

Hardy: Threshers do not suffer wounds from being Shaken twice.

Reach (2).

Size +10: Adult threshers can grow to over 75' in length and 15' in diameter.

Witchline (Gorgon): Banes of the Gorgon can be sensed by Ophidian Accursed within 25 feet.

Blue Water Sailing

Sailing in the deep ocean, far from land, is an altogether different experience than the complex and stressful sailing of Morden's inshore waters. Roughly 300 miles from Morden's western shores, the seafloor slopes quickly and steeply away. The average depth in the deep sea is 500 to 750 fathoms, but there are some deep abysses where it plunges to 2000 and even 3000 fathoms. While there are fewer physical navigation hazards in the deep sea—reefs and island chains are few and far between—it is still a tricky and dangerous business.

The importance of stellar navigation—using the sun, moon, and the surrounding stars to determine a ship's position—is paramount in blue water sailing. In the vast trackless expanse of the deep ocean, there is often nothing from horizon to horizon save for the swell of the sea and the occasional bird or sea creature. There are no physical landmarks, and the only means of navigating long distances is by complex mathematical and astronomical computations. Uncharted reefs and islands are still a threat out in the deep ocean, too, and an imprecise stellar observation or an out of calibration instrument could cause a ship to become irrevocably lost or to run aground and founder.

There are also more existential threats in deep water sailing. Loneliness and isolation can drive whole ship's companies mad. Conflicts arising from being confined in close quarters for months on end can end in bloody disaster. Then there are diseases such as scurvy which are caused by vitamin deficiencies that can render an entire crew unable to operate their ship.

Finally, there are the storms. With no land for thousands of miles to temper the weather, deep sea storms generate immense, ship-shattering power. Hurricanes and typhoons create enormous winds and waves that can top one hundred feet high. Massive thunderstorms can burn a vessel to the waterline or

detonate its magazine with a barrage of lightning. While these storms rarely reach shore, they can easily destroy an unprepared or inattentive ship or convoy.

Discordian Kraken

A sea monster in the truest sense, the Discordian Kraken is the stuff of nightmares. Distantly related to the countless squid-like creatures that call the Discordian Sea home, Discordian Krakens are huge, fearsome, aggressive creatures driven by insatiable hunger and spite. Tales of their origin vary—some say they are mundane, normal, and perfectly natural, others suggest that they are products of the Witches' magics—but nearly all agree that these monsters are among the most dangerous creatures in the sea.

Like their smaller, more retiring cousins, Discordian Krakens have long, rubbery, roughly cone-shaped bodies. Two massive gold eyes with round, black pupils dominate the lower, broader part of their body, and the narrow point is flanked by two rippling fins. Growing from their head, which is at the broadest part of their body, are ten long tentacles. Eight of these tentacles are identical, long and sinuous and tipped with dangerous hooked claws. The two remaining tentacles are much longer and tipped with broad, leaf-shaped, semi-prehensile flippers that are covered in powerful toothed suckers. At the base of the tentacles is a powerful, bird-like beak that can snap a mainmast, or a man, in two with frightening ease. With their tentacles extended, confirmed Discordian Kraken sightings have been observed as large as 200 feet long. There are rumors of creatures even larger among the sailors who spend their lives in the deep sea.

While most sea creatures avoid humans and Accursed at all cost, even the dangerous threshers and evil-tempered saberback whales, krakens seem to go out of their way to antagonize land dwellers. Kraken attack ships without provocation—rising up from beneath, wrapping the unsuspecting vessel in their mighty tentacles, and dragging ship and crew to a watery death. Thankfully, Discordian Kraken are quite rare. They live primarily in the icy waters far to the north and south, and then only in very deep waters. When they are encountered, a lucky or determined ship's crew can drive them off with smart sailing and accurate gunfire, giving them at least some chance of surviving their encounter with the kraken.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+12, Vigor d10

Skills: Athletics d10, Fighting d8, Guts d10, Notice d8, Subterfuge d10

Pace: –; **Parry:** 6; **Toughness:** 20 (1)

Special Abilities

Aquatic: Pace 10 when swimming.

Armor +1: The kraken's rubbery flesh is surprisingly resilient to attack and counts as Heavy.

Beak: Str+d8.

Ensnare: A kraken may ensnare an enemy with its many powerful tentacles either to subdue it or crush the life from it. This attack counts as a grapple, and victims suffer damage each round the grapple is maintained. A kraken's many limbs can act independently, enabling it to attack up to 10 different targets with its tentacles without a multi-action penalty. Kraken may also bite in the same round they crush without incurring a multi-action penalty.

Fear (-2): A kraken's alien physiology and writhing mass of tentacles, combined with its fearsome reputation, strike fear into the hearts of even the most jaded seaman.

Gargantuan: Kraken suffer +4 to all attacks made against them. A kraken's attacks count as Heavy Weapons.

Ink Defense: Kraken produce a thick, black, inky substance that can be used either defensively or offensively. As a defense, the ink can be released as a cloud in the water around the creature. The ink fills an area the size of a Large Burst Template (or 2d6 foes), and anyone caught within it suffers -4 to any rolls made to locate or attack the kraken. As an attack, the creature can spray a thick, viscous jet of ink over short range. The jet has a range of 6/12/24 and is mildly caustic. Victims must make a Vigor test or be blinded until the ink can be washed off. This attack can also, at the Game Master's discretion, cause ship decks, rocks, and other hard surfaces to become slick and treacherous.

Size +12: Kraken can grow to be over 200' long.

Witchline (Chimera): Banes of the Chimera can be sensed by Mongrel Accursed within 25 feet.



Saberback Whale

Saberbacks are large, particularly aggressive whales native to the deeper parts of the Discordian Sea. They live and travel in large family groups called pods composed of females, calves, and young males. Mature and elderly males typically live solitary lives hunting and traveling alone, rarely interacting with their home pod. Saberbacks are a relatively recent discovery by the sailors of Morden, with the first specimens recorded during the early years of the Bane War. Rumors among Steppengrad's whaling fleet suggest that saberbacks are creations of Baba Yaga, unleashed on the sea to stop Gradniki from fleeing Mother Steppengrad in the face of the Witches' invasion.

Considered medium-sized as far as whales native to the Discordian Sea are concerned, saberbacks are large, bulky creatures with blunt heads and broad,

powerful tails. Thick bony plates cover their heads and their dorsal flanks, and a long, serrated ridge of razor sharp bone runs the length of their spine from just behind their head to the beginning of their tail. This ridge, and the whales' tendency to use this ridge to saw holes in passing ships give the creatures their colorful name.

While other whale species provide Mother Steppengrad with bone, oil, meat, and ambergris, saberbacks provide nothing. Many a Gradniki whaler has been smashed or cut to bits by saberback whales swimming among pods of more productive, easier to catch creatures. In fact, saberback whale attacks damage or sink more ships in a year than weather and pirate attacks combined. While this has not put a stop Steppengrad's whaling industry, it certainly hinders it and makes whale byproducts more expensive throughout Morden.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+8, Vigor d10

Skills: Athletics d10, Fighting d6, Guts d8, Notice d8

Pace: –; **Parry:** 5; **Toughness:** 18 (4)

Special Abilities

Aquatic: Pace 10 when swimming.

Armor +4: The thick, bony plates covering its body and its long serrated dorsal ridge give the saberback natural armor, which counts as Heavy.

Bite: Str+d6.

Large: Attackers receive a +2 bonus when attacking a saberback.

Ram: Saberbacks are capable of using their massive bladed backs to attack any person or vessel in the water. Attacks deal Str+d8 damage and count as Heavy Weapons.

Size +7: A full grown saberback whale can reach 40' long and weigh many tons.

Weakness (Silver): Saberbacks suffer double damage from silver weapons.

Witchline (Baba Yaga): Banes of Baba Yaga can be sensed by Vargr Accursed within 25 feet.

Distant Shores

While many landsmen think of the Discordian Sea as a vast and watery wasteland devoid of human life, nothing could be farther from the truth. Hundreds of islands throughout the sea are inhabited, mostly with colonists and refugees who escaped the Bane War, and there are at least two powerful nations across the sea who regularly trade with the various countries of Morden.



Nordheim

Nordheim lies roughly three weeks sailing north-northwest of Manreia. It is a rugged, windswept land of soaring mountains, hot springs, deep, narrow fjords, and ice-choked seas. The country itself consists of one large island, almost a small continent, with numerous outlying islands on its eastern and southern coasts. It is a cold and austere land, with temperatures that rise just above freezing during the short summer months and plunge well below during the long, dark, seemingly endless winters. While Nordheim is extremely rich in natural resources—especially granite, iron, timber, grazing animals, and gold—there is precious little arable land upon which to grow crops. This means that the people who dwell there must rely on trade or plunder for much of their diet, especially grains and vegetables.

The people of Nordheim are tall, broad-shouldered, and fair haired with pale complexions and blue or hazel eyes. Very distantly related to the Gradniki, the Nord, as they call themselves, are a practical, hardy people who value family, honor, and square dealing above most anything else. The Nord, like their Gradniki cousins, are a people of contrasts. They can be boisterous and affable one minute, and

taciturn and brooding the next. Both men and women are competent warriors, and they enjoy good food, strong drink, and loud revelry whenever they can get it. They have a mixed reputation among foreigners as well, being known as both fair and honest merchants and as marauding pirates.

The Nord are, perhaps, best known for their prodigious skills in sailing and navigation. At sea well before the earliest sailors from Morden, the men and women of Nordheim are among the finest seamen in the world. Legend has it that it was the Nord who invented modern navigation techniques, and that Nord sailors have actually circumnavigated the world. In the earliest days of Nordheim, the stinginess of the land drove the Nord into the sea to search for foreign goods to supplement their mostly meat and tuber diet. In those days, as is the case today, the difference between a Nord trading mission and raiding party was the whim of the captain and the strength of the possible prey. As their skills increased, the early Nord sailed farther and farther from home, colonizing islands and discovering the Sakurada Shogunate and the various peoples of Morden. While their raiding and plundering days are mostly behind them, more than one opportunistic Nord sea captain has turned pirate or raided the coasts of far-flung lands in the recent past.

Nord ships are quite different from the slab-sided, bluff-bowed vessels common in the waters close to Morden. Known colloquially as *longships*, native Nord craft are long, low, fast sailing vessels with relatively flat bottoms and shallow drafts. Longships run anywhere between 75 and 120 feet long with a single deck that runs the length of the ship, although some ships possess a covered deck or pilot house. Crew size varies, depending on the stated role of the ship, but Nord vessels are often heavily manned even on peaceful trading missions. They carry square-rigged sails on one or two single-pole masts as well as a plethora of oars for inshore work or propulsion in calm weather. Thanks to their small size and shallow draft, Nord longships can enter shallow inshore waters and travel up rivers to ports of call larger ships could never reach. This, combined with their speed and ease of use, makes them excellent vessels for both trade and warfare.

Once a common sight in the outer islands and in Gradniki ports, Nord ships all but disappeared from Morden's waters during the Bane War. While many mercenary Nord served in the Witch Armies as skirmishers and light infantry, the Nord did precious little at sea during the war. They preferred to keep their distance from war torn Morden and to concentrate on exploration and trade with other, non-Witch aligned powers far to the west. Recently,

Nord ships have begun appearing once again in Morden's ports, hungry for trade and, when the opportunity presents itself, for plunder.

Port Sorrow

When the Grand Coven invaded Morden and sparked the Bane War, tens of thousands of people fled before the ravaging hordes of Banes. They fled westward to the coast. Once they were pinned between the advancing Witch armies and the roiling sea, they took what seemed to be the only available option for survival. Countless vessels of every conceivable type set sail from Morden's great coastal cities, headed for the trackless ocean. Most of these refugees had little more than what they could carry and a burning desire to put as much distance between themselves and the marauding Witches. Many found nothing but a watery grave in their flight from the war—choosing to travel in vessels that were ill-suited for the sea. Due to the sheer number of refugees, many survived. They settled on hundreds of small, previously uninhabited islands scattered throughout the ocean, breaking their ships apart to build settlements. They also assimilated into previously settled colonies such as Respite and the numerous mining and agricultural outposts located close to Manreia and Steppengrad. The rest, unfortunately for them, settled in Port Sorrow only to discover that their troubles were only beginning.

Port Sorrow is, perhaps, the most wretched and gods-forsaken place in the known world. In the decades leading up to the Bane War, Port Sorrow was a small, out of the way place where smugglers and pirates would meet to trade, take on water and produce, gossip, and conduct various criminal enterprises away from prying eyes. The island was perfect for their needs with a large, deep, natural harbor, a sizeable area near the harbor suitable for a small settlement, and enough fresh water, timber, and wildlife to support a small population. It quickly gained in popularity, and in short order the small original settlement blossomed into a sprawling, multi-level port city that spread across almost the entire island, even exploiting the arable land for agriculture.

Eventually, as the settlement grew and attracted more people, various powerful factions rose up and attempted to seize control of the island. Numerous powerful pirates, criminal guilds, and even some legitimate traders struggled for control of the booming port and the constant stream of money it produced. After a protracted and often savage and bloody conflict, a loose confederation of pirates and smugglers carried the day. Among themselves, they carved the city into districts, each one claiming a swath of land as their own personal fiefdoms. Each could run their part of



the city as they saw fit, and their word was law within those boundaries. This led to a great confusion and breakdown of what little social order existed. Taxes and laws changed from district to district, even street to street in some cases. This situation was untenable, and soon the various leading factions fell to warring with one another again.

The constant fighting between the rival city factions slowed at the outbreak of the Bane War. As refugees arrived at Port Sorrow—first as a trickle, then as a flood—the various city leaders saw that there was great profit to be made in taking advantage of these unfortunate souls. They put aside their differences temporarily to focus on squeezing as much out of the refugees as possible. Today, the ramshackle, vermin-infested tenements of Port Sorrow teem with refugees from all across Morden. They live desperately in unspeakable poverty and hunger, as they long for the day, if it ever comes, that they can return to what they left behind on the mainland.

Respite

Located a few leagues from Morden's coast, Respite is one of the numerous refugee colonies that sprung up in the wake of the Bane War. Originally settled at some point in the distant past by the Sakurada

Shogunate, this small chain of islands was once one large landmass. The Sakuran colonists—a group of historians, sailors, and religious scholars—traveled from the far-off Shogunate in search of a land where they could settle and carry out a course of spiritual exploration. They sought to unlock hidden mysteries buried deep within Sakuran mythology, and, as their questing was strictly forbidden by Sakuran traditions, they needed a place far away from prying eyes to make their settlement. They found the ideal location near Morden, a pleasant, verdant island possessed of an inordinate amount of spiritual potential.

The original, cultish settlers lived and studied peacefully on the island until they were wiped out by an unknown catastrophe. The nature of the catastrophe that annihilated the settlement and shattered the island into a collection of smaller islets and uninhabitable rocks is unknown. Some say it was a natural phenomenon—a savage earthquake combined with a raging tidal wave—but others say the Sakurans were punished by the ancient gods or destroyed by their own hubris. Whatever the case, only a scant handful of survivors escaped the horror and made the perilous journey back to the Shogunate, where they related their tale and were then summarily executed as dangerous heretics.

For centuries, the shattered island lay uninhabited, the remaining ruins of the Sakuran colony slowly swallowed up by nature. A few of the colony's survivors made it to the shores of Morden rather than take the dangerous passage back to the Shogunate. These foreigners spread the evil tidings of the island and its tragic fate across the land. The shattered island passed into myth, spoken of largely by sea farers and coastal communities in Manreia, Steppengrad, and Hyphrates. The tale took on various forms, altered by local culture and the whims of the teller, but the core of the story remained the same. Somewhere in the Discordian Sea, not too far from the shores of Morden, lay a shattered, god-scourged land shrouded by mists and stalked by horrible demons. A curse lay upon it, and to walk its smoking shores was certain death.

With the outbreak of the Bane War, tens of thousands of Mordens took to the sea in a desperate attempt to escape the predations of the Grand Coven. Eventually, as the refugee crisis grew, a group discovered that the myth of the shattered island was true when they were tossed upon them by a massive storm. Using what they could salvage from their shattered ships and what little usable material they could scavenge from the ruins of the ancient colony, the new arrivals built a small fortified town that could withstand both storm and invasion, a town they called Respite. Today, the people of Respite make their living trading fish, cut stone, and artifacts from the Shogunate colony to passing merchants.

Recently, a rash of unexplained disappearances has stoked the fires of fear and paranoia among Respite's inhabitants. Some say that the ancient powers that destroyed the island are returning, and that Respite could be destroyed just as was the old colony.

Sakurada Shogunate

Far to the west of Manreia, nearly two months sail across the stormy Discordian Sea, lie the mist-shrouded lands of the Sakurada Shogunate. A notoriously reclusive and close-lipped country, little is known of their history. The first Shogunate trading ships made contact with Morden centuries ago. They carried exotic textiles, delicate spices, and rare, precious ores unknown to the rustics who called Morden home. The Shogunate sent no ambassadors to the great capitals of Morden and accepted no official envoys into their country. Instead, state-sanctioned traders performed the majority of their foreign relations work, a state of affairs foreign to the nations of Morden. In spite of this, trade in these exotic commodities led relations to quickly become amenable to people of both Morden and those in the Shogunate.

Sailing in Accursed

In the *Accursed Setting*, the skills primarily involved with operating vehicles—Boating, Driving, and Piloting—were removed as part of the setting's special rules. In *Accursed*, vehicles are generally elements of the setting rather than a focal point of an adventure. A Hero is more likely to use a slow-moving oxcart to cart supplies or hire a coach and six for travel rather than drive one himself. The core rulebook suggests using Agility if ever the need to control a vehicle arises, or Riding to drive pack animals or beasts of burden. During adventures on the Discordian Sea however, a Game Master may want a bit more granularity for controlling or commanding sailing vessels. At their discretion, a Game Master may reintroduce the Boating skill from the *Savage Worlds Core Rulebook*.

Over the years, a few intrepid explorers from the Shogunate have traveled to Morden to take in the sights and study its disparate cultures. Those citizens of the Shogunate who have traveled abroad in Morden are generally described as short, lithesome, sharp-featured people with dark hair and eyes and a sallow complexion. They speak a complex, musical language among themselves and seem to have a knack for learning foreign languages. Their demeanors are quiet and reserved, some would say aloof, and a typical Shogunate citizen prefers to observe and listen rather than dominate a conversation. When they do engage with foreigners, they are polite and gracious on the whole, and they exhibit a generosity and hospitality similar to that of the Gradniki.

During the Bane War, trade from the Shogunate slowed to a trickle. The danger of the long sea passage, the destruction of the various economies of Morden, and the unfortunate fact of Shogunate mercenaries serving in various Witch Armies led to a severe cooling of relations. Recently, however, trade has slowly increased, although the reputation of the Shogunate has suffered greatly among Mordens. People of the Shogunate are now looked upon with suspicion as agents of the Great Coven. It is unclear whether any Shogunate mercenaries are still affiliated with the remains of the Grand Coven, but to the average Manreian, Hyphratian, or Gradniki this matters little. Citizens of the Shogunate fought on the side of the Witches, and that reason alone is enough to hate them.

The Seaman's Manual

This section presents game mechanics particularly relevant for adventures that explore the Discordian Sea.

Hindrances

Not everyone who goes to sea is meant to, and many a landsman is pressed into service or runs away to sea only to find himself completely unprepared for the dangerous and stressful life of a sailor.

LANDSMAN (MINOR)

Landsmen are those unfortunate, profoundly land-based individuals for whom the sea remains a constant and inscrutable mystery. While a landsman can, and often does, learn some small amount about ships and sailing, they remain largely ignorant of the skills needed to survive at sea. No matter how hard a landsman applies himself, he can never be a competent sailor and suffers a -2 penalty to all Trait rolls related to ships, shipping, or survival at sea.

SEASICK (MAJOR)

Seasickness is a malady that can strike anyone aboard a ship, from the greenest grass-combing landsman to the oldest salt afloat. For most people, the symptoms—nausea, dizziness, vomiting, cold sweats—last for a few hours until the individual become accustomed to the motion of the ship and the sea. For a few unfortunates, however, the effects of seasickness may last for days, weeks, even an entire voyage.

Whenever a character with this Hindrance boards a ship, he must make a Vigor roll. With a success, the character is only mildly inconvenienced and suffers little on the journey. If he fails his Vigor he is overwhelmed by seasickness and suffers a -2 penalty to all Trait rolls for one day or until he spends an hour on land. In particularly rough waters or during storms, the character must make a Vigor roll at the beginning of each round until the storm ends. Failure on this Vigor Roll leaves the character Incapacitated until the waters calm.

Edges

Nearly anyone can be taught the ways of the sea, but some possess a special quality that sets them above the rest.

ABLE SEAMAN

Requirements: Seasoned, Knowledge (Seamanship) d8+ or Boating d8+.

Able seamen are the most experienced and capable members of a ship's company. Often at sea for years or decades, they have mastered the many highly-technical jobs required aboard a ship and carry them out quickly and efficiently. They know the name and usage of all sails and ropes, can reef sails in heavy weather, can steer a ship or boat, and have mastered all forms of marlinespike seamanship. A character with this Edge gains a +2 bonus to any rolls made to steer a vessel or to operate its sails and rigging.

MASTER GUNNER

Requirements: Seasoned, Command, Shooting d8+.

Master gunners are responsible for all great guns aboard a ship, from the smallest swivel gun to the heaviest, longest cannon, and all associated gear such as rams, sponges, wads, powder, and ammunition. They are also typically the most accomplished gunner aboard, and their presence and leadership can bolster the performance of even the weakest, least promising gun crews. A Master Gunner grants +1 to the Shooting rolls of all gun crews within his Command Radius.

WEATHER SENSE

Requirements: Novice, Agility d8+ or Boating d8+.

The character can sense an oncoming storm and can safely pilot his vessel through even the heaviest weather. A character with Weather Sense halves the penalty for any rolls made to steer or control a ship during heavy weather. In addition, the character may draw two cards for Initiative during a storm and discard the lower card.

SKIPPER

Requirements: Seasoned, Command, Agility d8+ or Boating d8+, Smarts d8+, Intimidation d8+.

A good, well-found ship requires a competent, taut captain who knows his trade inside and out. The skipper's command radius extends to cover the entirety of his ship, so that all crew aboard benefit from his Leadership Edges.

Specialty Ammunition

Most shipboard cannon fire round shot—smooth, round cannonballs of various caliber—just like their land-based counterparts. There are also a variety of specialty loads, mostly anti-ship and anti-personnel, unique to great guns.

Chain Shot: Made for destroying masts and rigging, chain shot consists of two sub-caliber round shot connected by a stout length of chain. When fired at an enemy ship, they scythe across the deck cutting ropes, toppling masts, and felling men with impunity. Bar shot is similar, but consists of two demi-balls connected by a short iron rod as opposed to a chain. With a raise, a successful hit with chain or bar shot reduces the Top Speed of the target vessel by 1.

Grapeshot: Grapeshot is an anti-personnel round used to clear decks and destroy massed formations of men. It consists of a canvass bag filled with heavy iron balls, either loosely packed or held together by a central iron spar, that scatter upon leaving the cannon's barrel. Grapeshot greatly reduces the range of a cannon, but increases its utility. When using grapeshot, the gun captain places a Cone Template and makes a Shooting roll. Every opponent beneath the Cone Template who is aware of the attack must beat the Shooting roll with an Agility roll or suffer the cannon's normal damage.

Heated Shot: Heated shot is simply round shot that has been heated until it is white hot before it is fired. The heating is typically done via specialty "hot shot" furnaces that can be installed near cannons the purpose of heating shot. When used, the gun captain rolls a d6 to see if his hot shot is successful, and on a 5-6 the heated shot starts a fire on the target vessel. Heated shot is also incredibly dangerous to use, and if the gun captain gets a critical failure on his Shooting roll, the heated shot cooks off the cannon's powder charge. This caused the cannon to burst and deals half the cannon's damage to everyone in a Medium Burst Template, destroying the weapon.

Ship's Stores

The number and variety of items needed to keep a ship running efficiently and her crew happy are truly dizzying.

Artillery

A good set of great guns makes the difference between predator and prey on the Discordian Sea.

CARRONADE

Short, squat, and unlovely, carronades are a recent and somewhat controversial development in shipboard armament. They were designed as short range anti-ship and anti-personnel weapons to provide close-in capabilities to a ship's already formidable long-range ordnance. Mounted on clever sliding carriages and typically weighing less than half of what a ship's great guns weigh, carronades are cast from iron, fired by means of a flintlock mechanism, and are served by smaller crews than a standard cannon. Informally known as smashers due to the massive splintering damage their heavy, low-velocity balls deal to ships hulls, carronades deliver an amount of destructive power that is completely out of scale to their size. Due to their light weight and ease of handling, many small, non-rated ships are armed only with carronades as opposed to heavy and awkward great guns.

Aside from their tendency to overheat and burst during protracted battles, the one glaring downside to carronades is their pitifully short range and atrocious accuracy. Gun crews operating a carronade suffer a -3 penalty to their Shooting roll at medium range, and a -6 penalty at long range. In addition, a critical failure on a Shooting roll means that the carronade has overheated and burst. This deals 2d8+2 damage to everyone within a Medium Burst Template and destroys the weapon.

CHASE GUN

Also known as the "long nine" or a "chaser," chase guns are specialized cannon designed for use during a chase at sea. Typically cast from bronze and mounted in the bow and stern of a vessel, chase guns fire a nine pound ball from an inordinately long barrel. Lightweight and designed for ease of use, chasers are incredibly accurate at ranges up to nearly two miles and are used to punch holes in a fleeing enemy's sails and cut her rigging to prevent escape, or to pepper a pursuing ship in hopes of knocking away a spar or wounding a mast and deterring the chase. Thanks to their light projectile, however, long nines do very little damage to the thick hulls of purpose-built

warships, although they can seriously wound a boat or civilian vessel. Gun crews operating a chaser halve range penalties for their Shooting rolls.

SWIVEL GUN

Swivel guns are small-caliber, smoothbore, pintle-mounted weapons used as anti-personnel and anti-boarding weapons. Lightweight and easy to use, these flintlock weapons are loaded from the muzzle like their larger cousins, and are aimed by means of a rod attached to their breech. By default, they chamber one or two-pound loads of grapeshot as described below. Swivel guns can also use regular round balls (Range: 12/24/48, Damage: 2d6) or any available specialty munitions such as chain or bar shot.

When firing a swivel gun, the shooter places a Cone Template and makes a Shooting roll. Every opponent beneath the template who is aware of the attack must beat the Shooting roll with an Agility roll or suffer 2d6 damage. Unaware targets suffer damage without an opportunity to avoid it.

Hand Weapons

A number of weapons have adaptations that make them particularly well-suited to combat at sea.

BOARDING AXE

Boarding axes are light, one-handed weapons used, as their name suggests, primarily in boarding actions. Both a tool and a weapon, boarding axes have a short wood or metal haft topped by a head that features a broad, sharp axe blade on one side and a long flat or pointed spike on the other. They make fantastic close-quarters weapons and are equally handy in severing ropes and cutting away fallen sails and rigging.

GAFF

Gaffs are another tool commonly used as a weapon. Roughly the size of a spear or javelin, gaffs are long, flexible wooden hafts capped with a large barbed hook. While they are primarily used for fishing and occasionally for cargo handling, they can also be used as a makeshift polearm or to pull ships together during boarding actions.

A gaff's barbed hook can be a frightful weapon, and once planted in flesh is extremely difficult and painful to remove. A character who hits with a raise manages to set the gaff's hook in their target. Foes with a gaff stuck in them suffer a -2 penalty to their Parry, Agility, and all Agility-based skills until the gaff can be removed. Targets 2 sizes larger than the gaff wielder ignore any penalties. A hooked opponent may make an Agility check to remove the gaff hook from

their flesh. Success allows the victim to tear the hook free, but failure leaves the hook embedded and causes the victim to become Shaken.

HOOK

A hook is simply the barbed hook from the end of a gaff with the long haft removed and replaced with a short, horizontal bar. The bar is held in the fist with the hook protruding from between the user's middle and index fingers. Primarily used for cargo handling, hooks can also be used as weapons.

Ranged Weapons

Some hand-held ranged weapons are also more commonly used at sea than on land.

HARPOON

Harpoons are long, spear-like weapons half again as tall as a man with a wickedly barbed point at one end and an eye at the other for affixing a rope. Occasionally, harpoons are set into long wooden handles to make them easier to use. They are used primarily to hunt whales and other large sea creatures, but can also be used in battle. Harpoons are often used to secure another vessel for boarding, but a thrown harpoon makes for a frightfully efficient man killing weapon as well.

MUSKETOON

Musketoons are light, short-barreled muskets built for use in boarding actions. They are less accurate than their full-length cousins, but this makes little difference in close-packed shipboard combat. Musketoons are loaded and fired like a musket and require two hands to use. They follow all rules for the use of firearms laid out in the *Accursed* Setting.

Seafaring Gear

New sailors must learn to work with a mystifying array of specialty equipment, necessary to effectively operating an ocean-going vessel.

FOUL WEATHER GEAR

Sailors spend much of their time exposed to the elements, and in the Discordian Sea these elements can be very harsh indeed. Foul weather gear is a catch-all category for a sailor's collection of waterproof and windproof garments. Made of oilskins, tarred sailcloth, or other sturdy materials, foul weather gear typically consists of a round, broad-brimmed hat, a knee-length heavy raincoat, and thick trousers. For sailing in far northern or southern waters, these

garments are heavily insulated and include a pair of thick gloves.

Wearing foul weather gear grants a sailor a +2 bonus to any Trait rolls made to resist the effects of wind, rain, or cold.

LOGGERHEAD

Loggerheads are long iron poles with a four- or six-pounder cannon ball welded to one end. Used in the sealing and caulking of decks, loggerheads are heated over a fire and then stuck into a buckets of tar to melt the viscous substance, making it easier to work with. They can also, in a pinch, be used as weapons. They are often used by sailors in sparring matches and to fight duels.

When used as a weapon, loggerheads count as improvised weapons, but deal Str+d6 damage.

MARLINESPIKE

The most important tool in a sailor's kit is the humble marlinespike. Carried by every sailor aboard a ship, marlinespikes are tapering lengths of iron rod anywhere from six to twelve inches in length with a flat or rounded point. Worn around the neck on a lanyard, these tools are used to carry out countless ropework tasks such as splicing, unlaying cables,

drawing lines tight, tying and untying knots, and other, more esoteric uses.

Marlinespikes deal Str+d4 if used as a weapon.

MEDICINE CHEST

The diseases of seamen are quite different than those of landmen, and they require special medicines to treat them. A ship's medicine chest contains twenty doses of various substances such as blue pill and black draught, rhubarb, Enochian's bark, corrosive sublimate, asafetida, and various tinctures, salves, drops, and palliatives. A ship's surgeon possessing a well-stocked medicine chest gains a +2 bonus to all Healing rolls made to cure sailors and ship's passengers of disease.

SEXTANT

Made of brass, steel, and glass, sextants are a navigator's primary tool. Using a series of lenses and measured arcs, a sextant measures the angle between a known stellar object—such as Morden's sun or polestar—and the horizon. This allows a navigator to fix his position by measuring latitude and longitude, as well as determining the precise time of day. A sextant is an essential tool for navigation. Its absence inflicts the standard -2 penalty for lack of a necessary tool.

HAND WEAPONS

Type	Damage	Weight	Value	Avail.	Min. Strength	Notes
Boarding Axe	Str+d6	2	+0	+0	—	AP 1
Gaff	Str+d6	6	+0	+2	d6	Reach 1, 2 hands, See notes
Hook	Str+d4	1	+0	+0	—	See notes

RANGED WEAPONS

Type	Range	Damage	RoF	Value	Avail.	Weight	Shots	Min. Strength	Notes
Harpoon	3/6/12	Str+d10	1	+0	+0	10	—	d8	2 hands, Reach 1.
Musketo	5/10/20	2d8	1	+0	+1	12	—	d6	2 actions to reload, see notes.

ARTILLERY

Type	Range	Damage	RoF	Value	Avail.	Weight	Shots	Min Strength	Notes
Carronade	20/40/80	5d8	1	-2	-4	—	—	—	AP 8, Heavy Weapon
Chase Gun	100/250/500	3d6	1	-2	-4	—	—	—	AP 2, Heavy Weapon
Swivel Gun	Cone Template	2d8	1	-2	-2	—	—	—	AP 2, See Notes