



BLOODY BONES

By Brian Reeves

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A Savage Worlds One Sheet™ for *Buccaneer: Through Hell & High Water*

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The crew is sent on a mysterious covert mission that makes them accessories to a dark pact.

Having fallen on tough times, the crew has signed on to a new ship, *The Invincible*, run by Captain Jacob "Black Heart" Barlowe. Though a fair captain, he is a strange character with tiny wicker cages dangling all over his body. Some of his longtime crewmembers say he keeps the souls of those he killed in those cages, to keep the spirits of the angry dead from plaguing him. Rumor also says Barlowe dabbles in the dark arts of Vodou. He often scans the horizon, and more than once the crew has heard the name "James Cavanaugh" muttered under Barlowe's breath.

The crew doesn't know that Cavanaugh and Barlowe were former allies. When they took a ship holding a fortune in Inca silver, they fought over what to do with it. Barlowe sunk Cavanaugh's ship, leading Cavanaugh to place a curse on Barlowe that he could never set foot on dry land. He was able to steal back the silver from Barlowe and hide it. Barlowe has spent a year seeking a way to reverse his curse, finally learning about the dark spirit known only as "Bloody Bones," which must be summoned with a slave manacle and a sacrifice. He hopes this spirit can lift the curse.

SHACKLES

One evening the *Invincible* anchors offshore near a small island settlement. He orders the characters (and no others) into his cabin. *"I have a mission for ye," he says. "I need some able crew to go ashore and bring something back. Now listen carefully to me. I need you to free a man. Or a woman. It doesn't matter which, but ye must find a man or a woman chained, a prisoner or something of the like. Ye must free this person. Remove them from their shackles. I care not whether they live or die after that but bring back the shackles to show me you've succeeded. Do this and I'll reward ye well."* He directs you to a longboat. *"I need ye back before sun-up. If ye fail, best ye don't return."*

The characters are given a longboat and directed into the town. Several ships, mostly merchant vessels or fishing boats anchor nearby, some tied up on the quay or nearby jetties. The town is quiet, though not deserted.

There are three prime opportunities to rescue someone from chains:

- A notorious pirate named Capt. John Bragg, who was hung in a gibbet yesterday outside the Government House. This is a heavily-patrolled public area.
- The slave auction ended a few hours ago, and a plantation foreman is driving a wagon through town on his way home. On board is a single slave, an African woman named Mary Johnson.
- A young French boy was caught stealing in the market this morning and is currently awaiting trial in the cells adjoining the court house. There are three soldiers on duty, but word is they're amenable to bribes.

The crew might also decide to cheat and simply purchase (or steal) a set of manacles from a blacksmith's shop. This is an easier task than the other options but has ramifications later in the adventure!

When the heroes return to Barlowe with a set of manacles, he rewards them handsomely with 100 gold doubloons each and places the shackles in a locked chest in his own cabin.

WHISPERS

Barlow immediately sails away from land, charting a course for somewhere in the center of the empty Caribbean Sea. He does not announce the destination even to his first mate. Talk on board starts to turn grim, with many speculating that Barlowe has gone mad. Other crew members give the characters increasingly suspicious looks, unsure of their role in Barlowe's strange behavior. Barlowe seems distracted and dismisses any rumors at first.

Three nights after leaving, a random character goes belowdecks to get some water from the drinking barrel and hears a hushed conversation in the hold. Two voices say something about a "devilish mission" and "bloody bones." At that moment a drunken sailor



enters loudly and the two conversationalists, fellow mates James Rice and Robert Howe, are cut short. They play dumb if confronted. It isn't over, though. Later that night, Rice and Howe, with the help of two partners, confront the characters and accuse them of taking part in "wickedness and sorcery," then attempt to kill them. This is an offense punishable by death if caught.

Barlowe still doesn't get involved in the deteriorating state of the crew until, a couple of nights later, the characters discover a sheet of torn paper among their things upon which is drawn a single black spot. This is an obeah curse, causing them to make a Spirit roll or suffer a level of Fatigue. Unlike other fatigue, this is a spiritual weakening of the body and mind that only magic can heal.

THE ISLAND

A week out of the harbor, Barlowe abruptly orders the *Invincible* to a stop in the middle of the Caribbean, far from any land or reef. As the crew watches, dumbstruck, he attaches the manacles to the anchor and orders it dropped. Nothing more happens until, in the early dawn hours, the night watch cries "*Land ho!*" and the sleepy crew emerges to find a small, hilly island has appeared overnight a short swim from the *Invincible*.

Barlowe seems unfazed. He singles out the characters, calling them to serve as a scouting party. "*Search for water and food for the crew,*" he says, adding, "*and tell me of any structures or signs of life you see.*" They may take a longboat and go ashore. The island, which appears to have no name nor appear on any charts, is only a half mile in any direction, and dominated by a huge, jungle-enshrouded hill. Water isn't hard to find, and fruit and small game are plentiful.

After searching for a while, the heroes stumble upon a clearing that causes the hairs to stand up on the back of their necks. There is a low ring of chest-high stones that at first appear to have been a fort but upon closer inspection seem to have been here for centuries, long before the arrival of Caucasians with stone-working capabilities. In the center is a round flat stone with a depression in the center. Dangling from every tree limb are strange wind chimes made of human skeletons and strung together with ropes of dried gut or human hair.

Gaping skulls seem to scream in horror, their ribs, femurs, and finger bones clattering in the wind. The heroes must make a Fear check. Just as they are taking in this scene, three large boars crash through the underbrush and ferociously attack them.

CAVANAUGH ARRIVES

As the crew head back toward the *Invincible*, they hear the echoing sounds of cannon fire. From a vantage point they see the *Invincible* engaged in battle with a sleek and fast brigantine. The whole thing is over before the heroes can reach the beach, much less return to the ship. With a heaving crack, the *Invincible* succumbs to the pounding of the guns and sinks, coming to rest mostly submerged and pitches on its side. The brigantine, itself badly damaged, limps around to the other side of the island and heaves to.

If the heroes row out to the *Invincible* they find a dozen survivors, including Barlowe himself. He has his crew dive the wreck to rescue as many supplies as possible. Anyone swimming among the bodies is soon attacked by two hungry Great White sharks.

When Barlowe reaches shore in his longboat, something strange happens. Several brawny crewmembers climb out and lift the longboat, with Barlowe still in it! Barlowe reveals that he is cursed and cannot set foot on dry land. He will need to be carried, so he orders everyone to fill the longboat with the rum, gunpowder, and manacles and pick it up with him inside. Their destination apparently is not the enemy ship, but deep inland. Barlowe orders his crew to carry him to that clearing.

By this point it is dusk and the island comes alive with eerie sounds. Barlowe seems nervous and urges top speed. As soon as the sun has set, the jungle grows unnaturally quiet, followed soon by the sense that *someone or something* is out there. Then they hear a crying woman, who starts begging for help. It repeats, "Good sirs, good sirs. Help me." Barlowe orders everyone to ignore the voice. Should they disobey, they will fall victim to a horrific duppy.

At the clearing, Barlowe orders his crew to dig a short trench. As soon as they finish, he pulls out a pistol and shoots one NPC dead. This person is to be placed on the stone so that his blood fills the depression. Into the trough they must then pour the rum and gunpowder. If the crew does not attempt to stop him, Barlowe finishes the ritual and summons Bloody Bones. The night grows suddenly quite still and hot, the breeze dropping off suddenly. From the jungle comes a low chuckling. Then, a creature of nightmares enters the clearing, a towering 12-foot skeleton covered in bloody, glistening flesh and dragging a wicked barbed cutlass. With a bubbly voice it asks, "*Who has summoned Bloody Bones?*" Another Fear (-2) check is called for.

At this point, several of the pirates decide they've seen enough and try to stop Barlowe. Their captain still counts several loyal crewmembers who will defend him to the death. Bloody Bones does not inter-

vene, though it makes pleased gurgling sounds from the darkness. If Barlowe survives, he asks the curse to be lifted from him. Bloody Bones demands payment in the form of seven souls. Barlowe opens seven of the wicker cages to release the souls. Bloody Bones then departs, and soon after screams echo from the brigantine anchored offshore.

SIDING WITH CAVANAUGH

If at any time the heroes decide to take their leave of Barlowe (before Barlowe successfully petitions Bloody Bones to lift his curse), they might wish to side with his rival, James Cavanaugh. The brigantine he captains, the *Queen's Valor*, is a handsome vessel superior in every way to the *Invincible*. The crew are suspicious at first but allow any overtly-peaceful characters to approach and board under their watchful eye. Cavanaugh is handsome, a roguish gentleman with a ponytail and hearty laugh. If the heroes seem legitimately interested in joining his crew, he swears them in after ordering them to denounce Barlowe.

Cavanaugh assembles a landing party of well-armed crew to "Stop this for once and for all." To test the heroes' loyalty, he insists they go with him. Heading to the same clearing Barlowe seeks, Cavanaugh performs the same ritual to summon Bloody Bones. To fulfill Bloody Bones' desire for seven souls, Cavanaugh randomly selects seven crew which have recently "displeased him" and has them shot dead. The rest of his crew do not intervene. If all this is successful, Bloody Bones vanishes and murders Barlowe and his crew instead.

BURIED SILVER

After the ritual with Bloody Bones resolves, the victor (Barlowe or Cavanaugh) head out to retrieve the hidden silver.

If Barlowe is victorious, he must first raid Cavanaugh's brigantine, killing the remaining crew and claiming the map hidden in Cavanaugh's cabin. Using the *Queen's Valor*, Barlowe and his remaining crew sail off to the hiding place. If Cavanaugh is victorious, the heroes return to their new ship to sail with their new captain.

Either way, the heroes soon discover the awful truth about Cavanaugh. His cabin is nothing more than a larder in which hangs dozens of dead bodies upon which Cavanaugh feasts. During his voyages, Cavanaugh met a Carib shaman named Takana who taught him the dark art of ritualistic cannibalism. By eating those he has killed, Cavanaugh keeps himself young, healthy, and strong, effectively absorbing their energy. If he is still alive, Cavanaugh expects the heroes to be

okay with this, or else he will gladly attempt to add them to his menu!

In Cavanaugh's ghoulish cabin is a hand-scrawled map on goat skin that shows a low rocky island named "St. Josephine." Located near Aruba, this uninhabited island is protected by a maze-like reef encircling it. Only a sloop or longboat can approach. The hump-shaped island is a dome of craggy rock with a single cave entrance looking out on the lagoon. Bones - human and animal - litter the sands all around the cave entrance. Not a good sign.

When he hid the silver, Cavanaugh used blood magic to create a horrific guardian: a mist in which spectral souls enfold and slaughter any who set foot on the island. As the crew approach the beach, a strange mist begins to form all around the island, growing thicker and thicker. Observant heroes (Notice, -2) spot furtive shapes far off in the fog, as well as drifting by under the surface of the water. Though this is unnerving, only when they land on the beach and the restless dead come screaming at them is a Fear check necessary.

If present, Cavanaugh believes himself to be safe from the dead, but dark magic is a fickle thing. The guardian spirits turn on him as well, and in moments the beach is a massacre. At any time, there are only a half-dozen skeletal foes attacking from the mist (use the Skeleton stats in *Savage Worlds Deluxe*). However, when one falls it simply vanishes, only to reform a couple of rounds later. There is no way to prevail using brute force. Only by destroying the strange totem Cavanaugh erected in the back of the cave will the spirits be laid to rest. The totem is a T-shaped cross brace dangling with an assortment of bones, skulls, empty bottles, shards of metal, and other miscellaneous items. Breaking it apart is a Dramatic Task, made even more difficult by the constant attacks from the angry spirits.

When the dead guardians are finally put to rest, the heroes easily discover a fortune in silver bars and coins in boxes and crates nearby in the cave. It is enough to keep them in luxury for quite a while, possibly even repair the *Queen's Valor* or purchase their own ship.



☠ JACOB BARLOWE

Barlowe is a grizzled, leathery pirate with a scruffy beard and black clothes. Everywhere he goes, a dozen tiny wicker cages dangle from buckles and clasps all around his body. Few know that the cages actually contain captured souls which protect him from harm.

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

Skills: Boating d10, Faith d8, Fighting d6, Intimidation d4, Notice d6, Shooting d8, Swimming d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Dagger (Str+d4), Twin Flintlock Pistols (.60) (Range 5/10/20, 2d6+1, 2 actions to reload), \$175

Special Abilities:

- **Arcane Background (Vodou):** Barlowe has 15 Power Points and knows the following vodou powers: *confusion, deflection, detect/conceal arcana, dispel, fear, puppet, and zombie.*
- **Curse:** Due to Cavanaugh's curse, Barlowe cannot touch land. Every round he makes contact with solid, dry ground he takes 2d4 damage.
- **Danger Sense:** The souls in the wicker cages whisper in agitation when they sense a threat.
- **Protective Spirits:** Barlowe's captured souls give Barlowe supernatural protection from harm. Attacks made against him are at -2 if he has at least two filled cages, and -4 if he has at least four.

☠ JAMES CAVANAUGH

The opposite of Barlowe, Cavanaugh is a young, handsome privateer with a goatee and ponytail. He dresses in stylish leather armor and wears a rapier at his hip.

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

Skills: Boating d10, Fighting d8, Notice d4+2, Shooting d6, Survival d4, Swimming d4, Taunt d6

Cha: 2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Gear: Dagger (Str+d4), Flintlock Pistol (.60) (Range 5/10/20, 2d6+1, 2 actions to reload), Leather (+1, Covers torso, arms, legs), Rapier (Str+d4, Parry +1), \$125

Special Abilities:

- **Acrobat:** +2 to nimbleness-based Agility rolls; +1 Parry when unencumbered.
- **Alertness:** +2 to Notice rolls.
- **Cannibalism:** If Cavanaugh consumes at least 1 pound of human flesh, for one week he does not age, and he gains the Hardy and Slow Regeneration abilities.

- **Charismatic:** Cavanaugh is suave and smooth-talking.

- **Hardy:** Cavanaugh does not suffer a wound from being Shaken twice.

- **Quick:** Discard action cards of 5 or lower and draw another.

- **Slow Regeneration:** Make a natural healing roll once per day.

☠ BLOODY BONES

This ancient *duppy* is a being of savage vengeance. Appearing as a 12-foot-tall, gore-soaked skeleton dragging a rusty cutlass, it is summoned by those who seek redress for serious grievances. Its home must first be pulled into our world by attaching a slave shackle to a dropped anchor. Bloody Bones itself is summoned with a sacrifice of rum, gunpowder, and blood, after which the summoner can bargain with the dark spirit for its services.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Tracking d10+2

Cha: -; **Pace:** 8; **Parry:** 6; **Toughness:** 11

Gear: Barbed Cutlass (Str+d6+2)

Special Abilities:

- **Blood Sense:** It is hard to evade Bloody Bones once it is set after a victim. It gains +2 to Tracking rolls, and always knows roughly in which direction its prey can be found.
- **Fear -2:** Anyone who sees Bloody Bones must make a Fear check at -2.
- **Huge:** Attackers add +2 to their attack rolls when attacking Bloody Bones due to its large size.
- **Size +2:** Bloody Bones towers over humans.
- **Undead:** +2 Toughness, +2 to recover from Shaken, called shots do no extra damage.
- **Weakness:** Bloody Bones cannot enter holy ground, nor pass over a line of salt. It must return to the spirit world during daylight hours.



THE GOLDEN MAN

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A Savage Worlds One Sheet™ for *Buccaneer: Through Hell & High Water*

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The High Water Islands have created new dangers and threats for those who dwell in the Caribbean, but the lure of treasure and adventure still prevails... especially where rumors of El Dorado ("The Golden One") are concerned. Most such tales are seen as fantasy, but one never knows until 'they investigate.

One such rumor going around comes from an old salt known as "Mad Cap'n Bob". The Crew encounters Mad Cap'n Bob at a pub in a port city of the Admiral's choice. Port Royal, or any town on the south side of the Greater Antilles is a good option, though any port in a storm will do. Many townsfolk think Cap'n Bob is crazy (hence the moniker), usually ignoring his rambling about a "golden man," though it makes for a good tall tale. Bob, himself, regales anyone willing to listen with the story, provided they seem halfway interested in pursuing *El Dorado*, and are willing to spring for a cup of tea.

THE TALE OF MAD CAP'N BOB

It started when he set out from Curacao to Petit Goave. Originally, he'd planned to take the safe route, skirting the Lesser Antilles, but fate had other designs—he was set upon by a Spanish frigate just out of port, and forced to flee northward toward the High Water. After taking damage and losing crew, Cap'n Bob plotted the most direct route to Hispaniola, continuing through the High Water Islands, in spite of his crew's protests.

His luck held until they'd passed to the northern fringe of the High Water, but then, on a tree-covered islet, the captain thought he'd caught the glint of sunlight on gold, so he shifted course. Just before reaching a point where he could confirm his sighting, a sea monster—a huge serpent, split the ocean and attacked the *Gale*. They managed to drive it off with guns, but not before taking more damage and losing more crew. With his ship barely afloat, and his crew on the verge of mutiny, Cap'n Bob was forced to flee and continue north... but not before catching a last glimpse of the island. There he saw a golden statue, three times the height of a man, with ruby eyes gleaming in the sunlight.

Cap'n Bob vowed to return for the treasure one day, and the vision of that golden man still haunts his dreams.

NOTHING WORTHWHILE COMES EASY

"One day" stretched into years for Cap'n Bob, but it took a long time to repair his ship, the *Gale*, and by then no sailor wanted to set sail with "that crazy cap-

tain." He's not even sure the island is still intact, the High Water being what it is. If the Crew immediately offers to go after the treasure with Cap'n Bob, award them each a bonus Bounty.

Bob remembers the course to the island, but there are a couple of complications. The biggest is the sea monster still "guarding" it. Lotan, the Great Sea Wurm, is huge and presents a serious danger to both ship and crew. Lotan attacks as soon as the Crew's ship approaches the islet.

The Admiral can also choose to add another complication in the form of a rival crew of buccaneers. A captain by the name of Seamus Black gets wind of the Crew's actions and attempts to follow them to the treasure with the intent of taking it first. This can be treated as a race, chase, or open conflict, or could help soften up Lotan at the island.

Use a ship of a comparable size to the Crew's, with standard pirates for any direct encounters. Captain Black has the same stats, but is a Wild Card with the Branded Hindrance, and the Bilge Rat and Really Dirty Fighter Edges.

ALL THAT GLITTERS...

The islet is much as Cap'n Bob described it: small, and tree-covered. It's also surrounded by a lot of rocks and bluffs, with few good landing points. Finding a proper spot to drop anchor requires a successful Boating check—otherwise the ship takes 2d6 damage on the surrounding rocks.

When the Crew can sight the island, they can spot the golden figure with a Notice roll. It's further inland than Cap'n Bob remembers, but this *is* one of the High Water islands. Rowing ashore also requires a Boating check, with failure resulting in the long boat taking 4d6 damage as it smashes against coastal rocks. Hiking from the shore to the figure isn't difficult (although the Admiral can spice up the trek with one or two encounters if she wishes), but once there, an uncomfortable truth is discovered.

The golden statue is actually a golden guardian: *El Dorado*.

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**YELLOW
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Unless the Crew is very savvy and careful, *El Dorado* is likely to get the drop on them, striking a hapless crew mate with its fiery eye blast. After that, it will continue to fight until either it or all its opponents are destroyed.

Happily, for the Crew, when the golden one is destroyed, it leaves behind a small fortune in gold chunks, and a pair of huge rubies that, aside from their monetary value, could be used to create some sort of item for channeling mystic energies tied to the element of fire.

Unfortunately, when the golden one falls, the islet also begins to return to the High Water that spawned it. Initially, this may not be very noticeable, but after about ten minutes the sea surges into the area where the guardian once rested. At this point, getting back to the long boat requires a successful Swimming check with a -4 penalty (although a creative Crew can always attempt to find ways to assist their less athletic brethren).

Within perhaps half an hour, the island is gone—lost along with the mystery of why or how the golden guardian was there in the first place. Discovering the truth behind that may be another adventure entirely.

NPC'S AND THREATS

☠ CAPTAIN ROBERT JANSEN ("MAD CAP'N BOB")

Captain Jansen prefers to go by the name of "Bob," though most people call him "Mad Cap'n Bob". He's an elderly man, tall and lanky, with silver beard and hair. He wears a weathered captain's coat, and usually covers his balding head with a tricorn captain's hat. Generally, Cap'n Bob is a teetotaler, preferring tea or coffee, although aboard ship he'll drink *very* watered-down grog.

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

Skills: Boating d10, Climbing d10, Fighting d8, Intimidation d8, Knowledge (Sailing) d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d6, Swimming d4

Cha: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 6

Edges: At the Helm, Command, Gumption, Iron Jaw, Lunge, Master & Commander, Rope Monkey

Hindrances: Death Wish (*minor*: Find the Golden Man), Elderly

Gear: Battered captain's coat (counts as Armor +1, arms and torso only) and hat, old gentleman's back sword (treat as short sword: Str+d6).

If the Crew doesn't have access to a ship, the Admiral can let Cap'n Bob still have his ship, *Gale*, but with no crew of his own. Consider it a sloop or other small vessel, and It will be up to the Crew to operate it under Cap'n Bob's orders.

☠ LOTAN (THE GREAT SEA WYRM)

Lotan is one of many such creatures set free in the High Water. He is a large, gray-green sea serpent, and utterly merciless to any ship coming near "his island."

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 8 (swimming); **Parry:** 5; **Toughness:** 22(4)

Special Abilities

- **Armor +4:** Scaly hide.
- **Bite:** Str+d8.
- **Gargantuan:** Lotan is Huge, suffering +4 to attacks against him. His attacks count as Heavy Weapons, and his Armor is Heavy Armor.
- **Size +10:** Lotan is well over 50' long, and more than 10' in diameter.
- **Slam:** Lotan prefers to rise up and crush ships beneath his massive body. This is an opposed roll or Lotan's Fighting versus the Boating of the ship's crew. If Lotan wins, the ship suffers 4d6 damage.

☠ EL DORADO (THE GOLDEN ONE)

El Dorado is a guardian of some sort, crafted entirely of gold and rubies. This makes it a veritable walking treasure chest, albeit a dangerous one. The magic that imbues the golden one with "life" also grants it a measure of mystical power.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 16(3)

Special Abilities

- **Armor +3:** *El Dorado* does, in fact, have a golden skin, which is tough to cut through.
- **Construct:** +2 to recover from Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Eyes of Flame:** *El Dorado* can use the *bolt* power by making a Spirit check. These *bolts* have flame Trap-pings, and *El Dorado* has 10 Power Points to use for this ability.
- **Hardy:** *El Dorado* doesn't suffer a wound from being Shaken twice.
- **Size +5:** *El Dorado* is large, standing nearly 20' tall, suffering a +2 to attacks against it.
- **Solid Fists:** Str+d8.



THE MAD GOD'S ISLAND

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To rescue stranded buccaneers, the crew sail to an unexplored High Water island – only for the castaways to betray them to the mad god Dionysus!

THE LOST BOYS

A bedraggled cabin girl called Gwen Davies offers to guide the crew to the wreck of the *Jolie Rouge*, the vessel of Captain James du Maurier. The crew should be able to either rescue du Maurier's crew for a share of Du Maurier's gold or plunder the wreck if no one survived; Davies only demands to come with the crew on the voyage.

Gwendolyn Davies is the eldest of three children bound from Cardiff for Carolina aboard the British schooner *Darling* before it was taken by du Maurier. She last saw her younger brothers Ianto and Michael struggling ashore the mysterious island as she escaped aboard the *Darling's* lifeboat.

GWENDOLYN "JACK" DAVIES

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

Skills: Boating d6, Climbing d6, Fighting d4, Persuasion d6, Shooting d4, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Young, Cautious, Death Wish (rescue her brothers at any cost)

Edges: Attractive

Gear: dagger (Str+d4)

The journey to the uncharted island takes 10 days from Cutthroat Harbor.

NEW ICARIA

After a **dire crocodile** passes ominously but harmlessly under their ship, the crew's lookout spots the island. The heroes find it lushly-forested with sparkling white beaches smeared with Ichor. They spy the *Darling* lying wrecked on the beach while the *Jolie Rouge* sits stranded in the shallows, rocking with the waves.

Something thumps against the hull. Looking overboard, the crew sees a pod of **dolphins** (as **medium man-eater sharks** with Smarts d10(A); see *Savage Worlds*)

battering their prow. The dolphins are transformed buccaneers who angered the re-arisen god Dionysus and now attempt to warn other seamen away from the island. Characters with Beast Master may wonder why usually-friendly dolphins attack the ship; the Admiral should assure them this is indeed unnatural.

If the crew possesses a means to communicate with the dolphins, they advise the heroes "a mad, naked youth" turned them into dolphins for "refusing to play his games." If the players choose the better part of valor and turn their ship around, **poison vines** attack the vessel and attempt to drag it toward shore.

Once the vines drag the crew's vessel into the shallows or the crew disembarks to investigate the island, **cutthroats** (equal in numbers to the player's crew +2) swarm out of the *Jolie Rouge* to greet the heroes in a false show of friendship, halfheartedly chopping at vines or cheering the new arrivals. **Captain du Maurier** (as a WC **cutthroat** with the One Hand Hindrance and Charismatic Edge) steps out onto his schooner's bowsprit, bowing extravagantly.

"Welcome to New Icaria, my fine friends!" says the regally-clad pirate. "'Tis a pleasure to have you here. Game runs amok on our little isle and my table overflows with wine! Shall we not dine aboard the Jolie Rouge and regale each other with our lives' tales... before we turn to business?" he says, gesturing with the bandaged, still-bloody stump of his right arm.

Characters with the Noble Edge or education in the Classics may roll Common Knowledge or Knowledge (Occult). A raise reminds them Icaria was the island from which the Greek god Dionysus sailed before he was beset by pirates and turned his attackers into dolphins; a success merely reminds the characters Icaria is a Greek island.

The *Jolie Rouge's* crew insists the heroes celebrate their imminent rescue, plying the heroes with whole roasted ox, goat legs, fresh fruit, and an endless supply of wine. Carousing resets the countdown for Cabin Fever and Hunger, but the seemingly-friendly pirates try drinking the crew under the table. For every 30 min-



utes they stay and drink, revelers must roll Vigor or suffer a level of Fatigue from intoxication.

Du Maurier attempts keeping more alert crewmates bamboozled by negotiating complicated terms for his rescue. If the heroes do not grow suspicious of du Maurier, Gwen stomps over and shouts "*Where are my brothers, you rotten pirate?*"

THE MAD GOD

If drunkenness incapacitates the crew, du Maurier's men tie them up and march them to Dionysus' tomb. If the heroes confront him, du Maurier suspiciously cheerily leads them to Ianto and Michael. In either case, the journey leads the crew deeper into the primeval forest of New Icaria.

Bulls, tigers (as lions), and satyrs (as goblins) prowl the forest. **Sprites** flit through the trees, mocking the mortals below. **Native Warriors** led by a female **Native Spiritual Leader** in a tiger-skin cloak stalk the crew at a distance, ready to herd them toward Dionysus if they flee. Ripe-to-bursting grape vines enwrap every tree and boulder, each berry filled with wine instead of flesh.

The crew finally comes to an old, eroded stone sarcophagus. Worn engravings on it read "*Dionysii quantum ad hoc attenditur, quod Pater est, Pan deus, et ex insania. Sanctus Brendanus vinctum,*" but only "*Pater*" and "*Pan*" are easily read. The poor Latin roughly translates as "*Herein lies Dionysus, father of Pan and god of madness, imprisoned by Saint Brendan.*"

"*I've brought replacements!*" du Maurier shouts. A nearly-naked, wild-looking youth appears out of the forest, accompanied by a tiger, two satyrs, and Gwendolyn's frightened brothers. Captain du Maurier offers to trade the heroes for his crew's freedom; Dionysus offers them immortality if they submit.

"We shall fight and frolic for eternity. I shall hunt you as a tiger in the forest. You shall play in the waves as dolphins. I shall kill you again and again and you shall arise each dawn renewed. What say you?" asks Dionysus.

If the crew successfully exhorts du Maurier's men to mutiny, the natives attack to defend their god; otherwise, the ensuing battle stays between Dionysus, du Maurier's crew, and the heroes.

DIONYSUS

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d8, Persuasion d8, Spellcasting d12+2, Taunt d8

Charisma: +4/0; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Bloodthirsty, Clueless

Edges: Acrobat, Improved Level Headed, Very Attractive

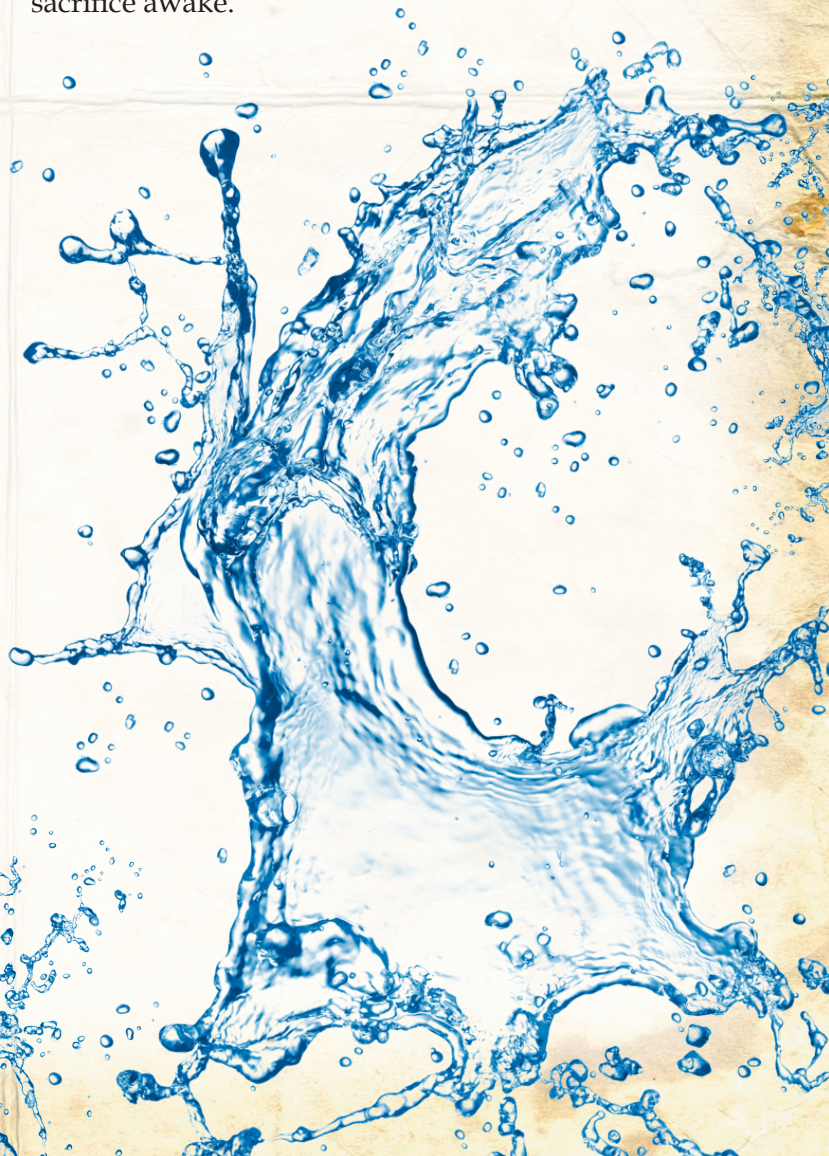
Special Abilities:

Fast Regeneration

Manifestations of Madness: The creatures of New Icaria are manifestations of Dionysus' power. Any time he takes a Wound, one of them disappears.

Powers: *armor, barrier (woven vines), blind, confusion, deflection, entangle (vines), fly, greater healing, quickness, shape change (can make permanent for double Power Points), telekinesis.* **Power Points:** 50

Weakness (banish): Wounds caused by *banish* heal at normal natural healing rates; if Incapacitated by *banish*, Dionysus slips into a torpor from which he requires a sacrifice awake.





RETURN OF THE FORGOTTEN LOA

By Owen Lean

Edited by Carol Darnell | Layout by Karl Keesler

A Savage Worlds One Sheet™ for *Buccaneer: Through Hell & High Water*

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Ahoy there, Admiral. We have a tale here of Vodou, wildness, and rum that's set to bring a wave of chaos to even the sturdiest of vessels. Ye ready? Then let's set sail!

BACKGROUND

After the great ritual, the loa became far more active in the world. One left behind in the new rise of vodou, was Gran Bwa, the loa of wild untamed nature. Once invoked when joining the vodou priesthood, he has become forgotten, and his supply of offerings vastly reduced.

Sometimes, a Petro just has to take things into his own hands

THE HOOK

The Adventure begins when your crew have, for whatever reason, brought a very large supply of rum on board. It could be they are being paid to transport it or they might have just plundered it from a merchant vessel.

As they are sailing, a storm seems to brew up out of nowhere. Read the following:

Your sails billow and the ship rocks, from what you could have sworn were calm skies, a tremendous wind blows. On it is an odor of cigars and twigs. A flock of seagulls swoops towards you, in its wake, speeding through the water, is a ship flying a flag of leaves.

What do you do?

Immediately apply the penalties for a storm, and let the crew make whatever actions they wish to take. If they try to outrun it, then this becomes a chase – instead of making boating rolls for the strange ship, just give it three actions each round as the wind carries it full force – it makes no aggressive action; it only tries to intercept.

THE ANIMALS BOARDED TWO BY TWO

The ship has a verdant jungle growing out of its deck. A variety of animals populate it, with monkeys at the sails and a large dog at the wheel. Surrounding the ship are schools of sharks and dolphins. The moment the ships are close enough, a menagerie jumps aboard and start causing chaos.

This is a chaotic environment (See the rules in *Buccaneer*) that our seadogs have gotten into. The animals aren't trying to cause any real damage just disorder. The jungle ship meanwhile, continues its journey. After the first round it has already pulled away. By the last round, it has vanished and taken the storm with it. Give your mateys a Notice roll. Anyone who succeeds hears a booming laugh coming from the ship. On a raise, it seems to be coming from a large tree standing atop the poop deck.

BUT WHY IS THE RUM GONE?

Any animals still aboard the ship become pacified, and quite confused as to what they're doing in the middle of the ocean. Let your scurvy scallywags clean things up however they wish and then get back to what they were doing. At some-point, they discover that their entire cargo of rum has vanished.

Not the crates. Or indeed the bottles – all still sealed. But the rum itself has completely disappeared. Rum was always Gran Bwa's favorite offering. And he's resorted to stealing it.

A common knowledge roll at -2 from anyone with a vodou background means they know of a half-forgotten Petro named Gran Bwa whose domain is wild, untamed nature, and who had a fondness for rum. Otherwise when they reach port, an Investigation roll to research strange tales of the Caribbean, or a Streetwise roll to ask about rumors lets the crew find out about a ship manned by animals going around making rum and cigars vanish from ships.

IN SEARCH OF A TREE

Tracking down Gran Bwa again is easier than one might think. If they search for the boat, have the crew roll the lowest of their boating or tracking until they have collectively reached 20 successes. Each roll counts as a day, draw for encounters as usual as they travel.

Alternatively, if our pirates can find a shrine to Gran Bwa, of whatever size, a Vodouisant can call upon him

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by offering up his four favorite offerings, rum, cigars, sticks and leaves. If they present all four, the Vodouisant goes into a trance and Gran Bwa visits him spiritually.

In both cases Gran Bwa appears as a colossal tree, with two mad staring eyes made of knotholes and a giant bushy beard of moss. He speaks in a mighty booming voice.

"AHA! YES! THE BOAT PEOPLE! GOOD FOR YOU. YOU HAD RUM! I LOVE RUM. WHAT THE HELL DO YOU WANT?"

Gran Bwa speaks as if changing both his mind and etiquette every few seconds. Eventually he agrees to return the rum to the crew if they will deal with something for him. A houngan named Ambrosine Gwert once kept a shrine to him on Little Swan Island. In the last year though, a British privateer named Douglas Burnenbury, has been using it to cage animals before smuggling them to England for sale. Gran Bwa can't think of a worse desecration.

Alternatively, the crew may decide they want to fight Gran Bwa. He's a tree with toughness 18 (use rules for Breaking Things) has a d12+2 in Vodou and every miracle in the game. Should they succeed, he returns to the spirit world for a month before reforming again.

LITTLE SWAN

The ex-shrine where Burnenbury keeps the animals is the only building on the tiny island. A lookout keeps watch for anyone approaching.

Inside the hut, animals from flamingos to sea turtles are miserable, tightly packed into cages. On what remains of the altar at the back, sits a jar shining a strange light. Burnenbury seduced Ambrosine to learn her secrets of Vodou miracles. Then he killed her and used the *soul transfer* power to put her in a jar, so she would see his defilement of the shrine.

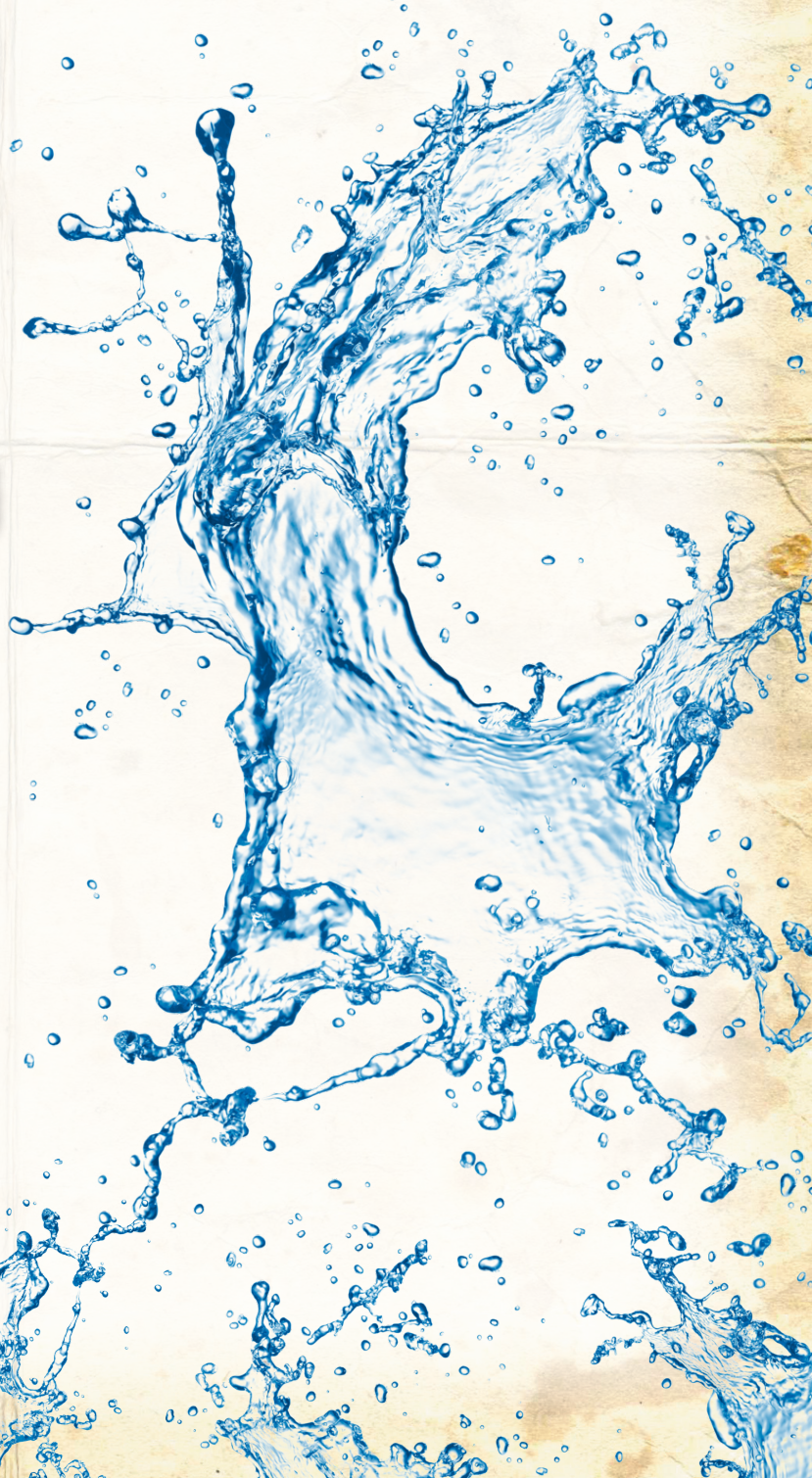
- **Smugglers (2 per hero):** Use Sailor profile
- **Lookout (1):** Use Sailor profile, add Notice d8.

☠ **Douglas Burnenbury:** Use the Officer profile. Add Arcane Background: Vodou, Faith d6. The *boost/lower Trait, armor, and soul transfer* powers. And 10 PP.

I'VE GOT A JAR OF GWERT

If the heroes succeed, Gran Bwa is delighted and returns the rum. Should they bring Ambrosine back to him, he puts her into the body of a dolphin and makes her his right-hand creature – as a thank you for saving her, he'll offer to teach one of the following powers to any Vodouisant in the party: *Summon Ally, Beast Friend, Wilderness Walk* or *Shape Change*. The trappings for them though are always chaotic and random.

Gran Bwa's long term goal is to reassert himself and become the most worshiped loa in the Caribbean. Which could be a seed for a campaign. For that though, its over to you know admiral! Yo ho!





RUM PUNCH BAY

By Matthew Cutter

Edited by Carol Darnell | Layout by Karl Keesler

A Savage Worlds One Sheet™ for *Buccaneer: Through Hell & High Water*

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Gather 'round, mateys, and I'll spin ye a tale o' the chaotic seas.

It's about a crew who crossed dangerous waters, bluffed its way past the Spanish Navy itself, and made a salty rum punch out o' the whole damned bay... then sailed away scot-free.

"Rum Punch Bay" is a *Buccaneer: Through Hell & High Water* adventure suitable for a Novice Rank crew. The Admiral should ensure a wide range of character abilities among the crew members: stealth tactics, diplomacy, and combat, to enhance play.

GIRDING FOR WAR

Spain is preparing a major naval strike against Hispaniola, including a marine invasion of Port-au-Prince. To that end, colossal amounts of men and materiel have streamed across the Atlantic Ocean from the Spanish Navy's port in Vigo, Spain. The Vodouisant have few resources to defend themselves against a concerted, wide-scale assault.

Through Taino allies, the Vodouisant learned of a secret Spanish port established on the Isla de Mona. The Spanish use the cave-riddled island as a way-station for cargo ships, but it is less-guarded than similar bays in Puerto Rico. That's because the supplies routed the Spanish Crown through the Isla de Mona are considered secondary to the war effort: mere rum, sugar, and other luxuries. The Vodouisant hatch a plan to make Isla de Mona the Spaniards' Achilles' heel.

PRIVATEERS AHOY

Papa Matanga, a well-respected leader among Port-au-Prince's people, contacts the crew and offers them a privateers' charter. The charter calls for the heroes to undertake a single mission, after which it is null and void. Only when the crew agrees to the charter, which pays a total sum of 2,000 gold doubloons upon its completion and cedes to the crew all salvage, are they told what the mission entails.

At home, Matanga serves the buccaneers a fine meal and ample rum. Over an after-dinner tobacco pipe, he says,

"The port of San Juan is full of soldiers. The Spanish gird for war and we are ill-prepared to resist. But our ears and eyes on the Isla de Mona report the Spanish have established a secret port there. It funnels other,

less-important supplies to the site of battle. The Spaniards have miscalculated.

"Rum may indeed be secondary to making war, but the Spanish have forgotten human nature. Their vast army of conscripted sailors will mutiny if they do not get their daily portion of rum. You must ensure this comes to pass."

Canny pirates may attempt to increase the promised pay with an opposed Persuasion roll. Matanga goes as high as 2,250 gold doubloons with a success, or 2,500 total coins with a raise. Once the crew agrees to the terms, Matanga continues:

"The secret port is somewhere on the southern coast of Isla de Mona. Our Taino allies say three galleons holding only rum lie at anchor, their captains await their orders. Toss it all overboard. Give it back to the sea."

"One other thing. This must not be perceived as an act of piracy, but rather a warning to the Spanish of how far our influence stretches. Disguise yourselves as Spanish sailors or soldiers before you commit the act. Perhaps then the king will think twice before attacking Port-au-Prince."

Papa Matanga bids the crew good luck and asks them to depart on the morrow.

🏴‍☠️ **Papa Matanga:** Use the Vodouisant profile (Rada) in *Buccaneer* but add the Rich Edge and Loyal Hindrance.

• **Guards (4):** Use the Sailor/Soldier profile in *Buccaneer*.

ACROSS THE CHAOTIC SEA

Although the Isla de Mona lies far north of the High Water Islands and their supernatural influence, the ichor's effects have spread across much of the Caribbean. Draw a card for encounters once per day (per *Travel* in *Savage Worlds*). Assume any encountered naval or military forces are Spanish. Knowledge (Navigation) rolls may be required depending on the situation or the Admiral's plans.

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AT ISLA DE MONA

When the crew reaches Isla de Mona, they can attempt to locate the Spaniards' secret port with a Notice roll at -4. Being in the crow's nest or using a spyglass grants a +2 bonus, or a +4 bonus for both. With a success, lookouts spot a large, navigable sea cave that is clearly the Spanish port. On a raise, the lookout also spots five hidden gun emplacements arrayed on the green ridge-line above the cave opening.

Sailing into the cave is out of the question; if attempted, the Spanish Navy unleashes its fury on the crew members. Depending on their origins, skills, and preferences, the heroes may attempt to enter the Spanish port in two ways.

Taino Allies: The island's traditional natives, the Taino, yet dwell in a few enclaves hidden in its jungles. If the crew goes ashore at some other location, success on a Tracking roll at -2 leads the explorers to a Taino settlement of roughly 85 souls. A successful Persuasion roll (+2 if gifts are presented) by someone who speaks the native tongue convinces the tribe's leader, Inamoca, (use the Native Warrior profile in *Buccaneer*, adding the Noble Edge) of the pirates' noble intentions. The tribe is sharply divided as to whether it should aid the crew. A well-spoken leader (Native Warrior, Persuasion d10) speaks against aiding the buccaneers. This is a **Social Conflict** (see *Savage Worlds*). If the crew scores 2+ successes, Inamoca agrees to lead the saboteurs to the cave system twisting through the island interior, specifically one that leads to the Spaniards' port. With 5+ successes, Inamoca also sends five men (Native Warrior profile) to join the crew as allied Extras. The trek through the caves takes roughly six hours; they are infested with supernatural terrors and at least one flooded cave (requiring success on a Swimming roll at -2 to traverse) as the Admiral wishes.

Subterfuge: Another option, which produces the Spanish uniforms Matanga stipulated, is for the crew to subdue a gun emplacement's crew (six Spanish gunners; use Sailor/Soldier profile) and steal their garb. At low tide, it's also possible to sneak into the sea cave by land but requires a Stealth roll opposed by soldiers' Notice (six active sentries). If they're spotted, alarm bells ring throughout the secret cave's interior.

THE MONA RUM PARTY

The sea cave entrance is only navigable at high tide. Its interior is massive, holding three Spanish galleons and a fully armed cutter at anchor. On the western side of the cave is a pier and docks, with a stone-and-wood fort built into the cave wall. On full alert, the Spanish can muster nearly 100 soldiers and sailors; these travel in groups numbering 1d8+2. A straight fight is neither

recommended nor wise. Finally, the Spanish have another trick up their sleeves. Following whispered hints and occult suspicions, Inquisitor Carlos Quintiara de Vigo arrived a few days ago to reinforce order.

It's up to the crew to figure out how they reach the galleons, but such an attempt requires the use of a longboat and possibly Stealth, Persuasion, Swimming, or other situationally dependent skills. If the port's soldiers are alerted, a crew wearing Spanish uniforms can take advantage of the chaos to slip away. It takes about an hour of concerted work on each galleon to dump or otherwise destroy the rum rations. The galleons hold no munitions or gunpowder. After they turn the bay into rum punch, the crew needs to get out in a hurry.

INQUISITOR DE VIGO STRIKES!

No matter how sneaky or clever, the crew cannot hide their intentions from supernatural view. Whether he confronts them during an escape through labyrinthine caves or on the beach, Inquisitor de Vigo makes a last-ditch attempt to stop the pirates — clearly servants of evil — from making an escape.

Inquisitor de Vigo is ruthless but has a strong sense of self-preservation; he won't sacrifice his life to prevent the crew's escape. That said, if the crew slips his grasp, de Vigo becomes a dogged pursuer and adversary.

☠ **Inquisitor de Vigo:** Use the Witch Hunter profile in *Buccaneer*, but add the Vengeful (Major) Hindrance and the *boost/lower Trait, confess! confess! confess!*, and *radiance of belief* powers. He has 20 Power Points.

• **Spanish Soldiers (2, plus 2 per crew member):** See *Buccaneer*.

AN ATTACK POSTPONED

After the pirates make their daring escape, word spreads throughout the Spanish forces of an act of sabotage committed by Spanish malcontents. Worse, are the dismaying rumors that captains will be unable to provide any rum at all for their crews. Soon the rumblings of discontent force Spanish leaders to postpone and reconsider their attack on Port-au-Prince.

As for the heroes, Papa Matanga pays them their agreed-upon fee in doubloons and burns their charter, making the privateers simple pirates once more. Glory awaits!



SUGAR DADDY

By Eric Lamoureux

Edited by Carol Darnell | Layout by Karl Keesler

A Savage Worlds One Sheet™ for *Buccaneer: Through Hell & High Water*

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Carousing in the wharf turns into a nightmare when the ship's crew goes missing the next morning.

BACKGROUND

Wilfred Coombs inherited the Lopdell plantation after his father passed.

While most plantation owners and their families in the Caribbean fancy decadent feasts and extravagant libations, Wilfred has a penchant for art. His quarters are decorated with paintings, sculptures, and bookshelves full of books.

His life took a tragic turn when he bought a tall conch shell from a merchant. When an ichor later crawled out of the giant shell, he had no defense against its overwhelming control. This ichor was sentient and possessed an overwhelming psyche it used to subjugate people. It called itself Kwomaan. It taught Wilfred secrets and gave him power. Wilfred has served the Kwomaan well ever since, providing human sacrifices for unknown purposes.

At first, the young owner figured he could spare a few slaves but when the plantation profits started to suffer, he sought to bolster his larder with drunken sailors from the nearby port too careless to see to their own safety after a night of drinking.

A NIGHT AT THE TAVERN

This tale begins shortly after the Crew has made it to port. It didn't take long for them to seek the nearest tavern to carouse in. This is the perfect opportunity to run a Dramatic Interlude Scene.

Don't forget to reward the player(s) with a Benny!

The following morning, when it's time to sail away, the rest of the crew (excluding the captain and the Crew) doesn't report for duty.

A MISSING CREW

They cannot find the missing crew anywhere. There are currently no other sailors at this location capable of crewing a ship. Without a full crew, the ship is land-bound.

Tracking reveals fresh wagon tracks (enough to carry the missing crew) from late last night. Anybody in town can tell the Crew that this road winds around the coast and the first stop is the Lopdell sugar plantation.

Streetwise reveals that there was noise in the night. Wagons and horses came and went. On a raise, residents claim strangers often disappear in these parts and that, because no locals have ever been taken away, people never tried to get to the bottom of this in fear of being next on the list of victims. On a 1 on their Streetwise die, regardless of the Wild Die, a spy will report to Wilfred Coombs and warn him the Crew might come looking for their missing mates.

What really happened is that the plantation overseer aided by two drivers and a half-dozen plantation workers took advantage of the sailors' drunken stupor to kidnap them before dawn and take them to Lopdell.

THE LOPDELL PLANTATION

If Wilfred was alerted by a spy, a group composed of the overseer Charlie, drivers, and plantation workers come to greet them. They first try to dissuade the Crew to continue their research. If the Crew insists or is caught trying to sneak into the property they employ force. They focus on defending the mansion where Wilfred and Kwomaan resides.

☠ **Charlie the Overseer:** use Officer

- **Slave drivers:** use Native Warrior and add the Command Edge. (2)
- **Plantation workers:** use Native Warrior (2 per WC)

THE FIELDS

Sugar cane fields cover dozens of acres. These offer cover for a stealthy approach, as well as ambushes.

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THE SLAVE QUARTERS

There are three buildings each housing slaves. Besides a fireplace, there is nothing else. Some tend gardens around the building.

The plantation workers are more afraid of Wilfred and what he can do than anything else. Unless driven by Charlie or Wilfred himself, or attacked by the Crew, they have no desire to interfere. In fact, if persuaded, they could be of major help to the Crew. They know the property and Wilfred's routine quite well. They begin with an Uncooperative attitude.

THE FACTORY

There is a mill to extract the sugar and large vats to boil the sugar water in. During harvest, this factory typically operates around the clock. Hot sticky sugar syrup spilled on workers, and limbs going through the mill are part of everyday life.

THE MANSION

This is where Wilfred and a handful of house help live. Kwomaan has also taken residence in Wilfred's quarters. The maleficent and pernicious entity is the true master of the plantation. If left unchecked, with Wilfred's help, it takes over the whole island, gaining a cult following that permeates all echelons of polite, mercantile, and military society.

It takes a bit of investigation to discover that the Taint is pulling the strings. Killing or arresting Wilfred doesn't solve the problem here. Kwomaan soon finds another human to control and resumes its empire of fear on the island. Furthermore, any attempt on a landowner's life such as Wilfred Coombs means criminal charges if discovered. Destroying the Black Ichor is the safest way to restore Wilfred's sanity and independence. The missing crewmates of their ship are held in the cellar and sacrificed to the Taint as needed.

☠ Wilfred Coombs

☠ Kwomaan

- **House Help:** use Colonist (6)
- **Plantation workers:** use Native Warrior (60)

☠ WILFRED COOMBS

This young man was never cut out to run a business. His dilettante lifestyle and love of the arts led to him to become the pawn of Kwomaan, an entity he was ill-equipped to fight against.

Slaves on the plantation refer to him as "Daddy" upon his request.

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

Skills: Fighting d4, Gambling d6, Investigation d8, Knowledge (Art) d8, Notice d6, Persuasion d6, Spellcasting d8

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Vow (Major - serve the Taint), Mean, Quirk (art collector)

Edges: Arcane Background (Black Magic), Improved Nerves of Steel, Hard to Kill

Powers: boost/lower Trait, deflection, obscure

Gear: Machete (Str+d6)

☠ KWOMAAAN

Born from the fissure, this Ichor has taken on a life unto itself. Those around it are prone to attack one another and go crazy. It oozes and crawls like a pudding, leaving a trail of ichor behind it.

Kwomaan, however, is sentient. It demands worship and made Wilfred Coombs his priest. Nobody knows what its agenda is. Not even Wilfred.

Attributes: Agility d4, Smarts d8 Spirit d6, Strength d10, Vigor d12+1

Skills: Fighting d6, Climbing d10

Cha: -; **Pace:** 4; **Parry:** 5; **Toughness:** 9

Special Abilities

- **Amorphous:** Doesn't suffer additional damage from raises or called shots
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Fearless:** Immune to fear effects and Intimidation.
- **Immunities:** Sleep, poison, shape changing, paralysis and Gang Up bonuses.
- **Poison:** Acid inflicts poison if foe is Shaken or Wounded.
- **Rage:** Anyone within 10 feet of Ichor must make a spirit check or attack closest ally at a -2.
- **Size +2:** Kwomaan is 20 feet long.
- **Slam:** Str+d6; +2 acid damage; Poison.
- **Strong Psyche:** Kwomaan can telepathically project the *fear* and *puppet* powers at will using Smarts as its arcane skill.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2"