

A complete campaign module set in the world of HAVEN

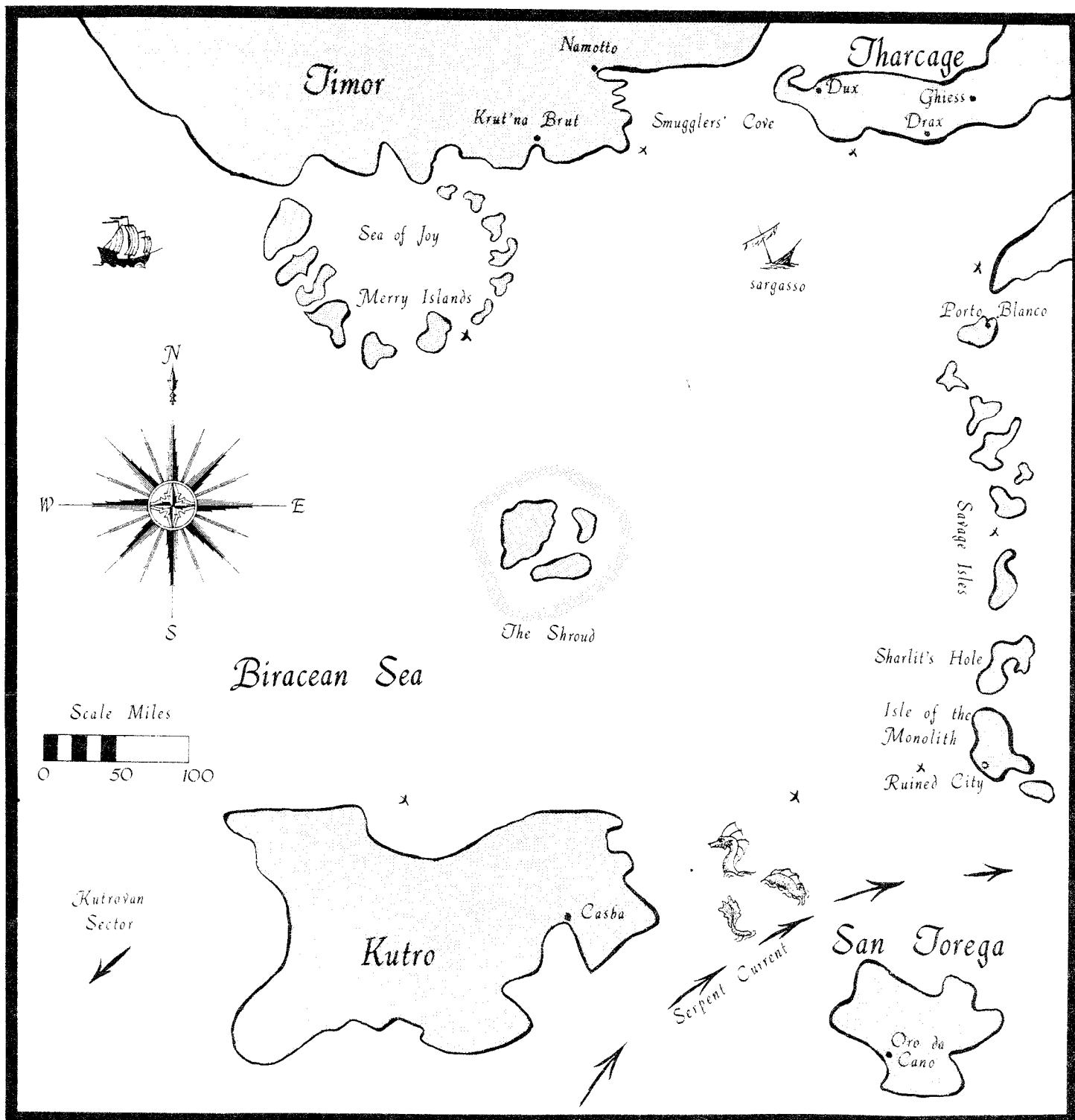
LAIR OF THE FREEBOOTERS



Swashbuckling Adventure in
a notorious pirate town!

Gamelords, Ltd.





The Southron Realms

LAIR OF THE FREEBOOTERS

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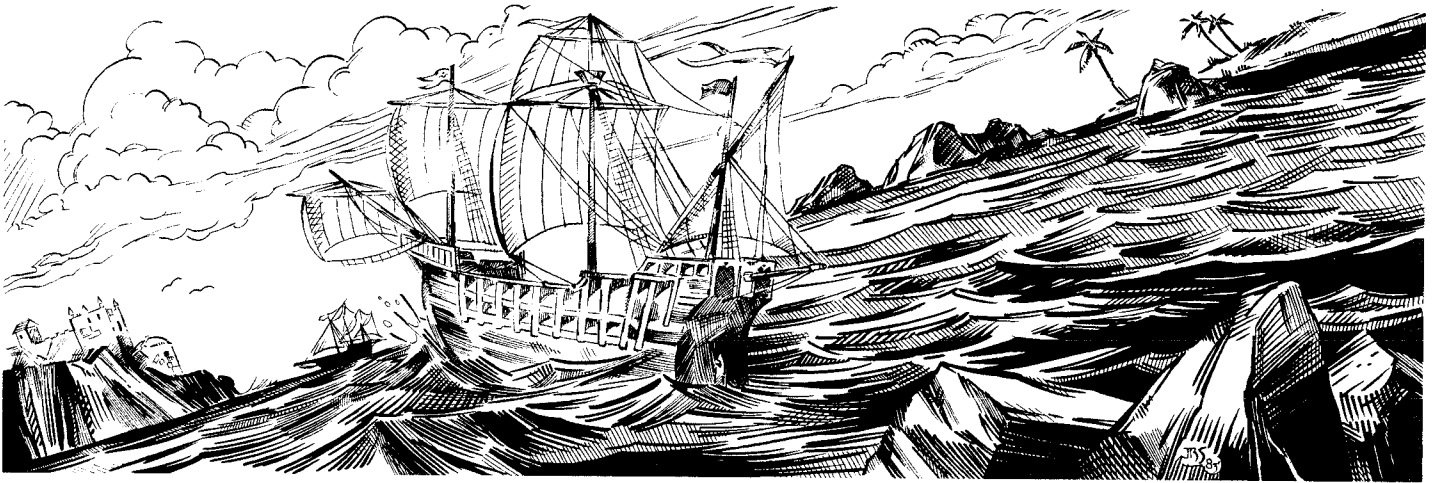
INDEX OF KEY ABBREVIATIONS

Throughout the Haven series, as well as the accompanying books in the Thieves' Guild series, certain abbreviations are commonly utilized. The meanings of these various abbreviations are summarized below.

AC - **Armor Class**: represents the protective value of armor, shielding, and skin carried by a character or NPC
APP, AP - **Appearance**: a measure of the character's personal beauty or comeliness
BT - **bit(s)**: a small coin made of iron; 10 BT = 1 CP
CDN, CO - **Coordination**: a measure of the character's dexterity, the ability to make correct deliberate physical movements
CP - **copper piece(s)**: a small coin made of copper; 5 CP = 1 SP
D (3D6, 1D8, xDy, etc.) - **Die**: the number (x) of dice of (y) sides to be thrown while resolving a combat or particular situation
DSC, DN - **Discretion**: a measure of the character's common sense, memory, and ability to think clearly under pressure
EAC - **Effective Armor Class**: represents the total effect of skin or various armoring devices used or worn by beings, plus - in the simple method for resolving combat - dodging ability
FRPG - **Fantasy Role Playing (Game)**: any of a general class of games using constructed or randomly generated characters to adventure in a make-believe medieval land of high fantasy
GM - **GamesMaster**: the referee or moderator of an FRP game; considered to be the "god" of the particular universe s/he has created, in which players adventure
GP - **gold piece(s)**: a small coin minted from gold; coins usually weigh 100 to the pound; 1 GP = 10 SP = 50 CP = 500 BT
HTK - **Hits To Kill**: the amount of damage that a character can withstand before dying or becoming unconscious or comatose

HAC0 - **Hits Armor Class 0 (Zero)**: number that must be equaled or exceeded on the roll of 1D20 to strike an unarmored foe; an enemy's EAC and dodging ability are added to HAC0 to get HP
HP - **Hit Probability**: the chances of striking an opponent
INT, IQ - **Intelligence**: a measure of the character's ability to learn and to profit from experience
MA - **Movement Allowance**: the number of hexes (normally 5' from side to side) that a character can move in one 15' melee round
MAG, MG - **Magnetism**: a measure of the character's charisma, attractiveness, sex appeal, personality, and/or leadership
MGR, MR - **Magic Resistance**: a measure of the character's innate ability to resist magic spells and other arcane effects
mr - **melee round**: 15 second span used to regulate the flow of play in combat; minutes and hours are used normally
REF, RF - **Reflexes**: a measure of the character's reaction speed, the time it takes to make instinctive movements
SP - **silver piece(s)**: a small coin minted from silver; 10 SP = 1 GP
SR - **Saving Roll**: an attempt to accomplish a feat extraordinary; this is usually tested by rolling 2D12 against a given requisite
STM, SM - **Stamina**: a measure of the character's ability to endure hardship or withstand wounds
STR, ST - **Strength**: a measure of the character's physical power, brute force
TAL, TL - **Talent**: a measure of the character's ability to use and/or understand magic

Lair of the Freebooters



Historical Background and Introduction

The adventures and encounters in this book take place in the region known alternately as the Southron Realms or the Biracean Sea, a tropical paradise some 3,000 miles south and east of the Free City of Haven (a map of the Southron Realms is on the inside front cover of this book). To the north is the continent of Erinor and the Eastern Realms of the once-great Namori Empire, nearly forgotten in Haven, but still a formidable influence here in its Province of Timor, and in its conquered territory of Tharcage. South of Timor and Tharcage are a series of independent island nations; San Torega, Kutro, and the small free island states known collectively as the Kutrovan Sector, that includes the islands of Jarasta, Keshona, Janevah, and Yuroni, as well as half a dozen or more smaller islands allied or under the control of one of the larger nations.

The Biracean Sea has been traversed by traders for over a thousand years, reaping the profits of a rich trade route known as the Great Circle. Stretching over two thousand nautical miles, the route links the continent of Erinor with the large, populated tropical islands and island chains, the sources of a variety of exotic goods much in demand on the mainland. Profits made from a successful Circle trip are legendary, and the wealth that the route can bring in far outshadows the hazards of the voyage in the eyes of those who dare the open sea. However, the perils are many on such a long journey, and many a ship that set out with great hopes of riches has never returned to its home port. The Biracean Sea is wide, and its weather is unpre-

dictable at best; storms can rise up in a matter of hours, giving a ship little time to make for a safe harbor. The spring monsoon season in particular boasts violent storms and hurricanes, making travel on the open sea extremely risky for about eight to ten weeks out of the year. Other strange and deadly navigational hazards can threaten the safety of a ship and crew along the route, including hidden shoals and reefs among the islands (that are sometimes inhabited by hostile natives), the eerie, mind-deadening singing of the sirens, or the great sea serpents on their yearly migration, some large enough to crush an annoying merchant vessel to kindling wood. The route also passes through the domains of several different nationalities, adding the uncertainty of politics to the concerns of the traveling merchant vessels.

Varied as the threats to the merchant ships are, there exists no more dangerous threat to the trade routes than the spectre of piracy. The riches of the Circle attract a great number of greedy men who find the lumbering ships of the merchants easy prey for their fast corsair vessels and ruthless naval raiding tactics. The political rivalries of the several island powers keep any one nation from having the sea power to control piracy, and, in fact, encourage it, by allowing corsairs that prey on their enemies' trade safe harbor in their ports. Even the Namori lack the ships and men to control this threat, having to devote much of their energy into the control of the peninsula of Tharcage, conquered only forty-five years earlier and constantly in rebellion against Imperial rule. Pirates operate freely in the Biracean Sea, and reap many of the profits of the Circle Route.

During the long decades of the Tharcagean-Namori wars, pirate captains often operated as privateers for one side or the other, carrying official "licenses" to

attack the ships of the enemy and take booty as the lawful spoils of war (from which the supporting government took a comfortable share). The privateers became so well established that the exploits of certain captains and ships become legendary, and some were even treated in some quarters as folk heroes. Even after the Namori conquest, the standards of some infamous corsair captains were recognized all over the Southron Realm. Once the Sultanate was crushed, however, the Namori pursued the remnants of its privateer navy, and closed the ports of Dux and Drax, forcing the privateers to seek elsewhere for supplies and a safe harbor for the spring storm season. Many drifted southward to the various island nations of the Kutrovan sector, or to San Torega, adding to the already notorious reputation of its chief port of Oro da Cano as the hangout of the worst scum of the Southern Realm. But even Oro da Cano proved to be less than ideal, for its Caliph was torn between his fear of the Namori warships that visited his port city, and his desire for the buccaneers' gold, and his welcome to the former privateers proved to be as inconsistent as the weather. The concentration of so many privateers in Oro da Cano's narrow-mouthed harbor also gave the Namori too much of an advantage in hunting them down.

These were the circumstances that led to the founding of a new pirate stronghold on Brown's Island. One of the Savage Isles, it was named after the captain who tried to chart it and met an untimely end at the hands of the hostile natives. One of the larger of the islands in the chain, it was usually avoided by most ships because it was assumed to have a large native population, and the demise of Captain Brown only confirmed the idea that most mariners had of this isle. Brown's Island also had a deep, sheltered bay that could provide ideal anchorage for large numbers of ships, but the entrance to the bay was a navigator's nightmare of rocks and reefs, referred to as the Funnel. The first of the pirates to successfully navigate the bay, some sixty years ago, was one Juan Belasco Sharlit, one of the more daring (and foolhardy) corsair captains of his day. Pursued by a Namori cruiser, his ship badly damaged, Sharlit and his sailing master, Avram Winckel, managed to steer through the Funnel's rocks, and were treated to the unexpected sight of their pursuers being swept up and destroyed by the sudden appearance of a powerful whirlpool between the rocky cliffs. Sharlit and his crew learned to time the whirlpool (which later became known as "Sunder's Maelstrom") and carefully charted the entrance to the Bay, sharing the secret only with a small number of privateers. The island was used as an isolated location where one could take on fresh water and supplies, lay low for a time after a battle, or weather out a storm, but was considered too remote to be useful as a primary base. At that time the settlement (little more than a collection of quickly constructed huts and a stockade for defense against the hostile natives) was on the beaches of Winckel Bay, at the mouth of the Azharin, where ships could easily be beached, pulled over, and careened for any major repairs. The island was used by a number of the freebooters -- from both sides -- during the war, but it was not until the fall of the major Tharcagean port city of Drax that this remote refuge took on real importance as a safe harbor and supply base for the privateers under

the Sultan's banner, from which they could continue their harassment of Namori shipping. After the final victory at Dux, the Namori turned their attentions to wiping out the privateers, including those of their own side who did not fully join the Imperial banner.

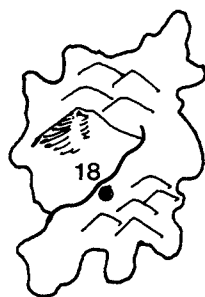
Guided by one of the corsairs who knew the location of the island and how to negotiate the shoals and cliffs, a small fleet of Namori warships and warriors made a daring raid on the Winckel Bay settlement during the monsoon season, when most of the freebooters were there. The attack was successful, sinking or seriously damaging a great number of the corsair vessels, and forcing many of the pirates to flee into the jungle. However, the fleet was caught in one of the notorious hurricanes of the Biracean Sea on its triumphant return voyage, and only remnants of the proud Namori strike force ever made it home to Krut'na Brut. Since that time, forty years ago, the Namori have not made another organized attempt to control the pirates, believing it to be a more expensive proposition than it is worth at the present time.

Although the Namori attack was successful and the original settlement burned, a large number of pirates (as well as a number of ships) did escape unharmed, and the town was rebuilt. The settlement's troubles, however, were not yet over. Like most of the Savage Isles, Brown's Island had a large -- and hostile -- native population, a particularly nasty tribe called the Mokshi. Although the occasional camp on the beach had not disturbed the Mokshi, the building of a permanent settlement on their island was another matter indeed. One night the savages attacked the settlement, burning huts and killing a number of pirates who did not make it back to their ships in time, including Captain Sharlit himself, but retreated into the depths of the jungle before the pirates could bring their ships' weapons into the fray.

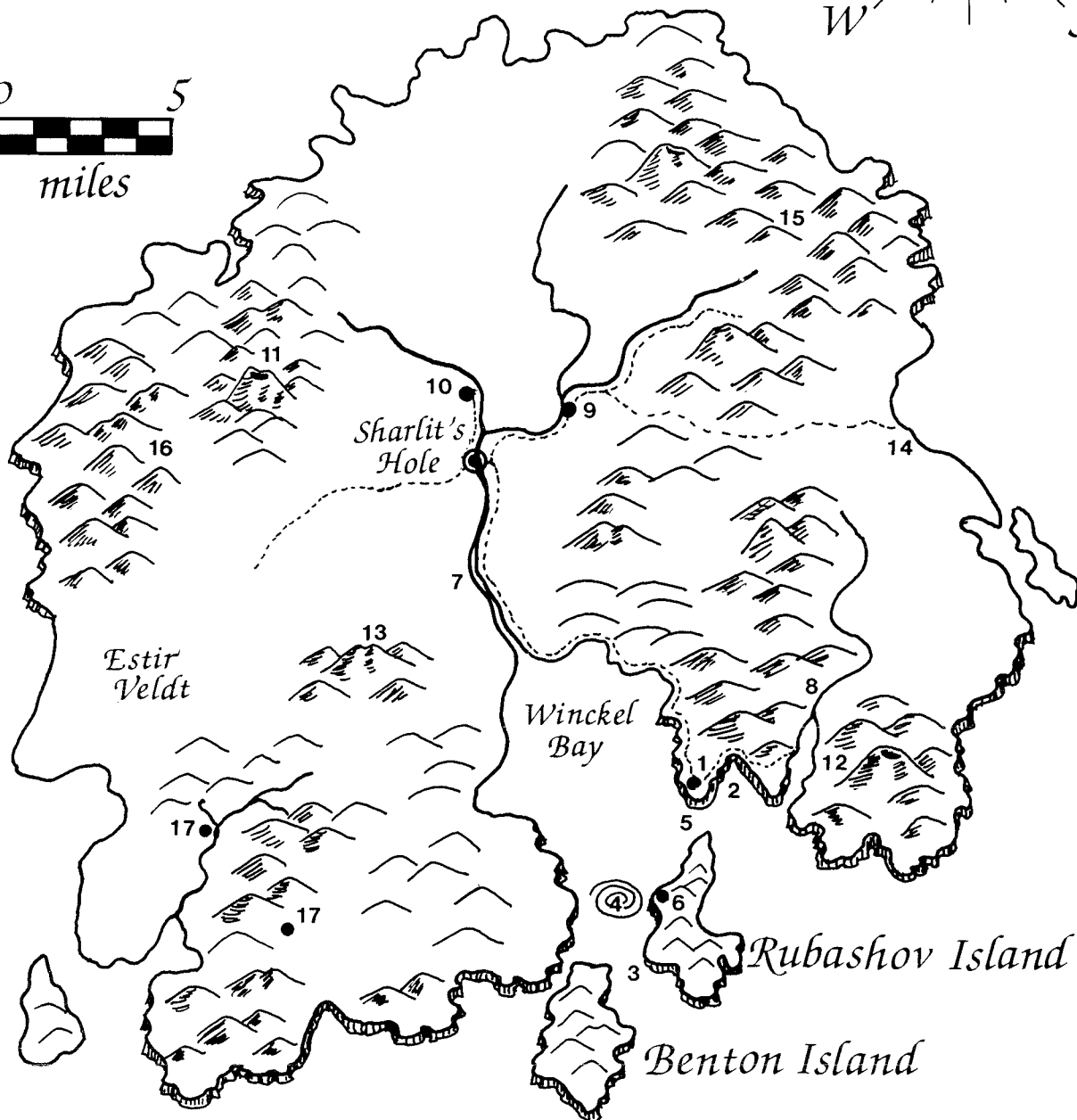
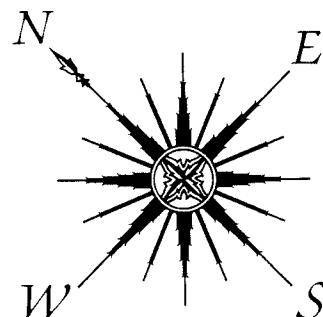
Vowing revenge for their leader's demise, the pirates recklessly rowed their boats up the broad Azharin river, right into the largest of the Mokshi villages, surprising the natives in the middle of their victory celebration. Outnumbered by three to one, the pirates might not have won the day if had not been for the presence of several mages among their ranks, whose powers caused greater terror to the Mokshi than all the swords of the buccaneers. The pirates slaughtered Mokshi without mercy, and kept captured women and children for slaves. Only a few of the natives managed to escape into the jungle.

The Namori raid still in their minds, it was decided that a more defensible spot was needed for their base, preferably hidden from casual observers, and the site of the Mokshi village was a far better location than the beach for a defensible settlement, with limited anchorage for ships and a ready supply of water. Captain Sharlit's crew insisted on burying him on the site of their victory, and it wasn't long before the settlement came to be known as "Sharlit's Hole". A stockade for defense against the remaining Mokshi was built, and the town grew, providing the corsairs of the Biracean Sea with not only a safe harbor and supply base from which they could raid the treasures of the Great Circle, but eventually a port where they could sell their cargoes and spend their ill-gotten gold.

Brown's Island



Erestel Island



Brown's Island

- | | | |
|-----------------------|------------------------|------------------------|
| 1. Morghan's Watch | 7. Azharin River | 13. Packett's Mountain |
| 2. Morghan's Cove | 8. Mongoose River | 14. Long Beach |
| 3. The Funnel | 9. Dubeck Plantation | 15. Bamboo Hills |
| 4. Sunder's Maelstrom | 10. Jehelyn Plantation | 16. Lava Hills |
| 5. Trader's Channel | 11. Mount Opiki | 17. Mokshi Village |
| 6. Tower of Llyr | 12. Mount Okawa | 18. Elvish Settlement |

Brown's Island

Brown's Island is almost thirty miles across at its widest point, and measures perhaps twenty-five miles in length from Winckel Bay to Erestel Island. Much of its southern and western coasts are ringed by steep, rocky cliffs that present a foreboding appearance to all approaching them. The treacherous tides and submerged rocks below the cliffs make navigation close to them difficult, and have been the death of many a daring (or foolish) ship. Brown's Island consists mostly of volcanic rock, and there are two volcanoes still somewhat active on the island, which occasionally spurt steam and ash into the air, although neither has had a major eruption in the sixty years that the pirates have been acquainted with the isle. A large part of the island, especially west and east of Sharlit's Hole, is made up of older volcanic hills, eroded by wind and rain, now densely covered by jungle and bamboo forests.

Winckel Bay, situated on the southern coastline and protected from storms by the rocky protuberances of Rubashov's and Benten's Islands, provides the best anchorage to be found on the island. Its entrance, however, is a maze of rocks and reefs that require a good bit of navigational skill to bypass, making it tricky to reach the safety of the bay's wide beaches except during calm weather. When the tide changes, or during the savage storms of Spring, a vicious whirlpool forms between the cliffs south of the bay and the high rockfaces of Rubashov's and Benten's Islands, in the area called the "Funnel". The pirates call it "Sunder's Maelstrom," so called since Sunder Onearm's ship, **Pugnacious**, was caught in the tow and swept to its doom some forty years ago; since then it has caught and drowned two fine corsair ships and an unlucky Namori cruiser that came nosing about the bay at an inauspicious moment. The pirates have erected watchtowers overlooking the entrances to Winckel Bay, one on Rubashov's Island known as the Tower of Llyr (after the wizard who once lived there, whose ghost is said to haunt the tower on stormy nights), and one on the cliffs to the east of Winckel Bay, now the fortified complex of Morghan's Watch (the headquarters of Morghan Silver, one of the most powerful of the pirate chieftains).

The jungle that thickly blankets so much of Brown's Island is a typical tropical rain forest; it contains widely spaced trees that rise in places as high as two hundred feet. A profusion of secondary growth, made up of smaller trees, giant ferns, and vines, is dense, and closely surrounds the towering forest giants. Because of the thick foliage, little light makes its way to the forest floor, and the area beneath the canopies seems to be in perpetual twilight. In the hill country, the forest gives way to thick, almost impenetrable, forty-foot stands of bamboo, through which passage can be made only on game trails or by heavy and tedious labor with a machete. To the west of the island is the Estir Veldt, a stretch of grassland that has grown over the ancient lava fields of Mount Opiki, one of the two active volcanoes.

The weather on Brown's island is typical of the tropical region. Temperatures can rise well above 100 degrees in the summer months, and descend as low as 50 or 60 degrees during the winter. The humidity is always high, and rain (usually a brief, but hard, cloudburst during the midafternoon) is frequent. During the spring rainy season, it can rain for days without stopping, sometimes with storms of hurricane intensity.

Myriads of animals inhabit the rainforest, ranging from deer to monkeys and rodents, insects of all types and the birds and bats that feed upon them, small lizards, frogs (some rumored to be the size of dogs), and wild pigs. Occasionally travelers in the jungle will have the misfortune to encounter one of the large jungle cats, whose hunting calls may be heard even around Sharlit's Hole, or one of the deadly spitting cobras that haunt the many game trails. Survivors from one expedition reported sighting a giant anaconda which was said to be sixty feet long and as thick around the middle as a full grown tree. The Veldt also is teeming with life, including herds of wild long-horn cattle, introduced perhaps during some previous attempt to colonize the island, and a variety of antelope.

The pirates are not the only human inhabitants of Brown's Island. Many years ago, there was a large tribe of Mokshi located where the present settlement of Sharlit's Hole now stands. The Mokshi are one of the larger tribes found on many of the Savage Islands, and are said to be great warriors who collect the heads of their enemies. When the pirates first settled the island, they decimated the Mokshi village, keeping only those defeated enemies docile enough to make good slaves. However, it is common knowledge in Sharlit's Hole that there are still remnants of the Mokshi tribe hiding out in the jungle, particularly in the southwestern hill country, nursing a passionate hatred of all the settlers. No prudent pirate or settler ventures into the jungle alone or unarmed, and the plantations and hunting parties on the Veldt always mount a keen patrol against a Mokshi raid.

Just off the northwestern coast of Brown's Island is the smaller Erestel Island, with its own volcanic peak, Mount Cirrien. The island is inhabited by a reclusive tribe of elves from the great forest of Eldenwood on the mainland of Erinor, who have paused in their final journey overseas on this remote, peaceful isle. They tend to shun contact with most outsiders, enforcing their privacy with magic. Of all the elves of Erestel, only the mage Lysander ever comes to Sharlit's Hole, to trade magical artifacts for food and other products not readily available on the island.

Getting to Sharlit's Hole

There are a number of ways that the players can get to Sharlit's Hole (or, from the point of view of the GM, ways to get the players to Sharlit's Hole). The simplest and most direct way, of course, is to join the crew of a pirate ship, which will eventually visit the secret stronghold, but probably not before attempting to capture a prize or two, taking booty (and most likely damage) in the process (methods of handling such sea chases and boarding actions are described in **Thieves'**

Guild 6). However, pirate ships rarely advertise themselves as such, and the chances of the players being able to find a corsair in need of crew will depend on what port city they are in, since some ports are less receptive than others to the buccaneers. In certain ports, such as Krut'na Brut, the players must exercise extreme caution in their inquiries, lest they be suspected of being pirates and be subjected to the long arm (rope) of the law before they ever have the chance to go to sea. Chances for finding a ship in need of crew are listed below, by category of vessel (corsair, merchant, or military) and by port city; note that a military vessel in Timoran or Tharcagean ports has a 60% chance of being a galley, and in is need of rowers, not sailors. (If the GM desires to have his players simply sign onto a corsair vessel, it is recommended that they join **Windsong**, described elsewhere in this book, making it easier to introduce the scenarios later in this volume.)

HIRING CHANCES

Seaport	Merchant	Corsair	Military
Krut'na Brut	85%	5%	60%
Namotto	75%	15%	40%
Dux	60%	15%	25%
Drax	80%	20%	40%
Porto Blanco	25%	5%	60%
Oro da Cano	65%	50%	15%
Casba	60%	30%	30%

Players could also be shanghaied, either drugged or bopped over the head, and taken aboard a departing ship in need of extra hands and not particular about how it gets them; upon awakening, the player will find themselves far out to sea, and will be informed that they are now members of the crew. The most common users of this practice are the Namori war galleys (50%; they refer to it as 'impressment'), and the corsairs (30%), but a merchant captain with a poor reputation will also sometimes resort to it (20%) to fill his crew.

If the players are on a merchant ship, either as crew or as paid passengers, it requires no great inspiration on the part of the GM to make the ship the object of a pirate attack. Most of the corsair captains are not above impressment of any crewmember they consider useful, particularly those trained in relevant fields listed in the **Hiring On** section.

Players might also be working for the Namori or Kutrovan authorities, trying to track down a particular pirate captain who has been harrassing shipping in that region. Players would be given the captain's name and that of his ship (or ships) and some arcane weapons, but would be on their own as far as getting to Sharlit's Hole, or arranging for their escape once they have put their quarry out of action.

Hiring On

Players seeking to sign aboard a ship may encounter the captain of a vessel needing crew in a dockside tavern, or read a notice on a public bulletin board, or they may apply to the local Seaman's Hiring

Hall, where their names and skills are noted on the rosters of seamen looking for berths. Once the players have found a ship in need of men, they need to speak to the Captain or Quartermaster in charge of hiring to find out what kind of crewmen the ship needs, and whether they qualify for the positions open. Some work details, particularly on a fighting vessel, have high mortality rates and usually have spots to fill, where others have a much lower level of risk, and may or may not be short of men. For every detail with 6 or more vacancies, there is a 10% chance that one of the vacancies is an officer's post, requiring **Captaincy** and some previous experience in whatever work the detail performs on board ship.

Work Details

ARTILLERY: is the detail which provides maintenance and firing of ship's catapult, ballista, etc. A ship requires 5 men per weapon, and has 60% chance of an opening for 1D6 men on a corsair or 1D10 on a military vessel, or 20% chance of an opening for 1D4 men on a merchant. Frequently the target of the enemy's fire, this job has a high mortality rate.

ARCHERY: provides bow fire during battle; the job requires skill with self bow. There is 50% chance of an opening for 2D6 men on a corsair or military ship, or 30% chance of an opening for 1D6 men on a merchant. Those with **Climbing** ability often shoot from ship's rigging. This is also a risky position, particularly when working in the riggings in a battle. Archers often double in the **SAIL** detail for non-combat duties.

HELM: assists the Sailing Master in the operation of the vessel, and is frequently in command of towboats when used; qualified crewmen (**Boating Level 2 — Apprentice** — or better) may work ship's rudder (wheel), or assist with Navigation. In battle, the helmsman is responsible for directing the ship into the most advantageous position for use of her weaponry; helmsmen are also targets of enemy archery fire unless they are protected by some sort of shelter. There is 30% chance of an opening on a corsair or military ship for 1D4 men, or 15% chance of an opening on a merchant vessel for 1D2 men.

SAIL: denotes the job of taking in, letting out, re-mounting, and generally maintaining and operating the ship's sails. Sailors also man the ship's watches, and row the ship's boats when necessary. On a corsair, the **SAIL** detail is the primary close fighting detail, and makes up the boarding parties. Training with weapons and some familiarity with boats is about the only requirement for this detail. A corsair or military ship has 70% chance of openings for 2D10 men (note that military has 40% chance of needing rowers, rather than sailors), while a merchant has 90% chance of needing 3D10 men.

REPAIR: handles maintenance of the belowdecks portion of a ship, patching holes, manning pumps, and securing cargos, or, on a galley, preparing for conversion to rowing. A corsair or military ship has 20% chance of an opening for 1D6 men, while a merchant has 40% chance of needing 1D6 men.

Trainings and skills influence the chances of a character qualifying for a given position on board a ship. The GM should first determine where a given vessel

needs extra hands, and allow the players to consider what positions they might be qualified for. Hiring is determined on a roll of a percentage die; players should first add up their bonus points for their class and Training Field modifiers. Training Fields have four levels of accomplishment:

Novice — knows something about the field, but lacks experience and requires close supervision;

Apprentice — has limited amount of experience, but needs some supervision;

Journeyman — fairly experienced, can handle most duties competently on his own; and

Master — certainly the most widely skilled and experienced, capable of handling all facets of a task, and overseeing the work of others.

It is up to the GM to determine what level of experience a player has in any given training field, but most will land in the lower two levels, **Novice** and **Apprentice**, since adventurers rarely have time to study, practice and perfect a skill. Each level of accomplishment in a relevant field is worth either +5% or +10% as outlined below.

HIRING BONUS POINTS Class and Experience

Level	Fighter	Thief	Mage	Cleric*
GREEN	+10	+5	+15	+10
INTERmediate	+20	+15	+25	+15
VETERan	+30	+25	+50	+20
ELite	+40	+35	+60	+40

* Clerics must have Healing or other useful abilities to achieve bonus.

Training Fields

Field	ARTY	ARCH	HELM	SAIL	REPR
Captaincy*	+5	+5	+5	+5	+5
Carpentry	+5				+5
Cartography			+5		
Clothmaking**			+5		
Boating	+5	+5	+5	+10	+5
Bowry		+10		+5	
Navigation			+10		
Shipwright					+10
Siegecraft	+10				

* Bonus applies only for Officer positions.

** Must be at least Level 2 (Apprentice) to achieve bonus.

Other relevant trainings not keyed to particular details include **First Aid** — +10% per level of accomplishment, and **Cooking** — +5% per level, Apprentice or better. Expertise in any weapon is worth +10% in any detail, and **Swimming** skill is useful, but not required.

If some of the players get hired into specific positions, but others do not, the Captain can probably be persuaded to take them on, but will assign them to the **SAIL** or **REPAIR** detail, and expect them to learn on the job. If the character spends six months or more on the ship, he should be considered to have learned **Boating** at **Apprentice** level.

Paying Shares

Sailors on a corsair (and on some merchant vessels) do not work for a salary; instead they work for a share of the profits gained, and for their room and board (a hammock hung in a narrow corner of the fo'c'sle or hold, and the usual rations of rum, salt pork or dried beef, cabbage, dried peas, limes, hard biscuits, and other storable fare). Shares are paid at the end of a voyage when the cargo or booty is sold, when the ship is in port for a layover. Crewmen only receive a share of booty from actions for which they were present; some ship's companies deduct a portion of their shares to pay for the vessel's upkeep. Different positions on the ship receive different portions of the profits, as noted on the chart below; deceased crewmen's shares go to their surviving dependents.

SHARES

Position	Shares
Owner (in merchant ships only)	one-third
Captain	10
Major Officers	6
Petty Officers	4
Able Seamen	2
Helpers	1
Deceased Crewmembers	those due

An Explanation of Ship Statistics

The various ship charts that appear later in the book are offered primarily for the use of those GMs who are using the ship movement and combat rules presented in **Thieves' Guild 6**. However, for the benefit of those GMs who do not have that volume, or who may be interested in adapting the corsairs' ships to another rules system, a brief explanation of the attributes and statistics of the charts is presented below. For a more detailed explanation, as well as ways of constructing vessels for the use of players or NPCs, the GM is referred to **Thieves' Guild 6**.

The ship's speed is primarily determined by its basic hull type and the force of the wind. Only three hull types are presented in this group of vessels:

Light Cargo — primarily a merchant vessel, wide across the beam and usually slow in the water (the hull structure of **Windsong**, however, has been modified, and is not truly representative of her type);

Cruiser — the most common hull for warships, strong and stable in rough seas, and still quite swift (and often adapted for rowing like **Hamilcar**); and

Corsair — a fast vessel that is less stable in rough weather, and has less room for cargo.

Other hull types include **Heavy Cargo** (slower than Light Cargo, but capable of holding a great deal more cargo), and **Smuggler** (slender and faster than a corsair, with even less stability in heavy seas).

The speeds given across the top line (marked "Speed"), indicate the miles (or hexes) per time period that the ship normally travels under the given wind conditions; the Adjusted line takes into consideration

the skill levels of the Sailing Master and crew. The two numbers given under "Gale" indicate the maximum speed the ship could attain, while the lower number is the maximum safe speed without danger of capsizing and sinking.

The "Hull" number indicates the maximum number of points of damage that the hull can take before it is completely destroyed; the hull may become unseaworthy before this point is reached, of course. "Draw" indicates the depth of water the ship needs beneath its keel to avoid running aground; the larger number indicates the depth needed when the ship is fully loaded. The "Speed" and "Turn" figures indicate bonuses to the ship's normal capacities due to the skill of the crew.

The number of masts and sails is indicated below the "Draw" figure; the abbreviations stand for Sprit, Fore, Main, and Mizzen (rear). Most ships encountered in the Southron Realm have only one sail per mast, either square or lanteen (triangular); of the ships presented here, only **Legacy II** sports multiple sails per mast. The sail figures indicate the points of damage the sails will take; damage to the sails will slow the ship's speed. Some ships have their sails magically Strengthened or Fireproofed as indicated under "Special Effects" in the bottom section of the chart.

The experience level of the major officers is indicated in the "Officers" column (F.O. — First Officer; S.M. — Sailing Master; M.A. — Master-at-Arms; not all ships carry Mages). Their skill modifications have already been built into the figures given for Morale and Speed. The rest of the ship's complement is broken down by experience level and work detail; the "Charge" line indicates what level of officer is generally in charge of the work detail; many are commanded by Petty Officers (PO). The level of the Petty Officers in a detail are indicated by the lower case "p". The "Points", "Average", and "Adjust" lines are used to calculate the average level in each work detail (given in the "Letter" line) for the purposes of Morale Saving Rolls, given in the "SR Base" line for both the ship's crew as a whole, and for each individual detail. The last work detail column, FIRE, is not a formal work detail, but is used to help keep track of how many men from other combat details are pulled from their regular duties to help fight a fire aboard ship; this may influence the efficiency of the detail they were forced to leave (in all cases, the composition of this detail is left up to the GM).

The Ship's Weaponry may consist either of ballistas or catapults (or sometimes both). A ballista works like a giant crossbow, firing large bolts at the opponent's hull or sails; a Light bolt does 3D4 points of damage, a Heavy bolt does 3D6 points of damage, to the hull; sail hits are 3 points of damage, regardless of the size of the bolt. A catapult works like a very large slingshot, firing heavy rocks of varying sizes (available ammunition is listed under "Catapult Ammo"); a rock does 2D6 points per 50lbs, against the hull when it hits (more detail on the aiming and firing of catapults and ballistas can be found in **Thieves' Guild 6**). Both ballistas and catapults can also fire "Magical Ammo", known as "Breakables", clay balls imbedded with spells designed to go off on impact. Spells frequently used in arcane breakables include:

Slumber (SL) — Any person within 15' of the impact must save against MGR or fall asleep; they can, however, be awakened by 2 mr of shaking.

Sticky Strands* (SS) — The burst sprays a mass of gluey strands over an area 15' in diameter; anyone caught in the strands must make a SR against STR twice to break free; the strands last for one minute.

Hot Shot* (HS) — A fireball effect, equivalent to 5 fire arrows in damage potential; anyone within 5' of the impact point must make a SR against REF or suffer 1D6 of burn damage.

Zapper* (ZP) — A miniature lightning bolt from the blue, designed to rip sails and sever ropes; anyone within 10' of the impact must make a SR against STM or suffer 1D6 of damage.

Itch (IT) — Anyone within 15' of the impact must make a SR against MGR or be subject to painful itching all over his body; those affected will be unable to think of anything else besides scratching until they make a SR against 1/2 STM — this may be attempted every minute.

Confusion (CF) — Anyone within 15' of the impact must make a SR against MGR or be totally befuddled for 2D4 minutes; any actions undertaken must be under the close supervision of another, unaffected person.

Shrapnel (SH) — The burst sprays an area 25' in diameter with small bits of fired clay, glass, and metal fragments built into the clay ball; a SR against REF is required by anyone in the line of fire — if successful, only 1D6 points of damage is sustained; if missed, the victim will take 1D3 + 1D6 of damage from the flying debris.

Choking Vapors (CV) — A dense cloud of smoke is released from the shattered ball; anyone within the cloud (10' in diameter) must make a SR against REF to avoid the vapors released (and a session of sneezing, coughing, and watery eyes); in this state, any action requires a successful SR against STM to complete; the cloud lasts for 2D3 minutes.

Fog* (FG) — For a radius of 10' around the burst point, visibility drops to near zero in pea-soup fog; the fog will last for 2D4 minutes before it is blown away.

A saving roll against magic resistance is applicable with all the preceding spells in order for one to take the desired effect. If the spell is an area effect (marked with *), the saving roll is against the ship (which, being made of wood, has MGR 8); otherwise, the saving roll is made by crewmembers in the affected area.

Other points of interest about the vessel are indicated under such headings as "Special Effects", "Cargo", "Passengers", etc., and are fairly self-explanatory. If the ship has a mage (as do **Impala**, **Dragon's Claw**, and **Legacy II**), the mage's overall experience level and general spell skills are indicated, following those categories given in the **Explanation of Character Statistics** section, as well as the number of TAU points (tp) the mage has at his disposal.

The Corsair Captains

Unlike the crews of merchant vessels, who hire on and off ships as work is available, the crew of a corsair tends to stay with one ship and serve under one particular captain. A strong captain holds a crew together, inspires them in battle, and keeps going even when pickings are slim. Should a captain prove ineffectual, or be lost in combat, the crew will choose another of their number, experienced in navigation and battle, to take his place. Corsair crews are usually loyal to their chosen captain and extremely proud of their ship; many a brawl has begun over a comparison of the abilities of the ships of rival crews, or the personalities of their captains.

Of the several dozen captains who frequent Sharlitt's Hole, several have become known for their successes, their reputations for skill, ferocity, generosity, or their quirks of personality. Most of the captains command only one ship, but a few have been able to expand their operations into two or more vessels, which are commanded by trusted co-captains. A number of the more prominent captains are described below, as well as some of the lesser captains, for use by the GM should the players seek to join a particular ship's crew (the ship each captain commands is detailed in a later section).

TIGRESS

Captain Salina the Red

(Corsair)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	3	5	8	12	12/4
Adjust:	0	4	7	10	16	16/5
Officers	Hull: 175 Speed: +30% Sail					
Capt. E	Draw: (8) 10 Turns: +60° 480					
F.O. V	M: Sp 80 t: 80					
S.M. E	M: Mn 200 t: 200					
M.A. E	M: Mz 200 t: 200					
Mage --	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	3		1	1	1	
INT	5		1	1		3
VET	28	3	3	p 9	1	pp10
EL	22	5	p 3	p11	1	p 5
Men	58	8	(8) 4	22	(3) 1	15
Points	348		27	137	7	95
Avg.	6.00		6.75	6.23	7.00	6.33
Adjust	6.30		6.90	6.38	7.05	6.48
Letter	E		E	E	E	V
SRBase			20	19	21	19
Ship's Weaponry: Ballista, forecassle						
Catapult Ammo: 25 H-Bolts (750#), 20 L-Bolts (400#)						
Magical Ammo: 10 H-Bolts 2x damage w/Dam.Intens.						
Special Effects: Sails fireproofed @ 80%;						
12pt 1-man Miss.Rep. on helm area;						
4 8-man boats						

Captain Salina the Red

After Morghan Silver (#170 — described in the section on **Morghan's Watch**), the most notorious pirate captain in Sharlitt's Hole is Salina the Red (#101), a tall, lean woman with red hair and intense grey eyes. She is known for both her indomitable will and her fiery temper, and is not the easiest of the captains with whom to get along; however, those of her crew who have been with her for any length of time swear by her, and wish no other captain. Salina wears breeches, blouse and boots like a man, with a flowing cape, all of solid black. A well-tempered cutlass hangs from her belt, and she is an expert with thrown daggers, a skill picked up in her youth in the back alleys of Namotto. It is said she learned swordplay by disguising herself as a lad and joining the Namori army; however, Salina speaks little of her past, and few dare to inquire.

Despite her Namori blood, Salina is not selective over her prey, and will attack a Namori merchant as readily as a Kutrovan trader. She is a daring and courageous commander, renowned for taking on odds that few others would dare, and always coming up on top. She also has a reputation for ferocity in battle, and for cruel treatment of captured crews which resisted her strongly, or who caused large numbers of casualties among her men. Salina's crews are a rough and bloodthirsty lot, and are held together only by her iron will and strict discipline; she will not tolerate any man who questions her decisions, and has been known to end the career of a pirate who disobeyed her orders with one casual flick of her dagger. Her banner is red and depicts a saber splitting a human skull; merchants have a 70% chance of recognizing her flag (and the reputation that goes with it), giving them either a 60% chance of panicking, with a -4 to crew morale, or a 40% chance of fighting with desperation, with a +2 to morale (see **Thieves' Guild 6** for details on morale and combat).

Salina has been fairly successful, and now commands three ships, one of which is **Tigress**, her flagship; the others, **Spellwind**, and **Chimera**, are commanded by two of her officers. The three ships usually work together in raids, using a system of flag signals to communicate commands from Salina to her co-captains. Unknown to the fiery pirate chieftain, one of her co-captains, Kolby the Hook (#102) — **Chimera**, chafes at the tight control Salina holds over her captains, and is plotting to become an independant captain by betraying his leader to the Kutrovan assassin, Kazikama (see **In Search of the Spy** in the Scenarios section). Salina's crews are in Sharlitt's Hole 20% of the time (other than the monsoon season), and generally hang out at the Sword and Saber; the company maintains a number of large huts behind the tavern as their private compound. Salina can be found in her hut in the Web about 40% of the time; the rest of the time she is on board **Tigress**, or in Trade Town.

Captain Anjir Chisa

Chisa (#103) is one of the most prominent and dashing of the corsair captains who frequent Sharlitt's Hole. A renegade warrior from the isle of Jarasta, Chisa is a big man with bright eyes and long ebony hair, which he wears gathered up in the style of a sumo wrestler. He wears splashy, flamboyant clothing, brightly colored shirts of fine silk, a flowing half-moon shaped cloak, and



fine cotton breeches that tuck into his soft black knee-high boots. Chisa moves with cat-like grace and smoothness, and despite his bulk is extremely quick on his feet and difficult to surprise. Generous and dashing, he is one of the most charismatic captains on the island, and rarely has trouble attracting men to crew his ship, despite his reputation for sometimes undertaking extremely risky ventures.

Chisa carries a weapon that is very rarely seen outside of Jarasta — a Fugara, one of the renowned swords made by elite master swordsmiths for the great noble families of that island. Chisa's blade is some two and one half feet long, single edged, and slightly curved; its balance and temper are superb, although its scabbard and hilt are quite plain. The pirate captain's skill with the blade is such that he is renowned throughout the island as one of the most dangerous swordsmen in the Southron Realms.

The captain possesses a sense of honor unusual in a pirate, and is usually merciful to ships who surrender; he is particularly honorable when ransoming captives, and always treats his unwilling guests with the greatest of courtesy, especially with the ladies or the helpless. Chisa is equally true to his word, however, when it comes to fulfilling threats made should the promised ransom not arrive, and has been known to send a captive home a piece at a time until the ransom was paid.

Chisa is courageous to the point of foolhardiness, just and fair with his men, and ruthless with those who oppose him. He is not, however, known as a tactician, and even his own crew agrees that his strategies occasionally have left something to be desired. He and his ship, *Ronin*, have a reputation among the

pirates of the Hole for risky (often foolhardy) raids which net great profits — and sometimes equally great losses — for Chisa and his crew. The story is still told of the commission he accepted three years ago to free Ramalcil, a notorious Tharcagean rebel, from the dungeons beneath the great amphitheatre in the Namori city of Namotto, where the the Namori had anticipated watching the unarmed Tharcagean face a trio of hungry lions at noon the next day — Chisa lost nearly half his men in the rescue, but his reputation seemed neither tarnished nor diminished by the escapade. It is widely said that Chisa can extricate his ship and his men from any situation into which he is crazy enough to lead them. Chisa's crew is comprised primarily of Jarastan and Kutrovan men, who are loyal to the point of devotion, surprisingly so, given the risks they can face under his command. Chisa's crew has a number of huts that they occupy when in Sharli's Hole (30% chance), and Chisa himself can be found sometimes at the House of Pearls, one of the major brothels in the Web.

Captain Tembal Pegleg

A short, stout fellow of middle years, with a bushy reddish blond beard and thinning hair, Tembal (#104) lost most of his left leg to a shark, and makes his way about on a wood and leather prosthesis or a pair of crutches; his upper body strength is tremendous, however, and he is capable of arm-wrestling down almost

RONIN

Captain Anjir Chisa

(Corsair)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	3	5	8	12	12/4
Adjust:	0	3	5	8	13	13/4
Officers	Hull: 220 Speed: +5% Sail					
Capt. V	Draw: (10) 12 Turns: +30° 480					
F.O. V	M: Sp 90 t: 90					
S.M. E	M: Mn 220 t: 220					
M.A. V	M: Mz 170 t: 170					
Mage --	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	10		2	4	1	2
INT	30	3	3	p20	1	p 4
VET	20	3	p 2	p 5	1	p 7
EL	12	2	1	1	1	p 5
Men	72	8	(8) 4	30	(4) 1	18
Points	344		23	125	7	97
Avg.	4.83		5.75	4.17	7.00	5.39
Adjust	4.78		5.75	4.17	7.05	5.54
Letter	I		V	I	E	V
SRBase	14		17	12	21	16
Ship's Weaponry: Light Catapult, forecastle						
Catapult Ammo: 40 rocks: 25 50#, 10 100#, 5 200#						
Magical Ammo: 13 Breakables: 5FG, 3CV, 3SH, 2ZP						
Special Effects: Sails strengthened @ 50%;						
replacement sails strengthened @ 50%						
6 6-man boats						

any man in the Web when sober. He commands a single ship, **Swift Wind**, and most of his crew have been with him for years; Tembal rarely takes on new men.

Tembal began drinking heavily after he lost his leg, to ease the pain, and never quite managed to break the habit. He is reputed to be drunk most of the time while at sea, and only sobers up when on shore. This is, fortunately for Tembal and his men, somewhat exaggerated; but it is true that the pirate captain likes his rum, and seems to spend a good deal of time in his cabin with his private keg during a voyage. The crew, however, has worked together for so long that they need little supervision, and only bother to consult their captain when another ship is sighted, or when a course needs to be set or changed. The one-legged pirate is still a skilled sailing master and a doughty fighter when relatively sober (60% of the time) and can tell how the wind is changing even when in his cabin. Tembal is a cautious captain who dislikes taking chances; **Swift Wind** generally preys on small merchantmen, preferring to take several smaller prizes rather than run the risk of attacking a ship capable of fighting back. Tembal is more interested in the cash or saleable cargo a vessel may be carrying than in taking prisoners or hostages, and usually releases the crews of the ships he captures. His banner, black with a white skull, does not engender any bonuses or minuses to morale rolls. The portly captain, who cannot swim, is terrified of water, and swears that the shark that took his leg has been

following the ship for years, hoping for another bite. All his men are sworn to bury their captain on land, rather than the traditional sea burial, should he be killed at sea.

Due to the small profit gained from their usual prey, **Swift Wind** is rarely in port (15% chance); the company maintains a small compound in the Web, where Tembal spends most of his time when in port, leaving the trading of their captured cargo to his First Mate, a sharp-witted seaman named Dover (#105). Tembal oversees any repairs and maintenance of **Swift Wind** himself with a careful eye. Tembal is a common sight at the Drunken Sailor, or at any other grog shop in town, usually at least half-sotted; he dislikes brawls, however, and should one break out, he will most carefully make his escape, still balancing a full tankard of rum.

Captain Garrett Parker

A handsome rogue, young and well-built, whose thick brown hair and beard resembles a lion's mane, Garrett Parker (#106) is one of the youngest captains in the Hole. He has commanded **Rapier** for only three years, but has already demonstrated a shrewd sense of strategy and the ability to make quick intelligent decisions under pressure. His attacks are swift and daring, with just a hint of recklessness; it is sometimes

RAPIER

Captain Garrett Parker

(Corsair)

SWIFT WIND							
Captain Tembal Pegleg							
(Corsair)							
Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale	
Speed:	0	3	5	8	12	12/4	
Adjust:	0	4	6	10	15	15/5	
Officers	Hull: 175 Speed: +25% Sail						
Capt.	E	Draw: (9) 10 Turns: +20° 450					
F.O.	V	M: Sp	110			t: 110	
S.M.	Capt	M: Mn	180			t: 180	
M.A.	V	M: Mz	160			t: 160	
Mage	--	M:				t:	
Charge	Pet.	PO	MA	SM	PO	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL	REPR
GR	5		2	3			
INT	17		1	11		3	2
VET	40	2		pp17	1	17	5
EL	18	4	p 4	4	2	pp6	p 2
Men	80	6	(7) 4	35	(3) 1	26	9
Points	444		28	180	7	156	52
Avg.	5.55		7.00	5.15	7.00	6.00	5.78
Adjust	5.75		7.05	5.15	7.05	6.15	5.93
Letter	V		E	I	E	V	V
SRBase	17		21	15	21	18	17
Ship's Weaponry: Light Catapult, forecastle							
Catapult Ammo: 36 rocks: 23 50#, 10 100#, 3 150#							
Magical Ammo: 8 Breakables: 6SL, 2SS							
Special Effects: Sails fireproofed @ 60%;							
4 8-man boats, 3 14-man boats							

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	4	6	10	14	14/4
Adjust:	0	4	6	11	15	15/4
Officers	Hull: 175 Speed: +5% Sail					
Capt.	V	Draw: (9) 11 Turns: +15° 420				
F.O.	V	M: Sp	80			t: 80
S.M.	V	M: Mn	190			t: 190
M.A.	E	M: Mz	150			t: 150
Mage	--	M:				t:
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	6		a/2			
INT	21	1	1			
VET	27	3	2			
EL	11	3	p 2			
Men	65	7	(7) 4	17	(4) 1	24
Points	335		26	80	7	133
Avg.	5.15		6.50	4.69	7.00	5.54
Adjust	4.95		6.65	4.84	6.80	5.54
Letter	I		E	I	V	V
SRBase	14		20	14	20	16
Ship's Weaponry: (a) Ballista, forecastle						
(b) Light Catapult, helmdeck						
Catapult Ammo: 30 rocks: 20 50#, 8 100#, 2 200#						
14 H-Bolts (420#), 20 L-Bolts (400#)						
Magical Ammo: 14 Breakables (40% bolt attachable):						
3SS, 7SL, 4FG						
Special Effects: Sails strengthened @ 35%;						
4 8-man boats, 1 12-man boat						

said that the young freebooter is more interested in glory and enhancing his own swashbuckling reputation than in garnering gold.

Rapier haunts the coastal inlets and coves of Timor and Tharcage, darting out like a striking snake to attack merchant vessels, as well as robbing the occasional personal galley of wealthy Namori and Tharcagean patricians in the Merry Islands. Garrett has the sense of humor (although not the unselfish generosity) of Robin Hood, and rarely resorts to cruelty or excessive bloodletting once his prey has surrendered. He often enjoys humiliating his well-to-do victims, taking the clothes off their backs, instructing them in the finer points of rowing their own galley, or treating them to a seaman's meal of hard tack, dried beef, and watered rum. Galley slaves are generally released, and some join Garrett's buccaneers; the rich passengers are usually set adrift in their own boat, stripped of all luxuries and gold. Garrett fancies himself quite a ladies' man, and believes that no woman can resist him — in fact, it is Garrett who cannot resist a beautiful woman, and will attempt to seduce any woman with APP 16 or better.

Rapier flies a flag of gold, with a roaring red lion, and is in Sharlit's Hole 20% of the time, laying low from Namori pursuit. Garrett is hoping to expand his operations to a second ship, and would be interested in hiring skilled seaman and fighters (add 10% to the base percentage chances given in **Hiring On** when applying to Garrett Parker).

Captain Suba the Dragon

An exiled noble from the isle of Keshona in the Kutrovan Sector, Suba (#107 — called the Dragon) is the third major pirate chieftain of Sharlit's Hole (the other two being Morghan Silver and Salina the Red). Suba is small and wiry, with dark, inscutable eyes and greying black hair worn in a braid. More of a privateer than a pirate, Suba was once a high-born noble on Keshona until his father was unjustly accused of treason; his father was put to death, the rest of the family was killed or sold into slavery, and Suba was sentenced to a Namori galley. The galley was captured by pirates, and Suba, craving revenge, joined the corsairs. Now, some twenty years later, Suba commands four ships, and conducts a private war against the Prince and his Namori allies who treated him with such cruelty.

Suba is an excellent naval tactician and strategist, a schemer and calculator, who seems to be able to predict his enemies' moves and compensate for them in advance. He has a well-organized spy network in Casba and Oro da Cano, as well as other port cities, and is rumored to know more about the politics in the Kutrovan Sector than those who rule them. Suba is distrusted by most of the other captains, and with good reason; the little Kutrovan warlord is known to be treach-erous and cruel to those he considers his enemies, and takes pleasure in torturing prisoners. Suba is driven, not by greed, but by his lust for revenge.

Suba's crews are predominantly Kutrovan, devoted to their master and his cause (many are former galley slaves with good reason for fighting Suba's war). Suba and his men have a compound in the Web, with a number of slaves to keep the huts in good repair and serve

DRAGON'S CLAW

Captain Suba the Dragon

(Corsair)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	3	5	8	12	12/4
Adjust:	0	4	7	10	16	16/5
Officers	Hull: 175 Speed: +30% Sail					
Capt. E	Draw: (9) 10 Turns: +55° 420					
F.O. V	M: Mn 220 t: 220					
S.M. E	M: Mz 200 t: 200					
M.A. E	M: t:					
Mage V	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	6		a/p	3		1
INT	18	2	1	p 8	2	p 3
VET	15	3	p 1	p 2	1	7 p 3
EL	26	5	pp3	2	1	pp12 p 5
Men	65	10	(6) 4	15	(4) 1	22 12
Points	356		27	64	7	148 67
Avg.	5.48		6.75	4.28	7.00	6.73 5.58
Adjust	5.78		6.90	4.28	7.05	6.88 5.73
Letter	V		E	I	E	E V
SRBase	17		20	12	21	20 17
Ship's Weaponry: (a) Ballista, forecastle						
(b) Light Catapult, helmdeck						
Catapult Ammo: 30 rocks: 10 50#, 10 100#, 4 200#;						
16 H-Bolts (480#), 18 L-Bolts (360#);						
20 oil jugs, 12 50# rocks w/rags						
Magical Ammo: 15 Breakables (bolt attachable):						
5CV, 3IT, 3SS, 2CF, 2HS						
10 H-Bolts 2x damage w/Dam.Intens.						
Special Effects: Sails fireproofed @ 80%;						
3 12-man boats						
Mages and Spells:						
V1- 86tp: m-ST/p-AV/w-ST/e-VS/h-VW/r-VS/o-AV						

the men when they are in port. Rumored to have many hideouts, Suba is not always present in Sharlit's Hole even in the rainy season (60% during monsoons, 15% other times). His banner, flown from his flagship, **Dragon's Claw**, is a blazing red sun on a sea-green background, and is known and feared throughout the Kutrovan Sector (-2 to morale rolls of the opposing ship if it is Kutrovan).

Captain Koros the Bloody

Koros (#108) is a great brawny bear of a man, with a long, thick black beard like a dwarf's that is his pride and joy, and long black hair kept in several braids. He dresses in rich, colorful clothing, with flowing capes and hats with draping feathers; unfortunately, his sense of color combinations leaves something to be desired. Few dare to laugh at Koros' choice of garb, however, since he wields his huge scimitar with incredible speed, and has been known to use it at the slightest provocation. Koros is known to love fighting and killing for its own sake, and is said to sometimes go into a berserker rage in battle, when he allows no quarter and slaughters any who stand before him, even members of his own crew. He also loves a good brawl, and is capable of throwing a

ORCA

Captain Koros the Bloody
(Corsair)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	3	5	8	12	12/4
Adjust:	0	3	6	9	13	13/4
Officers	Hull: 175 Speed: +10% Sail					
Capt. V	Draw: (9) 11 Turns: +5° 450					
F.O. V	M: Sp 100 t: 100					
S.M. V	M: Mn 190 t: 190					
M.A. V	M: Mz 160 t: 160					
Mage --	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	10		1	4	1	4
INT	30	3	2	16	1	p 9
VET	10	2	2		2	p 4
EL	20	3	p 2	7		p 7
Men	70	8	(7) 4	27	(4) 1	20
Points	340		26	121	6	109
Avg.	4.86		6.50	4.48	6.00	5.45
Adjust	4.56		6.65	4.48	5.80	5.60
Letter	I		E	I	V	I
SRBase	13		20	13	17	13
Ship's Weaponry: Heavy Catapult, midships						
Catapult Ammo: 30 rocks: 15 100#, 10 200#, 5 300#						
Special Effects: Sails fireproofed @ 60%,						
strengthened @ 35%;						
4 8-man boats						
Notes: * Increase all morale ratings (SR Base) by 4						
whenever Orca closes within grappling						
range						

man across the length of a tavern, or tearing one of the bamboo huts in the Web into kindling with his bare hands.

Koros' nickname comes from his known love of fighting, and his delight in slaughtering the crews of ships who oppose him. His crew is composed of men as bloodthirsty and cruel as himself, many of whom would not be welcome on any other ship. He is surrounded by a group of his men (10+1D20) wherever he goes, even in Sharlit's Hole, for there are many who would love to cut his throat. He wears a amulet with a 40 point Missile Repulsor spell in it, to protect him against stray arrows; Koros has no fear of a close quarters fight. Due to his reckless love of fighting, Koros is usually in need of crewmen, but most on Sharlit's Hole are well aware of his reputation. He commands one ship, Orca, and flies a plain blood-red flag.

Captain Keluan Sharlit

Keluan (#109) is the grandson of Juan Belasco Sharlit, the celebrated founder of Sharlit's Hole. However, there are many who shake their heads at Juan Belasco's descendant, wondering if he might not have been better off in another profession than piracy. Keluan is a most unimpressive-looking individual, with the dark eyes and slender build of his Jarastan mother, and the tawny golden hair and hooked nose of the great

Captains of his name. A skilled Sailing Master, but a less than average fighter, he shows little aptitude for strategy or strong leadership, and lacks the boldness characteristic of many of the other captains. Fortunately, Keluan hired a First Mate that more than makes up for his ineptitudes. Called Hunter by the crew, the First Mate is actually a Kutrovan woman named Naroom (#110) who hides her sex from all on board, even Captain Sharlit, whom she loves dearly. In Sharlit's Hole, however, Hunter disappears on some mysterious errand of his own, and Naroom takes the guise of a street girl in order to spend time with Keluan as a woman. Naroom's experience has taught her that only men can do what they like, so she becomes a man when she goes to sea. It is just as well, for without her help, Keluan would doubtless have been set adrift in one of his own ship's boats long ago.

Keluan's ship, **Legacy II**, is a refurbished and refitted prize (her former owners were left with the drifting hulk of **Legacy**), and is the only corsair to feature the Kutrovan style multi-rigged masts, giving her more sail area to catch the wind. Many of the crew are Kutrovan, and skilled with the unusual rigging. The flag, that flown by every Sharlit, black with a human skull and crossed swords in white, engenders no change in morale, due to Keluan's total lack of reputation.

LEGACY II

Captain Keluan Sharlit
(Corsair)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	4	6	10	14	14/5
Adjust:	0	4	6	10	14	14/5
Officers	Hull: 160 Speed: +0% Sail					
Capt. I	Draw: (9) 10 Turns: +35° 520					
F.O. E	M: Sp 90 t: 90					
S.M. V	M: Mn 120 80 50 t: 250					
M.A. V	M: Mz 120 60 t: 180					
Mage I	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR	6		2	1	1	2
INT	18	1		7	1	4
VET	32	3	3	p12	1	p13
EL	8	2	p 2	2		p 3
Men	64	6	(7) 4	22	(3) 1	20
Points	332		26	116	6	115
Avg.	5.18		6.50	5.27	6.00	5.75
Adjust	5.08		6.65	5.27	5.80	5.90
Letter	I		E	I	V	I
SRBase	15		20	15	17	13
Ship's Weaponry: Light Catapult, forecastle						
Catapult Ammo: 30 rocks: 12 50#, 12 100#, 6 200#						
Magical Ammo: 20 Breakables: 6SL, 2CF, 4HS,						
6ZP, 2SH						
Special Effects: Sails fireproofed @ 60%;						
4 10-man boats						
Mages and Spells:						
11-59tp: m-AV/p-ST/w-AV/e-VW/h-AV/r-AV/o-VW						

Sharlit's Hole

The pirate stronghold of Sharlit's Hole lies about twelve miles up the Azharin River. The town sprawls on both sides of the Azharin, with docks along the western bank where the river is deep enough to provide anchorage for around half-a-dozen vessels at a time. The river is shallower along the eastern bank, with a narrow strip of beach suitable for drydocking and ship repairs. The Azharin is wide and slow, but not deep, requiring most ships to be towed by their longboats in order to safely navigate the shallows. The docks also have only a limited amount of room for large sea-going vessels, so most of the merchant and corsair ships spend their time at the island at anchor in the deeper water of Winckel Bay, coming up to the town docks only to load or unload cargos, or to use the repair facilities of the east bank. About three hundred feet wide at Sharlit's Hole, the river has never been bridged, so transportation from one side to the other requires the services of a ship's longboat or one of several "taxi" boats available (for a slight fee) on either bank. These boats can also be hired for towing duty, should a ship lack sufficient longboats of her own.

Both halves of the town are surrounded by a stout stockade, with occasional wooden lookout towers, although the watch kept there is lackadaisical at best. Muddy roads lead out of town to the upriver plantation of Emil Dubeck, or winding through the jungle to Winckel Bay and around the bay to the fortified settlement of Morghan's Watch. About one hundred yards beyond the stockaded walls is the thick vegetation of a tropical jungle, from which may be heard the calls of birds, the eerie howls of tree-top monkeys, and the occasional bellow of the hunting tiger.

The town of Sharlit's Hole actually consists of two separate enclaves. The eastern bank of the Azharin is a crowded, lively quarter of narrow, muddy streets, lined with grog shops, brothels, cheap rooming houses, taverns, gambling hells, opium dens, and other businesses designed to part sailors from the hard-earned booty of their last voyage. The entire quarter is commonly known as "the Web", and is the usual carousing ground of the corsairs when their ships are in. The permanent inhabitants of the Web are a motley crew, who make their meager living off the vices of the visiting buccaneers, and include common prostitutes, disabled seamen, tavernkeepers, gamblers, drunks, opium dealers, merchants of trinkets to catch a sailor's eye, slave traders, thieves, cutthroats, and other various scum from all over the Biracean Sea. The buildings of the Web are mostly ramshackle single story huts, made of lashed wooden beams and split bamboo, thatched with grass, and usually built up on stilts so that their wooden floors are about three feet off the ground, with steps

or a ladder leading down to the muddy street. Some of the larger buildings along Carbuncle Street, used by the permanent residents of the Web, are made of clapboard, and roofed with split-wood shingles. Many of the huts lie empty throughout much of the year, except during the rainy season, when the Web may host the crews of as many as thirty corsair ships as they wait out the storms of late winter and early spring.

The west bank, known as "Trade Town", houses most of the Hole's wealthier residents. There may be found Sharlit's Hole's handful of successful craftsmen and plantation owners, a few of the better brothels, taverns, and inns, several boarding houses, and the warehouses of the merchants who supply the town and the ships, as well as those who deal in pirated cargos. The buildings tend to be of sturdier construction than those in the Web, although of similar design, built up off the ground on either stone foundations or wooden stilts to avoid flooding, with wide shuttered windows to catch what cool breezes flutter by. Life on either side of the Azharin is lawless and violent, but the small number of armed guards employed by the merchants and other residents who can afford such luxury maintain a certain degree of order in Trade Town that is lacking in the Web.

Law and order in Sharlit's Hole bears little resemblance to that practiced in the normal city or town. In a community filled with blackguards and sea-scum of every sort, petty thievery, assault, and even rape and murder are not uncommon occurrences. There are no constables here to seek out and apprehend the perpetrators of such crimes, and no jails in which to incarcerate them. Redress lies in the hand of the citizens themselves, or with a man's shipmates, under the precepts of a few customs which have gained popular acceptance over the years, and (in rare instances) the informal administrative authority known as the Admiral's Court, a consortium of whatever ship captains of relative repute are in town at the time. The crimes among the corsairs that are most severely punished are those against one's own shipmates; serious quarrels are often settled by duels. Brawls are frequent, often breaking out of the tavern or grog shop where they began into a general free-for-all on the street. During the monsoon season, when the population of Sharlit's Hole is at its peak, not even residents of Trade Town walk the streets unarmed, and those who are not themselves skilled with weapons usually hire guards for protection against the possibility of violence. Most of the people of the Hole, however, are used to the chaotic lawlessness, and simply take the situation in stride, keeping their eyes open and their cutlasses loose in their sheaths.

For the better part of the year only three or four pirate ships put into port per month, although some may stay for as long as several weeks, outfitting and making repairs, before taking to the seas again. During the rainy season, however, when spring storms and hurricanes buffet the islands of the Biracean Sea, as many as thirty sleek sea rovers, and perhaps a third that number of small merchantmen, may be found at anchor in Winckel Bay, and the population of the Hole may quadruple to as many as twenty-five hundred people. In those months the normally slow and lazy pace

of life in Sharlitt's Hole quickens to a vigorous bustle as pirate captains search for new crewmen and buy supplies, merchants look for fresh cargos and attempt to sell old ones, outfitters work overtime to repair and refurbish old corsairs and new prizes, smugglers arrange rendezvous and exchange information, and the common pirates lose their money in the bars, opium dens, back-room gambling hells, and flesh-pots of the Web. The rainy season is the time when the businesses of the Hole, such as they are, make much of their money, and when numbers of 'merchants' arrive in town to act as middlemen in the sale of pirated cargos, garnering a healthy cut of the profits for themselves in the process.

For all its squalor, Sharlitt's Hole serves a very real function for the pirates. It provides a secure port during the rainy season, when ships must be inactive, and a safe place to make repairs on damaged vessels. Brown's Island is sufficiently remote from the Namori naval bases in Timor that an expedition to destroy the settlement there is unlikely, and the forbidding appearance of the fortifications of Morghan's Watch, the rocks and reefs around the entrance to Winckell's Bay, as well as the occasional appearance of Sunder's Maelstrom in the Funnel, between Rubashov's and Benton's Islands, make the chance that others will stumble upon the pirate settlement small. Although the existence of the Hole is well known throughout the

Southron Realm, its exact location is not, and charts of the Savage Isles are imprecise at best. Rumors and tales of the Hole circulate in every port, and attract all kinds of adventuring and fortune-seeking rogues eagerly seeking the pirate's life, as well as numbers of shady merchants, greedy enough to deal with the parasites that prey upon their colleagues, and willing to trade items not readily obtainable on Brown's Island for pirated cargos. Likewise, as the town has expanded, a small coterie of craftsmen, shipwrights, storekeepers, bar and brothel keepers, and traders has established permanent residences at the Hole, and provide the nucleus of the year round settlement. These men provide outfitting services to maintain the corsair ships and their weaponry in good condition, and entertainment for the crews through the weeks of the monsoon rains. A few enterprising men have started plantations to the north of Sharlitt's Hole, growing corn, barley, tropical fruit, and vegetables, clearing the jungle with imported slave labor, and supplying both the growing town and the visiting corsairs with fresh produce. Parties of hunters go regularly to the Estir Veldt to butcher and dry the meat of the wild cattle and antelope for use on long voyages. One ambitious planter, Iphraim Jehalyn, has even begun his own distilling operation, but his home-brewed rum has yet to rival that imported from the Kutrovan Sector.

Trade Town

Situated on the eastern bank of the broad Azharin River, Trade Town is Sharlitt's Hole's quarter for merchants, craftsmen, and other more 'respectable' inhabitants of the island. A greater percentage of the people in Trade Town are permanent residents than in the Web, and most of the shops, warehouses and homes are of sturdier clapboard construction, sometimes with stone foundations and shingled roofs. The streets are wider and cleaner, and even the stockade walls are in better repair than those on the east bank.

A number of skilled craftsmen have settled in Trade Town, men who can make everything from barrels to ballistas, as well as swords, ropes, ship fittings, sails, and seachests. Prices for such items tend to be 10% to 40% higher than on the mainland, due to the island's isolation and the scarcity of certain raw materials, but the demand can still outstrip the available supply. Trade Town is also the home of the island's handful of resident mages, who provide the arcane accoutrements used aboard seagoing vessels, or occasionally join a crew for a short voyage on the briny deep. Along the stockade wall are the comfortable residences of the merchants, master craftsmen, mages, and plantation owners such as Emil Dubeck and Iphraim Jehalyn, as well as a number of smaller cottages belonging to dockworkers, lesser craftsmen, and ferrymen.

Businesses in Trade Town are less dependant than those in the Web on the annual monsoon gathering of corsairs, although the rainy season is still the busiest time of the year. Many shops use the months of lighter activity to create a reserve stockpile of goods for the

heavy demands of the rainy season, which stockpile is usually depleted by the time the weather clears and the ships once more set sail for the open sea. While Trade Town does have a number of inns, taverns, and brothels, they are generally of better quality and higher priced than their counterparts in the Web; as a result, they tend to be patronized by the captains and officers more than the common seamen.

The biggest business in Trade Town is the buying of pirate cargos and the refitting and supplying of their ships. Along Dock Street can be found a number of warehouses and packing plants belonging to the merchants who deal in the corsairs' stolen cargos or stock victuals and other supplies needed by the ships. The northern end of the docks is reserved for the various smaller boats of the townspeople that are used for fishing or ferrying cargo or passengers over to the Web or up and down the river as needed.

Trade Town is also the center of Sharlitt's Hole's municipal government. A number of the more wealthy and ambitious citizens, including the merchants Arekhanni and Duncan Millard, Mohganner the sutler, Mevi Landover the shipwright, Taggi Hurtagh the smith, Emil Dubeck the planter, and Ariscredemius the mage, sit on a Town Council that, in theory, anyone living in either quarter of the town is eligible to attend. The Council only has the authority to make decisions that the rest of the populace will go along with, however, and lacks any power to collect revenues or enforce its own edicts; it relies on the influence (and occasionally, the hired muscle) of its wealthier members to make sure things get done. During the monsoon, the Council is superceded by the Admirals' Court, since the corsairs far outnumber the year-round residents during those weeks.

Personalities of Trade Town

Emil Dubeck

One of the island's most prominent (and rumored to be the wealthiest) year-round residents, Emil (#111) is a heavy-set man of middle age who has spent the last twenty-five years building his plantation and supply business. He has a large, comfortable house in town, as well as one in the stockaded complex on his plantation, located about a mile upriver from Sharlit's Hole; Dubeck also owns a boat moored at the Ferryman's Docks for the delivery of supplies or produce, to and from the town and his plantation. Dubeck is married to his second wife, Nellie (#112); he has two children by his first wife.

Tarragon the Hunter

A tall, dark man who may be part native, Tarragon (#113) makes his living hunting and drying the meat of the wild cattle and antelope of the Veldt. He has incredible skill in tracking and trailing, and is a crack shot with a crossbow. Occasionally he will hire extra men for his forays into the jungle or the Veldt (see the **Encounters** section), but does not usually socialize with the seafaring men, being a lover of forest and jungle; he would, however, enjoy the company of another woodsman. Tarragon spends most of his time out of town, but has a small house on Ferryman's Row.

Lysander

A tall, silver-haired elf, Lysander (#114) is usually garbed in a long blue tunic, embroidered with elvish designs, and a soft grey cloak. One of the elves from the reclusive clan living on Erestel Island, he appears in Sharlit's Hole about once a month, coming upriver in a graceful longboat rowed by a dozen young elves (#115 to #117), who return for him a few days later. Lysander stays at Bordesconti's Inn (#4) when in town; he spends his time talking with the innkeeper, visiting the other mages, or trading a small number of elvish goods with Duncan Millard for other products (such as imported wines) not available locally. A gentle man, he can occasionally be persuaded to create a specific magical item of a non-combat nature (45% chance), but will not join a ship's company.

Minerva Ringholder

The Ringholder (#118), also known as "Much Married Minnie", is a lovely woman in her early thirties, employed at the Captain's Table (#10) as a waitress; she often invites a man who attracts her to her home (#20) on Widow's Walk for dinner. Minnie's invitation stems from loneliness — she is currently mourning her 15th husband. Each of her previous husbands has died at sea, within a month of their marriage. Once a man has entered her home and talked with her a while, it requires a SR against DSC to avoid being infatuated with the woman on the spot — an infatuation that, in Minnie's case, can only be resolved by marriage. Should a wedding take place, the groom will have all his saving rolls, combat rolls, etc. adjusted unfavorably by 5 points (or 30% for D100 rolls) for the duration of his next voyage, as Minnie's jinx comes to bear on him. Should the groom survive despite the odds, the jinx will be broken, and he will hereafter receive equivalent bonuses to all rolls affecting his survival. Note that none of the major captains will allow one of Minnie's husbands to crew one of their ships, because of the bad luck he might bring.

Places of Interest in Trade Town

the whyte harte (#1)

This unpretentious drinking establishment is run by an equally unpretentious proprietor, Urth Arsie (#119) a tall but stoop-shouldered man of about fifty, with a shock of faded blond hair and a faraway expression in his blue-green eyes. Also known around town as "the Clerk", for his skill in the forging of ship's papers and manifests that make it possible for the pirates and shady merchants to market stolen cargos in other ports, or provide an alias for the corsair vessels, for which he charges a modest 1/2% of the cargo's estimated resale value.

The tavern opens at noon, and closes promptly at midnight. Urth makes little money off the place, and has no particular prominence in the affairs of the town — or even in his own tavern, where he tends to fade into the woodwork when things get out of hand. Despite the anonymity of the tavern's owner, and its lack of exotic entertainments or other attractions, the whyte harte has still attained a measure of notoriety. The place is a primary hangout for the few mages who can regularly be found in Sharlit's Hole, including old Ariscredemius, sailmaker Kareen Hualla, Masters Sakoff and Korski, and occasionally even the mysterious Lysander from Erestel Island, or Grenjal Kharr of Morghan Silver's Impala.

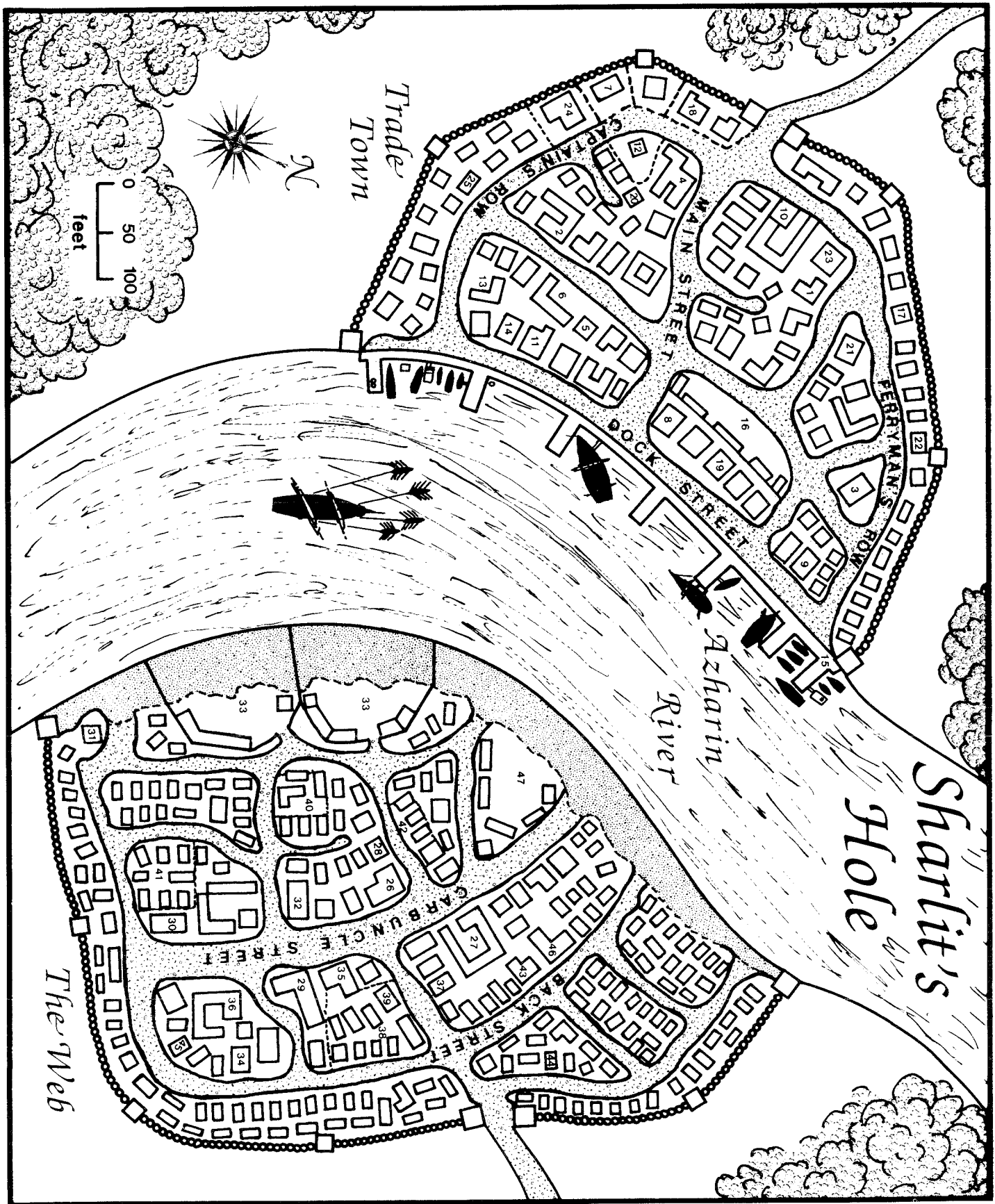
Le Chat Blanc (#2)

Considered by many to be the premier bordello on the island — no mean feat, given the plethora of houses that abound on both sides of the Azharin — the Cat is owned and run by Turulla (#120), a flaxen-haired, sloe-eyed woman so ponderously heavy that she is affectionately known as "the Great White Whale". Turulla is an anomaly in the Madame business; she has an immense heart (**everything** about Turulla is immense), and will help out almost anybody who tells her a plaintive tale. The story must be true, however; Turulla has a 75% Truthsense ability and will not take kindly to anyone seeking to take advantage of her good nature. It is also widely known that she never reveals what is told to her in confidence.

Le Chat Blanc is a slave house, and prices are higher here than in the Web, even though Turulla keeps the same girls from season to season, rather than relying on the uncertainty of seasonal help. One of the attractions at the bordello is Cinda (#121), a lithe dancer who is a living tapestry designed by the tattoo artist, Fugikan; her skin is covered from neck to ankle in colorful designs that seem to take on a life of their own when she dances. Turulla is very fond of her girls, and will not sell them unless the girl herself begs her. The girls' health is good, and the chances of disease here is only 5% per encounter. The cost of the encounter, however, can run from 25 to 200 GP, depending on the girl selected. Turulla will stake a man for a night's lodging and a meal, but will not allow those who cannot pay to enjoy the company of her girls. "No money, No funny!" is the motto of the house, and the Madame enforces it strictly.

Captains' Hall (#3)

The Hall is a huge one-room structure of clapboard, with a shingled roof and wide windows and doors. A raised platform sits on one end, and in the



middle of the room is a slightly depressed area of floor about twenty feet in diameter. During the monsoons, a large number of ships' banners hang from the rafters and along the walls, representing the ships in port; the banners of the three chieftains hang over the dias. The Hall is used for a number of purposes, ranging from feasts for captains and officers (cookfires can be set up in the yard behind the Hall), to strategy and planning meetings between the crews of several ships, or even overflow lodging when housing gets tight (at the rate of 1 GP per man per night, to defray expenses of keeping the building in good repair; it is collected by Arekhanni the Merchant).

The Hall is also the home of the Admirals' Court, an informal arm of arbitration and justice among the corsairs, many of whom recognize no laws except their own. The pit in the floor is used for dueling, should it be deemed a solution to the problem at hand. The Court consists of a consortium of whatever captains of relative repute are in town at the time, and may be likely to include Morghan Silver, Salina the Red, Suba the Dragon, Tembel Pegleg, Anjir Chisa, and (for tradition's sake) Keluan Sharlit. A handful of other captains also sit on the Court should the major captains be at sea, or if the matter seems weighty enough to deserve additional consultation. Garrett Parker is hoping to be invited to join this body, for it would mean a tremendous leap in status for the young buccaneer. Koros the Bloody, however, is not welcome in the Admirals' Court; he in turn scorns the Court as a "powerless gathering of whimpering weaklings". It is noticed, however, that he has never said so where any of the Court, particularly chieftains, could hear him.

The Town of Sharlit's Hole

- | | |
|----------------------------------|--------------------------------|
| 1. the whyte harte | 23. Arekhanni's House |
| 2. Le Chat Blanc | 24. Moghanner's House |
| 3. Captain's Hall | 25. Duncan Millard's House |
| 4. Bordesconti's Inn | 26. The Drunken Sailor |
| 5. Mekli arn Kili's | 27. House of Pearls |
| 6. The Foundry | 28. Needleworks |
| 7. House of the Firebirds | 29. Gurth's Rooms |
| 8. Arekhanni's | 30. Den of Sharks |
| 9. Red Mary's Rooms | 31. Shrine of Nanjurus |
| 10. Captain's Table Inn | 32. Hungry Pelican |
| 11. Moghanner, Suttler | 33. Shipyard/Drydocks |
| 12. Morley Hakluyt, Alchemist | 34. Hagar Osterium's |
| 13. Borjum's Ropeworks | 35. The Skull and Saber |
| 14. Tilan, Sailmaker | 36. Lucia's Lovelies |
| 15. Ferryman's Docks | 37. Madame Tyana's |
| 16. Open Air Market | 38. Salina's Compound |
| 17. Ariscredemius' House | 39. Salina's Hut |
| 18. Emil Dubeck's House | 40. Anjir Chisa's Compound |
| 19. Duncan Millard's Warehouse | 41. Suba the Dragon's Compound |
| 20. House of Minerva Ringholder | 42. Tembel Pegleg's Compound |
| 21. Keluan Sharlit's House | 43. Sailor's Rest |
| 22. House of Tarragon the Hunter | 44. Billy Luther's Hut |
| | 45. Dragon's Breath |
| | 46. Hook & Bale Tavern |
| | 47. Beach Market |

Bordesconti's Inn (#4)

Bordesconti's Inn is a sprawling structure that has been enlarged several times by adding extra wings; it is of clapboard and shingle, and is in good repair. The smell of food cooking permeates the inn's common room, which serves meals and drinks only to guests. Lodging at the inn costs 10 GP a week, and includes two single beds in each 10' by 10' room, clean linens, fresh water for drinking or bathing, and three meals a day. Georgio Bordesconti (#122), the proprietor, is a spry, witty old man of nearly 90, who spends much of his day chatting with guests or passers-by on the inn's veranda. The work of the inn is done by Georgio's six wives, of varying ages, and their numerous children; from the playful banter between husband and wives, it is obvious that, while age may have slowed him down, Georgio has by no means retired. The old man sailed all over the Biracean Sea in his younger days, and is an adept storyteller; he can relate the tales of Captain Sung and his three ships, *Astor*, *Dark Sea*, and *Victoria*, or the story behind the Tower of Llyr on Rubashov's Island. He is not a suspicious man, and would be a good information source for the players on a number of subjects regarding Sharlit's Hole, the various captains, and pirates in general.

One of Georgio's younger wives is a shy half-elvish girl named Faience (#123). A talented healer most of the time, her powers are not always dependable, and may desert her when she needs them. When her talent is functioning (65% of the time), she can heal up to 1D10 of damage at a time (with an equivalent loss in her own STM) until her STM drops to 0; she is then exhausted, and must sleep an hour for every point of STM expended). The character being healed must *miss* a MGR saving roll in order for the healing to take effect. Faience is extremely shy and does not speak much about her talent; however, both Hagar in the Web and Morley Hakluyt are aware of them, and call upon her when a case needs her special touch. Few other than the family know that Faience is the daughter of the elvish mage Lysander of Erestel Island, but the mage always stays at Bordesconti's when he deigns to visit Sharlit's Hole.

Mekli arn Kili (#5)

Dwarves are rarer than sober seamen in the seafaring lands of the Biracean Sea, and Mekli (#124) and his two brothers Gordi (#125) and Brandor (#126) do seem like fish out of water in their current environment. The three dwarves were shipwrecked and picked up by a passing ship, eventually ending their nightmare of a voyage in Sharlit's Hole. Once safe on solid land, the three dwarves have refused to even consider *ever* setting foot on a ship again, and have resigned themselves to living out their lives on the island, and creating the best swords and cutlasses in the Southern Realms. The brothers work in the front yard of their three-room home (the only stone hut in Sharlit's Hole), and make or repair a wide variety of swords, daggers, cutlasses, and other bladed weapons. Their prices are high (40% higher than on the mainland) but the quality is superb for non-magical weapons (01-40 no bonus; 41-70 +1; 71-90 +2; 91-00 +3 sharpness bonus). There is only a 10% chance of a particular kind or size of sword being available (usually from a customer who defaulted on an order), which can be had for almost normal cost, if the customer takes the time to haggle with Mekli. The

brothers will happily take commissions (50% in advance) and will take 1D4 weeks to complete an order, depending on how busy the smithy is.

The Foundry (#6)

Next door to the small smithy of Mekli and his brothers is the much larger establishment of Taggi Hurtagh (#127) and his five sons (#128 to #132), who produce various items of iron, brass, or bronze used on board ships, such as pulleys, sheaf-blocks, anchors, chain, or mast and sail fittings. They also can construct several kinds of ships' artillery pieces, such as catapults, ballistas, and boarding equipment, but these must be ordered in advance, and cannot be constructed during the monsoon season due to the demand for other services. Due to the isolation of the island, the shop's supply of raw metal is variable, and there is a 15% chance that an order for fittings cannot be filled due to a supply problem. Taggi is always in the market for scrap metals, and will pay reasonable amounts for anything he can melt down and reuse. Prices otherwise are only 20% higher than in other port cities; orders for ships' weapons must pay half in advance.

House of the "Firebirds" (#7)

This pleasant clapboard house is surrounded by a low wall and a number of fruit trees; a sign on the gate declares:

Firebirds
Mages for Hire
Beware of Elemental

The "Firebirds" are so called because both Pavlo Korski (#133) and his partner Rym Sakoff (#134) have a great affinity for spells and conjurations involving fire and flame. Both mages enjoy a little excitement now and then, and either may consider a proposition for a short term aboard ship, if the price is right (a normal mage's share is the same as a major officer's, with about 1,500 GP in advance for supplies), and if the Captain and ship are of relative repute (the wizards prefer a good chance of returning from their voyage, and are hesitant to join a ship they do not know).

Pavlo Korski is short and plump, with curly red hair and beard and bright blue eyes. Full of nervous energy, he never seems to be able to stand still, and is always fiddling with something in his hands. He is also a bit of a practical joker, and is ingenious in his use of magic to play the occasional trick (harmless, but humorous — at least to Pavlo) on his shipmates. The notice on the gate, however, is not one of his jokes, as several would-be thieves have discovered; Pavlo sets his special 'watchdog' whenever he and his partner are both at sea. Rym Sakoff is tall and thin, with barely an ounce of fat on his body; he has dark hair and eyes and a scraggly beard. Rym is quiet and serious, very precise in his daily routines and his mastery of spells.

There is a 50% chance that one of the Firebirds will be at sea at any given time, for a voyage of 1D4 months duration (2D4 weeks will have passed since the mage left); there is a 15% chance that both will be at sea. In their absence, the house is maintained by old Jaster (#135), a Kutrovan slave the mages have had for several years. The Firebirds have one apprentice, a boy named Tarkan (#136) from the Tharcagean enclave



at Morghan's Watch; the boy is not yet skilled enough to accompany them on their voyages, and returns to his family if both Pavlo and Rym are at sea. If one or the other of the mages is in residence, they can occasionally (35% chance) be talked into accepting commissions to create various magical artifacts, but are apt to charge 50% more than the usual rate, since neither Pavlo nor Rym really like the tedious labor involved in such assignments.

Arekhanni's Warehouse (#8)

Arekhanni (#137) is a wily Kutrovan merchant, with glittering black eyes and long black hair worn in a single braid (he is a member of the cult of Sunsam, which forbids the cutting of one's hair). One of the merchants who will sometimes purchase the cargos the pirates have acquired to sell in other ports, he has two light cargo ships, **Nellybell** and **San Miguel**, that carry cargos to and from ports in the Kutrovan Sector and San Torega. The pirates' cargos represent a large profit for him since he pays only a portion of its value, and can thus afford to sell at a lower price than his competitors in Casba. He has a 80% chance of determining how much a cargo is worth, but will start his offers at around 10-15% of a cargo's value, allowing himself to be haggled up to 20-30%, all the while decriing the fact that the extra money will take food from his children's mouths, the bed from under his poor sick mother, etc.

Arekhanni prefers to handle cargos of bulk items, cloth, wood, or other goods that would not appear suspicious to the authorities. He is cautious about obvious luxury items such as jewelry, gold, ivory, or

similar cargo, and will only purchase such items when it is possible to break up the cargo and distribute it over a number of trips, or send it to a distant market, since such items are more carefully inspected in Casba and far easier to recognize as stolen. The merchant is also one of Sharlitt's Hole's major suppliers, for his vessels return laden with rum, grain, and other needed foodstuffs and supplies not readily available on the island. Arekhanni (who actually does have children to feed) has a comfortable house (#23) in the upper part of Trade Town, and is active in the Town Council.

The Captain's Table (#10)

The inn is set back behind a stockade fence, with a lush garden and courtyard; the swinging sign outside the iron gate depicts a uniformed gentleman of a type rarely if ever seen in the Hole sitting down to a fine repast. The innkeeper, Edondo das Mikail (#138), formerly of the city of Drax in Tharcage, does his best to provide an atmosphere of elegance and gentility in the midst of a community of rogues and scoundrels, treating his sometimes ragged clientele as the highest born nobles, gently insisting that his guests "dress" for dinner (or at least wear a shirt and shoes), and making sure he has the best food and liquor presently available on the island. The rooms also are as luxurious as local standards will allow, with silk sheets on real beds (not just cots), a chest of polished wood for the guest's belongings, rugs on the smooth wood floors, curtains and linen screens for the windows, locks on the doors, and heated water for bathing. Of course, the prices are in keeping with the class — dinner for two can cost 25 GP (and is considered well worth it), while rooms cost 15 GP a night. While it might seem that the prices are too high for Edondo to remain in business, a surprising number of pirates, both officers and common seamen, are eager to spend their prize money for the chance to "be treated like gentility", even if only for a night. The staff enjoys the charade, for experience has demonstrated that even the lowliest seaman, when treated like a lord, leaves a lordly tip.

Moghanner, Suttler (#11)

Without a doubt, Moghanner (#139) is the most emaciated, cadaverous looking individual on the entire island — tall, thinning hair, and deepset blue eyes, he appears rarely to avail himself of the luxury of eating even his own wares. He is, however, a gourmand, and has been seen to tuck away sufficient food to choke a whale with no problems; he is a dinner guest at the Captain's Table whenever he can afford it. Moghanner deals with various merchants (including Arekhanni and Duncan Millard), the planter Emil Dubeck, and Tarragon the hunter to insure a constant stock of preserved foodstuffs for the ships, including dried and corned beef, salt pork, dried beans, limes and citrus fruits, and other items that will keep well in a ship's hold. Although some captains and quartermasters prefer to contact the sources of the various supplies directly to save money, many prefer the simplicity of dealing with one supplier. Moghanner's prices are reasonable, but he will begin his haggling at about 150% of the price he will settle for. Delivery to the ship in question will cost an extra 100 GP per ton if it is in the Bay; the customer may, of course, arrange to deliver his own supplies.

The warehouse/packing plant is busy all year round, coping with the needs of the occasional corsair during the off-season, and preparing a large stock to handle the heavy demands of the rainy season. Moghanner uses primarily slave labor, imported from San Torega, who are housed and fed at his private little compound near the stockade wall (#24); about six of the strongest men are trained as guards for the warehouse and compound.

Morley Hakluyt, Alchemist (#12)

Morley Hakluyt (#140), a round little gardener with wide blue eyes, blond hair, and a slow and pleasant manner, has his home and laboratory in this small three-room house. The house is completely surrounded by a veranda, with a large number of potted plants, as well as a fenced-in garden in the back that would be the envy of many a herbalist on the mainland. Hakluyt prepares a variety of potions from his plants and herbs, good for curing various diseases, easing pain, or inducing sleep, etc.; there is a 80% chance he can identify any potion or substance given to him to test, and a 60% chance he can produce a specifically requested potion. Morley has a daughter, Marjoram, who has been studying alchemy in Tharcage; she will return on the merchant ship *Kelpie's Gold* (see *In Search of the Spy* in the *Adventures* section).

Borjum's Ropeworks (#13)

Terulio Borjum (#141) is white-haired and stoop-shouldered, and notorious for his sour temper and caustic remarks. His "Ropeworks" employs a number of free and slave workers in the production of hempen ropes, cords, and hawsers used in ship riggings; costs are only 20% above the normal mainland prices. Due to the heavy demand, there is usually a 1D4 week wait for any order of rope; although the workers produce as much cordage as possible during the quieter off-season, the stockpiles disappear quickly. Borjum will also generally be willing to hire extra hands during the rainy season, although the pay is barely enough to cover living expenses. One of the employees, Cable Joe (#201), is a Namori agent (see *In Search of the Spy* in the *Adventures* section).

House of Ariscredemius, Mage (#17)

Burl Ariscredemius (#142) looks the archetypal mage, white-bearded and hook-nosed, constantly muttering under his breath, leaning on an oaken staff. His first love, however, is scholarly study, and Burl actually knows a great deal more about arcane theory than he does practice; he does not sign aboard ships, claiming that the sea air is bad for his bones. The old wizard will construct magical artifacts for those with the persistence to badger him until he finishes the project, as he has a tendency to get distracted and drift off into sidelines of research instead of completing the business at hand. The finished artifact will last 40% longer than the average, due to the wizard's meticulous manner of work, but may take 1D4 extra weeks over the normal time to complete.

Tilan, Sailmaker (#14)

Tilan (#143), a stocky woman with a sharp eye for a well-rigged ship, commands a dozen men and women in the making and repairing of sails for all manner of ships. Orders must be placed 1D4 weeks in advance, 1D6 weeks

in advance if the customer wants arcane embellishments such as Fireproofing or Strengthening. Kareen Hualla (#144), a slender woman with short dark hair and gentle brown eyes, is the primary enchanter in the shop; she was cruelly treated in her youth, and will avoid contact with all strange men.

Duncan Millard, Merchant (#19)

The other primary merchant in town, Duncan Millard (#145) is a barrel-chested, red-haired, bearded fellow from the Caldonian Highlands on the mainland, and his speech has the lilting accent of his homeland. Duncan is known to be scrupulously honest, but he is also extremely tight-fisted, and will never pay more than 20% of a cargo's value. He can determine the worth of a cargo 85% of the time, and will handle anything except slaves and livestock; he has three ships of his own, and agreements with around half a dozen independant merchant-captains who handle his cargoes. Duncan is also the source of a lot of the luxury goods found on Sharlit's Hole, and is friendly with the elves of Erastel Island. The burly Caldonian is unmarried, and lives in a small, simply furnished house on Captain's Row (#25).

Ferryman's Docks (#15)

These docks on the north end of town are reserved for the smaller longboats and river craft owned by townspeople such as Emil Dubeck or Moghanner the Suttler. There are also a number of ferryboats, whose owners can be employed at a gold piece per person to take seamen to and from the Bay, or 25 GP per boat to tow a vessel upstream to the Docks. Passage across the River usually runs around 1 SP, but the customers often have to wait until enough people (3 or more) gather for the trip; those in a hurry can, of course, offer to up the fare. The boats are watched day and night by 3 hired guards, who know all the boat owners by sight; an alarm on the docks will bring 10+1D10 men running from the houses along Ferryman's Row to defend the boats that are their livelihood.

The Web

On the eastern bank of the Azharin lies the part of Sharlit's Hole known as the Web, a plethora of grog shops and taverns, gambling hells, whorehouses, and other sailors' delights. Almost any kind of amusement a sailor can imagine is found along the main street of Carbuncle, from drink to women or a good brawl. Much of the rest of the Web consists of ramshackle huts, patched together of split bamboo, old sail canvas, and thatch, and are used primarily during the rainy season as temporary quarters for the crews of the corsairs. The huts lie empty most of the year and usually require some degree of rebuilding to combat their chronic state of disrepair and shabbiness.

Businesses in the Web are seasonal. The annual mass gathering of corsairs during the monsoon season creates a tremendous influx of gold into the brothels, taverns, and gaming establishments, with long periods of low activity when the pirates are out to sea. Most of the permanent residents of the Web rely on money gained in the monsoon season to last them through the lulls when the Web is relatively empty and quiet. Some

even seek work on the plantations north of the town, although farming is generally considered to be a last resort. A number of the smaller businesses of the Web only appear during the storm season, ship crewmembers who use the weeks of forced shoreleave to earn a little extra gold by providing services for their peers.

During the monsoon season, the Web is a wild and lively town, with frequent brawls and street fights between the sailors of the various pirate ships who crowd the taverns and gambling halls. Half the women on the island, it seems, converge on the Web during the rains; the brothels do a thriving business, and the freelancers known as "street girls" loiter on the beaches, in the taverns and gaming hells, or along Carbuncle Street, seeking the company of sailors with lonely hearts and pockets full of gold. Card and dice games abound in the back alley bamboo huts, living quarters for the common sailors and the sites of a number of fights every season when the results of a dice throw or card game is disputed. Rum and grog flow like water down the throats of thirsty buccaneers gone dry telling tall tales of their own exploits, some so embellished that their own shipmates can't recognize the incident being described.

Housing in the Web during the monsoons can get extremely tight. Most of the corsair crews take whatever housing they can find in the Web, which can range from reasonably clean, but not inexpensive, hostels like that of Gurth Ironmask, to extremely crowded conditions in a leaky hut infested with wasps and termites. Many crews tend to return to the same cluster of huts season after season, forcefully evicting any so bold as to try to claim them with the paltry excuse of getting there first. Some of the more prominent Captains have claimed a number of huts as their private 'compound', which are generally kept in better repair than those used and abandoned by the other crews; often, the ship's crews will leave someone behind to attend to their upkeep (and to keep other ships' crews from using them). Furnishings are limited to what the sailors brought with them from their ship, or can build on the island; the usual decor consists of a number of hammocks slung from the framework of the hut, with other personal possessions kept in canvas sacks or hanging from the rafters. Food is available at several of the taverns, or can be bought fresh at the open air market that springs up just off the beach every day, where hucksters sell their meat (some of it even fresh) and produce to the inhabitants of the Web at only slightly inflated prices.

Gambling

One of the favorite pastimes of freebooters is gambling — money changes hands rapidly in dice or card sessions, betting on athletic contests or feats of strength, or betting on the capabilities of various animals (races, cock fights, terrier ratting, etc.); these wagers all generally fall under the purview of **Gambling Skill**. Wild bets, on odd events (whether the next man through the door wears a ring in his left ear or right, etc.), are quite popular as well; however, they do not fall into the category of **Skill**, although these bets are truly gambling.

Gambling Skill is one of the training fields with which a character can begin his career. It is rated from Level 0 ("Those are cards, and these are dice — you use them to play games with.") to Level 4 (Master Gambler — one who could make a quite comfortable living with his skill, given enough rich suckers), and helps determine the likely outcome of a session of gaming or betting.

In any game of gambling skill, the character is rated at his training field Level; his level is matched against the average level of the other players in the particular game, and his portion calculated as the percentage returned to the player from the total stakes in the game. Stakes here refers to the total amount of money invested over the course of a session, not the amount bet on one hand or one throw of the dice. The table below provides the percentage of winnings (or losses) that are likely to occur in a gaming session, comparing the player's level of skill to the average of the others (rounded to the nearest whole number). If the player's stake is less than the average stake of his opponents, subtract 1 from the die roll for each 10% portion it is smaller (if the player has 15 GP for instance and the average of the other players is 75 GP, he has 80% less than the others and is subject to -8 to his 2D10 roll for results); if the player's stake is much greater than that of his average opponent, add 1 to the roll for every 100% portion it is greater (if the player has 200 GP, and the average opponent has 50 GP, he has 300% more than the others, and receives +3 to his 2D10 roll). Subtract 1 from the die roll for every player in the game above 5, and add 4 for every player below 4. Any result of 0% indicates the player has been "cleaned out".

GAMING PERCENTAGES

2D10 Die Roll	Levels Difference to Others' Average								
	-4	-3	-2	-1	0	+1	+2	+3	+4
-2	0%	0%	0%	0%	0%	0%	0%	0%	0%
-1	0%	0%	0%	0%	0%	0%	0%	0%	3%
0	0%	0%	0%	0%	0%	0%	0%	3%	7%
1	0%	0%	0%	0%	0%	0%	2%	7%	10%
2	0%	0%	0%	0%	0%	2%	4%	10%	13%
3	0%	0%	0%	0%	2%	4%	7%	13%	17%
4	0%	0%	0%	0%	4%	7%	10%	17%	20%
5	0%	0%	0%	2%	7%	10%	13%	20%	25%
6	0%	0%	0%	4%	10%	12%	17%	23%	30%
7	0%	0%	2%	7%	12%	14%	20%	27%	35%
8	0%	0%	4%	10%	14%	17%	23%	30%	40%
8	0%	3%	7%	12%	17%	20%	27%	35%	45%
10	0%	7%	10%	14%	20%	23%	30%	40%	50%
11	2%	10%	13%	17%	22%	27%	33%	45%	55%
12	4%	13%	17%	20%	24%	30%	37%	50%	60%
13	7%	17%	20%	23%	27%	33%	40%	55%	65%
14	10%	20%	23%	27%	30%	37%	45%	60%	70%
15	13%	23%	27%	30%	33%	40%	50%	65%	75%
16	17%	27%	30%	33%	37%	45%	55%	70%	80%
17	20%	30%	33%	37%	40%	50%	60%	75%	85%
18	25%	33%	37%	40%	45%	55%	66%	80%	90%
19	30%	37%	40%	45%	50%	60%	73%	85%	95%
20	35%	40%	45%	50%	55%	65%	80%	90%	99%
21	35%	40%	45%	55%	65%	75%	90%	95%	99%
22	40%	45%	50%	60%	75%	85%	95%	99%	99%
23	45%	50%	55%	65%	80%	90%	95%	99%	99%
24	50%	55%	60%	70%	85%	95%	99%	99%	99%
25	55%	60%	65%	75%	90%	95%	99%	99%	99%

When many of the players in a game are NPCs, the GM may use the following chart to develop their Levels of **Gambling Skill** and the stakes each will have available for the game. Stakes are given in the form of a random die roll for GP — * indicates multiplication of initial result by 10.

NPC Gaming Opponents

(Money Level)		01-10	11-40	41-80	81-95	96-00
D100	Play	Stakes Held				
Roll	Level	Poor	Fair	Good	High	Rich
01-06	0	2D4G	6D12G	7D20G	9D20G	6D12*G
07-10	0	3D6G	7D20G	9D20G	6D10*G	7D20*G
11-22	1	3D6G	6D12G	7D20G	9D10*G	6D12*G
23-30	1	5D8G	7D20G	9D20G	6D12*G	8D20*G
31-43	2	2D4G	6D12G	5D20G	9D20G	6D10*G
44-57	2	5D6G	6D20G	9D20G	4D12*G	6D20*G
58-70	2	4D12G	9D20G	9D20G	6D12*G	9D20*G
71-82	3	5D6G	5D20G	9D20G	4D12*G	5D20*G
83-90	3	4D12G	9D20G	9D10*G	5D20*G	9D20*G
91-96	4	5D8G	9D12G	9D20G	6D10*G	7D20*G
97-00	4	6D12G	9D20G	4D12*G	7D20*G	9D20*G

Personalities of the Web

"Pirate Jenny"

This young woman (#146), known only by her nickname on the island, is half-orc, half-elf; the poor girl is extremely homely, and usually wears her dark hair long to conceal her face. Despite her appearance, Jenny is a talented bard, and a good deal sharper of wit than she lets on. She is permitted to sing in the taverns, and collect the coins thrown at her, but not to drink or eat with the customers. Few of the corsairs will touch her because it is widely believed in the Southron Realms that orcs carry all sorts of horrible diseases. Jenny's peculiar mixture of background actually increases her resistance to illness and disease, and she is quite healthy. If treated with some respect (in private), she can be a loyal and valuable friend, as she is extremely knowledgeable about the island and many of the people who come to Sharlit's Hole. However, treating the outcast kindly in public is likely to brand the players as orc-friends, and cause them to bear some of the same social stigma attached to the girl.

Borgon Hunar

The Hermit (#147) occasionally puts in an appearance in Sharlit's Hole, preferring the isolation of his cave on the slopes of Mount Opiki. Hunar is a talented Healer, and can perform even such difficult spells as Bone Melding; however, he is haunted by his own personal tragedy, blaming himself for the death of his beloved wife and children who succumbed to a fatal illness while Hunar was spending time in the royal court of Kutro. Vowing never again to put personal gain above his duty, he set sail for distant lands, was captured by pirates, and ended up in the Hole. The gaunt healer has accepted his fate, and will heal whoever can come to him, whether sailor or Mokshi warrior (the savage natives consider the Healer's life to be sacred to their gods).

Captain Tomas Seawalker

A tall, angular man in his mid-thirties, Tomas (#148) haunts the taverns and docks of the town, speaking to any who might have a ship in need of his services. Seawalker lost his last ship to the rage of a wounded sea serpent, and was one of the few to survive the encounter; now he is looking for a chance to command another vessel. He is a relatively competent sailing master and a fair strategist when it comes to normal ship operations; however, the sight of a sea serpent will generate one of two reactions (roll D10):

- 1-6 immediate panic and fear, almost to the point of a severe catatonic trance (hiding in his cabin, refusing to eat or come out); or
- 7-10 an obsessive desire to attack and destroy the creature, even if such an attack is far beyond the vessel's capabilities.

Places of Interest in the Web

The Drowning Sailor (#26)

The Drowning Sailor is one of the largest taverns in the Web. It occupies a long, narrow building of clapboard and thatch, whose sagging floorboards testify to its age, with several rooms in the back for games of chance or private gatherings. An adjacent two-room hut houses the proprietor, Jamie O'Donnell (#149), a

giant of a man with flaming red hair and a bushy beard, and his two mistresses. Jamie, a former sailor from the western lands, finds life in the tropical islands much more to his liking than the rough Shokolith Sea. He tends to mind his own business concerning the happenings at the bar, although he can wield well the heavy scimitar that hangs behind the bar when the need arises. He serves whatever liquor he can get his hands on, which will range from the finest of imported rum and wines to the local rotgut distilled by Iphraim Jehalyn, depending on when the last supply ship came in; prices vary according to quality, of course (but not by much). He is not above renting out his mistresses, (#150 and #151) who serve as barmaids when the place is crowded, but woe betide the man who mistreats them.

The Drowning Sailor is open from around noon to dawn during the storm season, and irregularly throughout the rest of the year. It seems to be a touchstone for every drunken sailor in the Web, and it is said that if one sat and waited, in a week's time, nearly everyone in town would pass through the doors of the Sailor (and, in many cases, subsequently pass out). Brawls occur frequently when the place is crowded, and tend to spread quickly through the tavern. Every stick of furniture is bolted down (although this has not completely discouraged some of the strongest young seamen), but flying bottles and punches are a constant hazard. There is a 15% chance per hour of a fist fight breaking out in the bar, which has a 80% chance of involving other patrons in the common room in a wild



free-for-all. Jamie, of course, objects heartily to damage to his common room, and it is not unusual to see him wade in among the rum-sodden combatants swinging a stout oaken club and ejecting troublemakers and whatever comatose bodies litter the floor out into the muddy street (assessing a fine for damages from the pockets of each one). Despite Jamie's size and the ministrations of his club, the incidence of fights during the storm season remains high, as the weeks of constant rain and inactivity grate on nerves, and as crowds of volatile and drunken men press shoulders together in the confined space of the bar.

House of Pearls (#27)

The largest brothel in the Web, the House of Pearls consists of a large common room (with a kitchen and dining facilities for the residents) where the girls can lounge about and meet the customers, and a large enclosed courtyard with a tropical garden, surrounded by the girls' private rooms. It is run by a small, delicate Jarastan woman, Madame Chau-Ping (#152), who is rumored to have once been in the royal harem of her home island. Whether or not this is true, Madame does her best to make the girls who work for her (some of whom have extremely low-class backgrounds, since Sharlit's Hole is scarcely a place where nice girls — even those interested in learning the art of a courtesan — would go) into the graceful, seductive creatures of sensuous delight that she considers proper for a house of repute. There are times, however, particularly when the merchant ships bring in the new girls a few weeks before the monsoon season, that Madame Chau-Ping feels that she is attempting to make silk purses out of sailcloth, if not sows' ears.

Prices at the House of Pearls vary according to Madame's assessment of the skill of the girl involved, and ranges from 15 GP for the newcomer (1-4), 25 GP for the more accomplished (5-8), and 100 GP for the expert (9-10). Captain Anjir Chisa is one of the few who ever had the nerve to ask for the Madame herself; it is not known what she charged him, but he continues to visit her several times a season, and always leaves smiling. The law in Sharlit's Hole being in the hands of the one with the bigger cutlass, Madame has two largish Jarastan guards (#153 and #154), who wield sharp scimitars, and are known to have orders to strike low. Between her guards and Captain Chisa's favor, Madame is seldom bothered with troublesome riff-raff.

The Needleworks (#28)

The owner of this well-kept hut of split bamboo and thatch is less than five feet tall, slender of build, with olive skin, deep-set black eyes, and totally bald. His name is Fugikan (#155), and he is from the western highlands of Jarasta, where he was an initiate of one of the Chindazi monastic orders of that island. He left his homeland after killing a man in anger, and has wandered far in search of the inner tranquility of spirit he feels he lost in his moment of passion; he has settled in Sharlit's Hole in order to test his soul. His placid demeanor and the clean simplicity of his abode stand in marked contrast to the usual squalor of the Web, and those who are new to the island are apt to take his gentleness as a weakness; however, the little man is a master of unarmed combat, and is both quite strong and extremely quick. He has been known to have disabled at

one time as many as four corsairs foolish enough to attack him, in a flurry of well-placed kicks and back-hand blows. Fugikan will not attempt to teach his combat technique, however, saying that he is not qualified.

Fugikan is talented with his needles and dyes, and creates true works of art on the skin of his customers. Many of the older pirates boast Fugikan tattoos of incredible artistry, some of which are designed to move with the muscles beneath the skin as if alive. One of the girls at Le Chat Blanc is a fine example of his art, for she has been decorated in multi-colored tattoos from neck to foot by the little Jarastan monk. Such artistry, of course, does not come cheap; prices can range from 25 GP for a simple anchor or mermaid to 200 GP for a large design.

Fugikan's hut is small and sparsely furnished. The large front room has a low couch and a table, with a number of unmixed dyes, jars and needles, where Fugikan creates his artistry. A door in the rear wall leads to his one-room living quarters, with a simple brazier, a supply of rice, a woven sleeping mat, and a small wooden chest containing 1D12x10 GP and a number of philosophical scrolls of the Chindazi order, written in the Jarastan language. It is believed the monk gives much of his earnings to Brother Jonothan and the Sailor's Rest.

Gurth's Rooms (#29)

This hostel is a reasonably well-kept structure of clapboard, with shutters and removable screens of fine linen in the windows to keep out the mosquitos; prices are reasonable, at 5 GP a week per person occupying the room, but no meals are provided. Each 10' by 10' room has two wood frame and canvas cots; mattresses, bed linens, and even seachests, eating utensils, and simple locks for the room doors, are available at additional cost, with a deposit. Gurth (#156), the landlord, is somewhat of a local mystery; his face is always hidden behind an iron mask, and his body swathed in concealing robes, even in the sticky heat of midsummer, and he never leaves his hostel. He always asks after whatever ships' mages are in town, and invites them to visit or stay in his hostel for free. Rumor has it that Gurth was horribly disfigured by some sort of curse, and seeks the mage who can lift it from him. This is partially true; Gurth was once a battle mage of some skill, but sustained severe injuries in a ship fire that disfigured his features so badly that he fears to show his face, and crippled his hands so that he cannot make the necessary gestures to cast spells; he seeks a healing or restoration spell capable of curing his broken body.

Den of Sharks (#30)

The Den of Sharks seems aptly named, but it is actually one of the better gambling-hells in the Web, meaning that the games are only rigged some of the time. The Den is a long open hall, with open windows for air, and scattered tables holding various games of chance. The battered condition of the furnishings attest to the times that a customer has disputed the fall of the cards or the dice; dark stains on the worn floor indicate the times such a dispute has turned nasty. The owner of the Den is Guntar the Fat (#157), a retired pirate who used his share of a particularly successful expedition under Tembel Pegleg to open this little business while he was

laid up with an injury, and found it more profitable than seafaring. Guntar is quite fat, with a waxed moustache and gold earrings, but his eyes are sharp, and he can take in most of the activities in his hall with what appears to be a casual glance from the vantage point at his desk in the corner. Gunter usually lets the games go as they will, unless a big winner threatens to break the house. The pit bosses and bouncers are burly pirates hired for the season, who usually know those among the customers prone to cheating, and who the potential troublemakers are; they are generally honest, but Guntar will affect not to notice a bit of petty larceny, as long as the customer is the target and not the house — in most games, the house simply takes a cut of the action (5% of each pot), but there are several in which the house plays the bank. See the section on **Gambling** for setting up various games, and the likelihood of winning or losing at said games — Gunter himself is Level 3, and has large stakes available when he plays (seldom, however). The Den is usually crowded during the season, as the house has a good reputation for fair games, and Guntar allows street girls to frequent the place to encourage the customers in their games; the players will average 2D4 in a game and the GM should add +10 to the roll when determining the participants in a given game.

The Shrine of Nanjurus (#31)

Nanjurus is the traditional god of the sea, whose favor speeds the sailor on with friendly winds, and whose anger can throw the fragile ships about like leaves on his tumultuous gales. The shrine is of sturdy clapboard, up on stilts to protect it from occasional floods, but is only a single room, which boasts a large, brightly painted figurehead of the god holding up the model of a ship in his mighty hands, carved from a single piece of hardwood. The walls of the room are lined with shelves on which rest about a hundred ship models, lovingly carved and hand-painted, some of which even have little linen sails and rigging of twine. It is a popular legend among superstitious sailors (and pirates are no exception) that to have a model of one's vessel under the eyes of Nanjurus is to assure its safety on the high seas, although the validity of this tale is up to the divine intervention commonly known as GM's discretion.

The shrine is tended by old Malcom (#158), white-haired, with a ready smile and wrinkled hands that still remember their steadiness when grasping his whittling tools. Malcom is the chief carver of ship models to be found in Sharlitt's Hole, and the craftsman behind many of the ships presently in the shrine, as well as the figure of Nanjurus himself. Although he has been known to occasionally still carve a ship's figurehead (ordered a year in advance, with 50% of the asking price of 1,000 to 2,500 GP up front), he prefers the smaller ships, and is constantly striving for new details on their tiny hulls. Delivery of an ordered ship model can take from 4 to 10 weeks, depending on how busy the old man is, and such models cost around 200 GP, but the customer can rest assured that his ship has the best protection that superstition can buy. (GM's Note: Two of the ships on display in the shrine are **Dark Sea** and **Victoria**, corsairs belonging to the late Captain Sung; inside the hull of **Victoria** is the second portion of the map detailing the location of the Captain's treasure — see **Treasure Island** in the Adventure section of this book.)

The Hungry Pelican (#32)

The Pelican is a spacious hall, with battered tables and benches along its length, and a large kitchen in the back. The Pelican is one of the cheaper places in the Web where one can get a meal, although the quality and quantity of what is served can vary tremendously according to what is available for the prices the owner/manager, a cagy Kutrovan named Quarrin Dukus (#159), is willing to pay. Dukus works on the theory that a healthy sailor can digest anything he can wrestle down, and worries little if the food is less than average quality. Meals cost 3 SP for all a sailor can eat, and a watery grog is available to help wash it down. The selection is better earlier in the day, or about a week after the supplies are brought into town, when the prices finally get down to Dukus' level. Food fights are not uncommon, and the management does little to control them; Dukus and his staff of three disabled sailors simply pick up whatever is salvageable and pitch it back into the pot after the dust clears. Dukus is not a sailor, and takes his meals at the Captain's Table, a tavern in Trade Town.

Shipyard and Drydocks (#33)

The riverside shipyard of Mevi Landover (#160 — sometimes referred to as "Landlover" behind his back; Mevi has not left the island in the nearly fifteen years since he arrived) is the best facility available to many of the corsair captains who are too notorious to show their faces in the major port cities. The yards consist of two fenced-in strips of sandy riverbank where a ship may be brought in and beached for whatever repairs are needed to keep her reasonably seaworthy. Sheds for supplies and tools are within the yards, and are locked up and watched at night by private guards, often from the ship being worked upon. Most repairs, from replacing a lost mast to patching holes in the hull (assuming the vessel was floating well enough to make it to the shipyards) can be handled by Mevi and his crew of carpenters and smiths. During the off-season, they can sometimes be persuaded to careen a vessel (the periodic scraping off of the accumulation of barnacles from the hull beneath the waterline that can slow the ship and weaken its hull), but the rush of demands for repairs and alterations during the rainy season prohibits Mevi from a task that the crew of the ship could handle on their own. Mevi charges 100 GP a day docking fees for the use of his yard, and adds in the cost of labor and supplies for the job specified (see **Thieves' Guild 6** for average repair costs). Docking fees can be reduced if the ship can provide guards to watch the yard while the work is being done, or if the crew includes any skilled in carpentry, etc. Mevi always has need of extra hands skilled in **Carpentry**, **Blacksmithing** or **Shipwright** during the monsoon season, but has only a 5% chance of needing help the rest of the year, when the workpace slows tremendously.

House of Hagar Osterium (#34)

Hagar (#161), a tall, scrawny fellow with a scraggly beard, lives and maintains a hospital of sorts here in his large home for injured sailors who can manage to get to him in time for his services. It would not be entirely accurate to call Hagar a charlatan, because he does seem to have the good of his patients at heart; however, there are many who say that Hagar's claim to being a

surgeon began when the alternative offered was pulling an oar in a Namori galley. Whatever his motivation to enter the field of medicine, Hagar has learned a great deal on the job, and can set broken bones, bind wounds, amutate limbs with reasonable proficiency, and has even developed rudimentary skills in midwifery (treat as Level 3 First Aid). He makes extensive use of strong spirits during his operations, both for numbing the patient's senses and for washing out wounds, as he has noticed that, despite the immediate pain this causes, the procedure seems to prevent later infections. Hagar has considerable less expertise with diseases, however, and can do little except recommend a few herbal brews from the alchemist in Trade Town. Hagar is usually paid for his services by the Captain of his patient's ship, but will treat a man regardless of his ability to pay, since he has learned most of his trade by experience. The skinny surgeon has recently married a former street girl, Nayenne (#162), who assists in his work and tends to the post-operative care. She admires his unselfish devotion to his patients, but, being a practical woman, makes sure that they have enough to live on by occasionally practicing her former profession.

The Skull and Saber (#35)

The sign outside the wide doors depicts a saber thrust through a human skull (which also happens to be the flag design of Captain Salina). Inside, the tavern consists of two large common rooms, one set up for entertainment (usually rowdy balladeers, or dancing girls) and the other primarily for eating and drinking, with a number of sturdy wooden tables and benches, and a door leading to the kitchen in the rear. The owner of the Skull and Saber, Halro Brexler (#163), who formerly sailed with Salina, decided to get out of the corsair business while still in one piece, along with two of his former shipmates, Kerren Grames (#164), the bartender, and Tombo Alecastle (#165 — known as "Tubbo"), one of the few hobbits ever to sail as a corsair. Between Halro's skill at haggling, and Tubbo's talent in the kitchen, the tavern is reputed to have the best food and drink in the Web, and is reasonably priced.

The Skull and Saber is popular with Salina's crews, including the fiery Captain herself, and the tavern is known to be under her protection. Few care to start a brawl at the Saber when one of Salina's ships is in port, for her crews tend to be rough with outsiders causing trouble in **their** private hangout. Another peculiarity of the Saber is that Halro has forbidden all gambling and games of chance on the premises, after a nasty fight (in which 4 men were killed) developed during a dice game.

Lucia's Lovelies (#36)

Lucia's is the other major brothel in the Web, and claims to have the most beautiful girls on the island under its roof. Lucia herself (#166) is no exception, a graceful woman of ideal proportions (displayed teasingly in an almost revealing costume), with wide blue eyes and golden hair. Like the House of Pearl, Lucia's business is busiest in the rainy season, and intermittent the remainder of the year, depending on the number of corsairs and other vessels in port; Lucia generally adjusts her prices according to the available demand — therefore, it is possible to get one of Lucia's lovelies at reasonable rates during the off-season (particularly if yours is the only ship in port), when the same girl would



cost four to five times as much during the monsoons. The girls' beauty is not exaggerated; Lucia only hires those with APP 16 or better, and provides them with the best costumes and cosmetics available in order to entice the lonely hearts of her seafaring customers.

Madame Tyana's (#37)

This modest two room hut on one of the Web's side streets is the home of Tyana (#167), a fortuneteller whose own fortunes have led her from slavery in Krut'na Brut to capture by pirates, and finally, to winning her freedom by accurately forecasting a hurricane, saving the lives of the crew and Captain who believed her (Captain Garrett Parker, who still visits her when his ship, **Rapier**, is in port). The front room of her home is draped in tapestries and scented with incense, and contains two chairs and a table draped with an embroidered silken cloth. Tyana provides readings of the future using a crystal ball or a worn pack of Tarot cards, or can cast a horoscope using a battered ephemeris; her prices range from 15 GP for a Tarot reading to 50 GP for a complete horoscope; she is rumored to be uncommonly accurate in her forecasts. It is, of course, up to the GM to come up with the 'future' of his players' characters, and to make sure his own predictions come true.

The Compound of Salina the Red (#38)

This block of huts behind the Skull and Saber tavern is in better condition than many in the Web, but has been claimed by the men of Salina the Red, and is guarded jealously against all interlopers. Captain

Salina has reserved a large three room hut (#39) for herself near those of her men, although she spends as much time in Trade Town as in the Web while in Sharlitt's Hole. Salina's crews are a rough lot, even by the standards of the Web, and few disturb their privacy for any reason unless invited. Three other Captains maintain similar compounds in the Web; Anjir Chisa (#40), Suba the Dragon (#41), and Tembel Pegleg (#42), while Morghan Silver has a separate compound available for his crews at his stronghold of Morghan's Watch.

Sailor's Rest (#43)

This large hut is maintained by Brother Jonothan (#168) a gentle middle-aged cleric in plain linen robes. He is a priest of the Order of Mordecai, a cult popular in the distant lands of the High Valley and Ten Cities. While on a long sea voyage to bring an epistle to the Brotherhood in Krut'na Brut, Brother Jonothan was shipwrecked, and his life saved by old Kirstin Shangai, a pirate from a passing corsair (which had hoped there was something more to salvage than a half-drowned priest). When Kirstin was disabled in a battle, the young priest volunteered to stay with his friend in Sharlitt's Hole. Jonothan's heart was stirred to pity on all the crippled and aging sailors he saw in the Web, and began to help those he could, repairing the huts in which they lived, or taking some in as boarders.

Now, even after Kirstin's death, Brother Jonothan continues to provide care for the worst of the disabled and crippled ex-pirates, and coaxes contributions out of many of the corsair captains and their crews to support his hostel, usually arriving as soon as a ship comes into port, while the pirates still have plenty of gold and are more likely to feel generous. Even when times are hard, the cleric manages to find ways of supporting his charges, even working in the fields or on the fishing boats. Those who live under his roof who are still capable of work are expected to do what they can; only rarely has Brother Jonothan been forced to evict a shirker. Most of the pirates will not harm the priest, lest he cause them bad luck, and Jonothan, being no fighter, does nothing to discourage the superstition.

Dragon's Breath (#45)

Dragon's Breath is a small, crowded little shop in the front half of a back alley hut, with shelves crammed with samples of carved pipes of all sizes and descriptions, as well as a number of small barrels and tins of tobacco and other herbs and narcotics such as opium or *kurfuum*, a local hallucinogenic herb said to produce visions of the future. The proprietor, "Smokey" Sparr (#169), lost both legs during his brief career as a pirate under Tembel Pegleg, and now manuevers about his hut in a wheeled chair. An accomplished woodcarver, he spends much of his time whittling pipes, and indulging in the shop's major products. The back room is large and smells of stale smoke; 1D10 customers can be found here in various stages of intoxication from the drugs, or sleeping off the effects on the hardwood floor. The opium is imported, and fairly expensive; Smokey gets his supply (along with his food and other necessities) from Arekhanni, one of the merchants in Trade Town. Since the disabled seaman is dependent on the drugs he sells, there is always a supply on hand for Smokey's personal use, in a secret compartment in his wheeled chair, even if the tins are empty.

Morghan's Watch

A few years after the Namori assault upon the early pirate settlement on the beaches of Winckel Bay, the tall stone watch tower now called Morghan's Watch was built on a high promontory overlooking the easier (and more commonly used) entrance to Winckel Bay known as the Traders' Channel, with the help of a group of Tharcagean refugees. A watch was maintained there for several years under a cooperative agreement among the corsairs, but as time passed and no more Namori warships were seen around the Island, the watch became a victim of the usual corsair rivalries and was abandoned. For the past twenty years, the tower and its strategic location have been under the control of Captain Morghan Silver, one of the most powerful of the pirate chieftains. Morghan enlarged on the fortifications, building a sturdy stockade with sufficient artillery overlooking the water below to control the channel completely, which has done little to endear him to the other corsair captains. One of Morghan's ships is usually lurking about the area, and is not above charging a tariff (3% of a cargo's value) from the occasional merchant vessel seeking this safer passage to Winckel Bay. Although Morghan has never used the advantages of his stronghold against his fellow freebooters, he is feared and distrusted by many of the other captains, who dislike anyone having a position of power over them.

Morghan's five ships (and the Tharcagean refugees' warship, *Hamilcar*) generally anchor either in the cove to the east of the peninsula on which the tower stands, where a small breakwater provides protection from the elements, or some distance up the estuary of the Mongoose River, where they are not only safe from even the worst of the monsoon storms, but out of sight of unfriendly eyes as well. A path leads from the estuary through the jungle and along the top of the sea cliffs around the cove to the Watch; from the cove, one can climb rough hewn stone steps, built by wizardry, up the 40 foot cliffs to the path above. The stairs, however, can become extremely hazardous in poor weather (SR against CDN for every ten feet, with a penalty of -3 in strong wind, and -6 in a hurricane, or lose one's balance on the slippery stone).

The area immediately around the base of the tower is enclosed in the stockade, and has become a small settlement in its own right, used mostly by Captain Morghan Silver and several of his associated captains as a homebase for their crews, free from the rivalries and lawlessness that frequently characterizes Sharlitt's Hole. The settlement at Morghan's Watch has a year round population of around four hundred people, but of these, about two hundred and fifty or so are Tharcagean rebels, the descendents of a group of refugees who escaped the fall of the city of Dux some forty-five years ago, when Tharcage was conquered by the Namori empire. The rest are loyal hands of Morghan or one of his allies, pirates too old or crippled to sail, sick or wounded men who stayed at the Watch to recuperate, and the various craftsmen and shopkeepers that Morghan has allowed at his stronghold. There are also a larger number of women and families here than in

Morghan is also well known for his antipathy towards the Namori Empire (the rumors of Morghan's Tharcagean background are true, although his former social status in these tales is invariably exaggerated). Although his sense of caution keeps him from taking foolish risks, he will rarely let go by an opportunity to tweak the noses of the Imperial Navy, harassing their supply ships, damaging the slower cruisers in hit-and-run strikes, and has on occasion sailed with Mago das Istan and Hamilcar on one of their raids. Morghan will even attack a Namori warship if circumstances are in his favor, and if he thinks he can accomplish the capture without severe damage to Impala. Morghan usually releases the crew of a captured Namori vessel on the nearest island, but is less merciful to the officers, sending them down with their ship.

HAMILCAR

Captain Mago das Istan

(Cruiser)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed:	0	3	4	6	10	12/5
Adjust:	0	3	4	6	9	11/5
Officers	Hull: 400 Speed: -5% Sail					
Capt. V	Draw: (13) 15 Turns: +0° 540					
F.O. V	M: Fo 120 t: 120					
S.M. V	M: Mn 220 t: 220					
M.A. E	M: Mz 200 t: 200					
Mage --	M: t:					
Charge	Pet.	PO	MA	SM	PO	PO
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL
GR			a/b			
INT	25		1	13	1	9
VET	45	6	p 4	p19	p 3	pp8
EL	30	6	pp2	p16		pp4
Men	100	12	(7) 4	48	(4) 1	20
Points	575		26	278	6	106
Avg.	5.75		6.50	5.79	6.00	5.30
Adjust	5.55		6.65	6.04	5.80	5.45
Letter	V		E	V	V	I
SRBase	17		20	18	17	16
Ship's Weaponry: (a) Ballista, helmdeck						
(b) Light Catapult, forecastle						
Catapult Ammo: 34 rocks: 12 50#, 16 100#, 6 200#;						
25 H-Bolts (750#), 18 L-Bolts (360#)						
Magical Ammo: 26 Breakables: 8SH, 5ZP, 4CF, 4SS, 5FG						
Special Effects: 5 banks of oars, ram-beak; carries						
equipment to lay down magical smoke						
screen (sufficient supplies for 2 only)						
— lasts for 6 hours and will cling to						
any other ships in 1/2 mile radius;						
4 12-man boats, 4 8-man boats						
Cargo: 20% chance (arms, gold and gems — support						
for the Tharcagean rebels)						
Passengers: 50 soldiers (17 EL, 28 VET, 5 INT) as						
boarding party and rowers; 15% chance						
of 1D12 EL crew from Impala, including						
Morghan Silver						
Notes: * Increase all morale ratings (SR Bases) by 4						
when engaged with Namori						

Mago das Istan

Mago (#171) is the son of a minor Tharcagean noble, Iugo kir Istan, commander of the Sultan's Guard before the Namori conquest. Iugo engineered the escape of the survivors of the guard, a number of nobles and several of the royal family during the fall of Dux. Mago was born eight years after the refugees settled on Brown's Island, to his father's Jarastan concubine. Being the son of a slave, Mago is not considered a member of the nobility, although the abilities he inherited from his father have not gone unrewarded. Mago now commands Hamilcar, the aging but powerful war cruiser in which the group made their escape, and has proved to be a skilled fighter and adroit naval tactician. However, his hatred of the Namori occasionally clouds his judgement, and leads him to take chances in his desire for revenge that disturb his occasional ally, Captain Morghan Silver, and Lord Khronos, the leader of the refugees. Mago has little patience with Lord Khronos and the others of the old nobility, who seem more interested in maintaining the social and class structure of the old regime than in winning back their homeland.

Lord Khronos kir Hissan

A young man when he escaped the fall of Dux, Khronos (#172) has lived most of his life in exile, and no longer believes it possible to drive the Namori from Tharcage. Now in his later years, he is more concerned with the younger generation's apparent lack of respect for the traditions and social standards that once made Tharcage a center of civilization in the Southron Realms. Mago's tendency to recklessness worries the old man, who would prefer the rebels kept a lower profile, so as not to attract Namori attention to their refuge on Brown's Island.

Grenjal Kharr

Grenjal (#173) is a relatively new addition to Morghan's crew, having been with the pirates less than a year. The little Jarastan wizard was a prisoner on a Namori cruiser that Morghan sank, and has been a valuable asset to the pirates ever since. Grenjal is short and frail, dressed in silken robes and a turban, and is an unabashed coward, certain that every voyage will be his last. Although extremely grateful to Morghan for saving his life, Grenjal is not at all enamored of the hazardous freebooter's life, and would dearly love to go home to Tarantara in Jarasta; however, he is terrified of the pirate chieftain, and fears what would happen if his desires became known. Grenjal has a comfortable home at the Watch, with a Jarastan slave girl to look after his needs; there are times when he can almost forget his homesickness.

Justin Darizen

Justin (#174) is Impala's Sailing Master, a big man whose entire upper torso is covered with decorative nautical tattoos. His knowledge of sailing is immense, and he enjoys training promising helmsmen and navigators in his trade, although his students have sometimes found him to be critical and hard to please.

Captain Jeremy Patten

The senior of the four other corsair captains who sail under Morghan Silver's banner, and a skilled navigator, Patten (#175) has sailed the islands of the

Southron Realms for four decades, and is reputed to know every rock and reef in the Biracean Sea. Born in a wealthy Kutrovan family, he is well educated, and reads and writes in several languages; he is also a Master Cartographer. A sharp bargainer despite his apparent easy manner, Patten handles many of the trade negotiations for his chieftain's ships, and can play the part of the merchant so well that only those who have seen him in battle would ever consider the potbellied, greyhaired old gentleman with the round, innocent face to be a pirate. Patten has a plump wife and six boisterous children in his home at the Watch, and would just as soon to go to sea as stay at home.

The Officers of Windsong

(GM's Note: The following officers of Windsong are provided for the GM's convenience should the players join this ship's crew as suggested in the scenarios Treasure Island or In Search of the Spy. They could also be transferred to any other ship the GM chooses, or be used as hired crew for a ship the players may own.

WINDSONG

Captain Jeremy Patten

(Light Cargo)

Wind:	Calm	Soft	Mod.	Brisk	Str.	Gale
Speed*	<u>0</u>	<u>2</u>	<u>4</u>	<u>6</u>	<u>9</u>	<u>10/5</u>
Adjust:	<u>0</u>	<u>2</u>	<u>5</u>	<u>7</u>	<u>10</u>	<u>12/6</u>

Officers		Hull:	<u>200</u>	Speed:	<u>+15%</u>	Sail
Capt.	<u>E</u>	Draw:	<u>(10) 12</u>	Turns:	<u>+20°</u>	<u>500</u>
F.O.	<u>E</u>	M: Sp	<u>80</u>			t: <u>80</u>
S.M.	<u>V</u>	M: Fo	<u>160</u>			t: <u>160</u>
M.A.	<u>V</u>	M: Mn	<u>180</u>			t: <u>180</u>
Mage	<u>--</u>	M: Mz	<u>80</u>			t: <u>80</u>

Charge	Pet.	P0	MA	SM	P0	P0	P0	
Rating	Crew	Off.	ARTY	ARCH	HELM	SAIL	REPR	FIRE
GR	<u>3</u>		<u>1</u>	<u>1</u>			<u>1</u>	
INT	<u>14</u>		<u>2</u>	<u>3</u>	<u>1</u>	<u>6</u>	<u>2</u>	
VET	<u>15</u>	<u>2</u>	<u>3</u>	<u>p 4</u>	<u>2</u>	<u>p 4</u>	<u>2</u>	
EL	<u>13</u>	<u>3</u>	<u>p 1</u>	<u>5</u>		<u>p 4</u>	<u>p 3</u>	
Men	<u>45</u>	<u>5</u>	<u>(7) 4</u>	<u>13</u>	<u>(3) 1</u>	<u>14</u>	<u>8</u>	
Points	<u>243</u>		<u>25</u>	<u>73</u>	<u>6</u>	<u>76</u>	<u>43</u>	
Avg.	<u>5.40</u>		<u>6.25</u>	<u>5.62</u>	<u>6.00</u>	<u>5.43</u>	<u>5.38</u>	
Adjust	<u>5.55</u>		<u>6.40</u>	<u>5.62</u>	<u>5.80</u>	<u>5.58</u>	<u>5.53</u>	
Letter	<u>V</u>		<u>V</u>	<u>V</u>	<u>V</u>	<u>V</u>	<u>V</u>	
SRBase	<u>16</u>		<u>19</u>	<u>16</u>	<u>17</u>	<u>16</u>	<u>16</u>	

Ship's Weaponry: Light Catapult, midships
Catapult Ammo: 25 rocks: 15 50#, 7 100#, 3 200#
Magical Ammo: 6 Breakables: 3HS, 3ZP
Special Effects: Sails fireproofed @ 60%,
strengthened @ 20%;
8pt Miss. Rep. on Captain
3 12-man boats

Cargo: 10 Units (mostly supplies for Morghan's Watch,
with some trade goods)

Passengers: 20% chance of 1D3

Notes: * The ship has been extensively modified for
its new purpose

Meryl Starseeker (#176), a half-elf, serves as First Officer. Tall and slender, Meryl is a quiet man who loves the sea, and frequently spends hours standing in the bow staring out over the waves; he also has an unbeatable weather sense. He is fair in his dealings with the crew, but tends to be aloof and has no close friends.

Master-At-Arms Sigmond the Axe (#177) is a giant bear of a man, his pale hair and beard worn in long braids. Sigmond is rough and ready, delighting in the clash of battle or the taste of good ale (although he will settle for rum); he is quite easy to get along with as long as the players pull their share of the load and exhibit no fear of battle.

Nik das Tashin (#178), the Sailing Master, is one of the Tharcagean refugees now living at Morghan's Watch. A small, wiry man with greying hair, he is still extremely nimble in the riggings, and can out-climb many men half his age. He is apt to be more demanding of his newer recruits, handing them the duller jobs (like cleaning the decks or mending sails) until they have proved themselves reliable.

Cho Tal Meyn (#179) is a fat, good natured Jarastan cook, who also serves as the ship's healer. Cho Tal is full of proverbs and advice, but is friendly and a good source of information for the players regarding almost any subject under the sun (with a 25% chance of incorrect information).

Freyda Marlow (#180), a tall, lean woman with cropped blonde hair, is the junior officer in charge of the Archery detail. She is sharp-tongued and demands instant respect, but she is also courageous and loyal to her detail, and a crack shot with a crossbow.

Another junior officer, Duffy (#181), serves in the Sail Detail. Tall and muscular, Duffy is something of a bully, and will attempt to intimidate the players, using his size and rank to make them do extra tasks or menial services. Other members of the crew will go along with Duffy's pranks until the players have proven themselves not to be total greenhorns.

Places of Interest at Morghan's Watch

Common Bunkhouse (#C)

One of the few two-story buildings on the island, the bunkhouse has large, spacious halls on both floors, with a number of wooden framed bunks with grass stuffed mattresses, as well as hooks from which hammocks can be hung. The bunkhouse can be a lively place during the monsoons, as restless seamen indulge their passions for girls, gambling, and rum, turning the hall into a wild party that can last for days.

Mess Hall (#B)

A large kitchen here provides inexpensive meals for the crew members of Morghan's ships. The food is not exotic, but it is better than hard tack and salt pork, and only costs a few coppers for all a hungry seamen can eat.

Morghan Silver's House (#A)

This comfortable clapboard house has a wide front veranda facing the Mess Hall and Bunkhouse, where Morghan will occasionally sit to talk with any who come by. Morghan has his own cook and kitchen, but eats in the Mess Hall with the men about once a week. The house is described in more detail in *Treasure Island* in the Scenarios section.

Watch Tower and Fort (#H)

The Watch Tower is what gives the settlement its name, and three pirates are on duty here, scanning the open sea and the nearer waters of the Channel and the Bay at all times. There is a special magical spyglass kept here that allows one to see in the dark as if it were midday. Players may be assigned to watch here or in one of the stockade watchtowers occasionally if they are attached to one of Morghan's ships. Heavy catapults and ballistas are mounted along the stone walls and tops of the towers; all crewmen experienced with artillery are assigned a particular weapon to stand by should an alarm be sounded. The buildings along the inside of the walls are where the ammunition for the artillery pieces are stored, including rocks and arcane 'breakables'.

Heart of Gold (#I)

Another two story building, the Heart of Gold is the only 'official' brothel at the Watch. Maribel Matters (#182), the Madame of the Heart of Gold, often complains about the competition from the dozens of independent "street girls" who drift in from the Web seeking the

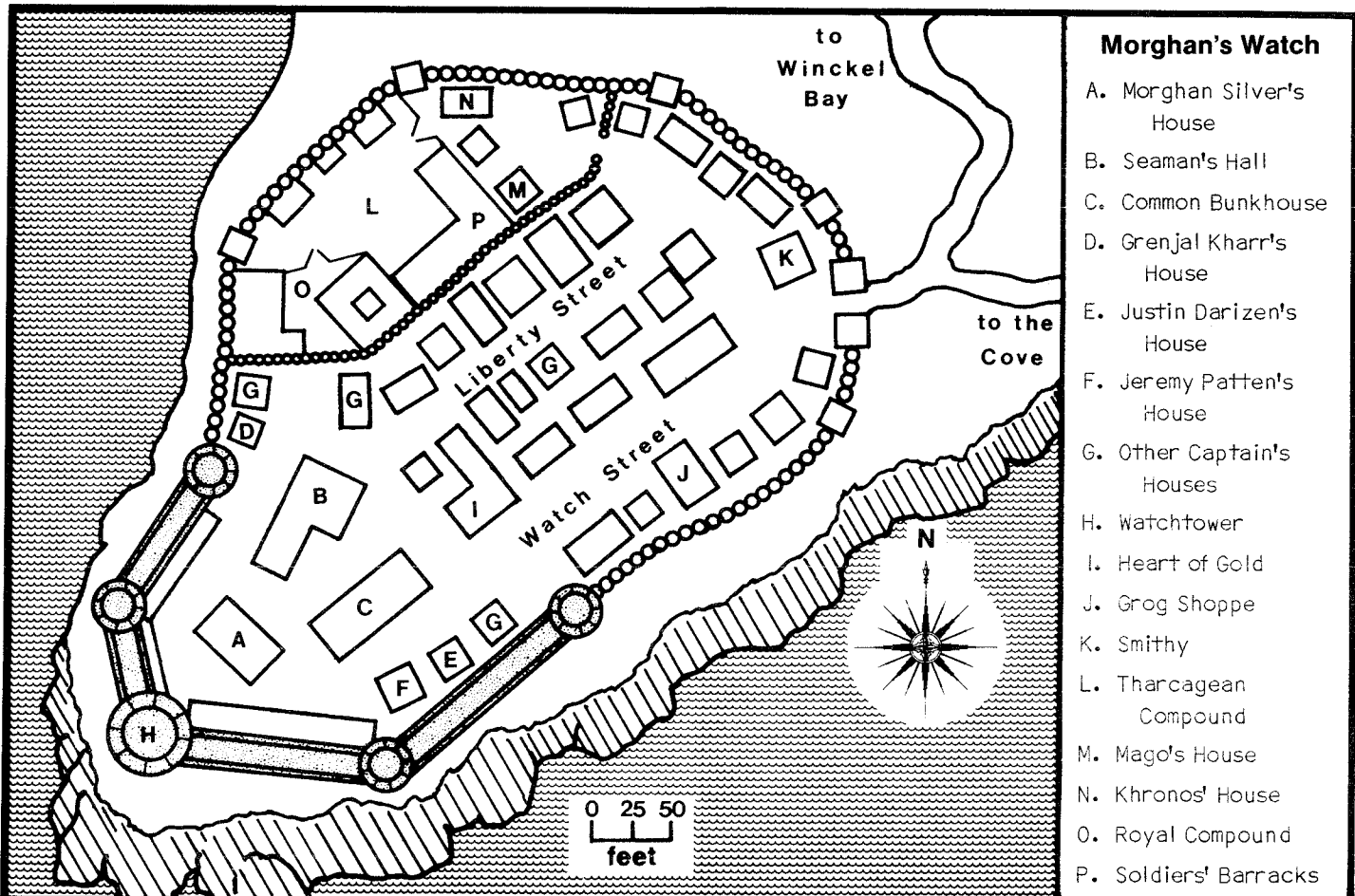
cleaner environment of the Watch, claiming that her girls are much healthier and prettier. Despite her complaining, there appears to be plenty of business to go around.

Ye Olde Grog Shoppe (#J)

The Grog Shoppe is a rollicking, rowdy tavern, extremely crowded during the monsoon season or after one of the ships comes in after a successful foray. James Hawkins (#183), alemaster, is kept extremely busy, and welcomes the coming of the good weather, when he can relax until the next ship comes in. The only patrons here are pirates; the Tharcagean sailors and soldiers have their own tavern.

Tharcagean Compound (#L)

Although many of the Tharcagean refugees have homes elsewhere in the settlement, usually along Liberty Street, many members of the old noble families seem to prefer residing within this separately walled stockade, as if they did not relish mingling with the common seamen and corsairs of Morghan's Watch. The compound includes a barracks and dining hall for the 150-odd soldiers and sailors who compose the crew of the warship, *Hamilcar*, houses for a number of the nobility (with their servants and slaves), and a separate complex for the handful of descendants of the Sultan's royal line, with a private garden. The Tharcagean soldiers consider themselves patriots, and thus better than the mercenary corsairs; the two groups rarely mix except when involved with a joint combat venture.



Adventures and Encounters

Treasure Island

Players' Information

In a dockside tavern in Oro da Cano (or any other port city of the GM's choosing), the players will be approached by a crusty middle-aged seaman, with an eye patch and a wooden leg, known locally only as "the Geezer" (#184). He will, after a bit of idle conversation, offer to sell them a genuine pirate treasure map for "the paltry sum of 500 GP". He will tell them that the map shows the location where the notorious Captain Sung buried his share of the booty from his last lucrative take, reputed to be some 100,000 GP worth of fine gold, diamonds, and other gems (a legacy intended for his three sons, who were also members of his crew). Geezer will indicate that he was the only surviving crewman from Sung's flagship **Dark Sea**, which was sunk in Sung's last fatal battle with three Kutrovan warships some five months ago. He will also indicate that the injuries sustained in that fight have prevented him from going after the treasure himself. (GM's NOTE: If asked why he seeks to sell the map now, he will say only that "certain circumstances" have convinced him to pass it on to younger, stronger hands — and will not elaborate further.)

If the players show interest in purchasing the map, Geezer will take them to his lodgings some few blocks away, a tiny room in a run-down, rat-infested flophouse (on a successful saving roll against DSC, made against the highest rating in the party, the group will notice that Geezer appears very nervous, and will keep looking about as if expecting danger of some sort). Upon examining the map (see Map #A), the players will almost certainly realize that it is incomplete, showing a partially drawn map of an unnamed island and fragments of a set of instructions on one side, and the following two stanza verse:

*Three ships set sail from Winckel Bay,
Protected by Nanjurus,
Astor, Dark Sea, Victoria,
They caught the wind in chorus.*

*Three sons have I, with one map each,
Protected by Nanjurus,
Must act as one if they would reach
Their treasure in the forest.*

Geezer, being illiterate, has been unaware of the map's inadequacies; he can however, fill in the following additional information:

(GM's Note: These pieces of information will only be given, however, if the players ask the proper questions.)

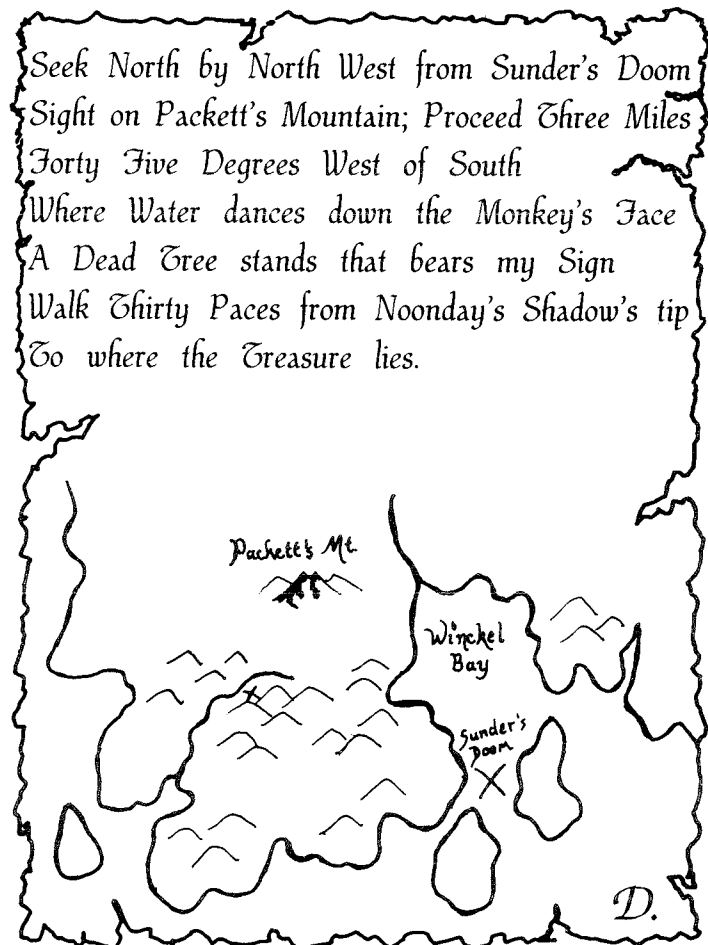
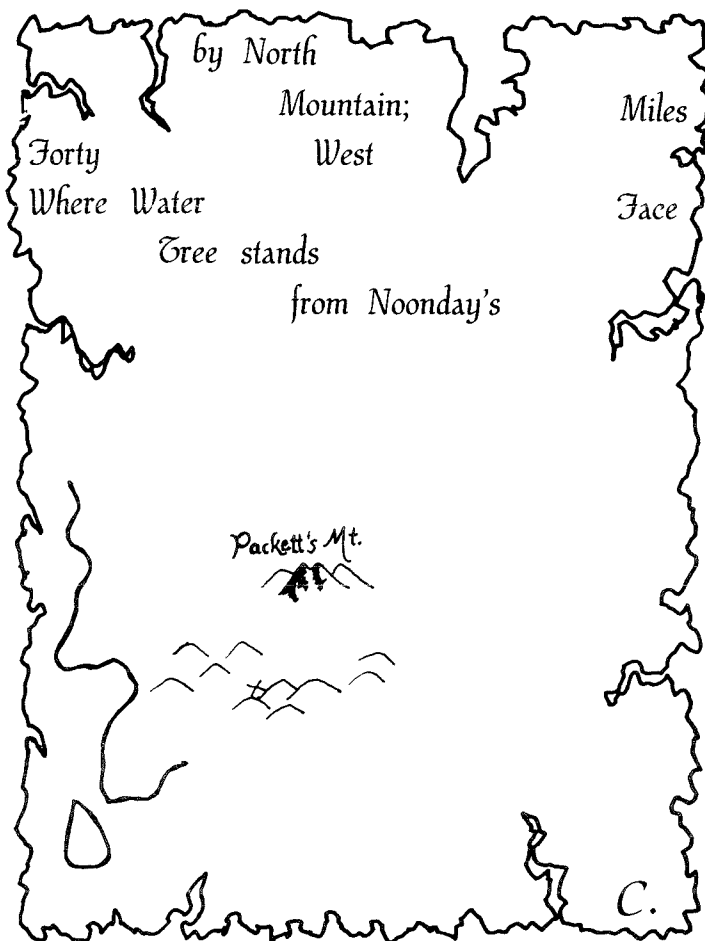
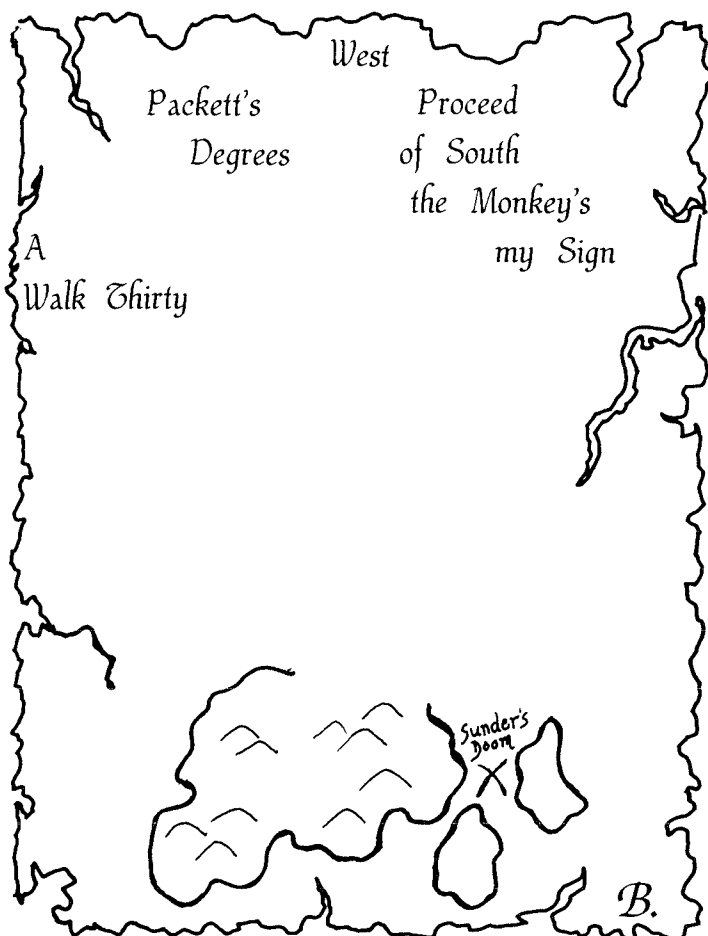
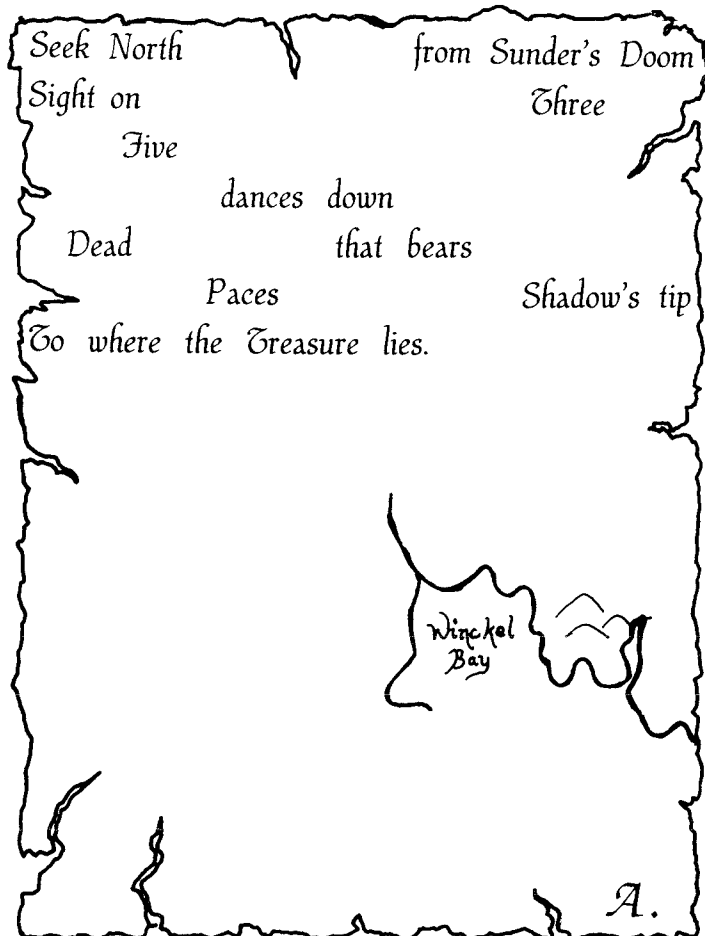
- 1) the island shown is the pirate hideout Sharlit's Hole.
- 2) the general location of the island (Brown's Island, southernmost of the Savage Isles).
- 3) the Nanjurus mentioned is the God of Storms, worshipped in Sharlit's Hole, as well as throughout the Southron Realms, by those who sail the sea.
- 4) it is customary to place ships' models in the shrine to Nanjurus, to invoke the god's protection.
- 5) **Astor, Dark Sea, and Victoria** were the names of Sung's three corsairs.
- 6) Sung's three sons, Stephen, Louis, and Robert, were all aboard the **Dark Sea** on its fateful voyage, and had no love lost between them.

Geezer's asking price for the map can be bargained down to 50 GP; he is in no position to resist should the players attempt to take it from him by force. He will only truthfully explain how he came by this portion of the map if threatened with force (see below). Should the players return after this initial visit to the old man's room, they will find him murdered, and his possessions, including the sea chest in which the map was hidden, broken open and ransacked. Any money given to Geezer by the players is gone.

GM's Description

The map offered is quite genuine, albeit incomplete, and the old pirate's story is mostly true. Geezer did sail with Sung, and escaped **Dark Sea's** watery grave by the greatest good fortune. He was not, however, the only survivor — the other being the Captain's youngest son, Robert (#185), the rightful owner of the map now in the players' possession. Just prior to the fateful voyage, Geezer had purloined this map from its hiding place, after overhearing the conversation in which Sung told Robert of its location — the shrine of Nanjurus, concealed in the model of **Dark Sea** (not being able to read its contents, or aware of the existence of multiple maps, Geezer did not check the contents of the other models of Sung's ships). Robert, still unaware of the theft, is himself preparing to return to Sharlit's Hole in search of his father's treasure (see below).

Geezer's death will come at the hands of a gang of 2D12 local dockside toughs (#186 to #188), who have overheard his stories about the pirate treasure, and decided to claim it for their own. There is a base 20% chance that one or more of this gang saw the players talking with Geezer, or leaving the Geezer's rooming house; if so, they will begin looking for the party 1D12 hours after the latter's receipt of the map. There is an additional 10% cumulative chance per day that the toughs will find someone who recalls the people who were with the old man before his demise, or some other information to put them on the players' trail. The chance of the players being located by the toughs once a search for them is on will be fairly high, unless the party has been fairly circumspect in its behavior and has kept a low public profile. If the players are found, the toughs will make a play (most likely a not too subtle



ambush or break-in to the party's quarters at night) for the map; the outcome of this assault should be resolved as a normal combat.

If the players survive this attempt, or manage to avoid detection, their initial problem in beginning the treasure search is finding a means of transport to Sharlit's Hole. If the players have their own vessel, or can afford to purchase one, of course, this will not be a difficult task (although, as noted elsewhere in this book, the dangerous rocks and currents of the Funnel and Trader's Channel may claim a ship with an inexperienced navigator). Otherwise, the players will have to seek out a pirate vessel among those in port willing to take them on as crew.

Normally, the chances of finding a pirate ship in port are not very high (base chance 10% per week, with a 15% chance per month of alerting the suspicions of authorities with such inquiries). If the players are careful in their inquiries, however, they will learn that **Windsong**, a sturdy trader commanded by a middle-aged gentleman named Jeremy Patten, is rumored to be one of the ships of the legendary pirate Captain Morghan Silver. **Windsong** is taking on supplies for what appears to be a long voyage, unusual since the monsoon rains are expected to begin in about two weeks, and most vessels will be harbor-bound until the worst of the seasonal storms are over. Although **Windsong** is not in particular need of crewmen, the Captain is one who plans ahead, and will not be opposed to hiring the players if they have reasonable qualifications (see **Hiring On**). Payment is the usual "no prey, no pay", however, and Patten will make it clear that will make it clear that **Windsong** does not plan to be hunting prey until after the rainy season. They will have to fend for their own needs during the layover in port, but are welcome to use the common bunkhouse at Morghan's Watch. **Windsong** will sail in two days; if the toughs have not found the players in that time, all pursuit from Oro da Cano will be left behind when they leave port.

Upon arrival in Sharlit's Hole, the players must somehow locate the maps belonging to Robert's brothers. All three maps are required in order to have the complete directions for the treasure's location. The GM may trace each of the partial maps onto thin paper beforehand, handing out each map to the players as they discover it, so that they may overlap the maps to get the full meaning. Or the entire page may be photocopied, and Map A, B, and C handed out as discovered; Map D shows how the three maps would appear if combined, and may be given to the players after they have recovered all three segments. The GM should note that the combination of any two maps is missing crucial words from the directions, and is insufficient guidance for locating the treasure of Captain Sung.

The easier to find of the two remaining maps (Map B) is still at its original location — sealed inside the hull of the wooden scale replica of **Victoria**, sitting on a shelf in the shrine of Nanjurus in the Web. If the players have forced the truth of the first map's original location from Geezer, they will almost certainly begin their investigations here (and should have little difficulty deducing that the remaining portions of the map may be in the other ships' models). Even if they have not thought the matter out to its logical

conclusion, the mention of Nanjurus in the map's main verses should eventually bring them to the shrine. The shrine's caretaker, old Malcom, will cordially show any visitors around the shrine, and will gladly tell the tale of any particular ship's model. **Dark Sea** and **Victoria** will both be on display here. **Astor**, however will not. If asked about the latter vessel casually, Malcom will say that the craft has become part of the corsair fleet of Morghan Silver, and that Silver has taken the vessel's model to the small shrine he keeps honoring Nanjurus in his own personal quarters at Morghan's Watch.

If the players have arrived on **Windsong** as members of one of Morghan Silver's crews, access to the Watch is automatic; otherwise, the players will have to dream up a plausible excuse to gain entry to this well stockaded complex (a business proposition, an attempt to seek employment, an offer of information or support to the Tharcagean rebels, etc.). In either case, gaining access to snoop around the Admiral's private quarters is a much more difficult matter. Morghan lives in a large clapboard house near the seamen's bunkhouse, usually taking his meals at home, rather than the common messhall. The house is usually guarded from intruders by 2+1D4 of the Tharcagean rebel forces. Much of his time is spent in discussions with his officers and co-captains, or the Tharcageans, planning future strategies and other less exciting, but essential, administrative tasks. Such sessions may take place at virtually any hour of the day or night, and there is a 15% chance per hour that such a meeting will be convened in the Main Hall. Morghan's household consists of his cook, an immense Jarastan woman named Nona (#189), her browbeaten husband Noggin (#190), **Impala's** cabin boy, Rollin (#191), an enthusiastic lad of fourteen, Silver's secretary-accountant Kerden das Allar (#192), and his newest concubine, a sixteen-year-old girl named Chee (#193), a gift from a whining Kutrovan slave trader that Morghan had declined to sink.

Nona is a cheerful, motherly sort, who tends to treat any young sailor who drops by as a son (her own son was lost at sea). She is partially deaf, and has ~20% to her hearing; it is unlikely she will hear someone in another part of the house if her attention is otherwise occupied. Noggin is frequently sent to the market in Trade Town, and spends at least part of every day in the Dancing Sailor; when around the house, he performs any and all maintenance jobs that Nona dreams up for him, and has a tendency to daydream while he works. Nona and Noggin have a room off the kitchen; neither would hear anything less than a foghorn blast at night.

Rollin is intensely loyal to the Admiral, but spends at least half his day studying Navigation with Justin Darizen, the Sailing Master; there is a 60% chance that he is not in the house at any given time during the day. Rollin stays in the Guest Room, just off the Main Hall, and is a light sleeper. Morghan's secretary, Kerden, is only in the house when Morghan is working on the accounts of his ships; there is a 20% chance for this to be the case. The young slave girl Chee never leaves the house, but has only a 15% chance of investigating any noise she hears outside of the bedroom. She does not speak Common, and is easily frightened (whereupon she will scream repeatedly for help, and run back to the bedroom and bolt the door). Morghan speaks her

language, however, and she would certainly tell him what had happened while he was away. She is also a light sleeper, and would wake Morghan if she heard any unusual noise at night.

There is a 40% chance that Morghan will be home during the morning or afternoon, and a 60% chance he will be home during the evening. The GM should check every hour for Morghan's return. Below is a diagram of the house; the model of **Astor** is one of five ship models displayed in the Main Hall, near a small 18" wooden carving of Nanjurus similar to the giant statue in the shrine. The map is sealed within the hull, and requires the careful prying open of the miniature cargo doors in the deck, or, for those who lack subtlety, smashing open the hull, to retrieve the parchment within. If the model is replaced on its shelf over the fireplace with no apparent damage, there is only a 5% chance that Morghan will ever notice that it had been disturbed; if the ship is damaged visibly, the chance is 50%, and if it is simply stolen, the chance is 90%. The map within **Astor** is Map #C; the players should now have all three segments of Captain Sung's map, and can attempt to locate the treasure.

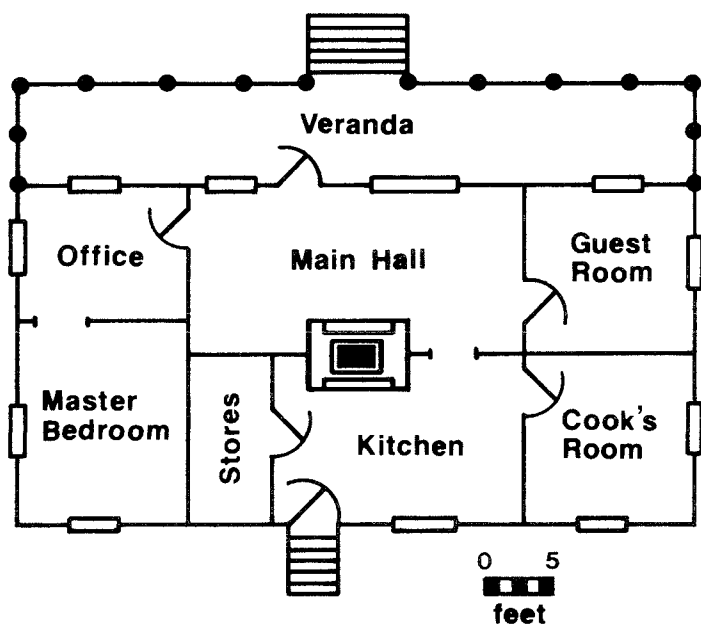
The players may run into one major additional complication during the island portion of their search — the return of Robert Sung, who will arrive 1D6+1 days after the players dock, as a junior officer on Captain Tembel Pegleg's ship **Swift Wind**. Robert has had plenty of time to ponder his father's instructions, and is certain that the portions of the map belonging to his now deceased brothers are in the other ships' models; he will go to the Shrine the first day after his return. If the players have not preceded him, he will find Map #B — and be incensed by the theft of Map #A from its resting place. If he comes to the Shrine after the players have been there, he will almost certainly (80% chance) get a good ID of the group from Malcom and begin searching for them with vengeance in his eye. In either event, the players will likely have to confront Robert (and whatever of his new crewmates from **Swift Wind** he lets in



on the deal) somewhere along the line, unless they can pull off the entire caper before his arrival. It is possible (though no easy task) for the players to work out an amicable arrangement with Robert (up to a 50-50 split, with a 25% or 20% share for the players more likely). Otherwise, the two searchers may only be able to complete the search over the other's dead body.

By following the directions given in the combined instructions, the players should be able to calculate the approximate location of the treasure to be on the southeastern corner of the island, in a small river valley. Incidentally, the location lies well within the part of the island rumored to be inhabited by the Mokshi natives. Upon arrival in the valley, the players will discover a large waterfall, where the rock formation is reminiscent of a monkey's face. A dead tree stands nearby, upon close examination, the players will find a rough picture of a snarling tiger's head carved into the trunk, the symbol used by Sung on his ships' banners. Pacing the required number of steps from the shadow's tip at midday will land them in a small clearing. The treasure is buried almost six feet underground; there is a human skeleton about three feet down to deter the merely curious. Upon discovering the chest, they will find that Geezer exaggerated a bit; the treasure is worth about 25,000 GP, and is comprised primarily of gold and silver coins, with a few bags of small gems.

(GM's Note: Even if the players manage to recover the treasure before Robert's arrival in Sharlit's Hole, it should be noted that simply hauling that much loose cash back to whatever lodgings they have is likely to attract the attention of a number of potential thieves, as well as Robert, once he realizes the maps are gone).



House of Morghan Silver

The Tower of Llyr

Players' Information

One of the first landmarks that any ship sees as it approaches the entrance to Winckel Bay is the glossy black stone Tower of Llyr, rising high above the rocky cliffs of Rubashov's Island, overlooking the narrow channel known as the Funnel. Stories told in the taverns of Trade Town and the Web relate that the Tower was built about the same time as the tower at Morghan's Watch, to help guard the entrances to the Bay. Twenty years ago, it served as the temporary home and laboratory for Llyr, a powerful wizard. Llyr was commissioned by one of the most notorious corsairs of the time, Captain Finn Blackheart, to create a magical device to control Sunder's Maelstrom, the deadly and unpredictable whirlpool that appears in the Funnel. The tales vary greatly as to their ending, however, for it is not known why the artifact was (apparently) never completed, or what happened to Llyr himself. Some claim that Blackheart refused to fulfil his part of the bargain, and was betrayed by the wizard to the Kutrovans; others believe that the Maelstrom itself proved too strong for the wizard's powers, and it destroyed him. Some versions of the story aver that the Talisman of Llyr really does exist, and is only waiting for some bold adventurer to discover its hiding place in the Tower. All tales agree, however, that the Tower of Llyr is a haunted place, and few care to spend any time alone anywhere near the dark, forboding structure.

Despite the reputation of the Tower, its vantage point offers an excellent view of the Funnel, the Bay, and of any approaching vessels. There are usually 3-6 nervous pirates assigned to lookout duty here during the monsoon season, often as a disciplinary measure. Their chief duty is to watch sea conditions in the Funnel, and to hang a red flag or lantern in the Tower when the choppy water indicates that the appearance of the Maelstrom is likely. There is also a large alarm bell, should the lookouts see the approach of what appears to be a hostile fleet. Tower duty is dreaded by most of the pirates, who are extremely superstitious; Llyr's ghost is said to wander the Tower on stormy nights, and men who would charge fifty Namori marines without fear, or climb to the top of the main mast in a hurricane, tremble in terror at the sound of the wind moaning in the Tower's rafters. Tales abound in the Web's taverns of the grisly fates of some of the unfortunates assigned lookout duty in the Tower when the ghost walks — men who jumped (or were forced to jump) from the Tower's height to the rocks below, or whose very life was squeezed from their lungs by the weight of some unseen hand, or who went crazy with fear, attacking their own shipmates in a berserk frenzy.

(GM's Note: The players should be treated to several of these tales, some of which are fabricated simply to frighten newcomers, before they are assigned to Tower duty themselves).

Players can be assigned to the infamous Tower duty by their particular captain for any number of reasons, ranging from punishment for some minor infraction to simply lacking sufficient tenure with the

ship to avoid it. They will be given food and rum supplies for their week's assignment, as well as any other common equipment, such as blankets, rope, lanterns, oil, etc. they might require (blessed water and other magical aids, however, are not available, unless the players have resources to purchase these items themselves and can find someone willing or able to produce them). They will be dropped off on the east side of Rubashov's island by a longboat, which will return for them in one week, while delivering the next group for their tour; there is a path that leads to the Tower on the west cliffs. They will also be threatened with all sorts of dire fates should a ship perish in the Maelstrom if they were on duty and failed to hang the warning signal (though in actuality, few captains are inclined to completely trust the Tower lookout's indications of conditions in the channel, and make their decisions based on weather conditions and their own intuition).

GM's Description

The Tower of Llyr is nearly one hundred feet high, but most of its height is a long, spiral stair, leading to the two levels of rooms at the top. The first room is 20' in diameter, and is now furnished to serve as living quarters for the lookouts, with a number of cots, a small fireplace, kitchen utensils, a table and benches, etc., and narrow windows for light (almost all of Llyr's possessions have long since been stolen or destroyed, with the exception of a silver ewer, covered with runic writing, that is stashed in the back of one of the cupboards). A ladder leads to the level above, the lookout post, an open room with wide windows offering a panoramic view of the Funnel, Winckel Bay, Morghan's Watch across the Trader's Channel, and the rest of Brown's Island. A good spyglass is mounted near one of the windows, and a large alarm bell hangs from the rafters. In the middle of the room is a large, 12' diameter wooden table of sorts, often used as a card table by the lookouts; its wooden top covers a 10' diameter black obsidian basin, with a drain in the bottom, which is covered with mystical writing in an unknown (to the players, at least) language.

The Tower has one entrance at ground level; there are also stairs leading down to a underground storage level, filled with old crates and other piled junk. Players have their normal chances to notice the faint outlines of a secret door in the stone wall of the storage room (they may have to move some of the crates to examine the wall closely). The door is not trapped, and is easy to open once it is located; it leads to narrow, stone stairs winding down to the turbulent waters of the Funnel itself. Should the players open the door and venture down the tunnel, they will discover a human skeleton, draped in the shreds of a robe, lying on the stairs, with an ebony staff lying nearby.

The true story behind the legends of the Tower was not widely known even twenty years ago, and now very few inhabitants of Shariit's Hole remember all the details surrounding the disappearance of the sorcerer (only Georgio Bordesconti in Trade Town will know the entire story). Llyr was a powerful wizard who specialized in elemental control; he was promised a great sum by Captain Blackheart to create a Talisman by which the Maelstrom could be controlled. However,

Blackheart perished with his ship, **Reefrunner**, in a fight with a Kutrovan merchant vessel that carried a trio of battle mages as paid passengers, and never returned with the promised payment. Llyr went to the other captains of Sharlit's Hole, but they refused to uphold the agreement made by Blackheart, since he had not consulted with them on the matter (and was suspected of wanting to control his fellow corsairs through his control of the Maelstrom). Angrily, Llyr reminded the pirates that if he could control the Maelstrom, he could also make it worse, and stormed out of the meeting. The threat may not have been serious, but it sealed his fate; late that night, a small band comprised of the pirate leaders and their officers landed secretly on Rubashov's Island, and broke into the Tower, seeking the wizard's life. Caught by surprise, Llyr still managed to destroy several of his attackers with his magic before he himself was overcome and killed. The pirates threw the body down the tunnel and sealed the door before ransacking the Tower, looking for a wand, ring, or other magical item that might be the rumored Talisman, but were unable to find any sign of the artifact.

Now the ghost of Llyr (#194) does indeed walk the tower on stormy nights, or whenever the Maelstrom is particularly active. The apparition manifests itself first as a wild, moaning wind whipping through the upper levels of the Tower, that sometimes sounds like an angry voice shouting in a foreign language, and is strong enough to extinguish candles and torches, or threaten the balance of any player foolish enough to stand next to the open windows. The entire Tower will seem to tremble and shake, as if in an earthquake. The thunder and lightning effects of the storm will appear to be aiming their violence directly at the Tower. Finally, the blazing figure of an old man, his wizard's robes whipped by an unseen wind, will appear, shouting words the players cannot hear, and brandishing his ebony staff. The spirit cannot actually speak or cause any harm with its illusions, but its mere appearance has been enough to cause twelve men in the past two decades to leap out of the Tower's windows to their deaths to avoid it, while two others have suffered heart attacks from terror. The ghost will attempt to drive the lookouts to the storage level and the secret tunnel door; all it wants is to have its remains, which still lie on the stairs of the tunnel, buried in a proper grave, but it has not managed to communicate its desire to the superstitious seamen.

The Talisman is also still in the Tower, but is not a simple device such as a wand or staff, nor was it designed to be used by anyone less than a mage, even if he possessed all of the required components. The three parts of the artifact include the large obsidian basin in the lookout level of the Tower, a silver ewer (which is still in the kitchen area of the living quarters), and the ebony staff that lies with the wizard's skeleton on the tunnel stairs. Use of the Talisman (which cannot be moved from the Tower) requires filling the basin with water from the Funnel (the reason for the tunnel stairs), and either pouring oil from the enchanted ewer on the water to calm the Maelstrom, or stirring it up with the staff, releasing the drain's plug to create an even more tremendous effect than the normal whirlpool. Instructions and warnings are enscribed in Enochian (the old language of human magic) on the ewer, the staff, and the basin, and list the spell words needed to

activate the Talisman. Llyr was not an enchanter by profession, and never intended that anyone other than himself would operate the Talisman; therefore, it requires a minimum TAL of 15 to use the artifact safely, and it will drain 60 TAU points from anyone who attempts to invoke its powers. The user who lacks the TAL and TAU capability of a mage risks mental damage or death (MGR SR at -1 for every point of TAL below 15, or suffer the loss of 2D12 points of IQ; if the save is made, the damage is temporary, and IQ will return at the rate of 1 point per day; if IQ drops below 0, the character has died from the strain).

In Search of the Spy

Players' Information

(GM's Note: This scenario presupposes that the players are members of one of Morghan Silver's ships, possibly **Windsong**, as described previously in **Treasure Island**.)

The players are called to assist Morghan Silver's **Impala** as she sails out of her cove to intercept an approaching merchant vessel, **Kelpie's Gold**. After boarding the vessel (which did not resist), they escort the merchant captain, a burly fellow with a thick moustache and thinning hair named Rajel das Abarra (#195), to **Impala's** deck to meet with Morghan Silver, who is known to occasionally demand a tariff of incoming ships. Captain das Abarra eagerly agrees when Silver demands the surrender of a certain seaman, but quails when the Admiral names the man he wants, stammering that the man died on the voyage. Morghan's face is grim as he propels the unhappy man back to his cabin in the aft section of **Impala**, motioning for the players to stand watch at the door.

(GM's Note: The players should be encouraged to eavesdrop, possibly by pointing out that they are the only ones in the corridor, etc. If the players do listen at the door, they will hear small snatches of the conversation: "Murdered, stabbed dead . . .", "Poison on the knife . . .")

The door opens suddenly, and Morghan Silver motions the players to come in; he has a job for them, since they appear to be so interested in his business (he will, of course, assign them this duty whether they were eavesdropping or not). It seems that the deceased seaman, Donny Leary, was a courier, carrying important letters from the rebel leaders in Tharcage to Silver and Mago, that detailed rebel strategies for the coming season. But Leary was murdered, stabbed in the belly with a poisoned kitchen knife; his last words were "that treacherous little . . ." Captain das Abarra knew nothing of Leary's mission until now. Naturally, the letters will be missing from the seaman's effects, and the body was buried at sea. The murderer was never discovered, but obviously had to be someone on board **Kelpie's Gold**.

Morghan believes that the murderer was a Namori spy, who now intends to pass the letters on to a contact in Sharlit's Hole, so that the information can be ferried back to the authorities in Krut'na Brut or Namotto in time to be used against the rebels. The players will be sent ahead to Sharlit's Hole, where they will watch to determine who on **Kelpie's Gold** is the spy, and who the

contact in Sharlit's Hole might be, so that the letters might be recovered. Morghan will emphasize that the entire operation must be undertaken with care and discretion, for accusing the wrong person will simply warn the real spy that someone is looking for him. Morghan does not want the letters destroyed except as a last resort, to prevent them from falling into the wrong hands; he also wants the spy from the ship and his in-town accomplice alive, if possible.

GM's Description

The most important clues that the players have to go on in determining logical suspects from the entire ship's complement are the fact that poison was used, one that apparently acted within minutes, and that the murderer was probably short, from the type of stab wound, and Leary's last words (Leary was an average-sized man). The players may ask further details of Captain das Abarra before he is permitted to return to his ship and hand over Morghan Silver's usual 3% tariff, or they may seek to question other members of the crew of *Kelpie's Gold* in Sharlit's Hole. By asking appropriate questions, the following information may be gained:

- 1) the murder occurred about 2 weeks into the voyage.
- 2) the body was found in the aft cabin area, as if the victim was trying to get to the Captain's quarters.
- 3) others whose quarters are in this section of the ship include major officers, the ship's mage, and the one passenger.
- 4) the identities of various major officers, including the ship's mage, Kazi (#196); the hobbit cook, Porky (#197); the First Officer, Harris (#198); the Sailing Master, Nathar das Marin (#199); and the passenger, Joram the Apothecary (#200).
- 5) Leary served in the Sailing detail, bunked with the crew in the fo'c'sle, and had no enemies on the ship of which anyone knew.
- 6) he was killed with a kitchen knife, that the cook claims had been stolen; it was tossed overboard afterwards lest the remaining poison contaminate food.

Both the Sailing Master and the First Officer are tall men, and were proved to be elsewhere when the murder occurred. Questioning should eventually narrow the possible suspects down to the following three, whose participation in the events after the body was discovered, and their activities once the ship puts into the docks in Trade Town are described for the GM's convenience; all three are short of stature, and might logically have some knowledge of poisons — they also might have easily been in the area of the ship where the murder occurred. *Kelpie's Gold* will sail in five days; the players must discover the spy before then.

Kazi — A short, stocky Kutrovan who wears a turban and wizard's robes, he has been paying for his passage home by acting as ship's mage. He recognized the poison as one brewed in his home country, distilled from the venom of sea serpents, and very deadly. Upon arrival in Sharlit's Hole, he will take a room at Gurth Ironmask's, and will emerge dressed as an ordinary seaman, and spend the time at several of the taverns, particularly the Sword and Saber.

GM's Notes: Kazikama is an assassin, not a mage; he has been using two magic rings and a wand to simulate skill with spells. He knows nothing of this matter, however;

he has been hired by Kolby the Hook, captain of *Chimera*, to assassinate Salina, under whose command Kolby has long chafed. He will make his attempt three nights after *Kelpie's Gold* has docked, and fail fatally, since all the poison in the world is useless if your opponent is alert and faster with a throwing knife than you are.

Joram the Apothecary — Short and slight of build, Joram is a passenger on this voyage, one was particularly interested in a stop on Brown's Island, presumably to gather rare herb and plant specimens. He is known to have a number of scrolls and books in his quarters in a locked chest. He also recognized the poison on the knife; it was Joram who tossed the weapon overboard, saying that the knife would be too contaminated to ever use again.

GM's Notes: Joram's true name is Marjoram, an alchemist; she is travelling in the guise of a man for her own protection, and is the daughter of Morley Hakluyt, the alchemist in Trade Town. She will move all her belongings to his home upon arrival, and will inform Captain das Abarra that she will not be continuing the voyage. She and her father will take a trip into the jungle her first day on the island; her true identity will not be obvious until well into the second day, when she dons women's clothing again. Incidentally, Joram is well aware that Kazi is not a real mage, but has had no reason to expose him.

Porky Brackenboro — A greasy little hobbit with a whining voice, he has served as the cook for *Kelpie's Gold* for about a year. He owned the knife used as a murder weapon, but claims it was stolen (he had not reported it earlier, however). He claims to know nothing about poisons, and was extremely irate when Joram threw the contaminated knife overboard. He will stay on board ship except when he goes out to eat at the Captain's Table every afternoon; on the second day, he will stop at Arekhanni's warehouse (to order ships' supplies, if the players check) and the Ropeworks, where (if the players check) it will be found that he had a conversation with one of the employees, a man named Cable Joe (#201).

GM's Notes: Porky is the spy, a devious little bastard who keeps a supply of poison behind the garlic cannister in his galley. His visit to the Ropeworks, which is not a place that a cook, ignorant of ropes and hawsers, would normally frequent (Nathar das Marin, the Sailing Master, had already completed his business here earlier in the day), was when he delivered the letters to Cable Joe, his contact in Sharlit's Hole. Porky is a professional, and will not easily slip from his role of the whiney cook, but Cable is not so experienced, and will be more likely to panic. He is living at Red Mary's (#9) in Trade Town, and has been having an affair with her daughter, May Lee (#202); a threat to the girl would insure his cooperation. The players will have to move quickly, for Cable Joe will suddenly sign on to merchant Arekhanni's vessel *Nellybell*, also at the Trade Town docks, as a deckhand; *Nellybell* will leave port the morning of the fourth day bound for the Namori port city of Namotto. If the players have not figured out the spy's identity by then, the chances of recovering the letters will be gone.

Random Encounters

The following section presents a number of potential quick or long-term adventure situations in which player characters may become involved while adventuring on Brown's Island and in Sharlit's Hole. To utilize these materials, roll a D10 and consult the table below to identify the encounter indicated. Resolution of these situations can take anywhere from several minutes to several full nights of gaming. If the party is in the jungle rather than in one of the stockaded areas, use the encounters marked with an asterisk (*).

Encounter Table

Die Roll	Encounter ID	Situation
1	A	Have I Got A Deal For You . . .
2	B	Debt of Honor
3	C	Hunting Expedition
4	D	Fraternity Initiation
5-6	E	A Covey of Beauties
7-8	F	The Old Beggar
9	G	Thar's What In Them Thar Hills?
10	H	Rum Ship Aground
1*	J*	Green Logs
2*	K*	Miniature Dragons
3*	L*	Monkeys Is The Cwaziest People
4*	M*	Quick What?
5*	N*	Wild Boar
6*	P*	Dangerous Lilies
7*	Q*	Tiger, Tiger, Burning Bright!
8*	R*	Snake In The Grass
9*	S*	Mokshi Warriors
10*	T*	The Pit And The Pendulum

Have I Got A Deal For You . . .

- A) What the Players See:** The players are approached either in a tavern, gambling hell, or on the street by a short, muscular seaman with a friendly smile and a large tattoo of a ship under full sail on his bare stomach. A outgoing, talkative fellow, he introduces himself as Billy Luther (#203), off *Legacy II*, and invites them to join him and some of his mates back at their hut (#44 in the Web).

GM's Description: Billy will supply the players with one or more of the following reasons:

- 1) A private poker/dice game, with "real rum, nice girls, an' a couple of me shipmates, honest seamen, what want some new blood in the game!" The game is not rigged, but Luther and his mates are all crack players; they want new gold in their game. There are 7 players including Billy (a Level 4, 3 Level 3, and 3 Level 2), and the stakes are High (use the highest money factors from the NPC selection chart in *Gambling* for each NPC player).
- 2) Luther has some used swords he is interested in selling; as a matter of fact, he also has 'used' seachests, hammocks, clothes, daggers, tin plates, and a wide variety of other sailors' knickknacks, looted from prizes or won in wagers. Cost begins at twice normal; he can usually be bargained down to

about half normal price for an item. Due to the uncertain origin of Luther's wares, there is a 40% 40% chance that the item is defective or of less than average quality.

- 3) Luther is hawking a bottled substance known as "Vashinoor's Extra Strength Magic Elixer", said to repel all kinds of bugs and mosquitos, as well as prevent all manner of diseases. The first claim is true, since the stuff smells so bad that **nothing** will enjoy being near the user (-5 to MAG). The only diseases it prevents, however, are those usually contracted from the opposite sex, by effectively discouraging contagion.
- 4) The six or seven street girls that hang around Luther's hut slip him a bonus if he brings them a customer; he will actively promote his lovely ladies to any who seem the slightest bit interested, and even will provide (for a small surcharge) a blanketed-off corner of the hut for a slight semblance of privacy.
- 5) Luther always has imported rum, even when most of the taverns in town have resorted to serving the locally distilled brew. He is generous enough with it to his 'friends', but is not above cajoling "a coupla gold pieces t' cover expenses" from the fortunate few allowed access to his private stock. Since Luther steals his rum to begin with, anything he manages to gain is pure profit.

Billy Luther is a fast-talking opportunist of the sort who would sell water to a drowning man; he is sharp-witted and will take advantage of any chance to turn a gold piece. Most of his shipmates on the *Legacy II* are aware of his schemes, and would be quick to lend him some muscle should he call. The little conman rarely out-and-out cheats anyone (this is too hazardous when one can't make a quick exit), but will not hesitate to take advantage of a greenhorn.

Debt of Honor

- B) What the Players See:** The players are accosted by a burly sailor and four hefty comrades, who claims that one of the party owes him 50 GP from a gambling debt last season. He looks prepared to collect by what ever means are necessary.

GM's Description: Helrig (#204), from *Spellwind*, is a bully who loves a good fight, as long as he's on the winning side. He may (01-50) just be using the excuse of the 50 GP as an excuse to punch some faces in (although he will certainly take the gold instead, if offered; this move will probably result in every bully in town considering the players easy marks). Of course, Helrig also may have mistaken the player (51-00) for someone who really **does** owe him 50 GP; if the money is not forthcoming, a street brawl certainly is. Helrig generally dislikes the odds of a fair fight, however, and is likely to call up reinforcements from his shipmates, particularly if the fight occurs withing shouting distance of the Skull and Saber tavern or the compound of Captain Salina's crews. There is at least a 40% chance, however, that the players will also have some help, from their own shipmates or others who don't like Helrig, either. Beating Helrig will insult the big man, however, and he'll be watching for a chance to get back at the players for the rest of their stay on the island.



Hunting Expedition

C) What the Players See: The players hear on the street or in a tavern that Tarragon the Hunter (#113) is looking for extra men for an expedition into the jungle. He will pay a small salary plus food on the trail; the expedition is expected to take two weeks.

GM's Description: Tarragon is actually looking for people to accompany him; the purpose for the trip is:

- 1) Hunting wild cattle and antelope on the Veldt. This also entails butchering and drying the carcasses for transport, and defending the meat from interested predators on the Veldt and the possibility of Mokshsi raiders. Training in the use of a bow or spear is an advantage on this trip, as are **Tracking** and **Trapping**.
- 2) Hunting a man-eating tiger (#215) that has been terrorizing the field hands at the plantation of Emil Dubeck, a mile or so upriver from Sharlit's Hole. The tiger is believed to have a den in the bamboo-covered hills, and is known to be large and very dangerous.
- 3) An expedition to cut bamboo to expand the chronically crowded housing in the Web. The tiger's presence in these hills is unknown until a baggage carrier is carried off the first night out (the luxury of horses or mules is almost unknown on the island; slaves are used as burden-bearers).

Fraternity Initiation

D) What the Players See: The players are treated to several rounds of drinks by their new shipmates in one of the taverns in the Web; they awaken the next morning with headaches in the middle of a jungle clearing. There appear to be some hills to the east, and there is a bottle of fine rum with a note attached. In a rough, barely legible scrawl, it reads: "Enjoy your stay on Snipe Island. Be back to get you in few days. Watch out for Xjdkfl..." — the last word is a totally illegible scribble.

GM's Description: The players are being subjected to an initiation of sorts into the ship's company by their shipmates; they were drugged with a simple sleeping potion, rowed upriver several miles, then carried to a clearing. Despite the note, they are still on Brown's Island, and are only about ten miles from town, not far from the bamboo hills in the northeastern corner of the island. They have their weapons, food for three days

(ship rations of dried beef and hard tack), the bottle of rum, but no compass or navigational tools. They are expected to be able to figure out where they are and walk back to town, where they will be welcomed warmly and treated to a party celebrating their "initiation"; if they do not show up in three days, their shipmates will come looking for them. The note is intended as a joke; the sailors do not know of the tiger.

A Covey of Beauties

E) What the Players See: The players are approached by 1D4 of the "street girls" (#205 to #207), who want to know if the players would like to buy them dinner or maybe a drink in one of the taverns (the offer is intended to lead to other things, if the players have a bit of gold to show a girl a good time).

GM's Description: If this encounter takes place in one of the taverns or gambling hells, there is a 20% chance that some other seaman in the hall will object to the player taking "his girl". Otherwise, the 'good time' will cost each player around 5 GP (plus dinner and drinks) for a quick tumble, with a 10% chance of disease. The girls will stay the night if the players can provide a hut or room somewhere; they have no rooms of their own.

The Old Beggar

F) What the Players See: The players are walking along the street when a bundle of muddy rags lurches towards them on the stumps of his legs, one withered arm clutching a tin cup, the other using a short crutch to propel himself along; the beggar pleads for alms in a thin, raspy voice.

GM's Description: Old Ben the Beggar (#208), dirty and crippled, is one of the disabled seamen served by Brother Jonothan's Seaman's Rest; he contributes some of his beggings to the cleric, but most is spent on rum. Old Ben is not quite as helpless as he appears; he has a wicked aim with his crutch, which has a sharp blade concealed in its post, the bane of several bullies who thought an old cripple was fair game.

There's What In Them Thar Hills?

G) What the Players See: A sailor bursts into the tavern where the players are sitting around drinking, holding up a small sack and crying "Diamonds! There's diamonds in the hills!" As everyone in the tavern crowds around to see, the sailor reveals the

contents of his sack — a half-dozen small, sparkling rough gems. Upon eager questioning, he will claim to have found the stones in the hills around Mount Opiki, the volcano to the northwest of town. The tavern empties quickly, and the Great Diamond Rush is on, as sailors scramble to gather mining tools (the limited supply is exhausted within minutes) and hike out to Mount Opiki, some five or six miles away, to make their fortunes.

GM's Description: The players may or may not get caught up in the rush to the 'Diamond Mine' of Mount Opiki; in their haste, however, the would-be diamond hunters will likely fail to notice that Roger Gainsby (#209), the original gem finder, is not among them. If the players remain in town, rather than join the miners, they might notice that Roger spends the next two days overseeing the loading of a number of crates and barrels, presumably supplies, from several small ferry boats into the hold of **Pride of Troy**, a merchant vessel presently at the docks. Roger did indeed find diamonds on Brown's Island, but his mine is near the burned out crater known as Dragon's Roost, about five miles south of the town. The rumor of the Opiki mine was intended to keep would-be fortune-hunters away from the real mine, and out of town while Roger and Captain Naples loaded the actual find (secreted among the sacks of normal ship supplies) onto their vessel. By the time the sailors give up their search and trickle back into town, weary and ready to make shish kabobs out of Roger Gainsby, **Pride of Troy** will be long gone.

Rum Ship Aground

H) What the Players See:

A weary captain and a handful of his crew come staggering into the Web. They claim to be off **Dancing Maid**, a light cargo vessel that ran aground on the the island's southeastern beaches during the storm last night. They are seeking the help of a couple dozen strong men and longboats to tow **Dancing Maid** back into deep water, as she lacks sufficient boats of her own. The boats will have to be carried overland through the jungle, a hike of about 12 miles, but easier than rowing halfway around the island in the uncertain seas. Captain Koenig is offering a reward to sailors who lend him a hand; his cargo includes 25 kegs of the finest Kutrovan rum. A number of other sailors quickly volunteer, and heft their longboats and oars, their minds already on their promised reward; the players are urged to join them.

GM's Description: The tale of the stranded ship is a trap; Captain "Koenig" is actually a Kutrovan privateer-merchant named Vran Jessian (#210), and his vessel, **Trojanus**, is a bireme cruiser in need of some strong backs for her oars. Jessian has set up an ambush to shanghai some extra hands, using the story of a stranded ship (using the name of a different captain and ship to shift the blame) as a ruse to get a number of eligible crewmembers away from the town. The rest of Jessian's crew (around 30 men) is waiting just off the beach with clubs, nets, and a limited arsenal of arcane spells like **Sleep** and **Tanglefield**, to capture as many of their would-be rescuers as possible. If the new crew members prove to be uncooperative about accepting his command, Jessian figures he can always turn them in as pirates in Casba or Kru't'na Brut, and collect bounty.

Green Logs

J) What the Players See: When crossing a wide stream or river branch, the players may notice several large green logs along the banks.

GM's Description: The players are likely to attract the notice of 2D6 crocodiles (#211), who will quickly enter the water in hopes of catching lunch. They will not attack a boat or follow a healthy character onto the shore, but an injured or otherwise helpless person on the bank, or one who falls into the water, is considered fair game by the hungry crocs.

Miniature Dragons

K) What the Players See: 1D6 giant iguana-like lizards (#212), with nasty arrays of teeth, each measuring around 15 to 20 feet in length, sit sunning themselves on rocks or in a jungle clearing.

GM's Description: The beasts are the local dragon equivalents. If disturbed, they are extremely fast and agile, and perfectly willing to have adventurer for dinner. There is only a 30% chance that the lizards will notice the party (modify by how quietly the party is moving, etc.), unless someone makes a loud noise or walks by in plain sight.

Monkeys Is The Cwaziest People

L) What the Players See: Several tribes of monkeys live in the jungle surrounding the town stockades. Whenever players venture forth, they will see simians leaping from tree to tree, clustering in packs, etc.

GM's Description: The players are noticed by 3D20 monkeys (#213), who immediately proceed to inform the entire jungle of their presence with a deafening chorus of hoots and screeches. If the players were attempting to stalk or sneak by something, they can forget it.

Quick What?

M) What the Players See: The area in the players' path is smooth and relatively clear, an inviting place to cross an otherwise cluttered stretch of forest.

GM's Description: One (or more) of the players in front of the party has discovered that the ground onto which he has stepped is actually a pool of quicksand. Unless aided by party members standing on solid ground, he will sink out of sight in 1D6 minutes. A saving roll versus the combined STR of all party members pulling on the rope (or branch, etc.) against 5D12 is required to pull him free from the sucking glop.

Wild Boar

N) What the Players See: While outside the stockaded tow areas, The party comes upon a large wild boar rooting under a fallen tree.

GM's Description: Wild boars (#214) are generally nasty and unpredictable. There is a 20% chance that it is surprised; it will either (roll D10): 1-6) grunt belligerently, but trot away; or, 7-10) be offended at the interruption, and charge the nearest party member. Unless cornered, it will flee after receiving 20% of its total hits worth of damage; if cornered and wounded, add +2 to its HACO for added ferocity.

Dangerous Lilies

P) What the Players See: Several trees in the vicinity sport thick, Kelly-green vines with large, bright, flame-orange flowers sprouting at frequent intervals along the vine.

GM's Description: The Dragon Lily (so called from the colors of the flowers and the vine, and the effect) is a very beautiful but frequently lethal plant. If one of the players strays too close to the vines with their pretty flowers, he will suddenly be encoiled in 3D4 spiny whip-like tendrils, binding him against the trunk of the vine's host tree. The spines are tipped with a nerve poison that will rob the victim of all capacity for movement in 15 minutes, so he can be consumed at leisure. Even if freed, the victim must make a saving roll against STM at a -1 for each tendril that had entrapped him, or slowly lose his motor abilities for 3D6 hours. If the save is made, reduce the time affected by half; the player will, however, be immune to the Dragon Lily's poison forever after he has recovered. The poison can be used on weapons (it will last for one week before losing its potency), and the Mokshi frequently use it on their stone-tipped arrows.

Tiger, Tiger, Burning Bright!

Q) What the Players See: While wandering in the forest, the party comes across a set of fairly large clawed tracks in the soft earth.

GM's Description: If the tracks are followed, the party will find the trackee about 100 yards down the trail; if not, there is a 40% chance the party will catch the attention of a large and hungry tiger (#215 — 20% chance it is the man-eater mentioned previously), who will follow the group, watching for a straggler. When the party stops for the night, it will look for a chance at a sentry or sleeping character off by himself. There is only a base 5% chance that anyone in the party will be aware of the tiger's scrutiny of their group if they have not tracked it.

Snake In The Grass

R) What the Players See: One of the party trips over a root and stumbles into the jungle underbrush; he sees a sudden movement in the vegetation and hears a warning hiss.

GM's Description: The unfortunate has startled one of the following reptiles (roll D10):

1-4 a cobra (#216), that rears back, spreading its hood and hissing belligerently. Any sudden movement — an attempt to escape, to reach for a weapon, etc. — will provoke a strike. If the character freezes and **does not move**, another party member may attempt to strike the snake; it will depart of its own accord in a few agonizingly long minutes if not disturbed further. A cobra has Level 12 poison.

5-7 an anaconda (#217), measuring some 5+2D10 feet in length. If fifteen feet or over, it is quite

capable of strangling a man; however, it will only attack 30% of the time. It would attempt to get a number of coils around its victim and tighten its grip until breathing is no longer possible (in about 1D4 minutes). The snake will flee if hit for more than 10% of its total hits.

8-10 a non-poisonous snake (#218), that will hiss in a very threatening manner, but will quickly seek to escape, slithering away into the undergrowth.

Mokshi Warriors

S) What the Players See: While walking down a jungle trail, or encamped for the night away from the town's protections, the party hears screams of anger and rage and a multitude of arrows and spears fly out of the surrounding undergrowth, rapidly followed by leaping bodies.

GM's Description: The party has been ambushed by 10+2D10 Mokshi natives (#219 to #222), who leap out of the brush screaming loud war cries. They wear no armor (or much of anything else) but bright paint, and carry bows and stone-tipped arrows and spears. There is a 10% chance that a given spear or arrow has been coated with the venom of the Dragon Lily. The Mokshi are headhunters and will attempt to take a captive if possible, to be slain in a ritual back in their village; they will retreat if more than 25% of their number are killed or incapacitated.

The Pit And The Pendulum

T) What the Players See: On a jungle trail, one of the party disappears from sight, either into the ground or up into the air.

GM's Description: NOTE: — Thief characters or those with experience or skill in **Trapping** should receive their normal trap sensing bonuses to avoid the traps involved. One of the party members has tripped a Mokshi snare (roll 1D6):

1-4 **Pit Trap** The ground gives way under the feet of the lead character, and he falls into a pit 10' in diameter and 10' deep. The bottom of the pit is covered with sharpened bamboo stakes; anyone falling into the pit will land on 1D4 stakes, each doing 1D8 points of damage. The stakes are not, however, poisoned.

5-6 **Rope Snare** The lead character is suddenly snapped up into the air upside down (dropping anything he had in his hands) as he triggers a rope snare which fastens its loop around his ankle; he will swing like a pendulum for 2D3 minutes, if not stopped — however, he will be less than 10' off the ground. If caught in the trap, a saving roll against STM is required to avoid injury to the victim, as follows (roll D10): 1-2, leg broken; 3-7, sprained ankle (-75% to movement speed); 8-10, leg sprained (-40% to movement).

An Explanation of Character Statistics

Characters described in the following pages are presented in a format consistent with Gamelords' Thieves Guild rules. The TG system specifies ten racially adjusted requisite characteristics, rolled on 3D6 — **strength** (STR), **coordination** (CDN), **reflexes** (REF), **stamina** (STM), **discretion** (DSC, common sense — not wisdom), **intelligence** (IQ, adaptiveness), **talent** (TAL, representing a character's innate magical ability), **magic resistance** (MGR, used for saving throws against most arcane spells and devices), **magnetism** (MAG, leadership ability), and **appearance** (APP). These characteristics are refinements or expansions of those used in most other fantasy role-playing systems, and can be easily adapted as needed. Character advancement in TG occurs by levels; in these modules, characters are assigned to one of five general experience levels for easy reference — **Green** (GR, 1st-2nd Level); **Intermediate** (INT, 3rd-5th); **Veteran** (VET, 6th-8th); **Elite** (EL, 9th-12th); and **Superelite** (SUP, 13th up).

A list of the more common abbreviations used in TG's rules system is given on the page with the Table of Contents. A number of others which may be useful cover Character Classes, Armor Types, and Weapons.

Classes (marked * tend to be NPC classes)

FTR — Fighter	ALC — Alchemist*
ARC — Archer	PRT — Priest
CAV — Cavalryman	PRM — Priestly mage
FOR — Forester	BRD — Bard
THF — Thief	TRD — Trader
ASN — Assassin	MER — Merchant*
HLR — Healer*	CSN — Courtesan*
MAG — Mage, magician	NON — Non-combatant*
SCH — Scholar, sage*	ART — Artisan*

Armor (Class, Absorption)

NON — None, unarmored (0,0)	S&S — Scale, shield (9,3)
CLO — Cloth (2,0)	PLT — Plate armor (10,4)
LTH — Leather (4,1)	P&S — Plate, shield (11,4)
CHN — Chain (6,2)	SKN — Animal skin (varies)
C&S — Chain, shield (7,2)	FUR — Animal fur (varies)
SCA — Scale armor (8,3)	HID — Animal hide (varies)

Weapons

1BBAX — single-bit axe	HXBOW — heavy crossbow
2BBAX — double-bit axe	JAVLN — javelin
BDSWD — broadsword	LBOW — long bow
BLWGN — blowgun	LGAX — large axe
BOWKN — bowie knife	LXBOW — light crossbow
CPBOW — compound bow	MNGCH — main gauch
CTLSS — cutlass	QSTF — quarterstaff
DGR — dagger	RPR — rapier
GRAX — 2-hand axe	SBOW — short bow
GRSWD — 2-hand sword	SHSWD — shortsword
HBOW — horse bow	SMAx — small axe
HFSWD — bastard sword	THRAX — throwing axe
HLBRD — halberd	THRKN — throwing knife
2HHMR — 2-hand hammer	THROW — weapon, thrown
HMR — hammer	WDSAX — woodsman's axe

Where saving rolls against requisite characteristics are indicated in the text, these rolls are made on 2D12 (player must roll less than or equal to the characteristic used); where pluses or minuses are specified, these modifiers are applied to the characteristic rating before the roll is made (thus a minus reduces the chance for a successful save while a plus helps). Combat rolls are made on D20; for each weapon known, characters are assigned a HACØ rating representing the die roll required (= or >) to successfully hit an unarmored (ACØ) foe (armor ratings are then added as modifiers to this base value).

Characters with arcane abilities are not given detailed lists of known spells, but are instead rated numerically on a scale of from Very Weak to Excellent (VW — Very Weak, WK — Weak, AV — Average, ST — Strong, VS — Very Strong, EX — Excellent) regarding their skills in various spellcasting categories, which include:

Missile; Weather; Control Elemental; Healing; Repair (including material strengthening); **Control** (persons, both mental/emotional); **Plant/Animal; Protective; Fire/Energy; Detection; Communication; Transformation; Transportation; Spirit/Undead; Dimension Affecting** (including summoning spells); **Illusion; Artificing; Sight and Invisibility; Prophetic** (including all forms of divining).

Using these indicators, each GM can define these characters in a way that best utilizes the spell descriptions and rules employed in his/her own campaign. The following notes indicate the level of expertise that each of the mages described in **Lair of the Freebooters** possess with various categories of arcane enchantments. Only those categories for which a wizard has a rating of Strong (ST), Very Strong (VS), or Excellent (EX) are listed.

Lysander: Spirit/Undead — VS; Protective — VS; Missile — ST; Communication — ST; Detection — EX; Artificing — ST; Plant/Animal — VS; Illusion — ST

Faience: Healing — VS

Korski: Fire/Energy — EX; Missile — ST; Protective — ST; Control Elemental — VS; Healing — ST

Sakoff: Fire/Energy — VS; Missile — VS; Detection — ST; Repair — EX; Weather — VS

Tarkan: None (Artificing — AV; Fire/Energy — WK)

Hakluyt: Detection — ST; Transformation — VS; Plant/Animal — EX; Healing — ST

Ariscredemius: Communication — EX; Detection — VS; Artificing — VS; Weather — ST

Kareen: Repair — VS; Protective — ST

Borgon: Healing — EX; Plant/Animal — VS

Gurth: (due to crippling injury, only casts spells at 15% normal efficacy) Missile — EX; Protective — ST; Illusion — ST; Fire/Energy — VS; Artificing — ST

Grenjal: Detection — VS; Protective — EX; Repair — ST; Missile — EX; Healing — ST; Communication — ST

Llyr (ghost): Control Elemental — EX; Fire/Energy — ST; Weather — EX; Transformation — ST; Illusion — VS; Fire/Energy — ST

Marjoram: Healing — ST; Protective — ST; Detection — VS

Character Descriptions for LAIR OF THE FREEBOOTERS

ID#	Name	Character Notes	Class	Purse	Requisites										Weapon	Combat HACO	Damage	Armor Class	HTK
101	Salina the Red	*,t2,g,s 5	EL HU FTR	10D8GP	14	16	18	12	14	12	08	10	14	11	CTLSSe THRKNe	2 1/5/10	4D4 1D5	LEA 9	33
102	Kolby the Hook	J,s	VET HU FTR	5D12GP	14	12	10	15	11	09	10	14	12	08	BDSWDe	4	4D4	LEA 4	35
103	Anjir Chisa	t3,\$2,a,s	EL HU FTR	9D12GP	15	17	17	12	09	11	09	15	17	12	KTANAE	-2	4D6	CLO 9	43
104	Tembal Pegleg	t2,s	EL HU FTR	6D12GP	16	14	12	15	10	11	04	08	13	13	CTLSSe	2	4D4	CLO 6	38
105	Jack Dover	t1,s	VET HU FTR	2D8GP	14	12	13	14	15	13	09	09	12	08	CTLSSe	4	4D4	CLO 4	29
106	Garrett Parker	t2,s	VET HU FTR	3D10GP	14	13	13	15	12	14	07	10	14	15	CTLSSe	4	4D4	CLO 5	30
107	Suba the Dragon	t3,\$1,g,o p,s,5	EL HU FTR	6D20GP	12	13	17	10	14	16	13	14	15	10	KTANAE THRKNe	1 2/6/11	3D6 1D5	LEA 9	34
108	Koros the Bloody	g,p,s	VET HU BER	8D12GP	19	11	14	17	06	10	09	15	09	07	GRSWDe GRAXe	2 4	3D8 3D8	CLO 3	40
109	Keluan Sharlit	s	INT HU FTR	2D10GP	12	16	14	10	10	14	09	09	10	12	RAPRe	3	1D12	LEA 3	26
110	Hunter (Naroom)	*,d,s	EL HU FTR	3D8GP	13	17	14	12	14	13	12	11	14	14	RAPRe	0	1D12	LEA 5	30
111	Emil Dubeck	g	VET HU MER	6D10GP	10	11	12	14	13	14	07	09	12	11	BDSWD	6	2D4	CLO 2	27
112	Neillie Dubeck	*,j	INT HU NON	1D20GP	07	12	10	10	11	10	13	10	12	15				NON 0	22
113	Tarragon the Hunter	s,4,5	VET HU FOR	2D12GP	14	17	15	16	13	12	08	12	12	11	HXBOWe JAVLN	-3/1/7 6/8	1D8 5D3	LEA 4	38
114	Lysander	m,p	SUP EL MAG	6D20GP	09	14	15	11	14	17	20	12	14	14	SPELLS			NON 4	35
115	Elf A	s,5	INT EL ARC	1D10GP	11	16	14	08	10	11	12	09	10	15	LBOWe	-1/3/6	1D6	CLO 2	19
116	Elf B	s	INT EL FTR	1D10GP	12	15	10	10	08	10	09	07	11	12	SHSWDe	5	4D3	CLO 2	23
117	Elf C	s,2	GR EL ARC	1D10GP	09	13	12	10	10	13	12	10	11	14	LXBOW	1/5/8	1D6	CLO 1	17
118	Minerva Ringholder	*,j	INT HU NON	1D6GP	08	11	13	09	12	13	07	05	14	16				NON 0	19
119	Urth Arsie		INT HU MER	3D8GP	09	08	07	10	14	16	09	15	09	09				NON 0	20
120	Madam Turulla	*,a	VET HU CSN	2D12GP	08	10	06	09	15	12	10	12	14	15	DGR	9	1D4	NON 1	24
121	Cinda	*	INT HU CSN	2D10GP	09	15	13	12	10	07	10	12	13	16	DGR	9	1D4	NON 0	17
122	Georgio Bordesconti		VET HU FTR	3D6GP	09	10	10	12	15	13	08	08	13	11	SHSWDe	5	3D3	CLO 4	28
123	Faience	*	INT /E HLR	1D6GP	08	13	10	14	16	15	17	12	13	15				NON 0	18
124	Mekli arn Killi	\$2 \$1	VET DW FTR	4D10GP	17	14	13	17	10	11	07	13	12	10	GRAXe 2HHMRe	1 3	3D8 3D10	LEA 6	26
125	Gordi arn Killi	\$1	VET DW FTR	3D12GP	17	13	14	16	08	09	09	10	11	08	GRAXe	2	3D8	LEA 6	31
126	Brandor arn Killi	\$2	INT DW FTR	3D12GP	15	13	10	14	09	07	12	13	08	07	BDSWDe	3	4D4	LEA 5	22
127	Taggi Hurtagh		VET HU FTR	3D10GP	17	13	12	15	10	13	09	12	10	08	GTSWDe	2	3D8	NON 2	30
128	Reggi Hurtagh		INT HU FTR	1D20GP	12	12	14	17	07	10	07	17	10	08	BDSWDe	5	3D4	NON 1	26
129	Noggi Hurtagh		INT HU FTR	1D20GP	16	10	15	15	10	06	09	14	09	08	GTSWDe	3	3D8	NON 2	28
130	Dikkie Hurtagh		INT HU FTR	1D12GP	15	14	16	11	09	09	08	03	10	08	BDSWDe	4	4D4	NON 2	27
131	Mikkie Hurtagh		GR HU FTR	1D12GP	14	17	14	10	07	10	14	07	08	08	BDSWD	5	3D4	NON 0	18
132	Gorkkie Hurtagh		GR HU FTR	1D6GP	11	10	10	12	10	10	10	11	14		SHSWD	8	2D3	NON 0	16
133	Pavlo Korski	m,o,p	VET HU MAG	4D12GP	12	14	15	14	12	15	17	10	13	12	SPELLS			NON 2	27
134	Rym Sakoff	m,p	VET HU MAG	3D12GP	12	18	14	10	13	15	16	12	11	11	SPELLS			NON 1	26
135	Jastor	o,2	VET HU NON	2D10GP	11	12	10	14	14	10	10	15	10	10	LXBOW	1/5/11	1D8	NON 1	19
136	Tarkan		GR HU MAG	1D6GP	12	14	16	15	12	14	15	10	10	10	SPELLS			NON 1	16
137	Arekhanai	g,p,5	VET HU MER	9D12GP	10	14	12	10	17	15	09	14	15	11	THRKNe	2/6/11	1D5	NON 0	26
138	Edondo das Mikail	a	VET HU MER	6D10GP	12	10	16	09	14	13	09	10	14	12				NON 1	20
139	Moghanner	g	VET HU MER	8D12GP	10	13	10	17	14	12	08	07	09	08				NON 0	27
140	Morley Hakluyt	m	VET HU ALC	2D12GP	10	15	12	13	15	14	12	10	13	12				NON 1	19
141	Terulio Borjum		VET HU NON	2D10GP	07	10	08	09	10	11	07	13	07	09				NON 0	16
142	Burl Ariscredeimius		VET HU MAG	1D12GP	08	14	12	10	12	17	17	08	11	12	SPELLS			NON 1	28
143	Tilan	*	INT HU MER	3D6GP	13	14	10	13	12	10	07	08	10	08				NON 0	21
144	Kareen Hualla	*	INT HU MAG	1D10GP	08	15	10	12	12	14	15	10	11	14	SPELLS			NON 0	18
145	Duncan Millard	g	EL HU MER	9D12GP	15	13	12	13	16	14	07	10	14	12	SHSWD	7	3D3	NON 1	32
146	Pirate Jenny	*,h	INT /O BRD	1D10GP	12	16	14	17	13	12	15	10	09	07	THRKN	2/6/11	1D4	NON 1	17
147	Borgon Hunar		EL HU HLR		12	14	11	15	14	16	16	08	10	09				NON 1	36
148	Tomas Seawalker		VET HU FTR	3D10GP	14	14	10	12	09	11	10	13	14	12	CTLSSe	3	4D4	NON 2	32
149	Jamie O'Donnell	s	VET HU FTR	4D6GP	17	14	11	16	09	10	07	12	13	10	HFSWDe CLUB	3 5	3D6 3D4	LEA 4	39
150	Shona	*	INT HU THF	1D10GP	10	16	14	12	11	08	09	03	12	15	DGR	7	1D6	NON 1	21
151	Milarie	*	GR HU CSN	1D4GP	09	14	15	11	09	10	04	11	13	17	DGR	10	1D4	NON 1	15
152	Madam Chau-Ping	*	EL HU CSN	3D10GP	09	16	14	13	14	12	11	07	15	15	DGR	7	1D6	NON 2	22
153	Guard A	s	INT HU FTR	1D10GP	15	14	13	12	08	08	08	11	07	05	HFSWDe	3	3D6	LEA 3	27
154	Guard B	s	VET HU FTR	1D12GP	16	14	11	10	11	10	07	04	11	09	LGAXe	2	3D6	LEA 4	31
155	Fugikan		EL HU PRT	1D10GP	15	18	17	12	14	13	09	10	14	11	JUDoe	4	1D5	NON 5	37
156	Gurth Ironmask	c	EL HU MAG	2D12GP	12	07	08	14	15	16	17	10	08	??	SPELLS			NON 2	35
157	Guntar the Fat	s,5	VET HU FTR	4D12GP	16	11	09	14	16	12	07	18	12	08	THRAXe	2/7/11	1D8	CLO 3	29
158	Malcom		VET HU PRT	1D12GP	10	17	07	07	14	10	03	05	12	09				NON 0	24
159	Quarrin Dukas		VET HU MER	2D10GP	10	10	09	10	14	11	07	08	07	09				NON 0	23
160	Mevi Landover	g	EL HU MER	6D10GP	15	12	10	14	13	14	08	03	09	07				NON 1	31
161	Hagar Osterium		VET HU THF	1D12GP	10	14	10	14	14	12	09	10	10	10				NON 2	24
162	Nayenne	*	INT HU CSN	3D12GP	07	12	13	12	13	09	07	15	14	14	DGR	12	1D4	NON 0	19
163	Hairo Brexler	5	VET HU THF	4D12GP	13	15	12	10	15	11	03	08	10	08	THRKNe	1/5/10	1D5	NON 2	32
164	Kerren Grames		VET HU FTR	3D10GP	16	14	10	15	08	09	09	14	11	07	CTLSSe	5	4D4	NON 2	29
165	Tubbo Alecastle	2	INT HO THF	3D10GP	06	15	12	09	14	10	07	06	10	11	LXBOW	0/4/10	1D8	NON 1	24
166	Madam Lucia	*,j	VET HU CSN	6D20GP	09	14	12	10	13	10	09	10	14	17	DGR	9	1D6	NON 1	26
167	Tyana	*,a	INT HU NON	2D12GP	08	07	08	12	14	12	17	12	12	15				NON 0	24
168	Brother Jonothan		VET HU PRT	1D10GP	09	10	10	11	14	11	10	10	10	09	QSTFe	6	3D4	NON 0	29
169	Smokey Sparr	c,h,5	INT HU THF	8D12GP	09	16	10	07	10	07	09	04	07	09	THRKN	1/5/10	1D5	NON 1	22
170	Morghan Silver	t3,g,s 5	EL HU FTR	6D10GP	14	15	14	15	17	15	13	14	15	13	BOWKNe THRBSWe	5 1/5/10	1D6+1 1D6+1	LEA 8	42
171	Mago das Istan	t2,4,5	VET HU FTR	4D10GP	17	16	14	15	11	14	09	07	15	16	CTLSSe BDSWDe	5 4	4D4 5D4	LEA 8	35
172	Khronos kir Hissan	g,j	VET HU NOB	4D12GP	11	12	10	08	14	11	09	14	13	11				NON 1	27
173	Grenjal Kharr	p	EL HU MAG	3D12GP	07	17	15	12	15	16	18	09	09	09	SPELLS			NON 3	30

Character Descriptions for LAIR OF THE FREEBOOTERS

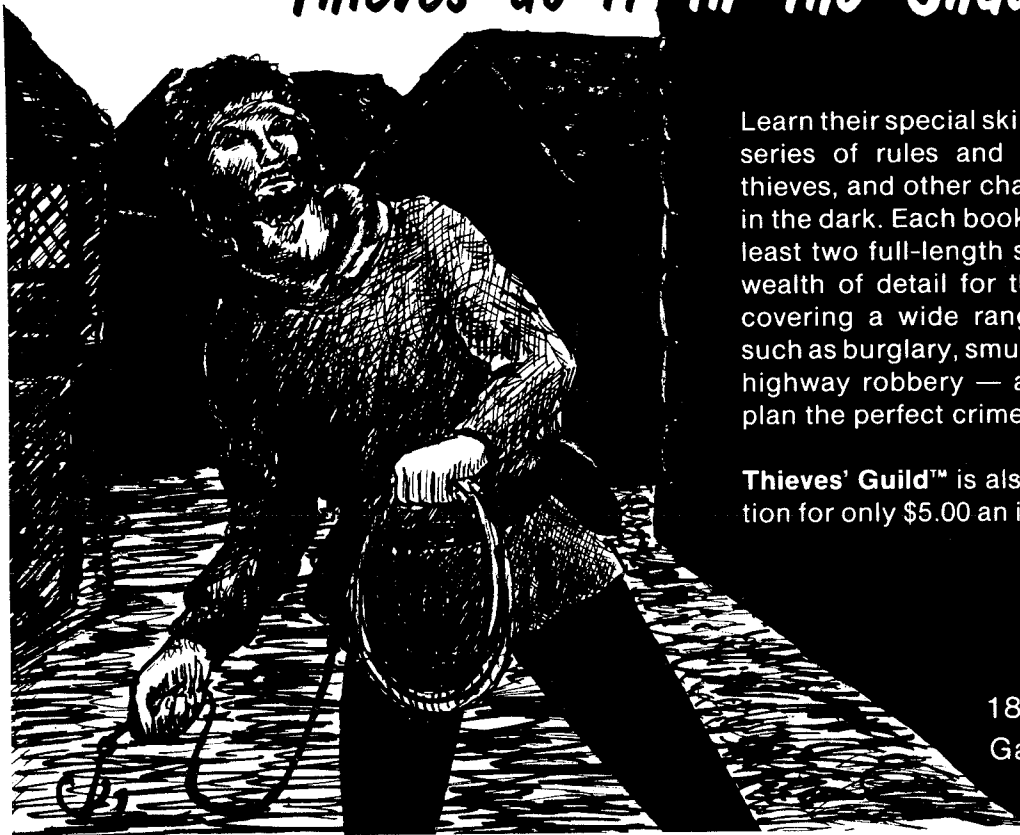
ID#	Name	Character Notes	Class	Purse	Requisites										Weapon	Combat HACO	Damage	Armor Class	HTK
174	Justin Darizen		EL HU FTR	3D12GP	16	15	12	14	13	12	08	10	10	09	CTLSSe	2	4D4	NON 3	43
175	Jeremy Patten	5 p	EL HU FTR	5D10GP	10	16	14	11	16	15	10	12	13	10	THRAXe	4/7/11	1D8	NON 3	37
176	Meryl Starseeker	1 m	EL /E ARC	3D10GP	11	15	13	12	14	12	12	07	13	15	RAPRe	1	1D12	NON 3	38
177	Sigmond the Axe	t2,6 5	VET HU FTR	2D12GP	18	14	12	14	09	10	07	03	12	09	MNGChE	5	1D8	NON 3	38
178	Nik das Tashin	t1,s,5	VET HU FTR	2D12GP	09	17	16	14	14	13	07	12	11	08	LBOWe	-3/1/4	1D6	NON 3	38
179	Cho Tai Meyn		INT HU THF	3D10GP	11	10	08	15	16	10	10	09	10	08	SHSWDe	5	3D3	NON 2	40
180	Freyda Marlow	*s,2,5	VET HU ARC	2D10GP	10	15	14	12	11	08	11	14	08	10	2BBAXe	2	4D5	NON 2	40
181	Duffy		INT HU FTR	1D10GP	14	10	09	15	08	09	09	11	07	08	THRAXe	2/7/11	1D8	CLO 5	39
182	Maribel Matters	*	VET HU CSN	6D10GP	10	10	10	10	10	09	11	15	16		THRKNe	2/7/11	1D5	NON 1	30
183	James Hawkins		VET HU MER	4D12GP	11	09	10	12	13	11	07	15	13	10	CLVRe	7	1D6	NON 1	30
184	The Geezer		VET HU THF	1D4GP	09	14	12	11	10	08	07	10	09	08	LXBOWe	-1/3/9	1D8	LEA 4	27
185	Robert Sung		INT HU FTR	4D10GP	14	15	10	12	14	11	09	17	13	12	CTLSSe	5	4D4	NON 1	23
186	Tough Leader		VET HU FTR	1D10GP	14	16	15	12	10	09	08	07	10	08	DGR	10	1D4	NON 1	26
187	Tough A		INT HU FTR	1D4GP	12	11	14	16	08	07	09	13	06	07				NON 0	24
188	Tough B		INT HU THF	1D6GP	10	14	12	12	09	06	04	05	07	05	DGR	7	1D4	NON 0	24
189	Nona	*	VET HU NON	2D8GP	14	12	15	12	13	09	07	08	09	08				NON 1	23
190	Noggin		VET HU NON	1D6GP	09	11	15	09	09	08	09	11	10	10				NON 1	20
191	Rollin		GR HU FTR		12	14	13	13	14	11	07	12	12	12	SHSWD	7	3D3	NON 0	16
192	Kerden das Aller		VET HU MER	1D10GP	10	09	07	09	15	16	07	08	09	09				NON 0	24
193	Chee	*,j	INT HU CSN		09	12	15	11	10	09	12	12	13	17				NON 1	18
194	Llyr (Ghost)	i	SPIRIT						11	15	21	22		08	SPELLS			ECT18	60
195	Rajel das Abarra	s	VET HU THF	6D10GP	13	12	15	11	11	09	05	14	12	09	SHSWDe	5	4D3	CLO 4	32
196	Kazikama	t18,h,s,5	VET HU ASS	5D8GP	11	15	16	13	11	10	09	11	09	10	THRKNe	0/4/9	1D5	LEA 5	29
197	Porky Brackenboro	t12,h	VET HU THF	5D6GP	09	19	16	10	12	11	07	15	08	09	DGR	4	1D6	NON 3	26
198	Harris	s	VET HU FTR	3D10GP	15	12	07	12	12	10	09	07	15	10	BDSWDe	4	4D4	CLO 3	35
199	Nathar das Marin	2,5	INT HU FTR	7D10GP	13	11	11	12	10	12	12	12	10	07	LXBOWe	0/4/10	1D8	NON 1	29
200	Joram (Marjoram)	*,d	INT HU ALC	6D10GP	07	15	13	09	14	15	16	09	13	14				NON 0	20
201	Cable Joe	s,5	INT HU THF	3D6GP	12	13	09	14	08	10	07	14	10	09	THRKNe	2/6/11	1D5	CLO 2	25
202	May Lee	*	INT HU NON	1D6GP	08	12	13	09	11	08	14	10	14	15				NON 0	14
203	Billy Luther		VET HU THF	6D10GP	12	15	16	13	15	14	09	12	15	11	SHSWDe	5	4D3	NON 3	26
204	Helrig		INT HU FTR	3D10GP	17	14	15	19	08	07	09	10	07	08	CTLSSe	4	5D4	NON 2	30
205	Street Girl A	*	GR HU CSN		07	11	12	09	09	07	10	10	11	15				NON 0	19
206	Street Girl B	*,j	INT HU CSN		10	13	15	14	10	10	07	14	10	14				NON 1	14
207	Street Girl C	*,h,j	INT HU THF		09	17	13	11	11	11	08	09	12	14	DGR	7	1D4	NON 1	22
208	Old Ben	h	VET HU THF	2D10GP	06	16	15	07	10	09	05	11	07	06	CRTCHe	7/9	3D3	NON 3	25
209	Roger Gainsby	s,2,5	INT HU THF	3D6GP	11	15	12	14	14	11	07	12	11	10	LXBOWe	0/4/10	1D8	CLO 2	23
210	Vran Jessian	s	VET HU FTR	9D12GP	13	15	10	12	13	10	09	10	12	10	CTLSSe	3	3D4	LEA 4	31
211	Crocodile		ANIMAL		12	12	10	15		01		13			BITE	9	1D8	SCA12	30
212	Giant Lizard		ANIMAL		10	13	15	12		00		12			TAIL	8	1D6	SCA10	20
213	Monkey		ANIMAL		10	15	13	09		02		14			BITE	7	1D6		+4D8
214	Wild Boar		ANIMAL		19	12	10	18		01		12			TAIL	6	1D8	FUR 2	4+2D8
215	Tiger		ANIMAL		17	15	17	18		01		11			CLAW	9	1D3	HID 4	20
216	Cobra	t32	ANIMAL		07	08	06	07		00		12			TUSKS	7	1D12		+3D8
217	Anaconda	t10 3	ANIMAL		10	09	07	08		00		10			TRMPL	7	2D8	FUR 7	20
218	Snake		ANIMAL		04	08	05	07		00		11			CLAWS(2)	6	1D8		+2D12
219	Mokshi Leader	t16,0	EL HU FTR		15	13	14	12	14	11	10	12	15	09	BITE	7	1D6	SKN 5	2+1D8
220	Mokshi Warrior A	t16,0	VET HU FTR		13	15	11	09	08	10	07	04	08	07	COILS	6	1D4	SKN 3	2+2D6
221	Mokshi Warrior B	t16,0,5	INT HU FTR		10	14	15	14	09	07	10	08	11	07	BITE	6	1D4	SKN 4	2+1D6
222	Mokshi Warrior C	t16,0	GR HU FTR		14	11	16	12	13	11	09	14	10	08	JAVLN	8/10	D	NON 4	39
223	Pirate Officer	s	VET HU FTR	5D10GP	14	14	14	14	10	10	08	11	10	09	JAVLN	8/10	4D3	NON 2	30
224	Pirate A	s	VET HU FTR	3D10GP	12	16	14	10	10	09	07	11	12	10	LBOWe	0/4/7	1D6	NON 2	26
225	Pirate B	s,h,2	INT HU THF	2D10GP	11	12	16	11	13	10	05	16	10	13	JAVLN	6/8	4D3	NON 1	18
226	Pirate C	s	GR HU FTR	1D10GP	15	14	08	13	07	06	13	10	07	08	CTLSSe	4	4D4	CLO 3	32
227	Tharcagean Officer	t2,g	VET HU FTR	5D10GP	15	14	10	08	14	12	09	07	15	12	DGR	7	1D6	CLO 3	29
228	Tharcagean Rebel A	t1	INT HU FTR	2D10GP	12	11	09	10	10	09	10	14	10	09	LXBOW	1/5/11	1D6	CLO 3	20
229	Tharcagean Rebel B	2	GR HU FTR	1D10GP	14	10	12	08	09	10	12	09	08	10	DGR	9	1D6	CLO 1	19

Notes:

- * Female
- † Magically enchanted weapon or armor (value given)
- ‡ Workmanship enhanced weapon or armor (value given)
- ¶ Weapons poisoned (level given); affect opponent on first strike of combat only
- a NPC wearing valuable or ostentatious personal jewelry
- c Character is paraplegic or partially crippled
- d Character is in disguise (see text)
- e Expert with weapon
- g NPC has guards within call (use #153 to #154 or #223 to #226)
- h Hidden or concealed weapon
- i Immune to non-magical weaponry

- j NPC wearing some jewelry
- m NPC has useful (non-combat) magic item on person
- o NPC has potent offensive magic item on person
- p NPC has protective magic item on person
- s Armor consists of shirt only; no protection for head and extremities
- 0 15% chance of poisoned weapons
- 1 Weapon may be used for +2 defense if no attack made
- 2 Attacks once every 2 mr
- 3 SR against STR allowed victim to escape each coil thrown
- 4 Attacks once every 4 mr
- 5 Expertise gives bonus of 2 to Critical Hit Prob
- 6 Return strike allowed at HP-4 if miss on 1st swing

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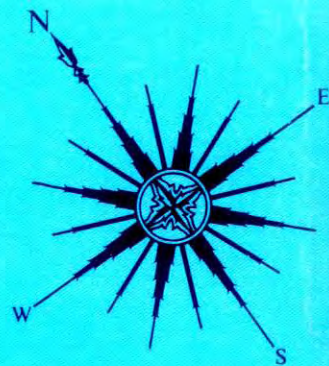
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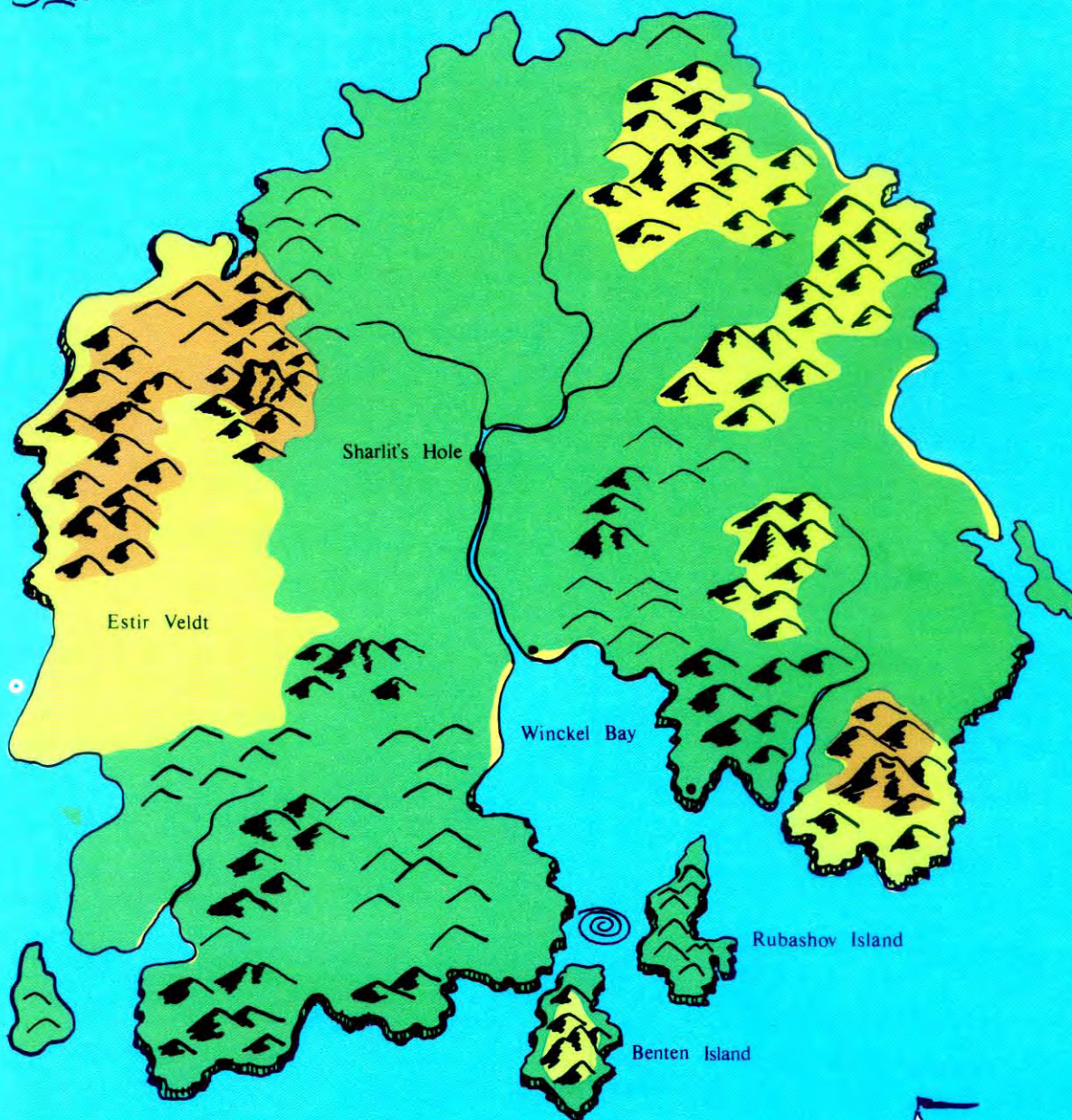
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