



Compatible with
**MURK
BORG**



Limitron

WHAT'S IN A NAME? d12

1	Ed(mund)	James	Meathook
2	Roger(s)	Chris(topher)	Jose
3	Jack	Robert(s)	Fernando
4	David	Francois	Henry
5	Pete(r)	Juan	Mary
6	Angelica	John(athan)	Anne
7	Sam(uel)	Butch(er)	Philip
8	Morgan	(Old) Ben	Scraggs
9	Diego	Will(iam)	Eliza(beth)
10	Ed(ward)	Louis	Hector
11	Isabel(la)	Jean	Genny
12	Charles	Stede	Thom(as)

FOUL WEATHER 2d6

- 2 deep cold, well below the line
- 3 nauseating green mist
- 4 thick, low-lying fog
- 5 oppressively overcast
- 6 sweltering, hellfire sunlight
- 7 gentle breeze, smell of decay
- 8 calm before the storm
- 9 soft, cold rain
- 10 frigid trade winds
- 11 torrential downpours
- 12 catastrophic tempest

CAROUSING 4d20 (or 1d20)

You are hungover for the lowest result in hours.

Add the dice together. The result is:
4-49 how much you spent/lost in silver
50+ how much you won/stole in silver

DRINKING RUM&GROG

Test Toughness DR8 + [number of drinks in the last hour] to heal d4 HP. Fail and you vomit for d2 rounds. Agility is -1 for each drink (lasts one hour per drink).

d20	Last night you...	[who?]	You wake up...	and now you are...
1	??? (you don't remember)	??? (you don't know)	??? (you're blind/it's dark)	??? (confused).
2	got lucky with	an enemy	tied to a spit over a fire	dead or dying.
3	went swimming with	a pig	in your bunk or cabin	missing a limb.
4	made enemies with	a stranger	in a gibbet cage	terrible (-1 to all stats).
5	did some ASH with	a crewmate	in the hold of a ship	haggard (only d4 HP left).
6	got in a fight with	a monkey	deep in the jungle	missing a digit or eye.
7	started a riot with	a priest	tied to a stake	on a wanted poster.
8	stole from	your crew	swinging from a mast	in debt (3d10 x10 silver).
9	had a debate with	a ghost	in a dark cave	haunted.
10	became friends with	a skeleton	in a coffin	really sad.
11	played cards with	a barmaid/barkeep	with a noose around your neck	ravenously hungry.
12	spent the night with	some wenches	in a brothel or tavern	soon to be a parent.
13	gambled with	some soldiers	locked in a cell	in pain from a new tattoo.
14	got drunk with	yourself	on a tavern floor	a year older.
15	fell in love with	a beautiful person	on the beach	in love.
16	had a run-in with	the Devil	naked in the street	rich (3d10 x 10 silver).
17	killed	the captain	in a captain's cabin	the Captain now.
18	married	a VIP	in a church	the owner of a ship.
19	saw the sunrise with	a parrot	floating in water	amazing (gain experience).
20	had dinner with	a VIP's adult progeny	in a mansion	filthy rich (+1k silver).

NPC MOTIVATION d20

1	escape	5	exploration	9	wealth	13	adventure	17	intoxication
2	happiness	6	love or sex	10	hunger	14	guilt	18	family
3	recovery	7	revenge	11	reputation	15	leisure	19	religion
4	pleasure	8	fear	12	aggression	16	protection	20	occult

LOOT THE BODY d100

Text in italics is not immediately obvious. Add the result in silver for extra loot.

00	Roll again twice.	36	Stone ring with an engraved rune.	64	A ship's schedule with details of a treasure ship.
01-20	The result on the Ancient Relics table (pg. 62).	37	Deep blue gemstone. <i>It sparkles in the moonlight.</i>	65	Jar of black sand.
21	Skull with glowing green sockets.	38	Obsidian figurine of a Kraken. <i>The Kraken won't attack you.</i>	66	Book of dark rituals. <i>Test Spirit DR14 to learn one random ritual (pg. 64) or else permanently lose 1 Spirit.</i>
22	A nasty-looking knife (d6).	39	Parrot feather. +1 <i>Devil's Luck</i> each dawn.	67	Handwritten collection of ghost stories.
23	Wanted poster with a picture of one of the PCs on it.	40	Some rotten dried fruit.	68	Book: A Guide to Sailor Tattoos.
24	Black candle. <i>When lit its purple flame forms a skull.</i>	41	Recipe for turtle stew. <i>If made, everyone who can smell it passes out. At sea, the crew awakes with their ship drifting near a mysterious island.</i>	69	A live rat.
25	Single golden manacle with 5 links.	42	Small book on tying sailor knots.	70	d4 dead fish.
26	A leather journal. <i>Contains 1 sea shanty (pg. 68).</i>	43	Deck of playing cards. <i>The queens are mermaids.</i>	71	Vial of blowfish poison. <i>Test Toughness DR12 or take d10 damage.</i>
27	Oil lantern filled with dark green liquid. <i>It burns a pale green light for 5', but never runs out.</i>	44	Random bomb (pg. 53).	72	Treasure map (pg. 119).
28	Fine metal flask.	45	Jar of d10 eyeballs preserved in white rum. They still see.	73	A glass eye that always looks West.
29	Bag of white powder.	46	Set of lock picks.	74	Broken cutlass hilt (d4).
30	Small box with d12 black pearls worth a fortune.	47	Paper doll painted with blood.	75	Glass dagger. (3d4), breaks after 1 use.
31	Sea shell lined with mother of pearl.	48	Deep green gemstone worth 100s.	76	Book: The Secret Art of Fencing in the Age of Gunpowder. <i>Test Presence DR12 to permanently gain +1 Strength. It only works once.</i>
32	Pipe carved out of whale bone. <i>A mysterious map is carved in the bowl.</i>	49	Small wood flute.	77	Bottle filled with iridescent dust.
33	Dead rat.	50-59	The result in silver.	78	Lint. <i>Flammable.</i>
34	Jewel encrusted egg. <i>Agility DR18 to open or it breaks. Clockwork inside, worth 500s.</i>	60	Leather eye patch. <i>That eye can see in the dark.</i>	79	Golden idol. <i>Priceless, belongs in a museum.</i>
35	d8 crab claws. <i>Throwing them before casting a ritual lowers the DR by 1.</i>	61	Flintlock pistol with tally marks.	80-89	d8 gold doubloons worth the result in silver.
		62	d4 gold teeth.	90+	Random Thing of Importance (pg. 60).
		63	Letter from a bonnie lass.		

pirateborg is a game about grog-swilling pirates, undead galleons, arcane treasures found in ancient temples, and high seas adventure. It's not a game about slavery, sexual violence, genocide, or any of the other abhorrent real parts of our history. Please treat these topics with the respect they deserve, or leave them out of the game altogether and go hunt some skeletons.

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THANKS

My wife Bea for all her support and for always listening to me talk about pirates, my brother Tyler for so many years of great gaming, my parents for *everything* (including taking me on the Pirates of the Caribbean ride over 30 years ago), my incredible Patreon subscribers, without whom this book would have never been possible.

inspiration

TREASURE ISLAND & DAGON & CALL OF CTHULHU & THE SHADOW OVER INNSMOUTH & PIRATES OF THE CARIBBEAN & A WIZARD OF EARTHSEA & RAIDERS OF THE LOST ARK & THE GOONIES & TALES FROM THE BLACK FREIGHTER & THE DARK CASTLE & ON STRANGER TIDES & SID MEIER'S PIRATES! & THE SERPENT AND THE RAINBOW & THE ABYSS & THE SECRET OF MONKEY ISLAND & HOOK & ARMY OF DARKNESS & DOOM & PIRATES OF THE SPANISH MAIN & APOCALYPTO & ASSASSIN'S CREED IV: BLACK FLAG & BLACK SAILS & THE DARKEST DUNGEON & THE DARK OF HOT SPRINGS ISLAND & MOTHERSHIP & SEA OF THIEVES & SHADOW OF THE TOMB RAIDER & THE BLACK HACK & NEVERLAND JE & OAK & IRON & KNOCK!



This project would not exist without the incredible book and enigma that is



Thank you to *Pelle Nilsson* and *Johan Nohr* for the incredible inspiration and generous 3rd party license.

Please, do yourself a favor, and pick up a copy of Mörk Borg.

www.pirateborg.com

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PUBLISHER

Free League Publishing

PRINT

Standart Impressa UAB, Lithuania 2022

PAPER

Munken Print Cream 150g, Munken Print Cream 115g

ISBN

978-91-89143-80-7

P I R A T E B O R G

is an independent production by *Limithron LLC* and is not affiliated with *Oekult Örtmästare Games* or *Stockholm Kartell*.

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Pirate BORG

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Rijksmuseum



V I . O

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THE DARK YUCATAN

THE ABYSS

Havana

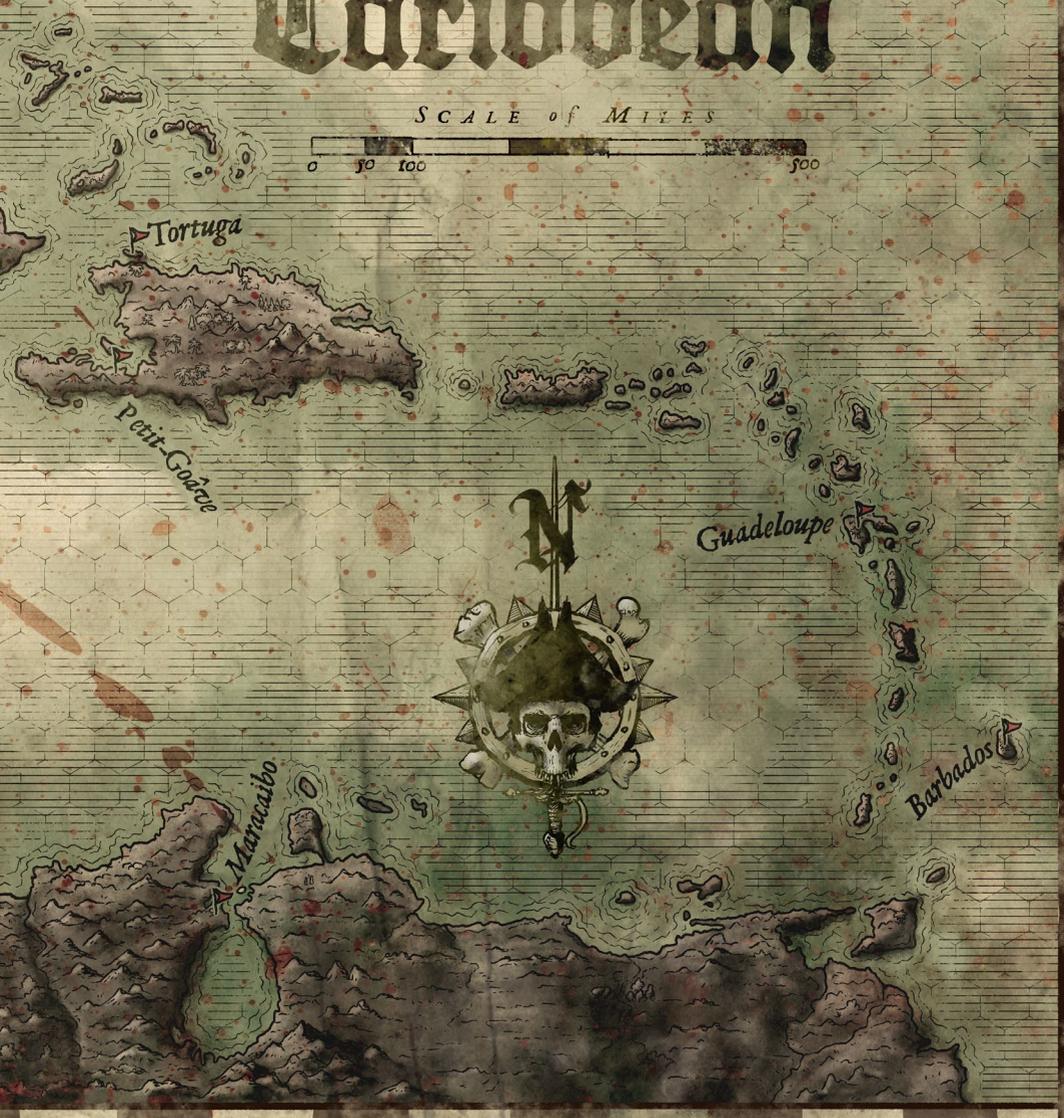
Nassau

Black Coral Bay

Port Royal

The Dark Caribbean

SCALE of MILES



Tortuga

Petit-Goâve



Guadeloupe

Maracaibo

Barbados

Early explorers thought the **Dark Caribbean** was *paradise*:

they found *nothing but deserted islands and bountiful treasures.*

It wasn't until thousands had left their crowded, blighted homelands and settled in among the islands that they encountered the **Scourge**...



It began on the solstice.

Haunting *screams* echoed over sandy beaches, and from the death black waves crawled the **undead**.

Terror spread like wildfire.

At first they came in single numbers, but hordes *gestated* and soon settlements were blotted out by a torrent of lifeless, nameless creatures.



Possessed *flesh* of dead sailors, **ghosts** of displaced inhabitants, **skeletal constructs** shrouded in seaweed and muck, and horrible **monsters** born from the unknowable dark places in the world:

They emerged from the sea and consumed all.

The meek had nowhere to flee but to their graves, only to rise again at dusk.

Survivors fortified cities and bolstered strongholds.

Soon after, the effects of **ASH** were discovered. A new status quo was born.

ASH

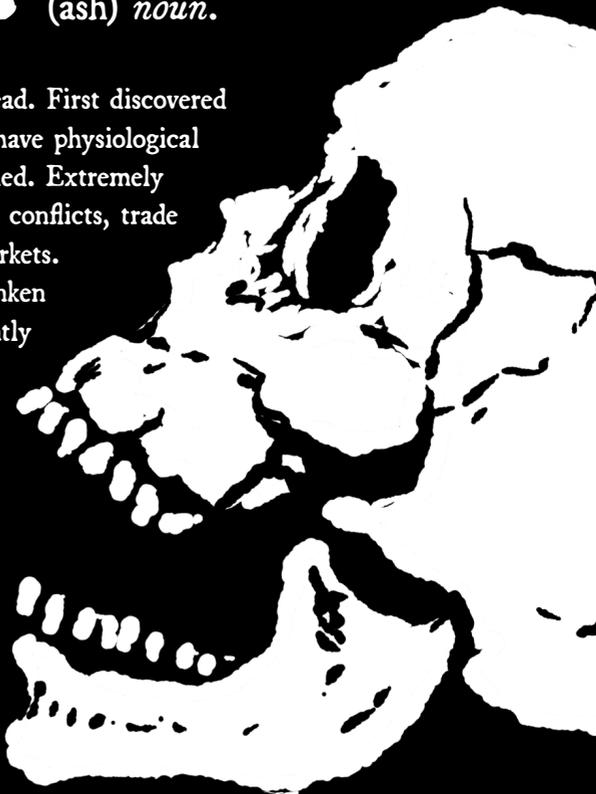
(ăsh) *noun.*

1. The remnants of destroyed undead. First discovered in the *Dark Caribbean*. Known to have physiological & psychedelic effects when consumed. Extremely valuable. Responsible for numerous conflicts, trade disputes, and an influx of black markets. Addicts can be spotted by their sunken eye sockets, darkened lips, and faintly glowing bones.

CURRENT ASH MARKET [2d6]

The standard rate per dose (~5 lbs. or one per skeleton) is 50s. Roll in each new port or each day.

- 2 Buyer's market (can't give it away).
- 3 Flooded: half the rate.
- 4-5 Surplus: lower last rate by 20%.
- 6-8 Holding steady.
- 9-10 In demand: raise rate by 20%.
- 11 Rare: double the last rate.
- 12 Seller's market (name your price).



EFFECTS OF CONSUMING ASH [d20] *Most effects last for 2d6 minutes.*

- 1 *Overdose.* Pass out for d4 rounds. Test Toughness DR12 or instant death.
- 2 Roll a Mystical Mishap (pg. 66).
- 3 Lose d4 HP and become *infected*.
- 4 Permanent -1 to all abilities.
- 5 The world turns gray and lifeless. You no longer see the joy in living. All seems dead.
- 6 Everyone around you appears to be (d4):
 - 1. undead 2. soldiers 3. sea creatures. 4. all 3.
- 7 You think you're an animal (d6, pg. 86).
- 8 One of your limbs (d4) rots away permanently. It is replaced by a ghost limb at sunset.
- 9 You fear the sun and thirst for blood, brains, or both.
- 10 You hear colors, see sounds, and feel taste.
- 11 Gain the effects of tier 3 armor.
- 12 Time slows down. Take 2 actions or attacks each round.
- 13 Attack and defend at -4 DR.
- 14 Gain drz temporary hit points.
- 15 You can see in the dark. Everything that has ever lived glows neon colors.
- 16 Move double your speed (up to 60/turn).
- 17 +2 to Strength and Agility for 24 hours.
- 18 Mental transcendence. Permanent +1 to Presence.
- 19 You are one with the universe. Permanent +1 to Spirit.
- 20 Roll d10+10 three times (duplicate results have no effect).



An New Providence Island is *Nassau Town*, the ruins of an imperial colony. Now it is barely more than a collection of driftwood shacks and canvas tents. At night, cooking fires litter rum-soaked beaches like drunk fireflies. Here the

Brethren of the Coast

lie in wait for the
call of the sea.



An
outcast
tribe of rebels, thieves
& vagabonds, their lust for riches and
debauchery is only surpassed by an unyielding demand for
freedom. The long reach of imperialism is a vapid memory that
wanes with the crumbling ruins of the island's lone seaside fort.
It is a bastion against law, order, and responsibility.

To the south, the piratical outpost on the small island
of *Tortuga* has devolved into a cesspool of vagrants and
rapscallions. *ASH*, the primary commodity, is smuggled,
sold, stolen, snorted, smoked, and sequestered. Each night parvenu
squander a year's wages on chemical escapism, carnal pleasures, and
games of chance in a myriad of taverns, brothels, and *ASH* dens.



Here lies the still-beating, black heart of the

Republic of Korath

The British



Empire rots from within. Endless warmongering and blatant imperialism have bled their treasuries dry. All but abandoned by the Crown, the few ports that still fly the *Union Jack* have become obsequious to the Machiavellian

WEST INDIA Co

Lord
Hamilton,

governor of the *Jamaica* colony, is despondent in the eye of the storm. While his subordinates scramble to rebuild *Port Royal* after a preternatural earthquake, he conscripts a fleet of tenebrous privateers in hopes of avoiding his inevitable ruin.

God save ~~The King~~
His Fall



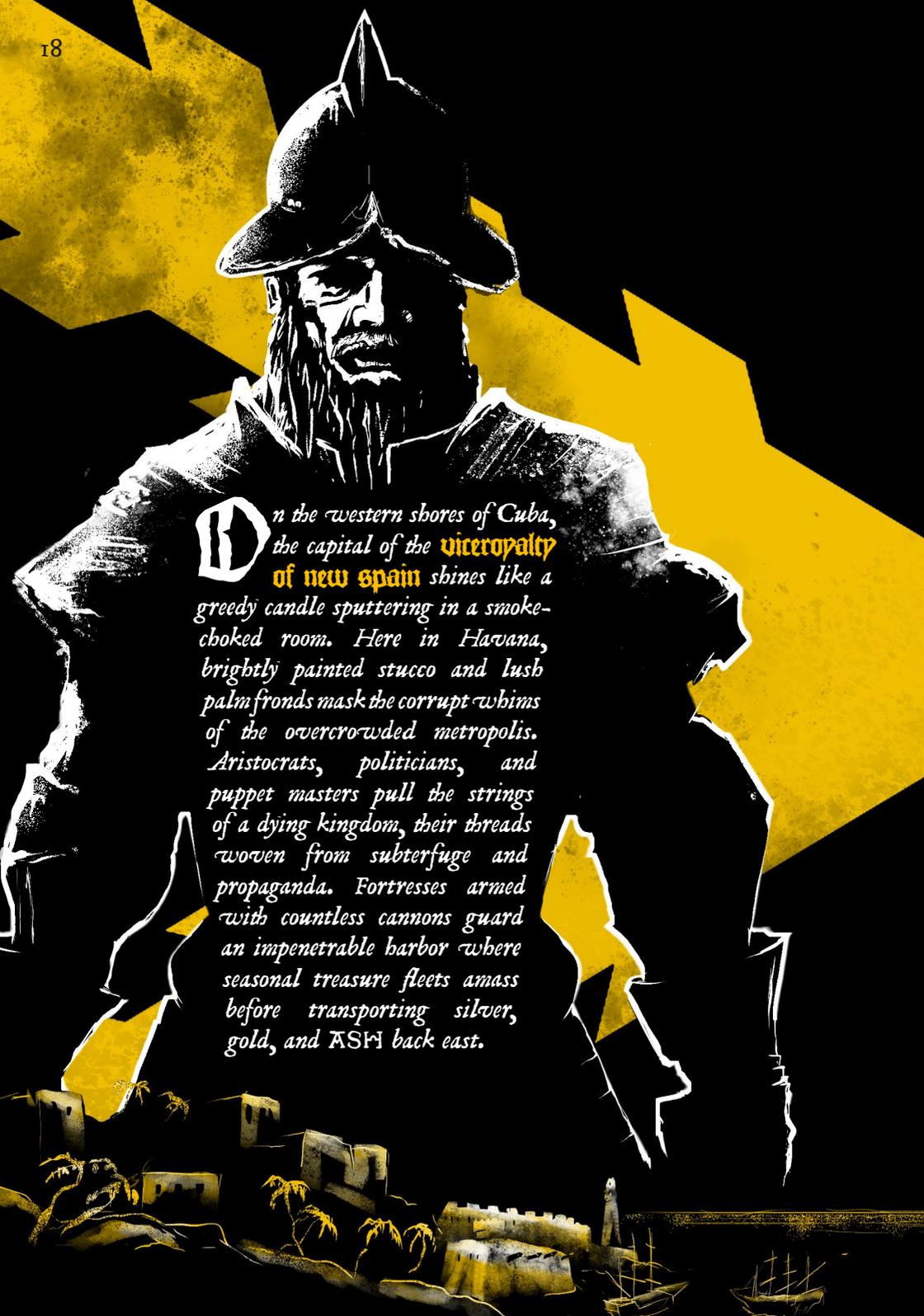





The French Indies

On the western shores of Hispaniola, whispers of revolution gestate in the festering colony of *Petite-Goâve*. Once an ivory tower of the French monarchy, it is now no more than a rotting figurehead, and a clandestine network of spies and assassins flourish in the vacuum left by a preoccupied King. Its harbors overflow with merchant vessels like flies on a carcass, and the bourgeoisie acquiesce to the whims of capitalistic crime syndicates and malevolent cultists.

To the west, among the small wild islands known as The Lesser Antilles, is *Guadeloupe*. An opulent palace and extravagantly decorated forts shadow impoverished slums and crumbling warrens. Here, hedonistic aristocrats turn a blind, drunken eye to the incompetent and bloated military's patriarchal conquests. All can be bought and sold, including munitions, letters of marque, undercover agents, *ASF*, courtesans, scandals, false hope, and sanctuary.



D n the western shores of Cuba, the capital of the **viceroyalty of new spain** shines like a greedy candle sputtering in a smoke-choked room. Here in Havana, brightly painted stucco and lush palm fronds mask the corrupt whims of the overcrowded metropolis. Aristocrats, politicians, and puppet masters pull the strings of a dying kingdom, their threads woven from subterfuge and propaganda. Fortresses armed with countless cannons guard an impenetrable harbor where seasonal treasure fleets amass before transporting silver, gold, and ASI back east.



Across the sea, at the mouth of Lake Maracaibo, **the citadel** towers over the nearby jungle like a mass of razor sharp coral protruding at high tide. Here the **inquisition** weaves its devious web. Their nest: the endless dungeons sunken deep beneath the city. Their prey: countless heretics forced into endless repentance. Sailors flee from the cries of **the banshee** that haunts these waters... but it is only the screams of the damned, and nothing more.



Clandestine cultists with *eldritch* ambitions.

The Wretched.

Their secret society hidden in plain sight amongst sailors and townsfolk.

Each solstice, their prophet

The Sunken One

submerges in briny shallows. He returns with

omens from *The Great Old Ones*, and these new psalms are sanguinated into the only book that ever mattered:

The Necronomicon.

Their altar: *The Abyss*.

Their prayer: for those that once were to return from the depths and commence:

The



End of Days



FAR TO THE WEST, evil wells in the DARK
YUCATÁN. Folktales of cities made of gold and
temples ripe with untapped fortunes taunt the meek
like the befouled carcass taunts the vulture.



The borders reek of rot, yet the jungle calls to those who listen. Like the heretic Cortes, none who have ventured into that execrable labyrinth have returned to tell the tale...



A GENERAL HISTORY OF THE Dark Caribbean

Chronicling the **EVENTS** and **HAPPENINGS** in the islands of the *New World*, and their utter descent into **APOCALYPSE**.

Chapter 1	<p>1. The Greater Antilles War</p> <p>The Spanish and English are at <i>War!</i> Both are recruiting privateers. They pay in advance.</p>	<p>2. The Rise and Fall of Nassau</p> <p>Port Royal is destroyed in an earthquake. Thousands are killed, more are homeless.</p>	<p>3. The Scourge of the New World</p> <p>Horrifying screams coming from the sea reported region-wide. No known source.</p>	<p>4. The Ashes of Tortuga</p> <p>ASH, dust left by destroyed undead, is found to have physiological & psychedelic properties.</p>	<p>5. And The Wretched Exalted</p> <p>Religious fanatics take over The Old Stone Church in Havana. An occult influence is speculated.</p>	<p>6. Eldritch Tides of Doom</p> <p>The climate shifts: skies darken, storms rage, and a foul mist is omnipresent.</p>
Chapter 2	<p>Constant state of <i>war!</i> The battle for the Greater Antilles rages on with no end in sight.</p>	<p>Nassau is sacked. The "<i>Republic of Pirates</i>" is established, the region's first true democracy.</p>	<p><i>They walk again!</i> The dead rise from the grave & the sea. At first, a few, but hordes soon follow.</p>	<p>A black market develops around the consumption of ASH. Tortuga becomes the epicenter.</p>	<p>Mysterious ruins discovered on the Yucatan. Scholars mount an expedition. None return alive.</p>	<p><i>"The Abyss"</i> opens south of Jamaica. Ocean now falls into the darkness of a 6-mile-long fissure.</p>
Chapter 3	<p>A Spanish treasure fleet shipwrecks off the coast of Florida. Nations and pirates are on the hunt!</p>	<p>Famous pirates are executed and hung in gibbet cages. Their cursed corpses scream at bystanders.</p>	<p>Undead, now known as "<i>The Scourge</i>," ravage settlements and ports. State of Emergency declared.</p>	<p>Tortuga devolves from a bastion of buccaneering to a cesspool of thieves and vagrants. Even pirates aren't safe there.</p>	<p>A lone figure emerges from the jungle. His eyes are as black as the abyss. He is <i>terrible</i> to behold.</p>	<p><i>The Kraken Attacks!</i> Over 500 ships have been lost at sea. Large rewards are offered. None are collected.</p>
Chapter 4	<p>Region-wide cease fire declared as nations deal with tragedy. Hundreds of warships abandoned.</p>	<p>Edward "<i>Blackbeard</i>" Thatch goes on a killing spree. He is slain in a skirmish with the Royal Navy.</p>	<p>Freshly killed fish and livestock animate and writhe at sunset. No ones seems to mind anymore.</p>	<p>Revolution! Citizens take to the streets in Hispaniola. Government is overthrown!</p>	<p>Ships of bone and flesh emerge from the sea. Their skeletal crews terrorize shipping routes.</p>	<p>Ruins of <i>Atlantis Attacks!</i> Over the deep in the Devil's Triangle. Humanoid sea creatures attack.</p>
Chapter 5	<p>Derelict ships litter the sea. Salvage prospectors get rich and reset the status quo.</p>	<p>Blackbeard, a sorcerer, returns from the grave with an army of the dead. The living fight back.</p>	<p>A mass exodus of birds and beasts occurs. No wildlife has been seen in weeks.</p>	<p>Thousands flee their for safety. Havana, Jamaica, and Guadeloupe explode in population.</p>	<p>Havana is destroyed in a fire rumored to have started at the Old Stone Church, yet it still stands...</p>	<p>Otherworld monstrosities spew forth from the sea, devouring entire vessels whole.</p>
Chapter 6	<p>The skies shift from smoke-gray to crimson and purpl orange. Sunlight becomes a myth.</p>	<p>Nassau is lost to <i>The Scourge</i>. Any who escaped border on insanity. Fear becomes currency.</p>	<p><i>All</i> marine life dies & washes ashore. Fishing industry collapses. Widespread famine.</p>	<p>Everyone who has ever used ASH becomes <i>Scourge</i>. Rum turns to water. Escapism evaporates.</p>	<p>An ominous tempest permanently surges over Cuba. It is now a wasteland.</p>	<p>A maelstrom forms around <i>The Abyss</i>. Earthquakes! Islands crumble into the sea.</p>

Use this timeline in any way you see fit: as historical records, rumors, plot hooks, current events, tales found in a book... Chapters can be explored from left to right, and story lines progress chronologically from top to bottom. Reveal them in order or roll [d66] for a random event.

END IN ARMAGEDDON. *Cast the book into the sea...*



Perhaps you were once a decent person, but
that was long ago, and in another place.
Now you're a lowlife.

A scoundrel.

A **Pirate.**
Follow these steps
to discover your vile nature.



Create a Player Character (PC)

1. Roll on each of the tables on this page.
2. Roll your ability scores (pg. 28).
3. Choose or roll [d6*] a class (pg. 34-45), which affects the next 3 steps, or you can be a landlubber (no class).
 - *Roll a d8 to include the two optional classes.
 - Roll your starting hit points (pg. 33).
 - Roll for a weapon, clothing, and a hat (pg. 50-53).
 - Roll for starting **Devil's Luck** (pg. 54).
4. Choose or roll tables on pages 55-61.
6. Name your pirate.

Welcome to the Dartz Caribbean

d6

container

- 1 *bucket* for 4 normal-sized items
- 2 *bandolier* for 6 small-sized items
- 3 *satchel* for 8 normal-sized items
- 4 *backpack* 10 normal-sized items
- 5 *large sea chest* for 20 normal-sized items or one of the above of your choice

6 a *dinghy* (pg. 80) or one of the above of your choice

d12

CHEAP GEAR

- 1 lantern (d6 hours of oil)
- 2 d4 candles (1 hour each)
- 3 30' of rope
- 4 shovel
- 5 **medical kit:**
(stops bleeding/poison/infection and heals d6 HP, Presence + 4 uses)
- 6 weighted dice
- 7 flint & steel
- 8 hammer & nails
- 9 mess kit
- 10 pipe & tobacco pouch
- 11 d6 torches (1 hour each)
- 12 a pet [d10]
 - 1 **snake**
 - 2 **rat**
 - 3 **lizard**
 - 4 **monkey**
 - 5 **parrot**
 - 6 **cat**
 - 7 **dog**
 - 8 **hawk**
 - 9 **hermit crab**
 - 10 **fish in a jar**

d12

Fancy gear

- 1 **compass**
- 2 **spyglass**
- 3 **fishing rod**
- 4 1 random Ancient Relic (pg. 62)
- 5 **bottle of fine rum**
- 6 **old pocket watch**
- 7 **blanket & pillow**
- 8 **ink, quill, parchment**
- 9 **worn out book**
- 10 **tent**
- 11 **whetstone**
- 12 **instrument [d10]**
 - 1 **concertina**
 - 2 **drum**
 - 3 **flute**
 - 4 **fiddle**
 - 5 **banjo**
 - 6 **horn**
 - 7 **hurdy-gurdy**
 - 8 **guitar**
 - 9 **mandolin**
 - 10 **voice of an angel**

ABILITY SCORES

Roll 3d6 and use the table below to generate each ability score from -3 to +3. Your class alters your modifiers. Alternatively, landlubbers (PCs with no class) can roll 4d6 and drop the lowest result. The sum is not used in the game once the character is created, only the modifier.

Abilities can never exceed -3 or +6.

MODIFIERS

3-4	5-6	7-8	9-12	13-14	15-16	17-18
-3	-2	-1	±0	+1	+2	+3

ABILITIES

STRENGTH

Crush, lift, strike, grapple.

AGILITY

Defend, balance, swim, flee.

PRESENCE

Smarts, ranged weapons, perceive, charm.

TOUGHNESS

Drink grog, hold breath, survive falling.

SPIRIT

Willpower, using relics, casting rituals.

TESTS

Tests are made against a Difficulty Rating (DR).

To succeed, roll d20 ± your ability with a result equal to or greater than the DR.

Creatures don't use abilities, they just roll a d20 against DR.

DIFFICULTY RATINGS [DR]

6	easy, even for a landlubber
8	routine, but some chance of failure
10	pretty simple, but not too simple
12	normal
14	difficult
16	really hard
18	nigh impossible

Examples: pick the jail lock DR14, climb the rigging DR12, lift the broken mast DR16.

HOLDING YOUR BREATH

You can hold your breath for 1 + Toughness minutes (minimum 1 minute), and half that when under physical duress (minimum 30 seconds swimming fast, combat, lifting). After that, test Toughness DR12 each round (increase the DR by 2 each round) or lose 1 HP. You drown at 0 HP.



CARRYING CAPACITY

You can carry $8+\text{Strength}$ *normal-sized* items without a problem. After that, testing Strength and Agility DR increases by 2 (from 12 to 14, etc.). It is impossible to carry more than double $8+\text{Strength}$.

Normal-sized: cargo nets, muskets, shovels. NOT cannons, sea chests, oars, corpses.

Violence

Players roll to attack and defend.
Enemies don't roll dice in combat.

INITIATIVE [d6]

1-3 enemies go first
 4-6 PCs go first

Individual initiative (if needed):
 AGILITY + d6

CRITICAL [natural 20]

ATTACK: Deal double damage, then armor/protection is reduced one tier.

DEFENSE: PC can make an immediate free attack.

FUMBLE [natural 1]

ATTACK: The weapon breaks or is lost.

DEFENSE: PC takes double damage, then their armor is reduced one tier.

FUMBLE A BLACK POWDER

WEAPON ATTACK [d6]

1-2 **BACKFIRE.** Take d2 damage.

3-4 **BROKEN.** Weapon is broken.

5-6 **BOTH.**

ARMOR

When you take damage, roll your Armor Die and subtract that from the total damage.

TIERS:	tier 3	-d6
	tier 2	-d4
	tier 1	-d2
	tier 0	-0

When armor is damaged (i.e., from a fumble), penalties to Strength and Agility tests still persist (see pg. 52).

Armor reduced below 1st tier is ruined and cannot be repaired. For armor repair costs, see pg. 53.

MELEE

Test STRENGTH DR12

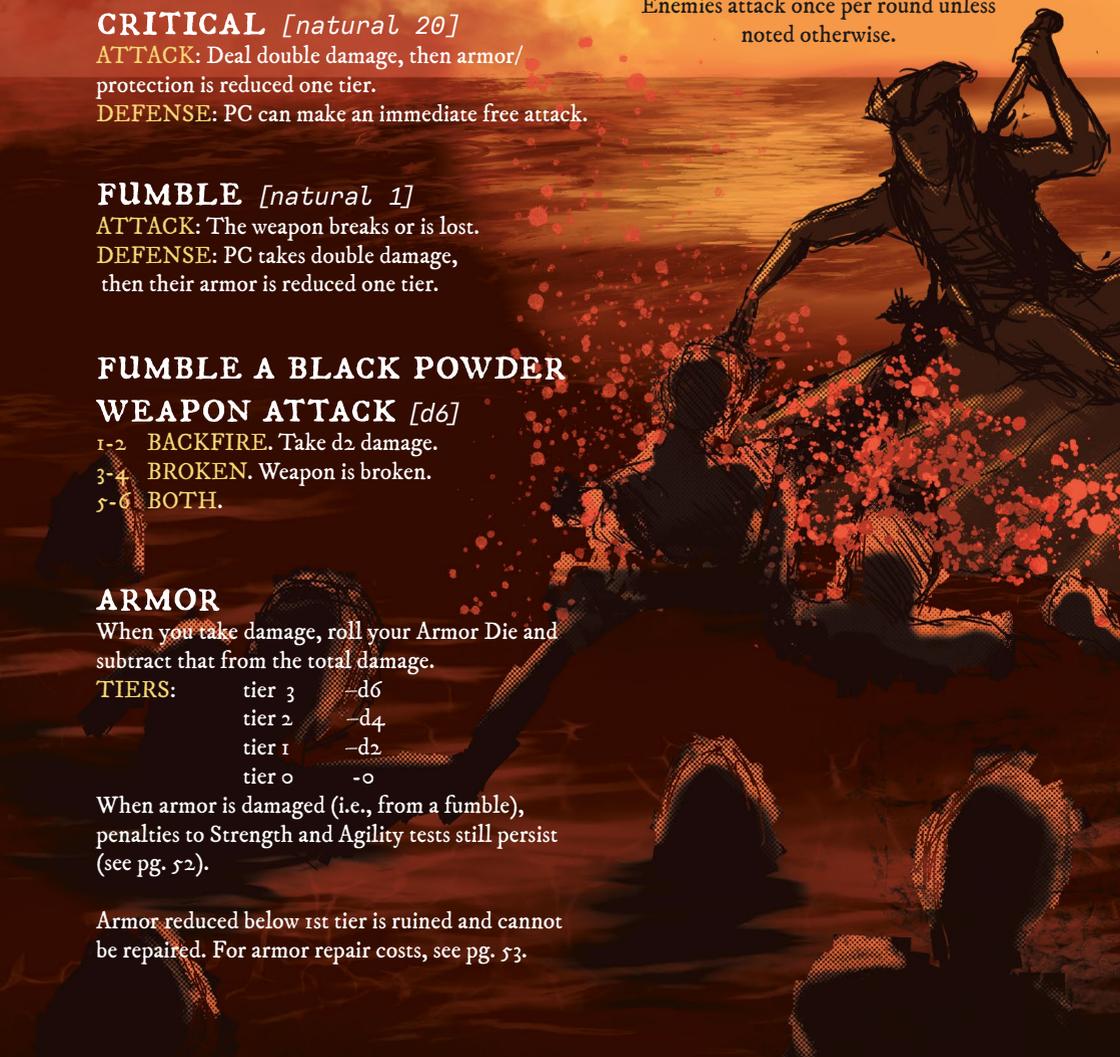
RANGED

Test PRESENCE DR12

DEFENSE

Test AGILITY DR12

If you fail the enemy hits you.
 Enemies attack once per round unless noted otherwise.



Rounds

Combat rounds are 6 seconds, enough time to make an attack, run across the deck of a ship, use Relic, or complete a Ritual.

Movement

Most creatures can travel 30' (or six 5-foot squares) a round.
Difficult terrain or swimming: half speed.

Rest

- ☠ *Short rest* (about 10 minutes): recover d4 HP.
- ☠ *Long rest* (overnight): recover d8 HP.
- ☠ *No food or drink*: restore 0 HP. After two days of starving: lose d4 HP per day.
- ☠ *Infected/sick/bleeding/poisoned*: lose d6 HP every morning (instead of recovering).

[2d6] Reaction

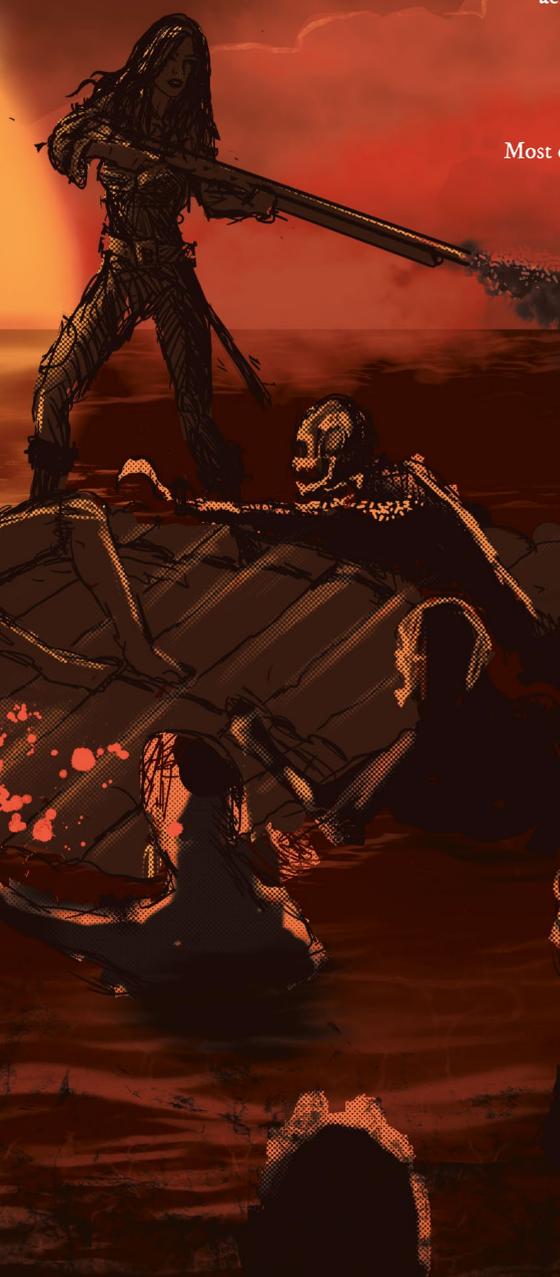
When meeting creatures whose reaction is uncertain:

2-3	bloodthirsty
4-6	angered or alarmed
7-8	indifferent, neutral
9-10	almost friendly
11-12	helpful

[2d6] Morale

Most enemies will not fight to the death.
Roll 2d6 for morale if:

- ☠ The leader is killed.
- ☠ Half of the group is eliminated.
- ☠ A single enemy has only 1/3 of its HP left.
If you roll greater than the creature's Morale value it is demoralized. Roll d6 to see if the enemy (1-3) flees or (4-6) surrenders.



Hit Points [HP]

Reference your class for starting HP, or if you are a Landlubber (you have no class) begin with Toughness + d10.

You never start with less than 1HP.

Zero HP

If you are reduced to 0 HP, you are *Broken*.

BROKEN [d6]

- 1 Instant death*.
- 2 *Hemorrhage*: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 3 *Brain injury*: You awake in 1 hour with a -3 to Presence for d8 days.
- 4 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 5 Fall unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- 6 Fall unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

Negative HP

If you are reduced to less than 0 HP: you are *Dead** (skip being *Broken*). Down to Davy Jones' Locker with ye!



**Optional: GM may allow dead PCs to return to life as a Haunted Soul, pg. 46*

Gaining Experience

The game master decides when a character should be improved.

It might be after: taking a prize, raiding a port, dividing the plunder, burying treasure, or exploring a temple.

When this happens, do these things:

1. ABILITY CHANGES

Roll a **d6** against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6.

Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by 1 unless the d6 result is 1, in which case the ability is then reduced by 1, but never below -3.

2. MORE HP

Increase your *maximum* HP by **d6**.

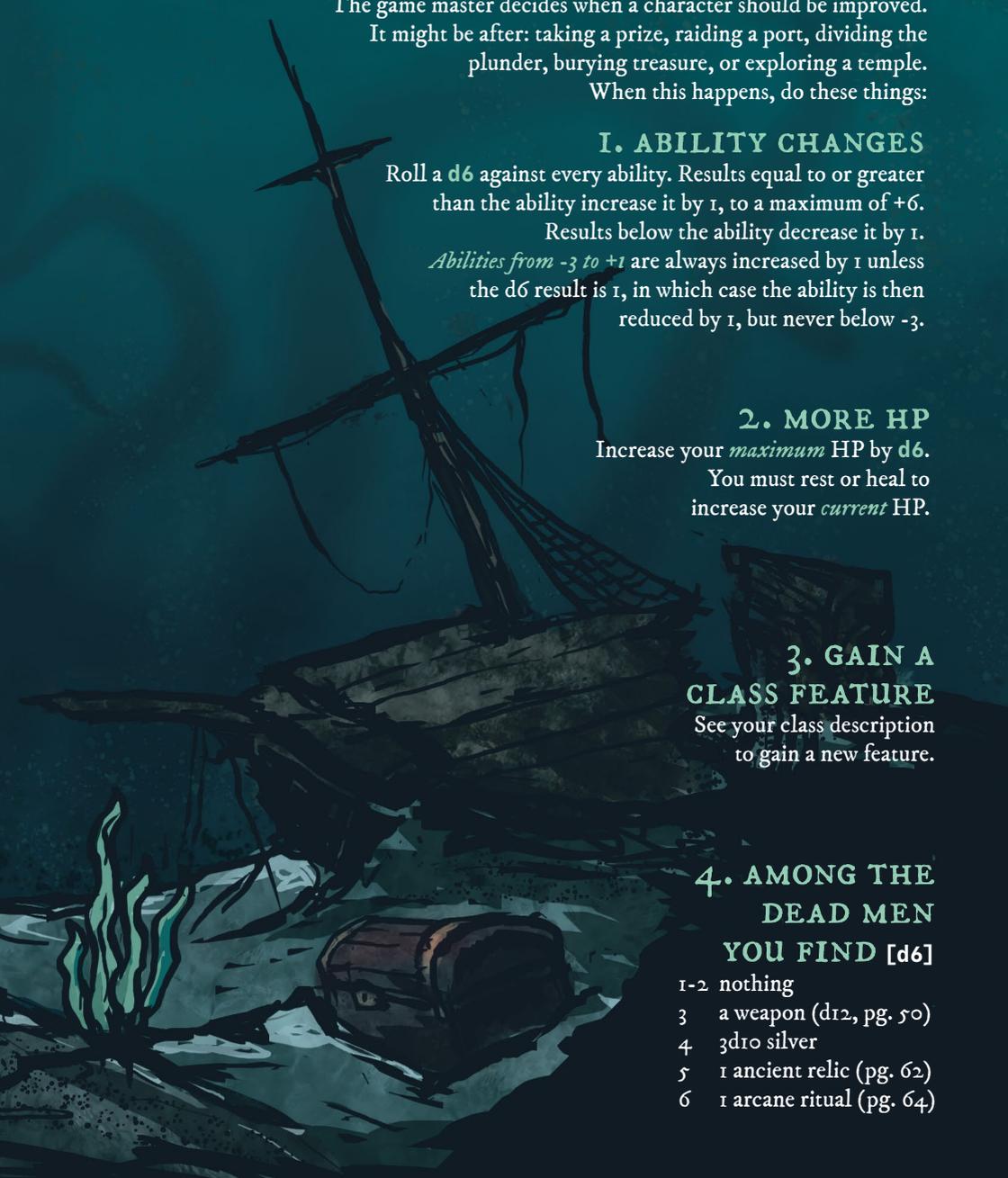
You must rest or heal to increase your *current* HP.

3. GAIN A CLASS FEATURE

See your class description to gain a new feature.

4. AMONG THE DEAD MEN YOU FIND [d6]

- 1-2 nothing
- 3 a weapon (d12, pg. 50)
- 4 3d10 silver
- 5 1 ancient relic (pg. 62)
- 6 1 arcane ritual (pg. 64)



I. Brute



A rough melee combatant
prone to fits of **RAGE**

When you're not bashing, smashing, slashing, or crashing, you're... well, that's all you really know how to do. You can't use Arcane Rituals, but your muscles are basically "magic."

ABILITIES *Strength +1, Toughness +1, Presence -1, Spirit -1.*
HP: *Toughness + d12.* **BEGINS WITH** *d2 Devil's Luck, pg. 54.*
 Roll for clothing [d10] and a hat [d12], pg. 52.

Starting Feature

You begin with a trusted weapon (d6). It will never break, but you drop it on a Fumble. It is DR -2 to attack. What is its name?

1. **BRASS ANCHOR.** Requires 2 hands, d8 damage, and target's armor is reduced by one tier (-d2) during the attack.
2. **WHALING HARPOON.** d8 damage, can be thrown by testing AGILITY D10.
3. **MEAT CLEAVER.** Caked in layers of dried blood. d4 damage, and on a damage roll of 1 it spreads a disease from one of its prior victims: the target loses d6 HP at the start of its next two turns.
4. **PART OF A BROKEN MAST.** It has a rusted nail protruding from one end. d8 damage, plus an extra d6 on a critical hit.
5. **RUNIC MACHETE.** d6 damage. Great for chopping down vines and fopdoodles. It glows in the dark if there are undead nearby.
6. **ROTTEN CARGO NET.** Test AGILITY D12 to throw it at something and stop it from moving for d2 rounds. Trapped targets take d2 damage/round.

Getting Better

Every time you gain experience, gain one of the following (d6). Reroll repeats.

1. **LIAR'S DICE.** A small bag of 5d6. Roll them at the start of combat. If the total is even, -2 DR for melee attacks, but defend with +2 DR.
2. **BOOMSTICK.** Listen up. You find a top-of-the-line blunderbuss. You got that? **"BOOMSTICK" BLUNDERBUSS** DR8 to hit & d10 damage when in melee range, otherwise DR12 and d4.
3. **BLOOD FRENZY.** +2 to damage rolls for each enemy you've killed so far this battle. Resets/ends after 10 rounds (1 minute) of no death.
4. **TAVERN BOXER.** Your fists deal 2d4 and ignore Fumbles.
5. **THICK SKINNED.** You count as wearing light armor even when you aren't (tier 1, -d2).
6. **GROG BREATH.** When in melee range, belch to stun an opponent for 1 round. Limit once an hour unless you drink more grog.



Rapscallion

A sneaky, cutthroat scallywag good at backstabbing, breaking & entering, stealing, cheating, and escaping. Found in taverns, shadows, and shallow graves. *You will need a deck of playing cards...*

Abilities: +2 to *Agility*, -1 to *Strength*, -1 *Toughness*.

HP: Toughness + d8. **Begins with:** d2 Devil's Luck (pg. 54)

Roll **d6** for a starting weapon (pg. 50), **d6** for clothing (pg. 52), and **d10** for a hat (pg. 52).

Roll **d6** for a specialty when you begin and when you gain experience.

Back Stabber

If you attack by surprise (from hiding, distracted enemy, etc.) lower the attack DR by 2 and deal d2 extra damage.

If taken again, draw a card.
Black: Lower DR by 1 more.
Red: Increase damage die
 1d2-1d4-1d6-1d8-1.

Joker: Both.

Burglar

You begin with lock picks.

Pickpocket, disarm an enemy, or disable a trap:
 -4 to DR.

If taken again: additional -2 to DR.

Rope Monkey

You're as nimble in the rigging as you are on the deck. If you attack after swinging, jumping, or making an acrobatic maneuver, test *AGILITY* DR10 to automatically hit and deal +2 damage.

If taken again: increase extra damage by +1.



Drinking Grog & Rum

Test Toughness DR8 + [number of drinks in the last hour] to heal d4 HP. Fail and you vomit for d2 rounds.

Agility is -1 for each drink (lasts one hour per drink).

JOKER TABLE [d20]

1. The Devil comes for your soul. You are sucked into a fiery portal. This is the end of your story. **2-9.** Lose all of your remaining Luck points.



10-19. Regain 2 Luck points.
20. Gain 4 Luck points (to a max of 4).

4 Sneaky Bastards

When striking from the shadows or while sneaking, test Agility DR12. On a success you automatically deal a critical hit.

If taken again: -2 to DR.

5 Lucky Devil

Whenever you use the Devil's Luck, draw a card:

9+: Regain 1 Luck. Joker: Roll on the JOKER TABLE.

If taken again: Lower the card number needed to regain Luck by 1.

6 Grog Brewer

Each day you can brew d4 servings of potent grog. You can soak melee weapons in it to use as a poison.

Grog in a wound: Test TOUGHNESS DR14 or -d6 HP.

If taken again, draw a card:
 Black: +2 to DR.

Red: Increase damage die [d6 to d8 to d12].
 Joker: Both.



3.

HP: TOUGHNESS+d8. Devil's Luck d2

Buccaneer

Skilled trackers and survivalists. Expert sharpshooters, especially with muskets & rifles: reloading black powder weapons takes you 1 round instead of 2. You start with a **MUSKET AND 10 + PRESENCE ROUNDS OF SHOT**. When you begin, and when you gain experience, roll d6 for a feature. Each can be taken twice (reroll if rolled three times).

1. TREASURE HUNTER

Ability tests related to mapping, navigating, treasure hunting, finding & disarming traps, and tracking prey are -3 DR.

If taken again: -6 DR.

2. CRACK SHOT

All ranged attacks are -2 DR.

If taken again: -4 DR.

3. FIX BAYONETS!

You now have a bayonet (d4).

You can attack with it on the same turn you reload.

If taken again: d6 damage instead.

4. FOCUSED AIM

Attacks against enemies you have already shot at during this combat are -4 DR to hit.

If taken again: the attack also deals d4 extra damage.

5. BUCCAN COOK

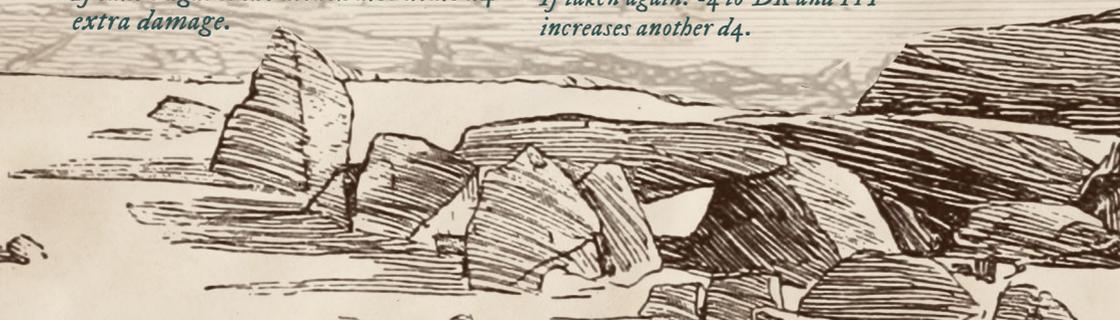
Months of island life have taught you the art of cooking meats over the buccan fire. You start with d8 rations of exquisite smoked meat. Eating it immediately recovers d4 HP, and you can make d4 more rations from any edible animal you kill.

If taken again: recovers d6 instead.

6. SURVIVALIST

Your body has developed into a finely tuned machine for existing in the wild. Gain +1 TOUGHNESS. You cannot become infected, sick, or poisoned, and your maximum HP increases by d4.

If taken again: -4 to DR and HP increases another d4.



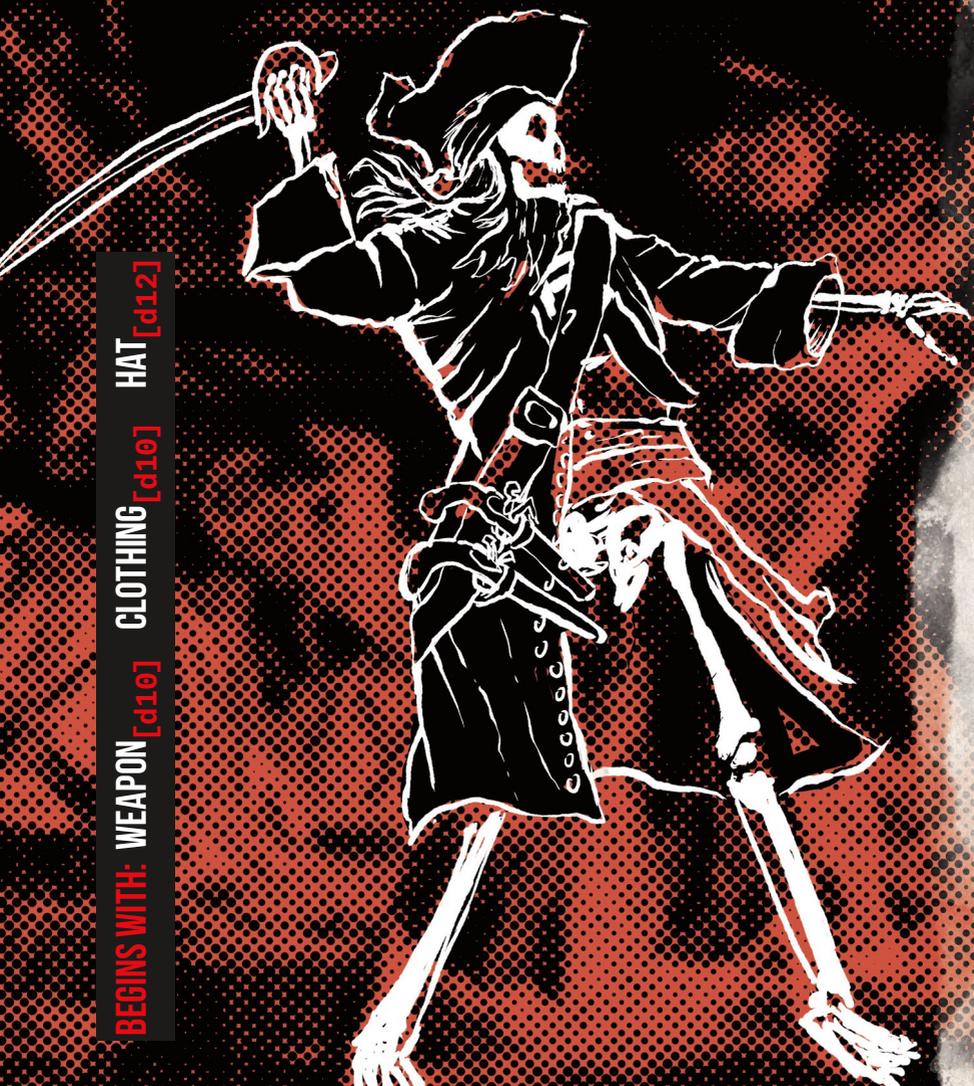
Abilities: **+2** to PRESENCE, **-1** to AGILITY, **-1** to SPIRIT.
Clothing: **dr0**, Hat: **dr2** (pg. 52)



IV. Swashbuckler

HP: [Toughness+d10] BEGINS WITH d_2 DEVIL'S LUCK.

BEGINS WITH: WEAPON [d10] CLOTHING [d10] HAT [d12]



a brash Fighter with Bravado



Abilities

+1 to Strength, +1 to Agility,
-1 to Presence, -1 to Spirit.

& Swagger

YOU BEGIN with one of the following fighting styles (d6):

1. *Ostentatious Fencer*

Your melee Attack/Defense is DR10 when wielding a rapier or cutlass. When dueling one-on-one, you deal +1 damage.

2. *Flintlock Fanatic*

You can attack with up to three pistols on your turn (if you have them). Reloading one pistol only takes you one round.

3. *Scurvy Scallywag*

You don't fight fair. -2 DR when attacking an enemy that has already been attacked this turn.

4. *Inspiring Leader*

Once each combat, roll a d4. Each of your allies may add or subtract that value from any one roll during this combat.

5. *Knife Knave*

You start with 2 knives, and when attacking with them you can make two attacks a turn. They are DR10 to hit, and if the first attack hits, the 2nd is an auto-hit.

6. *Black Powder Poet*

You start with explosives. Roll d4 times on the *Bombs* table (pg. 53). Your DR is -2 when throwing bombs.

EACH TIME YOU GAIN EXPERIENCE, gain one of the following (d6, reroll if already taken):

1. *Shakespeare of Insults*

Your tongue is as quick as your blade. Add +1 to all your damage rolls.

2. *Military Mastermind*

Your experience in combat makes you and your allies a deadly threat. When combat starts, test PRESENCE DR10 to take a surprise attack round against the enemy or prevent them from surprising you.

3. *Sword Master*

You have mastered the art of swordplay. -2 to DR when attacking with a sword.

4. *Intimidating Presence*

Your stature strikes fear in the hearts and minds of your enemies. Enemies close to you suffer -2 Morale.

5. *Dazzling Acrobatics*

Fancy footwork, superior upper body strength, and a dash of style give you the edge in a fight. Your AGILITY is +2 when defending.

6. *Calculating Cutthroat*

You critical hit on natural dice rolls of 19 and 20 (when attack & defending).



zealot. A clergy member, cultist, shaman, or believer.

Abilities: +2 TO SPIRIT, -1 TO AGILITY, -1 TO TOUGHNESS

HP: TOUGHNESS + D8.

Thou shall begin with D4 DEVIL'S LUCK.

Roll for a weapon D8, PG. 50 **and thy cloth** D8, PG. 52.

Thou may use ancient relics and arcane rituals whilst wearing medium armor (tier 2 or lower).

PRAYERS

When thou doth begin, and every time thou doth improve, learn a single random prayer (d10, duplicates shalt be rerolled). Thou may use prayers d2+Spirit times a day (reroll when dawn breaks). It cosumes thy action to pray, but doth not require a roll or test.

I. HEAL

Heal thyself or another for d8 HP.

II. CURSE

Test Spirit DR10: deal d8 + Spirit damage to an enemy that thou *cannot* see. DR8 if it has already been hurt in this fight.

III. DEATH WARD

Touch the corpse of one who hath just died and test Spirit DR10: they return to life with 1 HP. *Crit:* Full HP. *Fumble:* They come back as a zombie and attacketh thee!

IV. CONTROL WEATHER

Test Spirit DR10 to change the direction of the wind. If thou succeedeth by 5 or more, thou can also conjure or repel precipitation. *Crit:* Lightning striketh thine enemy, d12. *Fumble:* Lightning strikes thee for d6.

V. BLESSED GUIDANCE

Thou may add d4 to any roll thee or another player maketh. Use this at any time, including after a roll (does not taketh thy action).

VI. HOLY PROTECTION

Thou or thine ally gets -4 to DRs to defend for one attack. Use this at any time, including after a roll (does not taketh thy action).

VII. DIVINE LIGHT

Bright light radiates from thee for up to d6 x 10 minutes. Enemies that see it are -2 DR to defend against.

VIII. SILENCE

For the next 2d6 x 10 minutes, everything within 25' of thee maketh no sound. The effect only ends when the time doth expire.

IX. SANCTUARY

All thy brethren in sight heal d4 HP.

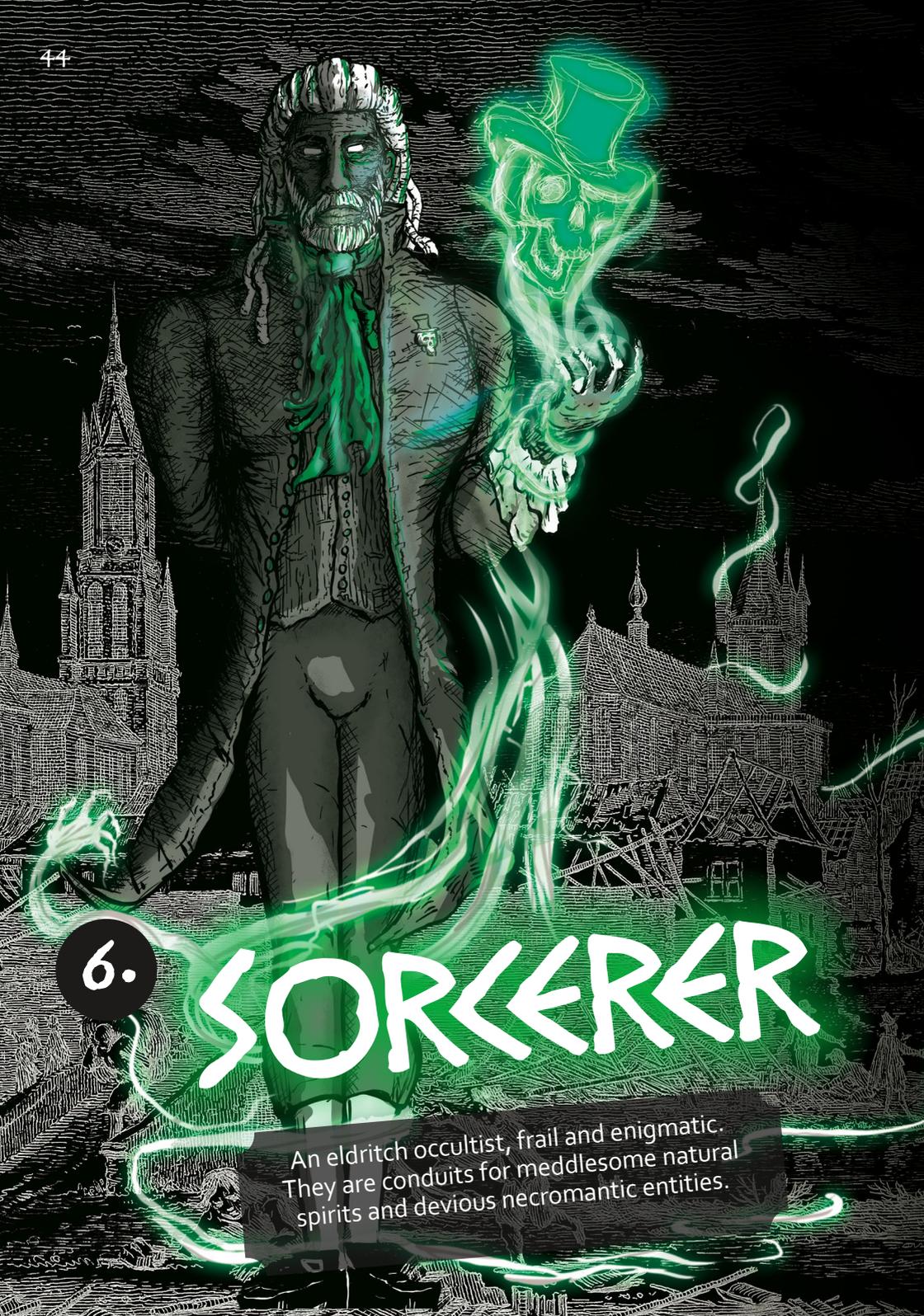
X. COMMUNE

Test Spirit DR8: Asketh thy deity a singular "yay" or "nay" query. Thy response may be "unclear" or thou may receiveth no answer.

Whom dost thou serve? [p8] I. THE ONE TRUE GOD
 II. MOTHER NATURE III. THE ANCIENT GODS



IV. CHAOS V. THE DEEP 666. THE DARK ONE
 VII. THE CHURCH VIII. THE GREAT OLD ONE



6.

SORCERER

An eldritch occultist, frail and enigmatic. They are conduits for meddling natural spirits and devious necromantic entities.

Drawing your power from supernatural spirits & ghosts, you are weak in body but strong with the old magic of the world. You can use ancient relics and arcane rituals when wearing medium armor, but never while near cold iron or while holding metal.

ABILITIES: SPIRIT + 2, STRENGTH - 1, TOUGHNESS - 1.
HP: TOUGHNESS + D8. BEGINS WITH D4 DEVIL'S LUCK.

Starting Weapon: wooden knife or belying pin. Roll d6 on the clothing table (pg. 52).

You begin with a rank one **SPELL** [d6]. When you gain experience, roll again, increasing your rank if you roll a spell you already have. You can cast d2+SPIRIT number of spells each day, resetting at sunset. They take your action to cast, but do not require a roll or test.

1. DEAD HEAD

You summon a flying, ghostly skull. You may spend your action and test SPIRIT DR12 to have it deal damage to 1 target. It disappears after 1 minute or if it deals any damage. Fumble: it attacks you. It ignores armor and deals:

I. 2d4 II. 2d6 III. 2d8

2. SPIRITUAL POSSESSION

One random creature is possessed by a spirit or ghost. Ally: -2 DR to attack and defense. Enemy: -2 DR to attack or defend against it. Any Fumbles related to this creature cause the spirit to leave, stunning the host for 1 round.

*I. Lasts for d2 rounds II. d4
 III. Until combat ends*

3. PROTECTION

You summon a ghost or spirit to watch over the souls of you and your allies. Everyone who is protected gets -d2 protection for one hour as if wearing extra armor (does not affect penalties to Strength and Agility, not affected by Fumbles).

I. 1 soul II. 2 souls III. 3 souls

4. CLAIRVOYANCE

Ask the spirits a question about an adjacent room or area, though their answer may be a lie. Test SPIRIT to know if they are telling the truth.

I. DR12 II. DR10 III. DR8

5. NECRO-SLEEP

A living creature *appears* to fall over dead, but when they awake they remember *everything*. Test SPIRIT DR12 to see if it falls "dead" asleep for:

I. d2 rounds II. d6 rounds III. d8 hours

6. RAISE THE DEAD

You can create skeletal thralls from nearby corpses. They are stupid, but obey your verbal commands. They tumble into bones at sunrise.

*I. 1 thrall
 II. 2 thralls
 III. d2+2 thralls*



7. Haunted Soul

*A possessed, infected, cursed, troubled,
or undead individual.*

Roll a **D6** to learn your ailment, then roll a
D6 to gain an additional class.

1. Ghost

You are a lost soul from beyond the grave inhabiting the body of another.

Once per night, you can apparate and terrify a target with your ghostly visage: test **SPiRiT DR14** to deal **d12** damage.

If you are reduced to **1** HP or are somehow exorcised from your vessel, you become incorporeal and must find a new host in **d12** hours or dissipate into the void.

Possessing a new target: test **SPiRiT DR16** (limit one attempt per target).

2. Conduit

Restless spirits often use you to communicate with the corporeal world.

Every day at dawn, roll for a random Arcane Ritual (pg. 64). You can use that ritual once without testing **SPiRiT**, after which the spirits leave your body.

If you do not cast the Ritual by dawn you lose **dz** HP.

3. Eldritch Mind

Something dark and terrible wells underneath your conscious thoughts. You are drawn to The Deep and are prone to nightmarish visions of antediluvian horrors.

Every time combat starts, test **PRESENCE DR12** to attempt to control your evil thoughts.

Fail: They are coming! You panic. Your attacks are **+4** DR to hit, but you may make **2** a turn.

Pass: You harness the fear. Attacks are **-2** DR to hit for this combat.



4. Zombie

You are secretly a zombie.

Your flesh slowly rots and falls from your skin.

You lose d_{12} HP every day that you don't consume human flesh.

Eating a human brain restores $2d_{6}$ HP.

As long as your brain is intact, you maintain control of all of your body parts, attached or not.

5. Vampirism

You have been infected by a fiendish creature.

You cannot be healed by resting or other normal means, but drinking fresh animal blood restores d_{12} HP and fresh human blood restores d_{6} HP.

You can only recover HP from drinking blood once an hour.

You are faster at night (move $40'$ a turn), but feel hungover in sunlight (-2 to **TOUGHNESS**).

6. Skeleton

You are an undead skeleton reanimated by unknowable dark magic, but somehow possessing free will.

If you are killed, reroll the damage dice that killed you. On a 3 or less, your bones reform and you return to life with 1 HP.

8. TALL TALE D6



1-2. Merfolk

One of the children of Poseidon, your lower half is fish-like and you have gills. Both can be magically hidden as you masquerade as a human. Lower all DRs by 4 when underwater. You die if you go $1 + \text{TOUGHNESS}$ days without submerging in fresh seawater (minimum 1 day). Roll d6 to gain an additional class.

3-4. Aquatic Mutant

You are the spawn from an abominable union between man and the sea. Roll d8 to discover what creature makes up half of your ancestry, then roll d6 to gain an additional class.

1. *Anglerfish*. See in the dark. Bite: d4.
2. *Crab*. Pincher: d6.
3. *Jellyfish*. Tendril: d2 & Stun 1 round, 10' reach.
4. *Octopus*. Tentacles: 2d4.
5. *Sea Turtle*. Extra -d2 to armor.
6. *Electric Eel*. +1 to Agility. Electric skin: d6.
7. *Shark*. Bite: d8.
8. *The Great Old One*. Learn one random Ritual (pg. 64).



5-6. Sentient Animal

You are a mystically intelligent animal (d6). Maybe you were human once.

When you begin:

- Roll 3d6 for each stat. You get -2 to all of your modifiers except as listed.
- Reroll any backstory details that don't make sense.
- Equipment you can't conceivably carry can be given away or left behind.
- Devil's Luck: d4



1. Foul Fowl

Gain the ability from one random Relic & one random Ritual. When you are killed, the ghosts of a hundred chickens swarm your assailant, ripping their spiritual soul from their flesh.

SPirit: +3.
HP: d4+TOUGHNESS.
BEAK PECK: d2.

2. Jaguar

You're a deadly jungle cat.

STRENGTH: +2.
AGILITY: +2.
HP: d8+TOUGHNESS.
BITE/CLAWS: d8.

3. Crocodile

You can swim & hide well in water.

STRENGTH: +3.
TOUGHNESS: +1.
HP: d10+TOUGHNESS.
BITE: d10.

4. Bilge Rat

You are a filthy rodent.

AGILITY: +3.
TOUGHNESS: +2.
HP: d2+TOUGHNESS.
DISEASED BITE:
d2 damage, 1-in-6 chance the target dies in d4 rounds from whatever disease you are carrying.

5. Lucky Parrot

A colorful, talking, flying bird. Roll d6 for Devil's Luck points each day.

AGILITY: +1.
PRESENCE: +2.
HP: d2+TOUGHNESS.
BEAK PECK: d4.

6. Clever Monkey

You're an excellent climber. Roll d10 for a starting weapon, pg. 50.

STRENGTH: -1.
AGILITY: +2.
PRESENCE: +0.
HP: d6+TOUGHNESS.
BITE: d4.





1. *Marlinspike or Belaying Pin* [d4]

A long, tapered wooden staff with a decorative, carved handle at one end and a pointed tip at the other.



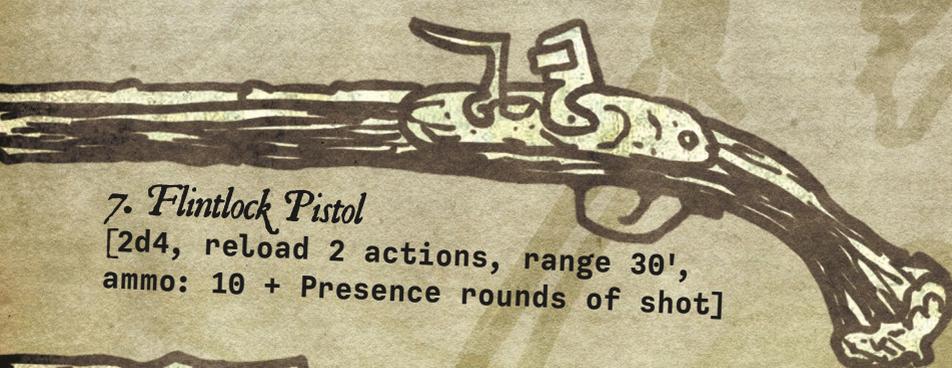
2. *Knife or Bayonet* [d4]

A folding pocket knife with a serrated blade and a simple handle.



3. *Smallsword or Machete* [d4]

A long, straight blade with a curved hilt and a decorative guard.



7. *Flintlock Pistol*

A long-barreled, single-shot handgun with a curved grip and a flintlock mechanism.

[2d4, reload 2 actions, range 30',
ammo: 10 + Presence rounds of shot]



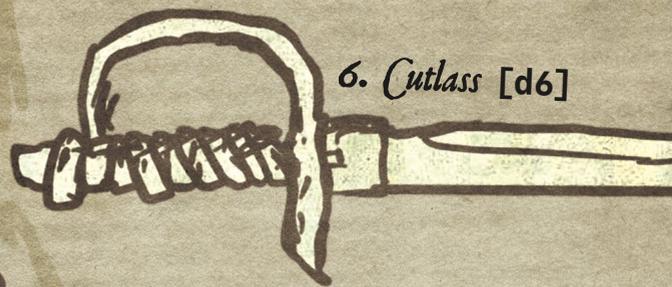
A long-barreled, single-shot handgun with a curved grip and a flintlock mechanism.



4. *Cat O' Nine Tails*
[d4, 10' reach]



5. *Boarding Axe* [d6]

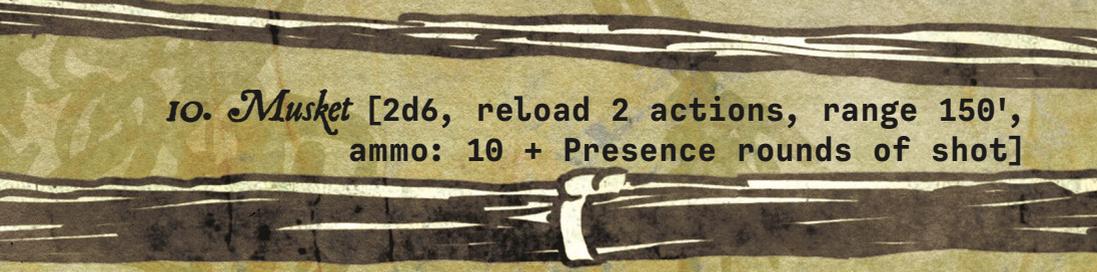


6. *Cutlass* [d6]



8. *Finely Crafted Rapier* [d8]

9. *Boarding Pike* [d10, 10' reach]



10. *Musket* [2d6, reload 2 actions, range 150',
ammo: 10 + Presence rounds of shot]

CLOTHING & ARMOR [d10]

Pirates and sailors almost *never* wear armor or use shields: *Metal isn't bulletproof—black powder weapons ignore armor*—and getting around a ship while wearing it will get you snagged, thrown overboard, and probably drowned. Hats & clothing do not count towards your carrying capacity.

Check your class for your starting clothing die. Landlubbers roll a d10.

1-2	rags	-	tier 0
3-4	common clothes	2s	tier 0
5	old uniform	8s	tier 0
6	fancy clothes	250s	tier 0. You look amazing.
7	leather armor	20s	tier 1: -d2 damage
8	hide armor	25s	tier 1: -d2 damage
9	chain shirt	100s	tier 2: -d4 damage
			DR +2 on AGILITY tests including defense
10	conquistador plate	200s	tier 3: -d6 damage
			DR +4 on AGILITY tests, defense is DR +2. You'll most likely sink and drown in water.

Relics and Arcane Rituals never work when wielding tier 2 or 3 armor or cold iron.

HATS [d12]

Check your class for your starting hat. Landlubbers roll a d12.

1-4	none	-	11	metal lined hat	20s
5	wig	8s		-1 damage.	
6	bandanna	2s	12	morion	90s
7	cavalier	15s		(conquistador helmet)	
8	bicorne	15s		-1 damage. You can choose to	
9	plain tricorne	10s		ignore all damage from one	
10	fancy tricorne	90s		attack but the helmet breaks.	

GEAR

backpack	6s	lantern oil (d6 hours)	5s	rope (30')	4s
bandolier	4s	livestock	20-200s	satchel	5s
blanket & pillow	5s	lock picks	5s	sea chest, large	50s
bucket	3s	longboat (pg. 81)	500s	sea chest, small	20s
candle (1 hour)	1s	manacles	10s	shovel	5s
cannon ball	3s	medical kit	15s	smoking pipe	10s
compass	75s	(stops bleeding/poison/		speaking trumpet	30s
dinghy (pg. 80)	250s	infection and heals d6 HP,		spyglass	150s
dried food (1 day)	1s	Presence + 4 uses)		tankard	2s
fishing rod	25s	mess kit	8s	tattoo	10-150s
flask	2s	metal file	10s	tent	25s
flint and steel	3s	mirror	15s	tobacco (d6 uses)	10s
hammer	8s	musical instrument	250s+	torch (1 hour)	2s
ink, quill, parchment	20s	peleg	15s	water skin	2s
lantern	10s	pocket watch	45s	whetstone	5s

WEAPONS: MELEE

unarmed	d2	-
broken bottle	d2	-
knife/dagger	d4	10s
hook	d4	8s
bayonet	d4	15s
belaying pin	d4	10s
marlinspike	d4	10s
wood plank	d4	-
whale bone	d4	-
smallsword	d4	20s
cudgel	d4	10s
cat o' nine tails (10' reach)	d4	15s
heavy club	d6	20s
chain	d6	25s
grappling hook	d6	35s
machete	d6	25s
boarding axe	d6	20s
hatchet/tomahawk	d6	20s
cutlass/scimitar	d6	25s
rapier	d6	30s
broadsword	d8	35s
officer's cutlass	d8	50s
harpoon	d8	35s
finely crafted rapier	d8	50s
anchor	d10	60s
boarding pike (10' reach)	d10	60s

RANGED AMMO BOMBS [d6]

throwing knives	d4	8s
blowpipe	-	30s
throwing axes	d6	20s
harpoon gun	d8	60s
flintlock pistol	2d4	50s
blunderbuss	d4(d10)	65s
musket	2d6	80s
buccaneer musket	2d8	100s

20 rounds of shot		10s
10 berserk darts	d4+	20s
10 poison darts	d4+	20s
10 sleep darts	d4+	20s

Light fuse, throw the bomb (test Agility DR12): Anyone within 5' must test Agility DR12 or take damage. **Crit:** double damage. **Fumble:** hit d4 allies instead.

1 smoke bomb	-	10s
2 improvised grenade	d10	20s
3 clay grenade	2d8	30s
4 iron grenade	3d6	40s
5 fire pot	d6	15s
6 stink ball	2d4	20s

GOODS & SERVICES

HOSPITALITY

night at an inn	4s
night at a brothel	15-250s
grog	1s
good rum	3s
fine wine	10s
a day's rations	1s
decent meal	2s
admiral's feast	25s

REPAIRING ARMOR*

tier 1 to tier 2	25s
tier 2 to tier 3	40s

*Armor cannot be repaired to a tier higher than its original.

Armor reduced below 1st tier is ruined and cannot be repaired.

two-handed
two-handed

See darts. **Fumble:** hit self or ally.

Strength DR12 or pulled to shooter. Reload 2, range 30'.
Reload 2, range 30', deals d10 under 10'.
Reload 2, range 150'.
Reload 2, range 150'.

Toughness DR12 or must attack closest creature for d4 rounds.
Toughness DR12 or d6 damage.
Toughness DR12 or fall asleep for d6 rounds.

smoke cloud, blind for d4 rounds

roll d6 each turn: 1-2 it spreads, 6 the fire goes out.
toughness DR12 or poisoned.

The Devil's Luck

Every class gains a number of Devil's Luck points (Landlubbers begin with d2). After resting at least 6 hours, if (and only if) your Luck is *depleted*, roll your class's designated die and regain that much Luck.

Use the Devil's Luck

to:

DEAL MAX DAMAGE
WITH ONE ATTACK

LOWER DAMAGE
TAUGHT TO YOU
BY [d6]

REROLL ANY
DIE ROLL

NEUTRALIZE
A CRIT OR
A FUMBLE

LOWER
ONE
TEST'S
OR
BY
[-4]

Optional variant: for larger groups (5 or more PCs), players may only spend DEVIL'S LUCK to help themselves or a player they are sitting next to.

d100 Background	You begin with
1-20 sailor	2d6 x 10s & a reason to go to sea
21 actor	2d6 x 10s & a play or book
22 apothecary	2d6 x 10s & healing kit
23 artist	2d6 x 10s & art supplies
24 assassin	2d6 x 10s & a dagger
25 bandit	2d6 x 10s & a club
26 barkeep	2d6 x 10s & a flask of fine rum
27 blacksmith	2d6 x 10s & a set of files and tools
28 bosun	2d6 x 10s & the respect of some crew
29 business man	3d6 x 10s & a profitable past
30 cabin boy	2d4 x 10s & a small toy or trinket
31 captain	2d8 x 10s & a spyglass
32 former captive	2d4 x 10s & your freedom
33 castaway	2d4 x 10s & a keepsake from the island
34 chef	2d6 x 10s & a book of recipes
35 cook	2d6 x 10s & some fine cooking spices
36 craftsman	2d6 x 10s & a set of tools
37 criminal	1d10 x 10s & lockpick or a crowbar
38 cultist	2d6 x 10s & a book of scripture
39 deserter	2d4 x 10s & a small bounty on your head
40 doctor	2d6 x 10s & a medical kit
41 explorer	2d6 x 10s & a map and compass
42 farmer	2d4 x 10s & a reason to leave your farm
43 first mate	2d6 x 10s & a loyal friend
44 gambler	1d12 x 10s & a sizable debt
45 grave robber	2d6 x 10s & something from a corpse
46 guard	2d6 x 10s & a keen eye for mischief
47 gunner	2d6 x 10s & skill at shooting
48 harlot	2d8 x 10s & an admirer and syphilis
49 heretic	2d4 x 10s & a blasphemous disposition
50 homemaker	2d6 x 10s & a loved one back home
51 hunter	2d6 x 10s & a hunting knife
52 former servant	2d4 x 10s & someone looking for you
53 innkeeper	3d4 x 10s & a small inn somewhere
54 landowner	3d6 x 10s & property somewhere
55 loner	2d6 x 10s & a dislike of others
56 cartographer	2d6 x 10s & map making tools
57 marine	2d6 x 10s & a military cutlass
58 medic	2d6 x 10s & a medical kit
59 merchant	2d8 x 10s & good negotiating skills
60 military	2d6 x 10s & combat training
61 missionary	2d4 x 10s & a holy symbol and scripture
62 monk	2d6 x 10s & a holy symbol and scripture
63 musician	2d6 x 10s & froll on instrument table, pg. 27
64 naval deserter	2d4 x 10s & a price on your head
65 navigator	2d6 x 10s & a compass
66 noble	3d6 x 10s & good manners
67 nobody	2d4 x 10s & a desire for a purpose
68 nurse	2d6 x 10s & a medical kit
69 officer	2d8 x 10s & a cutlass and military training
70 orphan	2d4 x 10s & a longing for new parental figures
71 performer	2d6 x 10s & froll on instrument table, pg. 27
72 philosopher	2d6 x 10s & a book and a puzzling disposition
73 pilot	2d6 x 10s & a compass
74 pirate	2d6 x 10s & an empty bottle of rum
75 politician	2d6 x 10s & skill at deception
76 priest	2d6 x 10s & a holy symbol and scripture
77 privateer	2d6 x 10s & a letter of marque
78 quartermaster	2d6 x 10s & the respect of a ship's crew
79 refugee	2d4 x 10s & strong survival instincts
80 religious follower	2d4 x 10s & a strong sense of faith
81 revolutionary	2d6 x 10s & bold plans and a few allies
82 rumored sorcerer	2d6 x 10s & dark and powerful knowledge
83 runaway	2d4 x 10s & a desire for a new home
84 sail maker	2d6 x 10s & skill with sails
85 scholar	2d6 x 10s & a few books
86 scoundrel	2d8 x 10s & a few enemies along the way
87 scout	2d6 x 10s & keen senses and a map
88 shaman	2d4 x 10s & herbs and mystic knowledge
89 shipwright	2d6 x 10s & skill with woodworking
90 smuggler	2d6 x 10s & a bounty on your head
91 soldier	2d6 x 10s & a tactical mind
92 spy	2d6 x 10s & a dark cloak
93 student	2d4 x 10s & a strong will to learn
94 surgeon	2d6 x 10s & a medical kit
95 thief	1d12 x 10s & lockpicks
96 vagabond	2d4 x 10s & a leather backpack
97 victim	2d6 x 10s & a haunted past
98 warrior	2d4 x 10s & a cultural weapon
99 whaler	2d6 x 10s & a harpoon
100 writer	2d6 x 10s & ink, quills, and parchment

Backgrounds

[d100]



d20

Distinctive Flaws

1. Drunken lush
2. Stubborn
3. Mocking sardonic cheer
4. Way too loud
5. Stupid
6. Coward
7. Cocky
8. Slightly deranged
9. Aggressive
10. Anxious
11. Cheater
12. Selfish
13. Lazy
14. Hedonistic
15. Impulsive
16. Ostentatious
17. Paranoid
18. Pretentious
19. Sadistic
20. Disloyal



Physical Trademark

D20



- | | | | |
|---|---|----|--|
| 1 | Cursed: visibly part skeleton
ghost/water/flames/coral | 10 | Twitches constantly,
especially trigger finger |
| 2 | Missing an eye | 11 | A nigh incurable case
of scurvy: permanently
bleeding gums |
| 3 | Matted, dreaded hair | 12 | Infested with bugs |
| 4 | Missing a leg: pegleg or
crutch | 13 | Gnarly facial scar |
| 5 | Missing a hand: hook or
claw instead. | 14 | Hideously ugly |
| 6 | Missing an ear | 15 | Corpulent |
| 7 | Many, many tattoos | 16 | Increasingly gangrenous |
| 8 | Never blinks. Ever. | 17 | Putrid, bilge stench |
| 9 | Rotten or broken teeth | 18 | Contagious |
| | | 19 | Gaunt & frail |
| | | 20 | So good looking people
are <i>jealous</i> |

Idiosyncrasies

ONE MIGHT HAVE DEVELOPED *and will certainly never be rid of...*

Yet that certainly won't stop you from trying.



1. You smokes *constantly*, and cough even more.
2. "Functioning" alcoholic. You're probably drunk right now.
3. You bet on *everything* possible.
4. Constantly counting. Teeth, cannon balls... *everything*.
5. Rats are your favorite meal.
6. You know every tall tale ever told. You make sure everyone else knows you know them.
7. You are afraid of prime numbers larger than 3. d20 rolls of 5, 7, 11, 13, and 17 fill you with superstitious terror.
8. You become a murderous grump when hungry.
9. Habitual procrastinator... if you even finish the task.
10. You are a voluntary insomniac. Sleep is for the dead.
11. You prefer to shoot first and never ask questions.
12. Overly, annoyingly religious.
13. You collect something, and you often talk to your collection. They are your *friends*.
14. Always trying to trick your crewmates, just for fun.
15. Why pay for anything when you can steal it?
16. You talk to yourself when alone, but you often think you are alone when you aren't.
17. You secretly enjoy the taste of human flesh.
18. You always say you "know the right way" but are prone to getting lost.
19. You blame everyone but yourself for all of your mistakes.
20. Extremely obsessive with tasks and relationships.

One Twenty Side Die

Unfortunate Incidents & Conditions

HAVING OCCURRED *or* DEVELOPED WITH *or* WITHOUT

ONE'S *express consent, desire, knowledge, or general understanding.*



1. Your loved ones were burned alive. Revenge is imminent.
2. You are a *known* pirate. You face the gallows if caught.
3. You betrayed former crewmates. Now they hunt *you*.
4. You were marooned on an island for far too long. The voices *must* be real.
5. You stole a ship. The owner wants your money or your head, but will settle for both.
6. You escaped captivity, and will *never* go back.
7. A close relative has become your greatest enemy.
8. The last three ships you crewed all sank.
9. Your last crew was killed by undead. They left you alive on purpose.
10. Political leaders hold your loved one(s) captive.
11. An undead spirit you don't like possesses you regularly.
12. You wronged an infamous pirate lord.
13. You narrowly escaped a cannibalistic ending, but you didn't escape *that smell*.
14. You slaughtered them. Like *animals*.
15. You are the mysterious lone survivor of a treasure expedition gone awry.
16. [dz] 1: Failed mutineer.
2: Successful mutineer.
17. A silent ghost haunts you. It is always there, but only you can see it.
18. You deserted the military, but you're not sure who knows so.
19. You have no memory before a few days ago.
20. You died once already, but Hell didn't want you.

Thing of Importance [d100]

1. animal pelt
2. oyster pearl
3. silver locket
4. conch shell
5. pipe carved from wood
6. pipe carved from bone
7. small jade figurine
8. ancient gold coin
9. ruined piece of a treasure map
10. map of an unknown place
11. diary written by an ancestor
12. silver ring
13. ivory chess piece
14. sea creature carved from obsidian
15. spherical prism
16. jar containing a severed hand
17. necklace of bones & feathers
18. book of scripture
19. novel you loved as a child
20. bizarre silk handkerchief
21. pouch containing animal teeth
22. old fillet knife
23. fossil of an extinct fish
24. piece of colorful coral
25. small ship in a bottle
26. letter from a loved one
27. the journal of a dead explorer
28. stone embossed with a mermaid
29. vial of holy water from clergy in your hometown
30. the remains of a small squid in a jar
31. precious cooking salts in a tiny chest
32. tankard made from a horn
33. jar of the finest tobacco
34. golden letter opener
35. small, cast bronze owl figurine
36. collection of sea shells and rocks
37. necklace carved from jade
38. a recently deceased relative's will naming you as the sole heir
39. drawing of a loved one
40. bag of "magical" white powder
41. old rusted key with a blue gem that glows in the moonlight
42. compass that doesn't point north
43. clay jar you are using as an urn
44. definitive proof of an enemy's (or loved one's) crime
45. small golden bell
46. old bottle of red wine (Bordeaux, incredible vintage)
47. jar of dried jellyfish dust
48. multi-colored feather
49. necklace from a loved one
50. ring that doesn't fit on your fingers
51. single diamond earring
52. finely made leather eye patch
53. set of gardening tools
54. dried flower
55. animal skull
56. human skull
57. gem that glows in seawater
58. dinosaur or monster bone or claw
59. jar of fireflies
60. leather-bound tome in a language you don't recognize
61. blueprints to a new type of ship
62. carved arrowhead
63. stone tablet inscribed with ancient pictographs or hieroglyphs
64. perfect cube made of crystal
65. tattoo, d4: 1 love, 2 revenge, 3 ancestors, 4 unknown origin
66. bottle of perfumed oil
67. broken set of manacles
68. broken compass

69. pistol with one shot meant for someone special
70. flag of personal significance
71. broken spyglass with a scroll or map hidden inside
72. length of rope you made
73. carved gaming pieces
74. set of rune stones
75. twig from a very old tree
76. noose taken from a corpse
77. 6' length of chain
78. 4d10 scars from lashes on your back
79. long scar on your face
80. two coconut shells
81. dark robe, cape, or cloak
82. cask of strong sassafras beer
83. set of keys on a large key ring
84. small keg of something valuable (rum, powder, ashes, **ASFI**)
85. magnifying lens (glass only)
86. cork from a bottle, from a special occasion
87. cannonball
88. deck of cards with 1d4 cards missing and 1d6 "extra" cards
89. garment from someone special
90. wanted poster, d4: 1 legend, 2 enemy, 3 loved one, 4 stranger
91. fancy wig
92. letter of political importance
93. tanned whale skin or jar of blubber
94. petrified egg
95. monkey paw extending 1 finger
96. memorized poem that sounds like a map
97. medallion that might be the top of a staff
98. talisman shaped like a snake
99. glass vial of dark blood
100. shard of crystal



**Black
Coral
Bay**

ANCIENT RELICS

RELICS can be used to access ancient magical powers. Use your action to activate one in your possession.

After using a RELIC, test **SPIRIT DR12**. If you fail, you are stunned for the next round and that RELIC cannot be used until the next dawn.

On a Fumble, the relic is permanently destroyed or depleted, and then you lose d2 HP. The GM decides the effect on a Crit, if any.



1. Cross of the Paragon

One ally gets +1 to attack and +1 to damage for d6 turns.

2. Conch Shell from the Abyss

Ask a nearby corpse (or any creature that died at sea within 100 miles) one question.

3. Map Inked in Ectoplasm

Learn the location of all traps and secret doors within 30' for d4+SPIRIT rounds.

4. Will-o'-the-Wisp Lantern

Emit 15' of light or darkness for d6+SPIRIT rounds.

5. Pages from the Necronomicon

All creatures that can hear your voice test DR14 or lose d4+SPIRIT HP (ignore armor).

6. Rune Encrusted Flintlock Pistol

One creature you see loses d6+SPIRIT HP (ignore armor). Takes 1 action to reload.

7. Jade Die

Roll a die. Odd: you gain d8 temporary HP. Even: Choose a creature. It gets +d8 on its next damage roll.

8. Undead Bird

It can speak with animals (dead or alive) for d6+SPIRIT rounds.

9. Mermaid Scales

Eat a scale: breathe underwater for d4 hours.

10. Charon's Obol

If you are killed, return to life the next round with 1 HP. Disappears after one use.

Legends tell of ancient artifacts buried deep inside tombs or lost at sea. There are some who believe these objects hold the key to great magical power...



11. Cup of the Carpenter

Choose a creature to regain **d6+SPIRIT** HP.

12. Heart of the Sea

Create or destroy 15 gallons water or 30 square feet of fog.

13. Necklace of Eyeballs

Become invisible for **d6+SPIRIT** rounds or until you attack or take damage. Attack and defend with **DR6**.

14. Crown of the Sunken Lord

A water shield surrounds you. **-d2** protection for **d2+SPIRIT** rounds (in addition to armor).

15. Crystalline Skull

The skull can hear & repeat the thoughts of a nearby creature for **d6+SPIRIT** minutes.

16. Codex Tablet

Read and understand any language, glyphs, or runes for **1+SPIRIT** rounds.

17. Skeleton Key

Open any door or lock. Crumbles after 1 use.

18. Mummified Monkey Head

The head speaks: 1 creature tests **SPIRIT DR12** or must obey a 1 word command.

19. Great Old One Figurine

One human is terrorized for **d4** rounds unless they succeed a **PRESENCE DR14** test. They can test each round.

20. Broken Compass

The compass points in the direction of an object you know of for **1+SPIRIT** rounds.

70 5 11 2
 7 6 0 5
 7 6 0 5
 2 11 2 10
 4 5 7
 0 7 2
 2 11 1
 9 11 0
 15 0



11 11 2 7
 0 1 11 11
 0 1 11 11
 5 11 11 0
 11 11 11 0
 11 11 11 0

Some call it magic. Others, faith. Ancient powers have existed in this world long before the age of man, but their potency and characteristics differ from culture to culture. Often accessed via Vodou, witchcraft, divine prayers, science, or spiritual ceremonies.

While some rituals may be found in the libraries of the old world transcribed into dusty tomes and ancient grimoires, many are handed down via word of mouth or serendipitously discovered by those whose minds are properly prepared to receive them.

ARCANES RITUALS

Every dawn, roll $D4 + \text{SPIRIT}$ to see how many times you can cast RITUALS that day.

You may use your action (or longer, see below) and test $\text{SPIRIT DR}12$ to attempt to cast a ritual you know. If you succeed, subtract 1 from your daily total.

If you fail, roll on the MYSTICAL MISHAPS table (pg. 66), and you can't use that ritual again until dawn. The GM decides the effect on a Crit or a Fumble, if any.

RITUALS always fail if the caster is carrying anything made of cold iron or touching metal.

Modifying Rituals

Optionally, rituals might be easier or harder depending on conditions.

Casting under duress: +2 DR or more

Take 1 minute to cast: -2 DR

Take 1 hour to cast: -4 DR

Several casters working together: roll twice, keep higher roll

Spend HP in blood: -1 DR per HP

I. Call of the Sea

d6 creatures can breathe underwater and swim 40' a round for d4+SPIRIT hours.

II. Curse of the Drowned

For d6 rounds, a creature gets +4 to all DRs and is DR-4 to defend against.

III. Dark Delusions

An illusion or vision of your design appears in the mind of any creatures you can see for d4+SPIRIT minutes.

IV. Obfuscate Time

d2 creatures recovers 2D10+SPIRIT HP, but age 2d10 months.

V. Eldritch Tentacles

They appear and attack up to d6 creatures of your choice, taking d6 damage each.

VI. Heart Herp

Increase the reaction of one creature by one level (pg. 31). If they are already friendly, they fall in love with a creature of your choice for d4+SPIRIT days.

VII. Thalassomancy

d2+SPIRIT creatures lungs fill with sea water. They suffocate for d4 rounds, losing d4 HP each round.

VIII. Light of a Thousand Stars

30' of light radiates from an object for 2d12 hours. It cannot be extinguished. All attacks are -4 DR to hit/+4 to defend.

IX. Return from the Locker

A recently killed creature returns to life with 1HP, their lungs expel black ichor and bilge water.

X. Wind Manacles

One creature you can see must obey your commands for d2+SPIRIT rounds.

XI. Mists of Confusion

d4+SPIRIT creatures each roll for a new reaction (pg. 31).

XII. Divination

Ask the spirits or gods 3 yes or no questions.

XIII. Phantasmal Fauna

You summon a ghostly hound or shark. It obeys your commands. It dissipates at sunset.

HP 5 MORALE - GHOSTLY FORM -d2 BITE d6.

XIV. Release the Kraken

The Kraken (pg. 105) appears in nearby waters.

XV. Reopen the Grave

You summon d2+SPIRIT zombies (pg. 94) or skeletons (pg. 92). They are under your control.

XVI. Mermaid's Kiss

A creature gains +1 to STRENGTH, AGILITY, and TOUGHNESS for d4 days.

XVII. Spiritual Ward

One creature gains -d4 protection for d2 days. Works in addition to armor.

XVIII. Summon the Ferryman

A human of your choice loses 3d8 HP. If you fail, you or an ally loses instead (don't roll a Mishap).

XIX. The Black Spot

Name a human you have met. They must test DR12 or die within d8 days.

XX. Weathercraft

For the next d4 hours, the weather obeys your commands. Change the direction & speed of the wind (all ships get ±1 speed) and start or stop rain, fog, or thunderstorms.

Effects in italic are things the caster might not immediately realize.

MYSTICAL MISHAPS

20

1. All before you vanishes, and you are alone on a gray island. A figure robed in black can be seen on a boat in the distance. *Welcome to purgatory.*
2. Everyone within d20 feet vomits briny water and sea urchins (and loses 4 HP).
3. A wraith appears, the ghost of an old captain. Roll reaction for it (pg. 31). *It leaves after d6 rounds.*
4. You are possessed by an ancient, arcane spirit for d4 rounds. Roll reaction (pg. 31) to see how you react to others.
5. You go insane, as you become convinced that this world is a dream and that you must wake up. Test **SPIRIT DR12** every dawn to see if you come to your senses.

If the same mishap is rolled twice, the caster's body slowly melts into sea water.

6. Nothing happens...until the Kraken appears in d6 days.
7. Gravity behaves as if everything within 30' is underwater... for d8 minutes.
8. d12 BIRDS! They swarm you and all around.
HP 2 Morale - No Armor Bite d2.
They flee when half are defeated.
9. All metal within 30' become molten hot and glows red. The effect lasts for 1 minute.
Any one touching metal after the first round is burned for dz damage.
10. Your vision permanently fills with water and the world around you looks submerged and obfuscated. Presence Tests involving sight are +4 DR from now on. *Underwater you see like fish.*
11. The weather and time of day are immediately, completely different. *You and everything within a 3 mile radius have traveled 4d12 hours into the future.*
12. Clouds darken, winds pick up, the temperature drops d10 x 10 degrees.
A thunderstorm moves in.
13. A massive earthquake shakes the ground. At sea, tidal waves swell.
14. You've simply forgotten how to cast the ritual. *You no longer know it. Remove it from your sheet.*
15. Eldritch voices whisper in your ears. Test **SPIRIT DR12** or take d2 damage out of horror.
If you pass, then next time you consider accessing the arcane you discover you know one random new ritual.
16. The ritual succeeds, but in the worst way possible. GM decides: different target, goes off at the wrong time, you cast it on yourself, etc.
17. Your mind is lost at sea for what seems like 3d10 years, yet no time has passed. *Others watch as you age 3d10 years in a matter of seconds.*
18. Hundreds of tiny crabs swarm you. They are harmless, and provide an extra -2 armor. *They leave after d6 days, but return every full moon.*
19. Everyone you can see recovers 3d6 HP including your enemies...
20. Time stops. You experience a moment of absolute cosmic understanding and bliss. *When you gain your composure, time resumes and you have learned a new ritual of your choice and your Spirit score is increased by +1.*

Sea Shanties ^{d12}

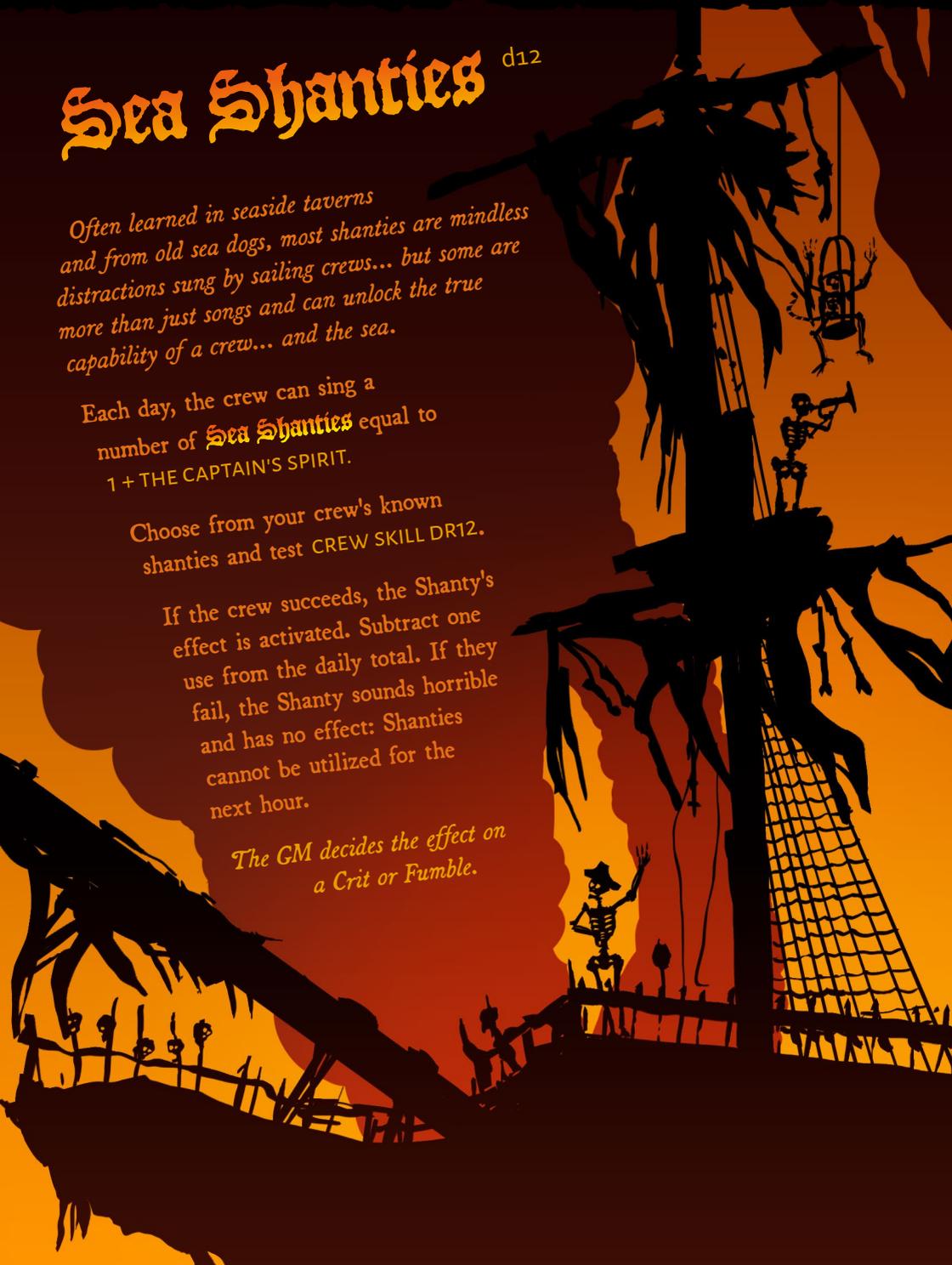
Often learned in seaside taverns and from old sea dogs, most shanties are mindless distractions sung by sailing crews... but some are more than just songs and can unlock the true capability of a crew... and the sea.

Each day, the crew can sing a number of **Sea Shanties** equal to **1 + THE CAPTAIN'S SPIRIT**.

Choose from your crew's known shanties and test **CREW SKILL DR12**.

If the crew succeeds, the Shanty's effect is activated. Subtract one use from the daily total. If they fail, the Shanty sounds horrible and has no effect: Shanties cannot be utilized for the next hour.

The GM decides the effect on a Crit or Fumble.



1 Fifteen Men on a Dead Man's Chest

The ship gains d2 Devil's Luck that it can use like a PC.

2 Dead Horse

The ship recovers d10 HP and any misfired cannons are repaired.

3 Spanish Ladies

Ship can't get lost today.

4 Leave Her Johnny

Reroll Changing Winds (pg. 78).

5 Blow the Man Down

The ship is +2 DR to hit until the end of combat.

6 Drunken Sailor

One ship's crew skill is -4 for d6 rounds.

7 Fish in the Sea

Choose a direction. The wind blows that way for d4 hours.

8 Captain Kidd

Attacks from this ship are DR -2 for d6 rounds.

9 A Drop of Nelson's Blood

Increase the ship's speed by 1 for d8 hours.

10 All For Me Grog

Raise the ship's morale by 2. The crew cannot mutiny today.

11 Fire Down Below

Extinguish all fires on the ship and repair d6 HP.

12 Down Among the Dead Men

Dark waves crash against another ship. Move it 1 hex (1") in any direction and it loses d8 HP.



Alchemy

d20	Ingredient	Ingredient	Resulting Color	Delivery Method	
Δ ₁	RUM	WILD FLOWERS	BLACK	INHALATION	
Ⓒ ₂	SUGAR	ASHES	BLUE		
♁ ₃	TOBACCO	BLACK POWDER	GREEN		
Δ ₄	CHICKEN FLESH	RAISINS	RED		
♁ ₅	OXTAIL	TREE BARK	PURPLE		
Ω ₆	CANDY	BONE POWDER	YELLOW		
∪ ₇	FLOUR	GRAVEYARD DIRT	ORANGE		TOUCH SKIN
♁ ₈	SASSAFRAS ROOT	JAGUAR CLAW	WHITE		
♁ ₉	HYLA TREE FROG	BAT WING	METALLIC		
* ₁₀	POLYCHAETE WORM	COW'S TONGUE	CLEAR		
∨ ₁₁	LARGE TOAD	CROW'S FOOT	GLOWS IN THE DARK	ENTER BLOODSTREAM	
∩ ₁₂	PUFFERFISH	CACAO SEEDS	PEARLESCENT		
Δ ₁₃	PSILOCYBIN MUSHROOM	TAMARIND LEAVES	IRIDESCENCE		
♁ ₁₄	PIG BLOOD	CASTOR OIL	BROWN		
≡ ₁₅	HUMAN BLOOD	MAGGOTS	GRAY		
♁ ₁₆	WHALE BLUBBER	BUSH RAT	SPACE-LIKE	INGESTION	
⊕ ₁₇	MONKEY PAW	KOLA NUT	PINK		
♁ ₁₈	CHICKEN HEAD	COCONUT	TURQUOISE		
∩ ₁₉	CROCODILE TOOTH	SAGE	OPALESCENT		
♁ ₂₀	HUMAN REMAINS	BANANA PEEL	SANGUINE		

Methodology for alchemical potion and concoction generation:

1. **FAST***: Roll 1d20 and read straight across.
2. **RANDOM***: Roll 6d20 and let fate decide. Add extra ingredients to taste.
2. **PRECISE***: Pick and choose like the true **ALCHEMIST** you are.

- ◇ Most potions cost 100 silver pieces of eight from a reliable source. Good luck finding one.
- ◇ Side quest hook: finding potion ingredients!
- ◇ DR can be used as the Toughness DR to resist the potion or the Presence DR to craft it.

d20	DR	Effect
1		Instant, horrific death or after subject is killed, resurrect with 1 HP.
2	DR8	Death in d6 hours.
3		Paralysis (d8 hours).
4		Subject becomes a ghost.
5	DR10	d6 damage and blind for 1 hour.
6		Berserk: Deal x2 melee damage, must attack closest creature. d6 rounds.
7		Polymorph into a random beast (d12 hour).
8	DR12	Polymorph into a random beast (permanent).
9		Polymorph into a horrific monster (permanent).
10		d8 acidic damage.
11	DR14	Shrink to 1 foot tall (d8 rounds), Agility -4 DR.
12		Grow to huge size (d8 rounds), x2 melee damage, Agility +2 DR.
13		Heal d6.
14	DR16	Heal d8.
15		Heal to max HP.
16		Strange hallucinations (d4 hours).
17	DR18	Run away in terror (lasts d6 rounds).
18		All tests are DR -4 for d8 hours.
19		A random result from the Mystical Mishaps table (pg. 66).
20	DR20	Roll again twice.

*results never guaranteed.



NAVAL COMBAT

Stats & Abilities

HP	Represents the vessel's condition and crew's health & morale.
HULL	Like <i>armor</i> (pg. 30), but for vessels.
AGILITY	How nimble and maneuverable the vessel is.
SPEED	Distance the vessel can move each turn.
SKILL	The crew's skill and training.
BROADSIDES	Damage the main cannons deal.
SMALL ARMS	Damage the swivel guns and muskets deal.
RAM	Damage dealt when involved in a <i>Ram</i> action.
CREW	The min/max crew the ship can carry without penalty.
CARGO	Number of slots of cargo the vessel can carry.

Crew

Ships without enough crew can only take **one crew action**, regardless of how many PCs are on board.

Ships can carry double their max crew for short distances (less than a day).

Damage Scaling

Ship HP and damage is not the same as PC HP and damage. Use a ratio of 1:5 if you need to convert.

Ex: A ship with 20 HP would have 100 HP if a PC shot it with a musket, and a d8 cannon would deal d8 x 5 to a skeleton.

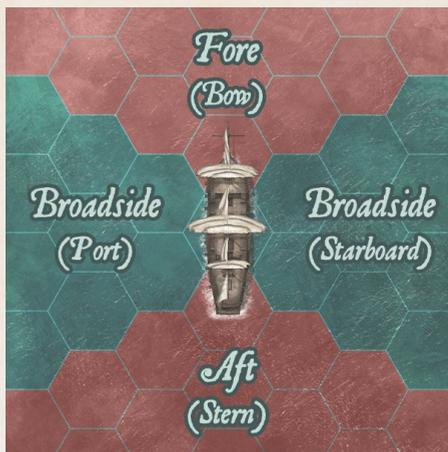
How long Is a Round?

Ship combat rounds are dynamic in length, but typically last around 30 seconds. PCs still only take 1 action each round.

Range & Arc of Fire

Standard range of fire: **12 hexes**.

Ships can only fire their **broadside cannons** at a 45° angle from their side. They can always fire their small arms (muskets, swivel guns).



Movement

- ‡ Play on a hex grid. 1 inch ~ 50 feet.
- ‡ Ships can rotate twice during each movement (60° or 1 hex face), but only once per hex.
- ‡ Ships *must* move at least 1 hex each turn unless in **close combat**, **ramming**, **anchored**, or **In Irons** (pg. 78).



Ships can rotate at any point along their path.

Initiative

Roll **D6 + SHIP AGILITY** for *each* ship. Highest goes first, PC ships win ties.

All ships reroll *every round*.

On Each Ship's Turn

1. The Captain uses their action to move the ship its speed in hexes.
2. Non-captain PCs take 1 *crew action* each.
3. A ship that hasn't taken at least 2 *crew actions* can take up to 2 crew actions total.
4. Switch to close combat when appropriate. *Ships involved in close combat are considered anchored and cannot take crew actions.*

Crit (Nat 20)

Double damage, then the hull is reduced one tier.

Example: -d6 > -d4.

Ship hulls cannot be repaired at sea. See *Shipwright* (pg. 77).

GM decides outcome for other crew actions, if any.

Fumble (Nat 1)

Cannons or small arms *misfire*.

A damaged weapon must be *repaired* before it can be fired again.

GM decides outcome for other crew actions, if any.

Sinking

Zero HP or Less

The ship is *derelict*. Its speed is reduced to zero and it cannot take any crew actions while in combat.

When a Derelict Takes More Damage [d8]

- 1-2 No effect.
- 3 Sinks in d2 rounds.
- 4 Sinks next round.
- 5 Sinks now.
- 6 *Minor Explosion*. All aboard test Agility DR₁₂ or take d6 damage.
- 7 *Major Explosion*. Ship sinks, all aboard take d8 damage.
- 8 *Magazine Explosion*. Instant death to all aboard.

Crew Actions

Each action can only be chosen *once** per ship's turn. Each ship gets at least 2 actions (or more if there are PCs on board). PCs taking crew actions add the bonus in parentheses.

FIRE BROADSIDES	Test Ship CREW SKILL (+PC PRESENCE) DR12: Attack with each of the ship's broadside attacks*. <i>Target must be in the ship's arc of fire.</i>
FIRE SMALL ARMS	Test Ship CREW SKILL (+PC PRESENCE) DR12: Attack with each of the ship's small arms attacks*.
FULL SAIL	Test Ship AGILITY (+PC AGILITY) DR12: Move one extra hex.
COME ABOUT	Test Ship AGILITY (+PC STRENGTH) DR12: Rotate one extra hex face.
DROP ANCHOR	Reduce the ship's speed to zero.
WEIGH ANCHOR	The ship is no longer anchored.
REPAIR	Test Ship CREW SKILL (+PC PRESENCE) DR12: Ship recovers d6 HP <i>or</i> repairs <i>misfired cannons</i> . <i>A ship can only recover up to 50% of its maximum HP using this action.</i>
BOARDING PARTY	If touching another ship, the crew may board and attack. Switch to melee combat.
RAM	A ship that ends its movement touching another ship can ram. <i>All</i> ships involved roll ram damage. Add +1 for each hex that ship traveled on its last move. A ship that rams <i>cannot</i> take any other crew actions on its turn.
SOMETHING ELSE	Use Relic or Ritual, inspire the crew, hide, etc.

*Larger ships have attack actions that may be taken multiple times. If the attack action is only taken by one PC, they may roll all of that ship's attacks, but they only add their Presence to the first roll. If multiple PCs take the attack action, each may add their Presence to one roll. Limit one PC per attack roll.

Maritime Travel

Ships can move up to their speed in 50 mile hexes each day.

In The Dark Caribbean:

Ships traveling northeast, east, or southeast move -1 hex a day (min. 1).

Specialty Crew

Some NPCs—and experienced PCs—might improve or hinder a ship they crew. Use this list for ideas.

LEGENDARY CAPTAIN

Take an extra crew action each round, even if it has already been taken.

VETERAN QUARTERMASTER

Crew morale tests are +3. Cargo sells for 50% more in port.

STRICT BOSUN

Once per combat, reroll one Crew Action test.

MASTER GUNNER

Ship attacks are -2 DR.

MASTER OF SAILS

Ship Agility tests are -2 DR.

DECK SORCERER OR PRIEST

Once per combat, change the speed and direction of the wind.

MASTER CARPENTER

Repair actions are -5 DR.

DRUNK CREW

+2 DR for all the ships rolls.

Skill & Morale

Some crews have more or less experience than others, and poor conditions, dire circumstances, and time at sea can affect a crew's mood. Here are some *suggestions*:

Condition	Skill Mod
shortage of food	-1
shortage of water	-3
rum is gone	-5
ship HP ≤ 50%	-2
ship HP ≤ 25%	-5
haven't taken a prize	-1/week
haven't divided the plunder	-3/month
shore leave	recover 2
take a prize	recover 4
divide the plunder	reset
under manned	-2
inexperienced crew*	-1
crew "gains experience"*	+1
military discipline*	+2

*permanent modifier

Testing Morale

At the GM's discretion, ships under attack or with low spirits may need to test morale or risk surrender/mutiny.

Roll **2D6 + CURRENT CREW SKILL**.

Roll under a 4: surrender or mutiny.

Consider testing morale when: another ship raises the black, shots are fired, taking a crit, falling below 1/3 HP, when boarded, rum runs out, etc.

Cargo

Ships have a number of cargo slots representing an abstract amount of cargo. The value of cargo is up the GM. See pg. 115 for suggestions.

Repairing

Ships can only be repaired to 50% at sea (using the Repair crew action). The remainder must be repaired while moored or by a shipwright.

Careening

Ships need to be careened every 3 months to remove barnacles & shipworm and to repair leaks & hull damage. Ships are -1 speed for each month over 3 that they haven't been careened.

Paying Crew

Pirates don't pay wages: they divide the plunder equally. Often the captain and officers take larger shares.

Crew Repairs

<i>Crew Task</i>	<i>Time & Effect</i>	<i>Cost</i>
repairs	recover 2 HP/day	25s per HP
careen	clean hull, 1 day per 10 max HP	-

Shipwright Repairs & Upgrades

<i>Repair</i>	<i>Time & Effect</i>	<i>Cost</i>
repair HP	recover 10 HP/day	50s per HP
repair armor	repair hull armor, takes 1 week	ship's HP x 25s
careen	clean hull, 1 day per 25 max HP	ship's HP x 10s
upgrade swivels*	small arms deal +2 damage	ship's HP x 25s
extra swivels*	add extra small arms attack	ship's HP x 50s
upgrade cannons*	broadside deal +2 damage	ship's HP x 50s
extra cannons*	add extra broadside attack	ship's HP x 100s
armored hull*	raise armor one tier, Speed -1	ship's HP x 200s
ram upgrade*	double ram die	ship's HP x 25s
improved sails*	+1 Speed, +1 Agility	ship's HP x 100s

*Limit once per ship

OPTIONAL WIND RULES

At the start of naval combat, roll a d6 to determine which hex edge the wind is coming from.

A ship's *point of sail* is determined at the start of its turn and does not change during its movement.



Point of Sail	Ship Speed
<i>With the Wind</i>	Full Speed
<i>Close to the Wind</i>	½ Speed (round down, min 1)
<i>In Irons</i>	Speed 0, can only rotate once (60°)

Example: If the wind is coming from 3, 4, or 5, the ship is *With the Wind*. From 2 or 6 it is *Close to the Wind*, and from 1 it is *In Irons*.

WIND

Flat Top Hexes
d6

1	N
2	NE
3	SE
4	S
5	SW
6	NW

WIND

Pointed Top Hexes
d6

1	NE
2	E
3	SE
4	SW
5	W
6	NW

CHANGING WINDS 2d6

Roll when thematic, when *Weathercraft* arcana is in use, or randomly!

- 2 *Becalmed*. All ships speed 0.
- 3 *Fog*. All weapon ranges are reduced to 6 hexes.
- 4-5 *Calm*. Decrease all max speeds by 1.
- 6-8 *Fair*. Normal wind speed.
- 9-10 *Heavy*. Increase all max speeds by 1.
- 11 *Changing Winds*. Reroll the wind direction.
- 12 *Storm*. Reroll the wind direction each round. On a repeated result, all ships lose d6 HP (no hull protection).

FOUL WEATHER 2d6

- 2 Deep cold, well below the line.
- 3 Nauseating, green mist.
- 4 Thick, low-lying fog.
- 5 Oppressively overcast.
- 6 Hellfire, sweltering sunlight.
- 7 Gentle breeze, smell of decay.
- 8 Calm before the storm.
- 9 Soft, cold rain.
- 10 Frigid trade winds.
- 11 Torrential downpours.
- 12 Catastrophic tempest.

FLOTSAM & JETSAM d12

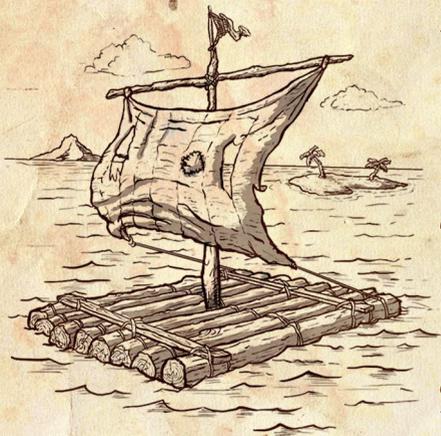
- 1 Message in a bottle.
- 2 2d10 crates (pg. 115).
- 3 d4 adrift sailors.
- 4 Large, locked sea chest.
- 5 Green sea turtle, a map carved in its shell.
- 6 A coffin, nailed shut.
- 7 Sentient ship's figurehead.
- 8 Massive dead blue whale, something living inside.
- 9 A tentacle, d100 feet long.
- 10 d8 x 100 glowing jellyfish.
- 11 Dinghy filled with treasure.
- 12 Derelict ship (pg. 116).

ENCOUNTERS d20

- 1 The Kraken.
- 2 Navy Ship of the Line.
- 3 Privateers: d2 sloops & 1 frigate.
- 4 2d4 canoes.
- 5 No-talent pirates in a tartane.
- 6 Sloop of rookie pirates.
- 7 Fugitives in a ship's boat.
- 8 Raft with d6 dying passengers.
- 9 d2 people in a dinghy.
- 10 Old galleon crewed by monkeys.
- 11 Merchantman with lots of goods.
- 12 2d20 zombies on floating debris.
- 13 Man-of-War, famous pirate.
- 14 3d6 war canoes, en route to raid.
- 15 Blood drenched Ship of the Dead.
- 16 Treasure galleon & d4 sloops.
- 17 d2 undead megalodons.
- 18 d6 fluyts preparing for battle.
- 19 A flotilla: pirate lords are meeting.
- 20 Ornate galleon: a floating brothel.

EVENTS d20

- 1 A huge shark or sea monster harasses the hull. DR12 Agility tests or *overboard!*
- 2 A corpse floats by the ship. If rescued, it comes to life after d10 minutes.
- 3 Shipworms or barnacles infect the hull. Ship: -1 speed each week until careened.
- 4 d4 sirens on rocks or a desert island beckon the crew with serene melodies.
- 5 The rum is gone! The culprit is at large.
- 6 Man overboard! d6 rounds to solve.
- 7 Mutiny! Roll reactions for all of the crew (pg. 31).
- 8 Maggots have infested the bread. Resting at sea requires a DR10 Toughness test.
- 9 A crew member is gravely wounded while performing their duties around the ship.
- 10 An NPC knows something troubling related to a PCs background or unfortunate incident.
- 11 A slimy ghost is spotted eating the food in the galley.
- 12 A maelstrom (whirlpool) opens nearby. Eminent danger.
- 13 Everyone is haunted by eldritch or stygian dreams. The Great Old One calls...
- 14 d4 of the crew are quarreling. Fisticuffs?
- 15 Things are missing: there is a stowaway.
- 16 Unexpected shoals and coral require precision navigation and piloting.
- 17 Something gruesome and terrible is found in the cargo hold.
- 18 d2 mermaids visit the ship. Secretly roll reaction (pg. 31) to know their intent.
- 19 A mysterious, uncharted island is spotted. See pg. 122.
- 20 An albatross is spotted flying with the sails. Everyone gains 1 Devil's Luck point.



RAFT

Makeshift rafts, often jury-rigged by those marooned on desert islands.

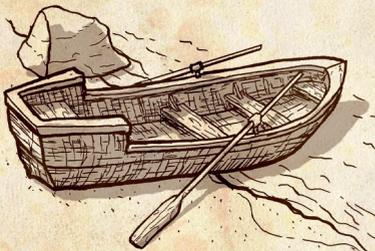
HP	Hull	Agility	Speed
2	-	-1	1
Skill	Broadsides	Small Arms	Ram
*	-	-	none
Crew	Cargo		
1/3	0		

Special:

* Use passengers stats.

DINGHY

Utility rowboats towed behind medium ships or stored on the deck of larger ones. The perfect espionage vessel.



HP	Hull	Agility	Speed
4	-	+3	2
Skill	Broadsides	Small Arms	Ram
*	-	d2	none
Crew	Cargo		
1/4	0		

Special:

* Use passengers stats. Not affected by wind.

CANOE

Carved from a single log, canoes make fast, maneuverable boats perfect for traveling in swamps and up streams.



HP	Hull	Agility	Speed
3	-	+3	3
Skill	Broadsides	Small Arms	Ram
*	-	d2	none
Crew	Cargo		
1/3	0		

Special:

* Use passengers stats. Not affected by wind.

LONGBOAT

Watercraft often used to ferry crew from larger ships to land. Some have small, collapsible sails. Often used for fishing.

HP	Hull	Agility	Speed
5	-	+3	3
Skill	Broadsides	Small Arms	Ram
*	-	d4	none
	Crew	Cargo	
	2/10	0	

Special:

* Use passengers stats. Not affected by wind.



PIRAGUA

Boats dugout from tree trunks. Simple construction and high crew capacity make them a favorite of swashbucklers.

HP	Hull	Agility	Speed
10	-	+3	3
Skill	Broadsides	Small Arms	Ram
*	-	d6	none
	Crew	Cargo	
	2/20	0	

Special:

* Use passengers stats.



TARTANE

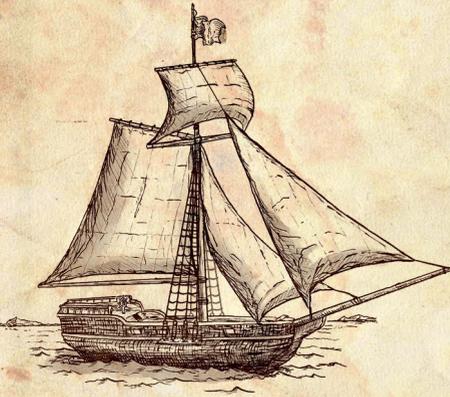
A small ship often used for fishing, trading, and "rum running." Triangular sails and rigging make them very nimble.

HP	Hull	Agility	Speed
20	-d2	+2	5
Skill	Broadsides	Small Arms	Ram
-1	d4	d4	d4
	Crew	Cargo	
	3/9	1	

Special:

Can travel at full speed when *Close to the Wind*.





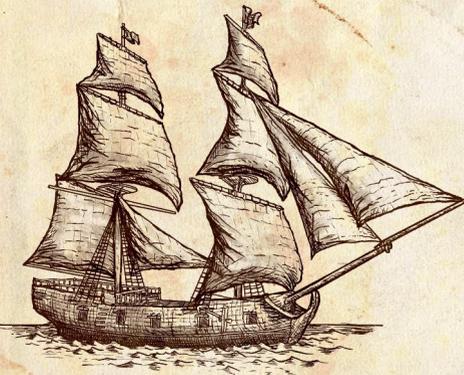
SLOOP

Small, single-masted vessel. The "perfect" pirate ship due to its speed, shallow draft, and maneuverability.

HP	Hull	Agility	Speed
30	-d2	+2	5
Skill	Broadsides	Small Arms	Ram
-1	d6	d4	d4
	Crew	Cargo	
	3/10	2	

Special:

Can travel at full speed when *Close to the Wind*.



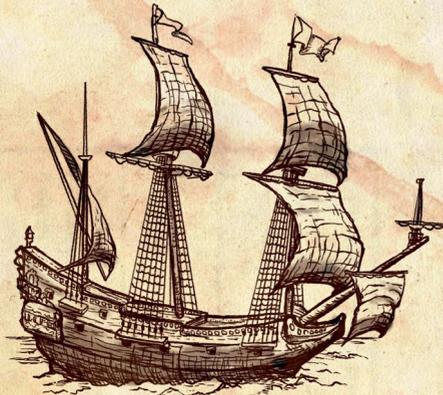
BRIGANTINE

A square-rigged, two-mast vessel. Nimble, and suitable for medium-sized crews. Commonly used as a merchant ship.

HP	Hull	Agility	Speed
40	-d4	+1	4
Skill	Broadsides	Small Arms	Ram
+0	d8	d4	d6
	Crew	Cargo	
	15/30	3	

Special:

None.



FLUYT

Slow, high-sided merchant vessels. Not ideal for piracy but good for transporting cargo, troops, and treasure.

HP	Hull	Agility	Speed
50	-d4	-1	3
Skill	Broadsides	Small Arms	Ram
+0	d10	d6	d6
	Crew	Cargo	
	10/40	5	

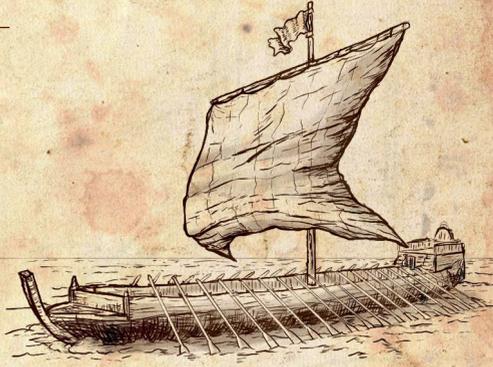
Special:

None.

GALLEY

*A relic from a bygone era. Propelled by sails or oars.
They are often crewed by undead from distant lands.*

HP	Hull	Agility	Speed
60	-d4	+1	5
Skill	Broadsides	Small Arms	Ram
+2	-	d10	d10
	Crew	Cargo	
	80/120	3	



Special:

May always move 3" regardless of wind.

FRIGATE

*While not as nimble as a sloop, these fast ships make decent
pirate flagships due to their size and armament.*

HP	Hull	Agility	Speed
60	-d4	+0	4
Skill	Broadsides	Small Arms	Ram
+1	2 @ d8	d6	d6
	Crew	Cargo	
	24/48	4	



Special:

Makes 2 broadsides when over half HP.

GALLEON

*Heavily armed, slow vessels for a previous age. Often used
for transporting cargo... and treasure boards.*

HP	Hull	Agility	Speed
65	-d6	-3	2
Skill	Broadsides	Small Arms	Ram
+1	2 @ d10	d6	d8
	Crew	Cargo	
	30/60	6	



Special:

Makes 2 broadsides when over half HP.



MAN-OF-WAR

Designed for naval combat, but requires a large, trained crew. Used almost exclusively by navies.

HP	Hull	Agility	Speed
75	-d6	-2	3
Skill	Broadsides	Small Arms	Ram
+2	3 @ d8	d8	d8
	Crew	Cargo	
	50/150	4	

Special:

Makes 3 broadsides when > 2/3 HP; 2 > 1/3 HP.

SHIP OF THE LINE

A floating fortress. The flagship of any navy. In wartime, several are lined up to make a wall of black powder death.

HP	Hull	Agility	Speed
95	-d6	-3	3
Skill	Broadsides	Small Arms	Ram
+3	3 @ d10	2 x d8	d8
	Crew	Cargo	
	150/350	4	

Special:

Makes 3 broadsides when > 2/3 HP; 2 > 1/3 HP.
Makes 2 small arms attacks when > 1/2 HP.

FORTS

Seaside fortifications designed to protect ports and towns.

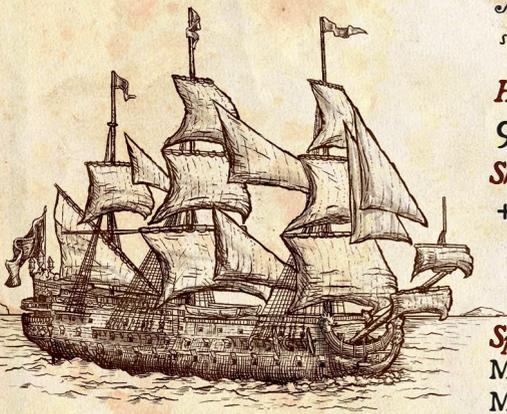
HP	Armor	Skill	Cannons
200	-	+3	4 @ d12

Special:

Stationary (DR8 to hit). Makes 1 attack for each block of 50 HP it has remaining.

Customizing Forts:

- Add one d12 attack per 50 HP.
- Add armor for an extra challenge.



GHOST SHIP

These reanimated shipwrecks are piloted by ghosts and skeletons. They typically only appear at night.

Use the base stats of another vessel.

Undead. Can only be crewed by the dead, and will sink when the captain is destroyed.

Winds of Hell. Not affected by wind conditions (can always move its full speed).

Terrifying. At start of combat, ships and PCs cannot take crew actions until passing a Morale test.



SHIP OF BONE

True horrors to behold, these skeletal constructs are held together with flesh. They leave a sea of blood in their wake.

Use the base stats of another vessel.

Undead Fortitude. If reduced to 0 HP or less, test DR12 to drop to 1 HP instead.

Marrow Cannons. See pg. 108.

Terrifying. At start of combat, ships and PCs cannot take crew actions until passing a Morale test.



VESSEL FROM THE DEEP

More monster than ship. Recompiled shipwrecks, coral constructs, and possessed vessels lost at sea.

Use the base stats of another vessel.

Down to the Locker! Can submerge/surface instead of attacking. Speed 3" when underwater.

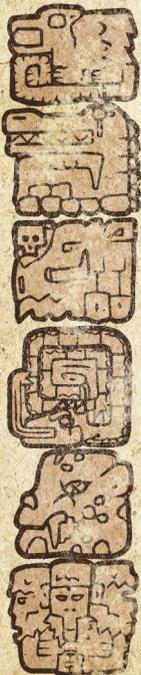
Melee Attacks:

Claws x2. HP 10, Shell -d6, Pinch d12.

Tentacles x8. HP 2, No Armor, Slam d4 + Test Agility DR12 or entangled: Strength DR12 to escape each round.



Dark Terrestrial

1. *Bilge Rat*

Disgusting vermin. They brood in the foul water that pools in ship cargo holds: Vessels for a myriad of diseases.

HP 1 **Morale** 4 **No Armor**

☠ **Bite** 1 + disease

Disease: Test TOUGHNESS DR8 or become infected.

Swarm: When multiple rats attack the same target, combine their damage into one sum (target only tests once for disease).

2. *Dire Crocodile*

Overgrown, ancient predators with thick, leathery hides. They stalk their prey from shallow murky waters. Fast swimmers, but slow on land. Historically impossible to exterminate.

HP 15 **Morale** 9 **Reptile skin** -d6

☠ **Bite** d10

Water lurker: PRESENCE DR16 to spot.

Hide 50s, **Teeth** 15

3. *Necro-Swine*

They were pigs, once. Now a foul cyan steam wafts from their mouths and eyes; it slowly fills the air where they graze. If you see "the glow" it's already too late.

HP 6 **Morale** - **Hog-Bristle** -d2

☠ **Tusks** d6

☠ **Bite** d8

Breathe the Necro-steam for more than a few minutes: test SPIRIT

DR12. Fail and gain +4 to STRENGTH and AGILITY for d2 hours. When the effect wears off lose d8 HP. Anything killed this way becomes undead and emits the steam.

Swine skin 25s, **Necro-steam** 150s/jar

4. *Palm Viper*

These dark green and brown serpents hide in sand, around fallen coconuts, and in banana trees.

HP 4 **Morale** 6 **No Armor**

☠ **Bite** d2 + venom.

Venom: d10 rounds after being bitten, target is completely paralyzed for d6 x 10 minutes and experiences (d6):

1-5 complete euphoria, 6 hellish nightmare

Snakeskin 5s, **Fang** 2s, **Venom** 75s/dose

5. *Rabid Jaguar*

Fast, ferocious jungle cats stricken with disease. Excellent climbers. Some rare species have exotic fur.

HP 14 **Morale** 7 **No Armor**

☠ **Bite** d6 + test TOUGHNESS DR12 or become infected.

☠ **Claw** d4 (makes 2 attacks)

Fast: attacks/defense are DR14.

Pelts: **Spotted** 20s, **Black** 30s, **White** 50s, **Iridescent** 200s

6. *Three Headed Monkey*

These mythical creatures have been known to reveal the location of secrets and hidden treasures when presented with gifts.

HP 8 **Morale** 6 **No Armor**

☠ **Bite/Claws** d6 + Monkey Head.

Monkey Head: One of its 3 heads curses one nearby creature: (d4)

1 **See.** DR12 SPIRIT or *blind* d2 rounds.

2 **Hear.** DR12 SPIRIT or *deaf* d2 rounds.

3 **Speak.** DR12 SPIRIT or *mute* d2 rounds.

4 **All three.** DR12 SPIRIT or all three.

1. Carrion Gull

Possessive seabirds that have grown to love the taste of the abundant dead flesh in the region. They are often stained blood red from feasting.

HP 2 Morale 5 No Armor

☠ **Beak** d4

They circle in flocks, attacking in swarms if any are killed.

Carcass 1 disgusting ration

2. Harbinger Albatross

A massive black seabird with a 15' wingspan and deep red eyes. Stories say they were once white heralds of good luck, but now they only foreshadow doom and death. They travel solo.

HP 8 Morale 10 Evil luck -d6

☠ **Beak** d6

Special: If it gets more than 1 mile away from the PCs, roll a d6:

- 1 All PCs lose all Devil's Luck.
- 2 Trigger a *Dark Caribbean* historical event (pg. 25).
- 3 FIRE!
- 4 SAILS! (pg. 114) or d8 random pirates (pg. 124)... or both.
- 5 Ominous, foul weather moves in abruptly (pg. 78).
- 6 One random person dies instantly.

Captured Alive All rolls are +1 when it is near.

Killed Killer gains d4 Devil's Luck (can exceed normal maximum).

3. Hex Chicken

Some sorcerers have the skill to cure disease and infection by transference, and chickens make excellent plague repositories. Don't eat one...

HP 1 Morale 2 No Armor

☠ **Beak** d2

Special: holding a hex chicken for a hour cures infection, but eating one causes it.

4. Infernal Pelican

These fishing birds have flown too far out to sea and visited the shores of the Netherworld. Their feathers are singed with soot and they glow molten orange from within.

HP 4 Morale 6 No Armor

☠ **Hell lava spray** d6, defend with TOUGHNESS instead of AGILITY. Armor is reduced one tier and the target loses d4 HP the next 2 rounds as it burns through flesh (armor does not reduce this damage). Removing armor stops the effect.

Beak 10s, **Lava** 60s/jar (melts most materials)

5. Psychedelic Macaw

Brightly colored parrots. They glow faintly in the dark. When scared they emit an intense, otherworldly light show. Naturally intelligent.

HP 3 Morale 5 No Armor

☠ **Beak** d4

Special: Test morale when a macaw is frightened. Fail: cosmic fractals radiate in all directions. Spectators go blind for d6 rounds and must test SPIRIT DR12 or lose their mind for d8 hours (controlled by GM). After they "return" they immediately Gain Experience (pg. 33) and learn 1 random Ritual (pg. 64).

Feather 10s, **Alive** 200s,
Its friendship Priceless

6. Peregrim Falcon

Fierce birds of prey with a taste for dead flesh.

HP 6 Morale 9 Killer instincts -d2

☠ **Claws** d8

Fast: DR16 to attack/defend

Claw 15s, **Body** turns to ashes when killed



Dark Aquatic

1. *Acid Jellyfish*

Bizarre, gelatinous oddities. They emit acid to aid in digestion.

HP 5 **Morale** - **No Armor**

☞ **Acid tendrils** d4 + special

Special: Tendrils wrap around a limb, restraining victim. On victims turn, STRENGTH DR12 to escape or -4 to AGILITY and reduce armor 1 tier.

Tendrils 5s each, **Body** 20s

2. *Brine Piranha*

Huge, saltwater, carnivorous fish.

HP 5 **Morale** 7 **No Armor**

☞ **Bite** d8

Piranha meat 5s/fish. Their blood rich diet give a +1 bonus to using rituals and relics for d4 hours after eating it

3. *Chthonic Octopus*

Alien in origin. Naturally green, but often camouflaged. They feed on the brains of mammals and are able to control their prey while they feast.

HP 9, **Morale** 7 **No Armor**

☞ **Bite** d6 + brain feast.

Brain feast: Test AGILITY DR12 or it attaches to its prey's skull. The prey is under its control and auto-fails its defense until it passes a DR12 PRESENCE test (test at the start of each of the prey's turns).

Tentacle 10s, **Alive** 50s (x10 to a scientist).

4. *Eldritch Eel*

Translucent creatures that lurk in reefs, kelp forests, and shipwrecks. Their bones glow from within... even after death. They hunt in packs.

HP 2 **Morale** 6 **No Armor**

☞ **Bite** d6 + Eldritch Shock.

Eldritch Shock: Any creature that it touches must test TOUGHNESS DR12 or be paralyzed for the next turn.

Glowing bones 20s/skeleton

5. *Primeval Lurker*

Ancient reptiles from a time before man. How long have they lurked in the deep, tormenting the shadows?

HP 20 **Morale** 8 **Hide** -d4

☞ **Bite** d10 ☞ **Tail** d6 (2 attacks)

Primeval Shriek: It echoes into the deep. Everything underwater within 100 miles can hear it.

Bones 200s/set, **Alive** 1,000s

6. *Squid of Despair*

Cold water mollusks with sad eyes and gray, depressing skin. They often wash ashore after being trapped in deep ocean currents. They poison the thoughts of their would-be predators with clouds of psychotropic ink.

HP 12 **Morale** 8 **No Armor** -

☞ **Tentacle slam** d4

☞ **Ink of Despair:** Squirts ink in a 30 square foot cloud underwater or a 30' line above water. Anyone near the ink must test AGILITY DR12 or they become stricken with despair. At the start of each of their turns they **roll 2d6 + SPIRIT:**

≤4 **Self-destructive thoughts.**

Inflict d2 damage on themselves.

5-7 **Sad.** Skip their action this turn.

8-10 **Melancholy.** Skip this turn but return to normal next turn.

11+ **Right as rain.** Return to normal. **Carcass** 10s, **Ink** 150s a sack

7. *Zombie Sea Turtle*

Some evil force gives new, horrible life to these marine creatures. Their shells are often covered with strange symbols and glyphs.

HP 1 **Morale** - **Shell** -d6

☞ **Bite** d6

Undead: 1-in-4 chance it reanimates when killed.

Skull 10s, **Shell** 75s (1-in-10 chance its symbols are a treasure map, pg. 119).

1. Fossil Shark

Dead for eons, some unnatural force gives new life to the fossilized bones of these fast, deadly predators.

HP 10 **Morale** - **No Armor**

☠ **Bite** d10

Fast: DR14 to attack/defend.

Undead fortitude: if killed, roll a d6. On a 1 or 2, it reassembles with 1 HP.

Naval Combat

HP 2 **Morale** - **No Armor**

Speed 5 **Agility** +3

⚔ **Puncture** 1 damage

2. Hammer Drones

These sharks swim in schools so thick they turn waters black, blotting out the sunlight.

HP 15 **Morale** 8 **Shark skin**-d2

☠ **Bite** d8

Naval Combat

HP 3 **Morale** 8 **No Armor**

Speed 5 **Agility** +3

⚔ **Ram** d4

3. The Mouth of a Thousand Corpses

An ancient great white shark corrupted by the necrotic energy that flows through the Dark Caribbean. Its hundreds of scars have morphed into runes from some unknown civilization; they glow green in the water around it.

HP 75 **Morale** 10 **Runes**-d4

☠ **Bite** d12

Unholy strength: The Mouth recovers d10 HP every time it eats someone.

Naval Combat

HP 15 **Morale** 10 **Runes**-d2

Speed 4 **Agility** +2

⚔ **Ram** 2d8

4. Cursed Orca

Intelligent hunters hexed by foul magic. At the bidding of their masters they can track targets, patrol areas, and even deliver supplies or messages.

HP 27 **Morale** 9 **Blubber**-d2

☠ **Bite** d12

Naval Combat

HP 5 **Morale** 9 **No Armor**

Speed 4 **Agility** +3

⚔ **Ram** d8

5. Barnacled Humpback

Once-docile whales. Covered with carnivorous barnacles, a condition that has driven them to primal rage. They scrape their backs against anything that might relieve the pain.

HP 50 **Morale** - **Barnacle**

Infestation-d6

☠ **Slam & scrape** d8 + special.

Special: If between the whale and a solid object (ship, rocks), test STRENGTH DR12 or take d8 more damage.

Naval Combat

HP 10 **Morale** - **No Armor**

Speed 3 **Agility** +2

⚔ **Slam & scrape** 2d8 + everyone on board tests AGILITY DR8 or they are thrown overboard.

6. The Black Whale

A true monster of the sea, this massive sperm whale has obsidian-black skin and has developed a taste for human flesh. Some say that there is a colony of sailors living in its belly.

HP 150 **Morale** 11 **Blubber**-d4

☠ **Bite** d20, DR8 to defend

☠ **Swallow:** AGILITY DR8 to dodge or be consumed.

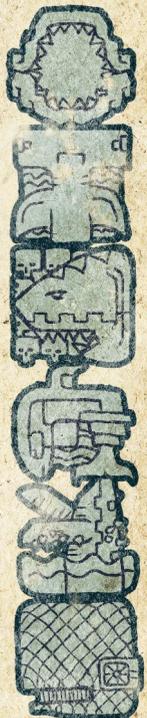
Naval Combat

HP 30 **Morale** 11* **Blubber**-d4

Speed 3 **Agility** +1

⚔ **Ram** 3d8

Dark Aquatic



Dark Flora

1. *Sargasso Entity*

Spawned from the mire of seaweed that drifts in the Devil's Triangle.

HP 18 **Morale** 9 **No Armor**

☠ **Sargassum whip** d6, 15' range

☠ **Horrific vision:** One creature must test SPIRIT DR12 or suffer visions of unnameable cosmic horrors. All their DRs are +4 for d6 rounds.

Eat sargasso seaweed recover d2 hp

2. *Carnivorous Plant*

Mutated by undead energy, they lurk in swamps and jungles, waiting for small animals to fall into their traps.

HP 18 **Morale** - **No Armor**

☠ **Tendrils:** d4 (up to 4)

☠ **Bite:** d8

Tendrill 2S, **Head** 2Ss, **Gem heart** 200S

3. *Electric Coral*

Bright, colorful, valuable and deadly. It shocks its predators with a powerful electric surge.

HP d10 **Morale** - **Exoskeleton** -d4

☠ **Shock:** When threatened, the coral will discharge a shock into the water. Everything with 50' loses 2d8 HP (ignores armor, double if wearing metal). It takes an hour to recharge.

Reward d20 x 50s a pound

4. *Sentient Fungus*

Giant spores the size of grog barrels, that, when fully mature, grow limbs and mimic (slow) wildlife. They masquerade as tree trunks, sea chests, and small mammals.

HP 11 **Morale** 6 **Thick Epidermis** -d2

☠ **Slam** d8

☠ **Spore Gas** Test TOUGHNESS DR12 or become infected and lose d4 HP (ignores armor).

Slow: DR8 to attack/dodge.

Young spore 1s/cap, **Mature** 50s/cap

5. *Kelp Forest*

Harmless, except for the voice sailors hear in their heads to "join us". The Drowned (pg. 100) must be close.

HP N/A **Morale** - **No Armor**

☠ **Mental lure:** weak minded creatures (negative PRESENCE or SPIRIT) that see the kelp floating must test the weaker of the two stats (DR8).

Fail: Jump overboard; swim to "join them".

6. *Hive Vines*

Said to be one of the largest organisms in the Dark Caribbean, these networks of fast moving vines entangle and juice their prey.

HP 4 each **Morale** 4 **No Armor**

☠ **Entangled:** Test AGILITY D12 or become entangled in vines. Strength DR 14 to escape.

☠ **Strangle (entangled creatures only):** d4 (auto-hit).

Vines 1s per 10', **Made into rope** 1s/ft

7. *Death Bloom*

Jungle flowers that resemble treasure. When touched they explode with mind-controlling pollen, which gestates inside the host's body.

HP 1 **Morale** - **No Armor**

☠ **Pollinate** When touched, the flower discharges small grains into the air. The toucher tests TOUGHNESS DR12 or becomes infected.

Additional infection effects:

Every morning and evening, test TOUGHNESS DR X, where X is the number of days since infection + 1.

Fail: You are overcome by the desire to travel deep into the jungle NOW.

Fumble: Same as above, but when you get to the jungle, plant growth explodes through your veins, killing you instantly.

Crit: You are cured from the pollen.

Pollen 20s/gram, **Flower** d12 x 10s

Use these tables as a crash course in designing enemies, or just roll some dice. Remember: most of the horror come from your description.

1. HP (d10)

How tough or big is it? If you need to convert from another system, the first column minus 1 is roughly analogous to Hit Dice (HD).

-
- 1 **HP** 1-3 Barely worth fighting.
 - 2 **HP** 4-6 A weak human.
 - 3 **HP** 7-9 An average human.
 - 4 **HP** 10-12 A tough human or animal.
 - 5 **HP** 13-15 A challenge to new PCs.
 - 6 **HP** 16-19 A serious threat to new PCs.
 - 7 **HP** 20-24 A low level boss.
 - 8 **HP** 25-29 A regional boss.
 - 9 **HP** 30-39 Huge or legendary.
 - 10 **HP** 40+ Naval threat, TPK zone.

2. Morale (2d6)

How much courage does it have? Will it stand and fight? Or run away in cowardice?

-
- 2 **Morale** 2 Easily scared, likely to flee.
 - 3 **Morale** 3 Bottom of the food chain.
 - 4 **Morale** 4 Runs when danger is sensed.
 - 5 **Morale** 5 Fearful, but willing to fight.
 - 6 **Morale** 6 Untrained, average human.
 - 7 **Morale** 7 Combat experience.
 - 8 **Morale** 8 Military training.
 - 9 **Morale** 9 A brave leader.
 - 10 **Morale** 10 Unwise in their courage.
 - 11 **Morale** 11 Insane, heroic, or both.
 - 12 **Morale** - Unintelligent, fights to the death, or compelled by an external force.

3. Armor (d4)

Is it wearing armor? How thick is its skin? Does it have some ability that soaks up damage?

Remember: traditional armor does not stop bullets.

-
- 1 **Tier 0 (-0)** No armor. Skin or flesh.
 - 2 **Tier 1 (-d2)** Leather, thick fur, scales.
 - 3 **Tier 2 (-d4)** Chain mail, thick hide, blessed.
 - 4 **Tier 3 (-d6)** Plate, armor, or blubber.

4. Damage (d12)

How deadly is it? Black powder weapons roll double damage but take 2 actions to reload.

-
- 1 **d2** A broken bottle, fist, weak claw, weak bite, harsh language.
 - 2 **d4** Knife, hook, claw, improvised weapon, club.
 - 3 **d6** Cutlass, axe, animal bite, tentacles slam.
 - 4 **d8** Fine rapier, big sword, claw from a large beast.
 - 5 **d10** Two-handed weapon, monster's bite, anchor.
 - 6 **d12** Executioner's axe, kraken's maw.
 - 7 **2d4** Flintlock pistol.
 - 8 **2d6** Standard black powder musket.
 - 9 **2d8** Buccaneer musket.
 - 10 **2d10** Mounted swivel gun.
 - 11 **2d12** Cannon shot in melee.
 - 12 **3d6** Some form of arcana.

5. Special (d10)

Get creative. What makes it unique? Mix and match these to make thematic adversaries.

-
- 1 **Quick/Small/Guarded:** DR14 to attack/defend.
 - 2 **Slow/Big/Reckless:** DR10 to attack/defend.
 - 3 **Poisonous:** Test TOUGHNESS DR12 or become infected.
 - 4 **Combatant:** Takes 2 attacks each round.
 - 5 **Arcane/Willpower:** Test SPIRIT DR12 or STRENGTH/AGILITY are -2 for the combat.
 - 6 **Outsmart/Stun:** Test PRESENCE DR12 or skip the next d2 turns.
 - 7 **Terrifying:** Test SPIRIT DR12 or must run away for d2 rounds. Or force NPCs to make MORALE tests.
 - 8 **Leadership:** Nearby allies are +2 DR to attack/defend.
 - 9 **Relic:** They have d2 from pg. 62.
 - 10 **Ritual:** They know 1 from pg. 64.

lookout

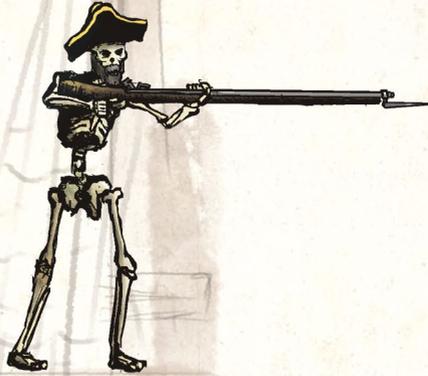
Cowards. Easily distracted.

HP 4 Morale 6 No Armor

☛ **Musket** 2d6 (reload 1)

☛ **Bayonet** d4

Special DR8 to notice things when on watch.



rank & vile

Rotten, undead scallywags.

HP 5 Morale 8 No Armor

Choose 1 or 2:

☛ **Grave Breath** d2

☛ **Knife** d4 or **Dagger** d4

☛ **Scimitar** d6 or **Small Axe** d6



Dead Eye

Wily. Shifty. Quick.

HP 7 Morale 8 No Armor

☛ **Flintlocks** 2d4 or **Claw** d2

Special Carrying d4 flintlock pistols, and will discharge all of them before stopping to reload. Can reload 2 flintlocks as a single action.



Hulk

Huge. Slow. Strong.

HP 12 Morale 8 Thick Bones -d4

☛ **Harpoon** d6 or **Mast** d8

Special DR10 to attack/defend.

Harpoon is attached to a broken mast which can be used for "fishing" and reeling in skewered targets.



Skeletons

The scourge of the sea, these sentient undead corsairs raid ships and towns without discernible **motivation**.

Any skeleton that takes more than 5 damage (after armor) immediately *tumbles into a pile of bones*. Without a **Cap'n** or **Warlock**, skeletons that fail a morale test *crumble into ASH*.



BOSUN

Loud. Bossy. Cruel. Alert.

HP 11 Morale 9 No Armor

⚔ **Smallsword** d6

⚔ **Cat O' Nine Tails** d4

Special Can attack with both weapons each turn. Skeletons within 20' automatically pass morale tests.

CROW

HP 2 Morale - No Armor

⚔ **Beak** d2 or **Claws** d2



Warlock

Vile. Maniacal. Cunning.

HP 6 Morale 9 Arcane Shield -d4

⚔ **Oar Staff** d4

⚔ **Sorcery:** Can cast one spell/turn:

Reanimate: A dead skeleton rebuilds itself and recovers d6 HP.

Weathercraft: The wind blows a desired direction.

Necro-Gust: One creature it can see tests TOUGHNESS DR14 or takes d8 damage.

Crow Sight: See from crow's eyes.



CAP'N

Terrifying. Extremely intelligent. They remember all their naval skills from life and are ferocious leaders.

HP 10 Morale 10 Leather Coat -d2

⚔ **Cutlass** d6 or **Hook** d4

⚔ **Flintlock** 2d4 (reload 2)

Unnatural Leader: Other skeletons within 20' are DR +2 to defend against.

Horror of Nature: At the start of combat, PCs test SPIRIT DR12 or they are frozen in fear for d4 rounds. They may test again each round to regain their courage.

ZOMBIES

Found floating on driftwood rafts, wandering shallow lagoons, lying dormant deep in derelict ships, or overrunning wild islands and port towns, these mindless horrors transmit a deadly pestilence. They always attack in swarms.

It is said that many arcane practitioners know a way to delay or even cure the disease, and that some may even know how to control them...

Zombies do not breathe air. Anyone bitten by a zombie tests **Toughness DR8** or dies within two days before rising as a zombie. A zombie that eats flesh recovers **d4 HP** (**d8** if it's a brain).



"The Bilge Rat"

HP 5 **Morale -** **No Armor**

☛ **Claw** d4+1

☛ **Bite** d4 + *Zombie Infection*.

"The Rope Monkey"

Fast sprinters. Great climbers.

HP 7 **Morale -** **No Armor**

☛ **Claw** d6

☛ **Bite** d4 + *Zombie Infection*.

Quick. DR14 to attack and defend.

"Admirals" are not zombies; they were once sorcerers that turned to wicked necromancy and are now undead themselves. These intelligent commanders lurk in the shadows and are rarely ever spotted. Most have phylacteries hidden deep underwater or in ruined jungle temples.



"The Grog Barrel"

HP 20 **Morale -** **No Armor**

⚔ **Bilge-Vomit** d6 + TOUGHNESS DR12 or become *poisoned*.

⚔ **Slam** d10

⚔ **Bite** d8 + *Zombie Infection*.

Fat and Slow. DR10 to hit.



"The Admiral"

Barely still human. Consumed by necropotence.

HP 20 **Morale 10** **Ghostly Aura** -d4

⚔ **Death-Gaze** d6 (300' range) **Cutlass** d8

Rise! d6 destroyed undead rise with 1 HP.

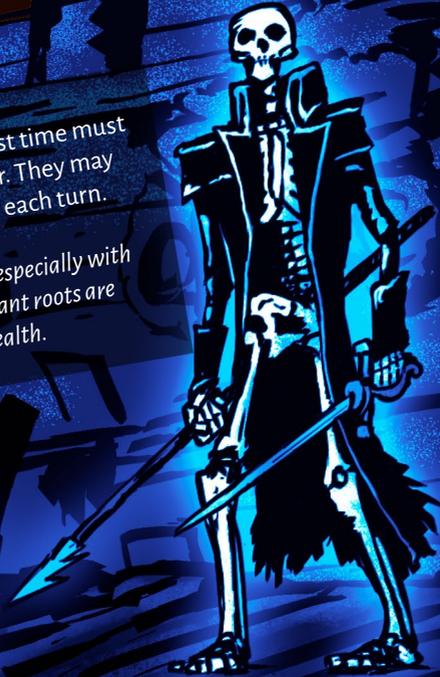
Black Firestorm. d4 creatures test AGILITY DR10 or each take d6 damage.

Spirit-Siphon. One creature tests SPIRIT DR12 or permanent -1 to STRENGTH and

"The Admiral" recovers d8 HP.

Anyone seeing **ghosts** for the first time must test SPIRIT DR12 or flee in terror. They may repeat the test at the start of each turn.

They love drinking grog & rum, especially with black powder added. Some plant roots are dangerous to their health.



Ghost Monkey

Excellent climbers and pickpockets. They eat everything in sight. They love coconuts, but bananas irritate their stomachs (and bowels).

HP 4 Morale 6 No Armor

► **Claws/Bite:** d4

► **Monkey See, Monkey Poo:** Test AGILITY DR12 or become poisoned.

Ethereal. Can be invisible until it attacks, then it is DR16 to hit.

Ghost Crew

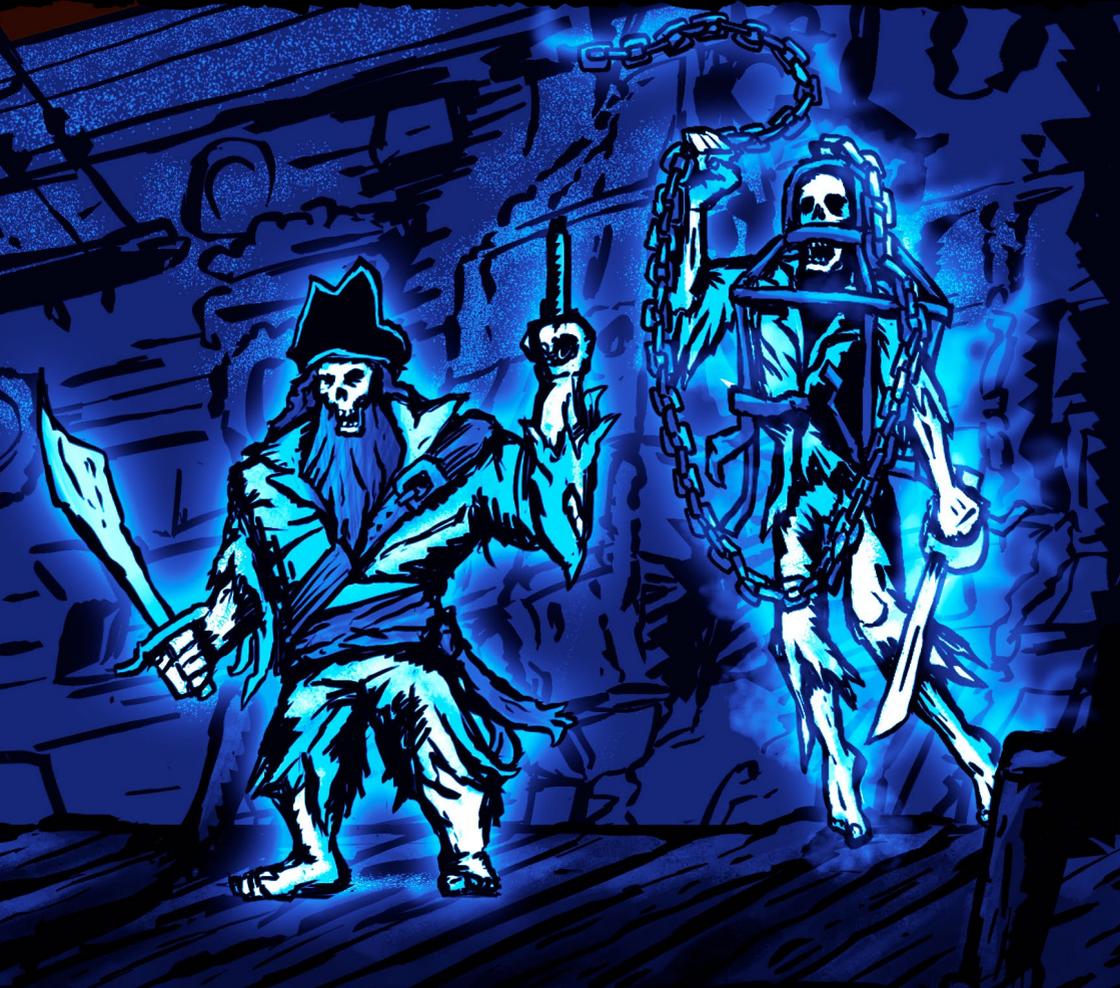
Sailors and pirates lost at sea, forever bound to carry out their captains orders... and search for grog.

HP 7 Morale 7 No Armor

► **Cutlass:** d6

► **Harpoon:** d8, can be thrown 30'

Ethereal. Can be invisible until it attacks, then it is DR14 to hit.



Ghost Quartermaster

Mean, foul, 2nd in command. In life, they punished the crew. In death, they punish all.

HP 10 Morale 9 No Armor

► **Scimitar:** d8 ► **Flintlock:** 2d4

Vicious Leader. All Ghost Crew within 10' are DR14 to defend against and only make morale tests if the Quartermaster or Captain is destroyed.

Ethereal. Hidden until it attacks. Attacks against it are DR14 to hit.

Ghost Captain

Hung for their crimes at sea, these full-body apparitions are truly horrifying to behold.

HP 15 Morale 10 Gibbet Cage -d4

► **Chain Whip:** d8, 10' reach

► **Spectral Cutlass:** d8 + Life Drain.

Life Drain. Test SPIRIT DR12 or the captain drains all abilities by 1 until the next dawn and it recovers d6 HP.

Ethereal. Hidden until it attacks. DR14 to hit.

Hover. Can fly up to 50' each turn.

Scavenging Seagull

✂ by Pelle Nilsson



HP 4 Morale 6* Metallic feathers -d2

✂ Claws d4

✂ Bite d4 (1-in-4 risk of infection)

When time at sea seems idle and the ocean is still like a painting, occasionally the silence will erupt into a cacophony of screams from these terrible birds. Drawn to all that glitters like the shine of coin-counting captains, these gulls eat metal, which then becomes an integral part of their bodies.

* Only test Morale when a seagull is left alone; they tend to wreak havoc in flocks of 2d4.

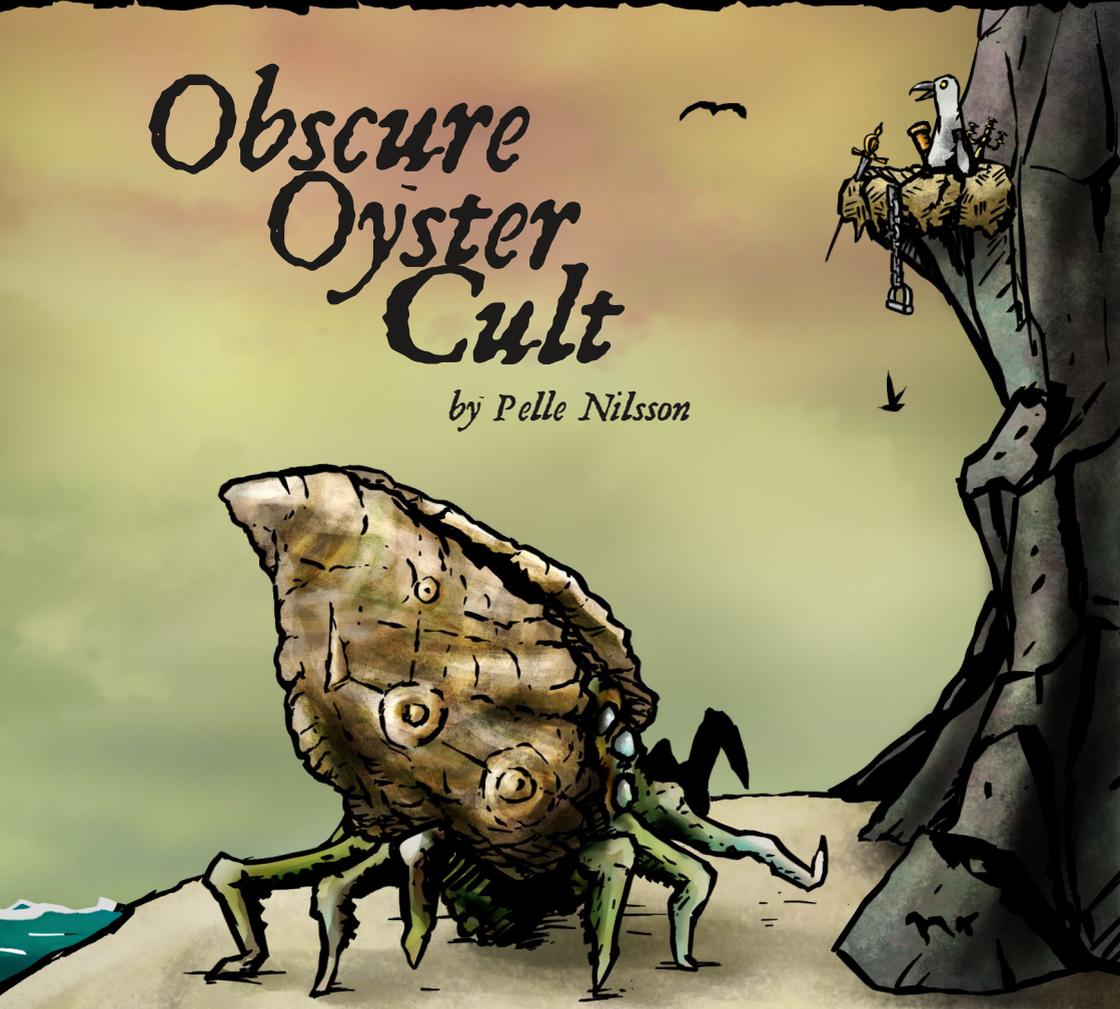
In the belly of a seagull_[d10]

- 1 A coin with an engraved map
- 2 An unbreakable thread (1' long)
- 3 A dozen rusty nails
- 4 A black dagger
- 5 Two dozen silver
- 6 A shimmering necklace of skull pieces
- 7 Three fingers
- 8 Blackened sludge
- 9 A miniature metal statue
- 10 Two poisonous needles



Obscure Oyster Cult

by Pelle Nilsson



In the water these *buge* (for an oyster) mollusks peacefully engage in humming rituals while contemplating the silence of vast oceans and the mysterious ways of streams and tides.

The reverse is true on land. With partly developed lungs, malformed and crooked limbs, they look for blood and flesh: essential ingredients for their minds to find enlightenment in the underwater world. In a stunning moment of surprise, they initially tend to run towards their prey and crash into it.

The oyster cult members always appear in groups of d_4+2 . Each one has a unique ornamentation of incomprehensible, otherworldly symbols on its shell.

HP 6 Morale 7
Ornamented Shell -d6
 ⚔ **Crash** d4
 ⚔ **Snatch** d6 (1-in-6:
 lose a finger)

Cult Name

Roll d4 twice:

- | | |
|--------------------|------------------|
| 1 <i>Molluscan</i> | <i>Depth</i> |
| 2 <i>Silent</i> | <i>Streams</i> |
| 3 <i>Waving</i> | <i>Entity</i> |
| 4 <i>Endless</i> | <i>Deadbeats</i> |

DEEP ONES

Fishfolk humanoids. Thought to be a myth. Excellent swimmers. Somewhat intelligent. Their shamans know sea magic.

HP 11 **Morale 8** **Scales -d2**

Customize by picking one or two:

- ▶ **Mollusk Shell Spear:** d8 (thrown or 10' reach)
- ▶ **Shark Tooth Blade:** d6
- ▶ **Coral Staff:** d4 or the effect of one Ancient Relic (pg. 62).
- ▶ **Ritual (pg. 64):** Takes d4 rounds to cast (DR10).

THE DROWNED

Mariners lost to the dark tide, these water-logged ghouls drift in kelp forests waiting for unsuspecting sailors to pass by.

HP 9 **Morale 9** **Kelp Shroud -d2**

- ▶ **Claws and Seaweed Snare:** d4 + ACILITY DR12 or *Entangled*: Can't move. STRENGTH DR12 to break free (takes an action).
- ▶ **Submerge:** Pulls an entangled victim underwater. See "*Holding your breath*" on pg. 28.



GORILLA CRAB

Large crustaceans named for the way they move. Found in coral reefs and coastal jungles. Territorial, and known to charge when threatened.

HP 12 **Morale** 7 **Shell** -d6

- ▶ **Big Claw:** d8
- ▶ **Little Claw:** d2

Combatant. Makes two attacks, one with each claw.

Climber. Can climb/hide in trees.

SEA WRAITH

The ghost of captains lost at sea. Unfinished business binds them to the material world. They float in water and in air.

HP 16 **Morale** - **No Armor**

- ▶ **Cutlass** d6
- ▶ **Blood Freeze** d2 and test TOUGHNESS DR14 or become *Frozen*: no movement or actions. Take d2 damage at the start of your turn then test again to unfreeze.

Ethereal. DR14 to hit.



SIREN

They often make covens of three. Out of water, their hypnotizing song draws sailors from miles around. Underwater, they sound like tormented banshees.

Siren's Song .Each turn, a creature that can hear a siren singing must test SPIRIT DR12 or spend their turn moving closer to a siren and defend it.

HP 12 **Morale** 8 **Scales** -d2

▶ **Claw** d4

▶ **Tentacles:** Test agility DR12 or become grappled in a tentacle. May test again at the end of each turn.

▶ **Consume:** The siren sucks the soul of a creature captured in its tentacles. Test TOUGHNESS DR12 or lose d12 HP.

BLACK CORAL CRAB

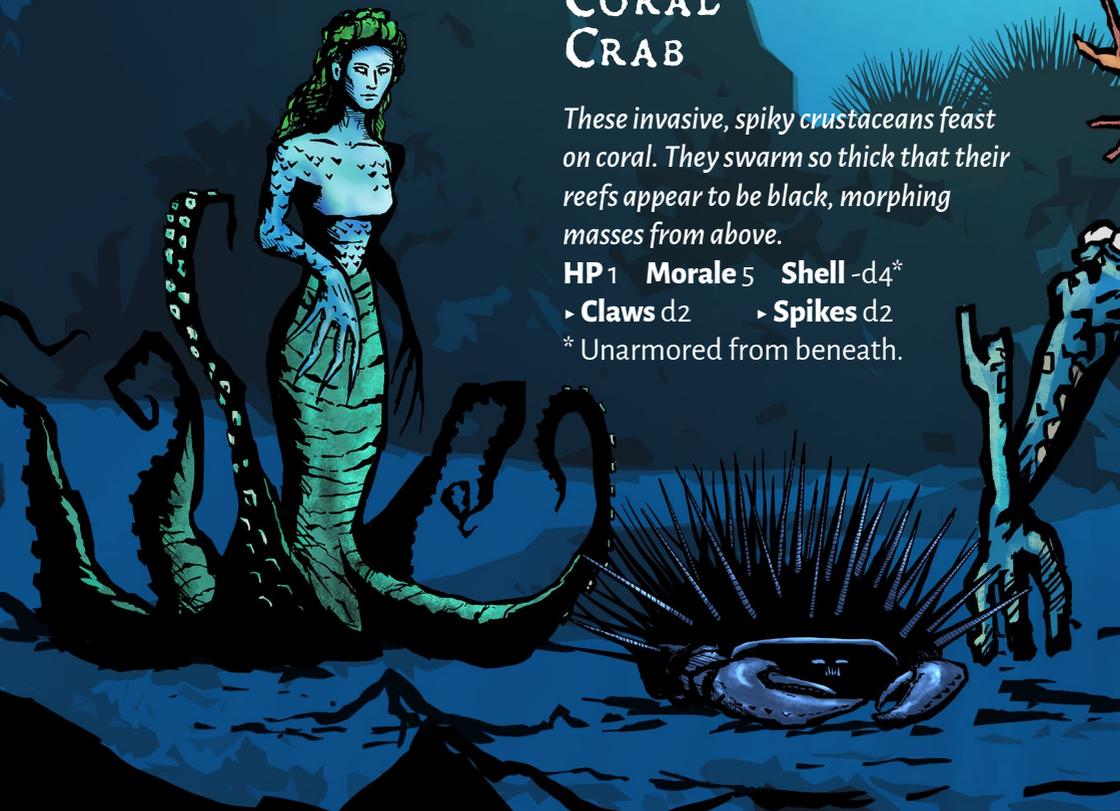
These invasive, spiky crustaceans feast on coral. They swarm so thick that their reefs appear to be black, morphing masses from above.

HP 1 **Morale** 5 **Shell** -d4*

▶ **Claws** d2

▶ **Spikes** d2

* Unarmored from beneath.



CORAL SHOGGOTH

Abominations from a forgotten age. They have grown to resemble their surroundings. Extremely intelligent.

HP 50 **Morale** 8 **Coral** -d4

- ▶ **Hydrothermal Breath:** d10, 10'
- ▶ **Stomp (Land):** Shock waves ripple 25' out. Test STRENGTH DR12 or fall prone for next turn.
- ▶ **Coral Spike Bash:** Creatures in its path test AGILITY DR10 or take d8 damage each.





Undead Megalodon

- ▶ Only scared of bigger fish.
- ▶ DR16 to hit when underwater (if it can even be seen), DR8 when surfacing.
- ▶ If reduced to 0 HP or less, test DR12 to drop to 1 HP instead.

Melee Combat

- HP 40 Morale - Shark Skin -d6
- ☠ **Zombie Vomit:** d4 zombies emerge.
 - ☠ **Bite:** d12, DR8 to dodge.

Naval Combat

- HP 8 Morale - No Armor
- Speed 6 Agility +3
- ⚡ **Spike Ram:** d12

The Kraken

Melee Combat

HP 200 Morale 9 Rubbery Skin -d4

⚔ Tentacle Slam: d6 (4/turn).

⚔ Grab: Agility DR12 to dodge.

⚔ Eat: Death to one grabbed creature.

Huge. DR8 to hit.

Optional: Tentacles (x8) have
25 HP each.

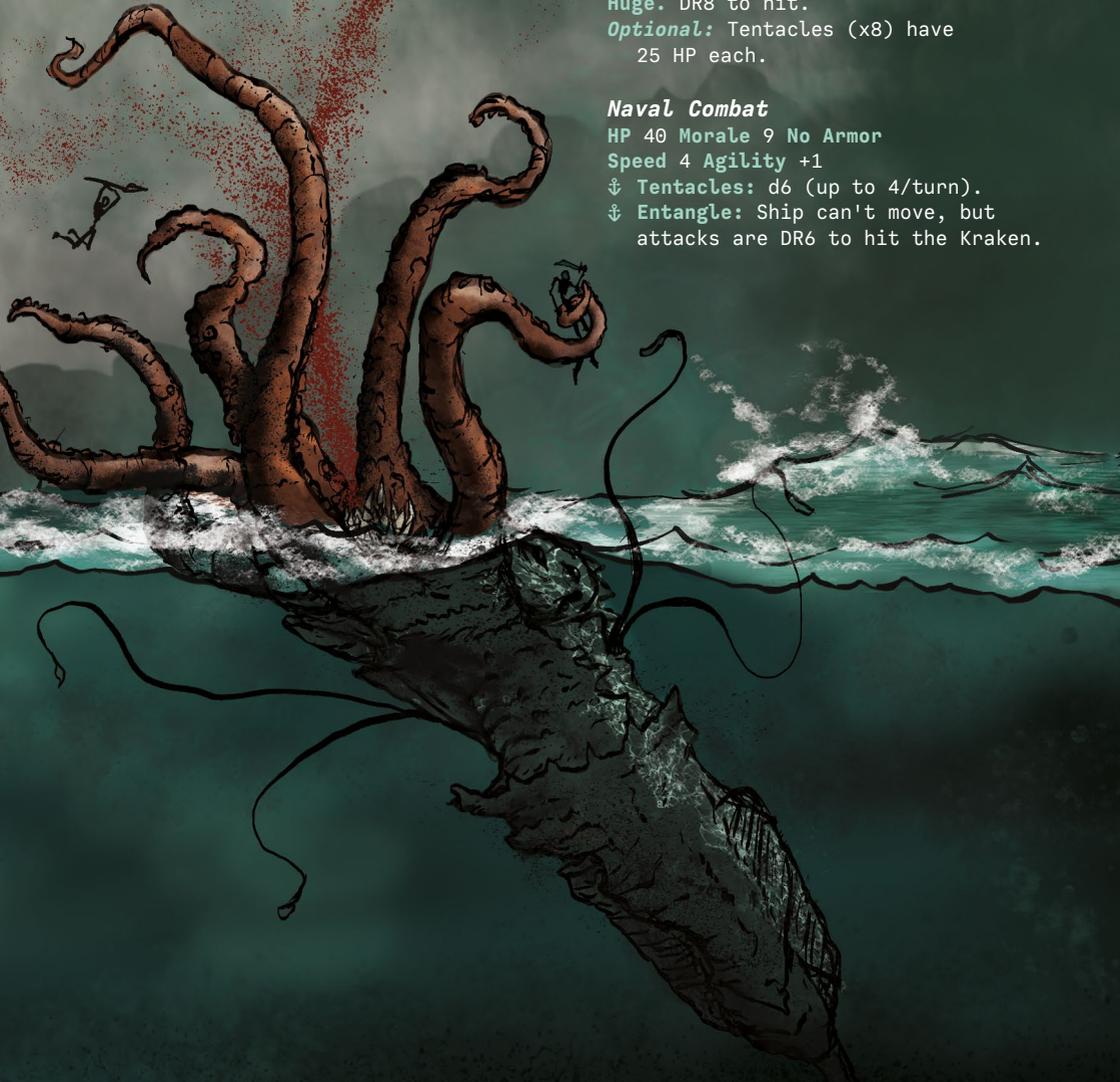
Naval Combat

HP 40 Morale 9 No Armor

Speed 4 Agility +1

⚓ Tentacles: d6 (up to 4/turn).

⚓ Entangle: Ship can't move, but
attacks are DR6 to hit the Kraken.



During Naval Combat (pg. 73), sea monsters aren't affected by wind and can move up to their speed in any direction.

A legendary monster often mistaken for a small island. He is highly intelligent but only communicates telepathically. His eyes swirl like a maelstrom.

Some believe he is the god of the underworld that guides the dead to their watery graves. Others claim he was once a man that experimented with dark sorcery. His motivations are known to none who live.

Davy Jones

Melee Combat

HP 200 Morale 10 Shell -d6

☠ Bite: 3d12

☠ Fin Spikes: 2d8

☠ Soul Rend: Test Presence
DR12 or go mad. Test again
each turn. Fail three
times: permanent insanity.

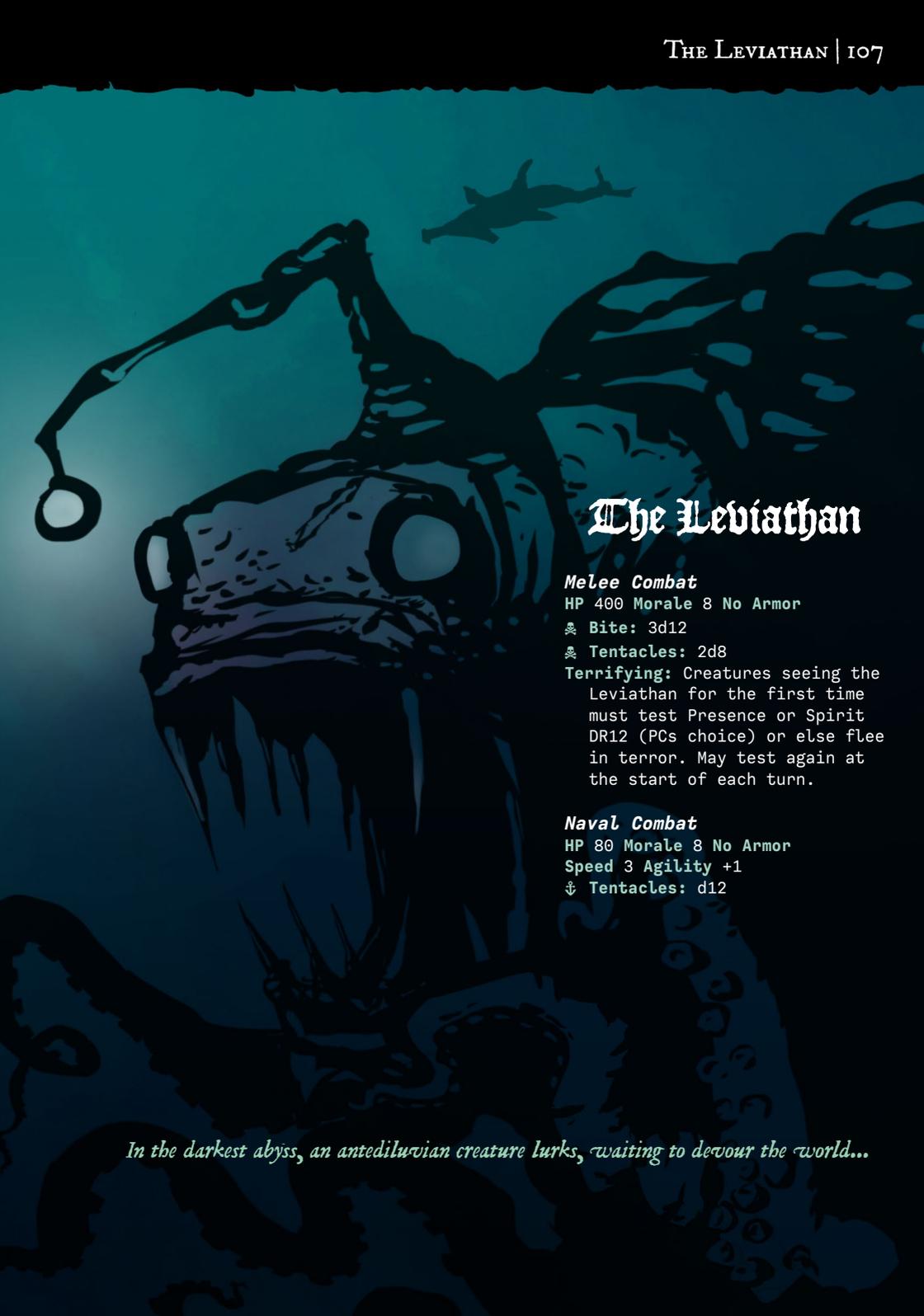
Naval Combat

HP 40 Morale 10 Shell -d4

Speed 6 Agility +3

⚓ Spike Ram: d12





The Leviathan

Melee Combat

HP 400 Morale 8 No Armor

☠ **Bite:** 3d12

☠ **Tentacles:** 2d8

Terrifying: Creatures seeing the Leviathan for the first time must test Presence or Spirit DR12 (PCs choice) or else flee in terror. May test again at the start of each turn.

Naval Combat

HP 80 Morale 8 No Armor

Speed 3 Agility +1

‡ **Tentacles:** d12

In the darkest abyss, an antediluvian creature lurks, waiting to devour the world...

Marrow Cannons

by Christian Eichhorn

Marrow Cannons are sentient, undead weapons. Skilled necrosmiths plunder graveyards and battlefields to build these contraptions from human, livestock, and fish remains. The mightiest cannons feature smoothbore whalebone barrels and carry the names of the cities they first reduced to rubble.



Marrow Carronade

HP 24 **MORALE** 6 **NO ARMOR**
ROUND SHOT d8 (Melee & Naval Combat)

SPECIAL: Canister Shot (once per turn)

Roll a d6. On a 6, the carronade fires a canister shot.

The attack deals d4 damage to all creatures that stand in a small cone in front of the carronade.

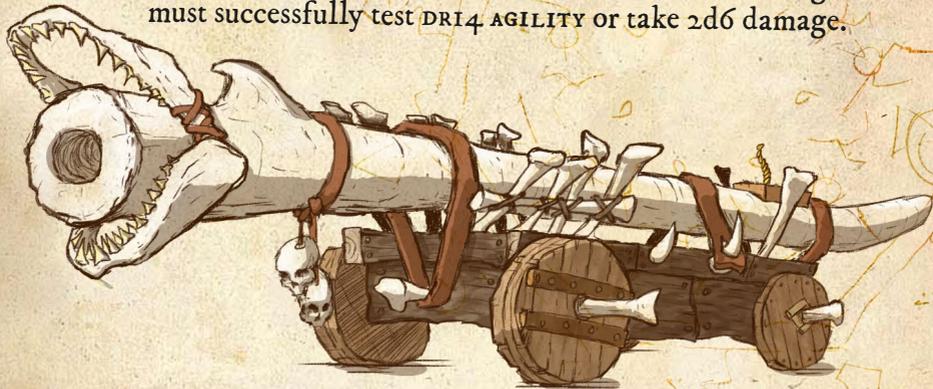


Marrow Mortar

HP 12 MORALE 5 No ARMOR

SPECIAL: Indirect Fire

The mortar shells a creature that was the target of an ally's attack since the end of the mortar's last turn. The target must successfully test DRI4 AGILITY or take 2d6 damage.



Bane of Barbados

HP 48 MORALE 10 STEEL PLATING -d4
ROUND SHOT d12 (Melee & Naval Combat)

SPECIAL: Explosive Shot

Creatures in a 10' radius must test DRI4 AGILITY. On a failed test, a target takes 3d6 damage, or half as much damage on a successful test.

The NAVAL MASTERMIND

Years at naval academies and decades at sea have sculpted tactical geniuses out of these military commanders. They specialize in hunting pirates, treasure fleets, and enemies of the crown.

HP 13 Morale 9 Leather Doublet -d2

- ▶ **Captain's Cutlass:** d8 (DR +2 to attack & defend)
- ▶ **Dueling Pistol:** 2d4 (DR16 to defend if aimed for 1 turn, reload 2)

When aboard a ship: that ship's attacks are -2 DR to hit, and it may take 1 extra crew action each turn.

Naval Officer

Lieutenants, midshipmen, mates, bosuns, and quartermasters, these soldiers are weapons of war.

HP 8 Morale 8 No Armor

- ▶ **Cutlass:** d6
- ▶ **Flintlock:** 2d4 (reload, 2 actions)
- ▶ **Issue Command:** attacks/defense for one nearby ally is DR16 for one turn.

Nearby crew are DR14 defense and +3 Morale.

Naval Crew

Enlisted men, sailors, and unfortunate drunks press-ganged into service, these seamen live short, harsh lives.

HP 4 Morale 5 No Armor

Choose 1 or 2:

- ▶ **Cutlass:** d6
- ▶ **Cudgel:** d4
- ▶ **Flintlock:** 2d4
- ▶ **Musket:** 2d6

Navy Ships

Navy fleets are sparse in the Dark Caribbean, but ships that do patrol these waters are well armed.

Vessels: Frigate, Man-of-War, Ship of the Line.

- ▶ **Superior Firepower:** Increase attack dice by one size (ex: d6»d8).



The INQUISITOR

Religious. Tyrannical. Patriarchal. They command an elite force of armed conquistadors and devoted priests. They hunt down any and all they believe to be heretics.

HP 15 Morale 8 Plate -d6

- ▶ **Blessed Rapier** d8, +2 DR to defend.
- ▶ **Banner Pole:** d6, test STRENGTH DR10 or be knocked over (can't move next turn).
- ▶ **The Power of the Holy Spirit:** One creature is stunned for one turn.
- ▶ **Revel in the Sacrament:** d6 of its allies recover d4 HP.
- ▶ **Holy Flame:** One creature tests SPIRIT DR10 or loses d10 HP.

When aboard a ship: The

Inquisitor can spend a crew action and test DR14 to change the wind direction (one hex face) and speed (± 1 speed).

Conquistador

Strong, arrogant, heavily armored paladins.

HP 9 Morale 8 Plate -d6

Choose 1 or 2:

- ▶ **Rapier:** d8
- ▶ **Pike:** d10 (2 hands)
- ▶ **Crossbow:** d8 (reload 1)
- ▶ **Musket:** 2d6 (reload 2)

Purge Priest

Corrupted, maniacal, and devout.

HP 4 Morale 6 No Armor

- ▶ **Fisticuffs:** d2+1
- ▶ **Touch of God:** Touch one creature to heal d4 HP.

Inquisitor Ships

Large, slow ships with out of date construction. Thick hulls built from old world timber.

Vessels: Galleon, Fluyt

- ▶ **Old World Hull:** Increase Hull by one tier (ex: -d4»-d6).



The NECROMANCER

Less human than human. They were captains, once. Now consumed by dark sorcery, they are compelled to drain the life from the living.

- HP** 20 **Morale** 10 **Lich-like** -d2 (-d4 vs non-iron weapons)
 ▶ **Legendary cutlass:** d10 ▶ **Necro Blast:** 2d6 (50' range, recharge 1)
 ▶ **Reanimate:** d4 dead creatures or piles of bone animate as Skeleton Crew.
 ▶ **Soul Harvest:** Touch a recently killed human to recover d8 HP.
Unholy. "Healing" magic damages it, bypassing armor.
When aboard a ship: Bones can be fired from its cannons onto an enemy ship. The Necromancer can spend its action to animate them.

Skeleton Crew

Crew of the dead. Possessed with eldritch ambition, they recall the sailing and combat skills they had in life, but none of the desire to live.

- HP** 4 **Morale** - **No Armor**
 Choose 1 or 2:
 ▶ **Scimitar:** d6 ▶ **Claws:** d4 ▶ **Femur Club:** d6
 ▶ **Ghost Chains:** d4 (10' range, hits 2 targets)

Living Thralls

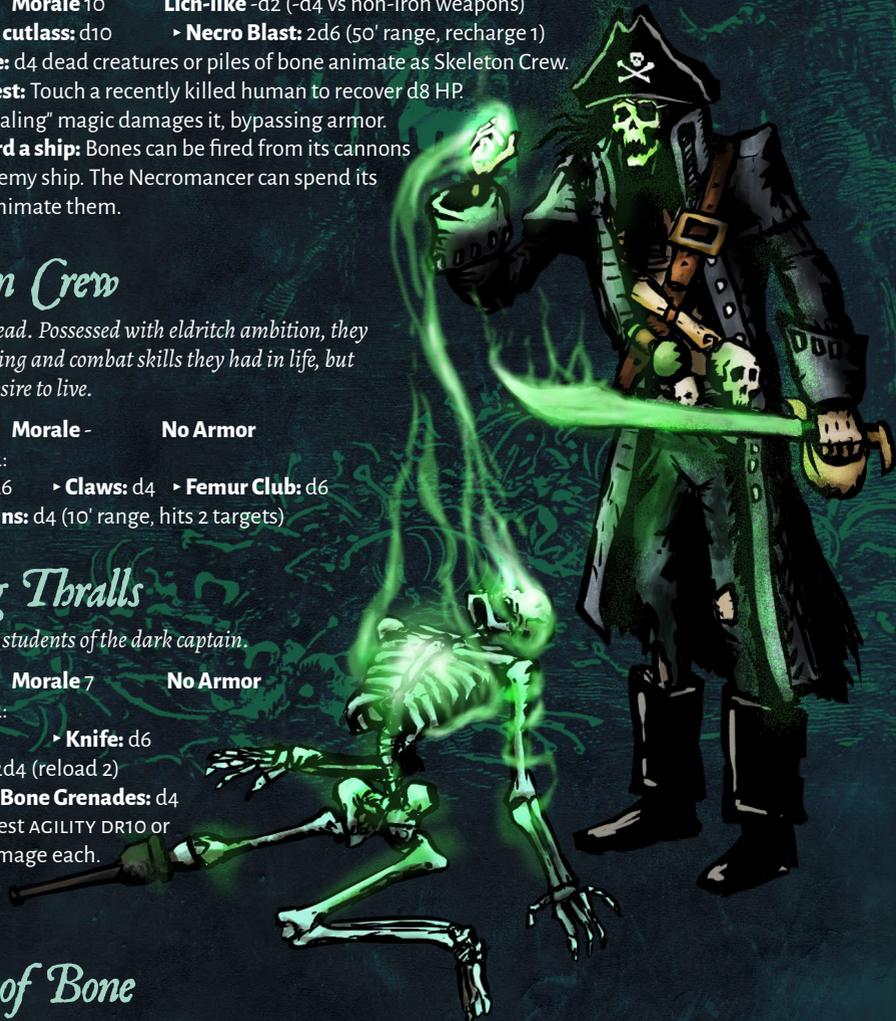
Servants and students of the dark captain.

- HP** 6 **Morale** 7 **No Armor**
 Choose 1 or 2:
 ▶ **Cutlass:** d6 ▶ **Knife:** d6
 ▶ **Flintlock:** 2d4 (reload 2)
 ▶ **Exploding Bone Grenades:** d4 creatures test AGILITY DR10 or take d6 damage each.

Ship of Bone

Some sail in wooden ships decorated with bones, others have vessels build entirely from the dead.

- Vessels:** Ship of Bone (Brigantine, Fluyt, Frigate, Galleon, Galley)
 ▶ **Special:** The Necromancer can spend a crew action to recover d8 of the ship's HP.



The SUNKEN ONE

Wretched cult leaders that have made a pact with The Old Ones. Shipwrecked captains that prayed to the Abyss for salvation. Abominable constructs anchored to the sea.

HP 24 **Morale 10** **Crustacean Carapace** -d4

► **Claw:** d12 ► **Leg Stab:** d6 (2 targets)

► **Trident:** d10 (10' range, can be thrown)

When aboard a ship:

► **Wave Call:** Deal d8 damage to another ship and push it 1 hex in any direction. Recharges after 4 rounds.

Thing from Below

Aquatic mutants corrupted by years under water.

HP 2d8 **Morale d6+6** **Scaly Skin** -d2

Choose 1 or 2:

► **Claws:** d4 ► **Bite:** d6 ► **Stinger:** d6

► **Tentacles:** d6 (2 targets) ► **Urchin Flail:** d8

► **Squid Ink Sack Spray:** d4 nearby targets test AGILITY DR12 or are blind for 1 round.

Lost Sailor

Mariners lost at sea. Now they serve The Deep.

HP 6 **Morale 5** **No Armor**

Choose 1 or 2:

► **Sea Shell:** d4 ► **Cutlass:** d6

► **Harpoon:** d8 ► **Anchor:** d10

► **Fishhook Mace:** d8

► **Cargo Net:** Test AGILITY DR12 become trapped. Test again at the end of each turn.

Vessel from the Deep

Living ships infected with coral and deep sea parasites.

Vessels: Vessel from the Deep (Galleon, Fluyt, Man-of-War, Ship of the Line)

► **Special:** The Sunken One can spend 2d4 consecutive crew actions to summon (roll d6):

1 d100 sharks (pg. 89)

2 a whale (pg. 89)

3 The Kraken (pg. 105),

4 Davy Jones (pg. 106)

5 The Leviathan (pg. 107)

6 a maelstrom.



SAILS! SHIPS AT SEA...

VESSEL CLASS *d10*

- | | |
|--------------|---------------------|
| 1 raft | 6 fluyt |
| 2 longboat | 7 frigate |
| 3 tartane | 8 galleon |
| 4 sloop | 9 man-of-war |
| 5 brigantine | 10 ship of the line |

ARMAMENT *d6*

- 1 Merchant: No weapons.
 2 Lightly armed: reduce damage die size by one.
 3-5 Normal armament
 6 Warship: Double broadsides.

CREW QUANTITY* *d6*

- 1 Short-handed: half as many.
 2-3 Standard crew.
 4-5 Ready for war: twice as many.
 6 Ready to raid: as many as possible.

CREW QUALITY* *2d6*

- 2-3 Near mutiny and/or untrained.
 4-6 Miserable and/or novice.
 7-8 Average.
 9-10 Fresh from shore leave and/or experienced.
 11-12 Prosperous/loyal and/or military training.

*Modify DRs where appropriate.

NAME *d66*

- | | | |
|---|---|-----------------------------|
| 1 | 1 | <i>Banshee's Wail</i> |
| 2 | 1 | <i>Revenant</i> |
| 3 | 1 | <i>Void Ripper</i> |
| 4 | 1 | <i>Mermaid's Tear</i> |
| 5 | 1 | <i>Carrion Crow</i> |
| 6 | 1 | <i>Executioner's Hand</i> |
| 2 | 2 | <i>Poseidon's Rage</i> |
| 2 | 2 | <i>Adventure's Ghost</i> |
| 3 | 2 | <i>Widow's Revenge</i> |
| 4 | 2 | <i>Blood Moon</i> |
| 5 | 2 | <i>Devil's Scorn</i> |
| 6 | 2 | <i>Gilded Parrot</i> |
| 3 | 3 | <i>Monolith</i> |
| 2 | 3 | <i>Black Tide</i> |
| 3 | 3 | <i>Raven's Wrath</i> |
| 4 | 3 | <i>Coral Corsair</i> |
| 5 | 3 | <i>Hellspire</i> |
| 6 | 3 | <i>Vendetta</i> |
| 4 | 4 | <i>Crimson Tempest</i> |
| 2 | 4 | <i>Royal Tomb</i> |
| 3 | 4 | <i>Guillotine</i> |
| 4 | 4 | <i>Neptune's Maiden</i> |
| 5 | 4 | <i>Cadaver's Call</i> |
| 6 | 4 | <i>Heart of the Sea</i> |
| 5 | 5 | <i>Demonwake</i> |
| 2 | 5 | <i>Bride of the Abyss</i> |
| 3 | 5 | <i>Annihilation</i> |
| 4 | 5 | <i>Golden Glaive</i> |
| 5 | 5 | <i>Necrobile</i> |
| 6 | 5 | <i>Grave Witch</i> |
| 6 | 6 | <i>Loa's Lament</i> |
| 2 | 6 | <i>Hunsi Kanzo</i> |
| 3 | 6 | <i>Dragon from the Deep</i> |
| 4 | 6 | <i>Leviathan's Flood</i> |
| 5 | 6 | <i>Kraken's Maw</i> |
| 6 | 6 | <i>Harlequin's Curse</i> |

...AND THEIR CARGO

*Roll once for each cargo slot, or pick what is appropriate.

Value is only a suggestion and can fluctuate $\pm 50\%$ from port to port.

MUNDANE CARGO* *d12*

- 1 food or crops, 250s
- 2 spices or oils, 350s
- 3 trade goods, 400s
- 4 livestock, 400s
- 5 sugar, 500s
- 6 rum, 1000s
- 7 munitions, 2000s
- 8 tobacco, 1000s
- 9 wine, 2000s
- 10 antiques, 2000s
- 11 lumber, 1000s
- 12 special cargo

SPECIAL CARGO* *d12*

- 1 raw silver ore, 5000s
- 2 golden coins and treasures, 10000s
- 3 religious leader(s)
- 4 important prisoner(s)
- 5 political or military figure(s)
- 6 relics or a rare artifact, 4000s
- 7 sea monster bones, 2500s
- 8 exotic animals, 2000s
- 9 d10 locked chests, 2d8 x 100s each
- 10 d20 crates of **ASH**, see pg. 25
- 11 imprisoned undead
- 12 a sorcerer with a tome of d4 Arcane Rituals (pg. 64)

OPTIONAL PLOT TWIST *d8*

- 1 Deadly disease on board.
- 2 Crew are impostors.
- 3 Crew is mute.
- 4 The PCs know this crew.
- 5 Everyone on board was thought to be dead.
- 6 Ghost ship.
- 7 They're all zombies.
- 8 Someone on board is related to a PC's backstory.



WHERE IS IT? d12

- 1 shallow waters
(submerged at high tide)
- 2 suspended on shoals
(half underwater)
- 3 beach wrecked
- 4 adrift at sea
- 5 anchored off the coast
- 6 suspended on rocks
or a coastal cliff
- 7 up a dried-up riverbed
- 8 in the middle of the jungle,
forest, or desert
- 9 drifting into port
- 10 orbiting a maelstrom
- 11 floating the waters
that lead to the underworld
- 12 in the nightmares
of cursed sailors

Type of Ship d12

- 1 several ships fastened together
(roll d2 more times)
- 2 sloop
- 3 tartane
- 4 giant jury-rigged raft
- 5 brigantine
- 6 frigate
- 7 ancient vessel
- 8 galleon
- 9 fluyt
- 10 man-of-war
- 11 ship of the line
- 12 otherworldly

What happened here?

d8

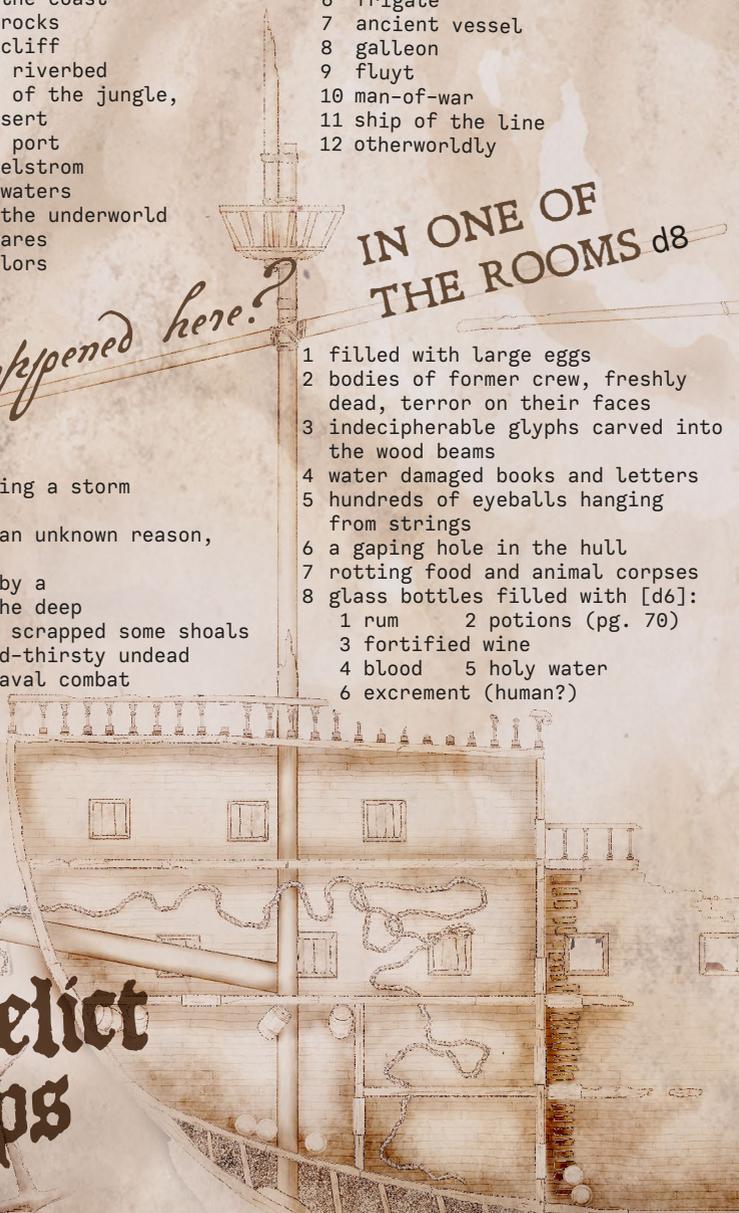
- 1 demolished during a storm
or hurricane
- 2 abandoned for an unknown reason,
mostly intact
- 3 ripped in two by a
monster from the deep
- 4 run aground or scrapped some shoals
- 5 raided by blood-thirsty undead
- 6 destroyed in naval combat
- 7 wrecked
in foggy
conditions
- 8 mutiny fueled
blood bath

*IN ONE OF
THE ROOMS d8*

- 1 filled with large eggs
- 2 bodies of former crew, freshly
dead, terror on their faces
- 3 indecipherable glyphs carved into
the wood beams
- 4 water damaged books and letters
- 5 hundreds of eyeballs hanging
from strings
- 6 a gaping hole in the hull
- 7 rotting food and animal corpses
- 8 glass bottles filled with [d6]:

1 rum	2 potions (pg. 70)
3 fortified wine	
4 blood	5 holy water
6 excrement (human?)	

**Derelict
Ships**



ODD FEATURE d12

- 1 walls and floor covered in coral and barnacles
- 2 piles of bleached white bones throughout
- 3 hundreds of small crabs nests
- 4 cargo hold is filled with 6" of blood
- 5 charred wood and fire damage
- 6 faintly glows in the dark
- 7 mysterious slime covers most surfaces
- 8 ornately decorated in gold leaf and velvet
- 9 a thick layer of ash coats everything
- 10 gravity behaves as if underwater
- 11 signs of torture, sacrifice, and blood-letting
- 12 bioluminescent plants bloom from hull at night

development d8

- 1 Sails! Ship spotted.
- 2 Derelict starts to sink or collapse.
- 3 Adversaries arrive: other pirates, monsters, the military.
- 4 Explosion or fire.
- 5 Extreme weather.
- 6 Thing from the deep complicates things.
- 7 Undead floating nearby.
- 8 A stowaway emerges.

current occupant d12

- 1 Ghosts of dead sailors. Their speech sounds like whale song.
- 2 Poisonous **necro-plague rats**, their mother the size of a wolf.
- 3 **Dormant zombies** waiting for fresh brains, their smell detectable for miles.
- 4 A starving crew of **pirate-turned-cannibals**, some with freshly missing limbs.
- 5 **Skeleton marauders** celebrating a recent raid. The captain is an asshole.
- 6 **Cultists**, chanting, summoning Great Old Ones via human sacrifice.
- 7 **3 beautiful sirens**. They lust for pearls and have a hoard hidden nearby.
- 8 A tribe of intelligent **goblin-like monkeys**. They love shiny things and rum.
- 9 A **necromancer** living in exile with a pet **undead jaguar** or **shark**.
- 10 **Deep Ones**, lead by a shaman, scouting for valuables. Her magic requires water.
- 11 Hundreds of **carriion gulls**, feasting on a corpse hanging from a mast.
- 12 Dozens of blood drained **corpses**. A weakened **vampire** hides below deck.

Original Cargo d20

- 1 tea leaves or spices
- 2 art or antiques
- 3 coffee beans
- 4 sugar or sugar cane
- 5 rum or wine
- 6 weapons and ammo
- 7 tobacco or cocoa
- 8 exotic creatures
- 9 rice or crops
- 10 black powder [d100 barrels]
- 11 contraband
- 12 textiles
- 13 sacrificial victims
- 14 prisoners
- 15 lumber
- 16 livestock
- 17 a large statue
- 18 hoards of treasure
- 19 native medicine
- 20 a cursed relic

condition d6

- 1 missing or ruined
- 2-3 salvageable (x1/2)
- 4-5 good (x1)
- 6 rare and valuable (x2)

- 1 The **Black Spot** on a folded piece of paper. Whoever unfolds it dies in d8 days (unless they find a way to lift the curse).
- 2 A **Spanish gold treasure hoard** worth 50,000s. They want it back NOW.
- 3 **3 flags**: British, Spanish, French. One torn, one blood spattered, one outdated.
- 4 Freshly **decapitated head**. It looks exactly like one of the PCs. In its mouth is a pearl the size of a plum.
- 5 **Emerald** the size of a coconut.
- 6 6 stylized **animal heads carved from wood**, one on top of the next.
- 7 **7 rare gold coins** worth d100 silver each.
- 8 Each player rolls all of the dice they have with them: the total in silver.
- 9 An enormous **dinosaur bone**.
- 10 **2 black flintlocks**, the name "Blackwood" engraved on both. DR -1 to hit.
- 11 A **bag of marbles**.
- 12 **Thick leather belt**, an iron kraken buckle. Wearer gets +1 STRENGTH.
- 13 A **pure white flintlock pistol**. It CRITS on 18+ but shatters on a FUMBLE.
- 14 **Half of a metal medallion**.
- 15 **15 dead men on a dead man's chest**. The crew learns 1 random *Shanty* (pg. 68).
- 16 An elaborate **brass anchor**.
- 17 An ancient **circular stone calendar**. Its last entry is the day after tomorrow...
- 18 5,000 **gold coins** (they are painted wood).
- 19 d6 **black candles**. Burning them makes all other light sources dim by half.
- 20 d20 **silver bars** (50s each).
- 21 8' marble **statue of a sea monster** with rubies for eyes.
- 22 Detailed **journal** with drawings and descriptions of the local flora and fauna.
- 23 Golden **crown and scepter**.
- 24 a **flute** carved from a femur.
- 25 d6 **bladders** from some sea creature. Each contains a potion (pg. 70).
- 26 **Jet black sphere**.
- 27 Mother of pearl encrusted **lobster shell**.
- 28 **Black cannon** in the shape of a dragon. A ship with it always deals +1 damage.
- 29 **Book** written in an ancient script. It contains the best **recipes** known to man.
- 30 300 **dead monkeys**.
- 31 **Dead pirate captain**. There is a 2,000s reward for his head.
- 32 32 **golden teeth** and a set of **silver pliers**.
- 33 **Skeleton** of a small animal.
- 34 Single **golden arrow**.
- 35 35' of **hempen rope** that will (almost) never break.
- 36 Small **sandstone pyramid**. Smashing it reveals a black diamond worth 2,000s.
- 37 **Mesoan coin** on a necklace.
- 38 **703 pieces of eight** in a wooden crate.
- 39 **Dark greenstones**. Looking into them reveals an underwater location.
- 40 Ornate model **frigate inside a bottle**.
- 41 **Large fang** the size of a femur.
- 42 A fine wooden **armoire**. Inside are d12 outfits fit for royalty.
- 43 **Iron scarab**. On sand it explodes for d6 damage, underwater it swims to treasure.
- 44 Large jar filled with 2d20 **dried seahorses**. Eating one recovers 1 HP. Don't eat too many...
- 45 Pair of **finely crafted boots**. +1 ACILITY.
- 46 Bloody leather bag with **3 silver rings, 7 stone rings, and 9 iron rings**.
- 47 **Polished obsidian disc**. If you look at the sun through it you immediately *gain experience*, then it shatters.
- 48 4' x 8' **stone slab** covered in glyphs. It depicts a woman entering a portal.
- 49 Carved **ivory sailing ship**.
- 50 **Sarcophagus** (5,000s). Inside is a **scepter** that turns human ashes into silver dust.
- 51 **Dark green cloak**. +1 PRESENCE.
- 52 d20 bottles of the **finest rum ever made**.
- 53 **Barrel-sized egg**. The inside stirs...
- 54 **Taxidermy dog**. In its belly is a severed hand holding a set of keys.
- 55 **Severed finger**. If rested on a map it will point to a lost city of gold.
- 56 d4 **barrels filled with blood**.
- 57 Smoking **pipe shaped like a galleon**.
- 58 **Hollow cannonball**. Inside: a map.
- 59 **Clay dagger** with glyphs carved in the blade. Read them: learn one random ritual (pg. 64) then it crumbles.
- 60 Chest with **4 different colored vials**.
- 61 A **figurehead of a gorgeous woman**. If attached to a ship, it comes alive and screams in terror.
- 62 Clay **jar filled with 13 snakes**.
- 63 A **skeleton key**. pg. 63.
- 64 **Locked iron box**. Inside is a **rotten head** that can speak. It knows the way to Hell.
- 65 Set of 6 **jade goblets**.
- 66 **Everything within 66' dies immediately**. (Optional: all PCs gain the Haunted Soul: *Skeleton class until the treasure is reburied.*)
- 67 **Silver bracelet** of a snake eating its tail.
- 68 Handheld **crystal mirror**.
- 69 3d20 **large pearls**.
- 70 Collection of **exotic bird feathers** (300s).
- 71 **Shriveled heart**. It starts beating if submerged in sea water.
- 72 **Wood coffin**. Inside is (d4): **1** a skeleton **2** a mummy **3** a vampire **4** 1,000s.
- 73 **Map of the Dark Caribbean**. A trail of blood appears along your path.
- 74 **Jaguar skull** made of diamond.
- 75 **Key made of water**. Glows if submerged.
- 76 **Jade gecko** wrapped around a coconut sized **granite globe**.
- 77 **Vial of water**. Drinking it *secretly* gives d100 HP.
- 78 Satchel of hauntingly poetic **love letters**.
- 79 **Chess set** carved from onyx and jade.
- 80 Wood tube with d6 **scrolls**, each with a different Ritual (pg. 64). They always succeed but burn up once used.
- 81 **Stone tankard**, covered with Mesoan glyphs. It never runs out of ale.
- 82 **Golden pegleg**.
- 83 **Gold ship's bell**. Ringing it changes the winds direction.
- 84 **Plain gold ring** with no signs of wear (in fire it projects a clue, pg. 121).
- 85 A **chest inside a chest**. Roll again.
- 86 **Necklace of bones**, each with a different engraved rune. +1 TOUCHNESS.
- 87 **Gray, pointy hat**. Wearer gets +1 SPIRIT.
- 88 **Trident** etched with antediluvian runes.
- 89 **Bronze skull** with d2 gems for eyes.
- 90 **Bullwhip**. Hits on DR8, d6 dmg, 10' range.
- 91 **Amulet of the Sun**. Elaborately carved, Ancient, and extremely valuable.
- 92 A **large crate**. d100 **skulls** are inside.
- 93 Volcanic **glass sculpture of an island**. Holding it to the sun reveals a small ruby inside. It's a map.
- 94 **Spyglass**. It seems broken, but actually peers 24 hours into the past.
- 95 Book of **7 maps in 7 different languages**. Each is of a different small island.
- 96 3 **turtles shells** of different colors. Each is filled with gems worth d100 silver.
- 97 **Go**. A bag of **black stones**, a bag of **white stones**, and a bamboo **game board**.
- 98 **Oil lamp**. (The genie inside will grant one wish, but in the worst way possible).
- 99 A **wooden box** with 24 stacks of 20 gold coins (500s each) and 6 loaded flintlocks.
- 100 **1 million pieces of eight**. Good luck.

BURIED TREASURE [d100]

TREASURE MAPS

Pick and choose from these tables as needed.
Then grab some parchment paper and quill and get to work.

Type of map (d4)

- 1 **Simple.** A geographic area, X marks the spot.
- 2 **Point Crawl.** The map shows several icons (pg. 120), but they must be traveled to sequentially to find the next one.
- 3 **Scavenger Hunt.** The map has only one point of interest or one clue, but finding it reveals more maps or clues.
- 4 **Arcane.** The map only reveals the next step when the previous one is completed.

Material (d12)

- 1-4 Parchment paper.
- 5 In an old book.
- 6 Only in someone's mind or memories.
- 7 Burnt into leather.
- 8 Whittled into a bone or skull.
- 9 Minted on a unique coin.
- 10 Embossed into a sea turtle shell.
- 11 Scratched into driftwood.
- 12 Etched into a glass bottle.

Geography (d8)

- 1 Island
- 2 Coast
- 3 Peninsula
- 4 Cove
- 5 Archipelago
- 6 River
- 7 Lake
- 8 Inland

It starts... (d6)

- 1 at a totally unknown location.
- 2 nearby.
- 3 within a mile.
- 4 a day's walk away.
- 5 a day's sail away.
- 6 near a well known place.

The Invisible Ink is Revealed... (d10)

- 1 with heat or fire.
- 2 under star or moon light.
- 3 during an eclipse.
- 4 when underwater.
- 5 if soaked in alcohol.
- 6 with magic or a ritual.
- 7 when you speak the password.
- 8 when near a key location or object.
- 9 during the solstice or equinox.
- 10 at a certain time of day.

Complication (d8)

- 1 Another crew is there when the PCs arrive.
- 2 Monsters guard it.
- 3 It has already been found or is missing.
- 4 It's cursed.
- 5 There are hundreds of corpses.
- 6 The PCs become incredibly lost on the way.
- 7 The whole thing is a setup.
- 8 There is so much treasure everyone becomes murderously paranoid.

Icons (d20)

1. rope bridge



2. waterfall



3. volcano caldera



4. skull rock



5. wicked tree



6. jungle



7. beach caves



8. whale graveyard



9. white sand beach



10. lagoon



11. ancient ruins



12. burnt down cabin



13. swamp



14. shipwreck



15. cliff side



16. large hill



17. quicksand



18. mountain's peak



19. highest point



20. lowest point



Clue Container (d10)

1 note in a scroll case

2 small stone, instructions carved underneath

3 coconut shell

4 message in a bottle

5 metal plaque

6 letter in a small box

7 etched cannon ball

8 burnt or carved into wood

9 dried blood on a skull

10 A potion. The drinker "knows" the next clue, but TOUGHNESS DRI2 or becomes *poisoned*.

Direction (d8)

1 north

2 northeast

3 east

4 southeast

5 south

6 southwest

7 west

8 northwest

Markers (d20)

1 large boulder

2 dead man's bones

3 makeshift grave

4 old anchor

5 ruined rowboat

6 lone palm tree

7 ship's wheel

8 painted rock

9 cannonball

10 pile of skulls

11 volcanic glass

12 rusty cutlass

13 broken oar

14 broken barrel

15 ruined cannon

16 tallest tree

17 strange sea shell

18 rotting crate

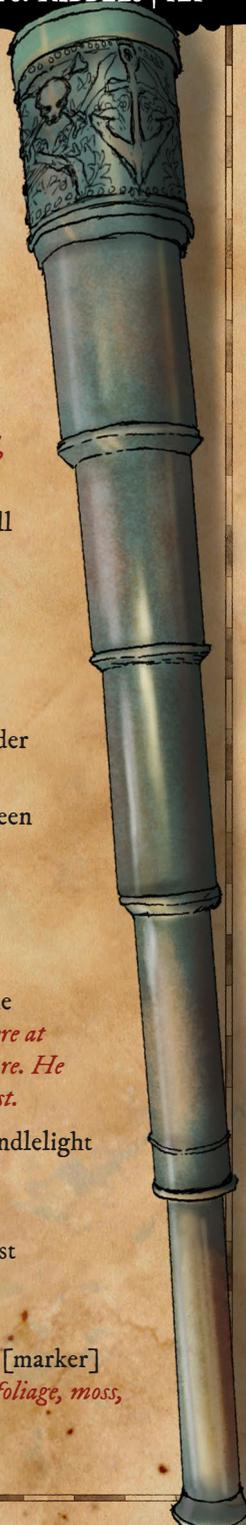
19 stone statue

20 tombstone



Riddles (d12)

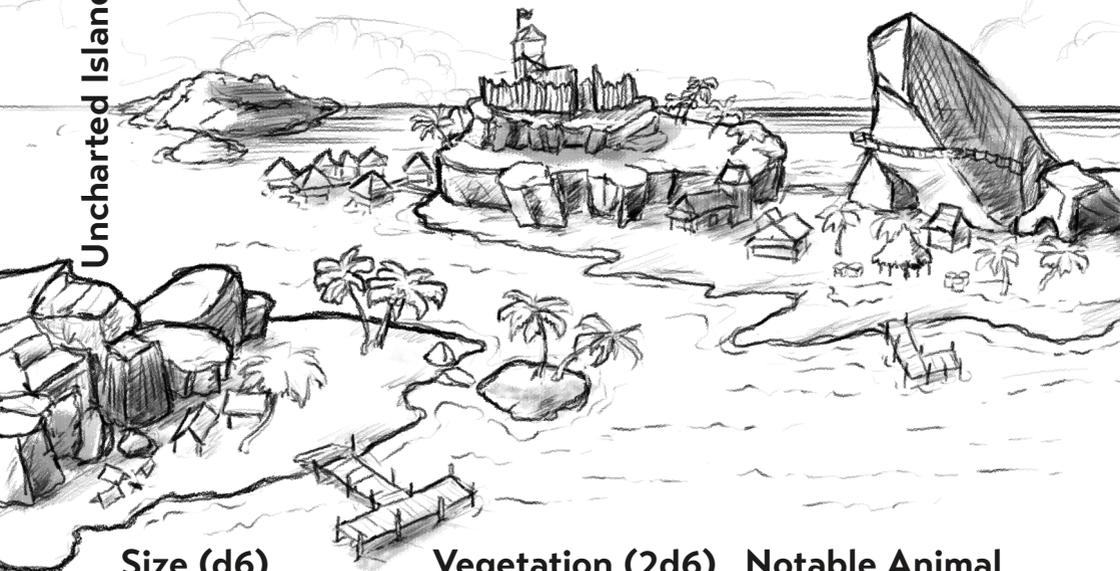
1. Arrive at the [icon] but you won't see the [marker] in the light, travel [2d6] paces to the [direction] and wait until day turns to night. *The marker only appears in the dark.*
2. Set your course for the [icon] and ready a shanty, for singing near the [marker] will turn "none" into "plenty".
The treasure or clue appears once music is played.
3. Find the [marker] by the [icon], ye soothsayers and witches, for only magic or prayers can lead to these riches. *Using a Relic, Ritual, Spell, or Prayer magically reveals the clue or treasure.*
4. Look not high for salvation, but low for an X, crossed trees you will find, but beware of the hex.
Two fallen trees cover the clue or treasure; it's booby trapped.
5. In shallow waters near [icon] the [marker] rests under waves, it points in the direction of nearby caves. *The marker has a carved or painted arrow that points to a nearby cave with the clue/treasure.*
6. Head [d8 x 10] paces [direction] of the [icon] then dig a hole, under the [marker] lies the key to your goal. *Dig for the clue/treasure.*
7. Make for the [icon] before the sun hits the sea, the secret lies between the [marker] and a tree. *Can't be found during the night.*
8. Only dead men know this hidden locale, for of all who've seen the [marker] by the [icon] none have lived to tell.
Tragedy, a trap, or both haunt this location.
9. Near [icon] at midnight the dead rise from their graves, but the one near the [marker] is a crooked-nosed knave. *Harmless ghosts rise here at midnight, but one near the marker knows the location of the clue/treasure. He will only reveal it if his body, hanging from a nearby noose, is laid to rest.*
10. Travel [direction] for 2d2 miles, find the [icon] then rest, only candlelight will reveal the [marker] over the chest.
The marker only appears in candle light. The clue/treasure is under it.
11. From the [icon] at low tide you will be able to see, the [marker] just [direction] of a large fruit tree.
The clue/treasure is buried in the shadow of the tree.
12. [Direction] of the [icon] you will find a sight rarely seen, find the [marker] that's hidden under a blanket of green. *The marker is hidden under foliage, moss, or grass growing in an odd place.*



Uncharted Islands

Written by Jacob Hurst of Swordfish Islands

Uncharted Islands



Size (d6)

1. Tiny
2. Small
3. Medium
4. Large
5. Large
6. Huge

Terrain (2d6)

2. An atoll
3. It's two islands
4. Gentle hills
5. Flat with a mountainous ridge
6. Mostly flat
7. Mostly flat
8. Mostly flat
9. Flat with one prominent hill
10. Gentle hills
11. A single mountain
12. Mountainous and rugged

Vegetation (2d6)

2. One single palm tree
3. Barren: rocks
4. Swampy grasslands
5. Thorny scrub
6. Sand and meadows
7. Fertile grasslands
8. Fertile grasslands
9. Fields and woods
10. Small pine forests
11. Forests and meadows
12. Rainforest

Prominent Natural Feature (2d6)

2. Volcanic
3. Huge sand dunes
4. Numerous sea stacks
5. Black sand beaches
6. Lagoon
7. Azure water, white sand
8. Waterfall(s)
9. Fruit trees
10. Mangrove forest
11. Sea cliffs
12. A huge skull-shaped rock

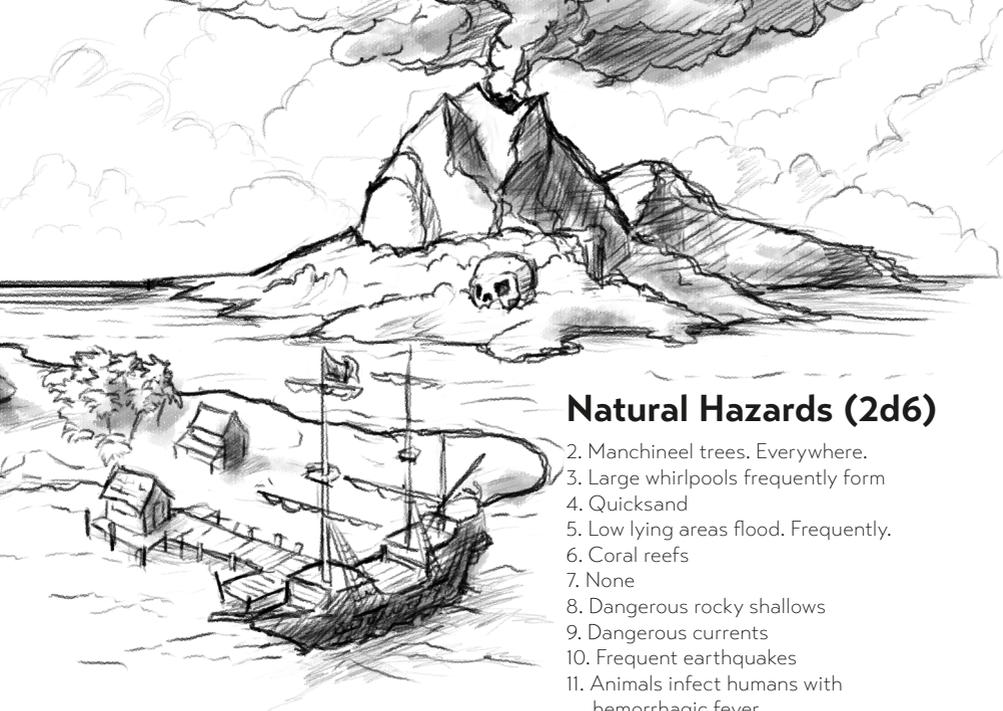
Notable Animal Inhabitants (2d6)

2. Sharks. So many sharks.
3. Glowing jellyfish swarms
4. Monkeys
5. Fist sized orange beetles
6. Sleek black seals
7. Nothing to write home about
8. Pigs and boars (large)
9. Dog-sized lizards
10. Large seabird colony
11. Large flightless birds
12. Dancing jewel-colored birds

Inhabitants (2d6)

2. A witch
3. Pearl divers
4. A robust but primitive city
5. Small primitive village
6. Recently struck camps
7. Uninhabited
8. Don't know, but they're all dead
9. Religious adherents
10. Farming settlers
11. Military
12. A hidden pirate town





Best place on the island to hide treasure? (2d6)

2. Old ruins
3. A large rock shaped like a ship
4. Under a huge lightning scarred oak
5. A large natural rock arch
6. An old lava tunnel
7. Somewhere else
8. Two palm trees cross in an X
9. A large rock resembling a monkey
10. A sink hole
11. Near the strange ancient statues
12. In the sea caves

Anything here worth a fortune? (2d6)

2. Wealthy shipwreck survivors
3. Rare poisons
4. Oysters here make red pearls
5. Buried treasure... somewhere
6. An excellent natural harbor. Build a town!
7. Not really. Good fishing though.
8. Not exactly, but there's a rich trade route nearby
9. Caves of bat guano
10. Wild horses
11. Whale spawning grounds
12. A naturally hidden, excellent harbor

Natural Hazards (2d6)

2. Manchineel trees. Everywhere.
3. Large whirlpools frequently form
4. Quicksand
5. Low lying areas flood. Frequently.
6. Coral reefs
7. None
8. Dangerous rocky shallows
9. Dangerous currents
10. Frequent earthquakes
11. Animals infect humans with hemorrhagic fever
12. A new volcano is about to erupt

Current Conflicts (2d6)

2. 10 pirate ships here for a secret meeting
3. Imperial fleet firing upon inhabitants
4. Imperial military building an outpost
5. Pirates just raided, or are about to
6. Explorers hunting animals to extinction
7. None
8. Recent shipwreck. Survivors stranded.
9. Current inhabitants diseased
10. Religious order building a mission
11. A party of 6 ruthless treasure hunters is here (not including you...)
12. Rebels

Darkness (2d6)

2. A kraken dwells here
3. Cultists
4. An ancient graveyard full of ghosts
5. A ghost ship haunts its waters
6. Ancient rock altar of sacrifice. Well used.
7. Nothing to speak of
8. Unspeakable monstrosities wash up on shore often
9. Animals that die here don't stay dead
10. Zombies walk at night
11. Blood spilled here animates
12. If you eat the food or drink the water here you can never leave.

Stopping a pirate can be dangerous to yer health...

Roll 3d12. Read these tables from A to C. Save the dice.

TABLE A [d12]

A

- 1 rugged individual
- 2 shady vagabond
- 3 scurvy gutter worm
- 4 famous captain
- 5 escaped prisoner
- 6 wanted cutthroat
- 7 notorious privateer
- 8 cloaked figure
- 9 rum-drunk goon
- 10 horrific wretch
- 11 cocky explorer
- 12 dread pirate lord

TABLE B [d12]

with

- horrible breath
- unmatched beauty
- a hook for a hand
- a fancy hat
- a makeshift pegleg
- barnacle covered skin
- calico clothing
- filthy rags
- weather-worn doublet
- natty hair
- a pet bird
- bloody bandages

TABLE C [d12]

wielding a

- pair of fists [d2]
- broken bottle [d2]
- bullwhip [d4]
- hook [d4]
- rusty knife [d4]
- evil cutlass [d6]
- ornate scimitar [d6]
- officer's rapier [d8]
- ancient crossbow [d8]
- flintlock pistol [2d4]
- musket [2d6]
- blunderbuss [d4/d10]

Look at the dice you rolled:

The greatest result is its **MORALE**

The lowest result +2 is its **HP**

(Double it for a *mighty* pirate.)

Whichever table has the highest result determines its **ARMOR**:

TABLE A	NO ARMOR
TABLE B	-D2 ARMOR
TABLE C	-D4 ARMOR



Roll d66 x 4 to name this lowlife. They carry the highest result in silver.

	d66	NAME	OR	NAME	SURNAME	NICKNAME (roll x2)
1	1	ESTEBAN		BRIDGET	PÉREZ	SIR/MADAM
	2	RICHARD		JULIETTE	THOMPSON	SEA
	3	HENDRIK		ESTHER	JANSEN	TURTLE
	4	RAYMOND		ROSE	WILLIAMS	SIREN
	5	JOHN		BEATRICE	ÁLVA	RED
	6	EDMUND		OLIVE	DUBOIS	ONE-EYE/ARM/LEG
2	1	CHARLES		ANTONIA	LEON	CRIMSON
	2	PETER		CHARLOTTE	BROWN	BLUE
	3	OLIVIER		ISABEL	JONES	WATER
	4	BARTH		ADINE	JOHNSON	SKULL
	5	HENRY		ANGELA	THATCH	TALL-TALE
	6	ROGER		CÉCILE	DAVIES	OLD
3	1	DON		EDWIDGE	ARCHER	BLOOD
	2	MARTÍN		CATALINA	BLANC	MR./MRS./MISS
	3	LOUIS		ELIZABETH	EVANS	GUNPOWDER
	4	FREDRICK		MADELEINE	WRIGHT	KING/QUEEN
	5	WILLEM		ANASTASIA	SMITH	BOW-LEGGED
	6	NICHOLAS		EMMA	WILSON	FISH
4	1	JERRY		MARY	BERNARD	WHALE
	2	EDWARD		FRANCISCA	ROBERTS	BONES
	3	ÁLVARO		ANA	WHITE	SQUID
	4	GASPAR		ÁGNES	JEAN	SCURVY
	5	FRANCISCO		MARIE	SANTIAGO	BILGE
	6	JOHAN		ELEANOR	MOREL	SHARK
5	1	CARLOS		ANNE	RODRÍGUEZ	HEART
	2	FRANCIS		HENRIETTA	GARCIA	THE BRIDE/GROOM
	3	JACQUES		ALICE	ROBINSON	BLACK
	4	JACK		MARGARET	LÓPEZ	WHITE
	5	FRANÇOIS		JEANNETTE	BAKER	DEATH
	6	SILAS		CAMELA	BLACK	DARK
6	1	THOMAS		CATHERINE	BONNET	DEVIL
	2	JACOB		URSULA	WALKER	KNIFE
	3	JUAN		ANETTE	MARTIN	CLAW
	4	PHILIPPE		GABRIEL	JACKSON	RAT
	5	JEAN		ESME	DIAZ	GREEN
	6	WILLIAM/ BILLY		MARION	TAYLOR	PLANKTOOTH

JOBS & QUESTS

HOOK d20

- 1 Capture a prize.
- 2 Raid a port.
- 3 Treasure hunt.
- 4 Find someone/something.
- 5 Capture, interrogate, or kill someone.
- 6 Establish a new safe house, base, or hideout.
- 7 Sink a ship.
- 8 Steal an item.
- 9 Spy on someone.
- 10 Scavenge a wreck.
- 11 Explore or defend a location.
- 12 Sneak into somewhere.
- 13 Steal something.
- 14 Meet someone.
- 15 Establish trading or fencing relations with someone.
- 16 Free or rescue a person or group from a location.
- 17 Sabotage something.
- 18 Defend a location.
- 19 Free captives or prisoners.
- 20 Escape.

REQUIREMENT d6

- 1 Stay out of combat.
- 2 Kill only one person.
- 3 Kill everyone.
- 4 Make it look like someone else did it.
- 5 Bring a hostage back alive.
- 6 Vital information must be obtained.

TIME RESTRAINT d6

- 1 Immediately!
- 2 Within the hour.
- 3 By tonight.
- 4 By tomorrow.
- 5 Next week.
- 6 This month.

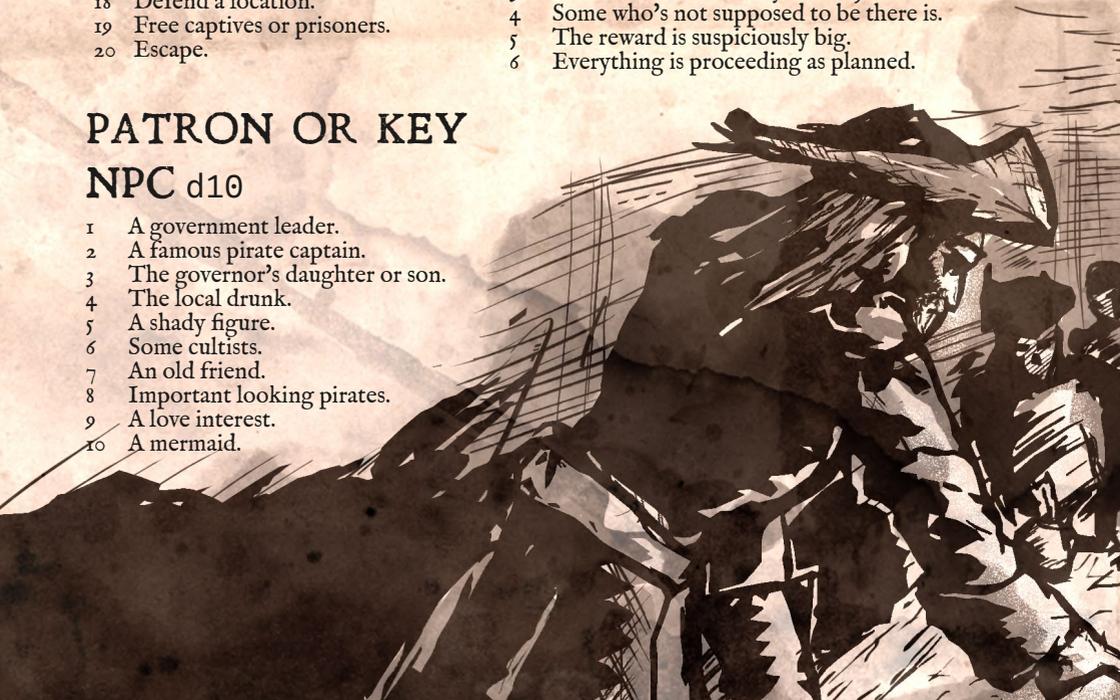
COMPLICATION d6

- 1 It's a setup.
- 2 The intel is wrong.
- 3 Another crew is already on the job.
- 4 Some who's not supposed to be there is.
- 5 The reward is suspiciously big.
- 6 Everything is proceeding as planned.

PATRON OR KEY

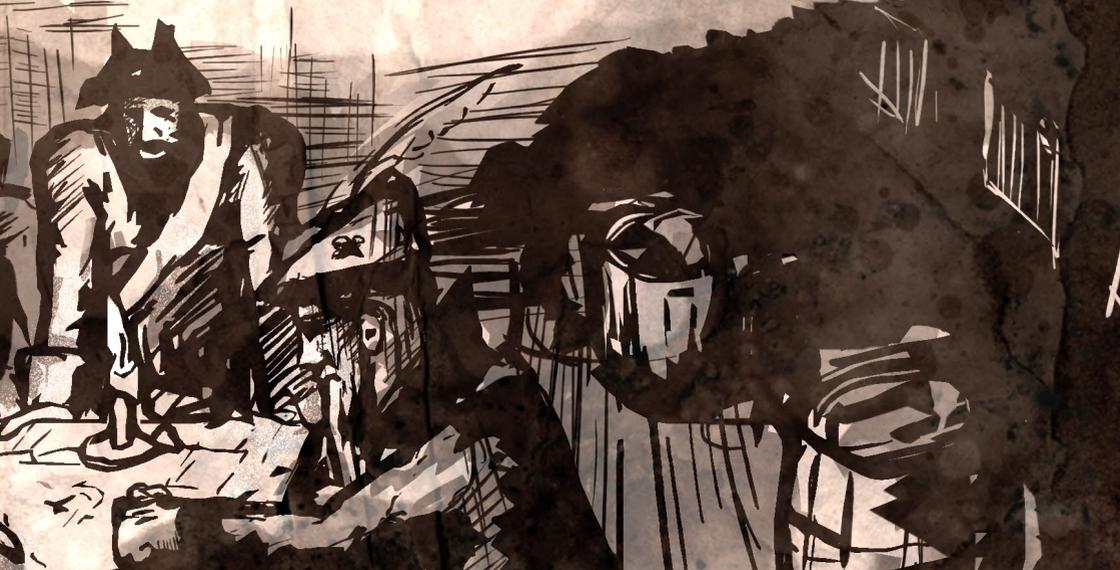
NPC d10

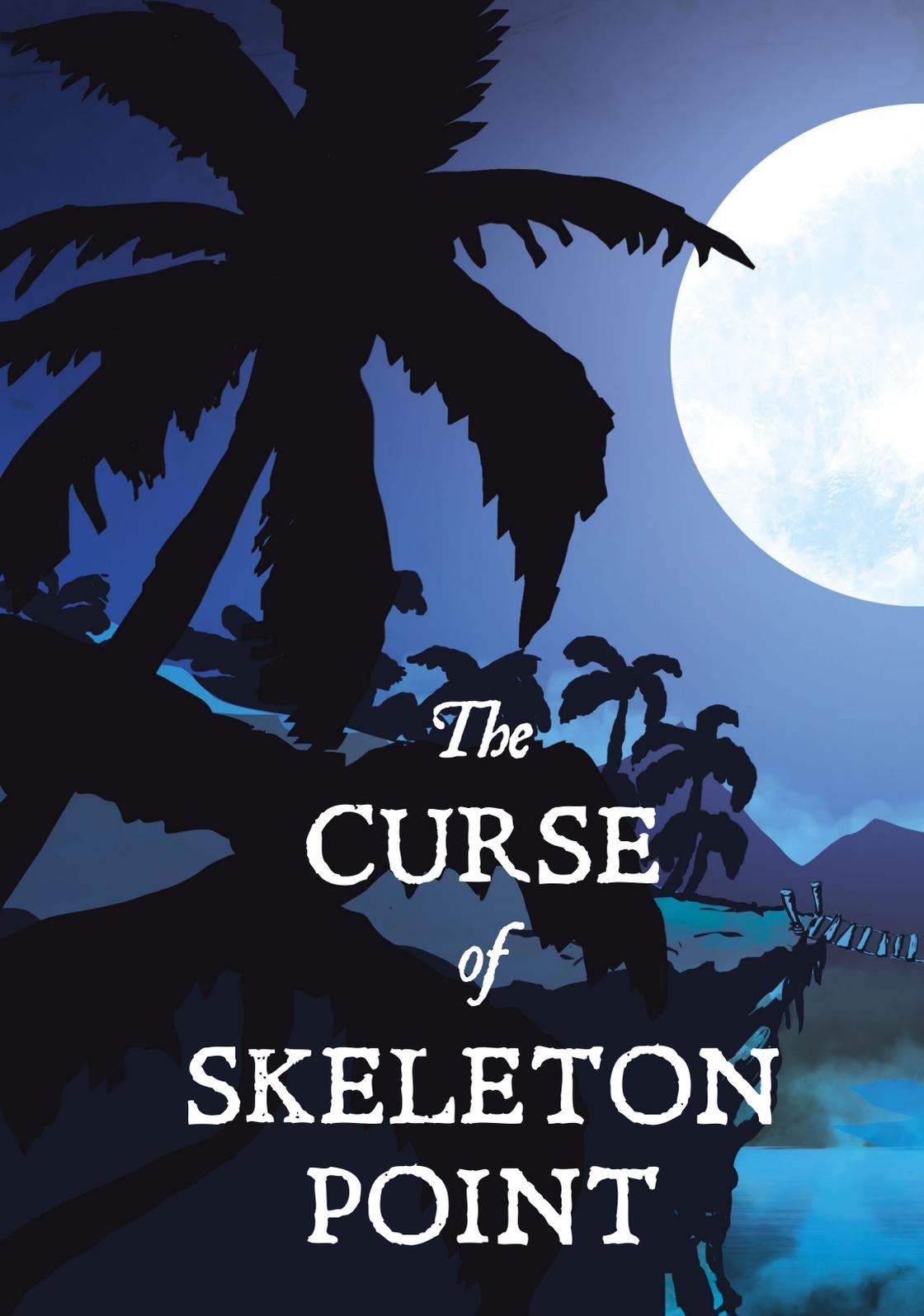
- 1 A government leader.
- 2 A famous pirate captain.
- 3 The governor's daughter or son.
- 4 The local drunk.
- 5 A shady figure.
- 6 Some cultists.
- 7 An old friend.
- 8 Important looking pirates.
- 9 A love interest.
- 10 A mermaid.



RUMORS d20

- 1 A nation's navy is coming in 3d6 days. Everyone is on edge.
- 2 A rich group of merchants are hiring mercenaries to escort them.
- 3 A treasure fleet is rumored to be departing soon.
- 4 An important NPC is recruiting people to explore or scout an area.
- 5 A group of leaders is meeting soon. The PCs have been summoned.
- 6 Someone the PCs know has been killed or captured.
- 7 2d12 pirates are in town spending the earnings from their latest prize.
- 8 Pirates, marines, or revolutionaries are planning to raid a port.
- 9 There are rumors of a rich prize nearby. Crews are recruiting.
- 10 Someone uncovered a clue or map to a fabled treasure and need brains, muscle, or both.
- 11 A corpse has been found in an alley or on the beach. Everyone is suspicious.
- 12 A ship with valuable cargo wrecked nearby.
- 13 A lonely widow (20+d50 years old) is looking for a date to the Governor's Ball.
- 14 It is not safe here at night. The reasons given sound like tall tales or ghost stories.
- 15 A recent fire destroyed a ship, a port, or a farmstead.
- 16 Two allied factions are now at war.
- 17 There is a party tonight to honor a deceased NPC.
- 18 The governor's adult daughter/son is the most beautiful person ever seen.
- 19 A group of cultists have been up to some unusual activity recently.
- 20 Undead have destroyed yet another settlement.





The
CURSE
of
SKELETON
POINT



USING THIS MODULE

The Curse at Skeleton Point is not a typical introductory adventure. It's a location guide, an NPC dossier, a sandbox, a dungeon crawl, and much more. It's a loaded cannon and your players are the linstock. New GMs might feel a little lost as there is a lot to do on the island and every group will certainly handle it differently. **Don't worry.** Use the module as needed, or throw it to Davy Jones' Locker when your pirates inevitably set the entire island on fire! Here are some ways to get started:

- ✦ If you are **starting a campaign**, place your players on the docks, having just arrived, and let them explore. [Captain Davies \(pg. 133\)](#) can teach them sailing and naval combat, the *Green Kraken* tavern always has rumors and jobs, and the [Governor \(pg. 132\)](#) or [Father Wallace \(pg. 133\)](#) can point them to the castle. Searching the jungle for treasure, completing jobs, and acquiring a ship should keep them busy for a while.
- ✦ If you want a **short arc** or **one-shot**, start on board a sloop with a simple naval combat, then have them meet the Governor as soon as they dock. Get them to the castle ASAP.
- ✦ Each of the locations and NPCs are also easily placed in your own setting. Steal as needed!

THE BASICS

Black Coral Bay is a small tropical island with a population of around 1,500. Despite the turquoise-blue waters and lush jungle vegetation, it is a dark and miserable place and has been for as long as anyone can remember. Thunderstorms and thick fog are frequent. Death and violence are commonplace: people—and their treasure—go missing all the time. As such, exploring is a dangerous but profitable pastime.

Coral Town is a small, run-down port at the mouth of the protected bay from which the island gets its name. It's a safe haven for pirates (like [Captain Davies, pg. 133](#)), smugglers, and lowlifes. It's governed by the pompous, worrisome [Governor Claude Barlette \(pg. 132\)](#) who is secretly a **necromancer**.

Skeleton Point is a small islet and antiquated castle. A shipwreck is impaled on one of its turrets. It is visible from nearly everywhere on the island. Hundreds of skeletons on pikes populate the area in front of its gates. The castle is unexpectedly calm and serene during the day, but at night it transforms into a haunted, deadly place. **No one** goes there... with the recent exception of the Governor's daughter [Veronique Barlette \(pg. 132\)](#), who is currently missing (or dead as far as the town is concerned). The castle is brimming with treasure and relics. The trick is escaping alive...

DEVELOPMENT

Use the **sidebar** on the opposite page to alter the status quo. These events can happen once each session, or if the PCs leave for an extended period they might return to a different place entirely.

Plot Hooks

1. News, rumors, and much more can be purchased at the **Treasured Chest** house of ill repute. Ask for **Madame Dubois**.
2. News has spread far and wide: the **Governor's daughter is missing**. He will pay a hefty reward if she is returned.
3. Legends of a **treasure hoard** in the castle at Skeleton Point are told in every tavern and ship's galley, but none have ever entered the castle and lived to tell the tale.
4. **Father Wallace (pg. 133)** is gathering men of the cloth (or anyone willing to help) to **exorcise the spirits in the castle**. Head to the old church for more details.
5. Investigate rumors of an **evil witch in the swamps**. Perhaps she is responsible for the curse on the island... or maybe she sells potions?
6. At the **Green Kraken, Captain Davies (pg. 133)** is recruiting pirates for a raid.

WHAT'S GOING ON?

The island is cursed. At night, the castle comes alive with horrifying undead creatures that often roam the island, including **The Baron (pg. 132)**, a skeletal conquistador who, if destroyed, reforms in the catacombs of the castle at dusk.

Anything that dies on the island is reanimated as a zombie the next sunset. People are used to it: killing fish and chicken a *2nd time* during evening meals is a common occurrence. Everyone suspects that the **rumored treasure in the castle is cursed** or that **"the witch in the swamp" is responsible**. In truth, Governor **Claude Barlette (pg. 132)** is a powerful necromancer who has controlled the island for over 100 years. Not even **Father Wallace (pg. 133)** suspects this, though the witch **Tela Fafane (pg. 133)** might if she can be convinced to care.

Recently, **Veronique Barlette (pg. 132)** has gone missing, and her worried father will pay a handsome reward (1000s) for information leading to her return. She has fallen in love with the **The Baron** and spends her time in the castle or painting landscapes around the island. She hates her father and will not return home willingly.

If the players do nothing, the following happens:

1. The governor **raises his reward 100s** a day until he finds a group brave enough to investigate the castle.
2. **Father Wallace** attempts to exorcise the haunted castle. He is too weak on his own and **is killed**. The church falls further into ruin.
3. **Davies is killed** at sea during a naval skirmish with the Royal Navy. A **huge party** is thrown in his honor on the beach, after which a **power vacuum** develops among the pirates. Captain Davies' ghost ship becomes a serious problem for the surrounding waters.
4. One of the many groups sent to investigate the castle returns. The Governor **learns his daughter has run away willingly**. His anger swells and he hires all the pirates to recover her against her will.
5. The **pirates storm the castle**. **Veronique dies** in the process. The Governor's rage is unleashed and **he razes the island**. All who don't escape with their lives are killed, later rising as undead.
6. **Tela Fafane**, finally having had enough, **fights back** with a horde of her own brand of zombies. The governor is defeated and the curse is lifted. Pirates return to the island.



CLAUDE BARLETTE

THE GOVERNOR

A short, fat aristocrat. Very worried about his missing daughter. Terrible leader. Pretends to be bothered by the "ghost problem" but not willing to do any work to fix the issue. His academic studies led him down a dark path. Secretly a **necromancer**. Over 150 years old. Conducts monthly rituals to maintain the curse on the Baron and the island.

What Does He Seem To Want?

- ♣ To find his daughter, Veronique.
- Pays 1,000s+ for information.**
- ♣ For the curse to go away.
- ♣ Tax revenue.

What Does He Really Want?

- ♣ To find his daughter.
- ♣ To maintain control of the island.
- ♣ For no one to learn he is a necromancer.

What Is He Up To Now? (d10)

- 0-2:** Counting taxes, overindulging, or sleeping in his mansion.
- 3-5:** About town.
- 6-8:** In meetings about his daughter.
- 9:** Conducting a blood ritual in the basement of the lighthouse.

VERONIQUE BARLETTE

THE GOVERNOR'S DAUGHTER

A pale, dark, beauty, Veronique is a talented landscape painter. Her work is gloomy and borders on expressionism.

She explored the castle in search of scenery. After weeks of sneaking away to paint there, she encountered the horrid monster that is *The Baron*. He nearly killed her, but her fascination with his condition saved her life. The two fell in love. Now she has run away to live with him, and told no one before leaving.

What Does She Want?

- ♣ To marry the Baron. *She won't if he somehow becomes human.*
- ♣ To paint his horrible portrait.
- ♣ To be free of her father's control.
- ♣ Painting supplies. **Pays up to 100s.**

What Is She Up To Now? (d10)

- 0:** Spending time with the Baron.
- 1-3:** Painting stormy clouds on the terrace of the castle.
- 4-6:** Gathering natural supplies or painting in the jungle.
- 7-8:** Wandering or reading in the castle.
- 9:** Sleeping in the Baron's chambers.

THE BARON

THE MONSTER

Once a powerful conquistador, the Baron haunts an old crumbling castle, built by his family when they settled the island. His name is long forgotten to time.

By day, he is a ghostly apparition; by night, a 10' tall armored skeleton. He and his minions kill all who disturb the castle at night, with the exception of Veronique.

What Does He Want?

- ♣ Death to all intruders.
- ♣ For Veronique to be happy.
- ♣ To remember his past.
- ♣ If he learns about it: for the curse to be lifted, and to get revenge on its caster.

What Is He Up To Now? (d10)

- 0:** Spending time with Veronique.
- 1-2:** Patrolling the nearby jungle.
- 3-4:** Torturing a prisoner in the dungeon.
- 5-6:** Training new skeletons, especially with swordplay.
- 7-8:** Patrolling the castle (d20 for current room, pg. 158).
- 9:** Vacantly staring out to the ocean. "Who am I?"

HP 25 **Morale** 11 **Necro-Aura** -d4
- Death Touch: d10 + Shriveling spell
- Shriveling Spell: Touch drains all stats by 1 for d20 hours. Regain d6 HP.
- Levitate: Fly 60' a turn
- Anti-Magic: Any PC attempting to use a Relic or Ritual against him must first test Spirit DR16.

HP 5 **Morale** 9 **No Armor**
- Teenage Insults: d2
 Her paintings are tragically beautiful. Many weep after gazing at them for any length of time.

HP 20 **Morale** - **Plate** -d6
- Expert Rapier: d10
- Screem of Death: All who hear it test Presence DR12 or take d6.
- Cursed: If killed, he reforms at dawn in the crypt.
- Incorporeal during the day.



TELA FAFANE

THE "WITCH"

Not a hag, but a kind-hearted green witch or priestess. Fafane lives in a cabin deep in the swamp. Appears to be in her mid 20s, but wise beyond her years. Cryptic, mysterious, frustrated. She sells potions and medicaments. Trusted by *no one* on the island; generally thought to be involved with the cursed castle. She is not as powerful with magic as the Governor, and does not even know he is a necromancer.

What Does She Want?

- ♣ To make a modest living selling her concoctions.
- ♣ To scare the idiots in the village.
- ♣ Rare ingredients and antiquities.

What Does She Have for Sale?

- ♣ See *Death's Head Swamp*, pg. 154.

What Is She Up To Now? (dxo)

- 0: Conducting a candlelight ritual.
- 1-4: In her cabin in the swamp.
- 5-6: Feeding her chickens.
- 7-8: Gathering ingredients in the swamp or jungle.
- 9: In disguise in Coral Town's market.

HP15 Morale11 Spirits-d2

► **Unarmed:** d2

► **Acid Potion:** d8, thrown. Reduces armor 1 tier.

► **Ritual Magic:** Fafane knows many Rituals and can cast them as needed, or for the right price. See *Death's Head Swamp*, pg. 154.



FATHER WALLACE

THE ABBOT

Old, robed, wizard of a man. Runs the church (mass on Sunday). No one attends; the church is broke. He secretly lives in a tent in Shanty Town as he is too proud to ask for help. He does not trust "the heathen witch in the swamp." He spends what money he has on rum and supplies from Davies and his men, turning a blind eye to their origin.

What Does He Want?

- ♣ To exorcise the spirits haunting the castle.
- ♣ To recruit more followers and monks to the church.
- ♣ For Rupert, his altar boy, to take over the church someday.

What Is He Up To Now? (dxo)

- 0: Praying at the bridge to the castle, warding off unprepared adventurers.
- 1-4: Conducting mass or taking confessions.
- 5-8: Reading, writing, or teaching Rupert in the church.
- 9: Sleeping in his tent in Shanty Town with a small fire (night only).

HP 6 Morale 7 No Armor

► **Unarmed:** d2

► **Holy Prayer:** heal a creature d4

► **Divine Summons:** He can call down lighting on one creature. It loses 4d8 HP (ignore armor). Limit 1/week.



CAPTAIN DAVIES

THE PIRATE BOSS

Captain of *The Eye of Chaos* (pg. 138). A sardonic, sea-worn pirate who runs a small but well oiled smuggling operation out of the caves on the west side of the island near Carcass Beach. He and his men can be recruited, or they might try to rob and/or kill the PCs. Probably both... being a double-crossing pirate and all.

What Does He Want?

- ♣ Profits, typically from smuggling, plundering, or gambling.
- ♣ Intimate attention, preferably while drunk, but not typically in a creepy way.

What Is He Up To Now? (dxo)

- 0-1: About town, surveying the docks.
- 2-3: Counting supplies and meeting with pirates in the caves near Carcass Beach.
- 4-6: Carousing, holding court, or playing cards in the *Green Kraken* or on board *The Eye of Chaos*.
- 7: Trading with Tela Fafane.
- 8-9: Away at sea.

HP 9 Morale 9 Leather-d2

► **Cutlass:** d6

► **Flintlock (x2):** 2d4. Reload 2 actions.

Black Coral Bay



1. Coral Town

pg. 138

Rundown port. Lots of pirates & miscreants. Docks, shanty town, taverns, brothels, an old church.

2. Lighthouse

pg. 140

In ruins. Occasionally used as a ritual site for the **GOVERNOR'S (PG. 132)** necromancy, or as shelter for vagrants.

3. Carcass Beach

pg. 142

White sand beach composed of bone fragments. **DAVIES (PG. 125)** runs a smuggling operation from the sea caves.

4. Skeleton Point

pg. 158

Old castle with a ship wrecked on one turret. Beware of **THE BARON (PG. 132)**.
Day: Calm & serene.
Night: Haunted & horrifying.

5. The Jungle

pg. 144

Dense. Filled with predators during the day (who are hungry) and undead at night (who are also hungry).
The Nameless Temple lies buried in the brush beneath a large tree.

6. Death's Head Swamp

pg. 154

Always dark, muddy, and depressing. The rest of the island fears the "witch" who lives here. **TELA FAFANE (PG. 133)** is typically apathetic, but she can teach **ARCANE RITUALS (PG. 64)** or craft **ALCHEMY POTIONS (PG. 70)** if the price is right. Watch out for crocodiles.

7. Black Coral Reef

pg. 156

Beautiful reef overrun by millions of black crabs and glowing jellyfish. Valuable pearls found here.

Random Encounters

Roll when changing locations. Feel free to skip if the action is moving. Always pick instead of rolling if you know what your group will enjoy.

Daytime (2d6)

- 2 1 confused **Deep One (pg. 100)** named S'pht' Gl' Koo. He doesn't speak "human."
- 3 2d12 **bilge rats (pg. 86)**.
- 4 1d4 new **zombies (pg. 94)**. They are hungry.
- 5 d2 **rabid jaguars (pg. 86)** hunting for their cubs.
- 6 The **3-headed monkey (pg. 86)** that lives in the shipwreck on the castle (pg. 158).
- 7 1d6 **pirates (pg. 124)** looking for trouble.
- 8 3d4 **carrion gulls (pg. 87)**.
- 9 **CAPTAIN DAVIES (PG. 125)** and d12 of his men. Moving cargo, patrolling, carousing, or chasing another NPC.
- 10 **TELA FAFANE (PG. 133)**: Gathering ingredients for a ritual or potion.
- 11 An old man named Clayborn. He lives in a tree house and knows a lot about the island.
- 12 **VERONIQUE BARLETTE (PG. 132)**: Painting a landscape. She does not trust people she does not know.

Nighttime (2d6)

- 2 **GOVERNOR BARLETTE (PG. 132)** huddled over a fire pit, mid-ritual, 2d4 **sea wraiths (pg. 101)** circling him. He pretends he is under attack.
- 3-4 d100 fireflies glowing pale blue.
- 5-6 3d6 weak **zombies (pg. 94)**. They are starving but slow. 1 HP each.
- 7-8 2d4 **skeletons (pg. 92)** looking for trouble.
- 9-10 d4 of **The Drowned (pg. 100)**, wandering inland from Carcass Beach (pg. 142).
- 10 The **3-headed monkey (pg. 158)**.
- 11 **THE BARON (PG. 132)** "hunting" the living.
- 12 The grim reaper. He points at a PC & vanishes. A spot appears on their body.

CORAL



4

5

6

7

TOWN



9

8

2

3

1

CORAL TOWN

Coral Town is not a vacation destination. No one here seems happy, and everyone is looking for a score. Any time the PCs find someone who seems like they might have work for them, use the **Job & Quest Generator on pg. 126**.

1. The Docks. A popular place for late night meetings. There are currently 12 vessels docked (not including the *Eye of Chaos* and the PCs' ship, if they have one). See opposite page.

2. The Green Kraken. If Coral Town had a heart, this would be it. A seedy tavern. **Jonesy**, the barkeep, is gruff and large enough to prevent a fight. Several important-looking pirates recruit here, including **Captain Davies (pg. 133)**, who has a booth permanently reserved in the back. Gambling, drinking, and plotting are all encouraged.

3. The Shipwright. Run by a strong, proud, graceful woman named **Helga**. She can offer **repairs, upgrades, and ammo** for normal shipwright prices (pg. 77), but does not respond well to male attention and jacks up prices if treated without respect.

4. The Eye of Chaos. An old restored galleon with an ivory skull aftcastle; **Davies's (pg. 133)** flagship. His crew are veteran cutthroats, and are deadly in a fight. Davies can **teach inexperienced pirates (and players) to sail** on board the *Chaos*, which is generally regarded as "the power in these waters". See **Carcass Beach (pg. 142)** for more info.

5. Shanty Town & Marketplace. Full of drunk sailors and greedy merchants, this is where most of the **recruiting, buying, selling, and scheming** on the island happens. Most items **under 40s** (pg. 52) can be purchased here.

6. The Treasured Chest. Of the several **houses of ill repute** on the island, this is the busiest and most politically connected. **Madam Dubois** (wise, stern, subtle but magnificent) and her staff are renowned for their services, which include but are not limited to: sex work, escorting, spying, distracting, rumor milling, scandal mongering, sewing, and wine & spirit sales. Hear **rumors** by: listening closely, buying several drinks, procuring other services, or buying them outright (10s/rumor).

7. Governor's Mansion. **Claude Barlette (pg. 132)** and his extremely docile servants live here (they are *almost zombies*). He will receive company if his daughter is mentioned. He hosts a masquerade ball once every 3 months.

8. The Old Church. **Father Wallace (pg. 133)**, and his altar boy **Rupert** (skinny, bumbling, has a crush on **Veronique**) run **mass on Sundays**. Almost no one attends. The building is **in ruins**. Wallace is more concerned about the undead problem than anyone else on the island. He recruits people to help (fighting, exorcism, etc). There is a **crypt** under the church with a **secret passage** that extends to the graveyard (**and further?**).

9. **The Graveyard.** Hundreds of **graves** and a few **mausoleums**, one of which has secret access to **tunnels** that connect to the church. Considered unsafe at night, though the locals wait until the dead have been killed *twice* before they bury them. Grave robbing might result in alerting **Father Wallace (pg. 133)**, awakening **undead**, finding random loot, or all three. **A good place to insert a dungeon crawl.**

RUMORS 2d6

2. When the **Governor** isn't caked in perfume he smells like bilge water.
3. Strange things happen **deep in the jungle at night**: evil floating lights, chanting, roaring fires.
4. **Veronique** is beautiful, but there is something off about her paintings.
5. Dead things **don't stay dead** here.
6. Stay inside at night. This island is **cursed!**
7. The **Governor's daughter** is missing and he's paying over 1,000s for info.
8. There is a 30' **skeleton** living in the castle.
9. There's a **treasure hoard** in the castle protected by the **ghost of a sea serpent**.
10. The **witch in the swamp** is responsible for the curse.
11. The **lighthouse doesn't work** anymore, but sometimes it still lights up at night.
12. There are secret tunnels under the **graveyard**.

SHIPS DOCKED d12

1. **The Dark Diamond**
Small, fast sloop. Smugglers: rum, sugar, prisoners of war.
2. **Jade Rebellion**
Strange ship from a distant land. They are in port selling strange spices and telling stranger stories. They have chests of carved jade hidden in the hold.
3. **The Ranger**
Brigantine with a small but loyal crew. The captain is batshit crazy.
4. **Mist Walker**
Tartane with two large triangle sails. Fence vessel: they take stolen pirate cargo and sell it in legitimate ports.
5. **The Tyrant**
An outrigger canoe with one small sail. Its reputation precedes it. Its owner is very mysterious.
6. **Gilded Raven**
Frigate. Fast. Well trained crew of deserter marines. Black sails.
7. **The Royal Dragon**
Large, decorated fluyt stolen from a noble family. The figurehead can talk. They are recruiting for a raid.
8. **King of Spires**
An old, ruined galleon. It hasn't left the docks in years.
9. **The Sea Bat**
Small sloop with a jet black hull. The 4-person crew could become friends... or rivals.
10. **Storm's End**
A sloop known for its old, wise captain with a pet owl.
11. **Queen Isabella's Malice**
Frigate. Hotshot crew nobody likes.
12. **Scorn of the West**
Very old, well maintained war vessel.

THE OLD LIGHTHOUSE

Perched atop a rocky cliff overlooking Coral Town rests a crumbling lighthouse. It is **haunted** by the ghost of **Cornelius Willem**, a Dutch lighthouse keeper. 30 years ago, he got in an argument with his young daughter, **Famke**, over a boy. She ran away, and in a drunken rage Cornelius smashed the lighthouse beacon and fell to his death. He longs to make amends.

Famke, a recent widow, lives in Coral Town and makes a living as a sailmaker.

Tip: place her on another island as part of a longer side quest.

The lighthouse is condemned. Homeless vagrants are known to squat in the house. Governor **Claude Barlette** (pg. 132) uses a secret ritual chamber hidden behind a bookcase in the cellar to cast rituals and maintain the curse on the island.



♣ **At night: the ghost of the lighthouse keeper (use ghost crew, pg. 96) haunts the lighthouse. He does not like visitors.**

1 KEEPER'S QUARTERS

Unused in years. Dust covers everything. Fireplace, dinner table, 2 beds (1 recently used and smelly), kitchen (ruined utensils).

- **Cast iron stove:** resting against the wall, a chimney vents to the exterior. Inside:
 - » a purple crystal (150s) and a bag with 37 silver.

♣ **d2 Bilge Rats (pg. 86).**

◀ **Steps** lead into the Lower Tower [2].

2 LOWER TOWER

The **tower** looms overhead (moss-covered stone, rotten wood, cobwebs). A **journal** sits on an old wooden desk.

- **Steps** to the Keeper's Quarters [1].
 - ↑ **Creaky wooden stairs** lead up the lighthouse tower [3].
 - ▼ **Wooden Door:** rotting, leads outside.
- Read the journal:** It tells the sad tale of a lighthouse keeper and his estranged daughter. They quarreled over money (see opposite page).

3 MID TOWER

Small landing (open to ground floor), windows overlooking the sea.

- **Old chair:** wooden, dusty, facing the sea.
 - » **Sit in it:** The spirit of a little girl screams into your soul. The name "Famke" enters your mind.

↑ **Broken wood stairs** to Upper Tower [4].

↓ **Creaky wood stairs** to Lower Tower [2].

4 UPPER TOWER

Balcony (striking views: horizon, Coral Town, jungle, the castle). **Strong sea breeze** (cold, smells of brine and decay).

- **Beacon:** glass, broken (shards everywhere).
 - » Investigate: The beacon seems to have been smashed with a hammer.

♣ **d4 Scavenging Seagulls (pg. 98). They attempt to steal anything metal.**

↓ **Broken wood stairs** to Mid Tower [3].

The lighthouse keeper smashed the beacon in a fit of rage when his daughter ran away.

5 CELLAR

Cellar door (locked). Crates, barrels, jars. Signs of recent use.

- **Cage:** recently used, pools of blood.
- **Rocky passage** (hidden behind bookcase) PRESENCE DRI2 to notice.

↑ **Steps** lead to the cellar door and outside.

While the lighthouse is mostly abandoned beyond the occasional vagrant, the ritual chamber in the cellar is often accessed by the Governor.

*At night, there is a 1-in-10 chance **The Governor (pg. 132)** arrives. He is startled to see others here, but plays dumb.*

6 RITUAL CHAMBER

Carved from the bedrock.

- **Candles:** 8, black wax, partially used, surrounding a sigil.
- **Sigil:** carved into the rock, covered in dried blood.

◀ **Stone passage** to the Cellar [5].

Cast a ritual here at night: Add +5 to the roll. Automatically pass if human blood is used in the ritual. Works once per night.

♣ **Fail: a shadow in the shape of the caster appears (don't roll a Mishap):**

Shadow Demon

It will never stop hunting its maker.

HP 15 Morale - Immaterial -d4

► Claws d8 ► Screech d10 (2-in-6 chance)

*At night, there is a 1-in-10 chance **The Governor (pg. 132)** is here conducting a ritual.*

CARCASS BEACH



A bone-covered beach with naturally guarded sea caves. Home to a pirate smuggling operation run by *Captain Davies* (pg. 133).

1 THE BEACH

Covered with bones of humans, whales, and fish. Pirates on shore leave live in a small, raucous shanty town, and cooking fires burn constantly.

The bow half of the wreck of the *Cagafuego* is washed up on the shore.

What's going on here: The secluded nature of the beach keeps out most of the undead, but a night watch guards against The Drowned (pg. 100), who occasionally wonder in from the sea.

2 BOW OF THE CAGAFUEGO

Originally known as *Nuestra Señora de la Concepción*, "The Fireshitter" is the most famous prize taken by the legendary Sir Francis Drake. Its bow rests here in ruin.

What's going on here: Every full moon, the ghost of Sir Francis Drake materializes and "holds court" inside the wreck. Pirates gather and listen to his war stories; it is like church to them.

3 THE STORE ROOM

Assorted cargo from recent prizes: munitions, crates, barrels, chests. Hammocks, personal effects, passed-out pirates.

4 ROCKY PASSAGE

Nothing of note, beyond some fresh masonry.

What's going on here: Pirates found guilty of breaking *The Code of the Brethren* are buried alive in the walls.

5 CENOTE

A dark pool of still water. The pirates don't go here, even though shiny, silvery treasure can be seen at the bottom.

What's going on here: It leads to an underground network of cenote sea caves that connects to *Black Coral Reef* (pg. 156) and the *Underground Lake* (pg. 152).

6 THE MEETING HALL

A table made from driftwood fills the room. Littered with tankards, weapons, dishes, scraps of food, and miscellaneous cargo.

7 CAPTAIN'S QUARTERS

Captain Davies's living chamber. Fancy furniture, some treasure locked in chests.

3D6 WHAT'S HAPPENING NOW?

- 3 A Spanish treasure galleon has wrecked near Florida. Everyone is scrambling to set sail.
- 4 3d6 Deep Ones, d4 Gorilla Crabs, and a Deep One Shaman are in a standoff with the pirates.
- 5 A pirate has betrayed the code. A tribunal is being held, Captain Davies presides.
- 6 The caves are deserted.
- 7 Things are calm and peaceful. Several pirates are fishing, others are passed out on the beach.
- 8 A mob of 2d4 *The Drowned* (pg. 100) have wandered into the caves.
- 9 The pirates are fighting amongst themselves.
- 10 The pirates are drunk.
- 11 Davies is recruiting crew for smuggling and pirating missions.
- 12 A merchantman loaded with fresh food has been captured. A huge feast is happening soon.
- 13 Pirates are preoccupied: several courtesans from the *Treasured Chest* (pg. 138) are visiting.
- 14 The musical group "Ship of Fools" are performing [tonight/soon/now]. See pg. 154.
- 15 The ghost of Sir Francis Drake should appear tonight in the wreck of the *Cagafuego*.
- 16 Nervous energy: The Brethren are meeting in Nassau to plan a massive raid in d12 days.
- 17 Scuttles, a younger pirate, has gone missing. He was last seen by the cenote (5).
- 18 Pirate hunters are attacking. Blood is everywhere.

THE JUNGLE

d20 POINTS OF INTEREST

Reveal these locations when exploring the jungle.

Fast: 1d20, read across.

Random: 4d20, shake & bake until ready to serve.

Custom: Choose your own adventure.

d20 TERRAIN

- 1 dense underbrush
- 2 grove of coconut trees
- 3 grove of banana trees
- 4 calm, sun or moon lit clearing
- 5 small, moss filled cave
- 6 larges, ancient deciduous trees
- 7 granite cliff with a climbable crack
- 8 serene lagoon with turquoise water
- 9 swamp, water lilies, mangrove trees
- 10 a clearing circled by palm trees
- 11 shoulder height grass
- 12 thick tangle of vines and brambles
- 13 waterfall, dropping from 50' up
- 14 high point with a great view
- 15 sandstone rock formation
- 16 small babbling creek
- 17 shady ferns and lush foliage
- 18 large tree (with a tree house)
- 19 pine forest with low branches
- 20 sinkhole (to the Nameless Temple)

CONTENTS

- a 10' tall carved stone idol
- a skeleton
- a recently buried corpse
- colorful wild flowers
- hundreds of mushrooms
- a dinghy, hidden under fronds
- a head impaled on a spike
- a small wrecked ship
- lanterns hanging from stakes
- ruins from an ancient civilization
- the nest of a carnivorous animal
- a large, bloody pile of bones
- a secret cache of cargo
- a large volcanic rock
- a large, wooden crate
- a corpse hanging from noose
- an abandoned campsite
- a fresh water spring
- a colony of d100 macaws
- blood dripped on to foliage

ENVIRONMENT

- blistering heat
- buzzing flies carrying disease
- extremely loud insects
- eerie fog
- abnormally cold
- huge insects that bite
- calm, sea breeze
- absolute bliss fills the air
- distant sound of chanting
- a large bonfire and spit
- growling sounds
- feeling of being watched
- vultures circle above
- distant sound of cannon fire
- large fire ant mound
- intensely putrid death smell
- quicksand
- 500+ butterflies or fireflies
- fast, howling winds
- a faint green glow

d20 ENCOUNTERS

- 1 mundane jungle mammals
- 2 skeletons (pg. 92), sauntering
- 3 [Governor Barlette \(pg. 132\)](#)
- 4 Dark Fauna: Terrestrial (pg. 86)
- 5 zombies (pg. 94), skulking
- 6 Dark Flora (pg. 90)
- 7 Dark Fauna: Avian (pg. 87)
- 8 d2+1 (romantic) pirates
- 9 [Tela Fafane \(pg. 133\)](#), gathering
- 10 small undead animals
- 11 a terrified pirate, fleeing
- 12 dangerous jungle mammals
- 13 jungle birds, singing
- 14 [Veronique \(pg. 132\)](#), painting
- 15 [Pedro \(pg. 147\)](#) & d8 riflemen
- 16 [Xoth \(pg. 147\)](#), stalking
- 17 [Catherwood \(pg. 147\)](#), searching
- 18 [Clayborn](#), annoyed and curious
- 19 [Beatrice \(pg. 147\)](#) and d4+1 crew
- 20 [Clementius \(pg. 147\)](#), 23 followers

DISCOVERIES

Exploring may result in several curious developments.

CLAYBORN'S TREE HOUSE

Ropes and pulleys hang from a 100' tall oak tree. 50' up, a series of planks and rope ladders lead to a tree house built from driftwood, thatch and palm fronds.

What's going on here? Clayborn, a retired sailor, lives here. He knows much of the island's history, and has a few wares for sale. He can be rude, and talks to an invisible friend named "Clancy."

THE TEMPLE ENTRANCE

In the middle of a 200' clearing stands a 30' tall fig tree with a tangle of thick roots. Hundreds of plump banyans hang from its branches. Nearby, a lone palm sways in the wind.

What's going on here? The banyan tree is non-indigenous. Its roots conceal the sinkhole that leads into the [Nameless Temple](#). Near the palm is a pile of rocks, the remains of an old well that leads into the temple and eventually the underground lake.

CULTISTS GLOW (NIGHT)

A green glow seeps through the brush, and the distant sound of chanting seems to creep through the jungle like mist.

What's going on here? The Wretched cultists are on their way to (or from) the temple. They cast a ritual that opens a portal, teleporting them to the sanctum 50' underground. Occasionally, [Xoth \(pg. 147\)](#) sneak out of these portals and stalks the jungle.



THE NAMELESS TEMPLE

WHAT IS THIS?

The Nameless Temple is three locations in one, each with a different history and purpose. The entire temple is buried under years of sediment and jungle vegetation.

HISTORY

This history can used as backstory, rumors, library discoveries, explorer's journal entries, and as the subject of glyphs, murals, and pictograms carved in the temple's walls.

- Centuries ago, an ancient group of Mesoan settlers discovered an **underground lake with unexplainable healing powers**.
- Upon it they built a **sanctum**, carved from the rock, to honor the site's divinity. Tribes from all around would bring their weak & wounded to visit the healing waters of the cave.
- The temple's renown grew. It was conquered by one tribe after another, until a shaman **summoned a nameless creature** from the depths of the sea to help protect the temple. All rejoiced.
- But the **monster's hunger swelled**. The tribe paid tribute in riches and human blood, but it was not enough. It consumed all.
- They **lured it to the lake**, and for a time, they satiated it with human sacrifice. Eventually, they **sealed it into the cave** behind a large stone slab called **The Omega Stone**.
- A **shrine was constructed above** the sanctum as a reminder to the dangers they had unleashed, and to keep intruders out.
- Mysteriously, the **Mesoans vanished** from the Dark Caribbean all together, and the **Nameless One was forgotten** as it slumbered deep in the cave.
- Centuries later, scribes from the cult known as **The Wretched discovered the temple**. Now they study its lore and make sacrifices in **hopes of waking, and commanding, the Nameless One** below.

WHERE IS IT?

Place this temple wherever you need it. It could be a random jungle encounter, or on a different island. With a few modifications you can split it into 3 separate locations.

D6 PLOT HOOKS

- Catherwood (see opposite)** visits the Green Kraken tavern nightly. His wife left a journal that points to a temple she believed was somewhere on this island. He has been searching for it for the past 3 weeks, and shares discoveries with anyone who helps him find the location. He has clues where to start looking, but can't make much sense of the strange glyphs in the journal.
- One of the PCs has a **dream or vision of the Omega Stone**. It calls to them every time they sleep, and each day they awake knowing what direction to head to find the entrance to the temple.
- Father Wallace (pg. 133)** has seen a large group (20-30) of **hooded figures** that arrive late at night **in a small fishing boat** and head into the jungle. They return each morning with less people than they arrived with and depart before sunrise. Following them leads to the entrance on the top level, but the **cultists disappear into a green portal**.
- Tela Fafane (pg. 133)** knows about **Xoth** via divination magic. She pays 1,000s to anyone who can capture it for her studies.
- Pirates trade **stories about ancient temples** found all over the Dark Caribbean. One man even claims there is one on this island, and that it's "**full of treasure** like the rest of them." The last group that went looking for it a few weeks ago never came back.
- Parties looking for the governor's daughter or exploring the jungle might **stumble across the entrance, fall into the opening under the tree, or swim deep enough into the cenote** found at Carcass Beach (pg. 142).

BEATRICE BOIVIN

French privateer. She hunts for pirates and Mélanie, her recently kidnapped lover. She and her crew arrived on board her ship *Le Mercure*.

What does she want?

- To capture or kill filthy pirates.
- To find her lover, Mélanie, again.
- To taste the finest Bordeaux made.
- The French Revolution to begin.

Why is she at the temple? (d6)

- 1 Her crew have tracked the PCs and hope to capture them.
- 2-3 The cultists have Mélanie.
- 4-5 She heard rumors of treasure.
- 6 A sorcerer from Tortuga warned her that she must prevent the Omega Stone from being opened.

HP 15 **Morale** 8 **No Armor**

♣ **Cutlass** d6 ♣ **Flintlock (x2)** 2d4

HIGH WIZARD CLEMENTIUS

The Wretched sect leader. Believes the Nameless One can be made to serve.

What does he want?

- To awaken The Nameless One.
- 12 new sacrifices each night.
- For his cultists to quit making stupid mistakes, like being eaten by Xoth.

What is it doing now? (d6)

- 1-3 Away from the temple.
- 4-5 Preparing for tonight's ritual.
- 6 A ritual by the Omega Stone.

HP 12 **Morale** 10 **No Armor**

♣ **Dagger** d4

♣ **Soul-harvest** d2 creatures Tests SPIRIT DR14 or lose d8 HP (he regains half of the total).

♣ **Mind Cloud** d4 creatures test SPIRIT DR10 or lose their next turn.

PEDRO DE BALBOA

Spanish conquistador and enforcer for the Church. Famous for hunting heretics. Has no love for pirates, but hires them when muscle is needed.

What does he want?

- Death to heretics like *The Wretched*.
- Glory in the eyes of the Church.
- More political power.
- Not to be outdone by anyone young.

Why is he at the temple? (d6)

- 1 He's a captive in the dungeon.
- 2-3 He's scouting the jungle with d6 soldiers. d2 have malaria.
- 4-5 He's slaughtering cultists with a squad of riflemen (d8).
- 6 He is dead, killed by a trap on the Shrine level.

HP 10 **Morale** 9 **Plate** -d6

♣ **Fine Rapier** d8 ♣ **Crossbow** d6

XOTH, IMP FROM THE DARK SHORE

Demon summoned by *The Wretched*. Jagged teeth, elk-like horns, one coconut-sized eye, 4 arms, 8" long claws, skin like red lava rock. Clementius treats it like a pet.

What does it want?

- Food, especially raw human meat.
- To play fetch with Clementius.

What is it doing now? (d6)

- 1 Playing fetch with a fresh femur.
- 2-3 Patrolling the ceiling of the Sanctum.
- 4-5 Feeding above the blood pool.
- 6 Exploring the jungle at night.

HP 20 **Morale** - **Rockskin** -d2

♣ **Claws/bite** d8

♣ **Hell-blast** d4, 100' range

Special Crawls all over the walls.

JOHN LLOYD CATHERWOOD

An accomplished English artist and cartographer. His wife, a historian, was killed in a Spanish raid on Port Royal. She left him a journal.

What does he want?

- To find the temple mention in his wife's journal.
- To avoid the "accursed" Spanish.
- To eat and drink away his pain.

Why is he doing now? (d6)

- 1 Mending a sprained ankle near the sink hole (A).
- 2-3 Studying the journal in a jungle clearing.
- 4 Looking for the Shrine entrance.
- 5 Fleeing from undead.
- 6 Drinking/eating at the tavern.

HP 5 **Morale** 7 **No Armor**

♣ **Knife** d4 ♣ **Musket** 2d6

THE NAMELESS ONE

An horrible deep sea monster. Called forth from The Abyss by a shaman. It devours all in sight. Hundreds of glowing eyes, countless tentacles, orifices teeming with teeth. Slimy.

What does it want?

- Freedom.
- Flesh and blood.

What is it doing now? (d6)

- 1 Deep, coma-like sleep.
- 2-3 Brooding in its cave.
- 4-5 Lurking at the bottom of the lake.
- 6 The air feels fatal. The walls condensate in horror. *It wakes.*

HP 200 **Morale** - **No Armor**

♣ **Tentacle (x4)** d6 ♣ **Bite** 3d6

♣ **Ink Blast (in and out of water)** d6 targets test AGILITY DR12 or are blind for d4 rounds.

A shrine to an old god of death. Built by a bygone civilization that deserted it long ago. Filled with **treasure**. It acts as the first layer of security of a prison for **The Nameless One** (pg. 147), who dwells in the underground lake far below.

1. MAIN CHAMBER

Stone columns (10, 2 ruined into rubble), **tree trunks** (4, gnarled twisting roots, protruding from the ceiling), **decorative floor** (carved from rock tiles, intricate geometry, 15' skull in the center), **stone doors** (3, north, south, west, decorated with glyphs), **skylight** (50' above, dust filled streams of sun or moonlight).

In the corners are several pink and turquoise **tropical flowers** (useful for alchemy potions, pg. 70).

2. CIRCULAR CARVING

Stone tablet (15' wide, elaborately carved, giant skull symbol, glyphs, actually a **door**), **stone floor** (crumbling, geometric patterns, covered in dried blood), **4 bodies** (dead a few days, filled with darts, bags filled with gemstones worth 1000 silver each, one has a journal about searching for the temple).

♣ **Step on a tile in front of the door:** Trigger a poison dart trap (PRESENCE DR14 to spot, AGILITY DR14 to dodge or take **d6** damage & become *poisoned*).

• **Open the door:** If glyphs are pressed in the correct order the door rolls out of the way. To decode it as a group, one PC may test PRESENCE DR16 after an hour of study. Lower the DR by 2 for each subsequent attempt.

• **Smash the door:** HP 20, Stone -d6. Very loud!

3. STORAGE CHAMBER

Crates (newer, filled with expedition supplies: medical kit, lantern, spoiled rations, d4 torches), **vines** (hundreds, hanging from the ceiling, green & brown), **tree trunks**, **snake skins** (3' long), **egg shells** (d12)

♣ **A palm viper** (pg. 86) hisses, hidden in the vines.

4. ENTRANCE CHAMBER

Stone tiles (cracked, moss covered, ancient symbology), **tree trunks & vines**, **stone doors** (north and south), **dark tunnel** (west), **stone door** (north, barred shut from this side with rocks).

5. ENTRANCE CORRIDOR

Masonry (crumbling), **cape-in** (clearing takes 2d4 hours), **pit trap** (10' wide, d8 damage to those that fall).

• **Impaled on a spike:** A skeleton (eye patch, cutlass, flintlock, 3 shots). In an eye socket: a gem worth 300s.

6. ROTTING ROOM

Stench, **muddy rodent carcasses** (rats, possum, half-eaten), **gold idols** (d6, 100s each), **mushrooms** (in corners, cause infection and psychedelic effects).

♣ **Tripwire trap:** Made by Hans (#7). Tripping it triggers a large rope and stone pendulum from the side. AGILITY DR12 to dodge or take d6 damage.

7. ROUND ROOM

Painted floor (geometric pattern, resembles a solar system), **symbols carved into the rock** (hundreds, made by Hans), **make-shift kitchen**, **bed of leaves**.

Hans, a lost explorer gone insane, has made camp here. He speaks in tongues. The rest of his party was killed in #2. He knows (but can't easily communicate) that evil lurks below and in room #8.

8. CAVE-IN ROOM

Cyan glow (unless the necro-swine is gone or killed), **crumbling masonry & rock** (west), **tree roots**.

♣ **A necro-swine** (pg. 86) is here. Its cyan glow fills the room. It fell into room #1 and **Hans** trapped it.

The west wall has collapsed. Clearing it takes 1 hour.

9. WELL ROOM

Small skylight (well shaft, 2' wide), **old bucket** (attached to 20' of broken rope), **small shaft** (1' wide, leads down to the lake), **cracked floor**.

Tucked in the corner is a small crate with d6 bottles of **very fine rum**, an **obsidian dagger** (deals +1 damage), and a **small glass vial filled** with a glowing purple liquid. Drink it: learn one random Ritual (pg. 64).

d6 ENCOUNTERS

1 **3 pirates** (HP 5, **Morale** 8, **Cutlass** d6) who discovered the shrine an hour ago. They are greedy, stupid, and reek of grog and sweat.

2 **Hans** (from #7), scratching symbols into the walls and/or speaking in tongues.

3 **A palm viper** (pg. 86) protecting her nest of **2d10 neonates** (HP 1 **Morale** 6 **Bite** d2).

4 **d4 hive vines** (pg. 90), slowly, carefully, sensuously wrap around one PC's legs.

5 **2 psychedelic macaws** (pg. 87) courting or mating. They ignore those that ignore them.

6 **1 necro-swine** (pg. 86). See #8.

Sanctum of Nameless Blood

An ancient subterranean temple. Abandoned for hundreds of years until discovered by *The Wretched*. Their cultists enter and exit via a portal ritual which teleports them to and from the top of the ziggurat (#10). Nightly, they bring in human sacrifices and bleed them to death on the Omega Stone (#11) in hopes The **Nameless One** (pg. 147) below will regain enough power to unleash its horror on the world. They have never tried to open the door (F)...

ACCESS POINTS

D. Round door: up to the Shrine (pg. 148).

E. Mine tunnel: out to caves, then the jungle.

F. The Omega Stone: down to the lake (pg. 152).

G. A cultist's portal spell: in & out via room #10.

THROUGHOUT THE TEMPLE

- **Hot and dry:** dusty, red rock, smell of incense.
- **Flickering light:** torches, braziers, candles.
- **Bones:** skulls, femurs, ribs, some chewed.
- **Blood pools:** both wet & dried, mirroring light.

1. ENTRANCE CHAMBER

12 columns (stone), **lit torches** (recently lit, casting long shadows), **stone stairs** (up to the Shrine, pg. 148), **wooden door** (west, locked), **stone door** (east, open).

The muffled cries of gagged prisoners comes from #5.

2. paneled ROOM

48 panels (5'x10', sandstone, covering walls, chiseled ancient glyphs), **stone door** (west, open), **wooden door** (south, closed).

- **Study the codex:** Test PRESENCE DR14 to learn there is a tomb behind one panel (opened by pressing a glyph).

3. HIDDEN TOMB

Limestone cave (rocky, damp, cool), **5 sarcophagi** (granite, engraved glyphs, one ornately carved).

- **Inside each sarcophagi:** bones, clay jars, and gemstones or gold coins worth d12 x 10s.
- **Inside the ornately carved sarcophagus:** old bones, a crumbling clay crown, 1 random Ancient Relic (pg. 62). If taken, a **sea wraith** (pg. 101) appears.

4. ENCAMPMENT

Bed rolls (7), **campfire**, **cooking supplies**, **small wood chests**, **wooden door** (north), **wooden door** (south).

♣ **d6 cultists** (HP 3, **Morale** 7, **Dagger** d4) camp here. One carries the key to #5.

- **In one chest:** *Mermaid Scales* (pg. 62) and a *Call of the Sea* scroll (pg. 65, single use, no roll required).

5. DUNGEON

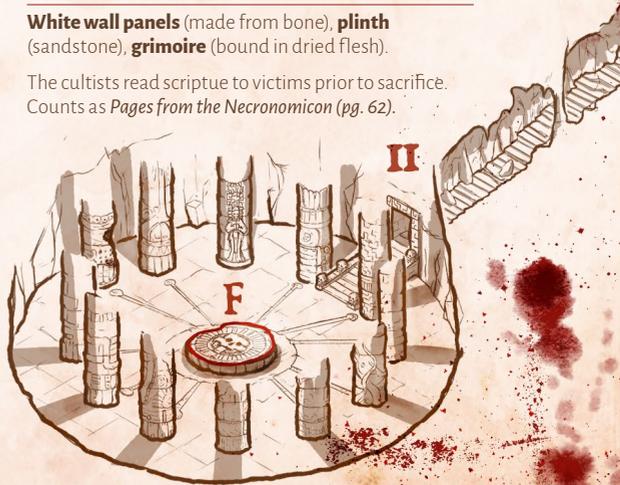
d8 Prisoners (various states of health, all gagged with rags), **manacles**, **masonry walls** (loose blocks in the northwest corner), **stone door** (north, covered with glyphs), **wooden door** (east, locked).

The prisoners must remain "nameless": they are gagged so cultists do not accidentally learn their names.

6. ROOM OF BONE

White wall panels (made from bone), **plinth** (sandstone), **grimoire** (bound in dried flesh).

The cultists read scripture to victims prior to sacrifice. Counts as *Pages from the Necronomicon* (pg. 62).



7. MINE TUNNEL

Tight (dusty, close air), **wood supports** (rotting, infested with termites), **fungus** (glows in the dark, poisonous), **continues into darkness**.

Carved by former captives. There are **several forks**, a few that are **collapsed** (buried skeletons, random loot).

- **Following these tunnels:** leads to a cave that exits deep in the jungle. **GM Tip:** *It can also lead to additional dungeons, encounters, and treasure.*



8. CEREMONIAL HALL

Skeleton statue (carved from obsidian, holding a long spear, right hand extended with open palm), **alcoves** (4 sets of 3, filled with clay jars), **ascending steps** (north), **descending steps** (10' down, east), **descending steps** (10' down, west), **cave opening** (south, 30' tall, cool draft, natural formation, stalactites), **stone-carved steps** (south, down 150' through cave's opening).

- ▶ **In the jars:** the ashes of cremated sacrificial victims. d4 count as **ASPI** (pg. 10).
- ▶ **Place an offering on the statue's hand:** randomly swap two of the character's ability scores. Effect lasts for d8 hours, and only works once per character per day.

9. BLOOD POOL

Unsettling aura (ominous, cold, pitch black), **pool of fresh blood** (15' wide, dripping from ceiling), **skull carvings** (one on each wall, relief carved from rock), **steps** (up 10', east).

The **Xoth's (pg. 147) hive** is here, attached to the ceiling. It is a grotesque amalgamation of bones, flesh, and scraps of wood.

10. ZIGGURAT CHAMBER

Ziggurat (stone, 3 levels, 20' x 20' base), **weird air** (crackling, ozone smell), **decorative head carvings** (on all walls), **stairs** (up 10', west), **door** (north, to stairs up).

The cultists use a ritual that opens a **green portal**, connecting the top level of the ziggurat with the jungle ~50' above. At night they bring new gagged victims.

11. OMEGA CHAMBER

Natural cave (75' tall), **12 obsidian columns** (75' tall, carved with different gods), **the Omega Stone** (25' wide disk of solid gold, symbol of skull sticking out tongue), **recessed channels** (12, one for each column, caked with dried blood), **stone steps** (up and north, leading to the tunnel, bordered with decorative carvings of 12 gods).

- ▶ **25% chance *The Wretched* are here:** 12 cultists (one of which is a **priest** or **Clementius**, pg. 147) and 12 prisoners conducting a sacrificial ritual. They drip blood from the 12 channels down to the Omega Stone (then down into the lake). *See below for their stats.*
- ▶ **Move the Omega Stone:** 2 or more PCs must each test **STRENGTH DR16** (-4 for each additional PC past 2). Everyone pushing must succeed for it to move, and each PC may only test again after resting for 10 minutes. **Below:** darkest, foul stench, dripping water.

d6 ENCOUNTERS

- 1 Trained **guard dogs** (HP 7, Morale 6, **Bite** d6). Mangy, starving. *Role reactions for each, pg. 32.*
- 2 **Selena**, a frantic prisoner in shock. Bloody and filthy. She is carrying an arm.
- 3 A pile of bloody body parts (leftovers from **Xoth's**, pg. 147 most recent meal).
- 4 **d4 cultists** (HP 3, Morale 7, **Dagger** d4) and a **priest** (HP 8, Morale 9, **Dark hex spell** d8, 50').
- 5 **Clementius** (pg. 147), on his way to #11.
- 6 **Xoth**, pg. 147, crawling the walls and ceilings, hunting for food.

The Lake of the Nameless One

A vast underground lake connected to other parts of the island via a network of cenote caves. This is the prison for the **Nameless One** (pg. 147). It nests and spawns in a cavern deep under the lake's surface. The water has a healing effect.

ACCESS POINTS

H. Omega Stone: up to the Temple (pg. 150).

I. Cenote tunnels: to **Carcass Beach** (pg. 142) and **Black Coral Reef** (pg. 156).

THROUGHOUT THE LAKE

- **Dark, cold, damp, earthy, still, quiet.**
- **Stalactites** and **stalagmites, fallen rocks.**
- **Disturbing the surface of the water:** 1-in-20 chance the **Nameless One** awakens. Increase the odds by 1 after each roll. Double it if someone *falls* in.
- **Drink the water:** heal d4 HP. Limit once/hour.

1. LEDGE, SCAFFOLD, STEPS

Ledge (easy to jump to, extremely difficult to climb back up without a rope), **hanging wood planks** (3 in total, hanging from stalactites via rotting ropes), **steps around cave wall** (some natural, some carved, descending 100' to #2).

• **Jump to a plank:** AGILITY DR6 or fall 100' into the water (see above if someone falls).

2. LANDING

Plateau (15' x 60', 5' above water line), **water** (eerily still).

3. BONE PILE

Pile of ancient bones (hundreds of sacrificial victims), **covered in blood** (shiny, fresh), **cresting from the lake.**

• **Among the bones:** 2,000s in gold & silver antiquities.

4. STEPPING STONES

Stepping stones (~20, each a few feet across, flattened tops of stalagmites), **a underground chasm** (vast, forboding in size and age), **still water surface** (black as night), **leads to a rocky island** (50' across).

• **Jump from stone to stone:** Test AGILITY DR10 once for the entire crossing to avoid touching the water. *Clever methods like using a plank or rope circumvent testing.*

5. THE ISLAND

30' wide, stalagmites (huge, over a dozen, one 15' tall), **steps up** (carved from rock), **landing area** (flat, two rusting iron manacles bolted to the ground), **carved runes & glyphs.**

• **Read runes:** Test PRESENCE DR14. **Topics:** an extraterrestrial calendar, blood & sacrifice, the changing of the seasons, lunar eclipse, the sea, a portal to the underworld, a nameless god.

6. THE LAKE

Vast, black, eerie, still, quiet, brackish, stale.

7. THE WRECK

Spanish galleon (at the bottom of the lake, split in half, over 100 years old, how it got here is a total mystery), **cargo** (floating, ruined), **d4 bodies** (floating, bloated).

• **d4 The Drowned (pg. 100)** lurk in the wreck. They float silently among the cargo, but attack if disturbed.

• **In the cargo hold:** A **golden statue** (10' tall, 700 lbs., Mesoan origin, a god raising its hands to the sun).

• **Touch the statue.** Test SPIRIT DR12: **Pass:** Permanently improve one random ability by +2. **Fail:** Roll a *Mystical Mishap* (pg. 66).



DEATH'S HEAD SWAMP

Feared by the locals. Infested with bugs, snakes, crocodiles, crows, bullfrogs, and—worst of all—broke musicians. **Tela Fafane** (pg. 133) lives here in a cabin built on four twisted trees. She is rumored to be an old, malodorous, nefarious **hag**.

She is, in fact, a young, pleasant, talented alchemist and arcanist. She just hates (most) people.

d10 Encounters

1. Fat, **twisted trees**. Spanish moss hangs from every branch. Their bark and knots **resemble faces**; they sing in the dreams of anyone that sleeps nearby.
2. **Bubbling, putrid bog**, flanked with tall reeds. Mud-caked fallen **tree trunks (and zombies)** drift slowly by.
3. 4' wide **water lilies**. **Large frogs** feast on a myriad of colorful dragonflies. Their croaks are so loud it's hard to think.
4. A troop of **red and yellow mushrooms** crowd the northern sides of several dead trees. They emit poisonous spore clouds when touched, but taste incredible and provide a temporary +1 to **TOUGHNESS**.
5. Abandoned **campsite**. Moss and lichen cover everything, including a skeleton. Near its pelvis is an **aquamarine crystal** the size of a cannonball. It hums in moonlight.
6. Water-logged **remains of a large boat**. Searching it reveals a rusty knife and a map. A **dire crocodile** (pg. 86) sunbathes here when the weather is clear.
7. 2d10 **human skulls**, suspended from thick vines. A red candle burns inside each cranium. They lead to a **stone altar** rising from the muck.
8. d10 **effigies made from animal bones**, feathers, and twine. Investigation reveals they form a ½ mile perimeter around Tela's Cabin. (*They keep the undead out.*)
9. Strange, atmospheric **orbs of light**. They bob through the air **like fishing lures** on a still pond.
10. A jury-rigged **wooden spike fence** surrounding several muddy, colorful tents. A group of **eccentric musicians** known as "The Ship of Fools" camp here.

d6 Rumors

1. "A cannibalistic **witch** lives in a hut deep in the swamp."
2. "A group of **nomadic musicians** have a camp setup in the swamp. They aren't great singers, but their jaunty, improvisational style is great for dancing."
3. "A **beautiful Nymph** wanders the reeds at night."
4. "A 30' **man-eating crocodile** lives near an old boat."
5. "There are fist-sized **insects that eat eyes**."
6. "There is a **red and yellow flower** that grows outside caves. It has powerful **medicinal effects**."

Tela's Cabin

Outside: rickety, rotting, moss covered, suspended on several dead and twisted trees, small jetty.

Inside: warm, fragrant, flowers, herbs, lit candles, jars and vials, fireplace, 12' round table, animals skulls, feathers, bottles and trinkets hanging from the ceiling (wolf's blood, bat wings, ground newt, blowfish poison, several types of rum and whiskey), a cauldron, human skulls.

In one room: a small herb greenhouse, a chicken coop.

In the closet: glowing skeleton bones.



Tela's Prices

Prices may fluctuate, rising to 300% or dropping to 50% of normal price, depending on the availability of ingredients, supply, demand, and Tela's disposition towards the buyer.

Relics (pg. 62)

25s	undead bird
50s	will-o'-the-wisp lantern
75s	mummified monkey head

Rituals (pg. 64)

50s	<i>Divination</i> (per question, 1st one is free)
1000s	<i>Return From The Locker</i>
150s	<i>Weathercraft</i>
x10	Learn one of the above (3 day course)

Potions* (pg. 70)

50s	love potion (lasts 1 day)
1000s	love potion (permanent)
50s	healing potion (injection, heal d6)
40s	paralysis (ingestion, DR10, d8 hours)
100s	random potion
25s	identify the effect of a potion

*Potions are 50% off if the buyer provides a needed ingredient (roll or pick on pg. 70).

Black Coral Reef

1 square = 100 feet

This vibrant habitat of coral and aquatic life appears black as soot due to the millions of **BLACK CORAL CRABS** (pg. 102) that swarm its surface.

Countless prospectors have won fortunes—and lost their lives—diving for giant pearls that grow in 3' wide **DARKPOINT OYSTERS**, which can fetch anywhere from 500s to 5,000s on the open market.

ACID JELLYFISH (pg. 88), harmless in small quantities, are common inhabitants... but it is often said that “once you’ve seen one, it’s already too late.”

d6 Encounters

- 1 d4 fishermen in a small boat.
- 2 d6 mermaids. They are scared of humans, but curious.
- 3 d3 **SIRENS** (pg. 102). 1 of them doesn't eat “human.”
- 4 d6 **BLACK CORAL CRABS**.
- 5 4d20 **BLACK CORAL CRABS**.
- 6 d2 **ACID JELLYFISH**, 3d6 more arriving gradually.



1 Lagoon

Hundreds of tropical fish (and a few schools of BRINE PIRANHAS, pg. 88) swim through crystal clear waters.

2 Shipwreck

The stern half of the wreck of *Cagafuego* (pg. 143). Its hold is full of treasure.

A DEEP ONE (pg. 100) named P'fhor'kik'ri runs a high-stakes eel fighting club that meets here once a week. She trains them on off days.

3 Kelp Forest

An acre of lush, dense kelp. Countless corpses, tangled in the seaweed, sway with the current. Many are THE DROWNED (pg. 100).

4 Sea Caves

A network of caves that connect to *Carcass Beach* (pg. 142) and the *underground lake* (pg. 152). A CORAL SHOGGOTH (pg. 103) hibernates here, disguised in the rocky wall. If awakened, it attacks Coral Town in d4 days.

5 Sunken Ruins

Ancient, made of bismuth (metallic, iridescent shimmer). Its unworldly, non-euclidean geometry is extremely unsettling. A group of teenage merfolk often hang out here.

6 Escarpment

A steep cliff, and a primer in thalassophobia. Lots of sharks.



This seaside fortress was built by **The Baron (pg. 132)** over a century ago. Now, he haunts this castle, bound by **Claude Barlette's Curse (pg. 132)**.

During the day the castle is quiet, sunlit, overgrown, peaceful, and picturesque. The Baron appears as a spectral ghost, observing intruders or watching **Veronique (pg. 132)**.

At night: damp, pitch black, cold, rat infested, and absolutely terrifying. The Baron transforms into a 10' armored skeleton.

1 PORTCULLIS & COURTYARD. Dozens of corpses and skeletons impaled on pikes.

- **One skeleton** has random loot (end papers).

⚠ **At Night** d4 skeletons come to life and attack anyone nearby. Their bodies are restrained on the spikes.

▲ **Portcullis** is open and rusted in place.

2 FOYER. Opulent. Old. Dusty with a few recent footprints.

- **Landscape Painting:** of a stormy mountain range. Beautiful and haunting. Painted by **Veronique (pg. 132)**. Worth 500s.

↑ Elaborate **double staircase** to Dining hall [3].

↑ **Crooked stairwell** to Rookery [4].

▲ **Passage** to Kitchen [11].

▼ **Portcullis** is open and rusted in place.

3 DINING HALL. Long dining table and chairs. Dust on everything. Suits of armor.

- Floor to ceiling **stained glass windows:** Some broken. Colorful, depicting flowers and nature scenes.

↓ **Double staircase** to Foyer [2].

➤ **Servant's passage** down to Kitchen [11].

↑ **Stairwell** to Library [7].

4 ROOKERY. d100 bird cages hang from the rafters of a conical roof.

⚠ **d12 Rooks:** Large black birds (use **Carrion Gulls**, pg. 87) nest here. They don't like to be disturbed, but love fish.

↑ **Gaping Hole in Ceiling:** Leads to the Galleon [5]. Climb (STRENGTH DR14 or fall: test TOUGHNESS DR12 or take d8 damage) or use the ladder from the Storage Chamber [16] or from up in the Galleon [5].

↓ **Stairwell** to Dining Hall [3] and Foyer [2].

5 GALLEON. A ship from a bygone age. Barely suspended from the turret's roof. It washed up here during an preternatural hurricane.

- **Cargo:** Crates and barrels filled with random cargo (use pg. 115).
- **Treasure:** in one compartment are d6 large chests of silver and gemstone worth 500s each.

⚠ **Unstable:** Uneven weight distribution (removing cargo haphazardly, too many people in one end) shifts and eventually topples the wreck.

↑ **Ladder** to deck & Captain's cabin [6].

↓ **Hole in hull** to top of Rookery [4].

6 CAPTAIN'S CABIN. Fine woodwork and textiles, all ruined from weather. Smells like a monkey cage.

- **Paper & Cargo:** scattered, useless.
 - ⚠ **Three-Headed Monkey, pg. 86:** Lives here. Hates idiots. Jumps around when mad.
 - **Locked chest:** hidden by the monkey, contains d4 relics (pg. 62) and 250s.
- ↓ **Ladder** to Galleon [5].

7 LIBRARY. Filled with ancient books from the Baron's collection.

⚠ **Cursed:** Spending time or reading here causes time dilation, and day shifts to dusk in a matter of moments.

- **Books:** *A Sudden Flood*, several old famous plays, *Wartime Apothecary*, *Principia Oceanus*, *Of Gold and Blood*, *Republic of Water*, *Field Guide to Jungle Exploration*.

» **Searching the library** (PRESENCE DR14) reveals an **occult section**. One PC can test PRESENCE DR12 to learn a random ritual (pg. 64).

» **Secret Passage:** The book *Republic of Water* is the lever. It leads to a staircase down to the Dungeon [19].

- **Fireplace:** Large, stone, used recently.

↑ **Stone Stairs** to Baron's Chambers [8].

↑ **Wooden Stairs** to Laboratory [10].

↓ **Stairwell** to Dining Hall [3].

8 THE BARON'S CHAMBERS. An old bed (used recently), large candle chandelier.

- **Writing Desk.** Piles of charcoal sketches depicting a gruesome skeletal figure.
 - » **In a drawer:** a large iron key that unlocks the Treasure Vault (15).
- **Veronique** sleeps here at night. She plans her paintings at the desk.
 - » If she is here, she is mostly likely irritated at being disturbed. "No matter, the Baron will be here soon."
- **Marble Bust** of a middle aged man with a ruff around his neck.
 - » **Secret vault:** Tilting the bust opens a hidden vault. PRESENCE OR AGILITY DR16 to unlock. Contain 500s in coins and gemstone plus d2 Relics (pg. 62).

↑ **Stone stairs** to the Studio [9].

↓ **Stone stairs** to the Library [7].

9 STUDIO. Small art studio crammed into the turret.

- **Painting supplies.**
- **Cadaverous Lust,** an oil landscape painting of a vicious hurricane overtaking an island. Painted by Veronique. Worth at least 600s.
- **Half finished oil painting** of the island. Somber and hauntingly beautiful.
- ▲ **Balcony** that overlooks the island and sea. Wooden easel.
 - » If Veronique is here she is painting in a trance-like state.

↓ **Stone stairs** to Baron's Chambers [8].

10 LABORATORY. Filled with bottles, vials, alembics, and books. Caked in dust. An old leather tome rests on a table.

- **Potions** cover the dusty shelves. d6 of them are usable (see *Alchemy*, pg. 70).

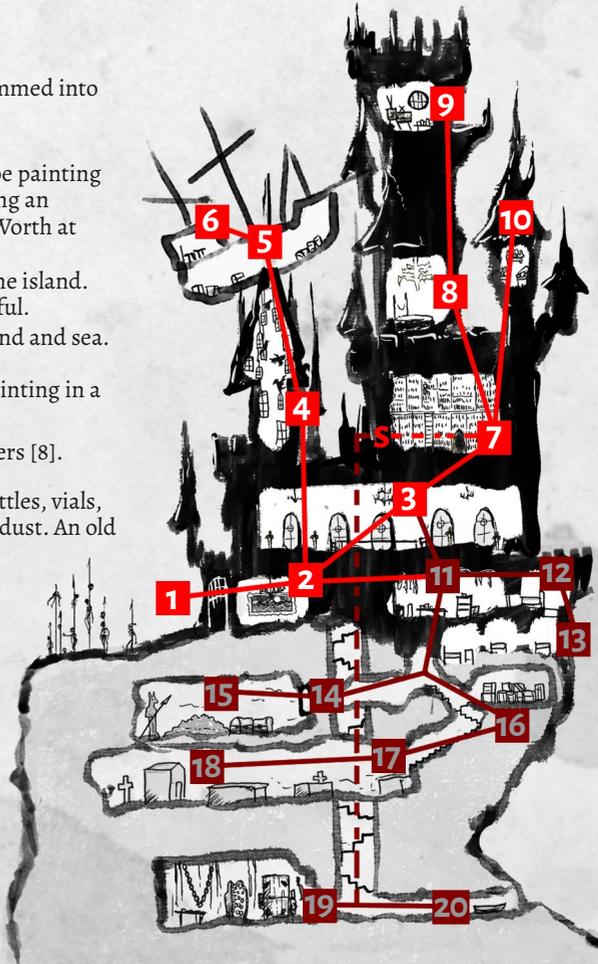
⚠ **Open the book:** Test SPIRIT DR12 or -1 to all stats for 24 hours. It contains 1 random Ritual (pg. 64) decipherable by anyone who passes.

↓ **Wooden Stairs** to Library [7].

d10 RANDOM ENCOUNTERS (DAY)

1-in-6 chance of an encounter in each room.

- 1 **The corpse of a once-famous pirate.** He has loot and an invisible ink treasure map.
- 2 **A grove of carnivorous plants** (pg. 90).
- 3 **d100 bilge rats** (pg. 86) chewing on something disgusting.
- 4-6 **The Baron (Ghost).** Sad, haunting, cold.
- 7 **3 Rooks** (use carrion gulls, pg. 87). They are curious, stupid, and fat.
- 8 **The Three-Headed Monkey** (see 6. Captain's Cabin). He is hungry.
- 9 **A crew of d10 pirates** looking for treasure.
- 10 **Veronique**, irritated at the intrusion.



11 KITCHEN. Fireplace, cauldron, wooden stools, barrels, baskets, pots and pans, jars, dishware.

- **Dead explorers:** on the ground are 4 dead explorers, recently killed. 3 appeared to have been stabbed to death with a fine blade, the 4th is missing a head.

» **In one barrel:** hundreds of maggots feasting on a severed head.

▲ **Passageway** to Butler's Chambers [12].

↑ **Servant's passage** to Dining Hall [3].

↓ **Stone stairwell** to the Locked Door [14] and the Storage Chamber [16].

12 BUTLER'S CHAMBERS. Bed, desk (old, poorly made).

- **On the desk:** an old journal. In Spanish, it recounts the mundane day-to-day of a 16th century castle staff. The last page is caked in dried blood.

➤ **Doorway** to Servant's Quarters [13].

▼ **Passageway** to Kitchen [11].

13 SERVANT'S QUARTERS. Beds (10, stuffed with hay, moldy sheets and blankets), **4 sea chests** (all empty), a broom, some rope, empty tankards.

- **Hiding under the covers of one bed:** a starving, terrified treasure hunter named **Sofia Baudin**. 4 of her companions were murdered by **The Baron**. She fled and hid here before she could see what happened to her other companions.

» **Search the beds:** one has a random treasure map (pg. 119), roll on the *Loot the Body* table (pg. 3) for others.

◀ **Doorway** to Butler's Chambers [12]

14 LOCKED DOOR. Iron Door (2' thick, rusting, still strong, keyhole). The key is in the desk in the Baron's Chambers (8).

- » **Pick the lock:** takes one hour and requires a successful AGILITY DR20 test. Check for random encounters every hour.

▼ **Vault door** to Treasure Vault [15].

↑ **Stone stairwell** to Kitchen [11] and Storage Chamber [16].

15 TREASURE VAULT. Antiquities hoarded from all over the Dark Caribbean.

- **Silver pieces of eight:** 3d6 x 1,000.

- **Gold doubloons:** 2d8 x 10 (worth 16s each).

- **Artifacts:** d10, priceless, d2 of which are random *Ancient Relics* (pg. 62).

- **Archaic tome:** bound in human skin. One PC can study it overnight to learn 1 *Arcane Ritual* (pg. 64), after which it erupts into black flames and is destroyed.

▲ **Vault door** to the stairwell.

16 STORAGE CHAMBER. Debris (ruined boxes, muck, rotting bags of food), old cargo (in old crates and barrels, use pg. 115), **ladder** (wood, strong, 20' tall).

↑ **Stairs** to Kitchen [11].

↓ **Stairs** to Crypt [17].

17 CRYPT. Carved from rock, dirt floor, rank, moldy, **graves:** 17, dirt graves, coffins, & sarcophagi (rotting, scratch marks, cobwebs, dust).

- **Marble statue:** 10' tall, expertly crafted, of a conquistador pointing to the horizon.

» **Search the graves:** a total of 3d6 x 100 silver can be found. **Finding more than half awakens a Sea Wraith** (pg. 101).

⚠ **All undead in the castle (besides The Baron) cluster here during the day.**

▼ **Mausoleum [18]**, ominous and black, clouds the corner of the crypt.

↑ **Stairs** to Storage Chamber [16].

18 MAUSOLEUM. 8' x 8' stone burial room with a **door** (cast-bronze patina) depicting a **family crest** (a lion eating a dragon). **Sarcophagus** (pure iron, Spanish inscriptions of a lost family history).

- **Open sarcophagus:** Inside are the bones of **The Baron**, a gold *morion*, gold *conquistador plate*, a *finely crafted rapier*, and two gold doubloons (resting on the eyes of the skull). Note: the bones found in the "monster" version of **The Baron** are simulacrum and not bound to these bones.

⚠ **If The Baron is reduced to 0 HP (and the curse has not been lifted): he respawns here at sunset.**

▲ **The rest of the crypt[17].**

19 DUNGEON. A medieval torture chamber with 8 holding cells. The Rack, Iron Maiden, Heretic's Fork, a rat cage, chains, ropes, saws, prongs, manacles. A **set of dice** with weird symbols rest on a table.

- **High tide:** 50% chance this area is underwater with the tide.
- **Prisoners:** There are d6 **captives** here (up to their noses or drowned if at high tide), each strapped into a different device or in a cell. They are terror-struck, but fear **Veronique** more than the undead. They paint her as a masochist, but in fact she absorbs their pain to counteract her depression and inject feeling back into her work.

♣ **Tripwire:** Triggers sleep darts from holes in the wall. Presence DR12 to spot, Agility DR16 to dodge.

♣ **Deep Ones:** A small band of d6 **Deep Ones** (pg. 100) run a small gambling operation out of the dungeon at high tide. They will attack intruders on sight, but can be convinced into a game of Srt'kul'star'rok—a game not dissimilar from *Liar's Dice*.

➤ **Carved passage** to Secret Cave [20].

⬆ **Stairs** to the secret passage in Library [7].

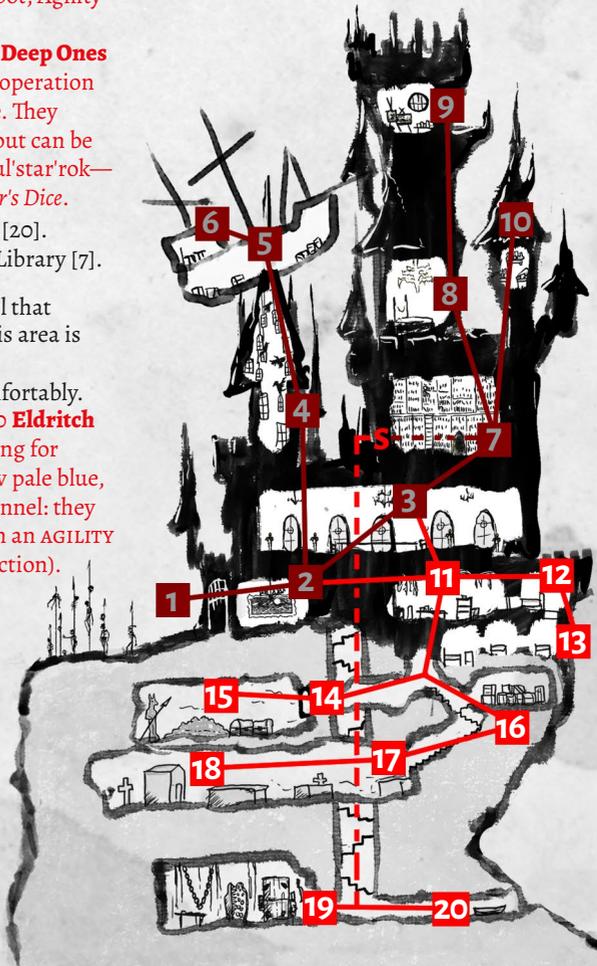
20 SECRET CAVE. Natural tunnel that leads to the sea. 50% chance this area is underwater with the tide.

- **Rowboat:** With oars, fits 2 comfortably.
- ♣ **Eldritch Eels:** At high tide, 4d10 **Eldritch eels** (pg. 88) swarm here, hunting for food. They make the water glow pale blue, and they can't see well in the tunnel: they can be avoided each round with an **AGILITY DR12 test** (doesn't count as an action).
- ♣ **Wood door:** Disguised as a rock from the outside. Doesn't keep out the tide. Leads to the exterior and the sea.
- **Carved Passage** to Dungeon [19] and the secret passage to the Library [7].

d10 RANDOM ENCOUNTERS (NIGHT)

1-in-6 chance of an encounter in each room.

- 1 **The ghost of a once-famous pirate.** He knows the trick to revealing the map on his corpse (use the table on pg. 119).
- 2-4 **d6 Skeletons** (pg. 92). Mindless, fast, terrifying. Only 1 HP each.
- 5-6 **3 Ghost Crew** (pg. 96) trying to be scary, looking for a fight, stench of death.
- 7-8 **The Baron (Skeleton).** Furious, hostile. With him are d4 ghostly fossil sharks (pg. 89). They swim around as if underwater.
- 9 **d10 pirate corpses**, savagely murdered.
- 10 **Veronique**, dressed in black nightclothes, terrified of the intrusion.



1 BRUTE (PG. 34)**6**

Can't use Rituals.

Strength	+1
Toughness	+1
Presence	-1
Spirit	-1
HP	d12 + Toughness
Weapon d6	<input type="checkbox"/> 1 Brass Anchor, d8*
	<input type="checkbox"/> 2 Whaling Harpoon, d8*
	<input type="checkbox"/> 3 Meat Cleaver, d4*
	<input type="checkbox"/> 4 Broken Mast, d8*
	<input type="checkbox"/> 5 Runic Machete, d6*
	<input type="checkbox"/> 6 Rotten Cargo Net*
Clothing	d10
Hat	d12
Devil's Luck	d2

* see pg. 34

4 SWASHBUCKLER (PG. 40)**6**

Strength	+1
Agility	+1
Presence	-1
Spirit	-1
HP	d10 + Toughness
Weapon	d10
Clothing	d10
Hat	d12
Devil's Luck	d2

Fight Style d6	<input type="checkbox"/> 1 Ostentatious Fighter
	<input type="checkbox"/> 2 Flintlock Fanatic
	<input type="checkbox"/> 3 Scurvy Scallywag
	<input type="checkbox"/> 4 Inspiring Leader
	<input type="checkbox"/> 5 Knife Knave
	<input type="checkbox"/> 6 Black Powder Poet

2 RAPSCALLION (PG. 36)**6**

Agility	+2
Strength	-1
Toughness	-1
HP	d8 + Toughness
Weapon	d6
Clothing	d6
Hat	d10
Devil's Luck	d2
Specialty d6	<input type="checkbox"/> 1 Back Stabber
	<input type="checkbox"/> 2 Burglar
	<input type="checkbox"/> 3 Rope Monkey
	<input type="checkbox"/> 4 Sneaky Bastard
	<input type="checkbox"/> 5 Lucky Devil
	<input type="checkbox"/> 6 Grog Brewer

5 ZEALOT (PG. 42)**6**

Spirit	+2
Agility	-1
Toughness	-1
HP	d8 + Toughness
Weapon	d8
Clothing	d8
Devil's Luck	d4
Prayer d10	<input type="checkbox"/> 1 Heal
	<input type="checkbox"/> 2 Curse
	<input type="checkbox"/> 3 Death Ward
	<input type="checkbox"/> 4 Control Weather
	<input type="checkbox"/> 5 Blessed Guidance
	<input type="checkbox"/> 6 Holy Protection
	<input type="checkbox"/> 7 Divine Light
	<input type="checkbox"/> 8 Silence
	<input type="checkbox"/> 9 Sanctuary
	<input type="checkbox"/> 10 Commune

3 BUCCANEER (PG. 38)**6**

Presence	+2
Agility	-1
Spirit	-1
HP	d8 + Toughness
Weapon	musket, reload 1
Clothing	d10
Hat	d12
Devil's Luck	d2
Feature d6	<input type="checkbox"/> 1 Wildlife Tracker
	<input type="checkbox"/> 2 Crack Shot
	<input type="checkbox"/> 3 Fix Bayonets!
	<input type="checkbox"/> 4 Focused Aim
	<input type="checkbox"/> 5 Buccaneer Cook
	<input type="checkbox"/> 6 Survivalist

6 SORCERER (PG. 45)**6**

Spirit	+2
Strength	-1
Toughness	-1
HP	d8 + Toughness
Weapon	<input type="checkbox"/> wooden knife d4
	or
	<input type="checkbox"/> belaying pin d4
Clothing	d6
Devil's Luck	d4
Spell d6	<input type="checkbox"/> 1 Dead Head
	<input type="checkbox"/> 2 Spiritual Possession
	<input type="checkbox"/> 3 Protection
	<input type="checkbox"/> 4 Clairvoyance
	<input type="checkbox"/> 5 Necro-Sleep
	<input type="checkbox"/> 6 Raise the Dead

7 HAUNTED SOUL (PG. 46)**6****6**Roll an **ailment (d6)**, then roll another class (d6).

- 1 **Ghost**. Apparate: Spirit DR14, d12.
- 2 **Conduit**. Random Ritual each dawn.
- 3 **Eldritch Mind**. Might panic in combat.
- 4 **Zombie**. Must eat flesh daily. Brains = good.
- 5 **Vampirism**. Must drink blood to heal.
- 6 **Skeleton**. Might reform if killed.

8 TALL TALE (PG. 48)**6****6**Roll a **d6**:

- 1-2** **Merfolk**
Gills, all DRs -4 underwater
Must submerge in seawater.
Roll d6 for a normal class.
- 3-4** **Aquatic Mutant**
d8, then d6 for a normal class.
 - 1 **Anglerfish** Bite d4.
 - 2 **Crab** Pincher d6.
 - 3 **Jellyfish** Tendril d2 + Stun.
 - 4 **Octopus** Tentacles 2d4.
 - 5 **Sea Turtle** -d2 armor
 - 6 **Electric Eel** +1 Agility, Electric skin d6.
 - 7 **Shark** Bite d8.
 - 8 **The Great Old One** Random ritual.
- 5-6** **Sentient Animal**
d6 (no normal class)

 1 **FOUL FOWL**

STRENGTH	-2
AGILITY	-2
PRESENCE	-2
TOUGHNESS	-2
SPIRIT	+3
HP	d4 + Toughness
Weapon	Beak, d2
Devil's Luck	d4

 2 **JAGUAR**

STRENGTH	+2
AGILITY	+2
PRESENCE	-2
TOUGHNESS	-2
SPIRIT	-2
HP	d8 + Toughness
Weapon	Bite/Claws, d8
Devil's Luck	d4

 3 **CROCODILE**

STRENGTH	+3
AGILITY	-2
PRESENCE	-2
TOUGHNESS	+1
SPIRIT	-2
HP	d10 + Toughness
Weapon	Bite, d10
Devil's Luck	d4

 4 **BILGE RAT**

STRENGTH	-2
AGILITY	+3
PRESENCE	-2
TOUGHNESS	+2
SPIRIT	-2
HP	d2 + Toughness
Weapon	Diseased bite, d4
Devil's Luck	d4

 5 **LUCKY PARROT**

STRENGTH	-2
AGILITY	+1
PRESENCE	+2
TOUGHNESS	-2
SPIRIT	-2
HP	d2 + Toughness
Weapon	Beak, d4
Devil's Luck	d6

 6 **CLEVER MONKEY**

STRENGTH	-1
AGILITY	+2
PRESENCE	+0
TOUGHNESS	-2
SPIRIT	-2
HP	d6 + Toughness
Weapon	Beak, d4
Devil's Luck	d4

6

CREATURE INDEX

Pg	Name	HP	ML	AR	DMG	Pg	Name	HP	ML	AR	DMG
88	Acid Jellyfish	5	-	-	d4+	108	Marrow Carronade	24	6	-	d8, d4A,
109	Bane of Barbados	48	10	-d4	3d6A*	109	Marrow Mortar	12	5	-	2d6A*
89	Barnacled Humpback	50	-	-d6	d8+	89	Mouth of a Thousand Corpses	75	10	-d4	d12
132	Baron, The	20	-	-d6	d10	147	Nameless One, The	200	-	-	d6x4, 3d6
147	Beatrice Boivin	15	8	-	D6, 2d4R	110	Naval Crew	4	5	-	d6/2d4R/2d6R
86	Bilge Rat	1	4	-	1+	110	Naval Mastermind, The	13	9	-d2	2d4R, d8
102	Black Coral Crab	1	5	-d4*	d2	110	Naval Officer	8	8	-	2d4R, D6
89	Black Whale, The	150	11	-d4	d20	86	Necro-Swine	6	-	-d2	d6, d8
88	Brine Piranha	5	7	-	d8	112	Necromancer, The	20	10	-d2*	2d6R, d10
133	Captain Davies	9	9	-d2	d6, 2d4R	149	Neonates (baby snakes)	1	6	-	d2
90	Carnivorous Plant	18	-	-	d4x4, d8	99	Obscure Oyster Cult	6	7	-d6	d4, d6
87	Carrion Gull	2	5	-	d4	86	Palm Viper	4	6	-	d2+
88	Chthonic Octopus	9	7	-	d6+	147	Pedro De Balboa	10	9	-d6	d8, d6R
132	Claude Barlette	25	11	-d4	d10+Spell	87	Peregrin Falcon	6	9	-d2	d8
111	Conquistador	9	8	-d6	d10, 2d6R	65	Phantasmal Fauna	5	-	-d2	d6
103	Coral Shoggoth	50	8	-d4	d10R, d8A	151	Priest	8	9	-	d8R
93	Crow	2	-	-	d2	88	Primeval Lurker	20	8	-d4	d10, d6x2
150	Cultists	3	7	-	d4	87	Psychedelic Macaw	3	5	-	d4
89	Cursed Orca	27	9	-d2	d12	111	Purge Priest	4	6	-	d2+1
106	Davy Jones	200	10	-d6	3d12, 2d8	86	Rabid Jaguar	14	7	-	d4, d6+
90	Death Bloom	1	-	-	Infected	90	Sargasso Entity	18	9	-	d6r
100	Deep Ones	11	8	-d2	d8R, d6	98	Scavenging Seagull	4	6*	-d2	d4+
86	Dire Crocodile	15	9	-d6	d10	101	Sea Wraith	16	-	-	d2+
100	Drowned, The	9	9	-d2	d4+	90	Sentient Fungus	11	6	-d2	d8*
88	Eldritch Eel	2	6	-	d6+	141	Shadow Demon	15	-	-d4	d8, d10*
90	Electric Coral	d10	-	-d4	2d8R*	102	Siren	12	8	-d2	d4+
133	Father Wallace	6	7	-	Heal d4*	93	Skeleton: Warlock	6	9	-d4	Spells
89	Fossil Shark	10	-	-	d10	112	Skeleton Crew	4	-	-	d4Rx2, d6
97	Ghost Captain	15	10	-d4	d8R+	92	Skeleton: Dead Eye	7	8	-	2d4R
96	Ghost Crew	7	7	-	d6, d8R	93	Skeleton: Bosun	11	9	-	d6 & d4
96	Ghost Monkey	4	6	-	d4	93	Skeleton: Cap'n	10	10	-d2	2d4R
97	Ghost Quartermaster	10	9	-	2d4R, d8	92	Skeleton: Hulk	12	8	-d4	d6, d8
101	Gorilla Crab	12	7	-d6	d8+d2	92	Skeleton: Lookout	4	6	-	2d6R
151	Guard dogs	7	6	-	d6	92	Skeleton: Rank & Vile	5	8	-	d2/d4/d6
89	Hammer Drones	15	8	-d2	d8	88	Squid of Despair	12	8	-d2	d4
87	Harbinger Albatross	8	10	-d6	d6	113	Sunken One, The	24	10	-d4	d12, d6x2
87	Hex Chickens	1	2	-	d2	133	Tela Fafane	15	11	-d2	d8R
147	High Wizard Clementius	12	10	-	Spells, d8	113	Thing from Below	2d8	d6+6	-d2	d6x2, d8
90	Hive Vines	4 Each	4	-	d4*	86	Three Headed Monkey	8	6	-	d6+
87	Infernal Pelican	4	6	-	d6+	104	Undead Megalodon	40	-	-d6	d12*
111	Inquisitor, The	15	8	-d6	d8*, Spells	132	Veronique Barlette	5	9	-	d2
147	John Lloyd Catherwood	5	7	-	d4, 2d6R	147	Xoth, The Imp	20	-	-d2	d8, d4R
157	Kelp Forest	N/A	-	-	DR8*	88	Zombie Sea Turtle	1	-	-d6	d6
105	Kraken, The	200	9	-d4	d6x4+	95	Zombie: "The Admiral"	20	-	-d4	d6R, Spells
107	Leviathan, The	400	8	-	3d12, 2d8	94	Zombie: "The Bilge Rat"	5	-	-	d4+
112	Living Thralls	6	7	-	d6A, d6	95	Zombie: "The Grog Barrel"	20	-	-	d10, d8+, d6+
113	Lost Sailor	6	5	-	d6/d8/d10	94	Zombie: "The Rope Monkey"	7	-	-	d6, d4+

HP = Hit Points, ML = Morale, AR = Armor, DMG = Damage
R = Ranged Attack, A = Area Attack, * = Special attack, + = Additional Effects

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MELEE WEAPONS

anchor	d10	60s	2 handed
bayonet	d4	15s	
belaying pin	d4	10s	
boarding axe	d6	20s	
boarding pike	d10	60s	2 handed
broadsword	d8	35s	
broken bottle	d2	-	
cat o' nine tails	d4	15s	
chain	d6	25s	
cudgel	d4	10s	
cutlass	d6	25s	
fine rapier	d8	50s	
grappling hook	d6	35s	
harpoon	d8	35s	
hatchet	d6	20s	
heavy club	d6	20s	
hook	d4	8s	
knife/dagger	d4	10s	
machete	d6	25s	
marlinspike	d4	10s	
officer's cutlass	d8	50s	
rapier	d6	30s	
scimitar	d6	25s	
smallsword	d4	20s	
tomahawk	d6	20s	
unarmed/insults	d2	-	
whale bone	d4	-	
wood plank	d4	-	

RANGED WEAPONS

blowpipe	-	30s	See darts
blunderbuss	d4(d10)	65s	Reload 2, d10 within 10'
buccaneer musket	2d8	100s	Reload 2
flintlock pistol	2d4	50s	Reload 2
harpoon gun	d8	60s	Strength DR 12 or pulled Reload 2
musket	2d6	80s	
throwing axes	d6	20s	
throwing knives	d4	8s	

AMMO

20 rounds of shot	-	10s	
10 berserk darts	d4+	20s	Toughness DR 12 or attack closest creature for d4 rounds
10 poison darts	d4+	20s	Toughness DR 12 or d6 damage
10 sleep darts	d4+	20s	Toughness DR 12 or sleep d6 rounds

BOMBS

Test **Agility DR 12** to hit an area. **Hit:** Creatures within 5' of the area test **Agility DR 12** or take damage. **Fumble:** hit self and/or d4 allies instead. **Crit:** x2 dmg.

smoke bomb	-	10s	Blind for d4 rounds
improv. grenade	d10	20s	
clay grenade	2d8	30s	
iron grenade	3d6	40s	
fire pot	d6	15s	d6/turn: 1-2 spreads, 6 fire goes out.
stink ball	2d4	20s	Toughness DR 12 or poisoned

NAVAL COMBAT

MOVEMENT

- Move at least 1 hex, up to speed in hexes.
- Rotate 60° (1 hex face) x2 anywhere along move. Limit 1 rotation per hex.

INITIATIVE

All ships roll **d6+Ship Agility** every turn. PCs win ties.

EACH TURN

- 0 Check point of sail if using *Wind Rules* (pg. 78).
- 1 Captain **moves** ship.
- 2 Non-captain PCs choose **1 crew action each**.
- 3 Ships that didn't take 2 crew actions take up to 2.

CREW ACTIONS (DR12)

1 per PC or 2 per ship. (PC ability in Parentheses).

FIRE BROADSIDES * Skill (+ Presence)
*must be in arc of fire.

FIRE SMALL ARMS Crew Skill (+ Presence)

FULL SAIL Agility (+ Agility)

COME ABOUT Agility (+ Strength)

REPAIR Crew Skill (+Presence)

Recover d6 HP (50% max) or fix misfired cannons.

DROP ANCHOR Reduce ship speed to 0.

WEIGH ANCHOR Ship is no longer anchored.

BOARDING PARTY Switch to close combat.

RAM All ships involved roll ram damage + hexes traveled.

SOMETHING ELSE Ritual, Relic, abandon ship...

CRIT (NAT 20)

x2 dmg, then hull reduced one tier.

FUMBLE (NAT 1)

Broadsidings or small arms **misfire**. Must **repair**.

SINKING

DERELICT (ZERO HP OR LESS)

Can't move or take crew actions while in combat.

DAMAGE A DERELICT: Roll a d8.

- 1-2 No effect.
- 3 Sinks in d2 rounds.
- 4 Sinks next round.
- 5 Sinks now.
- 6 Minor explosion. All aboard test **Agility DR 12** or take d6 damage.
- 7 Major Explosion. Ship sinks, all aboard take d8 dmg.
- 8 Magazine Explosion. Instant death to all aboard.

ABILITIES & TESTS

STRENGTH	Melee, lift, grapple, Come About
AGILITY	Defend, balance, swim, flee, Full Sail
PRESENCE	Smarts, perceive, charm, shoot, Repair
TOUGHNESS	Resist poison & rum, hold breath, fall
SPIRIT	Willpower, Use Ancient Relics, Arcane Rituals

TESTS

Roll d20 ± ability **≥ than DR** to succeed.

Creatures: always roll raw d20 against the DR.

DIFFICULTY RATING (DR)

6	easy, even for a landlubber
12	normal
18	high impossible

ENCUMBRANCE

You can carry **8 + Strength** normal sized items. After that, Strength or Agility tests are DR + 2.

Max: **(8 + Strength) x2**

REST

Short	Recover d4 HP
Long	Recover d8 HP
Infection	No healing from rest, take d6 damage/day.
No Food/Drink	Restore 0 HP. After 2 days: lose d4 HP.

ANCIENT RELICS & ARCANE RITUALS

USING ANCIENT RELICS:

After using, Test **Spirit DR12**.

Fail: **Stunned** 1 round, and can't use again it until dawn.

Fumble: Relic is destroyed or depleted!

USING ARCANE RITUALS:

Can use **d4 + Spirit** times a day.

Test **Spirit DR12** before using.

Fail: Roll on the **Mystical Mishap** table (pg. 66).

Fumble: Roll twice and take the lower result.

DEVIL'S LUCK

USE 1 POINT TO:

- ☠ Deal max dmg. with 1 attack
- ☠ Lower dmg dealt to **you** by d6
- ☠ Reroll **any** die roll
- ☠ Neutralize a Crit or Fumble
- ☠ Lower one test's DR by 4

IF DEPLETED:

After resting at least six hours, roll class's designated die (d2 for Landlubbers) and regain that much Luck.

BROKEN (0 HP) D4:

- Instant death.
- Hemorrhage: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- Brain injury: You awake in 1 hour with a -3 to Presence for d8 days.
- Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- Unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- Unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

VIOLENCE

INITIATIVE (D6)

1-3 Enemies go first

4-6 PCs go first

Individual: **d6 + Agility**

MELEE	DR12	STRENGTH
RANGED	DR12	PRESENCE
DEFENSE	DR12	AGILITY

Players roll for **Attack** and **Defense** in combat: *enemies don't roll.*

Standard difficulty is **DR12**.

CRIT (NATURAL 20)

Attack x2 damage, then reduce armor one tier.

Defense PC gets free attack.

FUMBLE (NATURAL 1)

Attack Weapon breaks, is lost, or misfires.

Defense PC takes x2 damage, then reduces armor by 1 tier.

MISFIRE (D6)

Fumble a black powder attack:

1-2 **Backfire** Take d2 damage.

3-4 **Broken** Weapon is broken.

5-6 **Both**

ARMOR

Roll when taking damage to reduce your loss. Armor doesn't work against black powder weapons!

LIGHT. (tier 1) **-d2**

MEDIUM. (tier 2) **-d4**, +2 DR

Agility tests, Defense +2 DR

HEAVY. (tier 3) **-d6**, +4 DR

Agility tests, Defense +2 DR

METAL LINED HAT. -1 damage

MORION. -1 damage or you can choose to ignore all damage from one attack but the helmet is destroyed.

NEGATIVE HP: DEAD

There is a **DARKNESS** upon the sea.
These tranquil islands betray
the horrors that have
unfolded in the
Dark Caribbean,
and a constant
state of war has
spawned a new
breed of outlaw:
THE PIRATES.

...**BUT FOULER THINGS THAN MEN**
PLAGUE THESE WATERS.
*Hordes of undead. Ships
of bone and flesh.
Nameless terrors
lurking in the
deep. But not the
Devil himself
can save a man
from his own
GREED.*



Compatible with
**MURK
BORNS**



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PUBLISHING

ISBN 978-91-89143-88-7



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Generally suitable for ages 16 and up.