



# Down Among the Dead

Pirate  
Boys



Limitbron





## LOST TO THE LOCKER

- 45 Charon, the Ferryman
- 49 Chorgoroth
- 56 Coral Gate, The
- 49 Dagonites
- 68 Desiccated Sea, The
- 42 Escaping
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- 60 Pellucid Palace, The
- 58 Port Oblivion
- 47 Reef Ghoul, The
- 54 Shallows, The
- 62 Star-crossed Fort, The
- 40 What is This?

## TIME TABLE d20

- 1 one eon
- 2 two millennia
- 3 three centuries
- 4 four decades
- 5 five years
- 6 six months
- 7 seven weeks
- 8 eight days
- 9 nine hours
- 10 ten hours
- 11 eleven hours
- 12 twelve minutes
- 13 thirteen minutes
- 14 fourteen minutes
- 15 fifteen minutes
- 16 sixteen moments
- 17 seventeen deep breaths
- 18 eighteen seconds
- 19 nineteen heartbeats
- 20 twenty seconds back in time

## LOCKER RUMORS d20

- 1 Charon can be hired to take you anywhere in the Locker. Don't try to take his ferry though: he is very dangerous.
- 2 Watch your back around the Dagonites. They are known to steal things.
- 3 I saw something shiny in the mouth of one of those Mist Guard captains.
- 4 I swear I saw someone *riding* one of those creatures near that dry sea bed.
- 5 There is a terrible monster that lives near The Shallows. I saw it eat a Lost Soul that was trying to escape.
- 6 There is something odd about the pool around that strange pillar.
- 7 There is a very talented shipwright in Port Oblivion, but he's far from human.
- 8 No one can steal the collar from that three-headed dog.
- 9 I saw a temple on top of one of the monsters in the Desiccated Sea. I wonder what's in it.
- 10 Lady Oblivion *loves* news and updates from the Land of the Living.
- 11 Chorgoroth is so huge, I bet you could live in its stomach.
- 12 That old commander at the fort has been fighting those ghost ships for centuries.
- 13 I'm going to the ball tonight at the palace. I can't wait for the finale!
- 14 I saw a compass made of flesh for sale at that weird shop in port. One obol is way too expensive though.
- 15 There is an arcane library somewhere in the Pellucid Palace. I'm not sure why it never burns down though.
- 16 I heard there is a treasure map hidden somewhere in the fort.
- 17 Someone stole Charon's scythe-oar once. No new souls arrived for a month!
- 18 I saw a severed head floating in the Ebony Pool. It wasn't human.
- 19 I heard sad droning and singing coming from the upside-down ship.
- 20 I hate the Mist Guard. They ruin all the fun. Especially the ones patrolling in boats.

# Credits

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Discord server, full color VTT maps for this book,  
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# DOWN AMONG THE DEAD

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FIRST PRINTING

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# The Antiquarian

Optional Player Class

**WEAPON:** dro<sup>PB50</sup>

**CLOTHING:** dro<sup>PB52</sup>

**HAT:** dr2<sup>PB52</sup>

**HP:** d8 + TOUGHNESS

**DEVIL'S LUCK:** d2

**ABILITIES:** +1 to one ability of your choice.

**YOU BEGIN WITH:**

One random **arcane relic**<sup>PB62</sup> and an **expertise** from the opposite page.

*Optional: a phobia & holy grail.*

**WHEN YOU GAIN**

**EXPERIENCE:**

Roll for an additional **expertise**.

**PHOBIA:** d20

1. darkness 2. heights
3. tight spaces 4. spiders
5. fire 6. the opposite sex
7. water 8. amphibians
9. bats 10. crustaceans
11. insects 12. blood
13. snakes 14. fish
15. sharks 16. tentacles
17. demons 18. sunlight
19. rodents 20. undead

## d8 By "Holy Grail" in the Dark Caribbean.

1 Undiscovered ruins, lost temples, and ancient treasures 2 To solve the mystery of the undead Scourge 3 The origins and dark secrets behind ASH 4 To find anything that belongs in a museum 5 The sunken city of Atlantis 6 El Dorado, the City of Gold 7 The Fountain of Youth 8 A scorned lover from your past



### 1. THEOLOGY/ARCANA

Learn a random prayer<sup>PB42</sup> or spell<sup>PB45</sup> (you choose which type). You can cast it d2 + PRESENCE times a day, and you use PRESENCE for any modifiers or rolls.

*If taken again:* Follow the Zealot/Sorcerer rules.

### 2. PHILOLOGY

You can read and translate ancient texts, glyphs, and hieroglyphics (at the GM's discretion). When casting *Rituals*, you and anyone near you only roll a *Mystical Mishap*<sup>PB66</sup> if the test is failed by more than 4.

*If taken again:* Lower the *Mishap* range by 2 more (min. 2).

### 3. ATHLETICS

Tests involving climbing, swinging, squeezing, avoiding a fall, jumping, or similar are -4 DR, regardless of the ability required.

*If taken again:* Lower the DR by 2 more. Limit DR2.

### 4. ACQUISITIONS

Treasure takes 1/2 the normal amount of inventory slots, and you can sell it for x2 its normal value.

*If taken again:* x3, x4, etc.

### 5. ARCHAEOLOGY

When you use a *Relic*, double any dice rolls or numerical benefits. You may repair any destroyed or depleted relic (limit once per relic). *Cannot be taken again.*

### 6. OCCULTISM

Increase your daily Devil's Luck by +1. Whenever you spend Devil's Luck, roll a d20 (*cannot be altered*):

1\*. A Coral Shoggoth<sup>PB103</sup> is summoned.

2\*-19. No effect. Raise the Shoggoth range(\*) by 1.

20. Reset the range(\*) to 1.

*If taken again:* Daily Devil's Luck is +2, +3, etc.



**THE FIRST TIME YOU GAIN EXPERIENCE:**  
Choose **SHAMAN** or **WARRIOR**.

# Origin d8

1. **Hybrid** *human/Deep One offspring | land*  
+1 to **TWO DIFFERENT ABILITIES** of your choice.
2. **Lentic** *still freshwater | swamps, lakes, wetlands*  
+1 **TOUGHNESS**, +1 **AGILITY**.
3. **Lotic** *moving freshwater | rivers, streams*  
+1 **AGILITY**, +1 **PRESENCE**
4. **Neritic** *coastal saltwater | beaches, coves, reefs, shoals*  
+1 **PRESENCE**, +1 **STRENGTH**.
5. **Photic** *sunlit open ocean | off-shore*  
+1 **AGILITY**, +1 **STRENGTH**.
6. **Bathyal** *no sunlight | deep ocean*  
+1 **STRENGTH**, +1 **TOUGHNESS**.
7. **Abyssal** *no sunlight | sunless ocean floor*  
+1 **TOUGHNESS**. You have a lure as a light source. You can see in the dark, but tests involving sight in broad daylight are +2 DR.
8. **Ancient** *otherworldly | unknowable depths*  
+2 **SPIRIT**. You are huge. Your defense rolls are +1 DR, but you start with d4 extra HP.

# Shaman

Gain a **SPELLCASTING FOCUS** and **ONE PELAGIC SORCERY SPELL**.

## Spellcasting Focus d8

1. coral staff
2. conch or other seashell
3. barnacle-covered oar, anchor, or driftwood
4. giant pearl or sea glass gemstone
5. cosmic jellyfish or fish in a jar
6. bird (osprey, pelican, gull, parrot)
7. axolotl, small crab, or fat lobster
8. octopus or squid

## Pelagic Sorcery Spells

Test **SPIRIT DR12** to cast. You may cast spells **d2 + SPIRIT** times a day. Crits and fumbles are resolved by the GM.

- 1. HYDROMANCY.** Create or destroy 15 gallons of fresh or salt water, or 30 cubic feet of fog.
- 2. CALL LIGHTNING.** One creature loses **d6** HP. Ignores armor, and deals x2 if armor is metal.
- 3. SUMMON COASTAL ANIMALS.** **d6** crabs, birds, eels, or similar critters appear. They each deal 1 DMG (ignore armor) to a nearby target or targets, then flee.
- 4. ABYSSAL MADNESS.** One living human tests **MORALE** (or **SPIRIT DR12**). If they fail, they go insane for **d2 + SPIRIT** rounds.
- 5. ALTER TEMPERATURE.** Raise or lower the temperature by **d12 x 10°F** of a nearby area, up to the size of a 25' diameter sphere. Lasts for **d2 + SPIRIT** rounds.
- 6. WEATHERCHARM.** For the next **d2 + SPIRIT** rounds, the weather obeys your commands. Change the direction & speed of the wind (all ships get  $\pm 1$  speed) and start or stop rain.

When you gain experience again...

Gain another **SPELL**. Reroll duplicates.

# Warrior

Gain a **CULTURAL WEAPON**. It cannot break (but is dropped on a fumble), and deals **d8** DMC.

## Cultural Weapon d8

1. coral and seashell long knife
2. swordfish cutlass
3. sawfish machete
4. sea urchin flail or morning star
5. narwhal tusk spear
6. ancestral trident
7. driftwood with stingray spikes
8. sharpened teeth and claws

When you gain experience again...

Gain a **COMBAT SKILL**. Options 1-3 can be taken more than once.

## Combat Skills d4

- 1. DEFENSIVE.** +1 to defense rolls.
- 2. ACCURATE.** +1 to attack rolls with your cultural weapon.
- 3. DEADLY.** +1 to DMG rolls with your cultural weapon.
- 4. AGGRESSIVE.** May attack twice each round, but at +2 DR for both attacks (can only be taken once).





**ABILITIES.** -1 to all five stats.

**WEAPON.** shackles & chains, d6 DMC, 10' reach.

**CLOTHING.** d10<sup>PB52</sup>

**HAT.** d12<sup>PB52</sup>

**HP.** d4 ± TOUGHNESS

**DEVIL'S LUCK.** d2

**FEAR INOCULATED.** You are immune to any effects related to fear or terror.

**BORROWED TIME.** Your d20 results of a natural 1 cannot be altered. Every time you roll a natural 1 on a d20, roll a d100. On a 1\* or lower, Charon reclaims your soul and takes you to the Netherworld. Your story ends.

\*Increase this number by 1 each time this roll is made.

**MULTI-CLASS:** If a PC escapes the Locker, whether by completing *Lost to the Locker* or some other method, they may take this class, but they must decrease all stats by 1. When they gain experience they may pick which class to gain a feature from.

# Unlocked Soul



## Resurrection<sup>d8</sup> Complications

- I You can't taste food or drink, and thirst for the warmth of a fire.
- II Your eyes glow bright blue. In the dark, your body shimmers like a dying firefly.
- II You are now **d2**:  
1 extremely buoyant.  
2 prone to sinking.
- IV If you are on dry land for more than 24 hours, your flesh starts to peel away.
- V Your head can spin 360°, but you are blind to one color: **d8: R.O.Y.G.B.I.V. or colorblind.**
- VI Your skeleton is made of coral... it itches from within.
- VII You're always covered in **d4**:  
1 crabs 2 barnacles  
3 seaweed 4 sand.
- VIII Your skin is permanently cold, wet, and blue. You sweat and bleed saltwater.

## Feature<sup>d6</sup>

I

### FROZEN IN TIME.

Once an hour, recover d4 HP or prevent d4 DMC. Limbs regrow, scars heal.

If taken again, increase the die size: d4 > d6 > d8 > d10 > d12.

II

### WRAITH WALK.

Once an hour, you can teleport to a place you can see within 50'.

If taken again, you can teleport an additional time each hour.

III

### SKELETONS' CANT.

Once a day, ask a dead body you can see two yes or no questions.

If taken again, you may ask an additional question.

IV

### VISIONS OF DOOM.

Every day at dawn, roll a d20 and save the result. During that day you may swap out that result with any other d20 result at the table.

If taken again, roll and save an extra d20.

V

### AQUEOUS SYMBIOSIS.

Once an hour, you may make your body resemble transparent water for d6 rounds. +4 DR to spot you.

If taken again, increase the die size: d6 > d8 > d10 > d12.

VI

### NETHERWORLD REJECT.

Every time you would be reduced to less than 0 HP, you are instead reduced to 0 HP. Roll on the *Broken Table* <sup>PB32</sup> each time this happens.

If taken again, roll an extra d6 on the *Broken Table* and take the highest result.



# 66 SKILLS for the SEASONED SEA ROVER

by Johnny Carhat, Luke Stratton, Zac Goins, & Tyler Stratton.  
Inspired by "Unheroic Feats" by Johnny Carhat.

## 11. Deadshot

*Whether by some curse or sheer (mis)fortune, your shots always find a target.*

- ☛ When you fail an attack with a black powder weapon, you *must* reroll. If the second roll fails, the shot hits a random ally instead.

☪ The reroll is -2 DR.

## 12. Barbelman's Eyes

*Your eyes were made for the horizon, not for the here and now.*

- ☛ Ranged weapons are -2 DR to attack with and defend against, but melee weapons are +2 DR.
- ☛ You can see great distances without aid and have a keen eye for movement: your side wins initiative on a 3 or higher.
- ☪ Attack with and defend against ranged weapons at -4 DR instead.

## 13. Font of Chaos

*The swell of the sea, the roll of the dice, the bearing of the wind, the shuffle of the deck: the natural order of the world seems to distort around you.*

- ☛ You CRITICAL on natural 19-20, but FUMBLE on natural 1-2.
- ☪ You CRITICAL on natural 18-20, but FUMBLE on natural 1-3.

## 14. Expert Angler

*You're an ace with a fishing rod. The prizes you've hooked have spawned countless tall tales.*

- ☛ You can wield a fishing rod as a weapon: d4 DMG, 30' reach. Any tests involving the rod are -2 DR, including attacking. When you deal damage with it to a creature no larger than yourself, you may pull them half the distance toward you. STRENGTH DR12 to escape your line.
- ☪ d6 DMG, 50' reach, and DR14 to escape your line. You can pull creatures twice your size.

## 15. Ambidextrous

*"I am not right-handed!"*

- ☛ Once per combat, you may reroll a failed melee attack at -2 DR to hit by switching hands. If the reroll fails it counts as a FUMBLE.
- ☪ -4 DR to hit instead.

## 16. Blood-Tongued

*Your insults strike deep and true; some might even consider you to be clever.*

- ☛ Instead of attacking, you may launch a barrage of insults at a human opponent. They must make a MORALE test<sup>PB31</sup>. On a failure, they are stunned and lose their next action. On a success, they match your wit with a wry retort. Limit one test per opponent.
- ☪ In addition the opponent's MORALE score is -2.

When you *Gain Experience*<sup>PB33</sup>, instead of gaining a class feature (or if playing as a Landlubber) you may instead gain a *Skill*.

Your GM may also grant skills through specific narrative achievements.

Each skill can be taken a second time, with its additional effects denoted by ☪.

## 21. Powder and Steel

*In one breath, you can shoot and swing your blade.*

- ☛ After attacking with a black powder weapon, you may immediately attack with a melee weapon, but you FUMBLE that attack on a natural 1-4.
- ☪ FUMBLE on a natural 1-2 instead.

## 22. Case of Rapiers

*You've adopted a rare, flashy dueling style. It's as ostentatious as it is risky, but deadly against the right foe.*

- ☛ When you wield two rapiers, you may attack the same target twice in one round. When you do, test AGILITY twice (instead of STRENGTH). If they both hit, roll one extra damage die (and double the entire sum on a CRITICAL). If either attack misses, they both miss.
- ☪ Your attacks with a rapier CRITICAL on 19-20.

## 23. Talk Less, Bleed More

- ☛ When combat starts, you may make a free ranged attack before the first round, regardless of which side wins initiative. This doesn't count as your action.
- ☪ You may also reduce your reload time by 1 action for your first reload during a combat.

## 24. Two-Weapon Fighter

*While a desperate gambit when attempted by the novice, the two-weapon master is as deadly as a viper.*

- ☛ You may attack up to two close targets with two different melee weapons using the same action, but both attacks are +2 DR. Roll to hit for both simultaneously. If both attacks miss, each of your targets makes a free attack against you.
- ☪ You may also defend a melee attack with two melee weapons. Roll to defend twice and keep the higher result, but if you fail with both treat it as a FUMBLE.

## 25. Surgical Precision

*Between a rock and a hard place: the perfect target for your blade or shot.*

- ☛ When you attack, treat the armor tier of your target as one tier lower (i.e., from -d4 to -d2).
- ☪ Treat as two tiers lower (i.e., from -d4 to no armor).

## 26. Cheap Shot

*You never fight fair, and employ underhanded tactics in melee combat that occasionally backfire.*

- ☛ Whenever you roll the max result on a least one DMG die, you may roll one additional die and add it to the total. If the extra die rolls a 1, you lose 1 HP.
- ☪ You no longer lose HP on a roll of 1.



### 31. Experienced Quartermaster

*You've become the master of equipment inventory and are in charge of the ship's logistics and operations when not in combat.*

- ☞ Ships you crew gain +1 crew skill.
- ☞ When a ship you are crewing makes a MORALE test<sup>PB76</sup>, roll 3 dice and drop the lowest.
- ☞ Ship upgrade costs are reduced by 10%.
- ☞ Ship upgrade costs are reduced by 50%.

### 32. Bosun

*You've taken charge of boarding actions and discipline, and your crew have learned to obey the sound of your silver whistle.*

- ☞ As your action during combat, make a DR8 PRESENCE test to let an ally that can hear you automatically succeed their next attack or defense test (they cannot FUMBLE or CRITICAL).
- ☞ DR6 instead.

### 33. Smith and Armorer

*You take great pride in your metalworking, and the swords you've tinkered with are some of the finest in the Dark Caribbean.*

- ☞ You can repair damaged armor and broken melee weapons, which takes 4 hours per tier or weapon.
- ☞ You can improve a melee weapon once, giving it a permanent +1 to hit and +1 to DMG. Takes 8 hours of work and costs 50s.
- ☞ You can improve melee weapons twice.

### 34. Gunsmith

*You understand flintlocks, muskets, and black powder better than you understand people.*

- ☞ You can repair black powder weapons, which takes 4 hours.
- ☞ You can improve a black powder weapon once, giving it a permanent +1 to hit and +1 to DMG. Takes 8 hours of work and costs 50s.
- ☞ Misfire rolls for weapons you have improved are -1, and deal no damage on a misfire roll of 0.
- ☞ You can improve black powder weapons twice.

### 35. Pilot

*You're a veteran helmsman, experienced in navigating the toughest passages and enduring the fiercest storms. You can remain calm in high-stakes situations.*

- ☞ When you take the *Come About* crew action during naval combat, add an additional +4 to the roll.
- ☞ You may reroll tests against fear, panic, and other psychological tests, but you must keep the second result.
- ☞ Add +8 to *Come About* crew tests instead.

### 36. Master Carpenter

*Your muscles glisten in the sun, and you treat your hammer like a paintbrush. Without you, this vessel would surely sink.*

- ☞ When you take the *Repair* crew action during naval combat to recover HP, add an additional +4 to the roll. In addition, your ship may recover up to 60% of its max HP using this action (instead of 50%).
- ☞ Careening and crew repairs take half the time<sup>PB77</sup>.
- ☞ +8 and 70% instead.

### 41. Master of Guns

*You are a true marksman with a cannon, and a gifted leader of gun crews.*

- ☞ During naval combat, add an additional +2 when you take the *Fire Broadides* or *Fire Small Arms* crew action.
- ☞ +4 to fire instead. You automatically pass *Repair* crew actions when used to repair weapons (cannons/small arms).

### 42. Master of Sails

*You've learned to tame the sails and harness the wind to your advantage.*

- ☞ During naval combat, add an additional +4 when you take the *Full Sail* crew action.
- ☞ Your climb speed is equal to your move speed.
- ☞ Add +8 to *Full Sail* crew tests instead.

### 43. Cook

*You're definitely not a chef, and the hardtack biscuits you bake are closer to rocks than bread, but they keep the crew alive on long voyages.*

- ☞ Each day, you can make one biscuit for each PC and crew member on your ship. Hardtack can be eaten during a short or long rest to recover an additional d6 HP. If you eat more than one in 24 hours, you must make a DR12 TOUGHNESS check or become constipated: AGILITY -2 until it passes.
- ☞ At sea, you add +1 to any crew MORALE tests<sup>PB76</sup>.
- ☞ Each week you can prepare one random recipe. All that eat it gain its effects for 24 hours. d6:
  1. *Island herb turtle stew*. Swim 30' a round.
  2. *Vichyssoise*. Immunity to infection/poison.
  3. *Jerk chicken and plantains*. +1 STRENGTH.
  4. *Coconut crab legs*. +1 AGILITY.
  5. *Assorted tropical fish sashimi*. +1 PRESENCE.
  6. *Sunday roast with ASH-glazed hog*. +1 SPIRIT.

### 44. Surgeon

*Through a life soaked in bloody violence, steeped in tropical diseases, and decorated in gangrenous bandages, you have honed your craft as the ship's medic.*

- ☞ PRESENCE times a day (min. 1) you may perform surgery to stop bleeding/poison/infection and heal d6 HP as if you had a medical kit, but your patient has a 3-in-6 chance of losing a limb.
- ☞ Perform surgery PRESENCE + 2 times a day, and only 1-in-6 chance of losing a limb.

### 45. Sailmaker

*You're proficient with a marlinspike, as well as with a needle and thread.*

- ☞ A marlinspike deals d8 DMG in your hands.
- ☞ When you take the *Repair* crew action to recover HP during naval combat, add an additional +2 to the roll.
- ☞ The *Improved Sails* upgrade<sup>PB77</sup> costs 50% less.
- ☞ You can craft disguises for your crewmates (provided you have the correct materials) which takes 8 hours per disguise. The GM secretly rolls a d20 ± your PRESENCE for each of your creations, which functions as the disguise's effectiveness score, should it be required.
- ☞ Disguises take 4 hours to make, and the GM will tell you if its effectiveness score is bad (<5), average (6-14), or good (15+).

### 46. Supercargo

*From years aboard merchant vessels and countless visits to trading ports, you have mastered the fine art of selling cargo for a profit.*

- ☞ Any time a ship you crew sells cargo in port, you can negotiate double the price for it.
- ☞ Triple the price.



## 51. Bulletproof Fashion

*A damn fine sight for sore eyes. Friend and foe will think twice before firing at your fair form.*

- ♣ You treat fancy clothes as TIER 1 armor (-d2).
- ♣ Humans you encounter add +1 to reaction rolls.
- ☪ When you wear a wig or a hat, it counts as if wearing a metal lined hat (-1 DMG). Humans you encounter add +2 to reaction rolls.

## 52. Cheater

*Weighted dice, cards up your sleeve, dirt in your opponents eyes: you're a cheat and have learned how to make your own luck, but it's bound to run out sooner or later.*

- ♣ You no longer receive Devil's Luck, nor can anyone else's be spent to affect you.
- ♣ You always roll two d20s—instead of one—and choose which result to keep, but if either die rolls a natural 1, it counts as a FUMBLE. If both dice roll natural 1; you die instantly in the most unlucky way possible (work with the GM).
- ☪ Roll d4 on the *Broken* table instead of perishing instantly.

## 53. Pet Companion

*A dog of war, a fat cat, a bird of prey, a snake in the grass, a fish out of water: you found an unlikely companion during your travels.*

- ♣ If you don't already have one, gain a pet<sup>PB27</sup>. Give it a name.
  - ♣ You can communicate with your pet. It can understand and communicate in three word phases. You can tell it to carry out simple tasks a well-trained dog might understand.
- PET**  
**HP 3 MORALE 5 + PC's SPIRIT NO ARMOR BITE d4**
- ☪ Raise the pet's HP by d4. Its bite deals d6 DMG.

## 54. Gull Squawker

*The gulls! How they taunt you! They shadow the deck like leaves over a forest path. Somehow you're able to make sense of their accursed cries.*

- ♣ You can squawk loudly to summon d4 seagulls. You can communicate with them via two word messages. They can spy, survey, and carry small items. They linger for one hour.
  - ♣ Test SPIRIT DR12 to command them to attack:
- | SEAGULL |          |          |         |
|---------|----------|----------|---------|
| HP 1    | MORALE 4 | NO ARMOR | BEAK d2 |
- ♣ After each task they harass you until fed.
  - ☪ Summon 2d4 seagulls instead.

## 55. Mind Over Matter

*You have learned to alter your existence in the corporeal world, but nothing in this life is without a cost.*

- ♣ You can permanently lower your PRESENCE modifier by 1 to automatically succeed on a STRENGTH, AGILITY, or TOUGHNESS test.
- ☪ You may lower your SPIRIT modifier as well.

## 56. Ship's Musician

*You've discovered your musical talent, and your melodies soothe the mind and muscles of weary comrades.*

- ♣ Learn a random *Sea Shanty*<sup>PB68</sup>.
- ♣ You find, make, or discover a new musical instrument<sup>PB27</sup>.
- ♣ If you perform while the party is taking a long rest, everyone recovers an additional d6 HP. If there are multiple musicians playing, they may all make this roll: keep the highest. If the highest roll is ever 6 or higher, everyone on board gains +1 SPIRIT for 8 hours.
- ☪ Learn a new shanty. You roll d8 when performing.

## 61. ASH - Addict

*You started small. A pinch here. A puff there. Now your soul screams for more, and your skeleton aches in direct sunlight.*

- ♣ +1 to daily Devil's Luck.
- ♣ You must consume ASH at least once per day. If you miss a day, you suffer -3 to all stats, and you are poisoned.
- ☪ +2 to daily Devil's Luck, but if you miss a day, you suffer -5 to all stats, and you are poisoned.

## 62. Dreaded

*The very whisper of your name strikes fear in the hearts of sailors. Your past conquests, your horrifying visage, or your maniacal nature provoke primal fear in your enemies.*

- ♣ All human adversaries are -2 MORALE.
- ☪ -3 MORALE instead, and human adversaries must start testing at 1/2 HP (instead of 1/3).

## 63. ASH Apothecary

*You've learned to manipulate the fundamental properties of ASH. Some call you the Devil's alchemist. Others swear you study with a coven of witches. Most ASH dens know your work.*

- ♣ You can cook ASH down to a potent crystallized form. This requires 2 doses-worth of undead remains and takes 4 hours but the final yield only takes 1/4 of an inventory slot.
- ♣ When consumed, roll twice and keep the higher result on the *Effects of Consuming ASH* table<sup>PB10</sup>.
- ♣ You can sell ASH made this way for x3 the market price.
- ☪ Roll three times on the *Effects* tables instead, and it's worth x6 the market price.

## 64. Salvage Diver

*Salvage operations, long dives, and aquatic raids have conditioned your lungs and body for life beneath the waves.*

- ♣ Double the time you can hold your breath underwater, and you can swim 30' per round.
- ♣ Your carrying capacity is doubled when underwater.
- ☪ Underwater your STRENGTH, AGILITY, and TOUGHNESS are +1, and your attacks deal +1 DMG.

## 65. Agile Amputee

*You lost a limb somewhere along the way... but you've adapted so well it's become an advantage.*

- ♣ If you still have all four limbs, one is now lost (how?) and replaced with a hook, claw, pegleg, crutch, or similar apparatus.
- ♣ You get +1 to any STRENGTH or AGILITY rolls that utilize a limb replacement (attacking, defending, climbing, etc.)
- ☪ +2 instead.

## 66. Siren's Tongue

*The siren sang her song for you. It echoes through your memory like a ripple in a pond. When you focus, you can recite just enough to allure another with the crystalline melody.*

- ♣ You can sing a siren's song d2 + SPIRIT or PRESENCE (your choice) times per day. Test SPIRIT or PRESENCE DR12. On a success, one human of your choice within earshot becomes entranced and must spend their next whole turn moving towards you. Fail: your song enrages them and the next target they attack is +6 DR for its DEFENSE roll.
- ☪ Test SPIRIT or PRESENCE DR10 instead.



# MOTIVATIONS DURING THE ASCENDING

d66

- 1 1 None. "Kill me now. This world is terrible."
- 2 Find your lost loved one or family.
- 3 You could not care less. Carry on as usual.
- 4 It's a hoax, and you must show the world the truth.
- 5 Stockpile munitions for the inevitable post-apocalyptic bedlam.
- 6 Stockpile munitions to protect yourself from the real enemy: humans.
- 2 1 Go out in an grog-fueled, rum-soaked bender of debauchery.
- 2 "There has to be a way to stop it. I must find a way."
- 3 "It's a conspiracy! The Bourgeoisie is responsible. I must infiltrate their ranks."
- 4 Get as much treasure as possible in case the prophets are wrong.
- 5 Kill as many people as possible to spare them from the horrors to come.
- 6 Discover the origins of The Scourge.
- 3 1 Escape! Flee as far from The Abyss as possible.
- 2 "I must find [Atlantis | El Dorado | The Fountain of Youth] before I die."
- 3 Carnal pleasure: die in the arms of a lover or lovers.
- 4 Host—or attend—the biggest party of all time.
- 5 A warm hearth, a hearty meal, and a good book or friend to help pass the time.
- 6 Establish a safe house or colony, with walls, supplies, farms, and colonists.

- 4 1 Get in with the French aristocrats and paint the town red.
- 2 Get in with the French revolution and paint the town with blood!
- 3 Establish Nassau as the capital of the first true democracy of free people.
- 4 "The Spanish heretics are to blame, and must be brought to justice!"
- 5 "The Great Old Ones shall soon return: we shall praise them with our salt."
- 6 "Atlantis must have a solution. If not, it is safer under the waves."
- 5 1 Join The Scourge and become one of the undead.
- 2 "We will find answers in the jungles and ruins of the Yucatán."
- 3 Amass the largest fleet ever built.
- 4 Acquire, upgrade, and decorate the most magnificent ship to ever sail.
- 5 Establish your own island, fortress, or port.
- 6 "Hunt down every last hedonist. Their sin is to blame for this plight!"
- 6 1 Become the most legendary pirate of all time. Your fame will outlast doomsday.
- 2 Sail to meet your doom face to face.
- 3 Study, debate, and understand the philosophical justification for Armageddon.
- 4 Save as many souls as possible by converting them to your religion or beliefs.
- 5 𐄂𐄂𐄂. As much as possible. Mountains of it. Now.
- 6 "The Dark One's time is nigh, and this fabricated construct will soon expire."



# House Rules

*Design notes, examples, and tips in italics.*

## 1 Your House, Your Rules

Make your own. PLEASE.

## 2 Cosplay in the Sand

Wearing a costume or a hat in real life gives players the option of equipping their character with similar gear for free.

## 3 Drink Up, Me Hearties

Drinking a shot of rum or a gulp of grog in real life negates the need for a TOUGHNESS test when drinking in game.

## 4 Sing And Be Merry

If your players learn and sing a sea shanty at the table, not only does their crew learn the shanty<sup>PB68</sup>, but they get -4 to the DR for the crew skill test. *Or the shanty automatically succeeds.*

## 5 Luck Saves

**d20 + Current Devil's Luck vs. DR13**  
Sometimes you just need to *test* whether a PC is lucky or not. Set a DR with a default base of DR13. *13 is unlucky, and most PCs will typically get at least +1.* Then have the player roll a d20 and add their current Devil's Luck value to the roll.

*Example: A pirate with 2 Devil's Luck points needs to draw an Ace in a game of cards or else they lose their ship. Test Luck DR13 (d20 + 2) to see if they win the hand.*

## 6 Luck Goes Both Ways

Give boss enemies a few points of Devil's Luck and force the PCs to reroll important rolls or take max damage.

## 7 Animal Resurrection

When a PC dies, let them return to play as a reincarnated animal using the Sentient Animal class<sup>PB49</sup>. They can keep their background info, but their gear is up to the GM.

*The Foul Fowl makes a great pilot perched on the helm, and a giant crocodile that communicates telepathically through its reptilian eyes is guaranteed to spice up the game. And have you tried Pi-RAT Borg yet?*

## 8 Classy Upgrades

Landlubbers and sentient animals can gain a class—or gain one feature from any class of their choice—when they gain experience<sup>PB33</sup>.

## 9 Med Packs Only Heal Once A Day

Nice try, meta gamers.

## 10 Reroll Initiative Each Round

This will make combat more unpredictable, more swingy, and often more exciting.

## 11 No Armor Dice

Some groups find that armor as a damage reduction roll can slow down combat, both by requiring an extra roll and by making enemies more survivable. You can convert *armor* to *armor class* instead:

No Armor = AC 12  
-d2/Tier I = AC 14  
-d4/Tier II = AC 16  
-d6/Tier III = AC 18

Alternatively, you can just remove the roll and use a static value:

-d2/Tier I = -1 damage  
-d4/Tier II = -2 damage  
-d6/Tier III = -3 damage

## 12 PVP

Some times PCs just need to duke it out. When fighting PC vs. PC, they don't roll to defend, but instead the defending PC will have an "Armor Class" of DR12 ± their AGILITY modifier. Armor still works the same. Reroll initiative (d6 ± AGILITY) every round of the duel.

## 13 Hits Always Hurt

Attacks that hit *always* deal a minimum of one damage, regardless of armor, but this damage is never lethal. For extra bloody combat, have this rule apply even on attacks that *don't* hit. *This one comes from CY\_BORG.*

## 14 Exploding Damage

Damage dice "explode": if they roll the max result, reroll them and combine the sum. Repeat if the max value is rolled again. Also, critical hits deal max damage (instead of double damage). Then, roll an extra damage die (that might also explode).

## 15 Broken, Not Dead...Yet

Instead of dying at negative HP, roll on the broken table<sup>PB32</sup> with a -1 modifier for every point below zero HP.

*If a PC would take damage that would put them at -4 HP, they instead roll on the Broken table with a -4 modifier.*

## 16 Nightmare Mode ☠

- ☠ Devil's Luck can't reroll crits and fumbles, only negate them.
- ☠ Devil's Luck can only lower a DR before the roll is made.
- ☠ Devil's Luck can't reroll Mystical Mishaps.
- ☠ PCs can only use Devil's Luck to reroll their own dice rolls.
- ☠ PCs are *Dead* at zero and lower HP.

## 17 Heroic Mode 🏴

- 🏴 Begin the game with the maximum HP for each class, ± TOUGHNESS.
- 🏴 Devil's Luck can reroll crits and fumbles.
- 🏴 Devil's Luck can lower a DR before or after the roll is made.
- 🏴 Devil's Luck can reroll Mystical Mishaps.
- 🏴 Devil's Luck can reroll any die at the table, including the GM's, during character creation, and while *Gaining Experience*.
- 🏴 PCs are *Broken*, not *Dead*, at negative HP.

## 18 Square Rigging

Square-rigged ships (brigantine and larger) get +1 speed when "running" (i.e., when the wind is coming from the hex directly behind them). *This is more realistic, but a tad crunchier.*

## 19 Deadly Naval Combat

Cut all ship max HPs in half and/or double all damage dice rolled when within 6". *Ship max hit points were designed to be somewhat realistically resilient, but full-health ship combat can drag on. Consider tweaking stats to get the desired results. Also, ships might only have full HP when they are brand new.*

## 20 Ship Combat Affects PCs

Any time a ship is hit with a critical hit, have a random PC test AGILITY DR12 to avoid shrapnel or [TAKE DAMAGE | BE THROWN OVERBOARD | DIE]. *PCs dying in ship combat isn't the most fun way to meet your maker, but knowing the risk is there can raise the tension and excitement. It also "moves the camera" back to the PCs.*



# JOLLY ROGER

## FLAG GENERATOR



### SHAPE d12

- 1-5 typical rectangle
- 6 long, like a banner
- 7 tall rectangle
- 8 gonfalon (banner hanging from crossbar)
- 9 pennant (triangle shape)
- 10 perfectly square
- 11 massively huge
- 12 very small, and harder to discern

### LAYOUT d20

- 1-11 Standard layout (one primary, one secondary)
- 12 Standard, but the primary element is inverted
- 13 One primary element, repeated twice
- 14 One primary element, repeated three times
- 15 One primary element, one secondary element repeated three times
- 16 Three different secondary elements
- 17 Four different secondary elements (four corners)
- 18 Two primary elements
- 19 One large secondary element
- 20 One large primary, three smaller primary elements

### CONDITION d6

- 1 ripped, torn, frayed, salt-stained
- 2 ragged patchwork
- 3 ripped in half but resewn
- 4 missing a piece
- 5 broken in
- 6 brand new
- 11 secretly a map
- 12 red instead of black (meaning no quarter)
- 13 colors are inverted (i.e., black on white cloth)
- 14 made from the skin of [d4: 1 livestock 2 shark 3 human 4 undead]
- 15 inked or dyed in blood
- 16 made from burlap or other found materials
- 17 nontypical color scheme
- 18 made from old clothes
- 19 always on fire, but never burns
- 20 soaked in ASH and glows in the dark

### TWIST d20

- 1-10 no twist
- 11 secretly a map
- 12 red instead of black (meaning no quarter)
- 13 colors are inverted (i.e., black on white cloth)
- 14 made from the skin of [d4: 1 livestock 2 shark 3 human 4 undead]
- 15 inked or dyed in blood
- 16 made from burlap or other found materials
- 17 nontypical color scheme
- 18 made from old clothes
- 19 always on fire, but never burns
- 20 soaked in ASH and glows in the dark

## PRIMARY ELEMENT d100

- |                                   |                                    |  |
|-----------------------------------|------------------------------------|--|
| 1-19 skull                        | 63 skull, morion helm              | 82 two women                             |
| 20-29 skull, no jaw bone          | 64 skull, crown                    | 83 severed head                          |
| 30-31 skull, top view             | 65 skull, cyclops                  | 84 skull, reaper/hooded                  |
| 32-33 skull, side view            | 66 skull, third eye socket         | 85 skull, colorful explosion (i.e., ASH) |
| 34-35 skull, eyepatch             | 67 skull, on its side              | 86 skull, monkey                         |
| 36-37 skull, bandana              | 68 skull, upside down              | 87 plague mask                           |
| 38-39 skull, bandana & eyepatch   | 69 skeleton, standing              | 88 knight helm                           |
| 40-41 skull, tricorne             | 70 skeleton, dancing               | 89 simple death's head                   |
| 42-43 skull, bicorne              | 71 skeleton, arms out              | 90 spider                                |
| 44-45 skull, cavalier hat         | 72 skeleton, with weapons          | 91 scarab                                |
| 46-47 skull, screaming            | 73 skeleton, holding a goblet      | 92 ouroboros (snake eating its tail)     |
| 48-49 skull, beard                | 74 skeleton, in gibbet cage        | 93 fleur-de-lis                          |
| 50-51 skull, beard & eyepatch     | 75 skeleton, hanging from gallows  | 94 lion, à la coat of arms               |
| 52-53 skull, beard, eyepatch, hat | 76 pirate standing                 | 95 crown                                 |
| 54-55 skull, huge eye sockets     | 77 pirate & skeleton holding hands | 96 arm holding a cutlass                 |
| 56 skull, double eyepatches       | 78 pirate & skeleton toasting      | 97 whale tail                            |
| 57-58 demon skull                 | 79 woman in a dress                | 98 hook                                  |
| 59 skull, devil horns             | 80 woman & skeleton, dancing       | 99 kraken                                |
| 60 skull, goat horns              | 81 woman & skeleton, toasting      | 00 rum bottle                            |
| 61 skull, elk antlers             |                                    |  |
| 62 skull, red eyes                |                                    |  |

## SECONDARY ELEMENT d100

- |  |   |  |
|--|---|--|
| 1-19 crossbones, behind                      | 52 sparrows   | 77 snake(s)                                |
| 20-29 crossbones, below                      | 53 doves  | 78 fish bones                              |
| 30 single femur                              | 54 three cannon balls                               | 79 fish                                    |
| 31 crossbones, ✚ formation                   | 55 dagger   | 80 Mesoan glyph(s)                         |
| 32 three crossbones, forming an asterisk     | 56 five drops of blood                              | 81 seahorse(s)                             |
| 33 four crossbones, mimicking the Union Jack | 57 star(s)  | 82 single arrow                            |
| 34 crossed cutlasses                         | 58 key or crossed keys                              | 83 crossed arrows                          |
| 35 crossed flintlocks                        | 59 anchor   | 84 laurel wreath                           |
| 36 hourglass, time left                      | 60 crescent moon                                    | 85 one scythe                              |
| 37 hourglass, no time left                   | 61 full moon  | 86 crossed scythes                         |
| 38 nine vert. bones in a row                 | 62 phases of the moon                               | 87 letters (initials/ acronym)             |
| 39 cannon                                    | 63 three dice [roll 3d6]                            | 88 a number (d10)                          |
| 40 13 smaller skulls                         | 64 flames   | 89 two numbers (2d10)                      |
| 41 three skulls in a pyramid                 | 65 pentagram  | 90 three numbers (3d10)                    |
| 42 single cutlass                            | 66 pentagram, inverted                              | 91 four numbers (4d10)                     |
| 43 single musket                             | 67 compass rose                                     | 92 a year (1500, 1600, or 1700, plus d100) |
| 44 single rapier                             | 68 card suit [d4: 1 diamond 2 spade 3 club 4 heart] | 93 Nordic runes                            |
| 45 crossed rapiers                           | 69 two crossed tentacles                            | 94 arcane glyphs                           |
| 46 crossed cutlass & flintlock               | 70 seven-tentacle mandala                           | 95 Celtic knot                             |
| 47 heart, one large                          | 71 eldritch symbol(s)                               | 96 sea turtle                              |
| 48 hearts, three small ones                  | 72 perfect circle                                   | 97 hexagram                                |
| 49 heart, bleeding                           | 73 ship's wheel                                     | 98 triangle                                |
| 50 crow(s) or raven(s)                       | 74 Templar cross ✚                                  | 99 omega symbol Ω                          |
| 51 seagull(s)                                | 75 alchemy symbol(s)                                | 00 a chess piece                           |
|  | 76 ziggurat   |  |



# Dart Caribbean Island

## GENERATOR

- Grab a standard set of 7 dice. Drop them on a blank piece of paper.
- Draw lines around them to make 1 to 7 landmasses.
- Each die produces two results: the left result affects the entire island and creates its name. The right result represents a feature at that die's location.
- Roll or roll extra dice to taste.



*Acid Rock Vay*  
an example island...

During a lunar eclipse, a coral shoggoth appeared near the obelisk. It does not like the pirate cultists from the shanty town on the other side of the island.

### d10

#### Name 1 Terrain

- |         |   |                 |
|---------|---|-----------------|
| Black   | 1 | tall grass      |
| Blood   | 2 | brush           |
| Rotten  | 3 | river           |
| Devil's | 4 | swamp           |
| Salt    | 5 | shoals          |
| Acid    | 6 | tide pools      |
| Death   | 7 | sea caves       |
| Dark    | 8 | blue hole       |
| Shadow  | 9 | freshwater pond |
| Skull   | 0 | freshwater lake |

### d6

#### Denizen Relationship Terrain

- |             |   |             |
|-------------|---|-------------|
| unaware     | 1 | beach       |
| friendly    | 2 | rocks       |
| indifferent | 3 | hills       |
| unfriendly  | 4 | shoals      |
| aggressive  | 5 | thick brush |
| enemies     | 6 | jungle      |

### d%

#### Name 2 Terrain

- |         |    |              |
|---------|----|--------------|
| Sands   | 10 | sand         |
| Falls   | 20 | waterfall    |
| Fang    | 30 | palm trees   |
| Lagoon  | 40 | lagoon       |
| Serpent | 50 | thick jungle |
| Plague  | 60 | tall forest  |
| Harbour | 70 | fruit trees  |
| Rock    | 80 | large rocks  |
| Terror  | 90 | hills        |
| Spire   | 00 | mountain     |

### d12

#### Denizen 1 Landmark

- |                                |    |                        |
|--------------------------------|----|------------------------|
| a beautiful human              | 1  | strange, glowing rock  |
| d4 merfolk, in human form      | 2  | waterfall              |
| an enclave of druids           | 3  | d8 standing stones     |
| cannibals                      | 4  | a huge pile of bones   |
| d4 demons                      | 5  | ashes of a forest fire |
| colossal crab, ship as a shell | 6  | miles of sandy beach   |
| a playful water spirit         | 7  | pristine lagoon        |
| d6 man-eating eagles           | 8  | 200'-tall tree         |
| pirate cultists                | 9  | shanty town            |
| experienced explorers          | 10 | ships' boats           |
| snake cult                     | 11 | massive ziggurat       |
| monks                          | 12 | weatherworn monastery  |

### d4

#### Name 3 Terrain

- |        |   |                 |
|--------|---|-----------------|
| Island | 1 | small hill      |
| Cove   | 2 | plateau         |
| Bay    | 3 | jungle mountain |
| Isle   | 4 | volcano         |

### d20

#### Denizen 2 Landmark

- |                          |    |                           |
|--------------------------|----|---------------------------|
| lava cult                | 1  | active volcano            |
| 2d12 sailors             | 2  | frigate shipwreck         |
| 3d6 skeleton corsairs    | 3  | castle ruin               |
| coral shoggoth           | 4  | obelisk rising from water |
| colony of deep ones      | 5  | briny sea caves           |
| otherworldly horror      | 6  | intact derelict galleon   |
| wraith with wizard staff | 7  | wizard burial ground      |
| d6 fisherman ghosts      | 8  | coral reef                |
| ancestral spirits        | 9  | ancient temple            |
| family of castaways      | 10 | elaborate treehouse       |
| vampire jaguars          | 11 | network of sinkholes      |
| colonists with a militia | 12 | bustling port             |
| crime syndicate goons    | 13 | smuggler's hideout        |
| horde of d100 zombies    | 14 | abandoned village         |
| 2d20 carrion seagulls    | 15 | corpse of a kraken        |
| battalion of soldiers    | 16 | well-armed fort           |
| animals in uniforms      | 17 | haunted jungle            |
| pirate necromancer       | 18 | fortress of shipwrecks    |
| sea witch                | 19 | bioluminescent swamp      |
| d3 sirens                | 20 | unnatural rock formation  |

### d8

#### Weather Terrain

- |                     |   |            |
|---------------------|---|------------|
| tropical storm      | 1 | beach      |
| blistering heat     | 2 | jungle     |
| ash-choked skies    | 3 | mountain   |
| cold, gray, windy   | 4 | river      |
| necrotic fog        | 5 | rocks      |
| torrential downpour | 6 | coral reef |
| astronomical event  | 7 | forest     |
| unsettlingly calm   | 8 | grass      |



# CORAL REEF GENERATOR

## HOW TO USE THIS

- 1 Drop some dice on a piece of paper. Add d6s for extra reefs and d20s for POIs.
- 2 Draw shapes around clusters of 1 to 3 dice to form structures. Note the d4 result.
- 3 Using the left column results, draw or label a feature at each die's location.
- 4 Add more lines to imply topography, terrain, and depth. The more the better.
- 5 Typically, the other columns affect the entire location. **Reroll or pick for variety.**

## D4

Do this first.

### FEATURE OVERALL REEF GEOGRAPHY

- | FEATURE                   | OVERALL REEF GEOGRAPHY                            |
|---------------------------|---|
| 1 Lagoon & center of reef | Ring-shaped atoll surrounding a lagoon            |
| 2 Deep water drop-off     | Next to a sea cliff                               |
| 3 Long lagoon             | Barrier reef, far offshore, separated by a lagoon |
| 4 Shallowest part of reef | Fringing reef, just offshore from land            |

## D6

Add d6s for more reefs.

### REEFS CORAL/SPECIES COLOR

- | REEFS               | CORAL/SPECIES            | COLOR                 |
|---------------------|--------------------------|-----------------------|
| 1 Low and round     | Bubble                   | Blue-green            |
| 2 Long and narrow   | Carnation                | Purple                |
| 3 Tall columns      | Electric or lettuce leaf | Bright blue or brown  |
| 4 Several patches   | Elkhorn                  | Orange                |
| 5 Dome              | Anemones                 | Magenta or lime green |
| 6 Complex structure | Staghorn                 | Pink                  |

## D10

### FEATURE NOTABLE WILDLIFE MOTIVE

- | FEATURE                      | NOTABLE WILDLIFE                        | MOTIVE           |
|------------------------------|---|------------------|
| 1 Oak tree-shaped coral      | Glyph-covered sea turtles               | Wisdom           |
| 2 Bleach-white coral         | Cranky, tool-wielding octopuses         | Shelter          |
| 3 Porous rocks               | Translucent eels, skeletons visible     | Hunger           |
| 4 Area of dead coral         | Fist-sized neon crabs                   | Safety           |
| 5 Swaying sea grass          | 10'-long telepathic jelly fish          | Knowledge        |
| 6 Huge, smooth, gray rock    | Dinghy-sized manta rays                 | Fear             |
| 7 Geometric coral structure  | Seahorses with fractal cirri (tendrils) | Mating           |
| 8 Constellations of starfish | Starfish colony chanting sea hymns      | Perfection       |
| 9 Sand dunes                 | Thousands of small jelly fish           | Relocation       |
| 10 Massive barnacled rock    | Millions and millions of fish           | Hunger or mating |

## D%

### FEATURE APEX PREDATOR MOTIVE

- | FEATURE                   | APEX PREDATOR                   | MOTIVE           |
|---------------------------|---------------------------------|------------------|
| 10 Underwater cliff       | Orca family learning to hunt    | Family           |
| 20 Small blue hole        | One massive shark               | Hunger           |
| 30 Lots of sandbars       | Jaguar-sized crustaceans        | Protection       |
| 40 Network of small caves | Electric stingrays              | Energy           |
| 50 Dense kelp forest      | Gross eels with monstrous teeth | Violence         |
| 60 Large cave             | Hippo-sized groupers            | Solitude         |
| 70 Meteorite crater       | Genius octopuses                | Art or Espionage |
| 80 Necrotic energy cracks | Pod of demonic dolphins         | Doom             |
| 90 Huge volcanic rocks    | School of ferocious sharks      | Bloodlust        |
| 00 Active lava tubes      | Lethal swarms of plankton       | Reproduction     |

D6 ENCOUNTERS 1 No Encounter

2 The Notable Wildlife

3 The Apex Predator

## D8

### FEATURE HAZARD

- | FEATURE                       | HAZARD  |
|-------------------------------|---|
| 1 Razor-sharp coral           | Rough seas: chance of being slammed into coral        |
| 2 Glowing ghost coral         | Haunted: all the wildlife is undead                   |
| 3 Rippled, white sand         | Strong current: risk being sucked out to sea          |
| 4 Ruined cannons & ammo       | Murky water: low visibility, high chance of ambush    |
| 5 Several statues in a circle | Unnaturally relaxing: soon you'll never want to leave |
| 6 Ominous ravine              | Cold: hypothermia imminent                            |
| 7 Air bubble shaft            | Deep: water pressure and air supply are concerns      |
| 8 Active lava tubes           | Extreme heat: limit exposure or take damage           |

## D12

### TIP

These work even better if you include a MacGuffin, like a relic, artifact, map, missing person, or piece of intel.

### FEATURE ABOVE WATER HOOK

- | FEATURE  | ABOVE WATER HOOK   |
|--|--|
| 1 Massive, deep blue hole                                | Scientific or religious group investigating the blue hole  |
| 2 Military shipwreck                                     | Military-run diving bell salvage operations  |
| 3 Dozens of fish/crab traps                              | A floating village struggling to fend off the <b>THREAT</b>  |
| 4 Never-ending coral maze                                | A fisherman's child, who dives using mermaid scales <sup>PB62</sup> , is overdue and will drown in d4 hours        |
| 5 Oyster reef  | Locals are diving for oyster pearls from a longboat  |
| 6 Human-sized clam shell                                 | Rival NPCs seek the <b>POINT OF INTEREST</b>   |
| 7 Wreck covered in algae                                 | Pirates are looking for a fabled lost treasure hoard   |
| 8 Ruins of a sunken city                                 | Merfolk missing someone or something need help   |
| 9 Cave glowing from within (it's a disguised anglerfish) | Sailors have reported a strange underwater glow here at night  |
| 10 House-sized shell                                     | Must-sized shell spines emerge at low tide   |
| 11 200'-tall obelisk                                     | Cultists seek the obelisk (it crests the surface)  |
| 12 Temple ruins, two eel skeletons at the entrance       | Explorers searching for a tablet that leads to (d4):<br>1 Atlantis 2 Fountain of Youth 3 El Dorado 4 Port Oblivion |

## D20

Add d20s for more conflict.

### TIP

Mix these with the d12 Hook for interesting scenarios: "Locals diving for pearls have discovered a kraken nursery."

### POINT OF INTEREST THREAT(S)

- | POINT OF INTEREST                             | THREAT(S)                           |
|---|-------------------------------------|
| 1 d12 tons of sunken cargo <sup>PB115</sup>   | Carnivorous fish                    |
| 2 Ancient shipwreck from a distant land       | Skeletal warriors from distant land |
| 3 Sunken treasure fleet                       | Spanish conquistador's warship      |
| 4 Sea hag hut (surrounded in a bubble)        | Sea hag and her aquatic familiar    |
| 5 Battle-damaged warship                      | Undead drowned sailors              |
| 6 Ghost ship of a cursed pirate               | Ghost pirate captain and crew       |
| 7 Mesoan temple, covered in coral             | Stone golems covered in coral       |
| 8 Busy Deep One village                       | Deep One warriors and shamans       |
| 9 Atlantean cathedral (coral, crystal)        | Merfolk champion vanguard           |
| 10 Huge chest (large chains attached)         | Smugglers returning for their cache |
| 11 Fissure that opens to the Netherworld      | Gorilla-sized Netherworld demons    |
| 12 Eldritch ruins of a forgotten civilization | Kaiju-sized eldritch monster        |
| 13 20' statue from a distant culture          | A terrible curse                    |
| 14 Crack to a large cave                      | Octopus with 6,000 eyes             |
| 15 Tall spire, alien glyphs under thick algae | Great Old One Dagon, sleeping       |
| 16 Vein of cerulean crystal                   | Crystal monster, slow but strong    |
| 17 Coral shoggoth lair                        | Coral shoggoth, feasting            |
| 18 Kraken nursery                             | Mother kraken and d4 young krakens  |
| 19 Aquatic boneyard                           | Skeletal sea life                   |
| 20 Mermaid cemetery or haunted village        | Mermaid ghosts                      |

4 Notable Wildlife chased by Apex Predator

5 NPCs related to the Hook

6 The Threat





## EXAMPLE REEF

**Geography** Next to sea cliff

**Hazard** Unnaturally relaxing: soon you'll never want to leave

**What's Happening?** Military-run diving bell salvage operations

### D6 ENCOUNTERS

- 1 No encounter
- 2 Military divers from a diving bell
- 3 Wisdom-seeking, glyph-covered sea turtles
- 4 Sea turtles chased by octopuses
- 5 Genius octopus spies
- 6 Mermaid Champion Vanguard



Lettuce Leaf



Staghorn



Anemone



# COIN GENERATOR

## MATERIAL 2D6

2. Unknown metal (**d20s**)
3. Obsidian (**d6s**)
4. Bronze (**1/2s**)
5. Gold (**4s**)
- 6-8. Silver (**1s**)
9. Gold (**4s**)
10. Copper (**1/2s**)
11. Greenstone (**d10s**)
12. Crystal (**d20s**)

## ORIGIN 2D6

2. Atlantean
3. Deep One
4. Other European nation
- 5-6. British
- 7-8. Spanish
- 9-10. French
11. Mesoan
12. Ancient Old World

## CONDITION D6

1. Worn smooth
2. Hard to read
3. Dirty
- 4-5. Worn in
6. Mint

## VALUE D6

1. Worthless/counterfeit (**x0**)
2. Clipped/underweight (**x0.5**)
- 3-5. Normal (**x1**)
6. Rare (**x2**)

## TWIST D20

Roll multiple times, until the coin is interesting enough for your purposes.

1. Recovered from a famous shipwreck. There are plenty more where it came from.
2. It's only a portion of a coin **d4**:
  1. It's only 1/8th of a full coin.
  2. It's half of a coin, and whoever holds it can speak telepathically to whoever holds the other half.
  3. It's missing a large chunk, as if bitten.
  4. It's thin from clipping or shaving, making it worth less than it's intended value.
3. So old or worn that the elements can't be read.
4. It's a treasure map **d8**:
  1. Filled with punched holes. When viewed at the correct location, they identify a landmark or location.
  2. Its inscription is the key to a cypher or puzzle.
  3. The words are the next in a series of clues.
  4. Deep scratches. If placed at a certain spot—or on the right map—they point the way.
  5. It is the key required to unlock a door, chest, or ancient tome.
  6. A crude map is scratched in.
  7. When placed underwater, the water flows towards the treasure or next clue.
  8. The closer it is to the treasure, the more the coin **d4**:
    - 1 vibrates 2 sings 3 leaks water 4 smells like rotting death.
5. The words on one side comprise a riddle or beautiful poem.
6. It's a membership token or pass token for **d6**:
  1. A secret order, society, or club.
  2. An exclusive tavern, brothel, or ~~ASH~~ den.
  3. The *Endgame Society*<sup>85</sup>, or other criminal guild.
  4. A cult or religious group.
  5. A political faction, trade group, or council of pirates
  6. Admittance to a bank vault or lockbox.
7. It's a good luck charm. Its owner gains +1 *Devil's Luck* each day.
8. If it touches seawater, it **d6**:
  1. Signals its creators or seeker.
  2. Starts a tidal wave.
  3. Repels water away **d10** feet.
  4. Turns translucent.
  5. Sings like a siren.
  6. Instantly boils water **d4** feet around it.
9. It functions as *Charon's Obol*<sup>PB62</sup> in and out of the Locker<sup>38</sup>.
10. It's cursed **d6**:
  1. It cannot be given away.
  2. One side is caked in dried blood that won't wash off; it's a *terrible* omen.
  3. A dark spot is burnt or painted on one side. It functions as *The Black Spot*<sup>PB65</sup>.
  4. The owner becomes more fish- or squid-like each day.
  5. The owner's hair and nails grow at x10 the normal rate.
  6. Undead are drawn to it like sharks to blood.
11. It's counterfeit. Either it's not from where it seems, or it's painted wood.
12. It's been minted from melted artifacts, and is now imbued with magical properties.

Roll some dice to generate a unique coin. If you want coins that are more random, instead of rolling **2d6**, you can roll a **d12** (count a **1** as a **2**). Combine the **TWIST** table with the **D66 COINS TABLE** on the following pages for interesting combinations.

13. It's invisible except in moonlight.
14. Something is trapped inside **d6**:
  1. A ghost or spirit.
  2. A voice. It speaks from another realm.
  3. A djinn or genie.
  4. A demon or deity.
  5. A sorcerer, wizard, or necromancer.
  6. A legendary pirate captain.
  7. A missing king, queen, or member of royalty.
  8. A Great Old One or monster.
15. When flipped it always lands on the same side.
16. Its owner cannot be killed (via endless luck or invincibility), but another nearby dies instead.
17. When [heads | tails] is exposed to direct [sunlight | moonlight] it summons **d6**:
  1. Lightning | Strong winds.
  2. Fog | Thick clouds.
  3. Rain | Snow.
  4. Vultures | Gulls.
  5. Sharks | Whales.
  6. Flies | Fireflies.
18. If placed on your tongue, you can speak the language of its culture of origin.
19. An *arcane ritual*<sup>PB65</sup> is inscribed or scratched on one side.
20. It's worth more than its normal value **d6**:
  1. **x5**, or **x10** to a collector or knowledgeable banker.
  2. **x10**, rare.
  3. **x100**, historically significant.
  4. **x1,000**, a coin of myth.
  5. **x10,000**, a centerpiece of any trove or collection.
  6. **x1,000,000**, a legendary treasure nations will war over.





# D66 COINS FOUND IN THE CHESTS OF THE DARK CARIBBEAN

## 11 SPANISH PIECE OF EIGHT

The most common coin in the region.

- Silver \$1s
- ↑ cross and two symbols repeated twice (lions, shields, castles, etc.)
- ↓ Coat of arms

## 12 SPANISH REAL

1/8th the value of a PO8. Found as full coins or cut portions of larger PO8 coins.

- Silver \$1s per 8 (1/8s)
- ↑ A king or queen
- ↓ Coat of arms

## 13 SPANISH ROYAL DOUBLOON

Less common, but more valuable.

- Gold \$4s
- ↑ Coat of arms, king, or queen
- ↓ Cross and two symbols repeated twice (numbers, lions, shields, castles, etc.)

## 14 HAVANA DOUBLOON

The preferred payment method of conquistadors everywhere.

- Gold \$8s
- ↑ Fort, eagle, or horse
- ↓ Coat of arms or cross of Burgundy

## 15 MARACAIBO PIECE OF EIGHT

Minted by the Inquisition.

- Silver \$1s
- ↑ Shield, flower, or lion
- ↓ Cross of the Inquisition (scales of justice hanging from a cross)

## 16 PORTUGUESE MOIDORE

Uncommon in the Dark Caribbean, but used by Portuguese sailors and ships bound from the Old World.

- Gold \$6s
- ↑ Coat of arms
- ↓ Order of Christ Cross

## 21 BRITISH CROWN

A common British coin.

- Silver \$1s
- ↑ King, Queen, or both
- ↓ Large crown, horseback knight, cross, coat of arms

## 22 JAMAICA CROWN

An uncommon variant, mostly used by locals and merchants in Port Royal.

- Silver \$1s
- ↑ King or Queen, an eye patch is often scratched over the eye
- ↓ Map of Jamaica, Union Jack, coat of arms, palm tree

## 23 BAHAMIAN CROWN

Older coin minted for Nassau Town.

- Silver \$1s
- ↑ King or queen in a crown, which is often scratched out
- ↓ Ship, coat of arms, map of New Providence Island

## 24 BRITISH GUINEA

Used by the Crown and nobility.

- Gold \$5s
- ↑ King, queen, or both
- ↓ Crown, coat of arms, wreath, shields, spectres

## 25 WEST INDIA TRADING CO. GUINEA

Larger and contains more gold than its British counterpart.

- Gold \$7s
- ↑ Crown or coat of arms
- ↓ Sailing ship and W. I. C. logo

## 26 PRIVATEER PIECE OF EIGHT

Minted to pay privateers, imprinted with a code to track their spending.

- Silver \$1s
- ↑ Union Jack or crown
- ↓ Crossed cannons, ship, skull, ship's wheel

## 31 FRENCH LOUIS D'OR

Primary coinage of French royalty.

- Gold \$4s
- ↑ One of several kings named Louis
- ↓ cross, fleur de lis(s), crowns, coat of arms

## 32 GUADELOUPE ÉCU

Circulates in the Lesser Antilles

- Silver \$1s
- ↑ One of several kings named Louis
- ↓ Shield, flower(s), fleur de lis(s), frigate, angel(s)

## 33 PETIT-GOÂVE LOUIS D'ARGENT

Older French coin, often viewed as a disdainful symbol of oppression by Hispaniola locals.

- Silver \$0.5s (worth more melted)
- ↑ Louis XIII, often defaced or scratched out
- ↓ Coat of arms

## 34 DUTCH DUCAT

Minted in the Netherlands. Declining in popularity with the diminishing Dutch presence in the Dark Caribbean.

- Gold \$2s
- ↑ Knight, king, Christ, or a saint.
- ↓ A saint, coat of arms, inscription

## 35 MEDIEVAL COIN

Extremely rare, and often found stuck in the cracks of centuries-old sea chests.

- Silver \$1s to 10s
- ↑ crowns, crosses, saints, animals

## 36 VIKING COIN

These cultures place value on the weight of silver over the coins themselves. Bullion bars and silver jewelry were as common as minted coins.

- Silver, often not in coin shape
- \$ Varies by weight
- ↑ Animal, ruler, chieftain, runes
- ↓ Runes, longship, dagger, animal

Each coin might have a face value, the year minted, and/or a phrase or inscription on either side.

KEY: ● Material ↑ Obverse, front, or heads ↓ Reverse, back, or tails \$ Value PO8 Piece of eight

## 41 CHINESE QIAN

Common in the South China seas and brought west by navigators and explorers. Square hole in the center, often strung together in sets of 1,000.

- Bronze \$1s per 1,000 coins
- ↑ Chinese inscriptions

## 42 JAPANESE KOBAN

Oval-shaped. Found in the coffers of far-traveling merchants.

- Gold \$5s
- ↑ Japanese inscriptions

## 43 OTTOMAN SULTANI

Coins from a diminishing empire. Often used by Mediterranean corsairs.

- Gold \$4s
- ↑ Arabic or Turkish inscriptions

## 44 ANCEINT MESOAN COIN

Found in abandoned temples and among ruins throughout the islands of the Dark Caribbean.

- Gold \$8s
- ↑ Glyphs of animals' or gods' heads, Mesoan inscriptions

## 45 COIN OF THE SLITHERING ONE

Found in a shrine dedicated to a snake-like Great Old One<sup>74</sup>.

- Gold \$8s
- ↑ One serpent encircling a skull
- ↓ Two mirrored serpents

## 46 DARK YUCATÁN BONE OBOL

Found in the satchels and saddlebags of a missing expedition. Their bags were recovered, but not their bodies.

- Bone punched from a skull
- \$ Unknown
- ↑ Crescent or half moon
- ↓ Cuneiform inscription

## 51 GREEK OBOL

The currency of the ancient Greeks. Many circulate as good luck charms.

- Copper or bronze
- \$ 1s (worth even less by weight)
- ↑ Athena or a Spartan's head
- ↓ owl, turtle, bee

## 52 ROMAN AUREUS

Rare and valuable, especially if the emperor depicted died well.

- Gold \$20s
- ↑ An emperor
- ↓ God, goddess, eagle, warrior, horse(s), dagger(s), cherub(s)

## 53 PIRATE LORD PIECE OF EIGHT

Re-minted by legendary pirate lords.

- Silver \$1s
- ↑ That captain's jolly roger<sup>24</sup>
- ↓ Inscription, poem, map, or clue

## 54 TORTUGA SILVER BIT

Silver piece, typically cut from another coin like a Spanish PO8 or real.

- Silver \$1s per 8 (1/8s)
- ↑ Stamped with a small skull and crossbones
- ↓ Remnants of the previous coin

## 55 MADAGASCAR GOLD BAR

Minted by a colony of pirates off the African mainland, melted from other gold treasure.

- Gold \$100s or more
- ↑ Skull and two crossed palms, an inscription of the pirate code

## 56 ALBRECHT THE TIDEBORN ESCUDO

The coinage of a monster<sup>98</sup>.

- Silver \$2s
- ↑ Ship of the line
- ↓ A Deep One pirate

## 61 ATLANTEAN MEDALLION

Often washed up near the Devil's Triangle, their origin is speculative.

- Cerulean crystal or silver
- \$ d10s
- ↑ Trident, seashell, ruler, merfolk
- ↓ Fish, sea life, seashell, glyphs, concentric circles

## 62 DEEP ONE COIN

Horrifying coins carried by a rare breed of fish-like humanoids.

- Greenstone or obsidian
- \$ d10s
- ↑ Dagon, temple, tentacle, fish
- ↓ Whirlpool, glyphs, squid, obelisk

## 63 ABYSSAL DISC

Only a few have ever been found. Assumed to be a hoax...

- Strange metal or obsidian
- \$ d20s
- ↑ Deep sea monster, odd symbols, geometric patterns

## 64 C'THAGN COIN

Found in the pockets of The Wretched.

- Greenstone, obsidian, raw iron, often in abnormal shapes
- \$ d10s
- ↑ Head of a Great Old One
- ↓ Underwater cityscape, tentacles, anchor

## 65 OBOL FROM THE LOCKER

A coin carried by many Lost Souls<sup>44</sup>.

- Bronze \$20s
- ↑ Skull wearing a Spartan helmet
- ↓ An underwater obelisk

## 66 DEVIL'S PIECE OF EIGHT

Carried by fate-tempting pirates.

- Silver \$1s
- ↑ Undead pirate, scratched with a pentagram
- ↓ Cross with 2 skulls & 2 anchors



# ANCHOR DROP FALLS

## WHAT IS THIS?

A 500' **waterfall** (visible for 10 miles) terminates into a lagoon surrounded by **colossal mangrove trees** (up to 300' tall). The falls produce a **thick mist** (10' visibility).

**A CENTURY AGO:** Pirates/conquistadors hid dozens of **treasure chests** in a cave hidden behind a waterfall. They never returned to claim it.

**50 YEARS AGO:** Displaced **Deep Ones** built a **village** in the cave.

**1 YEAR AGO:** A **colossal crab** attacked, knocking over many trees. It built a nest in the caves. The Deep Ones fled.

**NOW:** The **Deep Ones** camp inside a fallen tree. The **crab is hungry** and her brood will hatch soon.

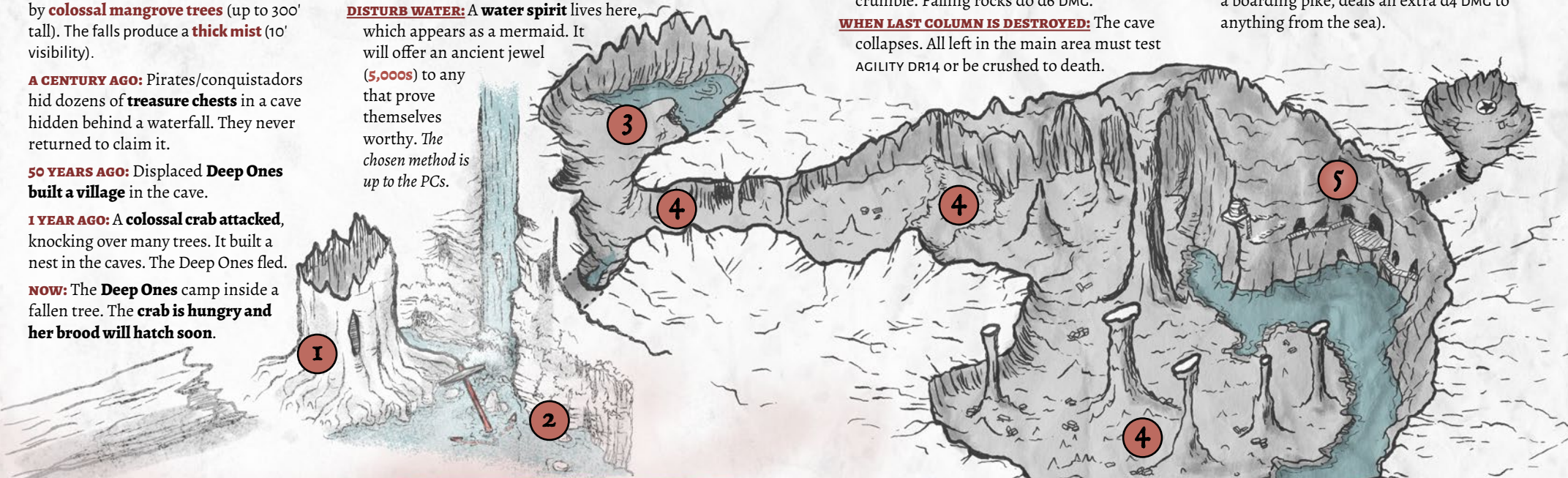
## D4 HOOKS & RUMORS

1. A scared **Deep One child lost in the forest** asks the PCs for help finding home.
2. A shady NPC has a **treasure map** made by the last pirate/conquistador. "15 chests!" is circled.
3. A mermaid knows a **folktale about gifts from a water spirit** that lives behind a waterfall.
4. The **crab hunts nearby**, and can be tracked via smashed trees and coins dropped from its shell.

## 3. MERMAID POOL

- **Pool** of water with a faint pink glow.
- **Soft singing** can be heard from the walls.

**DISTURB WATER:** A **water spirit** lives here, which appears as a mermaid. It will offer an ancient jewel (5,000s) to any that prove themselves worthy. *The chosen method is up to the PCs.*



## 1. FALLEN MANGROVE TREE

- 30' diameter, 40' tall. A 2' **opening** leads inside the base.

**INSIDE:** **Messy campsite** (grass beds, clay jars, spears). **Deep Ones** <sup>PB100</sup> live here:

- (5 warriors, 1 shaman, ~20 villagers).
- The shaman carries a coral staff (500s).
- They patrol the forest, waterfall, and lagoon, but fear the caves.
- They dislike trespassers, but hate the crab.
- They want their home back.

## 2. WATERFALL & LAGOON

*Deafeningly loud. Thick mist. Slippery.*

- **Hazardous.** DRS are +2 when applicable (low visibility, slippery rocks, rushing waters, etc.)
- **Huge, rusting anchor** juts out of the water.
- **Pig-sized groupers** shimmer below surface.

**BEHIND:** Dark, twisting limestone passage.

**GO FISHING:** STRENGTH DR14 to catch a grouper (2d10 rations), or be pulled underwater.

**UNDERWATER:** A skeleton in **conquistador plate** and a **morion** (PB52) is at the bottom.

## 4. CAVES

*Massive. Long, loud echoes. Damp. 200' ceilings.*

- Thousands of **stalagmites and stalactites**.
- **2d6 rock columns**, floor-to-ceiling.
- **d100 old coins**, scattered, leading deeper in.
- **d10+10 sea chests** scattered around the cave.
- The **colossal crab** lurks in the shadows.

**TAKE A CHEST:** Requires 2 people per chest. The **crab** attacks if more than one chest is taken.

**IN EACH CHEST:** d8 x 500s in old coins<sup>32</sup>.

**HIDE BEHIND A COLUMN:** Protects from one crab charge, but the column is then destroyed.

**IF ONLY ONE COLUMN IS LEFT:** The cave starts to crumble. Falling rocks do d6 DMG.

**WHEN LAST COLUMN IS DESTROYED:** The cave collapses. All left in the main area must test AGILITY DR14 or be crushed to death.

## 6. NEST

*Submerged, dim white glow.*

- **Thousands of eggs.** Inside:
- **Fist-sized crabs** gestate.

**TOUCH AN EGG:** Each time, there is a 1-10 chance they all start to hatch. They want fresh meat.

**EAT ONE OF THE EGGS:** +1 STRENGTH for 1 hour.

## 5. DEEP ONE VILLAGE

*Deserted, covered in dust, ruined, still.*

- **30' up:** Gangplanks, ropes, ladders, and walkways lead to:
- Several **huts** and **caves** used as dwellings.
- **d4 sentient fungi** <sup>PB90</sup>, disguised as Deep One corpses, are in recesses of the caves.

**CLIMB THE WALLS:** Test STRENGTH DR12 or fall into the water below.

**FALL IN THE WATER:** Makes a very loud noise.

**SEARCH THE DWELLINGS:** In one large cave is a shrine with an **idol of a fish-like humanoid** (250s) and a **Deep One glaive** (counts as a boarding pike, deals an extra d4 DMG to anything from the sea).

## COLOSSAL CRAB

*As large as an elephant. Dark red and gray carapace. Ferocious. Speaks in screeches.*

*Longs for her children to spawn and feast.*

**HP** 45 **Morale** 10 **Carapace** -d6

► **Claws** d10, d8 (attacks with both)

► **Charge** It rushes from one side of the cave to the other, smashing rock and flesh. All in its path must test AGILITY DR16 to dodge or take 2d10 DMG.



Welcome,  
drowned souls &  
shipwrecked mariners, to

# The Locker

Like so many others who have  
died at sea, you have arrived at a  
waterlogged archipelago surrounded by  
eternal darkness.

The Lost meander here. The  
chains that bound them to the  
corporeal world rust and crumble  
as they sink deeper and deeper into  
the void.

But just as the last drop of oil  
sputters on the tip of the lantern  
wick, so too do embers of hope  
smolder for those who yearn  
to reclaim their station on the  
mortal coil.

...perhaps there is a chance for

# You

...perhaps you will triumph  
when so many before you have  
surrendered to the tides of  
gloom.

...perhaps you will escape  
the endless waters of  
purgatory and return to the  
realm of the living.

...perhaps you might reclaim the  
feeble carnal existence you once  
loathed.

...or perhaps,  
more likely, you  
are now one of many...



# not in the locker





## What is This?

- ▶ **The Locker** is a form of purgatory, and serves as a way station between the realms of the living and the dead. It is represented materially as a collection of small islands and shipwrecks surrounded by dark water and shrouded in mist.
- ▶ **The sky** is starless and bleak, as if a pale moon were masked by clouds or as if floating in an

underground sea. Colors are muted. Torches and candles burn with a pale or blue-green flame. The air is never fresh.

- ▶ **Charon the Ferryman**<sup>45</sup> shepherds souls here from the sea, and he escorts those whose time has come on to **THE NETHERWORLD**.
- ▶ **Obols**, ancient coins used to pay the ferryman, are the main currency here.

## Getting Here

### DEAD

The PCs wake up here after a T.P.K. (*total party kill*), shipwreck, maelstrom, or other calamity that resulted in the PCs submerging, drowning, dying, or being knocked unconscious.

The party's goal is likely escape, but you can add hooks and quests via NPCs found in the Locker.

### UPON ARRIVAL

- ▶ They awaken in **THE SHALLOWS**. See p. 54.

### ALIVE

### d4 HOOKS

- ▶ A marooned sorcerer claims knowledge of a spell that will lead to a treasure "greater than life itself". They cast a spell that opens a whirlpool to the Locker. They secretly seek a drowned lover.
- ▶ **[THE INQUISITION | THE WEST INDIA COMPANY | THE WRETCHED]** have obtained a map that can only be read when submerged. They are hiring explorers to investigate. It leads to the Locker.
- ▶ An NPC recently lost at sea knows priceless information about **[TREASURE | BATTLE PLANS | THE APOCALYPSE]**.
- ▶ During a storm, the spirit of a missing loved one visits a PC in a nightmare. They beg the PC to sail into the storm.

### UPON ARRIVAL

- ▶ The journey takes **[d8 on the TIME TABLE<sup>50</sup>]**.
- ▶ Their vessel floats to the shore near **THE CORAL GATE**<sup>56</sup> and proceeds to crash onto rocks and sink.
- ▶ Repairing the vessel will only be successful if they enlist the help of the **shipwright** in **PORT OBLIVION**<sup>59</sup>.

## While in the Locker...

- ▶ **ASFi** has no effect, nor do creatures destroyed here leave any behind.
- ▶ **Swimming or boating** in any direction leads either nowhere or to a random **LOCATION**<sup>51</sup>. Rafts or boats constructed or repaired without the help of the **shipwright**<sup>59</sup> in Port Oblivion will disassemble or sink.
- ▶ **Every five minutes of real time**, character's bodies recompile into the same condition they were in when they arrived. Cut off limbs regrow, bullet holes close up, and all **HP** is recovered.
- ▶ **If a PC is reduced to zero or less HP**, their mind feels as if it were lost at sea for **[d8 on the TIME TABLE<sup>50</sup>]**. Then they roll a **d20**. On a roll of 1, their soul moves on to **THE NETHERWORLD** and the character is lost forever. Increase this range by 1 each time the same PC makes this roll. Otherwise, after 5 minutes of real time, they reawaken in the waters of **THE SHALLOWS**<sup>54</sup>. Any obols are dropped where the PC was killed.
- ▶ **Resting & healing** have no effect.
- ▶ **Devil's Luck** doesn't work. *Reveal this as dramatically as possible.*
- ▶ **Rituals**: *Return from the Locker* works differently<sup>61</sup>. *Summon the Ferryman* deals no damage, but instead summons **Charon**<sup>45</sup> like a water taxi. All others work at the GM's discretion.



# Escaping

# d20 Rumors

## HOW TO ESCAPE

- ▶ To escape the Locker and return to the land of the living, the PCs need 3 things:

1. **A VESSEL**
2. **ONE CHARON'S OBOL PER ESCAPEE**
3. **AN EXIT**

- ▶ Various NPCs know this information, especially the **barkeep**<sup>58</sup> in Port Oblivion, **Lady Oblivion**<sup>46</sup>, and **Charon's**<sup>45</sup> 13th skull.
- ▶ Lost Souls and other NPCs know rumors about the location of **VESSELS**, **OBOLS**, and **EXITS**. See the opposite page or the front endpapers.
- ▶ Anyone who tries to swim away from the Locker (or sail in a functional vessel) will arrive back at a random **LOCATION**<sup>51</sup>.
- ▶ Rafts or boats constructed or repaired by the PCs without the help of the **shipwright**<sup>59</sup> in Port Oblivion sink or fall apart.
- ▶ The closer the party is to escaping, the more attention they will draw from the **Mist Guard**<sup>46</sup>, **Charon**<sup>45</sup>, and **Lady Oblivion**<sup>46</sup> (as **The Reef Ghoul**). *Think of this element like the "wanted level" in many video games.*
- ▶ Attempting to enter a portal or exit out of the Locker without enough **OBOLS** or without a vessel will result in teleportation back to **THE SHALLOWS**<sup>54</sup>. *You must adjudicate if this affects the entire party/crew or just individual characters.*
- ▶ Upon escaping, return the PCs to whatever location you see fit. Consider advancing the **History of the Dark Caribbean**<sup>PB25</sup> forward to show how things have changed since they died, or use the **TIME TABLE** for wild results. *Can you say "space pirate campaign"?*

## VESSELS

- ▶ One of the ghost ships that attacks the **STAR-CROSSED FORT**<sup>62</sup>.
- ▶ **Charon's** ferry (and his scythe-oar)<sup>45</sup>.
- ▶ One of the **Mist Guard's** longboats<sup>46</sup>.
- ▶ A raft or boat made or repaired by Cthlag the shipwright in **PORT OBLIVION**<sup>59</sup>.
- ▶ A creature from the **DESICCATED SEA**<sup>68</sup>.
- ▶ The **INVERTED GALLEON** (if unchained)<sup>70</sup>.

## OBOLS

- ▶ In the mouths of **Mistguard Captains**<sup>46</sup>.
- ▶ On Cerberus's collar in **THE LIMBYARD**<sup>66</sup>.
- ▶ From impressing **Lady Oblivion**<sup>46</sup>.
- ▶ Attached to a glowing idol in the stomach of **Chorgoroth**<sup>49</sup>.
- ▶ Inside the jar of stars in **THE TEMPLE OF FALLEN STARS**<sup>69</sup>.
- ▶ In a chest in the **STAR-CROSSED FORT**<sup>62</sup>.
- ▶ The *Charon's Obol* **ancient relic**<sup>PB62</sup>, perhaps acquired by a PC prior to entering the Locker.

## EXITS

- ▶ **Completing the ritual** found in the library of **THE PELLUCID PALACE**<sup>60</sup>.
- ▶ **Reading the glyphs** on the **OBELISK TO DAGON** in the reflection of the **EBONY MIRROR**<sup>64</sup>.
- ▶ Sailing into the mist while in possession of the **LIVING COMPASS** (**WING'S HOUSE OF CURIOS**<sup>59</sup> in **PORT OBLIVION** shop) and the **MAP TO NOWHERE** (**THE STAR-CROSSED FORT**<sup>62</sup>).

Change these to match the voice and attitude of the NPCs that reveal them. Reveal them often and generously!

- 1 Charon can be hired to take you anywhere in the Locker. Don't try to steal his ferry though; he is very dangerous.
- 2 Watch your back around the Dagonites. They are known to steal things.
- 3 I saw something shiny in the mouth of one of those Mist Guard captains.
- 4 I swear I saw someone *riding* one of those creatures near that dry sea bed.
- 5 There is a terrible monster that lives near The Shallows. I saw it eat a Lost Soul that was trying to escape.
- 6 There is something odd about the pool around that strange pillar.
- 7 There is a very talented shipwright in Port Oblivion, but he's far from human.
- 8 No one can steal the collar from that three-headed dog.
- 9 I saw a temple on top of one of the monsters in the Desiccated Sea. I wonder what's in it.
- 10 Lady Oblivion *loves* news and updates from the land of the living.
- 11 Chorgoroth is so huge, I bet you could live in its stomach.
- 12 That old commander at the fort has been fighting those ghost ships for centuries.
- 13 I'm going to the ball tonight at the palace. I can't wait for the finale!
- 14 I saw a compass made of flesh for sale at that weird shop in port. One obol is way too expensive though.
- 15 There is an arcane library somewhere in the Pellucid Palace. I'm not sure why it never burns down though.
- 16 I heard there is a treasure map hidden somewhere in the fort.
- 17 Someone stole Charon's scythe-oar once. No new souls arrived for a month!
- 18 I saw a severed head floating in the Ebony Pool. It wasn't human.
- 19 I heard sad droning and singing coming from that upside-down ship.
- 20 I hate the Mist Guard. They ruin all the fun. Especially the ones patrolling in boats.



# Lost Souls

SPIRITS THAT DWELL IN THE LOCKER

- ▶ **They can be found** drifting hopelessly in the water, inhabiting Port Oblivion and behaving as if they were still alive, or vapidly wandering the islands.
- ▶ **Some eventually** move on to **THE NETHERWORLD**, but most dwell here for eternity.

HP 2    Morale 5    No Armor  
 ☠ **Ethereal Claw** or **Weapon** d4

- ▶ **This Lost Soul wants (d6):**
- 1 They cannot remember.
  - 2 To move on to **THE NETHERWORLD**.
  - 3 To return to the land of the living.
  - 4 To solve their reason for being in purgatory.
  - 5 To stay here forever.
  - 6 To attend the next the ball at the **PELLUCID PALACE**<sup>60</sup>.

# Charon

THE FERRYMAN

- ▶ **Appears** as a 20'-tall robed skeleton with 13 skulls.
- ▶ **The skulls talk** in unison except one (the 13th) that is always delayed and sounds like a wily old man. It often reveals cryptic information it shouldn't, and the other skulls hate it. *Use this skull to reveal information and rumors*<sup>43</sup> *as needed*.
- ▶ **Carries** a long scythe that he uses as an oar.
- ▶ **He is** the primary mode of transportation in and out of the Locker.
- ▶ **Wants:** To perform his duty to ferry souls to and from the Locker. Not to be bothered by Lost Souls.
- ▶ **Has a weakness for** gambling and card games, often wagering **OBOLS**, secrets, or transportation.
- ▶ **Charon's Ferry** can only be piloted with Charon's oar-scythe, only then can it be used as a vessel to escape the Locker.
- ▶ **Can be hired** to ferry PCs & NPCs to other locations in the Locker and beyond:
  - ▶ **ANY LOCATION IN THE LOCKER:** 1 **OBOL** per group.
  - ▶ **NETHERWORLD (PERMA-DEATH):** 1 **OBOL** per soul.
  - ▶ **LAND OF THE LIVING:** He will *not* take passengers there willingly.

HP 66    Morale 11    No Armor  
 ☠ **Oar-Scythe** d666 (or instant death). It cannot be removed from the Locker.  
**Immortal** If Charon is reduced to 0 HP, he respawns on his boat after 15 minutes of real time.





# Mist Guard

SKELETAL SECURITY GUARDS

- ▶ **They wear** armor from throughout history.
- ▶ **They patrol** the Locker on foot and via longboats, maintaining order and preventing escape.
- ▶ **They want** to prevent Lost Souls from escaping, typically via force.

**HP** 1 or 10 (captain) **Morale** - **Armor** \*  
 ⚔ **Sword** d6 or **Spear** d8 or **Pike** d10  
**Pile of Bones** At 0 HP they tumble into a pile of bones. They reform in d2 rounds.

## \* OBOL \*

- ▶ In each captain's mouth: one **OBOL**.



### \*MIST GUARD

#### ARMOR (D10):

- 1 NAVY, NONE
- 2 PRIMITIVE, NONE
- 3 VIKING, -D2
- 4 MESOAN, -D2
- 5 SAMURAI, -D4
- 6 ATLANTEAN, -D4
- 7 SPARTAN, -D4
- 8 GLADIATOR, -D4
- 9 CONQUISTADOR, -D6
- 10 MEDIEVAL KNIGHT, -D6

# Lady Oblivion

GOVERNESS OF THE LOCKER

- ▶ **Appears** in two forms: a **watery woman** (beautiful, ethereal, Egyptian dress) and **The Reef Ghoul**. She can transform at will.
- ▶ **Most Lost Souls** don't know both of her forms are the same being. They call her "The Lady".
- ▶ **Wants:** To prevent Lost Souls from escaping. To learn arcane knowledge. News from the land of the living. To keep The Reef Ghoul secret.
- ▶ **Often found:** Hosting a ball in **THE PELLUCID PALACE**<sup>60</sup>, or mingling in **PORT OBLIVION**<sup>58</sup>.

## \* OBOL \*

- ▶ **She will** reward charismatic and clever PCs that provide news and gossip from the land of the living with an **OBOL**.

# ...and The Reef Ghoul

**HP** 45 **Morale** 10 **Coral Flesh** -d4

⚔ **Bite** d12 or **Claw** d8 (2 attacks)

⚡ **Monsoon Scream** All creatures that can hear it test SPIRIT DR12 or all their DRs are +4 on their next turn.

**Immortal** If reduced to 0 HP, she respawns in the **SHALLOWS**<sup>54</sup> after 15 minutes of real time.

- ▶ **Appearance:** Body of dead coral and sea muck, skull with staghorn coral horns, covered in thousands of mussels that clack as it shambles.







# Chorgoroth

HORRIFIC MONSTER

- ▶ **Appears** as a grotesque, anglerfish-headed monster the size of a whale with milky white eyes and hundreds of tentacles (translucent, slimy, used on land to pull its body).
- ▶ **Oozes** as it crawls on land, eating carcasses and bones.
- ▶ **Lives** in the **SHALLOWS**<sup>54</sup> but frequently comes to land to feed.

HP 80 Morale 7 No Armor

☠ **Tentacle** d8

☠ **Devour** One creature nearby tests

AGILITY DR12 or is **EATEN**.

Eaten creatures take d6 DMG at the start of each turn (ignore armor).

The GM adjudicates escaping.

**Slow & Big** DR8 to hit.

## ✱ OBOL ✱

- ▶ **Those** that survive being **EATEN** by Chorgoroth will find a massive treasure hoard in its belly, which includes:
  - **ARTIFACTS** from antiquity, worth **5,000s**.
  - A **GREEN GLOWING IDOL** with an **OBOL** embedded in its chest.

# Dagonites

RACCOON-SIZED FISH IMPS

HP 2 Morale 6 No Armor

☠ **Claw/Bite** d4

**Quick** DR14 to hit.

**Sneaky** Hard to spot in the dark.

- ▶ **Ancestry:** Distant relatives of merfolk and merrow, mutated from centuries in dark, deep water.
- ▶ **They can appear** to be cute, pitiful, or horrifying.
- ▶ **They pickpocket** items off of newcomers while using harassment, misdirection, and cute looks as distractions.
- ▶ **They worship** the Great Old One Dagon and they leave tributes they've stolen for him at the **OBELISK**<sup>64</sup>.



# Navigating the Locker

- **Geography:** The PCs typically begin in **THE SHALLOWS**<sup>54</sup>. Beyond The Shallows is infinite, endless darkness. When the PCs first make for land, they will arrive at **THE CORAL GATE**<sup>56</sup>.
- **The Map:** The map on the following pages is inaccurate and NOT to scale. You can share it with your players—perhaps as loot or a gift from an NPC—but they will soon discover it functions more like a checklist than a map. *For a faster adventure, like a one-shot, just treat the provided map as accurate.*
- **Navigation:** When the party arrives at a new location, it is connected to d4 other locations via the **CONNECTION TABLE** (see opposite, use the next undiscovered result). These connections do not need to obey Euclidean logic: they might be within eyesight or seem to be miles or even months away.
- **Travel:** Time is *weird* in the Locker. Whenever traveling between locations, roll on the **TIME TABLE** to see how much time has elapsed. This should have dramatic narrative effect, but very little mechanical effect. *Optional: Roll for a random encounter.*
- **Arrival:** Roll on the **LOCATIONS TABLE** (see opposite). Use the next undiscovered result, and roll for a random encounter upon arrival.
- **Mapping:** Suggest to your players that they make their own map or diagram of the Locker. If they do, they can use their map to navigate and backtrack. If they refuse or do a poor job, randomly swap locations and connections on them each time they arrive.

## GM TIPS

- Have the players roll the connection and location dice for you. *If you wish to avoid lots of rolling at the table, prepare your map of the Locker in advance.*
- NPCs should be reliable sources of directions to prevent PCs from getting frustrated: *"Oh yeah, just take the suspension bridge made of bones until you get to the weird green staircase. That will get you to the Limbyard!"*
- Don't beat this mapping mechanic into the ground. Once your players understand the vibe and non-Euclidean nature of the Locker, you can let them "fast travel", but if they are having fun solving the navigational puzzle, run with it.

## TIME TABLE d20

- 1 one eon
- 2 two millennia
- 3 three centuries
- 4 four decades
- 5 five years
- 6 six months
- 7 seven weeks
- 8 eight days
- 9 nine hours
- 10 ten hours
- 11 eleven hours
- 12 twelve minutes
- 13 thirteen minutes
- 14 fourteen minutes
- 15 fifteen minutes
- 16 sixteen moments
- 17 seventeen deep breaths
- 18 eighteen seconds
- 19 nineteen heartbeats
- 20 twenty seconds back in time

d10	CONNECTIONS	LOCATIONS	ENCOUNTERS
1	<b>Gangplanks bound in rope.</b> They levitate in the air as if floating underwater.	Back to point of departure	In the water: d10 <b>skeletal eels</b> <b>Morale - No Armor</b> ► <b>Bite</b> 1 DMC, ignores armor.
2	<b>Floating driftwood.</b> Tadpole-sized creatures illuminate the water as each piece is stepped on.	<b>THE CORAL GATE</b> <sup>56</sup>	d12 <b>Lost Souls</b> <sup>44</sup> , arriving.
3	<b>Ghostly suspension bridge.</b> Built from millions of bones (fish, whale, ancient reptile, human) and seaweed rope.	<b>THE PELLUCID PALACE</b> <sup>60</sup>	<b>Lady Oblivion</b> <sup>46</sup> in human form, distantly walking on water. She is polite, absentminded, and desperate for news and info about the world of the living.
4	<b>Iron door.</b> Sinister-looking, 12' tall, engraved with runes. It opens to an identical door on another island.	<b>THE STAR-CROSSED FORT</b> <sup>62</sup>	<b>Lady Oblivion</b> as <b>The Reef Ghoul</b> <sup>47</sup> , hunting souls close to escaping (perhaps the PCs).
5	<b>Rope ladder.</b> Extends up into blackness. Gravity slowly shifts along its path, and up is down by the time it terminates.	<b>OBELISK TO DAGON</b> <sup>64</sup>	d12 <b>Dagonites</b> <sup>49</sup> , scheming, distracting, and pickpocketing.
6	<b>Carved greenstone staircase.</b> Non-Euclidean, like an M. C. Escher drawing.	<b>THE LIMBYARD</b> <sup>66</sup>	d6 <b>Lost Souls</b> <sup>44</sup> wallowing in eternity.
7	<b>Sandbar.</b> Ankle-deep water. Skulls stick out from the sand.	<b>THE DESICCATED SEA</b> <sup>68</sup>	2d6 <b>Mist Guard</b> <sup>46</sup> , patrolling in a longboat or on foot.
8	<b>Maze of piers &amp; boardwalks.</b> Rotting wood. The corpse of an ancient city shimmers miles beneath the surface.	<b>THE INVERTED GALLEON</b> <sup>70</sup>	<b>Chorgoroth</b> <sup>49</sup> , swimming or crawling, endlessly hungry.
9	<b>Arched bridge.</b> Built from tombstones, coffins, and sarcophagi.	<b>PORT OBLIVION</b> <sup>58</sup>	d6 <b>Mist Guard</b> <sup>46</sup> , harassing d2 <b>Lost Souls</b> <sup>44</sup> .
10	<b>Ship rigging and cargo nets.</b> They hang from masts that protrude from the water.	<b>PORT OBLIVION</b> <sup>58</sup>	<b>Charon</b> <sup>45</sup> in his ferry, with d12-1 <b>Lost Souls</b> <sup>44</sup> .





Desiccated Sea<sup>68</sup>

Pellucid Palace<sup>60</sup>

Obelisk to Dragon<sup>64</sup>

Inverted Galeon<sup>70</sup>

Limbyard<sup>66</sup>

Port Oblivion<sup>58</sup>

Coral Gate<sup>56</sup>

Star-crossed Fort<sup>62</sup>

The Shallows<sup>54</sup>

An Old & Inaccurate MAP of  
**The Locker**  
of DAVY JONES





## O The Shallows

- ▶ **Hundreds of floating corpses** chained (ankle shackles) to large floating rocks. Corpses are chained in groups of up to 13. The rocks and bodies sway with the water; the bodies are in various states of panic, lucidity, and decomposition.
- ▶ **Kelp forests** as tall as 30'.
- ▶ **Thousands of skulls and bones** line the seafloor.
- ▶ **Occasionally** a longboat can be seen passing overhead, rowed by a scythe-oar. See *Charon*<sup>45</sup>.

### ABOVE THE WATER

- ▶ **Eerie mist** in all directions.
- ▶ **Starless sky**.
- ▶ **A rocky landmass** (**THE CORAL GATE**<sup>56</sup>) can be seen a few hundreds yards away, but it takes [TIME TABLE<sup>50</sup>] to swim there.
- ▶ **Every few minutes** *Charon*<sup>45</sup> rows by and ferries newly free *Lost Souls*<sup>44</sup> to the **CORAL GATE**.

### WAKING UP IN THE SHALLOWS

PCs that start the adventure after death (or die while in the Locker) start here.

- ▶ They are chained to a huge floating rock that is swaying underwater.
- ▶ They have the clothes, equipment, and weapons that were attached to their persons when they died. *Gunpowder does work underwater*.
- ▶ They have five minutes of real time to escape before they "drown", after which they will feel as if they have died (again). They will awake in the same state five minutes later. Roll [d8 on the TIME TABLE<sup>50</sup>] to see how long they feel they have been away.

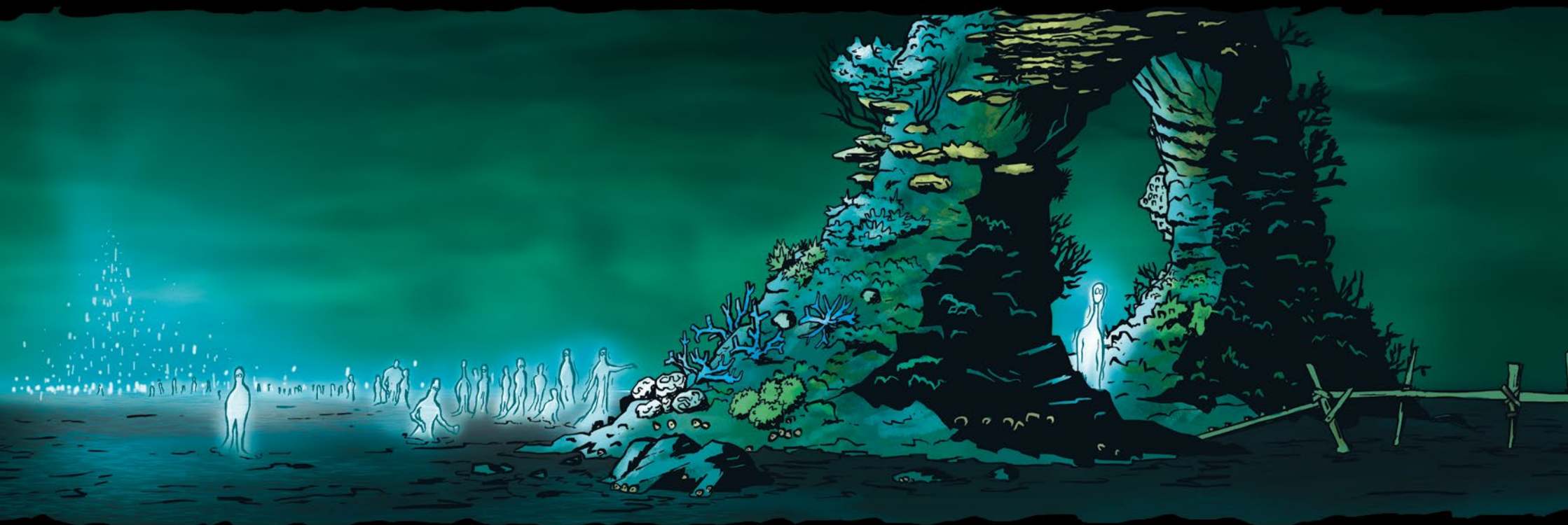
*Set timers or use an hourglass, as real time is used regularly in this adventure.*

### d6 LOST SOULS ALSO CHAINED UP

*They all forget their names.*

- 1 A hysterical **mother** and her young **child**.
- 2 A **toothless pirate**. His eyes are covered with a bandanna and his hands are bound with rope. He was thrown overboard for mutiny.
- 3 An apathetic, **old captain** with deep, sunken eyes. Blood endlessly seeps from 4 pistol shot holes in his coat.
- 4 **d4 innocent-looking merfolk**, bound by their tails. They are very hungry.
- 5 **d10 sailors**, lacking leadership. Their warship was destroyed in battle. They alternate between working on a plan to escape and infighting.
- 6 **d8 Viking warriors**. They longed for death in a legendary battle but were lost in a storm.





# 1

## The Coral Gate

- ▶ **Towering arch** made from mounds of dead coral, mollusks, and rock.
- ▶ **Entry point** for **Lost Souls**<sup>44</sup> who float in from the endless sea or are dropped off by **Charon**<sup>45</sup>.
- ▶ **Sounds:** The coral around the gate sings a faint, ethereal **hymn**<sup>57</sup>.

### d6 ENCOUNTERS NEAR THE GATE

- 1 A **Deep One**, torso only. Eaten by a kraken. He remembers that he was killed near a hoard of treasure (and its exact location near Trinidad). He wants only to return to his family.
- 2 A young **Wretched cultist**. Every few minutes she remembers that she drowned herself in hopes of finding this place, but then drowns again. She is searching for a relic or a lost friend.
- 3 An **ancestor** of one of the PCs.
- 4 A **fat cook** missing an arm. It was eaten by a shark and he fell overboard trying to recover it.
- 5 An **important NPC** that the PCs have previously met.
- 6 A **skeletal sea turtle** that swims through the air. Following it leads to the **DESICCATED SEA**<sup>68</sup>.

### ✧ VESSEL ✧

- ▶ **Charon**<sup>45</sup> ferries new souls here. His ferry might be stolen, but not easily, and certainly not without consequences.

### ✧ EXIT ✧

- ▶ **THE CORAL GATE** can be used as the doorway component of the Portal Ritual found in the **PELLUCID PALACE** library<sup>60</sup>.

### THE CORAL'S HYMN REMINDS YOU OF (d20 OR d20 x 2):

- |                  |                                |
|------------------|--------------------------------|
| 1 a poem about   | butterfly wings flapping       |
| 2 glass          | melodies in an alien scale     |
| 3 gloomy         | witches on All Hallows' Eve    |
| 4 distant        | flutes played by skeletons     |
| 5 bronze         | enlightened monks              |
| 6 angelic        | vibrating icicles melting      |
| 7 beautiful      | singing voices of new mothers  |
| 8 demonic        | frogs in a pond amphitheater   |
| 9 underwater     | sirens singing their last song |
| 10 ten thousand  | banshees in perfect harmony    |
| 11 eldritch      | flowers blowing in the wind    |
| 12 burning       | songbirds in a forest          |
| 13 three         | stars pulsing in a dream       |
| 14 luminous      | beings from another plane      |
| 15 echoes of     | mermaids near a reef           |
| 16 crystal       | whales in the deep blue        |
| 17 cosmic        | happy ghosts                   |
| 18 reverberating | chain links rattling           |
| 19 metallic      | hungry gulls on a dock         |
| 20 a painting of | pirates singing a shanty       |





## 2

# Port Oblivion

A makeshift town built from wrecks, docks, and boulders. Populated by hundreds of **Lost Souls**<sup>44</sup>.

## THE DOCKS

- **Docks:** Twist & wind. They connect to distant islands. Lost Souls fish here for ghost fish.
- **Old Fisherman:** **Abraham**, floor-length white beard. Vapid but polite.
- **Says:** The ferryman keeps disturbing the fish with his ferry.
- **Offers:** A **RUMOR**<sup>43</sup> to any that can beat his fishing record: a 14' ghost marlin.
- **Fishing:** Takes [TIME TABLE<sup>50</sup>] to catch anything. Test PRESENCE DR6: The result is the caught fish's length. Anything over 12' requires a STRENGTH test to reel in, where the DR is equal to the length.

## THE OPEN CASKET (TAVERN)

- **Outside:** The wreck of a huge galleon. Lanterns flicker, voices clamor from inside.
- **Inside:** Dozens of Lost Souls drinking, playing Three-Eyed Parrot<sup>89</sup>, dancing, or sulking.
- **Barkeep:** **Sigmund**, a tall, lanky skeleton. Helpful but busy. A true showman.
- **Explains:** How the Locker works, and knows several **RUMORS**<sup>43</sup> about escaping it, though he has never tried himself. He explains via an elaborate musical number involving dancing on the bar, rib cages as xylophones, and a group of musicians in the corner.
- **Offers:** Free drinks to all. Putrid grog and graveyard-themed cocktails. Drinking them has no effect.

## NEPTUNE'S WORKSHOP

- **Outside:** Rotting, barnacle-covered ship's hull.
- **Inside:** Tools of bone, crates of shells, seaweed.
- **Shipwright:** **Cthlag**, 12'-tall sentient octopus missing 1 tentacle. Clumsy, talented, Australian.
- **Wants:** His tentacle back (**THE LIMBYARD**<sup>66</sup>).

## ✧ VESSEL ✧

- **Offers:** To build a raft or repair a vessel in exchange for his tentacle (**LIMBYARD**<sup>66</sup>). Construction takes [d8 on the TIME TABLE<sup>50</sup>].

## THE THEATRE OF LOST MINDS

- **Outside:** A sideways ship atop a large rock.
- **Inside:** An impossibly huge majestic theater, decorated in dark hardwood and blue velvet.
- **Tickets:** Free at the box office near the helm.
- **Tonight d6:** 1. Dark (no show) 2. Greek Tragedy 3. *The Ship of Fools*<sup>PB154</sup> 4. Merfolk Opera 5. Shakespeare 6. Eldritch Deep One comedy
- **Guest of honor d6:** 1-2. No one special 3-4. **Lady Oblivion**<sup>46</sup> 5. **Charon**<sup>45</sup> 6. The PCs

## WING'S HOUSE OF CURIOS

- **Outside:** A two-masted junk, torn in half, both halves filled with sundries.
- **Shopkeeper:** **Mrs. Wing**. Small, slow, cryptic.
- **Buys:** Anything and everything. Pays in shells.
- **Sells:** Seemingly useless wares from centuries of shipwrecks. Only accepts shells.

## ✧ EXIT ✧

- **Special offer:** She is selling **THE LIVING COMPASS** (made of human flesh) for 1 **OBOL**, which, when combined with the **MAP TO NOWHERE**<sup>62</sup>, leads to an exit from the Locker.

## THE JÖRMUNGANDR

- **Appearance:** A Viking longship, missing the bottom of it hull, sunken into rocks.
- **Lost Souls:** 13 muscular Vikings use the wreck to practice rowing and combat drills.
- **Challenge:** They know **RUMORS**<sup>43</sup>, but offer them only if defeated in 1-on-1 combat. Stats: **HP** 7 **Morale** 11 **No Armor** **Axe** d8





### 3

## The Pellucid Palace

- ▶ **Opulent structure** grown out of blue-green volcanic glass. Hundreds of rooms inside.
- ▶ **Decorated** like a museum, each room having a style from a different era of history.
- ▶ **Every evening** hundreds of **Lost Souls**<sup>44</sup> arrive for a grand ball hosted by **Lady Oblivion**<sup>46</sup>. They socialize and dance to hauntingly sad music.
- ▶ **Macabre hors d'oeuvres** are served by ghostly footmen (cockroaches on toothpicks, chocolate-covered eyes, candied worms in mud sauce, Limbyard finger sandwiches).
- ▶ **At midnight** the palace burns to the ground in blue flames. Lost Souls inside rejoice in pain while Lady Oblivion transforms into **The Reef Ghoul**<sup>47</sup>. All Lost Souls in the fire (including the PCs) awake in **THE SHALLOWS**<sup>54</sup>.

### d6 INTERESTING PALACE ROOMS

- 1 **Library**. Otherworldly. Stacks of thousands of books & scrolls. Glowing green orbs. A tome on a plinth contains a ritual that can open a portal out of the Locker. *See opposite.*
- 2 **Throne room**. Egyptian. Stone obelisks, a 20' obsidian sphere covered in hieroglyphics.
- 3 **Audience chamber**. Greco-Roman. Dozens of marble columns and mythical statues.
- 4 **Greenhouse**. Atlantean. 100' kelp vines sway as if submerged. Iridescent sea glass windows.
- 5 **Great room**. Persian. Elaborate rugs, d20 gold figurines of an elephant god (**sos** each).
- 6 **Cellar**. Storage. Behind a crate: a glowing door that leads to a random location (d8+2 on the **LOCATIONS** table<sup>51</sup>).

### d8 GUESTS AT THE BALL

*Each knows at least one RUMOR*<sup>43</sup>.

1. **William Shakespeare**, reciting new sonnets.
2. **Socrates**, lecturing, pouring sand into a basin.
3. **An Arthurian knight** in full plate, recounting his conquests. He *totally* met Guinevere once.
4. **A famous pirate** until now thought to be alive.
5. **Helen of Troy**, her beauty more stunning than legends could tell.
6. **A demon of shadow and water** with d6 concubines, visiting from **THE NETHERWORLD** via the **EBONY MIRROR**<sup>64</sup>.
7. **A family member, lover, or former crewmate** of one of the PCs.
8. **Two Egyptian rulers**. Their dancing is mesmerizing.

### ✧ OBOL ✧

- ▶ Parties that adequately entertain, intrigue, or share knowledge or news with **Lady Oblivion** may earn an **OBOL**. See her entry on p. 46.
- ▶ **Note**: PCs killed in the nightly fire will drop any **OBOLS** and will need to return to retrieve them.

### ✧ EXIT ✧

The ritual *Return from the Locker*<sup>PB65</sup>, which can be found in the library of the palace, can be used to open a portal out of the Locker. Note that a **VESSEL** and **OBOLS** are still required to escape.

### RETURN FROM THE LOCKER RITUAL

- ▶ **Ritual (inside the Locker)**. Transform a doorway, gate, or opening into a watery portal for 1 hour. *See Escaping*<sup>42</sup>.
- ▶ **Ritual (outside the Locker)**. A recently killed creature returns to life with 1 HP, their lungs expel black ichor and bilge water.





## 4

# The Star-crossed Fort

- ▶ **Medieval-era castle**, armed with demonic cannons that fire on any "enemies" that approach (AGILITY DR8 to dodge, d12 DMC).
- ▶ **Occupied** by the ghost of a nameless Spanish **commander** (conquistador plate armor, one hand is a hook) and 20 conquistador **troops**:

### COMMANDER

**HP** 20 **Morale** 12 **Conquistador Plate** -d6

⚔️ **Fine Rapier** d8 or **Flintlock** 2d4

### TROOPS

**HP** 5 **Morale** 10 **Conquistador Plate** -d6

⚔️ **Rapier** d6 or **Musket** 2d6

- ▶ A **convoy of ghost ships** (seemingly devoid of crew) rise from nearby shipwrecks every hour and an epic battle erupts. The fort is always destroyed. It reconstructs itself 5 minutes later (in real time).

### PARLAY:

- ▶ The **commander** will respond to verbal communication from over the battlements.
- ▶ He will allow any willing to aid him in his eternal battle into the fort.

### HELP SWING THE BATTLE:

- ▶ **The battle can be swayed** in the commander's favor with creative thinking from the PCs.  
*GM tip: Run these battles cinematically, with a focus on narrative and player-driven plot.*
- ▶ **Reward:** The general will give them the **OBOL** from the treasure room as a reward (assuming they haven't already taken it). Afterwards, he will dissipate and move on to **THE NETHERWORLD**.

### SHOOT SOMEONE FROM A CANNON ONTO A GHOST SHIP:

- ▶ **PRESENCE** DR12 to aim.
- ▶ **TOUGHNESS** DR12 to survive the shot.

### JUMP ONTO AN ATTACKING GHOST SHIP FROM BATTLEMENTS:

- ▶ **AGILITY** DR18 or fall into the water.

### ✳ VESSEL ✳

- ▶ An attacking ghost ship (**Man-of-War**<sup>PB84</sup>) might be boarded. If commandeered, it can be piloted and used as a **VESSEL** to exit the Locker.
- ▶ **Easy mode:** The ghost ship is empty. Simply getting on board is enough to take control.
- ▶ **Hard mode:** The ghost ship is crewed by **GHOST PIRATES**<sup>PB96</sup>. *Add ghosts to taste.*

### SEARCH THE FORT:

#### ▶ LOWER LEVEL

Treasure room containing:

- **13 chests** filled with d20 x 100 silver coins<sup>32</sup>.
- A **random Relic**<sup>PB62</sup>.
- **1 OBOL** inside an ornate glass display case.

#### ▶ UPPER LEVELS

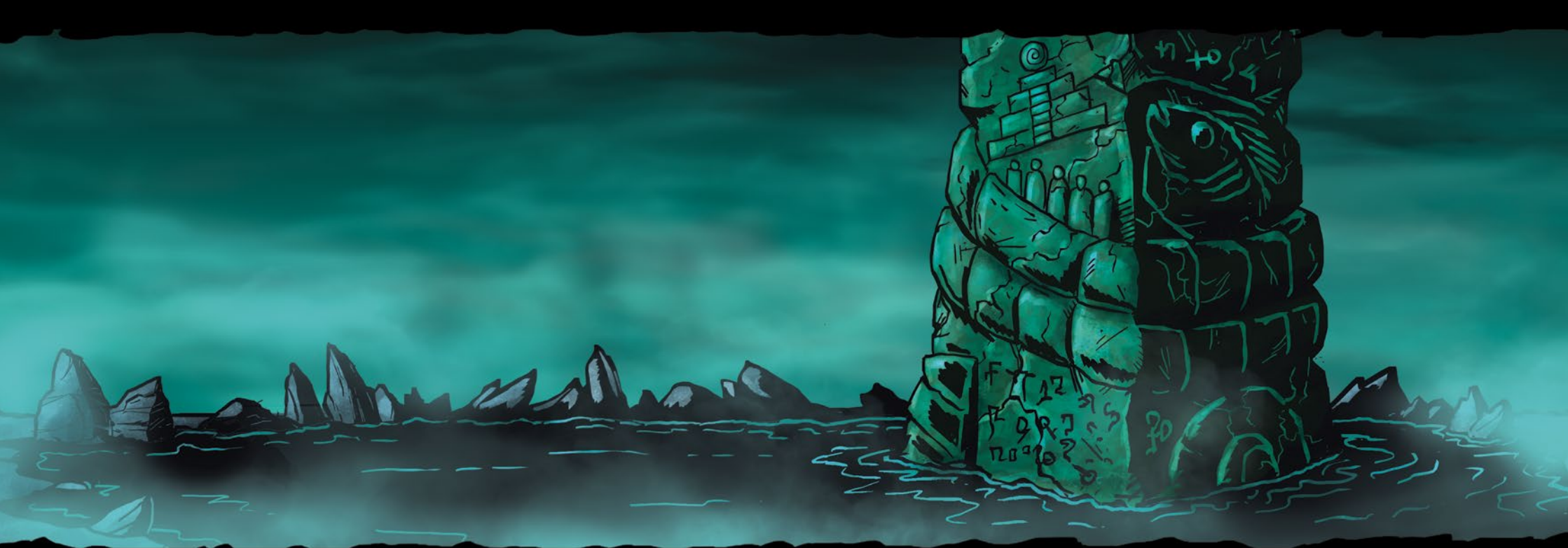
War room containing:

- **Map to Nowhere:** 13 dried-up jellyfish carcasses, sewn together with seaweed, inked in squid ink. It looks like a map, but to places that don't seem familiar. Combined with **THE LIVING COMPASS**<sup>59</sup> and a **VESSEL**, it leads to an **EXIT** from the Locker.

### ✳ OBOL ✳

- ▶ In the treasure room, lowest level of the fort. It can also be given as a prize by the commander for helping to defeat the ghost ship attack.





## 5

# Obelisk to Dagon

- ▶ **The Ebony Mirror:** In the middle of a rocky island is a round pool (1000' across, a perfect circle). The water is knee deep, pitch black, and perfectly still.
- ▶ **The Obelisk to Dagon** (greenstone, 20' x 20' x 70', decorated in runes and glyphs) rises from the center of the pool.
  - The glyphs can only be successfully read via their reflection in the pool.
- ▶ **Reflected in the still water** is the obelisk, but **nothing** else, not even the PCs. *This might not be obvious immediately.*
- ▶ **Dagonites**<sup>49</sup> frequent here. They steal stuff from everyone and bring it to the obelisk. *See the table on the opposite page.*

## SEARCH THE WATER:

- ▶ **Coins:** d10 x 1000 coins (they count as silver) from throughout history (but no **OBOLS**).
- ▶ **Miscellaneous items** the **Dagonites** have stolen and left here as tribute (including any they've previously stolen from the PCs.) See the table on the next page.
- ▶ **A severed dog head** the size of a wine barrel. This is **Cerberus's**<sup>67</sup> missing head.

## READ THE GLYPHS

- ▶ **Directly on the obelisk:** Test PRESENCE DR14. Pass and the reader goes insane with terror for d4 rounds. Fail and they don't make any sense.
- ▶ **Via their reflection:** Test PRESENCE DR10 to open a portal. See **EXIT** on the next page.

## d20 STOLEN TRINKETS FOUND IN

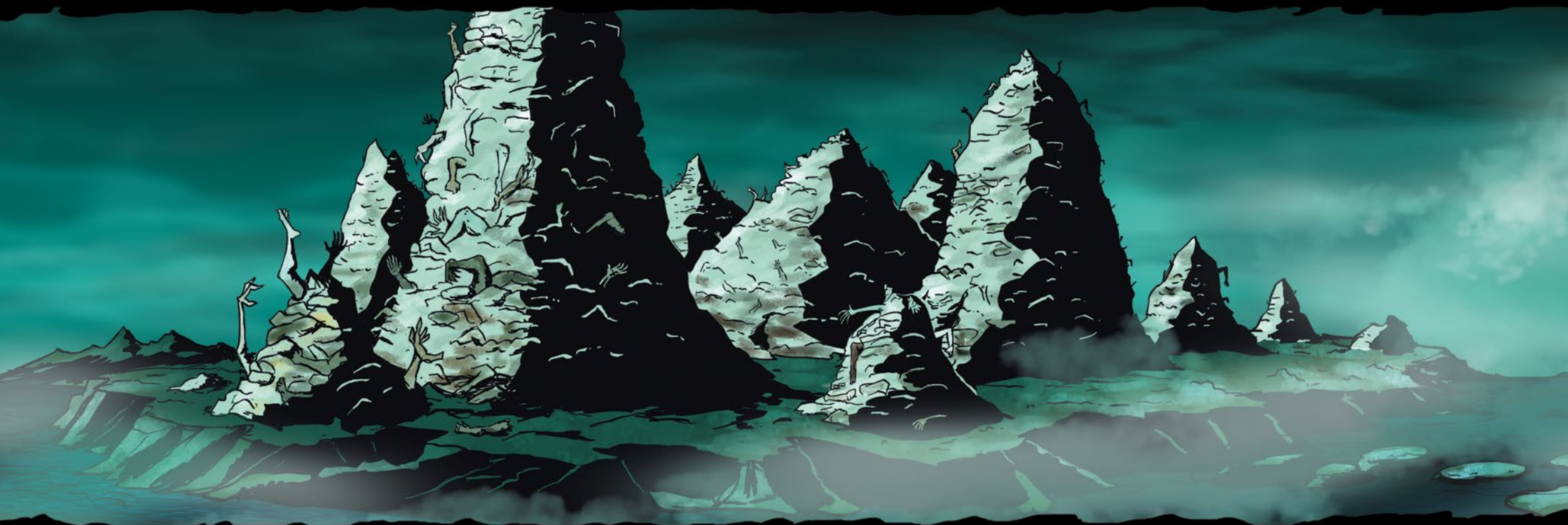
### THE EBONY POOL

- 1 Random coin<sup>32</sup>
- 2 Bloodshot glass eye
- 3 Pocket knife
- 4 Silk handkerchief or bandana
- 5 Chess piece carved from marble
- 6 Glass monocle
- 7 Brass key
- 8 A locket with the picture of a young woman
- 9 Three black candles
- 10 Leather bag filled with seven seashells
- 11 Invitation to tonight's ball at the **PALACE**<sup>60</sup>
- 12 Random **Arcane Relic**<sup>PS62</sup>
- 13+ Something stolen from one of the PCs

## ✱ EXIT ✱

- ▶ **Reading the glyphs** on the obelisk via their reflection in the Ebony Pool opens a portal:
  - The pool falls away and becomes a cylindrical waterfall that descends into darkness.
  - The obelisk remains standing in the middle, but extends forever into the chasm below.
  - Anyone standing in the pool must test AGILITY DR12 or fall to their death (and respawn in **THE SHALLOWS**<sup>54</sup>).
  - The portal works as an **EXIT** if entered with a **VESSEL** and the appropriate amount of **OBOLS**.





## 6

# The Limbyard

- ▶ **Rocky island and junkyard:** Body parts that have been lost by mariners wash up here and are gathered and sorted by **Algernon** (see opposite).
- ▶ **Mounds of severed limbs:** Dozens of 100'-tall mounds of hands, arms, feet, and legs. All are "fresh" as if just severed, though slightly waterlogged and bloated.
  - **Cthlag's<sup>59</sup> tentacle** can be found in one of these mounds.
- ▶ **Driftwood wall:** 10' tall, 300' long. Thousands of ears and noses are nailed to its planks.
- ▶ **Eyeball Arbor:** A metal structure (50' x 100' x 10') topped with a rusting grated trellis. Thousands of eyeballs hang from the trellis by their tendrils.
- ▶ **Guarded by Cerberus.** See opposite.

## SEARCH FOR A BODY PART:

- ▶ After one hour of searching, anyone looking for a **specific** body part has a 1-in-6 chance of finding it. Increase the odds by one for each hour spent.
- ▶ Finding a **suitable** replacement body part is easy, though it probably is mismatched in some way (too big or small, different skin tone or color, rotting/diseased, disfigured, from a different sex, etc).

## ALGERNON, THE LIMB KEEPER

- ▶ **Appearance:** A tall, lanky man clothed in tattered robes and a wide straw hat. Sunken eye sockets, scraggly faded hair. He walks on tall stilts made from driftwood.
- ▶ **Manner:** Quiet, somber, preoccupied, tidy.
- ▶ **Wants:** He gathers and sorts new body parts, and craves order like a thirsty man in the desert craves water.
- ▶ **Will share RUMORS<sup>43</sup>** about the Locker.
- ▶ **Warns** people to stay clear of **Cerberus**: "He hasn't been himself since he lost his head".

**HP 7    Morale 7    No Armor**

⚔ **Long Pitchfork** d6, 10' reach

- ▶ **Immortal** If killed, he reawakens in **The Shallows<sup>54</sup>** after 15 minutes of real time.

## CERBERUS, HOUND OF HADES

- ▶ **Appearance:** A three-headed dog the size of a rhinoceros. His left head has been severed off.
- ▶ **Wears:** A dog collar with huge iron spikes and an **OBOL** in place of a dog tag.
- ▶ **Wants:** To protect the Limbyard from intruders. His missing head back<sup>64</sup>.
- ▶ **Attacks:** Any that take body parts (unless otherwise distracted).
- ▶ **Befriends:** Groups that return his head, and will let them take the **OBOL** from his collar.

**HP 24    Morale 9    No Armor**

⚔ **Bite** d10 (one attack per head)

## ✱ OBOL ✱

- ▶ There is an **OBOL** attached to the collar around **Cerberus's** neck.





# 7

## The Desiccated Sea

- ▶ **Plateau of white sand.** Miles of big, rolling dunes. The sand is pure white (made from ground bones and fossils).
- ▶ **Huge spires** of sharp rock (100'+ tall) jut up from the ground.
- ▶ **In the air above:** Hundreds of skeletal fish, sharks, whales, and other animals swim endlessly as if in an aquarium the size of a small moon.
- ▶ **Gravity** behaves normally for the PCs, but as if underwater for the skeletal animals.
- ▶ **Blue whale-sized sea turtle:** On its back is the **TEMPLE OF FALLEN STARS** (see opposite).

### JUMP ONTO A SKELETAL ANIMAL:

- ▶ **From the ground:** AGILITY DR20. Fall and take d2 DMG (ignore armor).
- ▶ **From atop a spire:** AGILITY DR10. Fall and take d6 DMG (ignore armor).
- ▶ **Once on a skeletal animal:** Some can be mounted and controlled like a steed. See opposite for ideas.

### d6 RIDEABLE SKELETONS

- 1 A huge **manatee**. Five can fit in its rib cage.
- 2 Two pizza-sized **sea turtles**.
- 3 d4 acrobatic **dolphins**.
- 4 **Walrus** with a missing tail.
- 5 **Great white shark** (jawbone only).
- 6 A **narwhal** as majestic as a unicorn.

### d6 OTHER SKELETONS

- 1 School of rude **tuna**.
- 2 Deep sea **angler fish**, glowing lure.
- 3 Cloud of **minnows**.
- 4 13 **eels** that move like one tentacle.
- 5 **Blue whale**. Human bones and raft in belly.
- 6 **Sea monster** from **THE ABYSS**.

### THE TEMPLE OF FALLEN STARS

- ▶ **Greek temple** carved from white marble, lined with dozens of columns.
- ▶ **The ceiling**, which at first appears painted, is a window into a night sky full of stars that no longer burn in the Land of the Living.
- ▶ **Marble statue:** A woman (athletic, beautiful, sad) lying on a chaise. Frozen at first, she wakes and speaks if any come within 5'. Her name is **Nyx**.
- ▶ **Holds:** A glass jar filled with 13 glowing stars and 1 **OBOL**.
- ▶ **Offers:** To give the jar to any group that will write her a poem for her to recite to her lover, a merfolk that swims by every hundred years. Each player must contribute a line to the poem or she will not deem it good enough.

### ✱ OBOL ✱

- ▶ Inside Nyx's jar is one **OBOL**.





# 8

## The Inverted Galleon

- ▶ A **capsized galleon** floats in the air, its hull ~50' above the water's surface.
- ▶ **Masts** extend down into the water.
- ▶ **Torn sails** hang off its yardarms. Some hang down into the water, some "hang" up into the air, others float as if underwater.
- ▶ The galleon is **chained to rocks** (4 chains, each link the size of a human torso).
- ▶ **Faint singing voices** can be heard coming from inside the ship.

### CLIMB THE RIGGING:

- ▶ **Gravity flips** halfway up the mast, and "up" becomes "down".
- ▶ **Inside:** The ship's ghostly crew is standing in a circle. They sing a shanty like a cursed choir.
- ▶ **In the cargo hold:** There are tools capable of breaking or unlatching the chains.

### TALK TO THE GHOST CREW:

- ▶ They will do nothing but sing until someone takes control of the unchained ship's wheel.
- ▶ They can help crew the ship, but without their own **OBOLS** they will be stuck in the Locker.

### SING WITH THE GHOST CREW:

- ▶ SPIRIT OF PRESENCE DR12 to learn a **shanty**<sup>PB69</sup>.

### ✧ VESSEL ✧

- ▶ If the chains are cut, the galleon "falls" up though the air, gaining speed at an alarming rate. It does this for [d8 on the **TIME TABLE**<sup>50</sup>] until it splashes down (now no longer inverted) in the waters near a random **LOCATION**<sup>51</sup>.
- ▶ The galleon is now free to be sailed like a normal ship, and it requires a minimum crew of 10 to be piloted.
- ▶ While in the Locker, it can be piloted in the water, or the pilot can pull back the ship's wheel to cause it to "float" through the air.
- ▶ If piloted through an **EXIT** (with the required amount of **OBOLS**) and returned to the land of the living, it acts as a normal **galleon**<sup>PB83</sup>, but with the following modifications:
  - It requires at least 10 crew to be piloted (and at least 30 without penalty<sup>PB73</sup>).
  - Its current max HP is 40, its current hull is -d2, and it is in need of repairs.
  - It is haunted...



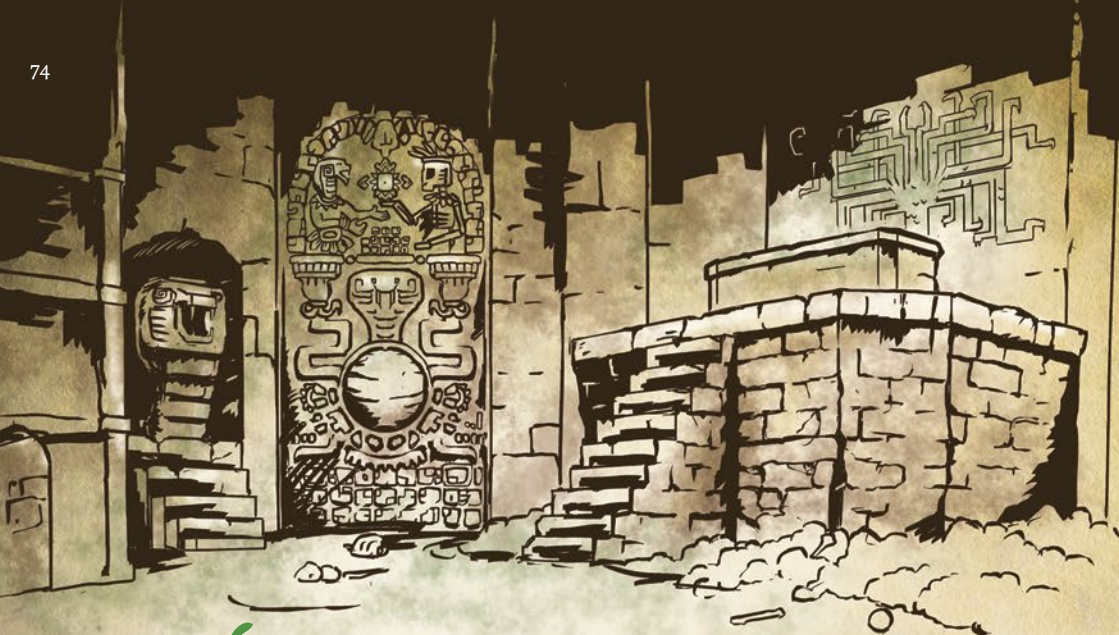
fear of the bite,  
venom in the tooth.  
fear of the lie,  
venom in the truth.

fear of the call,  
venom in the voice.  
fear of the fall,  
venom in the choice.

fear in the mind,  
venom in the brain.  
fear in the heart,  
venom in the veins.







# Serpents have long haunted the thoughts and dreams of children...

...But the walls of this horrid place hiss in ways uncleansed by the safe havens of the waking sun. The ghost of a malevolent druid—shunned by the ancient **Slithering One** that imbued him with potency—haunts the halls of this vile fane, a punishment for his transgressions and dark necromancy.

Yet there are those brave—or foolish—enough to scour its scaly steps and traverse its writhing corridors in search of the ancient treasures clogging its bowels, and rumors spread that a deadly venom, the object of desire for scores of cutthroats and conspirators, still drips from the fangs of the entombed.

## History

### 5,000+ YEARS AGO...

The shrine was built by a long-lost civilization to honor the **SLITHERING ONE**.

### 1,000 YEARS AGO...

The shaman **TEZOMOC** **ALMOTIL** entered the shrine. He learned dark rituals and serpent therianthropy from the codices and glyphs within and eventually bred a race of serpent-human hybrids.

### 700 YEARS AGO...

**TEZOMOC**'s reign of terror was ended during a crusade by his people to destroy his abominations. He was entombed in the walls of the shrine, and his soul was refused admittance to the Netherworld. The shrine was forgotten to time.

### 150 YEARS AGO...

The shrine was discovered by Spanish explorers. The **SLITHERING ONE** conscripted the ghost of **TEZOMOC** to guard the shrine and ensure no others learned and abused its knowledge as he did.

### LAST YEAR...

Enterprising prospectors discovered the fast-acting venom from old fangs found in the shrine.

### LAST MONTH...

A group of **ENDGAME SOCIETY** operatives, in need of the deadly venom for their assassination missions, entered the shrine with excavation tools.

## d6 HOOKS & RUMORS

- MISSING CONQUISTADOR** Rumors about a snake-infested temple have stirred interest among Inquisition leaders. Now, **Cardinal Baltasar de Deza** is offering **1,000s** for information about the disappearance of a conquistador, **Hernando de Mendoza**, who went searching for the temple.
- ARCANE RESEARCH** A novice sorcerer, **Sees With Teeth**, has read Spanish reports of a shrine adorned with snakes. They believe there are untapped stores of knowledge inside and they need an escort.
- OVERDUE OPERATIVES** Members of the clandestine **Endgame Society**—a French consortium of spies and assassins plotting revolution—are overdue. They sought the shrine to harvest more of their deadliest venom. Their allies want answers.
- POTENTIAL IMMUNITY** Locals have reported a small raccoon-like animal that seems to be immune to the venom produced by cobras found on the island. Following one of these **coatimundi** leads to the shrine.
- TREASURE & SAILS** A teenage boy, **Christopher**, is playing with a jade snake head (gold leaf fangs, jewels for eyes). He will show the PCs where he found it if they promise to let him join their crew.
- VENOM IN THE VEINS** An **important NPC** was recently assassinated (perhaps in front of the PCs). Investigation of the dart used for the job leads to lore and myths of a shrine to a giant reptile discovered over a hundred years ago.

## d6 WHERE'S THE ENTRANCE?

- Behind a **waterfall**, veiled in mist.
- In a grotto accessible only via **cenote**.
- Atop a mountain** near a spring.
- At the bottom of a **spoiled well**.
- Hidden under an **aristocrat's estate**.
- Along a **jungle river**, obscured by moss.





## GHOST OF TEZOMOC

Ethereal ghost of a necromancer, Tezomoc Almotil, with the body of a man and a serpent head.

**HP** 50 **MORALE** - **NO ARMOR**

**ETHEREAL** DR18 to hit except on turns he attacks. Choose one each round:

- ▶ **STAFF** d8, attacks twice.
- ▶ **NECROTIC BLAST** One target tests TOUGHNESS DR14 or loses d12 HP.
- ▶ **RAISE DEAD SNAKES** d4 snake skeletons assemble from nearby bones. Each attacks a target within 30' (d4 DMC) and then tumbles into bones.

**WANTS** His only mission in unlife is to guard the shrine and prevent others from learning the same secrets he learned in hopes that one day the Slithering One will release him from service.

**KNOWS ABOUT** Serpent therianthropy (shape-shifting), necromancy, ancient Meso.

**QUOTE** (In ancient Mesoan) *Hark! Remove your eyes from the ancient texts! It is not for you, mortal scum! Leave this place at once!*

### MANNER

Powerful, but frail from undeath. He ignores mortals that roam the shrine unless they attempt to gain **FORBIDDEN KNOWLEDGE** (see sidebar).

#### DURING THE FIRST ENCOUNTER:

Calm, quiet, but eerie and ethereal. The library ghost in *Ghostbusters*.

#### WHEN ANGERED:

Wild, nefarious, dangerous, powerful. Mola Ram from *Indiana Jones and the Temple of Doom*. Mumm-Ra from *Thundercats*.

#### WHEN CALM:

Old, wise, commanding, troubled, imposing. Nicodemus from *Secret of Nimh*. Thulsa Doom from *Conan the Barbarian*.

## ✱ FORBIDDEN KNOWLEDGE ✱

Rooms with the above designation—and sections denoted with ✱—contain ancient lore and arcane teachings via murals, scrolls, tomes, codices, glyphs, and/or pictograms. Use rooms' descriptions to embellish their appearance, and use the shrine's **history**<sup>75</sup> to expand and improvise on the nature and content of this lore.

If the PCs spend **more than 10 minutes** in any of these areas, or **attempt to understand an object**, the **Ghost of Tezomoc** will appear. At first, he will observe then vanish, but he will become increasingly aggressive with each subsequent visit.

**UNDERSTAND AN OBJECT:** Test PRESENCE DR12. On a success, the PC rolls a d6:

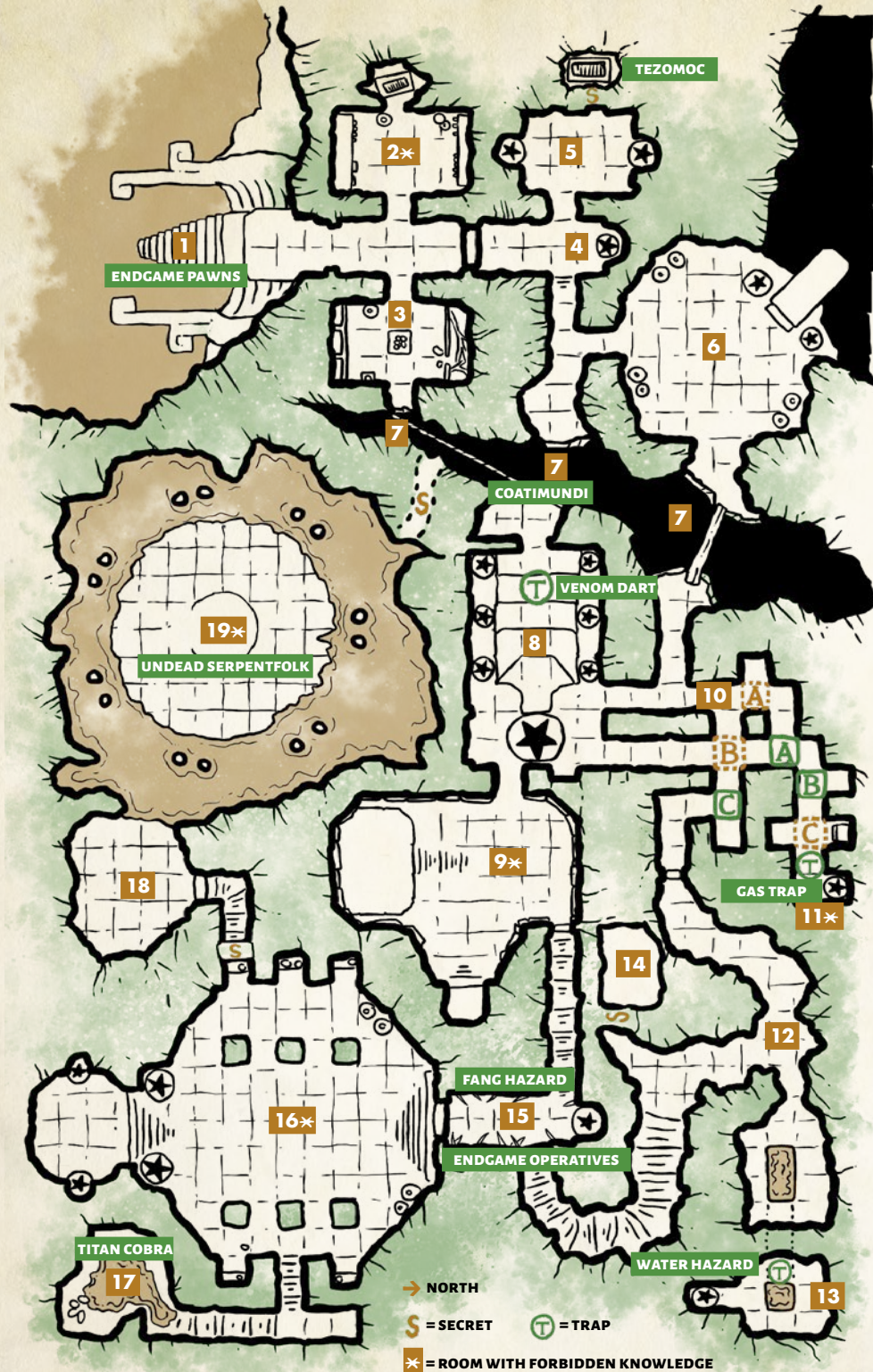
- 1 **MADNESS!** Permanently lower PRESENCE and SPIRIT by -1.
- 2 **CONFUSION.** -2 PRESENCE for 1 hour.
- 3 **NEURAL RECONFIGURATION.** Randomly switch two ability modifiers. Lasts d8 hours.
- 4 **ARCANE INSIGHT.** Learn one *random ritual*<sup>PB64</sup>.
- 5 **ENLIGHTENMENT.** Permanently raise SPIRIT by +1.
- 6 **MENTAL CLARITY.** Permanently raise PRESENCE by +1.

## THE VENOM

The venom from massive **titan cobras**<sup>86</sup> that dwell in the shrine was used by ancient Mesoans in various rituals and medicinal practices. It stays potent long after the snakes die.

- It can be harvested throughout the shrine, especially the **Fanged Corridor**<sup>85</sup>.
- It is extremely potent: If it enters the blood stream or is ingested, the target is **poisoned**<sup>PB31</sup> and will die in **d4** rounds. *Note: traps and attacks have their own damage details.*
- It is worth **200s** to cutthroats and assassins. See **HARVEST VENOM**<sup>85</sup> for more details.
- **Coatimundi**<sup>81</sup> have developed an immunity to it. To them it is like catnip.





## DENIZENS

- The **ghost of Tezomoc**<sup>77</sup>, a once-human shaman corrupted by necromancy, and his **undead serpentfolk**<sup>86</sup> guardians.
- A company of **Endgame Society operatives**<sup>85</sup>. They are scouring the shrine for venom which they use for assassinations (darts, poison, coating blades).
- A band of **coatimundi**<sup>81</sup> (monkey-like members of the raccoon family). They suck on the marrow of discarded serpent fangs; it is like catnip to them.
- Harmless **carcass snakes** and hundreds of **hatchlings**. They nest inside piles of bones and rib cages and feed on carrion.
- Young **titan cobras**<sup>86</sup>, 3' to 6' long. They can live up to 300 years and grow to over 50' long.

## d10 EVENTS & ENCOUNTERS

2-in-6 chance in each room, every 10 minutes in game, or when you want something to happen.

- Hissing sounds, coming from the walls.
- High-pitched chirping (from nearby **coatimundi**<sup>81</sup>).
- Two human voices, discussing politics in French (from Endgame Society operatives).
- Bitter, necrotic cold creeps into the room.
- d2 carcass snakes** and **2d20 snake hatchlings**, feeding on a corpse. They are harmless.
- d2 titan cobras**<sup>86</sup>, hungry and agitated.
- 1 Endgame Knight**<sup>85</sup> and **d4 Endgame Pawns**<sup>80</sup>.
- d6 coatimundi**<sup>81</sup> climbing/observing.
- 1 undead serpentfolk**<sup>86</sup>, patrolling.
- The **Ghost of Tezomoc**<sup>77</sup>, hauntingly studying the shrine. See the *Forbidden Knowledge* sidebar<sup>77</sup>.

## d20 ITEMS & DISCOVERIES

Roll in each room, or as needed.

- d4** torches.
- d8** mango-sized snake eggs.
- Snake skeleton, 15' long.
- Effigy made from human bones, snake skin.
- d4** dead Endgame Society members.
- Pile of snake skin.
- Sack filled with **d6** rations and a bottle of water.
- Column, bas-relief snake carvings.
- Deserted snake nest.
- Watermelon-sized snake egg, unhatched.
- d8** vials of raw venom.
- Human skeleton, snake eggs in its rib cage.
- Thick spiderwebs.
- d8** titan cobra fangs.
- Ancient scroll (mundane).
- d100** human bones.
- Backpack (lantern, pick axe, etc.).
- Corpse impaled on a sprung spike trap.
- d20** metal marbles, and a bag with **d20** more.
- Random **Ancient Relic**<sup>PB62</sup>.





## ENDGAME PAWN

Thugs. Low-ranking new recruits to the **Endgame Society**.

**HP** 4 **MORALE** 6 **LEATHER** -d2  
 ▶ **RAPIER** d6 or **DAGGER** d4

## 1 ENTRANCE

*Ancient, eerie, cool, dripping water.*

- **Greenstone snake statue**, 50' tall. The lower two of its four **gold leaf coated fangs** have been scraped clean.

♠ **2 Endgame Pawns** chatting about a recent heist.

**SCRAPE GOLD OFF TOP TEETH:** Requires climbing, takes 10 mins. per tooth. Worth **60s** each.

## 2 LIBRARY

### ✱ FORBIDDEN KNOWLEDGE ✱

*Still and dusty.*

- **3 bookshelves** covered with codices, scrolls, human and snake skulls, and old tomes.
- **Fallen masonry** in the wall leads to an empty sarcophagus.

**SEARCH THE LIBRARY ✱:** Takes 10 mins. One scroll is *Anima Serpentis* (**650s**). Another is a *Map Inked in Ectoplasm*<sup>PB62</sup> worth **100s**.

## 3 SERPENTARIUM

*Decomposing plants, smell of soil.*

- **Large glass cage.** Broken glass, egg shells, tree branches, dead leaves.
- **3 smaller glass cages.** Filled with debris, one contains a 3' snake skeleton made of pure silver (**150s**).
- **Stone plinth.** A nest of d20 dead eggs rests on top.

## 4 WALLWAY

- **Snake statue.** Carved greenstone on a glyph-covered stone pillar, 6' tall.

## 5 ANTECHAMBER

*Hissing sounds come from behind the walls.*

- **2 greenstone statues**, each depicting five cobras. The right one looms over a **golden skull** (**250s**), the left one looms over an empty pedestal.

**INSPECT THE WALLS:** The **far wall's masonry** is different from the rest.

**REMOVE THE MASONRY:** Takes d4 x 10 mins.

▶ Inside: **greenstone sarcophagus leafed in gold** (**100s**, takes 10 mins. to remove gold), **d20 carcass snake hatchlings**.

**OPEN THE SARCOPHAGUS:** The **Ghost of Tezomoc**<sup>77</sup> materializes.

▶ Inside: a **serpentfolk skeleton**, a golden **crown** (**2,000s**), and a gold **staff** in the shape of a cobra (deals d8 DMC, **500s**).

## 6 ALTAR OF THE PIT

*Ancestral memories of fear and death seem to hang in the air. Sounds echo until lost to the void.*

- **Clay jars** containing gemstones (**150s** total).
- **2 snake statues** flanking a **green platform**, stained with dried blood, that extends 15' over:
- An **endless chasm** that falls into darkness.

## 7 FISSURE

*Echoes into darkness, smell of old earth.*

- A **fissure**, extending from **3** past **6**, drops into darkness.
- **Wooden plank** extending over the fissure connects room **6** to **10**. It is very old: 1-in-6 chance it breaks each time it is used.
- **Rope** extends from room **3** to **8**. Recently placed and can hold ~250 lbs. without breaking.

♠ **d4 coatimundi** climbing rocks, watching the PCs.

**JUMP THE GAP:** 10'- 15' wide. **AGILITY** DR14 or fall and die.

**OBSERVE THE COATIMUNDI:** Once they are bored of the PCs they will climb through a **small hidden cave** that leads to the Ceremony Platform **19**.



## COATIMUNDI

Monkey-like members of the raccoon family that search the shrine for snake fangs, whose venom is like catnip. Curious and observant.

**HP** 3 **MORALE** 6 **NO ARMOR**

▶ **BITE** or **CLAW** d4

▶ **VENOM SPIT** d4 + **AGILITY** DR14 or become *poisoned*

**IMMUNE** to damage from poison and venom.

**MANNER** Cute, nice, and curious, but also then vicious and corrupted from consuming too much snake venom. At first Gizmo from *Gremlins*, but then Stripe—the evil one with the white tuft of fur.







## 8 LARGE STEPS

*Strong feeling of being watched.*

- Large, steep **steps** leading upward.
- A **dead man** in a blue cloak, 3 darts sticking out of the cape covering his back.
- **6 snake statues**, jet black, staring down at the steps.
- 20'-tall jet black **statue of a cobra with a human torso**, decorated with gold leaf accents (**150s**, 10 min. to remove).

### VENOM DART TRAP

The entire 2nd step is a pressure plate that triggers a venomous dart to be shot from the one of the snake statues.

- **DR12 AGILITY** test or take d8 DMG and become *poisoned*<sup>PB31</sup>.

## 9 BONE ALTAR

### ✱ FORBIDDEN KNOWLEDGE ✱

*Floor to ceiling tiles made from ground bone. Smell of dried blood and death.*

- **Sacrificial altar** atop a 15'-tall platform. An obsidian knife rests on top (**250s**, deals d4 DMG). Behind the altar is:
  - An elaborate **mural depicting a tree**✱, its branches made of snakes. Their **scales are pure gold**: d20 x 10 can be removed (takes 1 min./scale), and are worth **10s** each.
- **Campsite** (bedrolls, cooking supplies) owned by Endgame operatives in **15**.
- Golden **cobra statue** (500 lbs, **1,000s**).
- **Hundreds of bones** piled in corners (human and snake).

## 10 JADE COLUMN AREA

- Small **maze** of hallways. Some passages are blocked by:
  - 5' square **jade columns** (2 visible, a 3rd further in) covered in glyphs.
- A crushed **skeleton**, a leather bag (**300s** in coins) in its hand **[A]**.

**LOOK UP:** The ceiling is stone except for 5'-square **jade sections** (two visible, a third further in), one of which is over the crushed skeleton **[A]**.

### JADE COLUMN TRAP

Each of the three jade columns is connected (via a beam and chains) to a mate that is raised into the ceiling, for a total of 6 columns. A pressure plate under each raised column will trigger that pillar to fall, simultaneously raising its mate and opening a new passageway.

- Anyone on a plate when its pillar descends must test **AGILITY DR12** or take 2d10 DMG (or the item used to trigger the plate is destroyed).



**[A][B][C]** Columns that begin in the raised position.

**[A][B][C]** Columns that begin in the lowered position.

## 11 PILLAR DEAD END

### ✱ FORBIDDEN KNOWLEDGE ✱

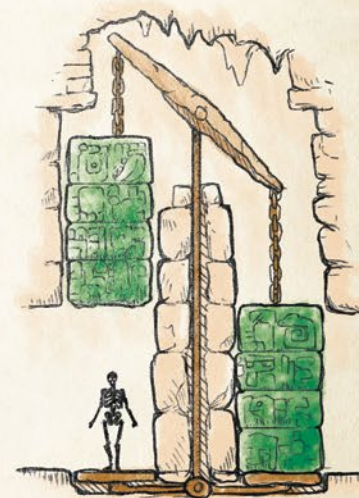
- **Carved wood chest** containing: a cloth sack (large enough to fit over a head), 3' of rope, a jar of spring water.
- **Gold-plated stela**✱ covered in hundreds of runes.
- **Two small holes** near the floor (only noticed if inspected closely).

### GAS TRAP

If column **[C]** is lowered here, the 15' section next to the gold stela (**11**) is filled with **poisonous gas**.

- Anyone stuck in the area must test **TOUGHNESS DR18** or take d4 DMG every 6 seconds and become *poisoned*<sup>PB31</sup>.
- Placing the cloth sack (or something similar) over their heads reduces the damage in half.

**STUDY THE STELA**✱: Test PRESENCE DR14 to learn a random *Arcane Ritual*<sup>PB64</sup>.







## OCARINA OF LIGHTNING

**Artifact.** Solid gold, an ancient melody inscribed on its surface. Worth **5,000s**.

**LEARN ITS MELODY:** Test PRESENCE DR14 or be shocked and lose d4 HP.

**PLAY THE MELODY:** Test PRESENCE DR14: **PASS:** Summon lightning. One target in sight loses 4d8 HP.

**FAIL:** The lightning strikes a random spot in sight. Anything nearby loses 4d8 HP. Then raise the FUMBLE range by 1 (from natural 1 to 1-2, then 1-3, etc.).

**FUMBLE:** Lightning strikes the musician. They lose 4d8 HP. Reset the FUMBLE range (back to natural 1).

## 12 CAVERN POOL

*The air is less stale here.*

- **d10 snake skins**, some over 20' long.
- **Pool of still water.** An underwater tunnel connects to relic chamber **13**.
- **Stairwell** leading down.

**SEARCHING THE AREA (OR IF IT IS PITCH BLACK):** Light and fresh air can be detected under the rocks near area **14**.

## 13 RELIC CHAMBER

*Strong smell of ozone.*

- A **skeleton** in ornate, black **conquistador plate** (**2,000s**) and a **morion** (**500s**), its arm dangling in the water. It is **Hernando de Mendoza**<sup>75</sup>.
- The **OCARINA OF LIGHTNING** (see sidebar), on the ground next to the pool.
- A gold-painted stone **plinth**, empty atop.

**INSPECT THE CONQUISTADOR PLATE:** It is charred black, as if burned or scorched. Close inspection reveals tree-like striations in the metal (from a lightning strike).

### ⚠️ WATER HAZARD

- ▶ If the ocarina touches the water, all creatures touching the water must test **TOUGHNESS DR18** or lose a total of 4d8 HP, spread evenly among themselves.

## 14 A WAY UP

*Warm daylight pierces through from above.*

**A HIDDEN ROOM** is behind walls of loose masonry. It takes 10 loud minutes to clear a path in. Roll **d6 + 4** on the **ENCOUNTERS AND EVENTS** table<sup>79</sup>.

- **Baskets and crates filled with snake skins** packaged for sale (**200s**).
- Carved stone **ladder** leading to sunlight and an exit.

## 15 FANGED CORRIDOR

*French voices murmur in lantern light.*

- Hundreds of large **serpent fangs** jutting out from the walls like spikes.
- A 6'-tall rounded **stela** in an alcove, carved with snakes all circle the pillar in the same direction (clockwise).
- Wide **gold-plated door** leads to the Venom Shrine **16**. Heavy and **locked**.

⚔️ **d2 Endgame Knights** and **d4 Endgame Pawns** delicately extracting venom from fangs.

**HARVEST VENOM:** Requires a container, takes 10 minutes a dose (**200s/dose**).

- ▶ Test **AGILITY DR8** and **PRESENCE DR8**. Fail either: take d4 DMG and become *poisoned*<sup>PB31</sup>.

**ROTATE THE MONUMENT CLOCKWISE:** It raises the door to the Venom Shrine **16**.

### ⚠️ FANG HAZARD

Running, tripping, or fighting in this area risks getting snagged on a venomous fang:

- ▶ Test **AGILITY DR12** or take d4 DMG and become *poisoned*<sup>PB31</sup>.

## 16 VENOM SHRINE

### ✳️ FORBIDDEN KNOWLEDGE ✳️

*Reverent and sanctified. A ghoulish yellow-green light glows from behind thick pillars.*

- **5 alcoves** containing shelves with **d6 glowing jars** filled with raw venom.
- **Stone stairs** lead down into darkness.
- **Steep stone steps** lead up to a platform decorated with **murals and glyphs**✳️.
- 4 gold-coated cobra **statues** (**100s**, 10 mins. to scrape).

**ON ONE SHELF IN THE CORNER:** All of the jars are empty and firmly affixed to the stone. Pulling one acts as a handle to open a **SECRET DOOR** to **18**.



## ENDGAME KNIGHT

Mid-ranking members of the **Endgame Society**, a French assassin's guild that is plotting revolution.

**HP 13 MORALE 8 LEATHER -d2**

- ▶ **VENOM DAGGER** d6 + test TOUGHNESS DR12 or become *poisoned*
- ▶ **FLINTLOCK PISTOL** 2d4

## ENDGAME PAWN

Thugs. Low-ranking new recruits to the **Endgame Society**.

**HP 4 MORALE 6 LEATHER -d2**

- ▶ **RAPIER** d6 or **DAGGER** d4



Endgame Society Emblem





## TITAN COBRA

Massive, ancient snake.

- HP 25 MORALE 10 SCALES** -d4  
 ▶ **BITE** d8 + test TOUGHNESS DR8 or become *poisoned* and die in 2d4 rounds without treatment.

## UNDEAD SERPENTFOLK

Long-dead warriors with serpent bodies and humanoid torsos, raised by Tezomoc to help protect the shrine from intruders.

- HP 18 MORALE - ARMOR** -d2  
 ▶ **OBSIDIAN-SPIKED BAT** d8 (2 attacks)  
 ▶ **SLING SPEAR** d10, 100' range

## 17 EGG NEST

*Putrid and rancid smells. Torch light reflects off the wet, shiny floor.*

- **d6 x 10 titan cobra eggs**, some hatched, some near maturity, the others petrified.
- **Pooling vile water**, thick from grime, blood, and floating snake skins.
- **1 titan cobra** and **d20 titan cobra hatchlings** (1 HP, harmless) beneath the surface of the water.

**SEARCH THROUGH THE EGGS:** One is solid gold (5,000s).

## 18 PLATFORM

- **Manacles** bolted to walls.
- Overlooks a large ceremony chamber.
- **Stairs** lead to a secret door to **16** which can be pushed open from this side.

## 19 CEREMONY PLATFORM

### ✱ FORBIDDEN KNOWLEDGE ✱

*Sounds of water gently lapping against rock.*

- **40' diameter ceremonial platform.** Carved from obsidian and greenstone, with gold-plated details (eyes and teeth, 500s total, take 10 mins. to collect).
- A mound of **treasure** and **bones** in the center of the platform:
  - ▶ **4 coffers** filled with gold coins (1,000s/coffer).
  - ▶ **1 jade-hilted scimitar** (d8 DMG, 750s).
  - ▶ **6 Mesoan codices** ✱ scribed on human skin (500s each).
  - ▶ Various mundane **tributes**: clay pots, flowers turned to dust, jars filled with spices, bags filled with maize.
- **3 titan cobra skeletons** (some over 30') embedded in walls.
- **Seven sets of tall rock pillars**, engraved with thousands of runes ✱.
- A **small cave** hidden in the walls leads to the fissure **7**.

• **d10 coatimundi**<sup>81</sup> climbing the walls, searching for fangs to suck on.

• **3 Undead Serpentfolk.**

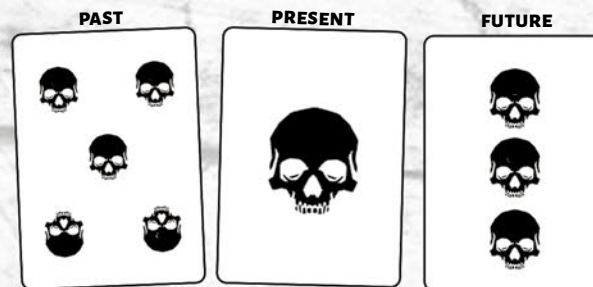






# THREE-EYED PARROT

*A high-stakes card game popular in taverns and galleys around the Dark Caribbean. Used by soothsayers, mystics, and cartomancers to divine fortunes.*



## THE RULES

Any number of players, one of which is the dealer.  
Played with a standard deck of 52 cards.  
Optional: Add Jokers as wilds.

1. **ANTE UP.** Most tables have a 5-silver minimum.
2. **FATE.** Each player is dealt one face down **Fate** card.
3. **BET.** First round of betting. Typically "no limit", but tables vary.
4. **TIME.** Three shared **Time** cards are dealt face up. These are referred to as **Past**, **Present**, and **Future**.
5. **BET.** Optional: some tables bet after each **Time** card is revealed.
6. **HOPE.** A face down **Hope** card is dealt to each player.
7. **BET.**
8. **SHOOT THE PARROT.** Optional Rule. Starting clockwise from the dealer, any player may test fate and "shoot the parrot" (limit once per player per hand):
  - ♣ The **shooter** doubles the **total** bet in the pot and discards their **Fate** and **Hope** cards.
  - ♣ The shared **time** cards are discarded, and three replacement **time** cards are dealt face up.
  - ♣ A single **Doom** card is dealt to the **shooter**, replacing their **Fate** and **Hope** cards.
9. **SHOW 'EM.** All players reveal their hands. The best combination of three cards wins the pot. If the three shared **Time** cards make the best hand, no one wins, and the pot rolls over to the next hand.



## HAND RANKING

1. Straight flush
2. Three of a kind
3. Straight
4. Flush
5. Pair
6. High card





T H E  
BOUNDARIES  
W H I C H  
DIVIDE LIFE  
FROM DEATH  
ARE AT BEST  
SHADOWY AND  
VAGUE. WHO  
SHALL SAY  
WHERE THE  
ONE ENDS,  
AND WHERE  
THE OTHER  
BEGINS?  
E D G A R  
A L L A N  
P O E



✠ A BLOOD-SOAKED MARITIME ADVENTURE ✠



S O M E W H E R E I N

# The Dark Caribbean



Your small band of cutthroats and scallywags has been hired to do a straightforward but deadly task: sneak aboard the demonic warship *The Maelstrom* and slay as many of its vampyre crew as you can. The coin is good, but will the risk be worth the prize?

In a twist of fate, you each have learned of a personal reason to seek out the ghoulish vessel with blood-red flesh for sails, as its captain, *Albrecht the Tideborn*, holds many prisoners in its haunted holds, and one of them has great meaning to you.

After weeks at sea, your ship arrives at the tropical fishing town of Charlotte's Cove, where you will seek out your Patron. But first, the crew is restless, and several pints of grog and a few rounds of *Three-Eyed Parrot* are in order...

## What Is This?

GOTHIC HORROR | COSMIC HORROR | GREAT FOR HALLOWEEN

### What is this?

This is twist on a classic vampire hunt. Instead of taking place in a haunted castle, its climax is on board the massive cursed ship *The Maelstrom*. Its captain, a Deep One vampyre named *Albrecht the Tideborn*, is attempting to raise his dead bride from the grave. The adventure's tone can be scary, campy, serious, full of tropes, deadly, or a mix of all of the above. Adjust these flavor dials to your group's taste.

### Setting & length

A map of the *Dead Islands*<sup>112</sup>, an archipelago in the Dark Caribbean, is included as the default locale, but this adventure is designed to be modular: you are encouraged to move its various locations to places that make sense for your campaign. The town might become a district in a larger city, and adventure sites can be placed near locations your PCs are already familiar with.

In addition, several format lengths are outlined so you can run it as a one-shot, as a short 2-4 session campaign, or as a longer ongoing campaign. There is even a way to keep score. See *Running the Adventure*<sup>94</sup>.

### Important notes

- While Pirate Borg is not a game typically concerned with *balance*, this

adventure is optimized for 3-6 PCs that have already gained experience<sup>PB33</sup> a few times. It can be deadly, and it's ideal for players with previous RPG experience or for groups that simply don't mind if the PCs die or are frequently in serious danger.

- When a PC dies, instead of making a new character from scratch, consider having them gain the *Haunted Soul: Ghost*<sup>PB46</sup> class so they maintain their motivation for seeking out a captive.
- These aren't normal vampires: they are **pelagic vampyres**<sup>100</sup>, hybrids born from fish-like humanoids known as Deep Ones. The typical rules don't apply. Use this as a tool in your GM toolbox and keep the vampyres' unique nature a secret as long as possible. Let tropes like garlic, running water, and holy symbols misguide your players.
- Not every NPC and monster in this adventure wants to fight. Use **reaction rolls**<sup>PB31</sup> when you aren't sure.

### Playing cards

You'll need a standard 52-card deck. Key objectives, NPCs, and locations are determined randomly via an in-world poker game called **Three-Eyed Parrot**<sup>106</sup>. The deck is then split into two decks: the **Prisoner Deck**<sup>116</sup> and the **Encounter Deck**<sup>116</sup>.



# Running the Adventure

## Before the first session

- Have each player bring one main PC, plus a backup in case of death (or plan to use the *Haunted Soul: Ghost*<sup>PB46</sup> class).
- Any brand new PCs should *Gain Experience*<sup>PB33</sup> **twice** and shop for gear with their starting silver.
- Get a few timers and/or alarms. A 30-minute hourglass, ticking egg timer, or phone app is perfect for tracking NPC deaths once **Albrecht** begins casting the **resurrection spell**<sup>103</sup>.
- Get a deck of cards. An old one you don't mind tearing up and/or writing on is recommended, but not required.

## Running as a longer campaign

Depending on the locations you draw during the **Three-Eyed Parrot reading**<sup>106</sup> and where you place the various items, this adventure could be stretched to months of play at the table.

**1. Before you begin**, build the **Three-Eyed Parrot** deck using all 52 cards. To extend the adventure, stack the deck so the **Present** and **Future** cards are both **six or lower**. This will place key items in locations that aren't on board *The Maelstrom*.

**2. Every morning in game**, draw and kill one NPC from the **Prisoner Deck**. Broadcast this to your players with the tolling of a bell (in game and/or in real life), but don't reveal the identity of the deceased just yet. You'll speed this up to once an hour in the hours before **Albrecht**<sup>98</sup> attempts to raise his **Bride Witch**<sup>103</sup>.

**3. Let the campaign progress naturally**, with the ever-looming ticking clock that an NPC will die each day.

## Running as a 2-4 session short campaign

**1. Before you begin**, build the **Three-Eyed Parrot** deck using only **sevens and higher**. This will keep everything on board *The Maelstrom*.

**2. After the reading**, start the first session in the **Driftwood Distillery**<sup>134</sup> in Charlotte's Cove. Open on the PCs having a conversation with their Patron outlining the mission and offer.

**3. Every hour in real time**, draw and kill one NPC from the **Prisoner Deck**. Broadcast this to your players with the tolling of a bell (in game and/or in real life), but don't reveal the identity of the deceased just yet.

**4. Start the resurrection spell at the beginning of the last session**, and aim to make the last hour or so a battle between the PCs, **Albrecht**<sup>98</sup>, and the newly resurrected **Bride Witch**<sup>103</sup>.

## Running as a 4-hour one-shot

**1. Before you begin**, build the **Three-Eyed Parrot** deck using only **tens and higher**. Then follow this timeline:

- 0:00** Open on the **Three-Eyed Parrot** reading.
- 0:15** Cut to the PCs in *medias res* on a small boat, about to sneak on board *The Maelstrom*. Their Patron—who will start with them on the boat—provides them with a bag of citrus fruit and explains the vampyres can only be harmed by magic or by weapons and ammo soaked in ascorbic acid. Use the Patron to share lore and backstory, but most importantly the **reward**<sup>108</sup>.

**Every 30 minutes in real time**, draw and kill one NPC from the **Prisoner Deck**. Broadcast this to your players with the tolling of a bell (in game and/or in real life), but don't reveal the identity of the deceased just yet.

**0:30** **Albrecht**<sup>98</sup> introduction. He attacks for 2 rounds, then flees.

**~1:00** Albrecht attacks for 1 round.

**~2:00** Albrecht attacks for 1 round.

**~3:00** Albrecht begins the **resurrection spell**<sup>103</sup>.

**~3:30** If the spell is not disrupted, the **Bride Witch**<sup>103</sup> rises and attacks.

**~4:00** The adventure ends. Players that haven't escaped all die. If Albrecht or the Bride Witch survive, the stage is set for future adventures!

## Tournament mode & scoring

You can track the party's score as they progress through the scenario. This is designed with convention play in mind, and for groups that might play more than once, perhaps annually around Halloween.

☐ **Killing Albrecht** 5,000 pts

**Each Pelagic Vampyre killed** 500 pts each

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ **Rescuing the VIP their Patron is looking for** 2,000 pts

☐ **Finding La Corona de Piña** 2,000 pts

☐ **Stopping Albrecht's Resurrection Spell** 1,000 pts

☐ **Killing the Bride Witch** 1,000 pts

☐ **The Patron survives (if they came on board)** 500 pts

**Rescuing an NPC important to one of the PCs** 500 pts each

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**Each PC that escapes alive**

500 pts each

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**Each PC that dies**

100 pts each

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**The total of any additional treasure found** 1 pt per silver piece

**GRAND TOTAL**





## History

*This info is for you, the GM. Work it into your adventure via NPCs, lore, rumors, and the bas-relief depictions on the bronze door to the coffin chamber<sup>127</sup>.*

### ~80 years ago...

The offspring of a Deep One and a fisherman from the town of Innsmouth, Massachusetts, was born on Devil Reef. Swept out to sea during a hurricane, the infant was discovered washed ashore by the notorious pirate **Edward Crow**, who adopted the child and christened him "**Albrecht the Tideborn**."

### ~60 years ago...

After his adopted father's death during the Battle of Tortuga, Albrecht inherited his ship, **The Maelstrom**, and its crew. The young captain began to show signs of his Deep One ancestry.

### ~50 years ago...

Obsessed with preventing his fish-like transformation, Albrecht encountered an ancient vampiric monster in a sea cave while his crew was hiding treasure. The creature offered him a "cure" for his condition. Albrecht accepted and the first **pelagic vampyre** was spawned.

### ~20 years ago...

While visiting Edward Crow's grave near Innsmouth, Albrecht met **Elizabeth Parker**, a girl from the nearby village of Salem. They were quickly betrothed, and she introduced him to the fundamentals of arcane sorcery.

While Albrecht was at sea, Elizabeth was executed for witchcraft at Gallows Hill. Upon his return, Albrecht exhumed her corpse and vowed to resurrect her. His crew—now a mix of humans and pelagic vampyres—plundered Salem.

### Last year...

After decades of studying necromancy with the help of a disgraced scholar, **Sir Benjamin Murray**, Albrecht was close to perfecting a spell capable of resurrecting his darling Elizabeth.

### Last month...

Sailors reported a thick, foul mist surrounding the fishing town of **Charlotte's Cove**. Numerous residents were reported to have vanished without a trace.

### Last week...

Reports flooded in: a demonic ship with blood-red sails has been pillaging settlements, taking prisoners, and leaving hundreds dead in its wake. Rumors point to an island near Charlotte's Cove as its berth. Rewards have been offered to many, but none have yet returned—let alone collected.

### Today...

The PCs arrived in Charlotte's Cove.



# Albrecht the Tideborn

*Progenitor of the pelagic vampyres and captain of The Maelstrom.*

## MANNER

**HUMAN FORM:** A true genius. He will use any and all that might serve his purpose and discard the rest. Calculating, polite, but not to be crossed. Young Vlad in *Bram Stoker's Dracula* meets Lucius Malfoy in *Harry Potter*.

**DEEP ONE FORM:** Regal and grand, but gross and horrifying to behold. The Witch King from *Return of the King* meets *The Creature from the Black Lagoon*.

**WATER FORM:** The water tentacle from *The Abyss* meets the acid blood from *Alien*.

## Albrecht the Tideborn

**HP 100 Morale 10 Vampyric Vigor -d6**

► **Bite** 3d6 (1 attack), and he heals half the damage dealt.

► **Cutlass** d8 (1 attack per every 2 PCs)

► **Charm** Test SPIRIT DR14 or become charmed for 1 hour and must obey Albrecht. Can't be used in combat and the target must be alone.

**Shape Change** Once a round, Albrecht may change into his HUMAN form, his DEEP ONE form, or into WATER.

**Vat** If reduced to 0 HP, he turns to water and seeps back to his vat in **F4**<sup>131</sup>, where he recovers d10 HP an hour.

**Preservation** On a failed morale check he always flees, typically in his water form.

**Powerful Sorcerer** He is immune to the effects of spells, prayer, relics, and rituals except for *Gaia's Siren*<sup>110</sup>.

## What Does Albrecht Want?

To resurrect his dead bride **ELIZABETH PARKER** via a necromantic resurrection spell<sup>103</sup>.

## d6 What Is Albrecht's Long Term Goal?

- 1 To wipe out the fanatics that killed his lover, the witch **ELIZABETH PARKER**.
- 2 To find the **CROWN OF THE SUNKEN LORD**<sup>PB63</sup>, a powerful relic made by his Deep One ancestors.
- 3 To continue his study of the arcane arts, ideally alongside his newly resurrected bride.
- 4 To cure or remove his condition as a **[PICK ONE OR TWO: VAMPIRE | DEEP ONE | HUMAN]**.
- 5 To muster an army of vampyres and take over a **[MAJOR PORT | FORTIFICATION | PIRATE CAMP]**.
- 6 To find the lost city of **[C'THAGN | ATLANTIS | EL DORADO]**, where he believes he might find [a cure for his condition | an artifact of great power].





# Pelagic Vampyres

*The spawn of Deep Ones and Old World vampires.*

## Only some vampire tropes apply.

- ▶ Garlic, holy symbols, and running water have no effect.
- ▶ Vampyres *do* cast reflections in mirrors.
- ▶ Spells, prayers, rituals, and relics *do* affect most pelagic vampyres—though **Albrecht**<sup>98</sup> is immune.
- ▶ They *are* undead. They turn into **ASH** if killed. Consuming **ASH** makes them sick.

## Only Albrecht can beget more pelagic vampyres.

- ▶ All pelagic vampyres in the **Dark Caribbean** were turned by Albrecht.
- ▶ The only way to become a pelagic vampyre is for Albrecht to willingly feed his blood to one he has already bitten.
- ▶ He can turn humans, Deep Ones, and hybrids: all result in different mutations (i.e., how fish-like), but they function the same mechanically.
- ▶ Destroying Albrecht does not destroy his offspring.

## They have Deep One characteristics.

All pelagic vampyres inherit traits from their progenitor, including his Deep One ancestry. As such they:

- ▶ Are great swimmers.
- ▶ Can breathe underwater.
- ▶ Have large, bulging eyes and can see better in the dark.
- ▶ Don't like the sun, but it won't kill them.

*Alter DRs for tests you think this might affect, like combat in direct sunlight or underwater.*

## The lunar cycle and the tide matter.

- ▶ They prefer to feed at high tide.
- ▶ They are most powerful (and hungry) when the moon is visible.

*Raise DRs for tests you think this might affect, like combat under a full moon or trying to sneak by one during high tide.*

## They can't eat food, must drink blood, and prefer blood with high salt levels.

All the food on *The Maelstrom* is extremely salty, and sacks of salt can be found throughout.

*All the prisoners on board are suffering from different degrees of scurvy and have extremely salty blood.*

## They are nigh invulnerable, but they are allergic to ascorbic acid (vitamin C).

Pelagic vampyres need to feed on creatures with low levels of ascorbic acid in their blood. As such, sailors suffering from scurvy make ideal sources of blood, and the vampyres are repelled by citrus, red peppers, broccoli, and tomatoes. **They can only be harmed by weapons or ammo coated in ascorbic acid** (i.e., citrus juice) **or by magic** (rituals, relics, spells, and prayer). Unless coated in ascorbic acid, a stake through the heart will only temporarily paralyze them.



## d8 PELAGIC VAMPYRES ON BOARD THE MAELSTROM

### 1. Von Buren

German. Albrecht's first mate, and quartermaster of *The Maelstrom*. Stern, cold, evil. Wants order and obedience.

- ▶ Often found in the forecabin (B1-B3).

### 2. Codrina

Romanian, black hair, pale-blue skin, large eyes. Arrogant and bored. Wants to be entertained. Loves poetry and music.

### 3. Jean-Henri

French, fat, powdered wig, coated in white powder, smells fishy. Courtly mannerisms. Wants "civilized conversation."

### 4. Thekla

Scandinavian, very tall, elegant, white hair. She likes to toy with her victims. Wants to be in charge. Envious of **Elizabeth Parker**<sup>97</sup>.

### 5. Plok

Deep One, swordfish ancestry. Smells traps and deception a mile away. Likes his blood extra salty. Great with tools. Wants to hunt.

### 6. Euphemia

Spanish, young, curly brown hair. Plays naive but is the smartest of the lot. Hides her newly-grown gills in shame. Wants Albrecht's approval.

### 7. Bartholomew

Once a fisherman from Innsmouth. Late-stage human-Deep One hybrid. Fast. Wants treasure.

### 8. Mr. Eastley

Scottish, short, smart, bald. Pure white eyes. Wears a kilt. Carries a club spiked with hooks. Wants Von Buren's job.

## 🦋 Pelagic Vampyre

**HP** 25 **Morale** 9 **Vampyric Vigor** -d6

- ▶ **Bite** d10, and it regains half that much HP.
- ▶ **Claw** or **Cutlass** d6 (2 attacks)

**Vampyric Resistance** Immune to non-magical damage except from weapons and ammo coated with ascorbic acid.

**Transform** They can temporarily shift their features more or less fish-like. Purely cosmetic.

## Often found:

- ▶ Embarking/disembarking **A4**
- ▶ Lounging **C1**
- ▶ Sleeping **C2-11**
- ▶ Attending dinner **C12**
- ▶ In the Sea Cave spa **E3**
- ▶ Feeding or copulating in the Den **E4**





# The Bride Witch

## Elizabeth Parker, Resurrected

Albrecht's bride-to-be, newly raised from the dead. She wants only to siphon life from the living to recover her strength.

### MANNER

Horrifying, menacing, but fragile in her newly risen state. Samara Morgan's ghost in *The Ring*. Both Dr. Weir (in the third act) and his wife in *Event Horizon*.

### ☠ The Bride Witch

**HP 40** **Morale—** **Corpse Shroud -d2**

► Each round she performs one random action, d4:

1. *Terror Beyond the Grave*: One target tests SPIRIT DR16 or all their abilities are permanently reduced by 1.
2. *Final Screams of the Wrongful Dead*: All living that hear it take d6 DMG.
- 3-4. *Inhale Vitality*: 2d6 DMG to one target, ignores armor, and she gains that many hit points (may exceed her max HP).

**Hell Drift** She can fly 80' each round.

**Corpse Shroud** Reduces damage from gunpowder weapons.

### The Resurrection Spell

To raise The Bride Witch from the dead, Albrecht must complete the following steps.  
*GM Tip: The spell might still work even if some steps were disrupted or prevented. Consider adjusting The Bride Witch's starting HP to reflect this.*

- 1 The spell must be started and completed under a full moon, during a tempest, or on All Hallows' Eve. For the best results: all three.
- 2 Sacrifice seven souls: one each hour before the final spell is read. Save their blood. Toll a brass bell for each death.
- 3 Draw the *Sigil of the Seven Sepulchers* on the ground. It must be at least 30' across.
- 4 Place the remains of the deceased in the center of the circle. *Albrecht stores the Bride Witch's remains locked in one of the tombs (D3).*
- 5 Spill the blood of the sacrificed onto the remains in the center of the sigil.
- 6 Recite the *Scroll of a Thousand Skulls*. The refrain must be repeated continuously by a chorus of disciples.
- 7 At the completion of the spell, the gates to the Netherworld will open and the subject will be reborn.

### Albrecht's Plan

He has been attempting the spell over the past several months, but with mixed results. His next attempt is soon—or if running a shorter adventure, tonight!

*GM Tip: For longer campaigns where you've been killing one prisoner ♥<sup>107</sup> per day, speed up the process to once an hour for the seven hours preceding the spell's casting, but sacrifice some nameless NPCs if the prisoner deck is running low.*

### Resurrection Location (d4 or choose)

- 1 On the main deck **A4**.
- 2 Up in the rigging **A1** with Elizabeth's remains raised on the metal table from **E2**.
- 3 Atop the bones in the forehold **F2**.
- 4 In the coffin chamber **D3**.



# Starting the Adventure

## What's going on?

The PCs have been hired to recover a VIP imprisoned on board *The Maelstrom*. Their Patron, the VIP, and other important elements of the adventure will be determined randomly via an in-world poker game called **Three-Eyed Parrot**.

## The opening scene

Read the opening text<sup>92</sup>, or come up with an intro that makes sense for your campaign.

### SET THE SCENE BY STARTING:

- ♣ In the dim glow of **Driftwood Distillery G2**.
- ♣ In the moonlight, around a makeshift card table on the docks.
- ♣ By the flickering light of a beach fire outside **Charlotte's Cove G**.
- ♣ Anywhere in the Dark Caribbean strangers might gather to guzzle rum and play cards.

After playing several rounds of normal **Three-Eyed Parrot**<sup>\*</sup>, a ragged fisherman named **One-Eyed Martigan** sits down to play. Dressed in salt-crusteds rags and shrouded in cargo nets, he reeks of brine and mysticism. When it's his turn to deal, he propositions a special hand that will divine the crew's fortune.

## The card reading

Deal the party a hand of **Three-Eyed Parrot**<sup>89</sup>, but instead of betting, use the rules starting on pg. 106 to discern the results.

## Building the Prisoner and Encounter decks

After the reading is complete (and you've written down all the results for future reference), separate the heart cards♥ from the other three suits to create the **Prisoner Deck**<sup>116</sup> and the **Encounter Deck**<sup>116</sup> respectively. Use all 52 cards, even if you use a smaller deck for the reading.

## The Patron

Introduce the group to the Patron from the card reading.

- ▶ **In a longer campaign**, the group will need to seek out their Patron from the clue One-Eyed Martigan provides by asking around town and searching the islands.
- ▶ **In a short campaign**, cut to when the party finds their Patron.
- ▶ **For a one-shot**, start *in medias res* while traveling by dinghy to board *The Maelstrom*, their Patron on board.

See **Running the Adventure**<sup>94</sup> for more info.

<sup>\*</sup>If you aren't pressed for time, use the rules for **Three-Eyed Parrot**<sup>89</sup> and play a few hands at the table. Chocolate coins and pretzels make great edible poker chips.

## d4 HOOKS

Use one of these hooks to connect this adventure to another adventure or existing campaign.

**GM tip:** Consider conducting the card reading ahead of time to generate details and hooks, then stack the deck—or fudge the results—for the reading with your players.

- 1 The PCs receive a letter from a mail ship. A would-be Patron heard of their recent accomplishments and wants to hire them for a rescue mission and/or to investigate some troublesome reports.
- 2 One or more of the PCs are looking for someone, and clues point towards the cursed ship reported sailing the waters of the Dead Islands. Asking around reveals Charlotte's Cove to be as good as place as any to start the search.
- 3 A pirate the PCs are acquainted with tells a tall tale of a vampire captain and his demonic ship loaded with treasure. Reportedly, it makes berth somewhere in the Dead Islands near Charlotte's Cove.
- 4 The Three-Eyed Parrot reading happens far away from Charlotte's Cove, but the allure of their foretold fortunes has led the PCs to explore the Dead Islands looking for answers.

## d8 RUMORS ABOUT ALBRECHT'S ORIGIN

- 1 He was a Deep One king that was turned by a fierce vampire pirate.
- 2 He is the offspring of a Pilgrim and a Deep One, and he was bitten by a vampire as a teenager.
- 3 His father—an old world vampire enlisted in the Dutch navy—sired Albrecht with a mermaid while sheltering on a small island during a storm.
- 4 He is the undead son of Poseidon, risen from the grave by foul, aquatic necromancy.
- 5 He was a powerful captain in the English navy, but when his wife fell ill he made a deal with the [The Devil | Poseidon | Davy Jones | a vampire].
- 6 He was turned by Dracula himself, but then fled to the New World to find his lover. During the journey he ate his crew and fed on the blood of [fish | Deep Ones | The Great Old One Dagon | the Kraken] to survive.
- 7 He was a conquistador that fell into a cursed cenote in the swamps of the Dark Yucatán.
- 8 He is just a pirate with good parlor tricks.



# Three-Eyed Horror

## Card Reading



Deal a hand similar to the normal rules of the game<sup>89</sup> except all cards are dealt face up, and there is no betting. Reference the following pages for what each card means. The **bold purple text** can be read aloud to your players. Remember to write down the results!

## ONE PER PC

## SHARED BY THE GROUP

## ONE PER PC

**Fate**<sup>107</sup>

A prisoner and the reason the PC wants to find them.

**Past**<sup>108</sup>

The identity of the Patron and the VIP they seek.

**Present**<sup>109</sup>

Location of a powerful artifact.

**Future**<sup>110</sup>

Location where a powerful ritual can be learned or acquired.

**Hope**<sup>111</sup>

A trinket given to each PC by One-Eyed Martigan.

Afterwards, create the **PRISONERS DECK**<sup>116</sup> (just the heart cards ♥) and the **ENCOUNTER DECK**<sup>116</sup> (the three other suits ♠ ♣ ♦), and set them aside. Use all 52 cards (even if you removed some for the reading).

## The Fate Card



The **Rank** determines the identity of a **Prisoner** that each PC is trying to rescue from *The Maelstrom*.

The **Suit** determines the how the **Prisoner** is related to their respective **PC**. PCs might share their prisoner with another PC or the Patron.

♥ Throughout the adventure, this symbol denotes the potential locations of prisoners.

**The Fate cards speak of prisoners on board a monster's ship that are of great importance to you...**

- 2 **Little Man**. Cabin boy, missing an ear, formerly a street urchin, cunning thief. *Lies a lot. Knows his way around the ship.*
- 3 **McCoy**. Best cartographer alive, brawny boxer. *Suffering from an infected wound.*
- 4 **Isabel Goya**. Humble and kind, headmistress of an orphanage, gifted poet. *Broken wrist, starving.*
- 5 **Baako**. Daughter of a fisherman, severed arm, charming. *Furious, wants revenge.*
- 6 **Stzzzz'gth**. Mean Deep One war priest, sail dorsal fin. *Wants to become a vampyre.*
- 7 **Zadok**. Old man that has seen too much, talented sailor. *Lost an eye, deranged.*
- 8 **Sister Mariette Hobbs**. Secretly betrothed nun, falsely accused witch. *Was a spy for the French. Late stages of scurvy.*
- 9 **Wincot Anglerton**. Lighthouse keeper, hook hand, limps, loud, looking for his son. *Bleeding out of one ear, very confused.*
- 10 **Catherine Reed**. The magistrate's wife, a talented dancer and loving mother of three. *Dehydrated, sad, tough.*
- J **Brother Murgis**. Monk, dangerous, cursed. Ties to the Wretched. *Very scared, in shock.*
- Q **Captain Anne Blackwood**. Brash, sinister and wry, matted dreads, excellent fencer. *In love with (or entranced by) a vampyre.*
- K **Diego Coronado**. Conquistador hero and living legend. He's been to the Fountain of Youth. *Wants to taste vampyre blood.*
- A **Dexamene**. Dying Atlantean in human form, powerful sorceress. *In need of the open ocean, knows citrus hurts the vampyres.*

**Their relationship to you...** Have the player answer the question(s) in **bold**.

♣ **They know important information like the location of treasure, political intel, or whereabouts of a dignitary. What info?**

♠ **They are a family member, crew mate, or potential ally. Which is it? Details?**

♥ **They are a friend, loved one, or romantic interest. Which is it? Details?**

♦ **You've been offered a 1,000s reward for their safe return. By whom? To where?**



# The Past Card



**The Suit** determines the party's **Patron**.

**The Rank** determines the **VIP** that Patron wants rescued. Use the table on p. 107, ignoring the suit.

**Each Patron or Faction** offers:

- ▶ **5,000s** for killing Albrecht.
- ▶ **500s** for each vampyre killed.
- ▶ **1,000s** for the safe return of the VIP.

*The Past card reveals a Patron who will pay a great sum for your services, and it reveals an important individual<sup>107</sup> they are looking for...*



... seek out a treasure hunter who was once part of the monster's crew. Look for them on the docks.

## O'MALLEY

Treasure-seeking Pirate

**Brethren.** Old, angry, and unpredictable. Former crew member of *The Maelstrom* from before Albrecht inherited it. They HATE spiders.

### WANTS

To find treasure on board. The **VIP** is a friend or nemesis that has a treasure map.

### LOCATED

Driftwood Distillery **G2**

### STATS

**HP 12** **Morale 9**

**Leather Coat** -d2

♣ **Flintlock** 2d4

♣ **Cutlass** d6



... seek out a fish-like warrior. Look for him in a village hidden deep inside nearby sea caves.

## ANCHORMEAT

Deep One Warrior

**Wretched.** Strong, proud hunter from Devil Reef. Sea bass ancestry (black scales, large mouth). Mumbles English with a strange accent.

### WANTS

Innsmouth leaders hired him to find the **VIP**. He enjoys killing vampyres for sport.

### LOCATED

Brine Hollow **K2**

### STATS

**HP 24** **Morale 8**

**No Armor**

♣ **Coral Halberd** d10



... seek out a witch hunter from the north. He can be found at a nearby place of worship.

## FATHER HAYDOCK

Witch Hunter

**English.** Gruff, arrogant, wise, but underprepared. His vampire-hunting techniques (garlic, crosses, running water) won't work.

### WANTS

To locate the **VIP**, a prisoner that was taken from Salem. To find and kill Albrecht.

### LOCATED

St. Thomas Monastery **G5**

### STATS

**HP 8** **Morale 7**

**Blessed** -d6

♣ **Wooden Stake** d4

♣ **Holy Touch** Heal ally d6



... seek out a cursed assassin. She trains deep in the jungles of a nearby island.

## "THE RED ANGEL"

Inquisition Assassin

**Spanish.** A brash, stealthy cutthroat back from the dead. Albrecht is not the first monster she has hunted... and the last one she hunted killed her.

### WANTS

She was hired by the Inquisition to recover the **VIP** and exterminate any evil.

### LOCATED

Red Angel's Shack **J**

### STATS

**HP 20** **Morale 9**

**Chain Shirt** -d4

♣ **Stilettoes** d8 (2 attacks), can be thrown

# The Present Card



**The Rank** determines the location of the artifact, *La Corona de Piña*. It is not only valuable, but a powerful weapon.

**The Suit** on this card is not used.

★ Throughout the adventure, this symbol denotes possible locations of the artifact.

*This card speaks not only of the present, but of a present. It will lead you to a valuable artifact that may aid you in slaying the monster. Seek out La Corona de Piña which you will find...*

- 2 **Deep in a mine of silver.** In the old silver mine, Crow Island **L4**, area **D**.
- 3 **Beneath the remains of an old ship.** Under the wreck of the *Defiance* **M**.
- 4 **Inside the swampy tomb of a priest.** Ruins of Whitby Abbey **H5**.
- 5 **In a seaside village's cave of worship.** Water temple in Brine Hollow **K7**.
- 6 **Under feathered leaves, in the hand of a god.** Sanctum of the Feathered Tree **I3**.
- 7 **Drowned beneath a sea of bones.** Under bones in the forehold **F2**.
- 8 **In the floating grave of a martyr.** Inside a grave in *The Maelstrom's* onboard cemetery **F4**.
- 9 or 10 **Among the instruments of a student of death.** On a table in the laboratory **E1**.
- J or Q **Near the bride's resting bones.** In a cabinet in the coffin chamber **D3**.
- K or A **In the hand of one that hangs by a thread.** Held by a cocooned corpse in the rigging **A1**.



## LA CORONA DE PIÑA

A solid-gold jug in the shape of a skull wearing a pineapple as a crown.

- ▶ When filled with water, it turns the water into pineapple juice, which can be splashed on to vampyres to deal d10 DMC, ignoring their armor.



# The Future Card



**The Rank** determines where the PCs can learn the *Gaia's Siren* ritual, found in an old tome, in a journal, or taught by another. It can make Albrecht much easier to defeat.

**The Suit** on this card is not used.

Throughout the adventure, this symbol denotes the possible locations of the ritual.

*This card whispers of the future. You must learn a ritual that harnesses the nature magic of the world to weaken your foe. Search for it...*

- 2 **Under a statue of the father.** Under Crow Monument, Crow Island **L1**.
- 3 **In the desk of a shipwrecked captain.** Captain's cabin of the *Defiance* **M**.
- 4 **As part of a journal, camped near a swamp.** Conquistador campsite by the ruins of Whitby Abbey **H4**.
- 5 **In the burial chamber of aquatic kings.** Royal tombs in Brine Hollow **K1**.
- 6 **Deep in the jungle, in the arms of a great white ape.** In the Sanctum of the Feathered Tree **I3**.
- 7 or 8 **Hidden by a murder in a floating forest.** In a nest in the Ravenwood **E2**.
- 9 or 10 **Where the cauldron boils.** From the Grotto Sisters **D1**.
- J or Q **On the desk of the right-hand man.** In the quartermaster's cabin **B1**.
- K or A **In a high place of many maps.** In the Poop Deck Cabin **B4**.

## Gaia's Siren

Albrecht can be killed by normal means, but the natural magic ritual *Gaia's Siren* will make the task much easier. It is cast like a normal ritual<sup>PB64</sup>, and remains active for 24 hours.

While it is active:

- ▶ Albrecht and all pelagic vampyres lose their armor.
- ▶ Albrecht cannot regain HP outside his vat **F4**.
- ▶ *The Maelstrom*<sup>115</sup> no longer recovers HP.
- ▶ Albrecht is no longer immune to effects from spells, prayer, relics, and rituals.

Throughout the adventure, this symbol denotes the possible locations the ritual might be located.

# The Hope Card



**The Rank** determines a trinket that One-Eyed Martigan gives each PC.

**The Suit** on this card is not used.

*Then, One-Eyed Martigan opens up his tattered coat, revealing a bric-a-brac of bizarre curios hanging inside. I bestow upon each of you a trinket of good fortune. May it aid you in your upcoming task...*

Card	Trinket	Player Details	GM Details
2	<b>Flask of orange juice</b>	Freshly squeezed, delicious.	<i>Useful against pelagic vampyres.</i>
3	<b>Handheld mirror</b>	You look good.	<i>No special effect on vampyres.</i>
4	<b>Garlic necklace</b>	A necessary protection.	<i>No special effect against vampyres.</i>
5	<b>Long wooden stake</b>	Simple but effective.	<i>It only paralyzes vampyres (unless coated in ascorbic acid). See p. 100.</i>
6	<b>Vial of strong rum</b>	1 shot.	<i>Restores HP<sup>PB2</sup>.</i>
7	<b>Dried frog</b>	Eat it and you can jump 10' high for 1 hour.	<i>They also croak loudly for 2 hours.</i>
8	<b>Bag of marbles</b>	Dropped on the ground, they roll to what you seek.	<i>Only works once, then they are just normal marbles.</i>
9	<b>Paper doll</b>	Wards off evil spirits.	<i>It's stuffed with broccoli: vampyres will attack the one carrying it last.</i>
10	<b>Jar of fireflies</b>	Let them out: all allies heal d4 HP.	<i>The fireflies fly into the characters' ears, causing their eyes to glow for 1 hour.</i>
J	<b>Bundle of dog hair</b>	If eaten, acts as a single use medical kit <sup>PB52</sup> .	<i>They also bark loudly for d4 rounds.</i>
Q	<b>Parrot feather</b>	Eat it to fly for 10 minutes.	<i>They also talk like a parrot for an hour.</i>
K	<b>Vial of holy water</b>	1 dose, drink it to gain 10 temp HP.	<i>It's not holy, but is from the Fountain of Youth. No effect on vampyres.</i>
A	<b>Rabbit's foot</b>	1 PC rolls their Devil's Luck die and gains that much luck.	<i>Works once, and now a small ghost rabbit haunts them.</i>

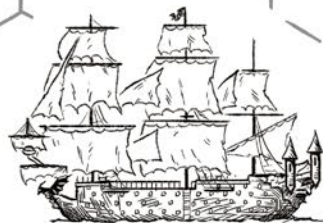


# The Dead Islands

Once known at the "Virgin Islands", this archipelago in the Lesser Antilles has devolved from a tropical paradise into a haven for depraved outcasts, **ASH** addicts, cannibalistic pirates, and undead. Its coasts are littered with **derelict ships** brimming with forgotten cargo and treasures, but few dare to brave its waters.

The only bastion of hope here was **Charlotte's Cove**, at least until *The Maelstrom* arrived...

- **Derelict Ships:** Every coastal hex has d4 derelicts with cargo worth salvaging. Use the **Derelict Ship Generator**<sup>PB116</sup> to populate them.



**A-F. The Maelstrom**<sup>114</sup>



**L. Crow Island**<sup>142</sup>

**M. Wreck of the Defiance**<sup>143</sup>

*Just Van Dyke*

*Virgin Gorda*

*Tortola*

**I. Sanctum of the Feathered Tree**<sup>138</sup>

*St. Thomas*

**G. Charlotte's Cove**<sup>132</sup>

*St. John*

**H. Ruins of Whitby Abbey**<sup>136</sup>

**K. Brine Hollow**<sup>140</sup>

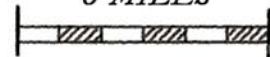
*Norman Isl.*

**J. Red Angel's Shack**<sup>139</sup>

T H E D E A D

I S L A N D S

6 MILES





A-F

# The Maelstrom

## ENCOUNTERS ON BOARD

*The Maelstrom* is a busy ship. Skeletons, cultist volunteers, pelagic vampyres, and various beasts roam its decks freely. The PCs can easily avoid detection (at first) by all except Albrecht, who *always* knows who is on board and where they are located: he is simply too preoccupied (and too powerful) to care.

Use **reaction rolls**<sup>PB31</sup> when you're not sure how creatures should respond, and start applying **-1 modifiers** to the roll after the PCs have done things that draw attention.

See the **Encounter Deck**<sup>116</sup> for details generating encounters while on the ship.

### About The Maelstrom

- **Bound to Albrecht:** The ship is very old and should have sunk years ago. It is held together with sorcery, and will start to sink if **Albrecht** is killed.
- **Hull:** Enchanted. It cannot catch on fire, and it will rebuild itself after 5 minutes if chopped or damaged. The spider **Mina**<sup>118</sup> occasionally patrols the ship's sides.
- **Cannons:** They are spectral and only appear when needed. They are operated by the ship's skeleton crew.
- **Cannon ports:** Sealed on all the decks, though the ghostly cannons can poke through.
- **Mist:** Thick, green, necrotic mist surrounds the ship at all times.
- **Cursed weather:** Every four hours there is a 2-in-6 chance it is storming for 6 miles around the ship, otherwise it's overcast.

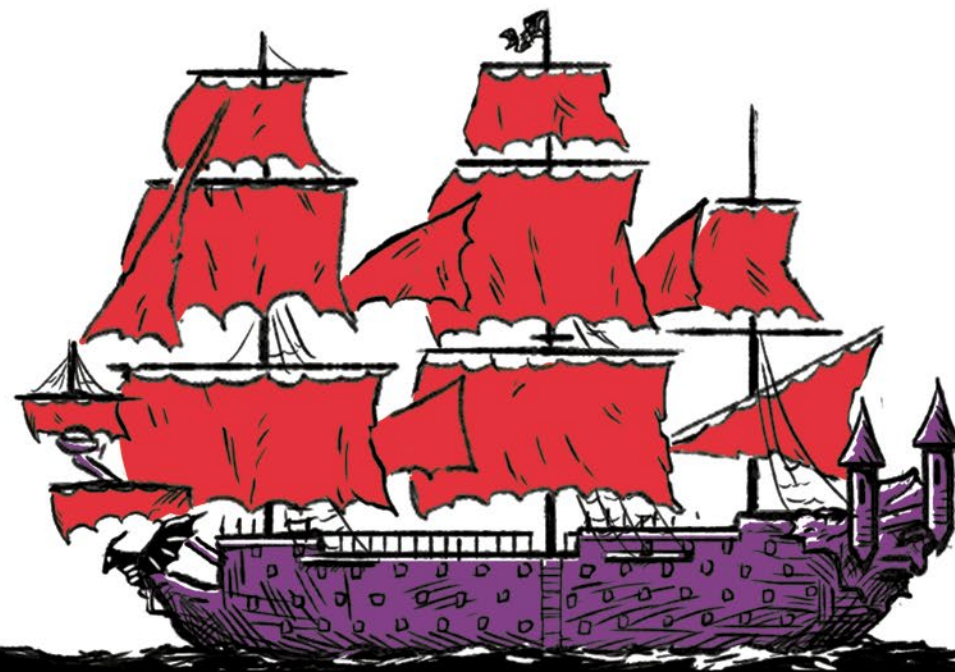
### Travel

*The Maelstrom* sails the entire Dark Caribbean hunting for victims and plunder, but its current circuit orbits the Dead Islands. It often moors near the town of **Charlotte's Cove**<sup>132</sup>. In a longer campaign, tracking the ship down—or being hunted by it—can be an exciting element of the adventure.

### Getting On Board

Getting on the ship is simple; escaping in one piece is the challenging part.

- **Sneak aboard:** The most likely method.
- **Volunteer:** Vampyres recruit new "blood donors" at **Careening Cove G10**. They are taken straight to the **brig F1**.
- **Get invited:** Albrecht is desperate for arcane knowledge, and also curious about anyone interesting. He might invite PCs on board for a dinner party in the **dining hall C12**.



## THE MAELSTROM

*The haunted warship of Albrecht the Tideborn. Blood-red sails and shrouded in green mist. A thing of nightmares.*

HP	HULL	AGILITY	SPEED
95	-d6	-3	3
SKILL	BROADSIDES	SMALL ARMS	RAM
+3	3 @ d10	2 @ d8	d8
CREW		CARGO	
150/350		4	

### SPECIAL

Makes 3 broadsides when > 2/3 HP; 2 when > 1/3 HP.  
Makes 2 small arms attacks when > 1/2 HP.  
**Terrifying** At start of combat, ships and PCs cannot take crew actions until passing a Morale test.  
**Necromantic Construction** Every round, it recovers d12 HP. Disabled while **Gaia's Siren**<sup>110</sup> is active.  
**Bound to Albrecht** If Albrecht is destroyed, the ship is reduced to 0 HP, becomes derelict, and sinks in d6 rounds.

- **Naval Tactics:** Vampyres can only drink the blood of the living. As such, they want to capture prizes as undamaged as possible. When *The Maelstrom* engages in naval combat, it moves as quickly as possible directly towards its target, only using its ghostly cannons to threaten, intimidate, and slow down its target.







## HEARTS Prisoners

- 2 **Little Man.** Cabin boy, missing an ear, formerly a street urchin, cunning thief. *Lies a lot. Knows his way around the ship.*
- 3 **McCoy.** Best cartographer alive, brawny boxer. *Suffering from an infected wound.*
- 4 **Isabel Goya.** Humble and kind, headmistress of an orphanage, gifted poet. *Broken wrist, starving.*
- 5 **Baako.** Daughter of a fisherman, severed arm, charming. *Furious, wants revenge.*
- 6 **Stzzzz/gth.** Mean Deep One war priest, sail dorsal fin. *Wants to become a vampyre.*
- 7 **Zadok.** Old man that has seen too much, talented sailor. *Lost an eye, deranged.*
- 8 **Sister Mariette Hobbs.** Secretly betrothed nun, falsely accused witch. *Was a spy for the French. Late stages of scurvy.*
- 9 **Wincot Anglerton.** Lighthouse keeper, hook hand, limps, loud, looking for his son. *Bleeding out of one ear, very confused.*
- 10 **Catherine Reed.** The magistrate's wife, a talented dancer and loving mother of three. *Dehydrated, sad, tough.*
- J **Brother Murgis.** Monk, dangerous, cursed. Ties to the Wretched. *Very scared, in shock.*
- Q **Captain Anne Blackwood.** Brash, sinister and wry, matted dreads, excellent fencer. *In love with (or entranced by) a vampyre.*
- K **Diego Coronado.** Conquistador hero and living legend. He's been to the Fountain of Youth. *Wants to taste vampyre blood.*
- A **Dexamene.** Dying Atlantean in human form, powerful sorceress. *In need of the open ocean, knows citrus hurts the vampyres.*

# The Prisoner Deck

Made from all 13 heart cards ♥ (even if you used less cards for the reading). Use this deck to track the NPC prisoners. When the PCs enter a room marked with a ♥, flip over the top card of this deck to learn their identity. Also, set aside face down cards to track prisoners that have died from timers expiring (i.e., being sacrificed<sup>103</sup>).

**IF YOU ARE PLAYING WITH A MAP:** You can randomly place some or all of the cards face-down on the map so players have an idea where to search.

**FOR DRAMATIC EFFECT:** When an NPC dies, *rip up their playing card*. Place face-down bits of their torn up card where their body is. When PCs discover the corpse, slowly flip the pieces to reveal the prisoner's identity!

# The Encounter Deck

Use all 39 remaining cards (even if you used less cards for the reading). When the PCs enter a new interior room on board *The Maelstrom*, reveal and combine two cards from this deck.

### EXAMPLES

3 OF ♣ | 8 OF ♦

An oil portrait of one of the PCs, hidden behind five barrels of ale.

10 OF ♠ | 10 OF ♦

A pelagic vampyre playing a haunting but alien song on a Stradivarius violin.

8 OF ♠ | Q OF ♣

One of the Grotto Sisters trying on Elizabeth Parker's black wedding dress.

*If you have an old deck of cards (or don't mind dropping \$3 on a new one), you can speed things up by writing the Prisoner and Encounter names directly on the cards.*



## CLUBS Mundane Item

- 2 **Pool of blood.** It seems to whisper warnings.
- 3 **d8 barrels** filled with ale.
- 4 Pile of **d20 bones**, human and Deep One.
- 5 **d100 spider eggs** attached to a skeleton.
- 6 **Taxidermy raven**, red eyes, it squawks near fruit.
- 7 **d4 cranky goats.** They speak The Devil's tongue, and can teach *Phantasmal Fauna*<sup>PB65</sup> to those they consider friendly. (It will summon a flaming goat instead).
- 8 **Rusted manacles**, hidden away, recently broken or picked. An escapee is nearby.
- 9 **Locked and chained crate.** Filled with rotting citrus fruit: lemons, limes, and oranges.
- 10 **Crate of destroyed crucifixes.** A collection owned by one of the vampyres.
- J **Kit of bloody surgeon's tools.** Used for postmortem examinations by **Albrecht** and **Sir Benjamin Murray**<sup>128</sup>.
- Q **Wedding dress** fit for royalty. Commissioned by Albrecht for **Elizabeth Parker**. It is cursed.
- K **Tattered Jolly Roger**, a skull with crow wings, folded and covered in dust. The pirate flag of Albrecht's father, Captain **Edward Crow**<sup>97</sup>.
- A **d6 flintlock pistols**, powder horn, sack of 20 rounds of shot.



## DIAMONDS Treasure

- 2 Crate of **d6 bottles of champagne.** (300s each)
- 3 **d4 1-gram doses of refined ASH** (market price). It glows bright green.
- 4 **Chest** trapped with a razor blade lock. (500s inside, plus 1 *Charon's Obol*<sup>PB62</sup>)
- 5 **Greenstone tablet** depicting a fish god. (500s)
- 6 **Leather bag** filled with **d6** gemstones (100s each) and **2d20** teeth.
- 7 **d4 barrels of rum.** (200s each)
- 8 **Oil portrait** of one of the PCs. (600s)
- 9 **Suit of armor**, 15th century. (tier 3, -d6, 700s)
- 10 **A Stradivarius (d4):** 1-2 violin 3 viola 4 cello. (priceless)
- J **The Blade of The Marqués.** Rapier, gold hilt, burgundy velvet basket, encrusted with emeralds. Deals d6+1 DMG. Deals 2d6 extra DMG to vampyres. (750s)
- Q **The Tiara of Echoes.** Pewter crown, pelagic engravings, encrusted with aqua gems. The wearer can speak with fish. (1,000s)
- K **Medallions from the Dark Yucatán.** Glyph-covered coffer filled with snake-motif coins. (15 coins worth 100s each)
- A **The Sanguine Pendant.** Necklace, seven large blood-red diamonds set in white gold and interwoven with bone-carvings. (2,000s)



## SPADES Encounter

- 2 **d10 rats**, chewing on bones, running on walls. Harmless.
- 3 **d20 x 100 spiderlings**, swarming over a dead rat. Harmless.
- 4 **d2 Cultists**, cleaning/patrolling. **HP 3 MORALE 6 DAGGER d4**
- 5 **d8 Cultists**, having philosophical conversation about becoming vampyres or trading rumors about Albrecht's history.
- 6 **d6 Skeleton Crew**<sup>142</sup>, performing sailor duties, singing shanties, or patrolling for missing prisoners.
- 7 **d4 Crows**<sup>121</sup> from the Ravenwood **E2**. They spy and report back to Albrecht.
- 8 **One of the Grotto Sisters**<sup>126</sup> on her way to get supplies for their super salty soup.
- 9 **A Necro Mishap**<sup>131</sup>, escaped from below.
- 10 **d2 Pelagic Vampyres**<sup>100</sup>, on the way to feed or to a meeting.
- J **Sir Benjamin Murray**<sup>128</sup>, preparing for the resurrection spell<sup>103</sup>.
- Q **Yara, the Undead Wolf Mother**<sup>129</sup>, hunting, patrolling, keeping watch, or napping.
- K **Von Buren**<sup>101</sup>, supervising, keeping watch, escorting someone, or attending to important matters.
- A **Albrecht**<sup>98</sup>. If he hasn't met the PCs, he introduces himself, then interrogates. Otherwise he attacks.



A1

# Rigging & Tops

SHROUDED IN MIST: 20' visibility

*Dim light glazes through foul green mist. Sense of being hunted.*

- **Red sails** made from human flesh.
  - Endless miles of **black-tarred rope**.
  - Hundreds of **silver coins**<sup>34</sup> hanging from threads, sparkling in the gloom.
  - **Cocooned bodies** suspended high in the rigging, including **1 prisoner** ♥.
- UP:** Spider webs (covering the shrouds and ratlines) to tops (crow's nests). Possible location of **the artifact** ★<sup>109</sup> (in the hand of a cocooned corpse).



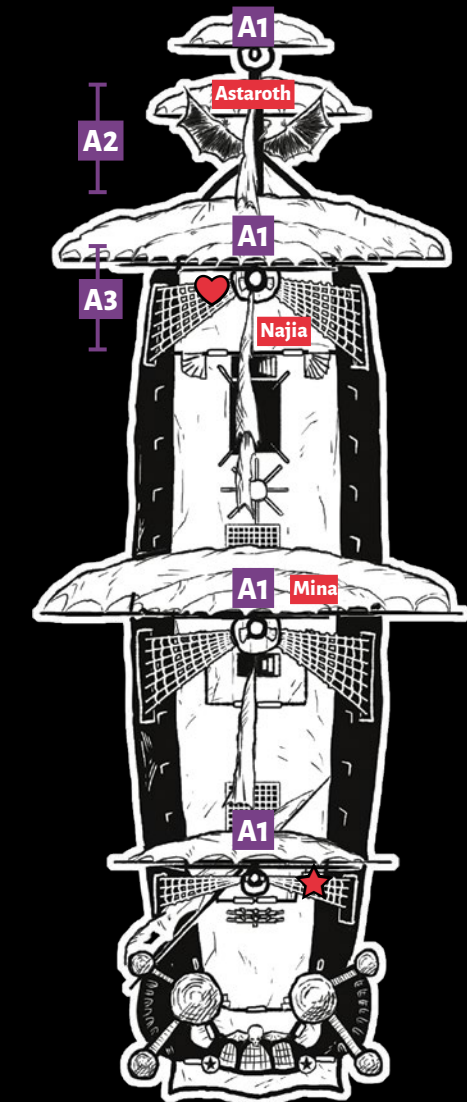
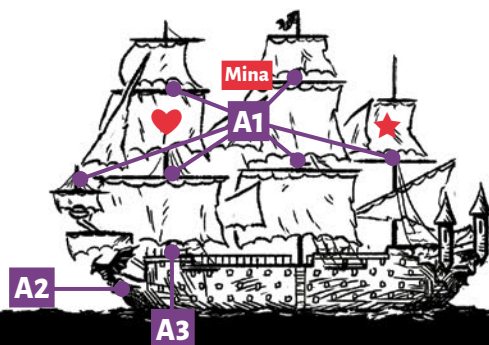
## Mina, Weaver of Doom

Huge spider with fish-like skin. She wears skulls as masks over her many eyes and looms high in the rigging, descending to feed on discarded thralls, dead prisoners, and those foolish enough to fall for her silver coin bait.

**HP 15** **Morale 8** **Carapace -d2**

► **Leg Bash** d6, or

► **Bite** d4 and test **TOUGHNESS DR8** or become **POISONED**. Lose d2 HP a turn while poisoned. Anything killed by this attack falls unconscious instead, retaining 1 HP.



A2

# Bow

SHROUDED IN MIST: 10' visibility

*Smell of guano and animal fur.*

- **Figurehead:** A giant skeletal bat with a 30' wingspan and demonic horns. It is motionless, but its red eyes see all.
- FORE:** Bowsprit extends over water to a small mast and platform.
- AFT:** Doors to quartermaster's cabin **B1** and storage **B2**.
- UP:** Climb to forecastle **A3**.
- **DISTURB THE FIGUREHEAD:** The disturber must test **SPIRIT DR14** to calm their mind or the figurehead awakes.



## Astaroth, Netherworld Figurehead

Discovered deep below the earth, it answers to no one. It only needs to feed once a year.

**HP 25** **Morale 10** **No Armor**

► **Bite** d8, or

► **Claw** d6

A3

# Forecastle

SHROUDED IN MIST: 15' visibility

*Calm, yet unsettling. The sound of metal on metal below.*

- **Drops of blood** occasionally fall from Mina's corpses above **A1**.
  - **Mop and bucket**, filled with blood.
  - **Cargo gratings** in the deck, above the forecastle cabin **B3**.
- FORE:** To bow **A2**.
- AFT:** Stairs to main deck **A4**.
- UP:** Spider webs to foretop **A1**.



## Najia, Thrall Deckhand

Brainwashed, soft-spoken. Bulging, watery eyes. She obediently mops up blood that drips from the spider webs above.

**HP 2** **Morale 5** **No Armor**

► **Mop** d2

**WHAT NAJIA WANTS:**

- To clean up the blood.
- To be left alone.



A4

# Main Deck

SHROUDED IN MIST: 5' visibility

*The mist is thickest here. Sound of small mouths chewing.*

- **Capstan** (for weighing anchor), old and rotting. Dried blood on some of the levers.
- **Swarms of rats** feasting on:
- **Smashed corpse** wrapped in webs that seems to have fallen from high above.  
**FORE:** 2 doors to forecabin **B2, B3**.  
**AFT:** Doors to quarterdeck chamber **C1**.  
**AFT:** Stairs up quarterdeck **A5**.  
**UP:** Two ship's boats, suspended 10' above the deck.  
**UP:** Spider web ratlines to maintop **A1**.  
**DOWN:** Two staircases to upper deck **D2**, one fore and one aft.  
**OPEN CARGO PORT:** Drops 20', through the upper deck **D2**, to the Ravenwood **E2**. Four ropes extend from the port below up into the rigging.

► **INSPECT THE BODY:** The rats hiss then scurry away. The corpse is drained of blood. It is a **prisoner** ♥. In one of its pockets is **15s** and a gold locket containing a drawing of a young man.



A5

# Quarterdeck

SHROUDED IN MIST: 10' visibility

*Voices and candlelight below.*

- **Ropes** coiled on belaying pins.
- **Cargo grating** in the deck, over the quarterdeck chamber **C1**.  
**UP:** Web-covered ropes to mizzenmast **A1**.  
**FORE:** Stairs down to main deck **A4**.  
**AFT:** Doors to captain's cabin **B5**.  
**AFT:** Stairs up to aftercastle **A6**.

► **LISTEN TO VOICES:** Indistinct chatter of a baroque cocktail party.

A6

# Aftercastle

SHROUDED IN MIST: 15' visibility

*Too quiet. Watched by stone eyes.*

- **Ship's wheel:** Ornate, over a century old.
- **Two large castle turrets**—made of stone and topped with conical roofs and **gargoyles**—rise from the deck.  
**FORE:** Stairs to quarterdeck **A5**.  
**AFT:** Door to poop cabin **B4**.  
**AFT:** Stairs to poop deck **A7**.

## 2 Impish Gargoyles

HP10 Morale - Stone -d6

► **Claw or Horn** d6 + test TOUGHNESS DR8 or the attacked body part turns to stone.  
**Brittle** They shatter if they take damage from black powder weapons.

A7

# Poop Deck

*Extends just above the mist. Birds caw in antipathy.*

- **Two dozen crows** crowd the railings, another **dozen** circle the ship above.
- **Skull-shaped stern lantern** with two attached wings, facing aft, glows red from within.
- **Four small castle turrets (B6-9)**—composed of stone and topped with conical roofs—can be seen extending up from the captain's cabin **B5** below.  
**DOWN:** Steps to aftercastle and the ship's wheel **A6**.

► **MESS WITH CROWS:** 2d6 **crows** attack!

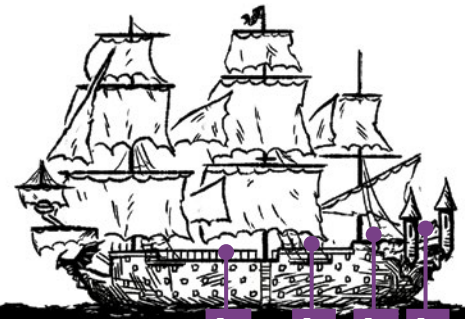


## 2d6 Crows

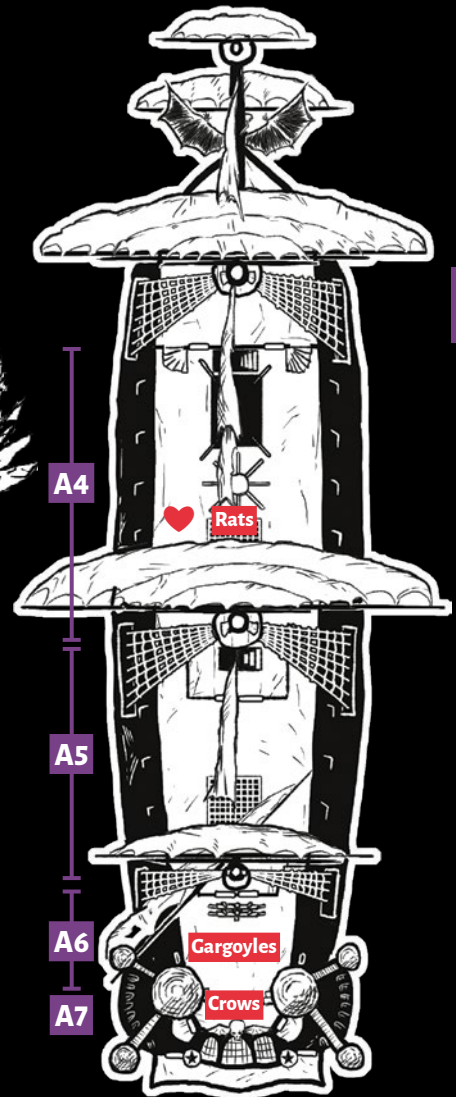
Odious and derisive.

HP1 Morale 5 No Armor

► **Beak Peck** 1 DMG. They aim for eye sockets and ignore armor: 1-IN-6 chance of losing an eye.



A4 A5 A6 A7



A4

A5

A6

A7

A



B1 B2 B3

## Forecastle Cabins

*A place of studious work.*

♣ **Von Buren**<sup>101</sup> frequents this area.

- Several **random items** (pull an extra club ♣ and diamond ♦ card from the **Encounter Deck**<sup>117</sup>).

**FORE:** Doors to bow **A2**.

**AFT:** Door to main deck **A4**.

### In the Cabins

**B1** **Quartermaster's cabin.** Desk, logs, papers, bed, chest. Possible location of **the ritual** □<sup>110</sup>.

**B2** **Storage.** Small desk, on it: A **floor plan map** of the ship.

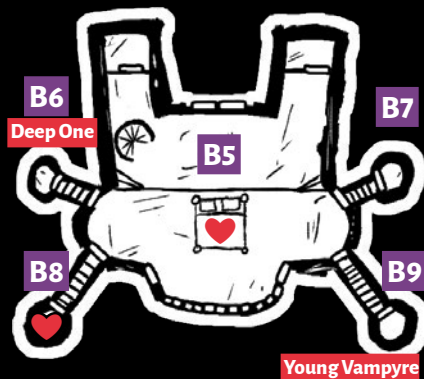
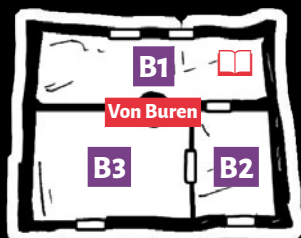
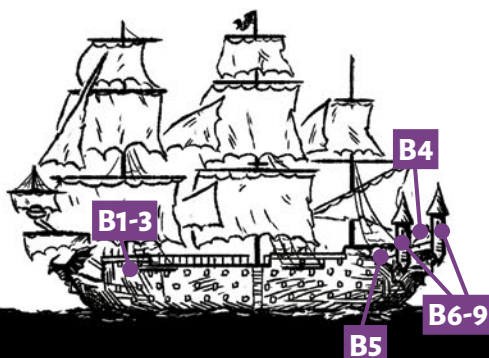
**B3** **Workshop.** Metal scrap, chains, metal working tools, newly made rope, several cutlasses and knives.

B4

## Poop Cabin

*Smell of dusty papers and books.*

- Old maps** cover every surface.
  - Possible location of **the ritual** □<sup>110</sup>.
  - One random **treasure map** PB119.
  - On a table:** **Compass**, **spyglass**, **calipers**.
- FORE:** Door to aftercastle **A6**.



B5

## Captain's Cabin

*Smells of perfume, leather, dried blood. Candles flicker, wine glass contents sway with the ship.*

- Lavishly decorated** with a writing desk, four-poster bed, bearskin rug, bookcases, ships in bottles, and a telescope (worth **400s**).
- 4 DOORS:** Each leading to a different staircase and turret jail cell **B6-B9**.  
**FORE:** Double doors to quarterdeck **A5**.  
**FORE:** Two doors to two **closets**.  
**AFT:** Two doors to two small balconies.  
**DOWN:** Spiral stairs to dining hall **C12**.

► **DESK:** On top is a **letter**. In a drawer is a **ring of keys** that unlock all jail cells on board (**B6-B9**, **D2**, **F1**) and the crypts **F4**.

► **LETTER:** *My dearest Elizabeth, My efforts to restore your former splendor have been wrought with failure. If only we could have spoken one last time before those execrable Salem fanatics stole you from me. My studies in the necromantic arts continue... -A*

► **BED:** A **prisoner** ♥, sleeping.

► **PORT CLOSET:** d10 **fancy outfits**, a pair of **dueling pistols**, d4 **sabers**, and a **treasure** (pull an extra **diamond** ♦ card from the **Encounter Deck**<sup>117</sup>).

► **STARBOARD CLOSET:** Lavatory, issue of *The Mermaid's Burlesque*, a **skull** (inside: huge diamond, **500s**).

B6 B7 B8 B9

## Turret Cells

*Stone stairs lead to four stone prison cell turrets. The wind is abnormally cold here.*

- IN EACH CELL:** Thick oak **door** (LOCKED, KEY IN **B5**), waste and water **buckets**, rusty **manacles**, arrow slit **windows**, and a pile of **hay**.

### Turret Cell Prisoners

**B6** **F'Kla'Grotu.** A weak, blood drained **Deep One**. Thunnini (tuna) ancestry, silver-blue skin, vengeful and hostile.

**B7** **Mariana.** Young woman, stout, Spanish ancestry, in shock but mostly healthy. She wants to flee.

**B8** A **prisoner** ♥, dehydrated.

**B9** **Petronella.** A recently turned vampire. Large eyes, emaciated, Dutch ancestry, deceptive & sultry, intense bloodlust. She plays "the victim".

♣ **F'Kla'Grotu (Deep One)**

**HP 5** **Morale 7** **Scales -d2**  
► **Claws d4**

♣ **Petronella (Young Pelagic Vampire)**

**HP 13** **Morale 10** **No Armor**  
► **Bite d8**

**Newborn** She is weak (DR10 to defend) and has no other abilities.

See p. 100 for details on pelagic vampires.



C1

## Quarterdeck Chamber

*Elegant and moody.  
Candlelight casts long shadows.  
Faint fishy smell.*

- **Fountain of blood.** Four metal mermaids spew blood into a basin. Blood is pumped from 4 tubes that are fed from:
  - **Rod iron grate.** Prisoners can be seen in cells below with tourniquets and needles in their arms.
  - **Overstuffed chairs,** old and exquisite.
  - **10 doors** leading to officer's quarters.
- FORE:** Door to main deck **A4**.  
**AFT:** Two doors to dinning hall **C12**.  
**DOWN:** Iron hatch (LOCKED) to cells on upper deck **D2**.  
**DOWN:** Stairs to upper deck **D2**.

### 2 Pelagic Vampyres<sup>100</sup>

*Conceited and opulent. Discussing Old World politics and sipping salty blood.*

**HP 25 Morale 9 Vampyric Vigor -d6**

- **Bite** d10, and it regains half that much HP
- **Claw or Cutlass** d6 (2 attacks)

**Vampyric Resistance** Immune to non-magical damage except from weapons and ammo coated with ascorbic acid.

**Transform** They can temporarily shift their features more or less fish-like. Purely cosmetic.

C2 - 11

## Officer's Quarters

*Briny air, various amounts of dust. Each room has its own unique decor and character.*

- **IN EACH CABIN:** Mahogany **door** (3-IN-6 chance of being LOCKED), **porthole** (latched shut), **personal effects**.

### In the Rooms

Add **random items** from the **Encounter Deck**<sup>117</sup> as needed (clubs ♣ and diamonds ♦). NPCs come and go from these rooms depending on the time of day.

- |     |  |
|-----|--|
| C2  | Bed, chest   |
| C3  | Bed, chest   |
| C4  | Bed, chest   |
| C5  | Coffin, chest  |
| C6  | Coffin, chest  |
| C7  | Bed, chest   |
| C8  | Bed, chest, chained up, blood-drained <b>prisoner</b> ♥ (too weak to walk) |
| C9  | Bed, chest (sheet music to Bach's <i>Toccata and Fugue in D minor</i> )    |
| C10 | Coffin, chest  |
| C11 | Coffin, chest  |

C12

## Dining Hall

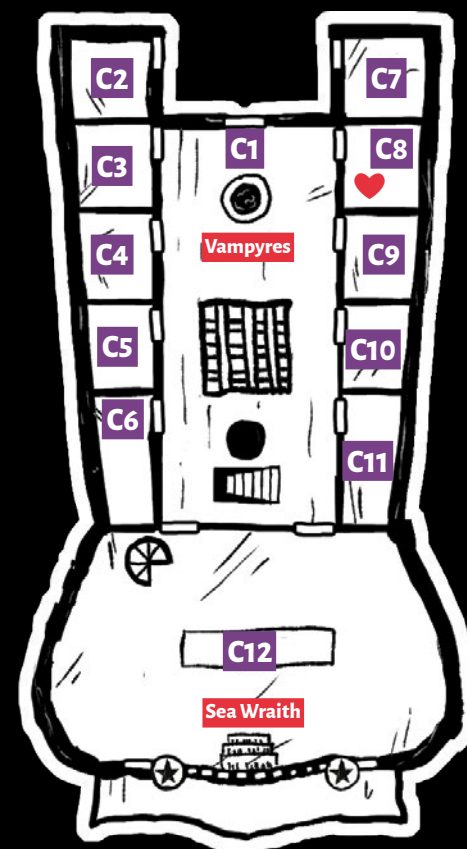
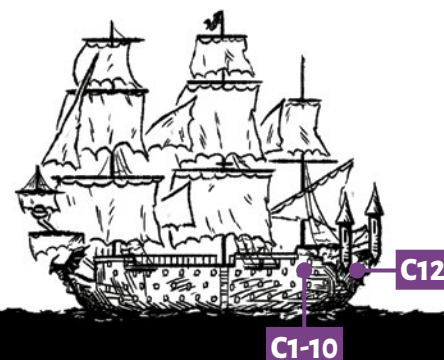
*A large, smoky window in the center of the room diffuses what outside light is not blocked by velvet drapes. The smell of fine cuisine and rich wine makes mouths water.*

- **25'-long banquet table** with three candelabras and 18 chairs.
  - **Pipe organ** build into the aft wall.
  - **Wine racks** filled with 2d20 bottles.
  - **Cushioned benches**, upholstered in purple velvet, line the walls.
  - **Elaborate glass windows**, smoky and worn with age.
- FORE:** Doors to quarterdeck chamber **C1**.  
**AFT:** Two doors to **balcony**.  
**UP:** Spiral staircase to captain's cabin **B5**.

► **PLAY "TOCCATA AND FUGUE IN D MINOR" ON THE ORGAN:** A secret compartment opens. **Inside:** A vial labeled "Florida - Fountain of Youth?". **Drink it:** Gain 10 temp HP (1 use).

► **PLAY ANYTHING ELSE ON THE ORGAN:** A **Sea Wraith**<sup>PB101</sup> of the ship's former naval captain—killed by **Edward Crow**<sup>97</sup>—appears. He knows Albrecht's history; roll for his **reaction**<sup>PB31</sup>.

► **BALCONY:** Two 15'-tall carved and painted **statues of grim reapers** seem to guard the stern. The handrail is made of human skulls and leg bones.





D1

# Galley

Eerie green glow. Putrid cooking smells. Three voices cackle over the sounds of a roaring boil.

- **Witches' kitchen:** Stove, pots, pans, meat, strange jars, sundries.
  - **Black cauldron** filled with a green viscous soup, animal carcasses, human limbs, and large bones.
  - Abnormal amount of **sea salt** (9 sacks).
  - **Alchemical ingredients & potions**<sup>PB70</sup>.
- AFT:** Two doors to D2.

3 Grotto Sisters

Claree (enchanting, serious, dangerous), Vânt (hideous, stoic, talented), and Luna (playful, deranged, masochistic). They are part Nereid, part sea hag. Blue skin, webbed hands, seaweed hair. Clothes made from seagrass, nets, and shells.

- HP 13 Morale 10 No Armor**  
Performs a random action each round (d6):
- 1-4. **Kitchen Knife, Claws, or Bite:** d4
  5. **Sea Siphon Spell:** All enemies test TOUGHNESS DR10 or take d4 DMG.
  6. **Wall of Water Spell:** One creature tests STRENGTH DR14 or takes d8 DMG and is pushed 20'.

What do the Grotto Sisters want?:

- For people to taste their salty, salty soup.
- A willingly sacrificed limb for their stew: they will trade **the ritual** <sup>110</sup> (even if the card reading didn't place it here).
- To raise the blood sodium level of future victims for the vampyres.
- To make and/or sell potions for the PCs purely for the entertainment factor.
- To cook anyone they find annoying.
- Better employment opportunities.

D2

# Upper Deck

Stale, stuffy, and still.

- **Four iron cells**, each with a bed, a bucket, and a cannula (or needle) attached to a long tube that extends up through the grating above.
- **Capstan** connected to the capstan above and to the anchor cables below.
- **Tables** covered in a thick layer of dust.
- **Hammocks** tied from support beams for crew, most unused in years.
- Various **cargo** in **crates** and **barrels**. Reveal 3 extra clubs ♣ from the **Encounter Deck**<sup>117</sup>.

**FORE:** Two doors to galley D1.  
**AFT:** Bronze door to coffin chamber D3.  
**UP:** Stairs fore & midship to main deck A4.  
**UP:** Stairs aft to quarterdeck chamber C1.  
**DOWN:** Stairs fore, mid, and aft to lower deck E.  
**OPEN CARGO PORT:** Drops 10' to the Ravenwood E2. Four ropes extend from the open port up into the rigging.

"Volunteers" in the Cells (d4)

1. 1 **prisoner** ♥ who has been coerced into "volunteering" their blood.
2. **Sister Juliana.** A nun in her 20s who hopes the vampyres will turn her.
3. **Dr. Moldvay.** Old academic. Resolute that "sacrificing my blood is worth the price to study these strange creatures".
4. **Ikan.** Strong, young warrior of Mesoan ancestry with an old facial scar. He knows no European languages, but signs that he is "proud to donate life force to the sea angels".

D3

# Coffin Chamber

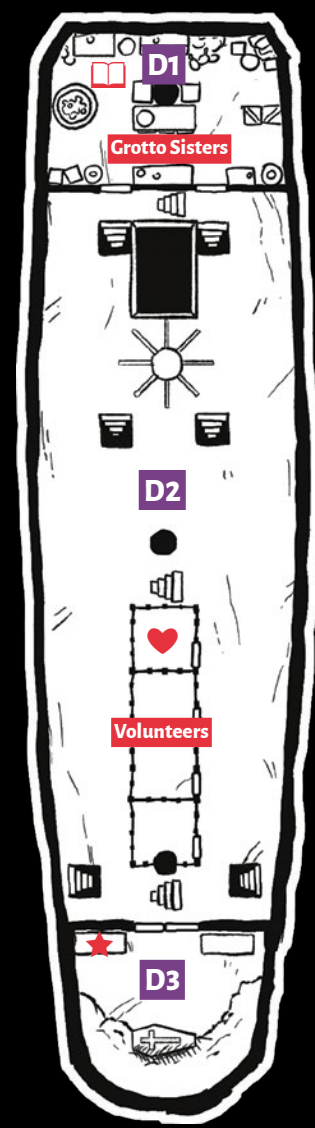
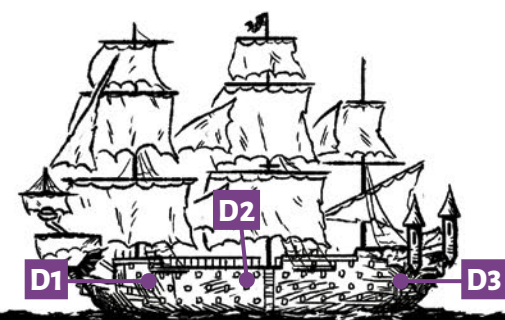
A massive, patinaed bronze door spreads the width of the hull, blocking the way.

- **Door:** LOCKED (Albrecht has the only key). Covered with bas-relief depictions of **Albrecht's** origin story<sup>97</sup>.
  - **Two corpses**, chained to the walls, drained of blood.
  - Elaborately-decorated, rune-encrusted **coffin** surrounded by:
  - Three tons of **soil and mud**.
  - **Two cabinets** covered with hundreds of **burning candles**.
- AFT:** Bronze door to D2.

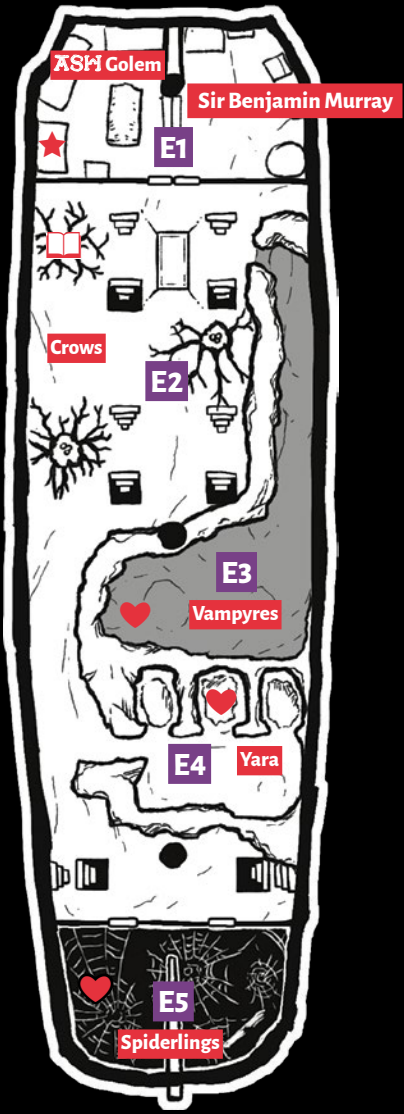
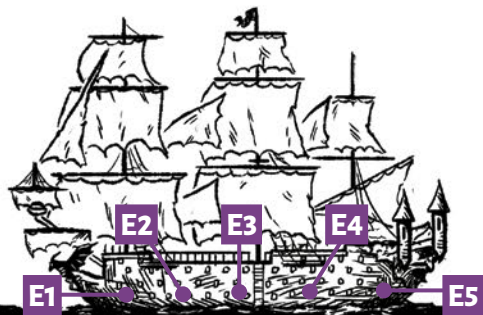
► **INSPECT THE COFFIN:** Engraved with ancient runic inscriptions, lunar symbology, and strange runes. Water dripping from one corner.

► **OPEN THE COFFIN:** The skeleton of Elizabeth Parker, wrapped in a shroud, floats in muddy salt water.

► **INSIDE THE CABINETS:** Two random items: flip over two extra cards from the **Encounter Deck**<sup>117</sup>, reshuffle and redraw any spades ♠. This is a possible location of the **artifact** ★<sup>109</sup>.







E1

## Laboratory

*Light from strange, glowing liquids. Ghoulish smells.*

- **Workshop** where **Albrecht** and **Sir Benjamin Murray**, Albrecht's necromancy assistant, conduct experiments and practice necromancy.
  - An **observation table** with a tarp-covered subject (**ASPI Golem**).
  - **Table** cluttered with strange **potions** & possible location of **the artifact** ★<sup>109</sup>.
  - **Bookshelves** filled with old books.
- AFT:** Double doors to Ravenwood **E2**.

- ▶ **Take a potion:** Roll a random potion <sup>PB70</sup>.
- ▶ **Search the bookshelves:** Books on medicine, natural philosophy, arcana, witchcraft, and necromancy. One contains research on *The Scroll of a Thousand Skulls*<sup>103</sup>.

### ♠ Sir Benjamin Murray

A scholarly Englishman obsessed with the paranormal. He has been studying necromancy with Albrecht, but is secretly jealous of his skill and might be convinced to help disrupt the resurrection spell or locate **the ritual** □<sup>110</sup>.

**HP 12 Morale 5 Leather Apron -d2**  
▶ **Wicked Knife** d4

### ♠ ASPI Golem

The latest lab experiment gone awry. Chained and covered with a tarp. Very angry when awake.

**HP 1\* Morale - No Armor**  
▶ **Claws** d10

**\*Death-proof** Can only be killed by fire.  
**ASPI-filled** Everyone in the room rolls on the **ASPI** table <sup>PB10</sup> if it is destroyed.  
**Chained** Can only move 10' from the table.

E2

## Ravenwood

*Freshly fallen leaves. Crows cawing. Perpetually autumn.*

- **Small forest** of oak trees growing from transported dirt.
- **Metal table hanging from ropes** which extend up through a cargo port. A **windlass** can raise it up to the rigging for experiments or the **resurrection**<sup>103</sup>.
- **In the trees:** d4 crow eggs and possibly **the ritual** □<sup>110</sup> (in an old tome).

**UP:** Stairs and cargo port to **D2**.

**DOWN:** Stairs to hold (**F2** and **F3**).

**CAVE:** Pooled water to sea cave **E3**.

**FORE:** Double doors to laboratory **E1**.

**AFT:** Passage to the den **E4**.

♠ 2d6 Crows<sup>121</sup> (the same ones from A7)

E3

## Sea Cave

**FLOODED** in 3' of hot mineral water

*Thick, hot mist. Sound of water.*

Steamy tavern in a reconstructed cave where vampyres relax and court high-society blood thralls.

- **Barkeeper Vlad**, quiet, obedient.
- **2d6 high society humans** and **1 prisoner** ♥. Bathing, chatting, drinking. They long to become thralls.

**CAVE MOUTH:** To Ravenwood **E2**.

♠ d4 Pelagic Vampyres<sup>100</sup>

E4

## The Den

*The scent of fear and passion.*

- **Wolf den** made from sailcloth, bones, and animal fur.
  - **3 cave alcoves** used by the vampyres for feeding and romance. Each filled with hay, bones, and dried blood.
  - **1 prisoner** ♥, sick but nursed by **Yara**.
- PORT:** Hall to rest of lower gun deck **E**.

### ♠ Yara, The Undead Wolf Mother

Dire wolf resurrected from a Viking burial mound by Albrecht and Elizabeth Parker. Green eyes. She hates it here and dislikes intruders.

**HP 22 Morale 8 No Armor**

▶ **Bite** d8 or **Claw** d8

E5

## Spider Nest

*Gossamer webs blanket every surface. Rotting smell.*

- **Ship's rudder**.
  - **Spider webs** covering every surface.
  - **d4 bodies** wrapped in webs. One is a **prisoner** ♥ covered with spider bites.
- FORE:** Doors to rest of lower gun deck **E** and stairs (up to **D2**, down to **F4**).

### ♠ 2d12 Spiderlings

Hungry, fist-sized offspring of **MINA**<sup>118</sup>.

**HP 1 Morale 6 No Armor** ▶ **Bite** d4



F1

# Brig

FLOODED in 3' of salt water

*Bilge, sewage, and rot pollute the air. Whimpers and pleas from captives haunt the ears of all.*

- **14 jail cells** with **2d4 x 10 prisoners**, some of which are dead or dying. 3 are **prisoners** ♥.

**AFT:** Open to forehold **F2**.

## d12 Interesting Prisoners

1. **Marie**. Stunning, average thief, wants to be a vampire, and a planted spy.
2. **Tatiana**. Wretched scholar, Deep One ally, salt tattoos, shell necklace.
3. **Mr. Abbot**. Unlucky fisherman, matted hair, superstitious, comic relief.
4. **Isadora**. Recently retired courtesan.
5. **Vizcondesa Juliánna**. Widow of a conquistador, elegant but heartbroken.
6. **Admiral Blood**. Living legend, severed arm, gentleman, wants revenge.
7. **Aminowanna**. Tall, loud quartermaster.
8. **Yatzil**. Mesoan daughter of a fisherman, fast, loud, hungry.
9. **Jack Sayers**. Gifted woodworker, good in a fight, big and slow.
10. **Tlaloc**. Mesoan war priest, hates vampires, knows citrus hurts them.
11. **Francis**. Early-stage hybrid determined to escape, fishy eyes, shady.
12. **Vicente**. Heartbroken musician, very old.

F2

# Forehold

FLOODED in 3' of salt water

*Blood-stained bilgewater and mountains of bones. Sounds of creaking wood, distant cries.*

- **A sea of bones** from countless skeletons.
- Possible location of **the artifact** ★<sup>109</sup>.

**FORE:** Iron bars of the brig **F1**.

**AFT:** Doors to midship hold **F3**.

**UP:** Stairs to Ravenwood **E2**.

## ☠ Marrow Ghoul

A bone-eating monstrosity resting atop a mound of skeletons, loudly feasting on bones.

HP 40 Morale— No Armor

► **Bone Claw Slash** d12

**Huge and Slow** DR8 to attack and defend.

F3

# Midship Hold

FLOODED in 3' of water

*Smell of waterlogged wood.*

- **Cargo:** Hundreds of **crates and barrels**. Reveal 3 clubs ♣ and 1 diamond ♦ from the **Encounter Deck**<sup>117</sup>.

**FORE:** Doors to forehold **F2**.

**AFT:** Doors to cemetery **F4**.

**UP:** Stairs to Ravenwood **E2**.

F4

# Cemetery

FLOODED in 3' of salt water

*Smell of earth and rot fills the air.*

- **6 crypts**.
- **10 tons of earth** from distant lands rises from the muddy water.
- **8 graves and tombstones**.

**FORE:** Doors to midship hold **F3**.

**UP:** Stairs to lower gun deck near **E4/E5**.

## In the Crypts

**A** LOCKED. A large **metal vat** filled with salt water. **Albrecht's** resting place.

**B** A **prisoner** ♥<sup>107</sup>, near death.

**C** LOCKED. The new tomb of **Edward Crow**<sup>97</sup>, now a **Necro Mishap**. Possible location of **the ritual** □<sup>110</sup>.

**D** Deep One skeleton, long dead.

**E** Corpse, rotting.

**F** A pile of bone dust (1 **ASPI** dose).

## In the Graves d8

1-3 **Necro Mishap**, slumbering.

4-6 Human skeleton, long dead.

7 **d20 x 100s** inside treasure chests.

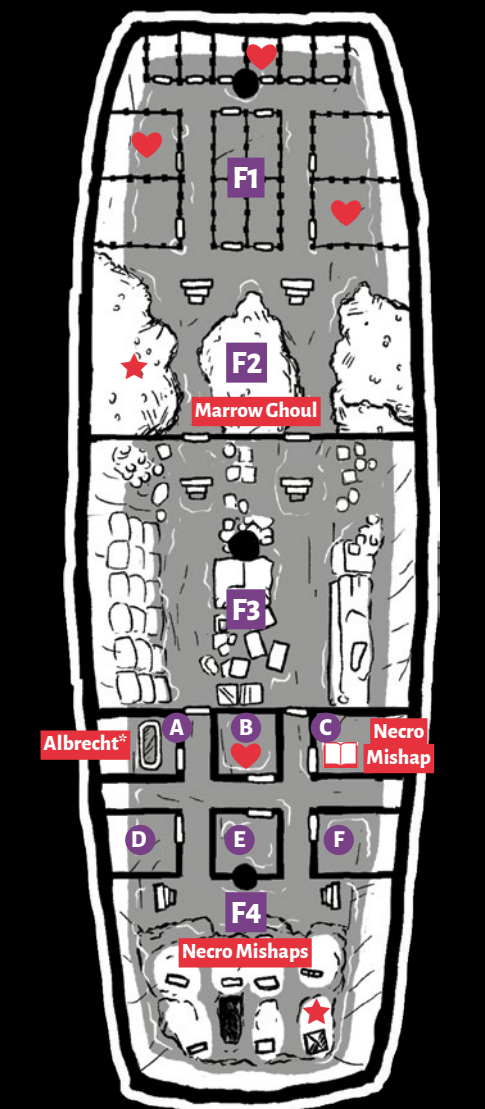
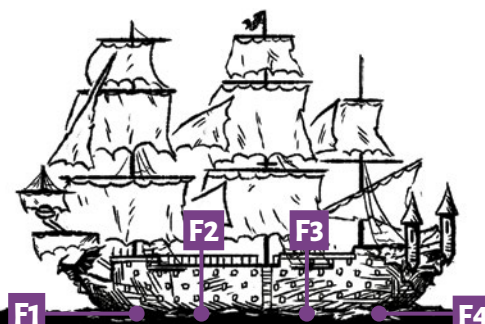
8 "Joseph the Martyr". Possible location of **the artifact** ★<sup>109</sup>.

## ☠ Necro Mishap

Mindless zombies created by Albrecht's failed necromancy experiments.

HP 5 Morale— No Armor

► **Claws** d4+1 or **Bite** d6







## G Charolles Cove

*Fishing port heavily burdened by pelagic vampyres.*

**Population:** ☠☠☠☠☠

**Defenses:** ☠☠☠☠☠ (destroyed fort)

**Wealth:** ☠☠☠☠☠

**Ships in Port:** 2d6. Fishing vessels, dinghies, rowboats. Every few weeks *The Maelstrom* moors in the bay and the crew comes ashore, causing the whole town to panic.

**Inhabitants:** Mix of European settlers that long for a peaceful life. Fisherman, sailors, farmers.

### ARRIVAL PROTOCOL

The harbormaster deserted weeks ago: no fee, paperwork, or enforced procedure.

### MOOD & AMBIANCE

Somber, depressed, fearful.

### LAWS & CUSTOMS

One magistrate **G7** and a local militia, both useless at the moment.

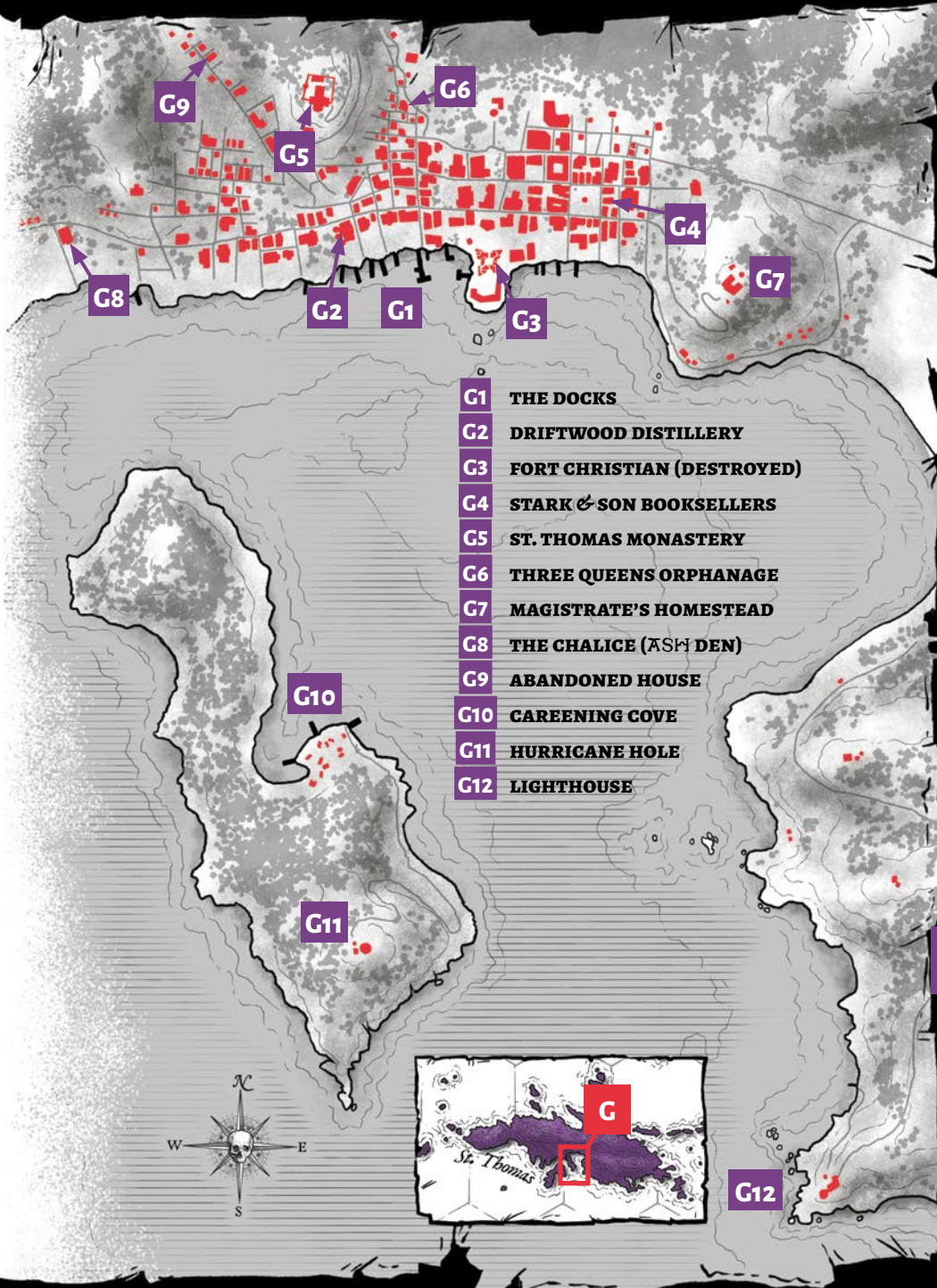
### COMMERCE

► **Sells:** Fish, rum (though distillery is down).

► **Buys:** Everything else, but they are poor.

### RUMORS d8

1. I heard that a cursed ship docks somewhere north of Tortola... God knows why!
2. The jungles of St. John are filled with all manner of outcasts and vagabonds. There's even a legend of a man-eating ape.
3. Strange man-sized fish that walk on two hind legs swim near Norman Island.
4. The reefs and shoals near Virgin Gorda are treacherous. Be careful, I've seen more than one large wreck in that area.
5. They're used to be a town on the eastern part of this island called Red Hook, but much of it sank into the swamp, including the abbey.
6. Best eat your fruit! The monsters hunt sailors that don't eat their fruit!
7. There's blood cultists squatting over at Careening Cove. Don't trust them.
8. When *The Maelstrom* is in port, HIDE!



- G1 THE DOCKS
- G2 DRIFTWOOD DISTILLERY
- G3 FORT CHRISTIAN (DESTROYED)
- G4 STARK & SON BOOKSELLERS
- G5 ST. THOMAS MONASTERY
- G6 THREE QUEENS ORPHANAGE
- G7 MAGISTRATE'S HOMESTEAD
- G8 THE CHALICE (ASH DEN)
- G9 ABANDONED HOUSE
- G10 CAREENING COVE
- G11 HURRICANE HOLE
- G12 LIGHTHOUSE



**G1 THE DOCKS**

- ▶ **Day:** Slow, hot, and crowded with gulls.
- ▶ **Night:** Drunken sailors play games of *Three-Eyed Parrot*<sup>89</sup> at pop-up taverns. Ships' musicians occasionally liven up the otherwise gloomy atmosphere.
- ▶ **Ships:** Merchant and fishing vessels.
- ▶ **Missing:** At night, **Zadok**♥<sup>107</sup> usually rambles off rum-fueled ghost stories, but no one has seen him in at least a week. His dog, **Rudder**, is sad and hungry.
- ▶ **Fisherman:** **Keshawn**, 44, West African, is frantically looking for his daughter **Baako**♥<sup>107</sup> who captains her own boat. She didn't come home last night.
- ▶ **Offers:** He will give any who help find his daughter a giant pearl (300s).

**G2 DRIFTWOOD DISTILLERY**

- ▶ **Outside:** Benches; steep, shingled roof; large metal tanks attached to rear.
- ▶ **Inside:** Exposed wood beams and candlelight. The mood is somber.
- ▶ **Barkeep:** **Miriam**, 20s, British, depressed, malnourished, irritable but prompt.
- ▶ **Sells:** Bland rum, watered down grog. The distillery hasn't produced in months due to missing workers. They do have a surplus of fresh lemons and limes.
- ▶ **Distiller:** **Christoph**, 50s, German, short gray hair. Once a master of his craft, currently in a drunken stupor.
- ▶ **Abuzz:** **Captain Anne Blackwood**♥<sup>107</sup> went missing from her ship's cabin yesterday. Everyone fears it was vampires.
- ▶ **Patron:** **O'Malley**<sup>108</sup> is in the corner, telling tales about their time crewing aboard *The Maelstrom* before **Albrecht** inherited it.

**G3 FORT CHRISTIAN (DESTROYED)**

Four-point bastion fort, recently destroyed by *The Maelstrom*. Only rubble remains.

**G4 STARK & SON BOOKSELLERS**

- ▶ **Outside:** Dirty windows, three stories.
- ▶ **Inside:** Crowded with books, leaky roof.
- ▶ **Booksellers:** **Isaac**, 60, his son **John**, 32.
- ▶ **Sells:** Fine books, maps, pamphlets.
- ▶ **Concern:** Their best customer, **McCoy**♥<sup>107</sup>, hasn't been seen in weeks.

**G5 ST. THOMAS MONASTERY**

- ▶ **Outside:** Weathered Gothic church.
- ▶ **Inside:** Candlelight, soft footsteps, simple windows, minimal decor. Statue of a saint.
- ▶ **Monks:** Only a half dozen remain, and they are holding a vigil for **Brother Murgis**♥<sup>107</sup>, who disappeared recently.
- ▶ **Offers:** "The Lord's blessings to any who can rid the world of the evil curse of the vampires."
- ▶ **Patron:** **Father Haydock**<sup>108</sup> is staying here. He tracked the remaining members of a Salem coven here, then learned about the vampires and reset his scopes to hunt them instead. He's converted one of the rooms into a vampire hunter training room (cloth dummies, stakes, holy water, garlic).

**G6 THREE QUEENS ORPHANAGE**

- ▶ **Outside:** 2-story stucco with a palm frond roof. On the side of the building, a broken swing hangs from a large oak.
- ▶ **Inside:** Bright colors, natural light, but worn out furniture and dirty.
- ▶ **Headmistress:** **Isabel Goya**♥<sup>107</sup>, who is missing as of a week ago. The children and the other caretaker are scared.
- ▶ **Caretaker:** **Grace Doherty**, 27, short, rosy cheeks, overwhelmed, rightfully paranoid.
- ▶ **Orphans:** Age 3 to 14. **Pock**, **Sandy**, **Maya**, **Timmy**, **Little Rupert**, **Emma**, **Theodora**, **Hans**, **Sparrow**, **Misha**.
- ▶ **One saw:** "Miss Goya talking to a fishy-looking man by the docks the other day."

**G7 MAGISTRATE'S HOMESTEAD**

- ▶ **Outside:** Atop a large hill, Georgian, two stories, wraparound porch & balcony, peeling paint.
- ▶ **Inside:** Dim, dusty, unkempt.
- ▶ **Magistrate:** **Henry Reed**, late 40s, newly overweight, gray hair, despondent over his missing wife.
- ▶ **Offers:** The town's coffers (~20,000s) to defeat **Albrecht**, plus another 5,000s of his own money for the return of his wife.
- ▶ **Children:** **Edmund**, **Geoffrey**, **Claret**. Quite mature, but are worried about mom.
- ▶ **Wife & mother:** **Catherine Reed**♥<sup>107</sup>. Missing two weeks. She often spent time in the music room, which is now dusty.

**G8 THE CHALICE (ASH DEN)**

- ▶ **Outside:** Converted warehouse on the edge of town next to a burial ground. Sign of a skull-shaped chalice with green glass eyes swings above the door.
- ▶ **Inside:** Thick, blue-green smoke fills the air. Piles of passed-out lowlifes sprawl over cots, beds, and the floor.
- ▶ **Owner:** **Mr. Carlisle**, 40, strong, thick mustache, business-minded with a soft spot for orphans and castaways.
- ▶ **Sells:** **ASH**, though they are almost out and the supply they have is expensive (3x market price or more) and often cut with sugar, talc, or flour. Limited selection of flat beer, sherry, stale biscuits, and salted meat.
- ▶ **Thinks** that pirates are lawless idiots, and that most of them won't notice the **ASH** is cut.
- ▶ **Offers:** A free round of (pure, uncut) **ASH** to anyone that finds his helper **Little Man**♥<sup>107</sup>, a street urchin he pays for odd jobs. He went missing six days ago.

**G9 ABANDONED HOUSE**

- ▶ **Outside:** Dilapidated, boarded up.
- ▶ **Inside:** Detritus, rats, standing water.
- ▶ **Coven:** Four witches (**Esther**, **Ann**, **Sarah**, **Martha**), the remnant of a coven from Salem, hide out in the basement. They only leave at night, fearing the witch hunter **Haydock**<sup>108</sup>.
- ▶ **Missing:** **Sister Mariette Hobbs**♥<sup>107</sup>, a falsely accused nun under their protection. They (wrongly) suspect **Haydock**.
- ▶ **Offers:** They will teach one PC *Spiritual Ward*<sup>PB65</sup> if they offer to find **Hobbs** or get **Haydock** off their case.

**G10 CAREENING COVE**

- ▶ **Camp:** Sailcloth tents, crates. Effigies made from seashells, sargasso, and driftwood.
- ▶ **Fanatics:** Would-be thralls camp here and spread vampire propaganda.
- ▶ **Loudest fanatic:** **Ezekiel**, 50s, lanky, tattoos, bald, long beard. Always claiming he is "next", but they never end up taking him.
- ▶ **Says:** "The blood lords mean us well! Let the chosen ascend and receive eternal life!"
- ▶ **Knows:** That vampires love salt and hate citrus, but not why.
- ▶ **When *The Maelstrom* is in port:** **Von Buren**<sup>101</sup> and d6 **cultists**<sup>117</sup> take a boat ashore and shuttle new volunteers—who are required to surrender all of their possessions—over to *The Maelstrom*.

**G11 HURRICANE HOLE**

Peninsula with a gun battery, but pirates stole the cannons years ago.

**G12 LIGHTHOUSE**

The lighthouse worked until last week, but has been dark since.

**Keeper:** **Wincot Anglerton**♥<sup>107</sup>. A logbook on his desk mentions several sighting of *The Maelstrom*. The last entry is a week old.





## H Ruins of Whilby Abbey

*Church ruins and graveyard sunken into a swamp.*

### H1 CLEARING

A foggy swamp sprawls over the land where no swamp should exist. A dozen or so **coffins** have washed up on shore.

► **Coffins:** Usable as canoes (with bone oars).

### H2 LAGOON OF THE DEAD

Countless coffins and corpses drift by in this now-flooded graveyard. Blue **orbs** float over the boggy water. They move with purpose.

#### ☠ d8 Will-o'-the-Wisps

Necrotic lights that bubble up from the bog. Each has its own motivation, like leading you to a corpse, a murder trap, a distraction, or entertainment.

HP 6 Morale 11 No Armor

► **Grave-shock** d4, ignores armor

### H3 GRAVES

**Tombstones** jut out of the mud. Coffins and skeletons see their first daylight in decades.

► **Tombstones:** English and Dutch names.

### H4 CONQUISTADOR CAMPSITE

A deserted campsite rests on the bank. Dried blood, but no bodies. A **journal** sticks out of the mud. Something **rustles** in the tall grass.

► **Journal:** Details **Diego Coronado's** ♥<sup>107</sup> troops searching for **the artifact** ★<sup>109</sup>, and ends with "something stalks us in the night." Possibly location of **the ritual** □<sup>110</sup>.

► **Rustling:** **Julia**, hiding.

#### ☠ Julia

A tough but scared conquistador that ran from vampires and hid in a coffin. "It's HU-lia!"

HP 8 Morale 9 Studded Leather -d4

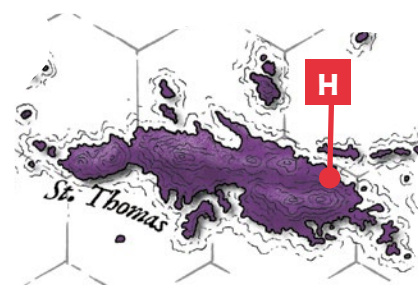
► **Rapier** d8 or **Headbutt** d4

### H5 MAUSOLEUM

Dozens of **coffins**. One reads "Father Blyth". Cat-sized **toads** perch on every surface.

► **Blyth's coffin:** A skeleton, its arms braced as if holding a now-missing object (see **H6**).

► **Toads:** Harmless, but ugly and ominous.



### H6 WHITBY ABBEY

Ruins of an abbey rise from the swamp like a titan's stone teeth. Inside, a **shiny object** rests on the altar. A **robed figure** with a tall hat is hunched over, waist deep in the water.

► **Shiny object:** If **the artifact** ★<sup>109</sup> is here, it is on the altar (taken from **H5** by the Ghoul Priest). Otherwise there is a gold statue of the Virgin Mary (**200s**).

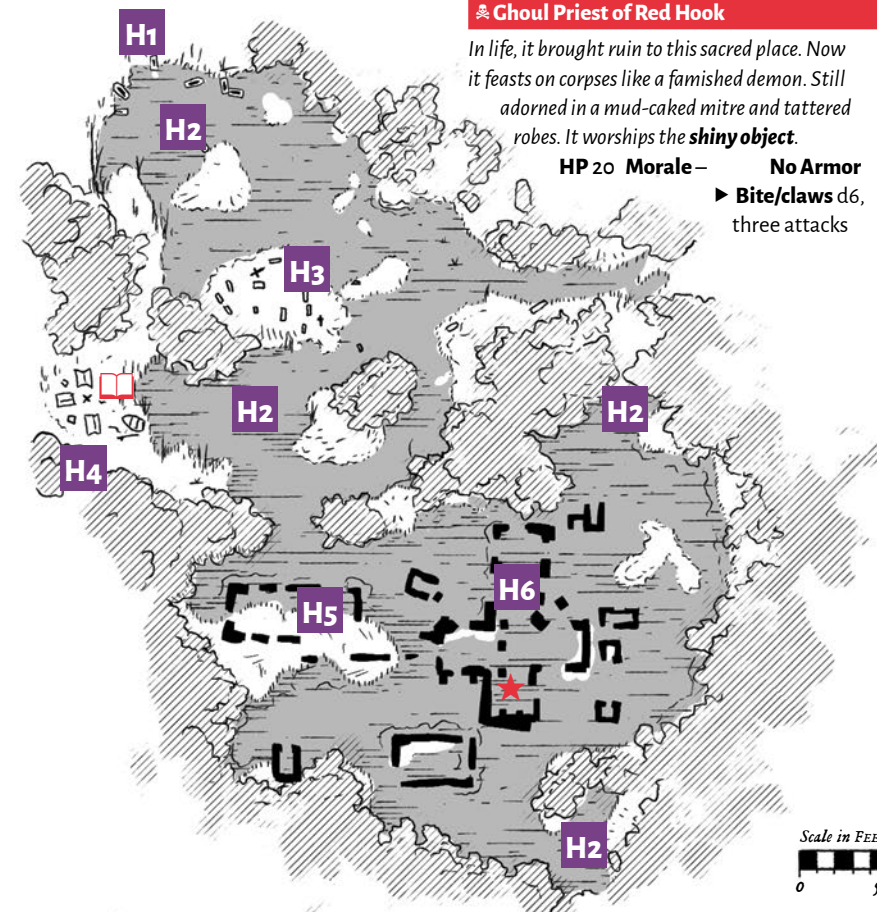
► **Robed figure:** The **Ghoul Priest of Red Hook**, eating a corpse or worshipping.

#### ☠ Ghoul Priest of Red Hook

In life, it brought ruin to this sacred place. Now it feasts on corpses like a famished demon. Still adorned in a mud-caked mitre and tattered robes. It worships the **shiny object**.

HP 20 Morale— No Armor

► **Bite/claws** d6, three attacks







## I Sanctum of the Feathered Tree

*Ancient shrine and statue. Home of an orangutan sorcerer.*

Located deep in the mountainous jungles of St. John. Sporadic stone monuments lead the way to its entrance.

### I1 ENTRANCE

A vine-shrouded cave extends into the earth. It is flanked by two 10' **statues**.

► **Statues:** Masked warriors worn by the elements, at least 300 years old.

### I2 CAVE


A twisting passage extends deeper into the mountain side. Thick mud seems undisturbed. Vine and creepers cover the walls, and long **centipedes** scurry from crack to crack. Sunlight can be detected deeper in.


► **Centipedes:** Harmless, but poisonous if eaten. **Ou-Ka-Bong** knows a way to prepare them that is safe to eat and delicious (to him, at least).

### I3 SANCTUM

60'-square chamber, the **ceiling** 80' above. Broken **pottery**, lichen, stones, and ferns coat the ground. An exalted **statue** of a skeleton rests on a stone altar; an enormous tree with **colorful feathers** in place of leaves grows from its torso.

► **Ceiling:** Opens to daylight, which illuminates the tree, the statue, and vine-choked walls adorned with carved statues and glyphs.

► **Ledges and platforms** extend all around. On one sits **Ou-Ka-Bong**. If the **ritual** <sup>110</sup> is here, he is holding it (a stone tablet).

► **Statue:** A lavishly decorated emperor or king in a fetal position. If the **artifact** <sup>109</sup> is here, it is in its hand.

► **Pottery:** d10 are worth **30s**, but heavy.

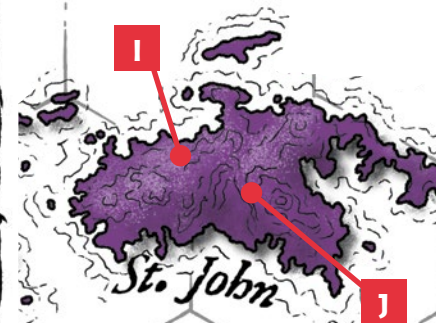
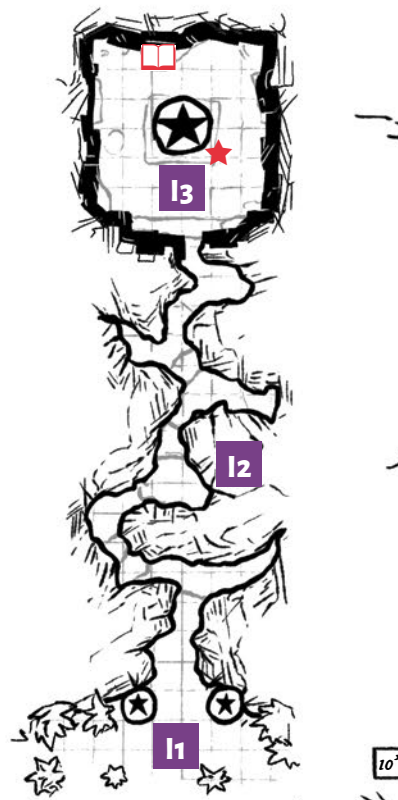
► **Colorful feathers:** Red, orange, green, cyan, and purple. 3d6 of the feathers are pure gold, worth **100s** each.

### ☠ Ou-Ka-Bong, Orangutan Sorcerer

- Matted white hair, arms like tree trunks. He hides his fire-scarred face behind a carved ceremonial mask. He is larger than the king of gorillas, and older than many nations.
- Speaks as if translating through scripture. Wary of all "long legs" like the PCs.
- The ones that stole him to these islands from Vine-Palace now feed the worms. If only he could find their maps, perhaps he could depart...

HP 24 Morale 8 No Armor

► **Vinecraft** d4 targets must test AGILITY DR12 or become entangled and lose d6 HP. STRENGTH DR10 to escape on your turn or lose another d6 HP.



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## Red Angel's Shack

*Treetop dwelling of a cursed assassin.*

► **Nearby:** Simple animal traps and knives stuck into bullseyes carved into trees signal that the abode of a deadly hunter is nearby.

► **Outside:** A rope ladder leads 50' up to a small shack built on a platform around a large tree.

► **Inside:** A wide assortment of weapons, a simple cot, a small water barrel, an animal corpse, and a few essentials.

► **Patron:** **The Red Angel**<sup>108</sup> lives here. She spends her time on target practice and hunting, preparing for her Inquisition mission to kill the vampires. Her skin faintly glows red in the dark.

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## K Brine Hollow

*Deep One village built into sea cliffs.*

- **Occupants:** Deep Ones who have embraced the modern world and are interfacing with humans. Progressive humans that want to learn from a culture most considered a myth.
- **Style:** Deep Ones wear an abundance of human jewelry (50s to 1,000s each). Many wear repurposed human clothing in an entirely new fashion. Humans wear simple cloth garments and seashell jewelry.

### WHAT'S HAPPENING d6

1. Acolytes found strange jars of blood in war priest **Stzzzz'gth's** ♥<sup>107</sup> chamber **K4**. He was acting odd just before his pilgrimage to Charlotte's Cove.
2. Human merchants are docked buying wares and selling jewelry and clothing.
3. Tonight's plunge pool party **K3** will be abuzz with a new fashion trend: wigs.
4. A duet of condor-sized osprey have been attacking fishing parties.
5. The village is being raided by pirates!
6. The Maelstrom is here! Vampyres attacking!

### K1 ROYAL TOMBS

A series of small caves high above the water line. The **wall** is charred black.

► **Wall:** When a royal dies, a great scaffold is built for the burial ceremony, then burned.

► **Inside:** 2d8 coral-covered sarcophagi, partially submerged in a pool. 100s of jewelry in each, and possibly **the ritual** ☐<sup>110</sup> (in one sarcophagus). d100 **fruit bats** live here.

### K2 VILLAGE GREAT HALL

Crowded. Merchants buying and selling wares (most seem useless to humans). Deep Ones and humans mingle and exchange ideas.

► **Patron:** **Anchormeat**<sup>108</sup> is here trying to rally others to help him kill the vampyres.

### K3 WATERFALL

It drops from 200' above into a plunge pool. Deep Ones pretend it is haunted to scare new humans and hide the fact that it's their nightly social gathering spot.

### K4 WAR PRIEST'S CHAMBER

Modestly furnished. 4 **scrolls** rest on a rock.

► **Scrolls:** Sermons. One mentions the priest's theological interest in vampyres.

► **Priest:** **Stzzzz'gth** ♥<sup>107</sup>, recently missing.

### K5 STORES

Dry cave filled with fresh fish, kelp bundles, nets filled with shells, and smuggling crates.

### K6 DOCKS

Carved stone steps lead to three wooden docks.

► **Docked:** Three **canoes**<sup>PB80</sup> and a **piragua**<sup>PB81</sup>.

### K7 TEMPLE

60'-tall conical serene cave. Sequoia-sized columns encircle a 30'-tall coral sculpture.

Three **acolytes** pray or converse, a fourth plays alien music on a **Djoomglok**. Visitors come and go leaving **offerings**.

► **Acolytes:** Upset **Stzzzz'gth** ♥<sup>107</sup> is missing.

► **Djoomglok:** Amalgamation of a lyre, a flute, a sharkskin drum, and blowfish maracas.

► **Offerings:** Votives, possibly **the artifact** ★<sup>109</sup>.

### K8 WATER ENTRANCE

A tranquil chamber. Columns surround a 30' pool (leads underwater to **K10**).

### K9 HUMAN DWELLINGS

Living spaces for the human inhabitants of the village. Most have carved skylights.

### K10 DEEP ONE DWELLINGS

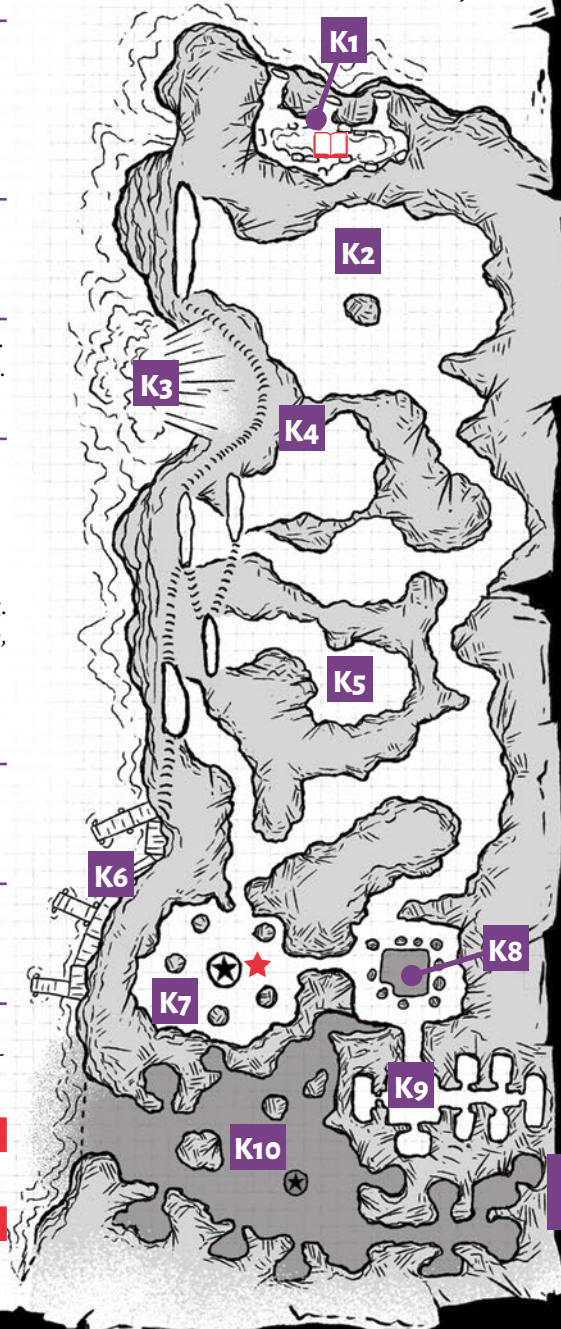
Dozen of caves function as underwater homes. A marble statue of Poseidon (human-made, Greek) adorns the common area.

### Human Ally

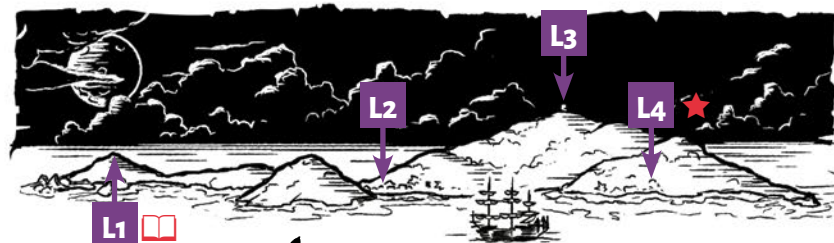
HP 5 Morale 8 No Armor ► Cutlass d6

### Deep Ones<sup>PB100</sup>

Scale in FEET  
0 50







## L Crow Island

*Deserted island hideout and berth of The Maelstrom.*

Named after Albrecht's father, **Edward Crow**<sup>97</sup>. 2d6 x 10 **Skeleton Crew** guard the island. Every few weeks, *The Maelstrom* moors off the coast.

### L1 CROW MONUMENT

A bronze statue of **Edward Crow**<sup>97</sup>.

► **Buried underneath:** 5,000s in treasure and possible location of **the ritual** ☐<sup>110</sup>.

### L2 GHOST TOWN

Several abandoned wood buildings. Used as crew housing when *The Maelstrom* is in port.

### L3 WATCHTOWER

A two-story round stone tower with a large bell. d4 **Skeleton Crew** keep watch.

### L4 OLD SILVER MINE

Repurposed for storage:

**A Supplies:** Salt, salted meat, ale, rum, water, weapons, rope, etc.

**B Prisoners:** d66, most with scurvy.

**C Coffins:** d8, empty, ready for new pelagic vampyres (or for those in port).

**D Plunder:** d20 x 1,000s in treasure, and possible location of **the artifact** ★<sup>109</sup>.

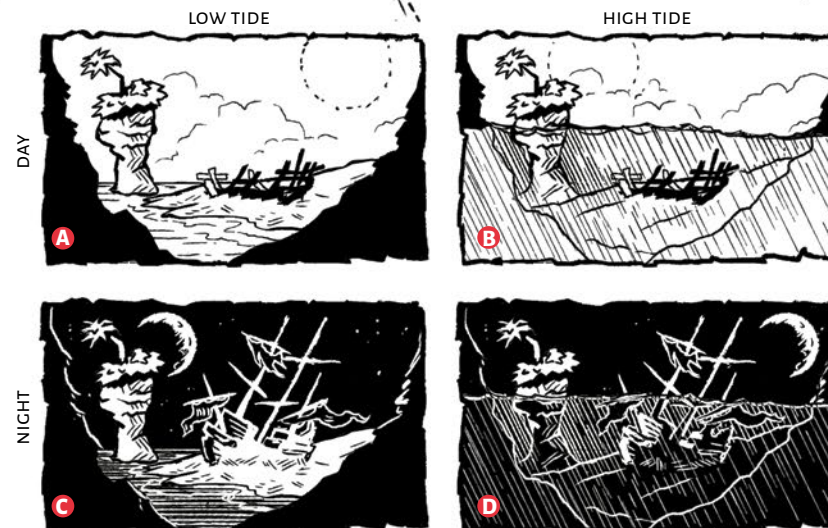


### 2d6 x 10 Skeleton Crew

Wrathful pirates and sailors, reanimated by Albrecht and Sir Benjamin Murray<sup>128</sup>. They're intelligent enough to talk but prefer carnage.

HP 10 Morale 8 No Armor

- **Scimitar** d6 or **Harpoon** d8 or
- **Blunderbuss** d4 (d10 within 10') or
- **Musket** 2d6



## M Wreck of the Defiance

*Remains by day, ghost ship by night. Submerged at high tide.*

Each state (A-D) lasts 6 hours. When the PCs arrive, pick the most logical and cycle.

### DAY HULK SKELETON

The rotting frame of a shipwreck. Through the hull's timbers, stuck between boulders, is a massive **sea chest**.

► **Sea chest:** LOCKED. It would require serious excavation to move, but can be opened with **Captain Raithby's key**. At night, access to the chest is blocked by the ghost ship, but it can be seen through the spectral hull. Inside is 2,500s in gold coins, and possibly **the artifact** ★<sup>109</sup>.

**A Low tide:** The wreck rests on a shoal. d4 **Gorilla Crabs**<sup>PB101</sup> sunbathe here.

**B High tide:** 30' underwater. d6 **merfolk** swim the waters. They are searching for **Dexamene** ♥<sup>107</sup>, who often comes here to meditate.

### NIGHT GHOST SHIP

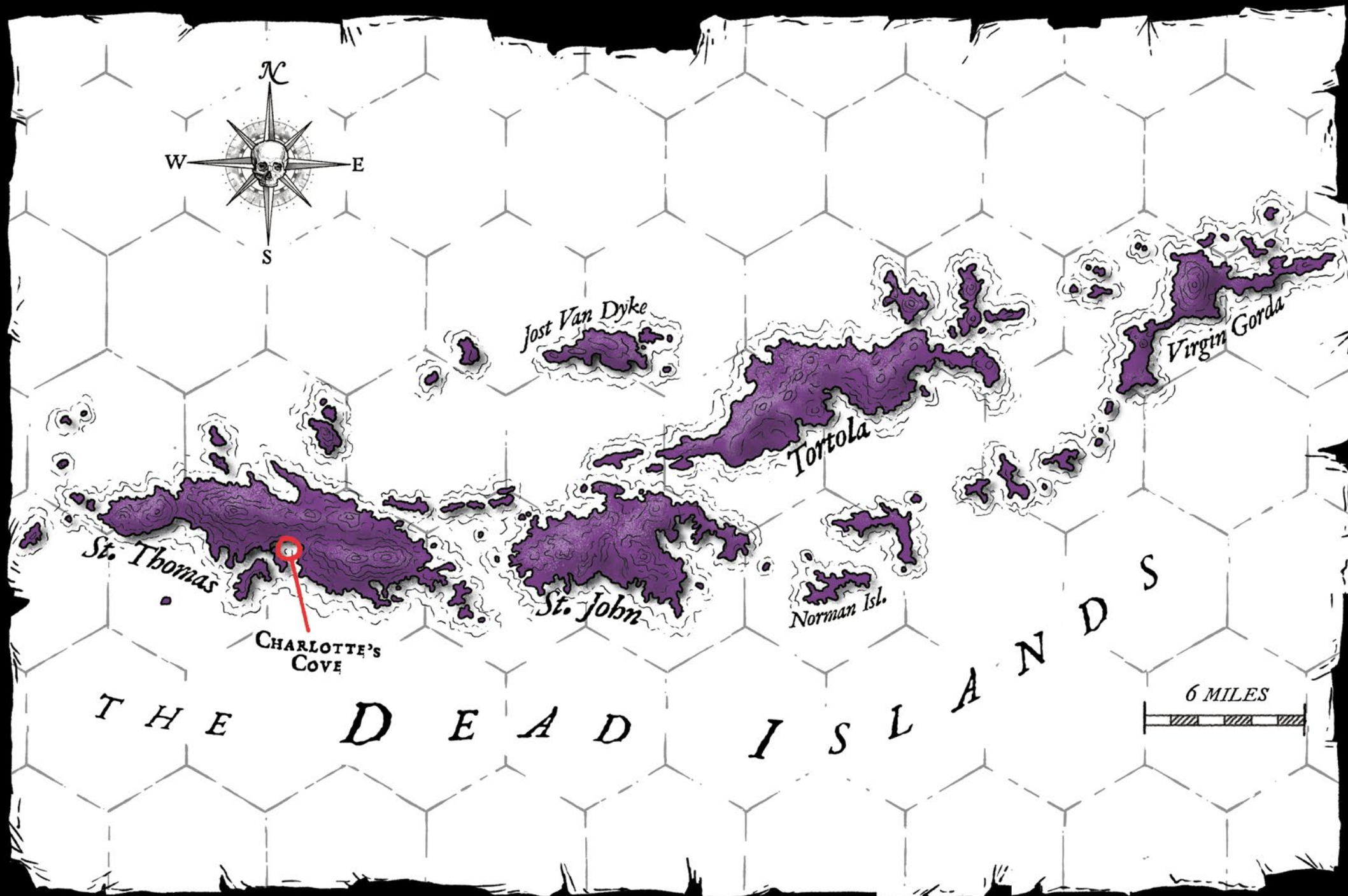
A ghostly galleon shimmers in the dark. A **ghost** in military dress orbits the site.

► **Ghost:** **Captain Raithby** (use **Sea Wraith**<sup>PB101</sup>), who went down with the ship, haunts the wreck at night. He wears the **key** to the chest around his neck. He wants to warn the Admiralty of an imminent Spanish assault (old news).  
► **Captain's cabin:** Inside the captain's desk drawer is a **Map Inked in Ectoplasm**<sup>PB62</sup> and possibly **the ritual** ☐<sup>110</sup>.

**C Low tide:** The ship rests on a shoal.

**D High tide:** The ship shimmers under 30' of water. The masts protrude ~50' above the water's surface. A **Fossil Shark**<sup>PB89</sup> hunts the waters.

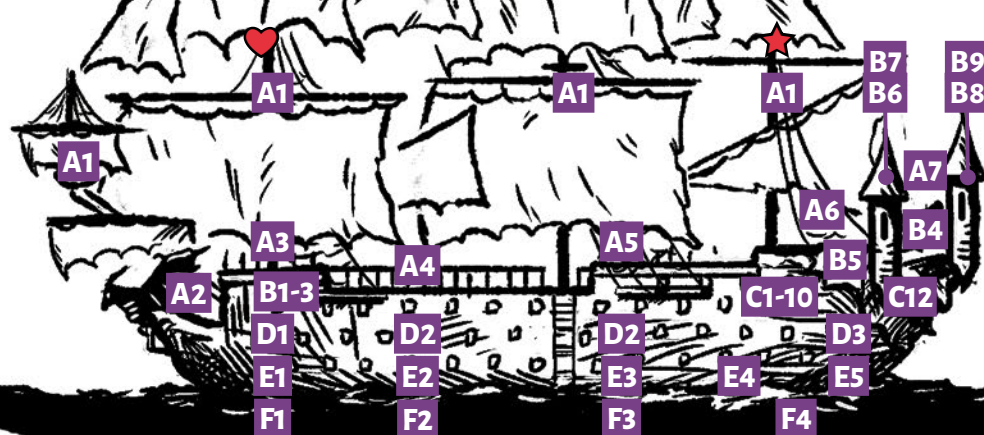






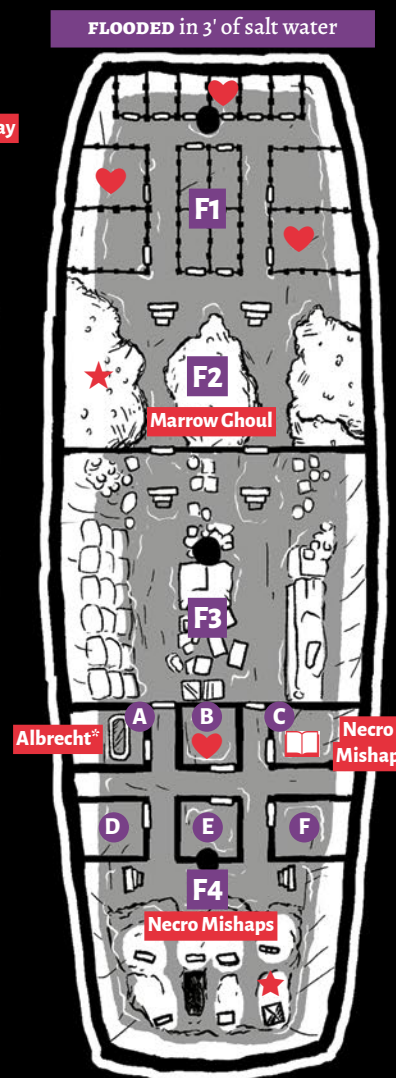
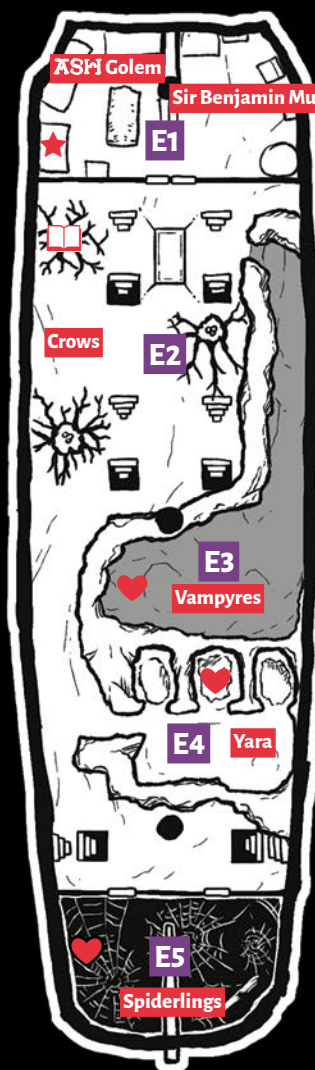
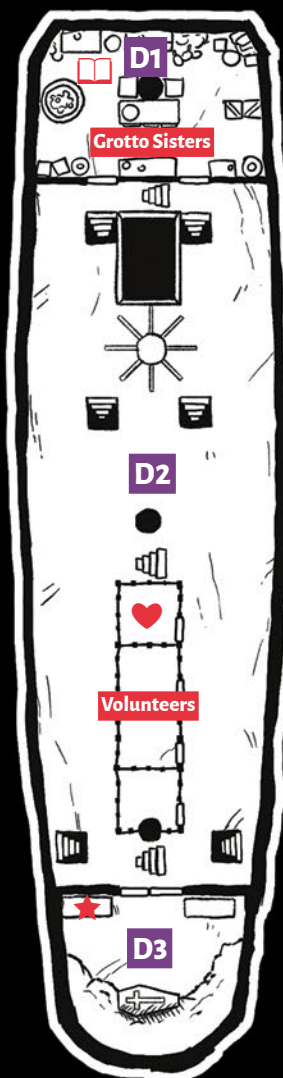
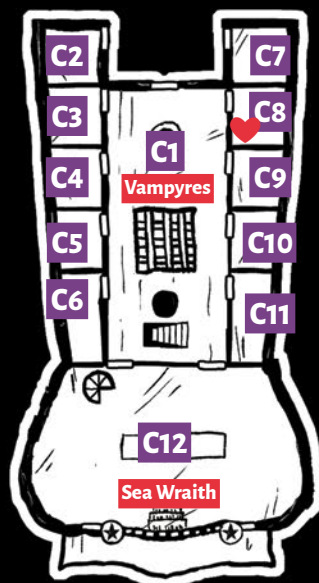
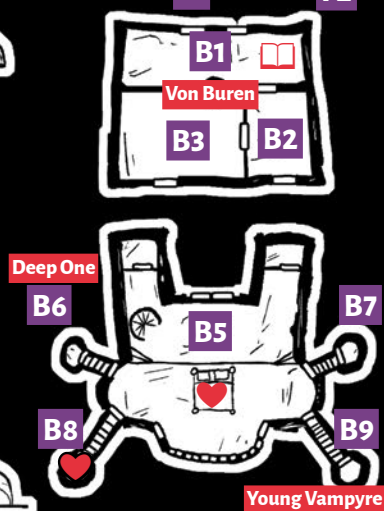
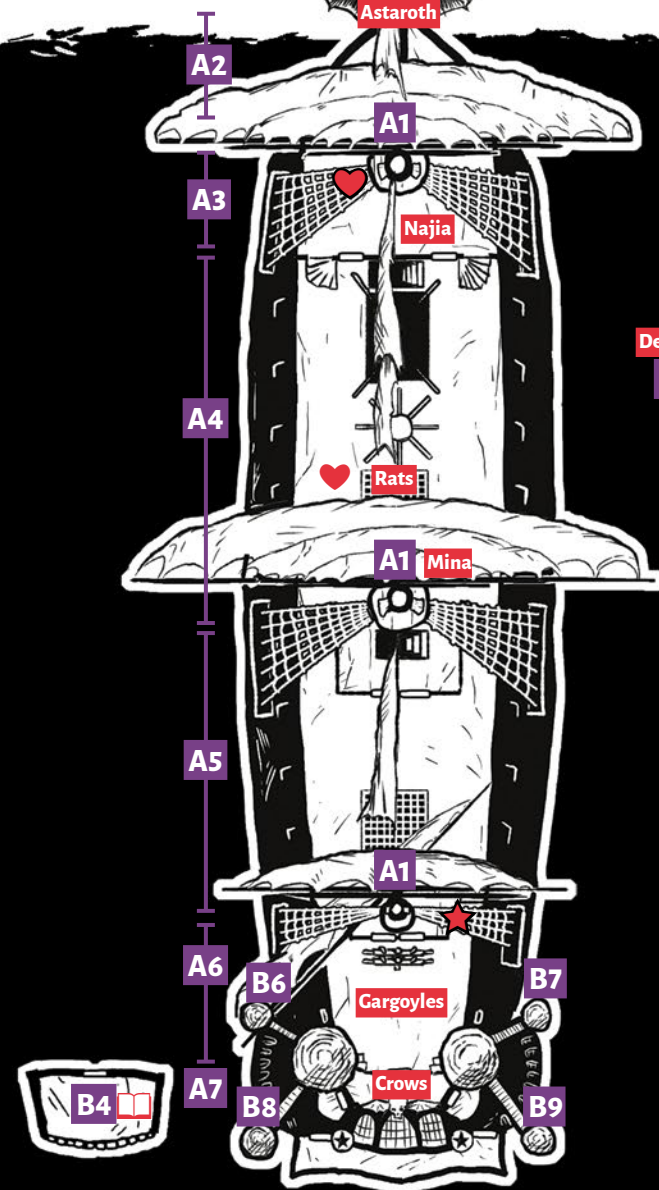
- A** Exterior & Rigging
- B** Cabins & Turrets
- C** Quarterdeck
- D** Upper Gun Deck
- E** Lower Gun Deck
- F** Cargo Hold & Brig

- ♥ Important Prisoner
- ★ Possible Artifact Location
- 📖 Possible Ritual Location



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