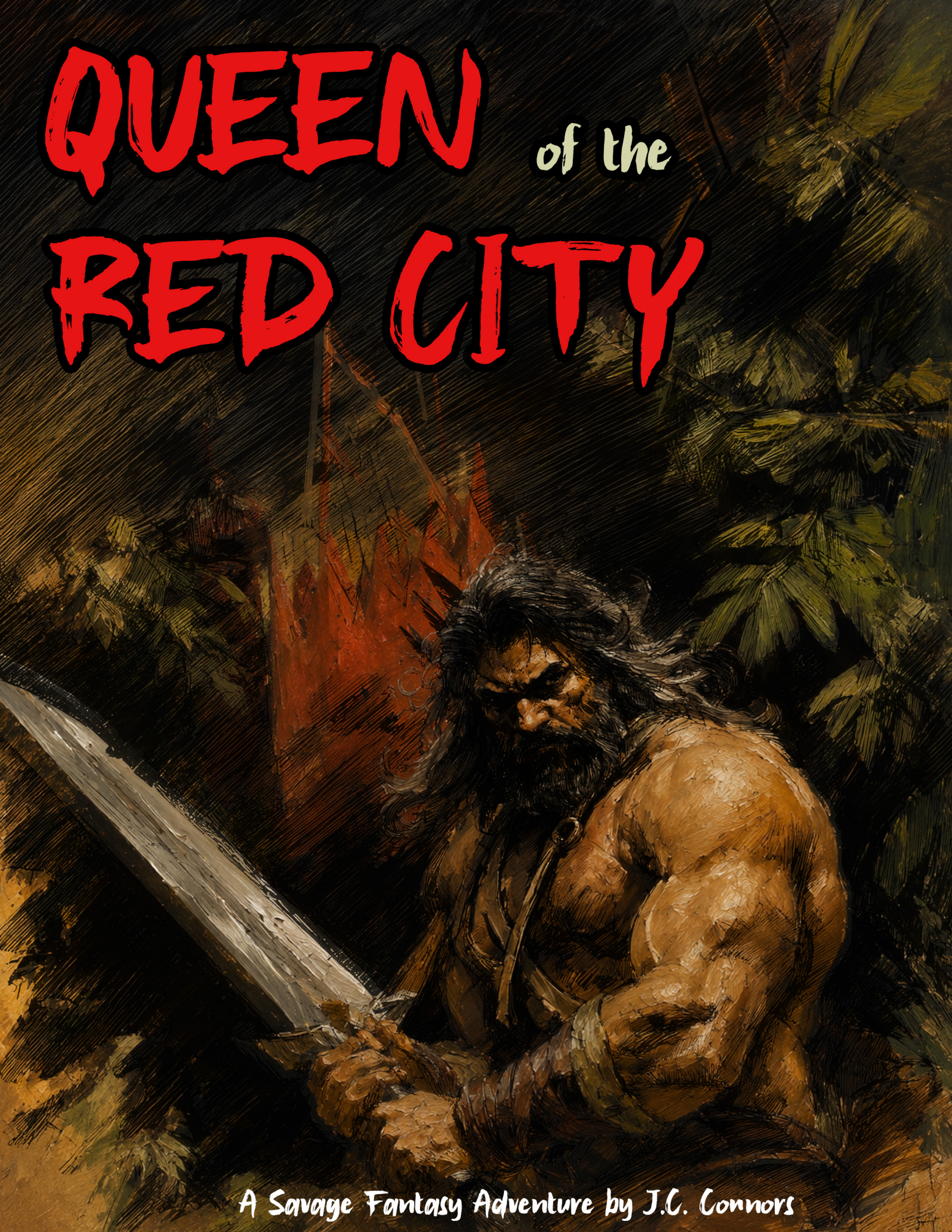
QUEEN of the RED CITY



A Savage Fantasy Adventure by J.C. Connors

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ABOUT THE ADVENTURE

Queen of the Red City is a *GURPS* adventure set in Conan's world of Hyboria, although it can easily be adapted to other savage fantasy worlds and systems (*Dungeon Crawl Classics* and *D&D 5E* versions are also available on www.1shotadventures.com). The adventure sets the heroes ashore a primitive, tropical island far to the south of the Black Kingdoms, where they seek fortune, fame, and a kidnapped relative.

Queen of the Red City is suitable for four-to-six 150 point characters. The end of this adventure includes seven pregenerated characters so you can get started right away. There's also a bonus corsair character meant to replace a hero who dies along the way...

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with are opportunities for specific PCs, e.g., the pregenerated characters at the end of the adventure.

ADVENTURE BACKGROUND

Queen of the Red City is an open-ended sandbox adventure set on an unnamed island located a hundred miles southwest of the Black Kingdoms. The PCs are all crew of the *Green Serpent*, a corsair ship that has sailed from Zabhela, the dangerous and bustling free port in Kush. Their captain is the beautiful and deadly Marala, the Corsair Queen, famed for being fair to her friends and murderous to her foes.

The unnamed isle's first recorded visit was ten years ago when the pirate captain Jal Z'thngora landed upon its shores. Some say he saw the island's location in a dream, others say he paid his left ear to a seer in Stygia so that she would tell him the location of the greatest treasure of the Southern Isles. Either way, Jal Z'thngora discovered the isle and settled on its beaches in the hopes of finding its treasures.

A year later, Jal's brother Hino sailed to the island to bring additional men and supplies. Hino found no sign of his brother or his men, although there were scattered remains of their encampment. More ominously, Jal's ship, the *Firedancer*, was found shattered in the island's inlet. Lacking the courage of his brother, Hino fled the isle and told stories that his brother had died at the hands of savages there.

A decade later, while drunk and sharing a bed, Hino whispered the story and location of the island to Marala, the Corsair Queen of the *Green Serpent*. After hearing the tale, she and her corsairs set out for the treacherous island.

Marala's goals are twofold. First, she wishes to relieve her lover's guilt by returning with the truth of how Jal Z'thngora met his end. And, if there is any lost treasure on the isle, she plans to haul it back to the port in Zabhela.

Her crew has a third motive to visit the island. Stories say that Jal Z'thngora sailed to the island with seven captive Stygian women. One of the women, FARIDA, is the sister to one of Marala's men. The crew has rallied around the idea of helping their friend recover their sister from the savage island... if she even still lives.

All of these objectives can be completed on this faraway, jungle isle... if the PCs can survive its savage dangers. The island is inhabited by monstrous creatures, primitive ape men, and the ghosts of Jal Z'thngora's original crew. But at the center of the island is the Red City, an ancient Zhemri citadel that holds the legendary treasure many have failed to find.

❶ A Bay of Sundered Bones

The Green Serpent *glides into the Bay of Sundered Bones, and your gaze falls upon a ghastly strand where the sun has bleached countless bones to ivory whiteness, strewing them across the sand like the shattered relics of some forgotten massacre. To the west, silent huts crouch behind a weather-worn stakewall, while beyond them the jungle broods in emerald secrecy. To the north, the rotting carcass of a sloop wallows half-drowned in the surf, its timbers blackened by salt and time. Shrill cries drift over the bay, and though you strain your eyes toward the island's heart, the dense green wilderness stands before you like a living wall, concealing whatever dangers lurk beyond.*

The adventure begins as the *Green Serpent* enters the Bay of Sundered Bones, so named by Hino Z'thngora because the eastern beach of this inlet is scattered with sun-bleached bones. He told Captain Marala that he believed the bones were that of his brother's crew, though did not have the stomach to sort through them. As the PCs enter the inlet, they see several additional points of interest:

- On the western shore, several small wooden structures are visible, along with a stakewall that half-surrounds the settlement. There is no sign of life in this area.
- Near the northern beach, a half-submerged, rotted sloop is visible. This is the wreck of the *Firedancer*, Captain Z'thngora's ship.
- Large birds circle above the jungle to the southeast of the bay, likely indicating a kill of some kind. A Perception (Vision)-4 roll observes that these "birds" are actually strange creatures, possessing the scaly bodies of lizards but the green feathered wings of a bird.

Otherwise, it is impossible to peer past the beach into the dense, green jungle of the island.

Captain Marala orders three crew parties to secure the beach. She'll come to shore only when they have brought back news of either survivors or treasure.

Z'thngora's Half-Fort

Ten years ago, Captain Jal Z'thngora led an expedition to this island. Rather than use their small ship as shelter during their expedition, his men constructed five wooden shelters near a small fresh-water waterfall that fed the island's central inlet. An incomplete stakewall half surrounds the abandoned settlement.

Captain Z'thngora and his crew was killed on the island, but his shelters, along with the mostly submerged wreckage of his ship, are visible to any ship that sails into the inlet.

Farida, The Girl Who Became Queen

Farida was but nineteen summers old when slavers seized her in a raid a few miles south of black-walled Khemi. The Stygian maiden had ridden forth with six companions to bargain for rare cloth from desert nomads who had raised a secret bazaar upon the southern shore, beyond the reach of tax-gatherers. Though Farida and her friends had hired two stout swordsmen for protection, the guards fled in terror when they blundered upon Jal Z'thngora and his reavers encamped upon the beach.

Jal Z'thngora had meant to carry the women to Kush and sell them there, but the sea proved rough and treacherous. Abandoning that scheme, he turned his prow toward the nameless isle and took his captives with him. Bereft of the gold their sale would have brought, Jal could not fully provision his vessel. He sent word to his brother Hino to follow with fresh men and supplies – a voyage that would take the inexperienced sailor nearly a year to complete.

Weeks after landing upon the isle, amidst the bloody chaos of the first Ape Man assault, Farida and her companion Vith slipped their bonds and fled into the jungle. There she discovered the Red City and the savage cleaver-men who dwelt within its crimson walls. After slaying their decrepit shaman Koipur of the Zhemri, Farida proclaimed herself queen and bent the fierce tribesmen to her will. Burning with a hunger for vengeance against Jal Z'thngora, she unleashed the cleaver-men upon his crew. Yet fate mocked her triumph, for Z'thngora's ship was shattered in the aftermath of the attack, leaving her stranded upon the isle with no path back to her homeland (see Z'thngora's Fate, page 14).

To add additional motivation to the adventure, it's suggested that the GM make Farida a long-lost sister, cousin, or lover of one of the PCs. (In the pregenerated PCs, she is the sister of Zacova the Panther.)

MAP OF Z'THNGORA'S ISLE

1. Z'thngora's Half-fort
2. Colba's Skulls
3. The Gorul Shrike Nest
4. Yag-Dagoth's Chain
5. The Old Dwellings
6. Pirate Camp
7. Vith's Grave
8. Bask of Crocodiles
9. The Red City

Ape Territory – see p.14.

Crews that have explored the island since the initial voyage have often made use of the shelters, and explorers will find scattered tools, crates, and other supplies in the "fort". A Scrounging roll lets PCs find specific, ordinary supplies they might be looking for here. The only weapons that can be found are rusted shortswords, arrows, and spearheads, which can be fashioned into spears or javelins with an appropriate Armoury roll.

A Carpentry roll discovers that the structures were built by professional carpenters, and that there's evidence that one of the buildings has been maintained recently. *GM's Note: This recent work was done by the hand of COLBA, one of Captain Z'thngora's original crew, who still roams the island. He quietly retreated into the jungle when he saw the PCs' ship arrive.*

If anyone in the party has Danger Sense, they'll get a feeling that the camp is generally unsafe. This is because it is still haunted by the spirits of Z'thngora's dead (see insert)!

The Stakewall

The 10-foot high stakewall is obviously unfinished. It surrounds only half the campsite. An investigation of the outside of the wall finds large, spear heads lodged into the wall. If the PCs think to enlarge the stakewall, it will be slow-going, taking a skilled five-man team about a day to expand the wall by just one yard.

The Beach of Bones

This eastern beach is covered by hundreds of bones, most cracked and sun-bleached. A Naturalist roll identifies that the bones are from large fish, apes, and boar. The bones are brought here in the fall by the man-apes of the eastern part of the island as offerings to their water god, Kelvor-Kaiman, and its children, the fleshripper crocodiles.

A search of this area finds a partially obscured trail near this beach. It leads to the east, towards ape territory.

The Wreck of the *Firedancer*

The *Firedancer* was once Captain Jal Z'thngora's ship. The vessel is now half-submerged fifty yards from the northern shore of the inlet. The water surrounding the vessel is fairly shallow, only about 6 yards deep. Any kind of Perception (Vision) roll, however, spots large tiger sharks in the area around the vessel (see p. 17 for shark statistics).

Rowing out the inlet discovers that the vessel is missing half of its hull. It looks like the ship was snapped in half, with no sign of its forward hull. Its masts are snapped off and gone, its structure bleached and worn where the sun hits it, and gray and rotting in the sections that are underneath the water. A Seamanship roll finds the wreckage unusual and unsettling. It looks like the ship's hull was ripped apart by sharp rocks, but the island's calm inlet has no such dangers.

Climbing atop the wreckage finds nothing interesting unless the PCs are looking for common, worn nautical supplies, such as belaying pins or some small lengths of rope. A Seamanship roll observes that one of the *Firedancer's* holds look dry and intact, but gaining access requires swimming into the underwater hull of the ship.

Night at the Half-Fort

The shades of Z'thngora's murdered crew rise after nightfall. They bear a fierce hatred for any living soul who was not once part of their company. Shortly after midnight, the ghosts gather around the settlement (one or two per PC) and drift toward those resting within the fort's buildings. If their prey flees, however, the shades will not pursue beyond the camp's perimeter.

They enter by gliding through walls, then loom over their victims, wearing the face of a friend or loved one before twisting their features into something hideous. Once their prey is cowed, the shades take on substance and fall upon them, clawing and tearing with savage fury. They fight without thought for their own safety, seeking throats and necks like ravening wolves. While material, the shades may be wounded and even destroyed, though their spirits reform days later. They are forever cursed to haunt this island while their captain yet draws breath.

Shades of the Dead

ST	12	HP: 12
DX	12	Will: 10
IQ	8	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: +0
Move: 6 Claws: 1d-1 cut, reach C
Dodge: 9

Traits: Dark Vision; Injury Tolerance (Unliving*); Spirit (Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Insubstantiality (Affect Substantial, Usually On; 1 FP per second); Unaging; Sharp Claws; Silence 2; Terror (Fright Check-3).

Skills: Brawling-14; Stealth-14 (up to +4 with Silence!)

**The shades' Injury Tolerance reduces impaling damage modifier to x1 and piercing damage modifier to x1/5.*

A Swimming+3 roll allows someone to dive through the wreckage and into the intact hold, although the bay's sharks will certainly take an interest in anyone diving into their territory! A DX roll is required to navigate through the sharp and broken timbers of the wreckage (failure doing 1d-2 cut, a critical failure might cause the diver to become stuck!).

Once divers finds their way through the wreckage, they'll emerge into the intact hold, its floor slanting towards the water. Inside the dim hold are several sea chests. One floats in the water and is filled with water-ruined clothes. The second contains well-crafted **carpentry supplies**, including a adze, a mallet, and a racing knife. A **bag of 250 silver coins** is also stowed in this chest. The third chest contains rotting ship logs and **journals**. Any time spent with this material (at least an hour or two) discovers a description of the fate of some of Z'thngora's men (see **Handout A**).

Finally, hanging on the wall of the hold are two weapons, still in their scabbards. The first is a perfectly-*balanced* **greatsword**, the second a *balanced* **shortsword** with a ruby-studded pommel (balanced weapons add +1 to skill). Both are covered in corrosion from the proximity to the seawater and do not get their bonus until restored to use with some time, equipment, and an appropriate Armoury roll.

Entering the Jungle

Searching the beaches finds a trail off the eastern side of the beach. A similar path can be found near the stakewall, but this trail is recently maintained. It was made by Colba, one of the surviving members of Z'thngora's crew. Tracking Colba himself requires winning a quick contest vs. his Tracking-15.

The PCs should make a Survival (Jungle) roll for each full day they spend in the jungle. On a failure, they suffer 2d-4 damage from twisted ankles, heat stroke, bug bites, and other tropical maladies. Additionally, each day, the PCs can forage as they travel with a successful Survival or Naturalist roll. Anyone with Bow skill can make a roll to bag an edible bird.

Sleeping in the jungle is difficult for those not used to it. Anyone without Survival (Jungle) skill loses 1 FP each night for the first three nights.

See Extending the Adventure (p. 14) for optional rules for navigating the jungle and encountering hazards.

❷ Colba's Skulls

In a clearing stands a dead acacia tree, its blackened limbs clawing at the sky. From its branches dangle six monstrous crocodile skulls, each as large as a man and marked by a grotesque, knobby overbite that lends them a leering, almost human malice. Sun-bleached white and swaying gently from ropes of plaited fiber, they hang as grim trophies above the silent grass.

A Naturalist-3 or appropriate Biology roll identifies them as the skulls of "fleshrippers," crocodilian monstrosities that can reach up to 40 feet in length and weigh ten tons. An Occultism or appropriate Theology roll recalls stories that these reptiles are said rto be the children of Kelvor-Kaiman, a minor god of the Black Coast.

If the PCs search near the tree, they'll find some recently-cut branches – suitable for spears – as well as razor sharp, obsidian rocks made to knap spear tips. A couple hours and an Armoury (Melee) roll can fashion a few obsidian-tipped spears. Treat these as brittle, *cheap* spears doing +1 damage.

The skulls are the trophies of Colba, the last survivor of the *Firedancer*. Colba mistakenly believes these rare creatures – a few of which still roam the island – were the young of the horrible god-thing that he saw devour the *Firedancer*.

Colba uses this location as a camp after he saw that the *Green Serpent* landed in the bay near Z'thngora's fort. While he is cunning and knows the island well, he can be taken by surprise here if the PCs are stealthy, or set up an ambush. Similarly, a Tracking roll (vs. Colba's Tracking-15) can spot his trail and find him in the jungle.

Colba hasn't seen humans in years. Instead, he has seen horrors and suffered from many bouts of jungle fever. One of his arms is shredded (bitten off by a crocodile), and infected, causing a putrid smell. While he was content to watch the PCs from afar, he will be hesitantly friendly if encountered. On a Neutral reaction or better:

- *On Captain Z'thngora...* Colba tells the story of Z'thngora's voyage (p. 16), although he believes Captain Z'thngora died in the attack on the Red City. He says he has seen his old captain in his dreams, "...reeking rot and restless for vengeance against the queen who slew him."
- *On Farida or the other Stygian women's fate...* He shrugs and assumes that they were killed in the attack of the cleaver-men. He does not know that it was Farida who became Queen of the Red City. He simply describes the final attack by the cleaver-men as led by a "shapely, black-haired queen in an Atlantean helm."

NEST MOTHER

ST	13	HP: 9
DX	12	Will: 11
IQ	2	Per: 12
HT	11	FP: 11

Basic Speed: 5.75 SM: +5
Move: 2 / 10 Bite: 1d-3 pi++, Reach 2
Dodge: 8 Claw: 1d cut, Reach 1

Traits: Acute Vision +2; DR 1; Flight (Winged; Air Move 10); No Fine Manipulators; Lifting ST+6; Sharp Beak; Sharp Claws; Weak Bite; Wild Animal.

Skills: Brawling-13; Flight-15; Tracking-14.

A nest mother may try to drag a foe to its nest. Treat this as a leg grapple; it rolls DX+3 to "hit." On subsequent turns, it attempts to lift the subject into the air with its massive, 40' wingspan. The subject may make a ST roll each turn (+3 if he has a hand free) to resist. On the victim's turn, he may try to break free from the grapple by winning a Quick Contest of ST versus ST 19. If the nest mother wins, it flies away with its prey at Move 4. The victim may continue to try breaking free once lifted, but he can only roll once every 10 seconds, and is at -5 to ST due to the lack of leverage! Injury to the nest mother causes the usual shock or stun penalties, which can help.

GORUL SHRIKE

ST	5	HP: 4
DX	13	Will: 11
IQ	2	Per: 12
HT	10	FP: 10

Basic Speed: 5.75 SM: -3 (10 lbs.)
Move: 2 / 10 Bite: 1d-5 imp*, Reach C
Dodge: 9

Traits: Acute Vision +2; Bloodlust; Combat Reflexes; Fangs; Flight (Winged; Air Move 10); No Fine Manipulators; Sharp Claws; Wild Animal.

Skills: Flight-15; Tracking-14.

Gorul shrikes are venomous. The venom has a ten minute delay with a HT-4 roll to resist, repeated at 30 minute intervals for four cycles. It causes 2d toxic damage regardless of the roll, but any failure indicates paralysis (p. B429), while a critical failure indicates choking (p. B428) which may lead to death by suffocation. The man-apes know of an antivenom, which requires chopping up a freshly-killed shrike with a blue flower found in the southern jungle. This gives +4 to the HT rolls to resist the poison. A Naturalist-3 or Poisons-4 roll can improvise a similarly effective antivenom.

- *On his ship, the* Firedancer... Colba fearfully says that a "restless harbinger of the deep gods – something born of ancient violence and bloodshed – whose only desire was the thundering demise of our ship." Though he does not know its name, he speaks of the great serpent Yag Dagotha, who he saw attack and destroy his ship.

Colba will respond well to any treatment of his maladies. On a Good reaction or better:

- *On the island...* Colba will sketch what he knows of the island geography (see **Handout B**).
- *If asked to be a guide...* Colba will agree to guide the PCs to some locations, but will not go near the Red City or Ape Territory, which he describes as "occupied by wild tribes of man-apes, who hate, lust, and make mockery of civilized men."
- *If asked to return with them...* Colba will agree to return with the PCs on the *Green Serpent*. He will not, however, board the ship until they have departed the inlet. He still dreads the creature that destroyed the *Firedancer* and believes that it is inevitable that it will destroy the *Green Serpent*.
- *On pirates...* If asked about the pirates on the northwest tip of the island, he knows nothing of them.

❸ THE GORUL SHRIKE NEST

A narrow trail winds between towering banyan trees whose tangled roots writhe across the earth like sleeping serpents. The air is alive with wild howls, shrieks, and chattering cries, louder here than anywhere else on the island

A Perception (Vision) roll spots something shiny in the brush just off the path. A closer look discovers a **weathered pot helm** (DR 3, 1.6 lbs.), seemingly undamaged but from the elements. Nearby, a curved **rigging knife** can be found... along with the mostly-rotted remnants of a leather boot.

High above this spot is the massive nest of a flock of *gorul shrikes*, venomous birds with red feathered wings and bright blue-green scaled bodies. While most shrikes are only the size of hawks, the massive nest mother has a wingspan of 50 feet, and can awkwardly carry humans and ape-men up to its nest so that it can tear them to pieces for its young.

Climbing up to the nest requires a Climbing+3 roll; the nest is 90 feet above the ground. Falling from such a height would do 2d cr damage (lessened due to the branches, brush, and soft mud of the jungle floor). The real danger is the shrikes themselves. Anything that comes within 15 feet of their nest

draws the attention of the flock. At least five young shrikes will swoop down and attack the intruders. If the disturbance lasts more than a few moments, the nest mother emerges to defend her nest (although she prefers to wait until her youngs' venom takes effect, then swooping down to pick up any paralyzed bodies to return as food for her young).

If the PCs make it up to the giant nest, which is 25 feet in diameter, they find the old remains of at least eight men – though it will take some effort to figure out the exact number. All that is left of the men are old bones and bits of metal and cloth that did not rot away in the humidity. Scrounging through the nest finds some items of value:

- A gold **snake medallion** worth at least $500. A Heraldry roll identifies the three-headed snake symbol as that of a noble house from the city of Khemi in Stygia. *GM's Note: This medallion was owned by MAHTA, one of the Stygian women captured by Z'thngora, and a servant of the Khemi house. It was taken from her and worn by one of the pirates when he was killed by the shrikes.*
- Three more **bronze pothelms** (DR 3, 1.6 lbs., worth $200), alongside a rotted leather cap.
- A *fine* **Aquilonian shortsword**, still preserved in its well-oiled leather scabbard.
- A rusted and cheap **cutlass**.
- A **boarding axe**. Until its rotted wood handle is replaced, treat it as *cheap*.
- Scattered silver coins worth $200.
- Hardened **leather bracers** (DR 2, 4 l lbs., worth $30).
- A woman's silver chain necklace, worth $200. A Jeweller or Merchant roll reveals it as Stygian-made. Anyone who knew Farida would recognize this as hers, given to her by her father when she turned thirteen.

4 Yag Dagotha's Chain

You come upon a colossal iron chain lying half-buried beneath roots and creeping vines, its rusted links each as large as a horse's head. Following its winding course northwest, you discover where the mighty chain was torn apart some hundred yards from the shore, sundered by a force beyond mortal strength. Nearby, shattered links lie scattered across the sand.

Following the chain to the east finds it attached to a huge, 25' tall anchor stone that juts from the jungle floor. The massive rock is made from polished agate, swirling in grays and blacks. The chain is fastened around the stone and hammered into place by ornate, iron pitons.

An examination of the anchor stone finds an inscription written on it. A Linguistics or History roll identifies the language as Zhemri, a long-dead version of Zamoran. Anyone who knows Zamoran can make a Linguistics roll or IQ-5 roll to identify a few basic words from the inscription:

Yag Dagotha
Immortal... Devil-Serpent... Cruel and Fitful

GM's Note: Marala is competent at linguistics and may also be able to translate the inscriptions. This mighty chain once held Yag Dagotha, the great demon serpent that was a bane to the nearby shipping lanes. Millennia ago, it was chained to this island by the Atlanteans and the ancient Zhemri, and freed by the shaman of the Red City Koiper upon his death at the hands of Farida, Queen of the Red City.

A Occultism roll recalls vague, old stories of a great serpent chained to rocks by the ancient cultures of Atlantis and Zhemri. A roll made by 3 or more recalls its name as *Yag Dagotha*.

Z'thngora's Vengeance

Jal Z'thngora is alive, but his consciousness is possessed and warped by the dead Zhemri shaman Koipur. As a result, he has the furious motivations of two wronged men. The spirit of Koipur drives him to kill the Red Queen and re-ascend as leader of the Red City. Z'thngora himself wishes to escape the island. Neither goal was possible until the *Green Serpent* arrived.

As the PCs venture near the island's hills, Z'thngora takes notice of them. He will skulk and observe them for a few days (using his Stealth and Body of Air ability) to assess their motivations and abilities. If he thinks the PCs mean to kill the Red Queen, he lets that play out. If not, he emerges to converse with the PCs, convincing them that he is indeed the long-lost captain, driven mad from the jungle's fevers for ten years. He will play up the evil of the Red Queen, saying that she is a sorceress who can charm men and conjure demon serpents from the deep, like the one that destroyed his ship. Similarly, he casts her cleaver-men guardians as sadistic brutes. However, he fears the Red City and will not enter it alone. But if Farida leaves the Red City, Z'thngora will attempt a desperate assassination.

Note that Z'thngora will not try to talk with the PCs if Colba is with them, who he fears will contradict his story, or recognize him as "not himself." He may even try to lure Colba away to kill him himself or with any nearby jungle denizens.

❺ THE OLD DWELLINGS

In front of you is a cluster of crude mud dwellings clinging to a scree-choked slope beneath the island's jagged cliffs, as though they had been scratched from the earth by desperate hands. Their walls are stained black with soot and age, while dead, twisted vines coil about several of the structures. No smoke rises from them, and there is no sign of life.

An Architecture or appropriate History roll identifies the abodes as those of ancient Zhemri, the ancestors of modern Zamora, and as old as the remnants of Atlantis.
Captain Z'thngora makes his home here. The man, however, is now possessed by the insidious and vengeful spirit of a dead shaman – KOIPUR. Koipur once led the Red City, but was slain by Farida when she declared herself queen (see p. 15 for her story). The possessed captain is too wily to be caught unawares here. If he detects anyone approaching, he will slip into the jungle and use his magic to spy upon them.

Most of the deserted structures are empty, their valuables lost over a millennia ago when the Zhemri people came here to build the chain that would hold the demon serpent, Yag Dogotha. A few valuables and interesting findings remain amidst the old dwellings:

- A handful of iron ingots can be found in the scree around the buildings. These are difficult to find without a thorough search, and require a Perception (Vision)-4 or Search roll to find. A Metallurgy or appropriate Smith roll identifies this iron as the same iron from the great chain of Yag Dagotha.
- An unusual flat rock, similar to the agate that held Yag Dagotha's chain, is half-buried just outside one of the abodes. Looking carefully at the rock identifies it as a gravestone, and indeed, faint Atlantean markings can barely be see etched on to its surface. If the grave is dug up, the PCs find the sarcophagus of a mighty Atlantean warrior. Inside the sarcophagus are the skeletal remains of the warrior, buried with an impressive **mallet**, crafted from an unusual and unidentifiable metal, along with his weapon, a *very fine*, **Atlantean greatsword**. A great saw-toothed fang can also be found embedded in the man's ribs, easily the size of a shortsword.
- One of the buildings is trapped, heavy rubble set over the door frame ready to crush whoever walks across the threshold. A Per-based Traps-5 roll identifies the simple tripwire mechanism. A failure does 8d cr damage to the hapless victim, and anyone within one yard of the door. Damage can be avoided with a Dodge+1 roll.
- Inside the trapped building are some of Captain Jal Z'thngora's trappings, stored inside baskets stolen from the man-apes. One basket has dried meat, another has three skulls of the large-headed, cleaver-men, the third has a hundred or so **Stygian coins** and a **fine dagger** with his name etched on its blade.

❻ THE PIRATE CAMP

A few weeks ago, a dozen pirates were stranded on this island after a failed mutiny aboard their ship, the *Swift Talon*. The men were dumped into the sea by their furious captain, but they were miraculously swept on to the beaches here.

The men are led by a ruthless cutthroat named K'GARI TIBUR. The pirates have established a makeshift camp on the northwestern point of the island. They have not explored the interior of the island much, and have survived for on fish and wild boar. They believe themselves to be the only inhabitants of this island, although K'Gari found a valuable Atlantean helm in the jungle, which leads him to believe there is more treasure to be found here.

The PCs may stumble upon their camp, or, as they get closer to it, run into one of the pirate hunting parties.

The pirates will be overjoyed to find out that the *Green Serpent* can help them escape the island. Many of the men will happily swear allegiance to a new captain, though they will keep the fact that they nearly murdered their previous captain a secret. Instead, they will describe themselves as victims of a cruel captain, who threw them overboard rather than give them a share of their gold.

K'gari Tibur, however, has no desire to swear allegiance to another captain. Ambitious and bloodthirsty, he'll look for any opportunity to seize control of the *Green Serpent.* The GM can be flexible in how the PCs relationship with the pirates evolves. Some suggestions include:

- If he thinks the PCs carry valuables, or have a way off the island, K'gari Tibur may order his men to try to capture or kill the PCs to get information out of them. Or, if the PCs seem formidable, he may order his pirates to track them back to their ship so he can later claim it.
- If K'gari is told about Captain Marala, he'll recognize her name. In this case, he'll pretend to swear allegiance to the PCs, but then plots to assassinate Marala later, when she doesn't suspect treachery.
- If the PCs are hostile, K'gari will order them killed.

If K'gari is killed, good social skills and roleplaying can convince the desperate men of the *Swift Talon* to authentically join up with the crew of the *Green Serpent*.

However, if the PCs loiter too long with the pirates, the commotion will catch the attention of Z'thngora. Thinking that these pirates can be allies in his quest for revenge on the Queen of the Red City, he'll use his sorcery, wits, and promises of treasure to recruit K'gari and his men to his cause. Later, he will strike the queen with his crew when he believes the time is right... either sneaking into the Red City, or ambushing her as she heads towards the *Green Serpent*.

The Jungle Pox

If the PCs earn the trust of the pirates, one of the men, an old sailor named KLAY confides that two of their number caught a jungle pox that made blue boils appear on their bodies. The infected men died three days later, vomiting up worm-ridden. Klay believes that it is a curse sent on them by their ship's captain, who was thought to dabble in dark sorcery. It is up to the GM whether this is a tropical infection or a curse sent to kill the traitorous pirates.

If the malady is indeed a contagious infection, anyone with open wounds near the pirates has a chance of catching the pox. 1d days after exposure, make a HT roll. On a failure, blue boils appear on the victim's skin. They suffer the equivalent of Low Pain Threshold and loss of 4 FP. Each day thereafter, the victim must make a HT-3 roll or suffer a severe fever which causes 1d-2 damage. This continues until the HT roll is made and the victim recovers, or the victim perishes.

7 VITH'S GRAVE

A towering Stygian-style statue of a woman is here, ten feet in height, her arms outstretched toward the distant sea and the lost lands of Stygia beyond the horizon. Though fashioned by rough hands unskilled in the sculptor's art, and bearing only a passing likeness to the woman it honors, the monument possesses a solemn majesty that commands respect. On either side, tall poles bear banners cut from the tattered crimson sails of the Firedancer, *their ragged lengths stirring restlessly in the ocean wind.*

An examination of the statue finds the word "Vith" in the Stygian script on its base.

This statue is a monument to Vith, Farida's closest friend. She was captured alongside her in Stygia when Z'thngora's men raided the market. Vith escaped with Farida and reached the Red City, where she overheard the shaman Koipur plotting to sacrifice them to the Cleaver-men's god. Vith warned Farida of the danger, but Koipur struck her down with a spell moments before Farida slew the shaman.

K'GARI TIBUR

ST	14	HP: 14
DX	12	Will: 13
IQ	12	Per: 12
HT	12	FP: 12

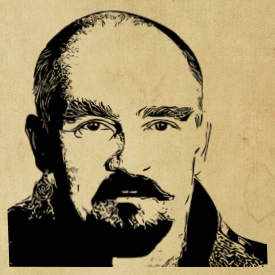
Basic Speed: 6.0 SM: 0
Move: 6 Broadsword: 2d+1 cut, Reach 1, Parry 11
Dodge: 10 Punch: 1d-1 cr

Traits: Acute Vision 2; Bloodlust; Combat Reflexes; Delusion (the gods owe him a ship); Fit; Jealousy; Greed; High Pain Threshold; Social Stigma (Criminal Record); Unattractive.

Skills: Brawling-15; Broadsword-15; Climbing-13; Fast-Draw-13; Interrogation-13; Intimidation-14; Knife-14; Leadership-12; Navigation-12; Scrounging-12; Seamanship-13; Shiphandling-10; Survival-13; Swimming-12; Tracking-11.

Gear: Broadsword w/ broken tip (2d+1 cut, $400); crested Atlantean helm (DR 4 on the skull, DR 3 on the face, gives wearer Hard of Hearing and No Peripheral Vision, 4 lbs., $4,000); small knife (1d-1 imp, reach 0, Parry 10, $30).

MUTINOUS PIRATE



ST	11	HP: 11
DX	11	Will: 10
IQ	10	Per: 10
HT	10	FP: 10

Basic Speed: 5.25 SM: 0
Move: 5 Shortsword: 1d+1 cut, Reach 1, Parry 9
Dodge: 8 Punch: 1d-1 cr

Traits: Fit; various other traits. Most look sickly.

Skills: Boating-10; Bow-11; Brawling-13; Carousing-10; Carpentry-10; Climbing-12; Knife-12; Knot-Tying-12; Seamanship-12; Shortsword-12; Survival-10; Swimming-10.

Gear: Shortswords (1d+1 cut or 1d imp, $400); short bows (1d-1 imp, Acc 1, Range 110/165, RoF 1, Shots 1(2), Bulk -6); small knives (1d-2 imp, Reach 0, Parry 8, $30).

Sorrowful for her friend's sacrifice, Farida's first act as Queen of the Red City was to order the cleaver-man to take her body to the cliffs overlooking the sunrise and to bury her there.

This place is protected by Ibis, a lesser but still-omniscient Stygian god of knowledge, who took notice of Vith's sacrifice. The man-apes fear the place as unnatural and Jal Z'thngora suffers terrible headaches when he is within sight of the grave.

Anyone sleeping in the vicinity of the grave will receive either receive strange, prophetic dreams (if they are unwounded), or terrifying images from the past, such as Vith's murder, the attack on the *Firedancer* by Yag Dagotha, or even the cruel pirate K'gari Tibur gasping for breath under the ocean's waves before being washed ashore. Those receiving an unsettling vision suffer a Fright Check-2!

8 Bask of Crocodiles

Two points in the island mark the territory of the *sarcosuchus* "fleshripper" crocodiles – horrifying predators that are at twice the size of normal crocodiles.

The ape-men of the island believe that these creatures are the children of the god Kelvor-Kaiman. As such, they tend to leave the crocodiles alone, though leave boar meat for the creatures in the fall when the fleshrippers travel to the Bay of Sundered Bones for mating season.

Typically, a bask of fleshrippers has only a handful of creatures sunning themselves in the sand by the water. Fortuntely for the PCs, only one – and rarely two – will be hungry and curious enough to lurch towards the prey they see or smell.

9 The Red City

A Red City looms before you. Its walls are fashioned from a strange, porous volcanic stone the color of fresh-spilled blood, hewn from caverns deep beneath the island. Even beneath the harsh sun, the crimson ramparts seem dark and brooding, as though they drink the light rather than reflect it.

The Red City is a fortified settlement raised in forgotten ages by the ancient Zhemri. An Architecture or appropriate History roll lets PCs identify the city as built by the ancient Zhemri, ancestors of the Zamorans. It is one of the few examples left in the world.

Before Jal Z'thngora's ship arrived to the island, the Red City was occupied by a single surviving Zhemri shaman, a man named Koipur. Decrepit but seemingly unaging, Koipur spent most of the last millenia deep in trance, only awakening a few times a year to give orders to the cleaver-men, misshapen, mute servants of the of the ancient Zhemri that originally built the city.

Fleshripper

ST	28	HP: 28
DX	12	Will: 10
IQ	3	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: +4 (30' long)
Move: 4 / 7 (water) Bite: 5d+4 cr, Reach 1
Dodge: 8 Tail: 5d+10 cr, Reach 3

Traits: Amphibious; Born Biter 3; Breath Holding 3; Combat Reflexes; Discriminatory Smell; DR 5 (10 on its armored top!); Hard to Kill 2; Hard to Subdue 2; Night Vision 2; Peripheral Vision; Quadruped; Striker (tail; crushing; long +2; cannot parry; weak); Wild Animal.

Skills: Brawling-14; Stealth-14 (17 in water); Survival-12; Tracking-15.

Fleshrippers bite to grapple, then drag their victims back to the water to rip them apart and drown them.

When Koipur was slain by Farida, the cleaver-men became utterly loyal to her. They now guard her city, keeping unwavering watch for any that want to do their queen harm.

The Red City is comprised of two dozen oddly-angled buildings. Each building is made from soft, volcanic stone similar to the walls of city itself. The architecture of the city is exotic, with tall, irregular doorways, conical pillars, and pyramidal roofs. The red angles of the city are contrasted by smooth, weathered, gray statues that seem to depict the princes and laborers of old.

The Red City borders a jagged, crescent-shaped chasm that plummets deep into the volcanic rock foundations of the island. It is possible to sneak into the city via the cliffside, but climbing across the sheer canyon walls and into the city would take about 10 minutes and require at least three Climbing-1 rolls. Failure indicates a horrific plunge into the canyon.

Otherwise, entrance into the Red City requires entering through one of its two gates. Both gates are eternally guarded by two cleaver-men, who do not seem to sleep or need much sustenance.

If the PCs approach the city openly, they will be blocked entry by the cleaver-men, who mutely prevent the PCs from entering. They answer no questions. Only if the PCs ask to speak to the Queen of the Red City, or ask by Farida by name, will the cleaver-men escort the PCs into the city and towards the palace.

PCs studying the cleavern-men and making an Occultism-2 or Thaumatology roll may suspect that these men have been experimented on by ancient Zhemri magic.

A. The Zhemri Palace

The Zhemri palace is located to the south of the main city square. A freshwater fountain in the square provides cool sustenance for any who enter the Red City. In fact, the cleaver-men will motion to the PCs to wash themselves well before being presented to the queen.

Audience with the Red Queen

The old Zhemri palace is lonely and abandoned. It lacks any kind of comforting decor. There are no paintings, no wall hangings, no decorated floors. Only old Zhemri dull-eyed statues stare at visitors as they enter, though oddly a few wear worn cloaks obviously made from the red sails of Z'thngora's old ship.

Cold and beautiful FARIDA lounges on a bronze throne in the largest hall of the palace, lazily eating fruit from a bowl. She wears her Atlantean helm to shield her appearance from visitors; her razor sharp khopesh sword is on her lap. Two cleaver-men stand at her side, ready to die in her service.

Farida demands to know why the PCs have come to her city. At first she suspects them to be pirates, perhaps even friends of Z'thngora himself, so she initially shows them little respect or patience. While Farida would like to return to civilization, she has grown comfortable here, and has zero desire to subject herself to an untrustworthy pirate crew again.

Farida only gives the PCs a few minutes to talk. However, on a Good reaction roll or better – or if she recognizes one of the PCs from her old life – she may give them a bit more time:

- *On how she came to be Queen of the Red City...* Farida will tell her tale, spending extra time to point out that as awful as Z'thngora was as a captor, the shaman Koipur planned much worse things for her. "Foolish Koipur never suspected a mere girl would slash his throat open with one of their weapons," she boasts, as she points to her bodyguards.
- *On the cleaver-men...* She shrugs. "They were here when I arrived. They seem ageless and emotionless, but they serve me with grace." Farida is hesitant to say how many cleaver-men exist in the city, but on a Very Good reaction roll or better she will admit that there are only about two dozen.
- *On Jal Z'thngora....* Farida does not actually know what happened to Z'thngora. Last she saw, Z'thngora was badly wounded by her cleaver-men and disappeared into the jungle. She assumes he died of fever. "Sick and weak things do not last long here."
- *On Z'thngora's ship...* While she heard that the *Firedancer* was destroyed by a sea devil, she never saw it with her own eyes, but believes it probably happened. "The walls of the Zhemri are filled with depictions of unnamed terror-gods, walking and slithering both."
- *On the treasure of the island...* If she doesn't yet trust the PCs, she will feign ignorance. But if she does, Farida laughs and says that there are two locked vaults in the city. She has been utterly unable to open either one.
- *On the man-apes...* If asked about the man-apes, Farida simply says that they stay far away from her. "The man-apes fight and bicker amongst themselves. They have no desire or reason to irritate me."
- *On other island dangers...* Farida tells what she knows about any of the island's natural hazards, including the fleshripper crocodiles and the gorul shrikes.

- *If asked to return with the PCs...* On a Very Good reaction roll or better, and many hours of discussion, Farida can be convinced to return with the PCs on the *Green Serpent*. However, she will want to meet their captain herself, and demands that they dine together in the palace. Only with exceptional roleplaying will she agree to meet on the *Green Serpent* or elsewhere. Regardless, this meeting may be an critical opportunity for Z'thngora to strike at Farida, or the pirate K'gari Tibur to try to assassinate Marala and take over the *Green Serpent*.

B. Barracks of the Cleaver-men

This large, plain structure is where the cleaver-men rest and eat, something they do not do very often. There are simple accommodations for a hundred cleaver-men, although today in the Red City, only fifteen remain. At any given point, four cleaver-men will be here; the others guard and serve Farida at the gates or in the palace.

A small armory in this building stores the weapons and armor of the long-fallen cleaver-men – falchions, collars, exotic Zhemri flails, and heavy throwing spears.

C. The Red Vault

This locked chamber holds the treasure of the Red City. A massive stone door, decorated with two-headed lions guards the vault. The door can only be opened by speaking the Zhemri inscription on the back of Koipur's bronze, two-headed lion medallion, which the possessed Z'thngora recovered when Farida unceremoniously ordered the shaman's body tossed into the Red City's chasm. Once the Zhemri phrase "Bagra Ghai" is spoken, the heavy doors open.

GM's Note: While irrelevant to the adventure, a curious PC who speaks Zamoran can make an IQ-3 or Linguistics *roll to translate the Zhemri phrase "Bagra Ghai" as simply "Push".*

Inside the vault is a magnificent, **gold statue of a winged, two-headed lion**. Its four eyes are made from yellow sapphires, each worth $4,000. The heavy statue, easily the size of a cow, weighs over a ton. It would be worth over $100,000 – if it can be dragged back through the jungle and returned to civilization. (A Carpentry or similar crafting roll would allow the construction of a reasonable cart or wagon.)

While this treasure is meaningless to Farida and her cleaver-men, the Red Queen will not allow it taken from her city unless she herself plans to leave, or some other bargain is struck. For example, if she discovers that Z'thngora still lives, she will demand his death in exchange; or, if she knows about the pirate camp, she will ask the PCs remove them from the island.

CLEAVER-MEN

ST	15	HP: 15	
DX	11	Will: 11	
IQ	9	Per: 10	
HT	12	FP: 12	

Basic Speed: 5.75 SM: +1 (8' tall)
Move: 5 Falchion: 2d+3 cut, Reach 1, Parry 11U
Dodge: 8 Punch: 2d-2 cr, Reach C, Parry 10

Traits: Combat Reflexes; Discipline of Faith (Ritualism); Doesn't Sleep; DR 1; Fit; High Main Threshold; Low Empathy; Mute; Reduced Consumption 3; Slave Mentality; Weapon Bond (Falchions).

Skills: Area Knowledge (Island)-12; Brawling-12; Broadsword-14 (includes Weapon Bond); Cooking-10; Gesture-10; Theology-9; Thrown Weapon (Spear)-13; Two-handed Flail-13; Wrestling-12.

Gear: Bronze neck collar (DR 3, $50, 0.4 lbs); Straw torso armor (DR 2, 50, 20 lbs.); Cheap, large falchion (2d+4 cut, $300, 4.5 lbs). Some rare cleaver-men wield two-handed flails (2d+6 cr, reach 1,2*, Parry 10U, $100).

D. The Vault of Prince Orynkus

A massive stone door deep in the quarries under the city protects the quarters of an old Zhemri prince. His possessions were moved here upon his death, and it was sealed with a lock that was filled with tar.

The tar makes the vault nearly impossible to open (Lockpicking-10!). The scorched key that hangs around the man-ape chief Thoff will also open the vault, if the key is lit on fire first. The man-apes' ancestors claimed this key ages ago, when they killed the Zhemri guard who held it.

Inside the vault is a chamber both exotic and exquisite. The walls are covered in depictions of Zhemri princes and kings, their bright colors long-faded. A reed carpet covers the floor, now dry and brittle. Finally, a stone bed is the centerpiece of the room, and on the bed lies a dry skeleton, its skull missing entirely. It is impossible to tell whether this skeleton is that of the prince who once lived here, or perhaps a consort of his who was ceremonially executed upon his death.

The prince's **golden khopesh** is set above the bed, hanging on wooden pegs. Treat this as a *fine, balanced* khopesh, giving +1 damage and +1 skill. Made from an unusual golden metal, the weapon is especially dangerous to ghosts and other incorporeal creatures (treat as having the Ghost Weapon enhancement). GMs running more magic-rich campaigns can add additional enchantments to the blade. Puissance, Dream Sending, and Fear enchantments would be appropriate to a Zhemri prince's blade.)

CONCLUSION

The adventure concludes with the PCs leaving the island. With luck and skill, the PCs will depart with Farida and many of the island's treasures.

However, depending on their actions, they may find their escape blocked. Jal Z'thngora will likely not allow them to escape the Red City unharmed, and he may have allies in the K'gari Tibur's mutinous pirates. Or, if the PCs have dispatched him along the way, they likely have awakened the slumbering god of the isle, Yag Dogotha (see inset), making the finale a desperate escape from the bay.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional character points for good roleplaying, and another point or two for excellent performance (e.g., returning with Farida and some of the island's great treasures).

EXTENDING THE ADVENTURE

Exploration and Random Encounters

Jal Z'thgara's island is dangerous. As the PCs explore the jungle, the GM can add additional hazards. If the PCs leave one of the trails, the lead player must make a Navigation roll for each hex traveled. This is at -5 if traveling at night, but +2 if they are using a guide such as Colba.

If the roll is a success, the party maintains their direction. If it fails, they drift one hex in a random direction. Secretly make a second Navigation roll for the party to realize they are lost.

When the PCs enter a hex, or camps in the wilderness at night, roll 3d. On a 6 or less, they encounter a wandering monster or random encounter. However, if the party is lost, this increases in odds to a roll of 8 or less. Roll randomly:

Roll	Encounter	Page
1	A hunting party of 1d man apes.	p. 17
2	A small nest of gorul shrikes. Roll 2d and use the highest number to see how many there are in the area.	p. 7
3	Two lost pirates from K'gari Tibur's crew. There's a good chance they carry the pox.	p. 9
4	A lost pirate from Marala's crew. If the PCs have been on the island less than 2 days, he's simply lost. Otherwise, he's mad from jungle maladies and very dangerous.	p. 9

YAG DAGOTHA AWAKENS

Z'thngora's ancient Zhemri medallion holds an ancient curse. When its wearer is slain, the dark magic of the island summons the serpent god Yag Dagotha to wreak vengeance upon the enemies of the island. At some point in the adventure, Z'thngora likely makes a desperate attempt to kill Farida and her allies, causing Yag Dagotha to awaken once more. Soon after his death, the creature rises up from the Bay of Sundered Bones and attacks any vessels there, along with her defenders.

YAG DAGOTHA

ST	35	HP: 35
DX	14	Will: 14
IQ	9	Per: 12
HT	15	FP: 15

Basic Speed: 7.25
Move: 6
Dodge: 10

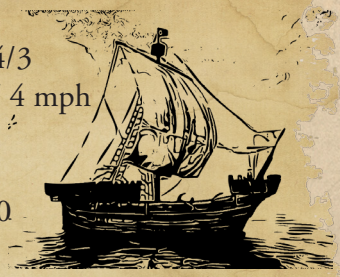
SM: +5
Bite: 4d+2 cut, reach C, 1
Tail Crush: 4d+7 cr, Reach C-3*
** Or double for a knockback only wave*

Traits: Amphibious; Bad Grip 2; Doesn't Breathe (Gills); DR 5; Extra Attack (one bite and one tail crush each turn); High Pain Threshold; Horizontal; Immunity to Disease; Nictitating Membrane 4; Night Vision 9; Penetrating Voice; Peripheral Vision; Pressure Support; Sharp Teeth; Terror 3; Unfazeable; Wild Animal.

Boiling Waters: The water around Yag Dagotha boils. Anyone who falls into the water within 3 yards of the creature suffers 1d-1 burning damage per second, treated as large-area injury (p. B400).

Skills: Brawling-16; Swimming-15.

THE GREEN SERPENT



ST/HP	150†	Hnd/SR: -4/3
HT	12C	Move: 0.1 / 4 mph

Weight: 85 tons
Load: 60 tons
Draft: 13 feet

DR: 5
Crew: 20

A fine single-masted cog, the *Green Serpent* has carried Captain Marala on many successful voyages. Only Captain Marala has quarters on this ship, a small, cramped room under the deck. The others sleep on the deck or in the cargo hold.

The pride of the *Green Serpent* is its single, 15-lb ballista, which was stolen from an Aquilonian vessel early in Marala's career (8d+1 cr, Acc 4, Range 295/370, 2,000 lbs., Rof 1, Shots 1 (42), requires 1 crew to fire).

5	A giant constrictor snake. ST 12, DX 12, IQ 2, HT 12. SM -6. Move 2, Dodge 10. SM +1. Combat Reflexes; Constriction Attack; Hard to Kill 4; Hard to Subdue 4. Brawling-14; Stealth-17; Wrestling-14. Bites for 1d-2 cut (reach 2). +3 to maintain a grip while grappling with its mouth.	-
6	A deadfall or spiked branch trap set by Z'thngara, Colba, or the man-apes. PCs can detect it with a Per-based Traps-5 roll. Once triggered, a PC rolls Dodge+1 or takes 10d crushing damage (deadfall) or Dodge-2 for 2d imp damage (branch).	-

The Treachery of Vakk

While the man-apes of the island are currently at peace, old rivalries still burn. In particular, Vakk, the charismatic tribal leader who portrays himself as a weak and willing vassal of Thoff, is secretly planning an assassination. He has built a secret fort on the island just off the west coast of the island, and has hoarded Z'thngora's old weapons and armor and has trained a handful of his man-apes to wield them. With Aquilonian swords and chain armor, Vakk believes he can overthrow Thoff, kill his dumb rival Kulk, and become the unopposed chief of the man-apes on the island. Vakk has hesitated because he knows he only has one chance to kill Thoff. However, when the PCs show up on the island, he realizes that he might be able to get them to help.

If the PCs wander into ape territory, they will be first approached by Vakk and his minions. Vakk will use broken Zamoran (learned years ago when Z'thngora's men took him captive) to tell the PCs that his tribe will help them. He is somewhat sincere.

If Vakk can make peace with the PCs, he invites them to his private island, where he shows them his squad of armored man-apes. He offers the PCs a reward of their choosing if they agree to lead the man-apes to assassinate Thoff. This reward could be a skilled guide on the island, supplies, or even the key around Thoff's neck.

If the PCs pull off the attack on Thoff and his forces, Vakk will follow through with his promised reward. However, he'll soon grow threatened by the humans' presence on his island. Within a few days, man-apes will attempt to drive them off, first by raiding (which Vakk will blame on Thoff loyalists), then by cold-blooded assaults on any men still near the bay.

Quarries of the Red City

While the Red City is abandoned but for its queen and her cleaver-men, she may mention that she knows of an underground section of the city that she ordered sealed after Koipur's death. She explains that his death saw unnatural *terrors* emerging to kill her and her men.

Farida believes that the tunnels lead to the quarries where the porous red rock of the city was taken from the earth. She also believes that the tunnels under the city was where a historic Zhemri prince was slain, a tragedy that may have led to the Zhemri abandoning the site. She volunteers to show the PCs a wall in the palace that shows the ancient Zhemri fighting twisted, skin-and-bones creatures in such tunnels. Another carving shows a Zhemri prince, Orynkus, wielding a golden falchion and holding a mysterious glowing silver skull, becoming overwhelmed by the terrors.

While the existence of tunnels under the Red City is outside the scope of this adventure, GMs can design a "dungeon" that leads the PCs to the treasure of the fallen prince and his men.

SPECIAL THANKS

Special thanks hafizaprilio on Fiverr.com for his drawing of the Hyborian man-apes and Yag Dagotha. Thanks also to thispersondoesnotexist.com for helping create illustrations of the various human characters, www.myfreetextures.com for textures, and the fantastic watabou.itch.io/medieval-fantasy-city-generator for the generation of the Red City.

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky.

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Change Log

v1.0 - Original release.

v1.5 - 2026 Reformatted version

THE FATE OF Z'THNGORA

Captain Jal Z'thngora, his Khitan lieutenant Colba, and forty crew from the *Firedancer* spent four months on the isle. Three events led to their doom.

First, a few weeks after their arrival, a band of savage man-apes, led by a young warrior named KULK, attacked the settlement. Ten men were lost, and three of the slave women, including Farida, escaped into the jungle. Z'thngora ordered his men to begin building the stakewall in anticipation of another attack.

A month later, while exploring the jungle, Colba and a band of the pirates were attacked by a flock of young gorul shrikes. While most of the men survived without serious injury, the venom overcame and paralyzed them and they collapsed in the jungle. The shrike nest mother claimed their bodies and carried them to her nest, food for her young. Only Colba escaped back to the half-fort.

At this point, Z'thngora was giving serious thought to fleeing the island. He decided to make one last expedition towards the center of the island, in the hopes to finding the treasure of the Red City. By this time, Farida had become the city's queen, and she led the cleaver-men of the city to ambush Z'thngora. Only Z'thngora and Colba survived the attack. Both men escaped separately into the jungle.

Colba fled back to Z'thngora's fort, only to witness the monstrous YAG-DAGOTH, awakened by the blood spilled by the cleaver-men, coil itself around the Firedancer and split its hull in two. The sight shredded Colba's sanity, and he fled into the island's hills.

Z'thngora wandered the jungle for a week, lost and nursing a severed hand. While he escaped the wrath of Farida, his anguish and weakened attracted the spirit of KOIPUR, the elder shaman of the Cleaver-men, who was slain by Farida as she declared herself Queen of the Red City. The spirit possessed Z'thngora, turning him into a ghastly shell of the man he once was. After recovering Koipur's magical medallion, Z'thngora summoned the spirits of his dead crew to get revenge on Farida... but found them unable to move far from their graves and wreak the vengeance he wished.

Now, Z'thngora wanders the island, the consciousness of two men inside his skull, each overcome with rage and thoughts of revenge. His motivation is to kill Farida and escape the island, but until the PCs showed up at the island, he had no way to get close to Farida, and no way to escape the island. See p. 8 for ways the GM can use Z'thngora as a foil for the PCs.

Z'THNGORA (POSSESSED)

ST	15	HP: 15
DX	12	Will: 14
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Axe: 2d+3 cr, Reach 1, Parry 11U
Dodge: 10 Punch: 1d cr, Reach C, Parry 10

Traits: Combat Reflexes; Paranoia; Hard to Kill +2; Hard to Subdue +2; High Pain Threshold; Injury Tolerance (No Blood); Obsession (Kill the Red Queen; Escape the Island); Odious Personal Habit (Constantly talks to himself); One Hand; Ritual Magery 2; Split Personality.

Skills: Axe/Mace-15; Area Knowledge (Island)-15; Boating-12; Broadsword-13; Knife-13; Leadership-12; Occultism-14; Seamanship-13; Shiphandling-14; Stealth-14; Survival-14; Theology-13.

Gear: Axe (2d+3 cut, parry 11U); medium layered leather vest (DR 3, $165, 20 lbs.); long knife (1d+1 imp; reach C,1, Parry 10); satchel with dried meat and jungle fruits.

Koipur's Two-headed Lion Medallion: This amulet is is enchanted to allow casting of Beast Rouser, Reptile Control, and Body of Air. It can also summon ghosts, but Z'thngora has not mastered this ability; it is only known to the ancient Zhemri. A Zhemri inscription on the back of the medallion, "Bagra Ghai," will also open the Red Vault. The amulet has two limitations. One, if it is removed from the island, the Body of Air enchantment ceases to function. Two, if the wearer of the amulet is slain, the dark energy created awakens the monstrous serpent Yag Dagotha, who slumbers deep under the Bay of Sundered Bones.

While in his body of air, Z'thngora gains Doesn't Breathe; Flight (Lighter Than Air); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; impaling and piercing do 1 HP damage, other non-area attacks do 2 HP damage); No Legs (Aerial); No Manipulators; Vulnerability (Vacuum and wind-based attacks x2).

Ritual Magic: In addition to his medallion, Z'thngora possesses some ritual magic abilities leftover from the shaman Koipur's knowledge. Treat him having the Path of Air-13 and the Path of Water-13, and the following favorite spells: Dehydrate-13; Geyser-11; Odor-12; Stench-12; Wind-12; Windstorm-12. He also has the *death spell*, Steal Breath-12.

APE TERRITORY

About two hundred man-apes live in the southeastern part of the island. They were originally brought to the island as slaves for the ancient Zhemri, and helped build the Red City, but the man-apes have long forgotten that part of their history.

Now, three tribes compete for resources. The largest tribe is led by the man-ape THOFF, the strongest of the tribal leaders. The other tribes are led by the man-apes VAKK, who is charismatic but obsequious, and KULK, who is strong, bad tempered, and dumb. Both the tribes of Vakk and Kulk are much smaller than Thoff's tribe, numbering only a couple dozen man-apes.

Thoff beat the both smaller tribes in a great tribal war about five years ago. Now, he peacefully tolerates the other tribes' freedom of movement in Ape Territory as long as they bring him annual gifts of food and jewelry (usually looted from the remains of Z'thngora's crew). See *Extending the Adventure* for ways the GM can make use of the man-ape rivalries.

The man-apes are nosy but distractible. If they detect men coming into their territory, they quickly plan an ambush on the intruders, attempting to capture them, strip of them their valuables, and drag them before Thoff (even if Vakk or Kulk's tribe caught them). Thoff lives at the center of ape territory, in a primitive but large hut built from trees and washed-up remains of the *Firedancer*.

Thoff is capricious, strong, and bright (ST 16, IQ 10). He wears thousands of coins worth of jewelry, which he loves dearly. A Perception (Vision) roll also spots that he wears a large, **scorched key** around his neck, made from an unusual bronze metal. This key is the Key to the Red Vault, one of the locations in the Red City – a place that his ancestors helped build, and something that has been passed down from leader to leader for generations. Thoff has no knowledge of the vault, and he and his people fear the cleaver-men of the Red City, and its new queen.

Thoff, likely unable to communicate with humans, will quickly become bored with any kind of audience and order his man-apes to take the captives to the nearby bask of fleshripper crocodiles. Thoff believes that their god, Kelvor-Kaiman, appreciates such offerings to his children.

If the attempt basic communication (perhaps with the Gesture skill), they may escape with their lives if they gift the leader generously, or promise to lead him to great wealth somewhere else on the island. Thoff is not a fool, however, and will not fall for an obvious ruse.

MAN-APES

ST	14	**HP:** 14
DX	12	**Will:** 10
IQ	8	**Per:** 10
HT	12	**FP:** 12

Basic Speed: 6.0 SM: 0
Move: 6 (3 climb) Punch: 1d+1 cr, reach C
Dodge: 9 Bite: 1d-1 cut, reach C

Traits: Arm ST +3; Born Biter 1; Brachiator; Bully; Jealousy; Ham-Fisted 2; Intolerance; Sharp Teeth. Cannot learn languages better than Broken. Various other traits. Man-Apes are TL2.

Skills: Acrobatics-12; Area Knowledge (Island)-12; Brawling-13; Broadsword-11; Climbing-15; Gesture-10; Stealth-12; Survival-12; Tracking-10. Various others.

Gear: The man-apes equip themselves with primitive hide clothes, but no more than loin cloths and ragged capes. They value jewelry though, and the toughest among them will wear necklaces and armbands pilfered from the men who perished on this island. Some man-apes clumsily wield clubs (2d+4 cr, reach 1, parry 8).

NOTABLE NPCS (AND ONE SHARK!)

QUEEN FARIDA

ST	12	HP: 12
DX	14	Will: 14
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Khopesh: 1d+4 cut, Reach 1, Parry 11
Dodge: 9 Punch: 1d-2 cr, Reach C, Parry 10

Traits: Appearance (Beautiful); Ally Group (Cleaver-men); Bloodlust; Courtesy Rank 5; Luck; Sense of Duty (Cleaver-men); Stubbornness. Listens more than she speaks; carries herself like a queen. Speaks Stygian. Zingaran, Zamoran (Semi-Literate only).

Skills: Area Knowledge (Island)-14; Broadsword-16; Intimidation-15; Naturalist-12; Observation-12; Occultism-12; Seamanship-13; Spear-14; Stealth-13; Survival (Jungle)-14; Traps-13; Tracking-12.

Gear: Fine khopesh (1d+4 cut, $2,200); Atlantean helm (DR 4 on the skull, DR 3 on the face, gives the wearer Hard of Hearing and No Peripheral Vision, 4 lbs., $4,000). She will wear woven straw armor when prepared for battle (DR 2).

COLBA OF KHITAI

ST	13	HP: 13
DX	12	Will: 12
IQ	11	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 4 Spear: 1d+3 imp, Reach 1, Parry 10
Dodge: 8 Shortsword: 2d-1 cut, Reach 1, Parry 9

Traits: High Pain Threshold; Obsession (Hunting fleshrippers); One Arm; Shyness (Mild); Social Stigma (Pirate/Criminal Record); Survivor 2; Wounded; Crocodile Hunter (+1 skill vs. crocs).

Skills: Area Knowledge (Island)-15; Armoury (Melee)-12; Armoury (Armor)-10; Brawling-13; Knot-Tying-14; Merchant-10; Naturalist-11; Observation-12; Seamanship-13; Shortsword-13; Spear-14; Stealth-13; Survival (Jungle)-15; Traps-11; Thrown Weapon (Spear)-14; Tracking-15. Speaks Zingaran and Khitian.

Gear: Obsidian-tipped spear (1d+3 imp, $50); shortsword (2d-1 cut or 1d imp, $400); hardened croc-leather armor (DR 4, 35 lbs., covers chest and one arm, $600).

CAPTAIN MARALA

ST	12	HP: 12
DX	12	Will: 12
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Longsword: 1d+4 cut, Reach 1, Parry 11
Dodge: 10 Punch: 1d-1 cr, Reach C, Parry 9

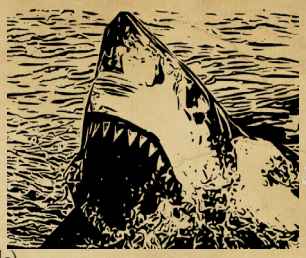
Traits: Appearance (Attractive); Combat Reflexes; Courtesy Rank 3 (Pirate Captain); Curious; High Pain Threshold; Lecherousness; Social Stigma (Pirate/Criminal Record); Speaks Zingaran and Khitian.

Skills: Area Knowledge (Black Coast)-14; Broadsword-14; Carousing-13; Knife-13; Knot-Tying-14; Leadership-13; Merchant-13; Naturalist-11; Observation-12; Seamanship-13; Shiphandling-13; Spear-14; Stealth-12; Survival (Island/Beach)-12; Swimming-12; Traps-11; Thrown Weapon (Spear)-14; Two-handed Sword-14.

Gear: Fine longsword with an emerald on the pommel (1d+4 cut, reach 1, or 1d+1 imp, $7,000); small jeweled knife (1d-2 imp, $150).

Notes: Captain Marala has been sailing the seas since she was a child. She captured her first vessel as teenager, and won the fierce loyalty of her crew when she faced off against a wind demon that was summoned by the winds of a once-in-a-lifetime hurricane.

TIGER SHARK

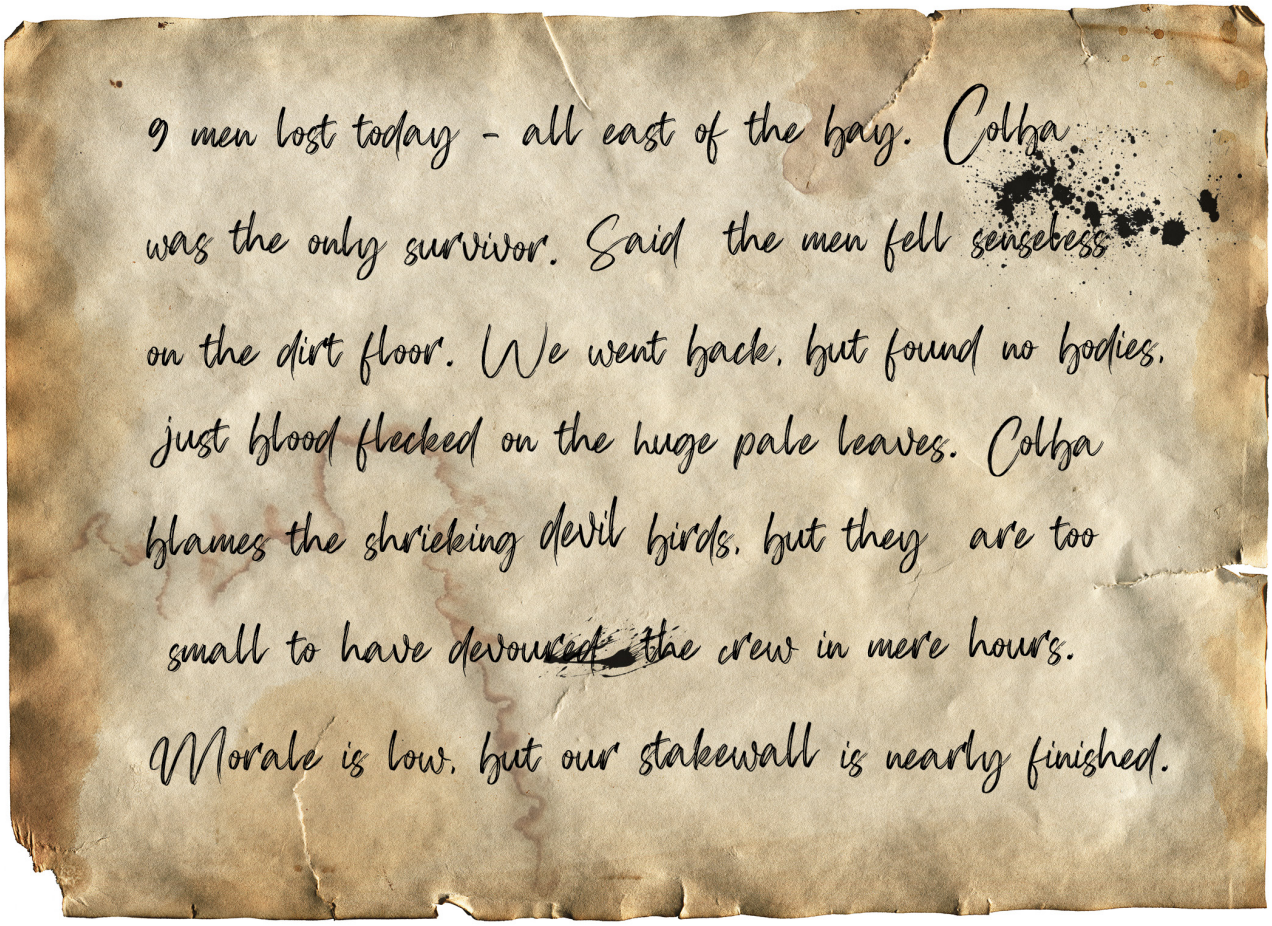


ST	21	HP: 21
DX	12	Will: 10
IQ	3	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 1 (4 yards)
Move: 10 Bite: 2d+4 cut (0.5), Reach 1
Dodge: 11 Ram: 2d+1 cr, Reach 1

Traits: Acute Smell 3; Born Biter 2; Cold Blooded; Combat Reflexes; Discriminatory Smell; Doesn't Breathe (Gills); Enhanced Move 1/2 (water; costs 1 fatigue per second); Hard to Kill 2; Hard to Subdue 2; High Pain Threshold; Night Vision 6; Peripheral Vision; Pressure Support 1; Reduced Consumption 2 (Cast Iron Stomach); Sharp Teeth; Vibration Sense (water); Wild Animal

Skills: Brawling-14; Intimidation-10; Stealth-12; Tracking-15; Wrestling-14.



9 men lost today - all east of the bay. Colba
was the only survivor. Said the men fell senseless
on the dirt floor. We went back, but found no bodies,
just blood flecked on the huge pale leaves. Colba
blames the shrieking devil birds, but they are too
small to have devoured the crew in mere hours.
Morale is low, but our stakewall is nearly finished.

Handout A - Journal Entry Found in the *Firedancer*

Handout B - Colba's Island Sketch

PLAYER-SAFE MAP

SAVAGE FANTASY

Name Zacova the Panther **Player** _____ **Point Total** 153

Ht 6'2" **Wt** 190 **Size Modifier** 0 **Age** 27 **Unspent Pts** -

Appearance Confident pirate and mercenary - always the first to challenge an enemy captain

					CURRENT	
ST	16	[60]	**HP**	16		[0]
DX	13	[60]	**Will**	10		[0]
IQ	10	[0]	**Per**	10		[0]
HT	12	[20]	**FP**	12		[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 51 lbs **DAMAGE** Thr 1d+1 Sw 2d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	51
Light (1) = 2 × BL	102
Medium (2) = 3 × BL	153
Heavy (3) = 6 × BL	306
X-Heavy (4) = 10 × BL	510

ACTIVE DEFENSES

Dodge	Parry	Block
10	12 (2H Sword)	-

REACTION MODIFIERS

Appearance +0

Status +0

Reputation -2

+1 from Compulsive Carousing (like-minded folk), or -1 (sober folk), +1 from Merchant (buying/selling)

ADVANTAGES & PERKS

Acute Vision +1	[2]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
	[ ]
Weapon Bond (+1 skill with grandfather's greatsword)	[1]
	[ ]
	[ ]
Language - Stygian (Native)	[0]
Language - Zamoran (Accented / Illiterate)	[2]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Bloodlust	[-10]
Code of Honor (Professional)	[-5]
Compulsive Carousing (Very much so, resist on a 9 or less)	[-7]
Curious (Very much so, resist on a 9 or less)	[-7]
Reputation -2 (Notorious pirate and mutineer)	[-10]
	[ ]
	[ ]
	[ ]
Disrespects authority	[-1]
Enjoys hunting sharks	[-1]
Spends his coin freely	[-1]
Always insists on being the one to handle shelter	[-1]
Intolerant of lazy people	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Islands)	10	[1]
Axe/Mace	12	[1]
Brawling	14	[2]
Broadsword	12	[1]
Carousing	12	[1]
Carpentry	11	[2]
Climbing	13	[2]
Knife	13	[1]
Knot-Tying	13	[1]
Lifting	11	[1]
Merchant	9	[1]
Seamanship	11	[2]
Search	10	[1]
Stealth	13	[2]
Survival (Island/Beach)	10	[2]
Swimming	12	[1]
Two-handed Axe/Mace	12	[1]
Two-handed Sword	15	[8]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Grandfather's greatsword	2d+5 cut	1, 2	12*	Skill 16	$900	7 lbs.
	1d+3 imp	2				
Small knife	1d imp	C	9	Skill 13	$30	1/2 lb.
Brawling punch	1d cr	C	11	Skill 14		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$38

POSSESSIONS

Item	Location	Cost	Weight
Leather sandals	Feet	$5	1 lb.
Leather satchel		$5	- lbs.
15' hemp rope	Bag	$15	4 lbs.
Bone awl	Bag	$2	- lbs.
Sharktooth necklace	Neck	$5	- lbs.
	Totals:	$ 962	13 Lbs.

You grew up in the great Stygian port city of Khemi. As a teen, you apprenticed under the carpenters building the third great statue of Set. But soon tragedy befell your family - your sister Farida was kidnapped outside the city and borne off by pirates. You gave up carpentry to join the city's elite soldiers, hoping the position would give you the means to find Farida. Although the guard trained you well, you knew they had no means to help you. So you quit the military and signed on to the first corsair ship you saw. Ten years later, you've earned a reputation as one of the fiercest warriors of the Black Coast. Just a few months ago, you joined up with Captain Marala of the Green Serpent.

CHARACTER NOTES

*Multiple parries in the same turn are only at a cumulative -2 with a greatsword (vs. other weapons' -4)

SAVAGE FANTASY

Name Dacana the Golden **Player** _____ **Point Total** 153

Ht 5'9" **Wt** 150 **Size Modifier** 0 **Age** 23 **Unspent Pts** -

Appearance Restless first officer of the Green Serpent

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	14	[80]	**Will**	12		[5]
IQ	11	[20]	**Per**	11		[0]
HT	11	[20]	**FP**	11		[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Sword)	-

REACTION MODIFIERS

Appearance +1

Status -1 from Social Stigma (Second-Class Citizen)

Reputation

+2 from Born Sailor (sailors)

+1 from Merchant (buying/selling)

-1 from Stubbornness (when known)

ADVANTAGES & PERKS

Ally (15 loyal corsairs, 40 pts each, appears on a 9 or less)	[8]
Appearance (Attractive)	[4]
Born Sailor 2	[10]
Fit (+1 to all HT rolls)	[5]
Courtesy Rank 3 (First officer of the Green Serpent)	[3]
	[ ]
	[ ]
Language - Zamoran (Native)	[0]
Language - Puntian (Broken / Illiterate)	[1]
Language - Argossean (Accented / Illiterate)	[2]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (when alone, you suffer -1 to IQ-based skills)	[-5]
Enemy (The Serpent Men of Pteia, 6 or less)	[-15]
Insomniac	[-10]
Social Stigma (Second-Class Citizen)	[-5]
Stubbornness	[-5]
	[ ]
	[ ]
	[ ]
Believes it's her destiny to captain the Green Serpent	[-1]
Has high standards in just about everything	[-1]
Won't admit when she is in over her head	[-1]
Delights in bold jewelry	[-1]
Blames her insomnia on a witch's curse	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Islands)	12	[2]
Boating (Rowboat+Sailboat) (incl. +2 from Born Sailor)	15	[2]
Broadsword	15	[4]
Carousing	11	[1]
Climbing	13	[1]
Fast-Draw (Sword)	14	[1]
Interrogation	10	[1]
Intimidation	12	[2]
Knife	14	[1]
Knot-Tying (includes +2 from Born Sailor)	16	[1]
Leadership	12	[4]
Merchant	10	[1]
Navigation (Sea) (includes +2 from Born Sailor)	12	[1]
Seamanship (includes +2 from Born Sailor)	13	[1]
Shiphandling (includes +2 from Born Sailor)	13	[4]
Survival (Beach/Island)	10	[1]
Swimming	11	[1]
Thrown Weapon (Knife)	14	[1]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Broadsword	1d+3 cut	1	10	Skill 15	$600	3 lbs.
	1d imp	1				
Fine small knife	1d-1 imp	C	9	Skill 14	$150	1/2 lb.
Punch	1d-2 cr	C	9	Skill 15		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Fine small knife	1d-1 imp	0	6/12	1	T	-1	Skill 14		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$85

POSSESSIONS

Item	Location	Cost	Weight
Emerald earrings	Ears	$150	- lbs.
Leather satchel		$5	- lbs.
Leather sandals	Feet	$10	1 lb.
Totals:		$ 915	5 Lbs.

CHARACTER NOTES

HER LOYAL CORSAIRS

ST	11	HP: 11
DX	11	Will: 10
IQ	10	Per: 10
HT	10	FP: 10

Basic Speed: 5.25
Move: 5
Dodge: 8

SM: 0
Punch: 1d-2 cr
Cutlass: 1d+1 cut

Traits: Fit; various other traits.

Skills: Boating-10; Carousing-10; Carpentry-10; Climbing-11; Knot-Tying-11; Scrounging-10; Seamanship-11; Shortsword-12; Swimming-10.

Gear: Cutlass (1d+1 cut or 1d imp, reach 1, Parry 8); Small knife (1d-2 imp, reach 0, Parry 7).

This is your fourth year sailing with Marala, the Corsair Queen, and captain of the Green Serpent. While you looked up to her at first, her devil-may-care attitude lately has grated on you. And then she almost got you and the whole crew killed when she refused to listen to you when you said you were camping in a ruin that still showed sign of life. You lost half the crew when snake men attacked you in the middle of the night. Two of your best friends' lungs were liquefied by their venom.

After that, the crew of the Serpent swore loyalty to you. But you resolved to give Marala one more chance before setting out on your own.

SAVAGE FANTASY

Name YEMGA **Player** _____ **Point Total** 152

Ht 5'8" **Wt** 150 **Size Modifier** 0 **Age** 26 **Unspent Pts** -

Appearance Serious ex-assassin, now the bodyguard to the officers of the Green Serpent

					CURRENT	
ST	13	[30]	**HP**	13		[0]
DX	12	[40]	**WILL**	11		[0]
IQ	11	[20]	**PER**	12		[5]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR 2 (leather)

BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE Thr** 1d **Sw** 2d-1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	102
Heavy (3) = 6 × BL	204
X-Heavy (4) = 10 × BL	340

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Javelin)	-

REACTION MODIFIERS

Appearance +1

Status -1 from Social Stigma (Second-Class Citizen)

Reputation +2 from Born War-Leader (military)

+2 from Sense of Duty (crew, when in danger)

-2 from No Sense of Humor

+1/-1 from Workaholic (depending on situation)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born War-Leader 2	[10]
High Pain Threshold (no penalties from pain)	[10]
Hard to Kill +1 (+1 to HT rolls to resist death)	[2]
	[ ]
Sure-Footed (Naval Training)	[1]
	[ ]
Language - Zamoran (Native)	[0]
Language - Kushite (Accented / Illiterate)	[2]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Pirate's; loyal to her captain, Marala)	[-5]
Easy to Read	[-10]
No Sense of Humor	[-10]
Sense of Duty (Friends and Crew)	[-5]
Workaholic	[-5]
	[ ]
	[ ]
	[ ]
Loves the thrill of combat	[-1]
Believes that assassins may be out to kill her	[-1]
Bad with names	[-1]
Tries to keep innocents out of her business	[-1]
Superstitious, believes in vengeful ghosts	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Islands)	11	[1]
Axe/Mace	12	[2]
Current Affairs (People)	11	[1]
Fast-Draw (Knife)	12	[1]
First Aid	11	[1]
Freight Handling	10	[1]
Gesture	12	[2]
Intimidation	11	[2]
Knife	13	[2]
Knot-Tying	12	[1]
Leadership (includes +2 from Born War-Leader)	13	[2]
Navigation (Sea)	10	[1]
Observation	11	[1]
Occultism	11	[2]
Seamanship	11	[1]
Shadowing	11	[2]
Shortsword	12	[2]
Spear	14	[8]
• Feint	15	[2]
Stealth	13	[4]
Survival (Desert)	12	[2]
Swimming	12	[1]
Tactics (includes +2 from Born War-Leader)	12	[2]
Thrown Weapon (Spear)	14	[4]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Javelin (x2)	1d+1 imp	1	10	Skill 14	$60	4 lbs.
Cutlass	2d cut	1	9	Skill 12	$500	2 lbs.
Fine small knife	1d imp	C	8	Skill 13	$30	1/2 lb.
Punch	1d-1 cr	C	9	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Javelin (thrown)	1d+1 imp	3	20/32	1	T	-4	Skill 14		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$55

POSSESSIONS

Item	Location	Cost	Weight
Whetstone	Bag	$30	1/2 lb.
Leather armor (DR 2)	Arms + Torso	$150	22 lbs.
Leather sandals	Feet	$10	1 lb.
Canvas satchel		$5	
Totals:		$ 795	30 Lbs.

You were raised in the chaotic city of Shadizar. When you were thirteen, your father sold you to a man called Hazold. Hazold told your father he was going to train you as a priestess, but that story was just a cover for the gang of assassins he ran for petty nobles.

When you refused Hazold's demand to drown the new wife of a merchant, he attacked you. You thrust a spear through Hazold's belly and fled the city. To this day, you do not know if he died of his wounds. You fled to the nearest port city, where you were invited to join the crew of the Green Serpent as Captain Marala's body-guard.

CHARACTER NOTES

SAVAGE FANTASY

Name Victepius, Son of Victepy **Player** _____ **Point Total** 151

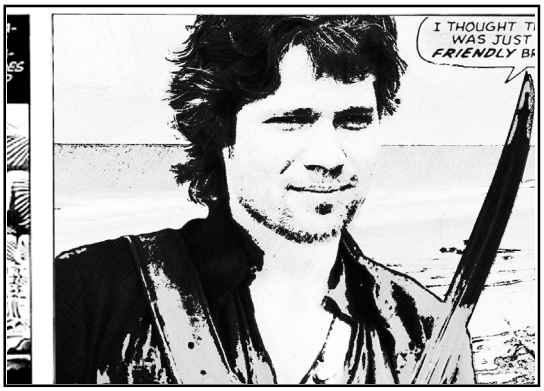
Ht 5'10" **Wt** 155 **Size Modifier** 0 **Age** 24 **Unspent Pts** -

Appearance Disowned son of a dead prince, now a clever and charismatic smuggler

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	12	[40]	**Will**	12		[-5]
IQ	13	[60]	**Per**	13		[0]
HT	11	[10]	**FP**	11		[0]

MOVE 5

DR



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 5.75 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Cutlass)	-

REACTION MODIFIERS

Appearance _____

Status -1 from Social Stigma (Criminal Record)

Reputation _____

+1 from Merchant (buying/selling)

+2/-2 from Overconfidence (young folk vs. veterans)

ADVANTAGES & PERKS

Craftiness 2	[10]
Fit (+1 to all HT rolls)	[5]
Flexibility	[5]
Serendipity (good things just happen to you)	[15]
	[ ]
	[ ]
	[ ]
Language - Argossian (Native)	[0]
Language - Zamoran (Accented / Illiterate)	[2]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Greed	[-15]
Gregarious (-2 to IQ skills if alone; -1 if four or less folk)	[-10]
Overconfidence	[-5]
Social Stigma (Criminal Record, tattooed on arm)	[-5]
	[ ]
	[ ]
	[ ]
	[ ]
Won't drink cheap spirits	[-1]
Fascinated by exotic goods - can't help buying them	[-1]
Brags about the three times he's escaped prison	[-1]
Has a bad sense of direction	[-1]
No stomach for spicy foods	[-1]
	[ ]

SKILLS

Name	Level	
Acting (includes +2 from Craftiness)	14	[1]
Brawling	13	[2]
Carousing	11	[1]
Climbing (includes +3 from Flexibility)	14	[1]
• Rope Up	13	[1]
Connoisseur (Wine and Spirits)	12	[1]
Crossbow	13	[1]
Escape (includes +3 from Flexibility)	13	[1]
Fast-Draw (Sword)	12	[1]
Fast-Talk	14	[4]
Filch	11	[1]
Holdout (includes +2 from Craftiness)	14	[1]
Knife	13	[2]
Merchant	14	[4]
Scrounging	14	[2]
Seamanship	13	[1]
Search	13	[2]
Shortsword	13	[4]
Smuggling	13	[2]
Stealth (includes +2 from Craftiness)	14	[2]
Streetwise	12	[1]
Survival (Jungle)	12	[1]
Swimming	11	[1]
Thrown Weapon (Knife)	12	[1]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Fine Stygian cutlass	1d+2 cut 1d+1 imp	1	9	Skill 13	$2500	2 lbs.
Small knife	1d-2 imp	C	8	Skill 13	$30	1/2 lb.
Punch	1d-2 cr	C	9	Skill 13		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Small knife	1d-2 imp	0	5/11	1	T	-1	Skill 12		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$5

POSSESSIONS

Item	Location	Cost	Weight
Fake ruby necklace	Neck	$3	-
Light leather gloves	Hands	$15	1/2 lbs.
Leather sandals	Feet	$10	1 lb.
Canvas satchel		$5	
Kushite oil (2 flasks)*	Bag	$20	2 lbs.
Totals:		$2583	6 Lbs.

Three times you tried to steal the great Architect Stone from the Citrine Tower in Argos. Each time you were caught, beaten within an inch of your life, and thrown into the great dungeons of Messantia. The dungeons, however, were ill-made and filled with tunnels burrowed by large rats. It was no matter to escape.

However, the third time you escaped, you were disowned by your father, who then dropped dead from a seizure minutes later. Broke and realizing Argos had lost its appeal, you set out to work with the smugglers at the nearby port. From there, you were welcomed onboard the Green Serpent, a corsair ship of some renown.

CHARACTER NOTES

*Kushite oil can be ignited and thrown. On any roll of 12+, it malfunctions. It bursts against any hard surface (DR 3+) and does 3d burn damage, plus 1d burn per second, for 10d seconds!

SAVAGE FANTASY

Name Rastus **Player** _____ **Point Total** 152

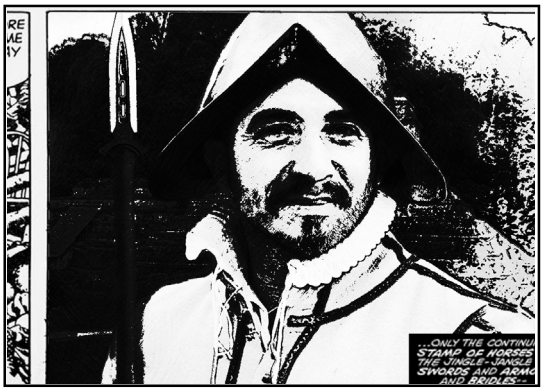
Ht 5'10" **Wt** 165 **Size Modifier** 0 **Age** 57 **Unspent Pts** -

Appearance Ruthless old explorer - has lost as many men in the jungle as he has led out

					CURRENT	
ST	12	[20]	**HP**	13		[2]
DX	12	[40]	**WILL**	12		[0]
IQ	12	[40]	**PER**	12		[5]
HT	10	[0]	**FP**	10	CURRENT	[0]

MOVE 4

DR 3 (Padded)



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 5.5 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
7	9 (Sword)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation _____

+3 from Explorer (fellow explorers)

-1 from Callous (from those who know it)

ADVANTAGES & PERKS

Absolute Direction (always knows north)	[5]
Acute Vision +2	[4]
Destiny (Minor) (GM guarantees some success before death)	[5]
Explorer 3	[15]
Fearlessness +1 (bonus to Fright Checks)	[2]
Luck (only in the wild - once per hour, roll twice more, take best)	[12]
	[ ]
Courtesy Military Rank	[1]
	[ ]
Language - Argossian (Native)	[0]
Language - Zamoran (Accented / Illiterate)	[2]
	[ ]

DISADVANTAGES & QUIRKS

Callous	[-5]
Code of Honor (Gentleman's)	[-10]
Curious	[-5]
Guilt Complex (when bad occurs to friends, useless for days)	[-5]
Obsession (Find the lost City of the Phantom Dead)	[-10]
	[ ]
	[ ]
	[ ]
Jealous of wealthier folk	[-1]
Suspicious of royalty	[-1]
Proud of his salted fish stew recipe (it's terrible)	[-1]
No patience for long stories	[-1]
Will be reckless to prove he's not old	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Zingaran Coast + Barachan Islands)	15	[2]
Broadsword	13	[4]
Targeted Attack - Chop to the neck! (x2 damage)	10	[3]
Cartography (includes +3 from Explorer)	15	[2]
Climbing	11	[1]
Current Affairs (Travels)	13	[2]
Diplomacy	10	[1]
First Aid	12	[1]
Hiking	10	[2]
Leadership	11	[1]
Naturalist	11	[2]
Navigation (Land + Sea) (includes +6 from talents)	17	[2]
Occultism	11	[1]
Poisons	11	[2]
Riding (Equines)	11	[1]
Seamanship	12	[1]
Shiphandling	10	[1]
Spear	11	[1]
Survival (Jungle + Open Ocean)	12	[4]
Swimming	10	[1]
Tactics	11	[2]
Thrown Weapon (Spear)	12	[1]
Tracking (add +2 if vision is a factor)	11	[1]
Traps	12	[2]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Longsword	1d+3 cut	1	9	Skill 13	$700	4 lbs.
	1d+1 imp	1, 2				
Small knife	1d-2 imp	C	6	Skill 8	$30	1/2 lb.
Punch	1d-2 cr	C	9	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Spear	1d+2 imp	2	12/18	1	T	-6	Skill 11	$40	4 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$5

POSSESSIONS

Item	Location	Cost	Weight
Morrion steel helmet (DR 7)	Neck	$500	5 lbs.
Padded vest (DR 3)	Torso	$275	20 lbs.
Soft leather boots	Feet	$100	2 lbs.
Canvas satchel		$5	-
	Totals:	$ 1650	36 Lbs.

You are lucky to be traveling with the Corsair Queen, Marala! Your last three voyages were all dismal failures. The first ended with your vessel sunk by flaming arrows. On the second, half your crew was horribly beheaded by cannibals off the Black Coast - something that you'll never forgive yourself for. The last voyage found great wealth... pilfered at the last minute by an untrustworthy lieutenant.

But you feel Queen Marala is different - skilled, beautiful, and lucky. It feels as if she belongs at your side. Furthermore, she promised she would help you find the lost City of the Phantom Dead... which is said to be close this island chain you travel to!

CHARACTER NOTES

SAVAGE FANTASY

Name Kêlit the Arbalester **Player** _____ **Point Total** 152

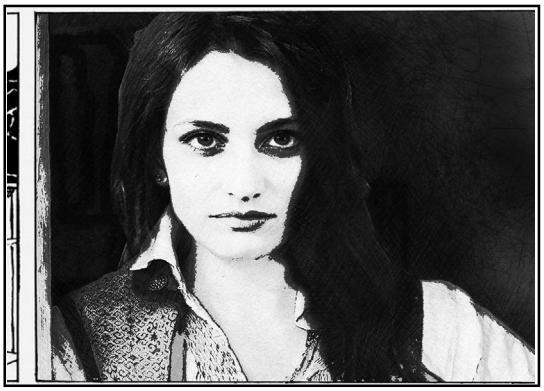
Ht 5'8" **Wt** 145 **Size Modifier** 0 **Age** 29 **Unspent Pts** -

Appearance The Green Serpent's clever and blunt shipwright, artillerist, and carpenter

					CURRENT	
ST	13	[30]	**HP**	12		[-2]
DX	12	[40]	**Will**	12		[0]
IQ	12	[40]	**Per**	12		[5]
HT	12	[10]	**FP**	11		[0]

MOVE 6

DR



BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE Thr** 1d **Sw** 2d-1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	136
Heavy (3) = 6 × BL	272
X-Heavy (4) = 10 × BL	340

ACTIVE DEFENSES

Dodge	Parry	Block
10 (w/ Shield)	10 (Axe+Shield)	10 (Shield)

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +2 (ship's crew)

+2 from Artificer (anyone you do work for)

ADVANTAGES & PERKS

Acute Hearing +1	[2]
Ambidexterity	[5]
Fit (+1 to all HT rolls)	[5]
Reputation +2 (can fix anything, ship's crew, all the time)	[3]
	[ ]
Alchohol Tolerance	[1]
	[ ]
	[ ]
	[ ]
Language - Argossian (Native)	[0]
Language - Zamoran (Accented / Illiterate)	[2]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Professional - do the job right)	[-5]
Debt (you owe $100 per month to your old crew)	[-10]
Lecherousness	[-15]
Post-Combat Shakes (12 or less, after combat)	[-5]
Stubbornness	[-5]
	[ ]
	[ ]
	[ ]
Admires fine leather goods, especially boots and sheaths	[-1]
Always takes her lucky hammer with her	[-1]
Soft spot for orphans and urchins	[-1]
Never gambles	[-1]
Skips small-talk, gets right to the point	[-1]
	[ ]

SKILLS

Name	Level	
Acrobatics	11	[2]
Armoury (Melee Weapons) (includes +2 from Artificer)	12	[2]
Armoury (Missile Weapons) (includes +2 from Artificer)	12	[2]
Artist (Woodworking)	12	[2]
Axe/Mace	13	[4]
Boating (Sailboats)	11	[1]
Carpentry (includes +2 from Artificer)	14	[4]
Climbing	11	[1]
Crossbow	14	[4]
Diplomacy	12	[4]
Engineer (Artillery) (includes +2 from Artificer)	12	[1]
Gunner (Catapults and Ballistas)	14	[4]
History (the Coast)	11	[2]
Knife	13	[2]
Scrounging	13	[2]
Seamanship	12	[1]
Sewing	12	[1]
Sex Appeal	11	[2]
Shield	12	[1]
Shortsword	11	[1]
Smith (Iron) (includes +2 from Artificer)	12	[2]
Thrown Weapon (Knife+Axe)	13	[4]
		[ ]
		[ ]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Axe	2d+1 cut	1	9U	Skill 13	$50	4 lbs.
Fine small knife	1d imp	C	9	Skill 12	$150	1/2 lb.
Punch	1d-1 cr	C	9	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Crossbow	2d imp	4	260/325	1	1 (4)	-6	Skill 14	$150	6 lbs.
Small knife	1d-1 imp	0	6/13	1	T	-6	Skill 13		
Ship's 15-lb ballista	8d+1 cr	4	295/370	1	1(42)	-14	Skill 13		1 ton
w/small stones	4d cr		245/305	1x15					

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$349

POSSESSIONS

Item	Location	Cost	Weight
Small shield (DB +1, DR 2, 12 hp)	Arm	$30	3 lbs.
Light leather gloves	Torso	$15	1/2 lb.
Soft leather boots	Feet	$100	2 lb.s
Canvas satchel		$5	-
Handful of nails	Bag	$3	
Grappling hook, 15' hemp rope*		$35	6 lbs.
Lucky carpenter's hammer	Bag	$10	1 lb.
Fine leather knife sheath	Hip	$3	
	Totals:	$ 428	17 Lbs.

When her last carpenter was blinded by flaming Kushite oil, Captain Marala asked you to take over the job. The man was useless anyway. he had incredible physique and remarkable endurance... but completely useless in his nautical job.

Unfortunately, at the last port, you ran into your old crew. They blamed you for their mast crashing over, killing a deckhand. Sure enough, you realized you had made the boneheaded mistake of using the wrong nails on that mast. While you could have just spit in their faces and walked away, that crew was dear to you, and your professional pride was singed. You promised them money to repair the mast.

CHARACTER NOTES

* To hit with the grappling hook, roll DX-3

SAVAGE FANTASY

Name Gyasi Ur **Player** _____ **Point Total** 152

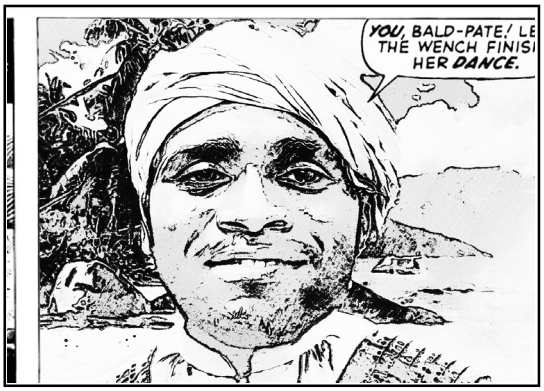
Ht 4'4" **Wt** 80 **Size Modifier** -1 **Age** 34 **Unspent Pts** -

Appearance Ex-smuggler, terrible assassin, and now the captain's indentured cook

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	13	[60]	**Will**	12		[0]
IQ	12	[40]	**Per**	13		[5]
HT	12	[20]	**FP**	12		[0]

MOVE 5

DR 1 (Vest)



BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Sword)	-

REACTION MODIFIERS

Appearance _____

Status -1 from most others

Reputation _____

ADVANTAGES & PERKS

Acute Vision +1	[2]
Craftiness 2	[10]
Wealth (Comfortable)	[10]
Strongbow (may use bows up to ST+2)	[1]
Off-hand Weapon Training (Knife)	[1]
	[ ]
	[ ]
	[ ]
Language - Stygian (Native)	[0]
Language - Zamoran (Accented / Literate)	[4]
Language - Argossean (Accented / Illiterate)	[4]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (-1 to IQ skills when alone)	[-5]
Dwarfism	[-15]
Greed	[-15]
Social Stigma (Second-class Citizen)	[-10]
	[ ]
	[ ]
	[ ]
	[ ]
Nervous around wild animals	[-1]
Says he killed a prince for his sword (not true)	[-1]
Intolerant of Northmen	[-1]
Complains about his stiff knees	[-1]
Collects dirty jokes	[-1]
	[ ]

SKILLS

Name	Level	
Acting (includes +2 from Craftiness)	14	[2]
Area Knowledge (Messantia+Stygia)	12	[2]
Boating (Sailboat)	12	[1]
Bow	13	[2]
Carousing	12	[1]
Climbing	12	[1]
Cooking	12	[2]
Current Affairs (People)	12	[1]
Diplomacy	10	[1]
Escape	13	[4]
Slip Handcuffs	9	[2]
Fast-Draw (Arrow + Knife)	13	[2]
Holdout (includes +2 from Craftiness)	14	[2]
Knife	14	[2]
Merchant	12	[2]
Navigation (Sea)	11	[1]
Search	12	[2]
Shortsword	13	[2]
Singing	12	[1]
Smuggling	12	[2]
Stealth (includes +2 from Craftiness)	14	[1]
Streetwise	11	[1]
Swimming	12	[1]
Thrown Weapon (Knife)	14	[2]
		[ ]
		[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Stygian Shortsword*	1d+1 cut 1d imp	1	10	Skill 14	$3200	2 lbs.
Dagger	1d-3 imp	C	9	Skill 14	$20	
Punch	1d-3 cr	C	10	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Throwing knife	1d-3 imp	1	8/15	1	T	0	Skill 14	$30	0.5 lbs.
Shortbow (ST11)	1d-1 imp (2)	1	150/200	1	1 (2)	-6	Skill 13	$50	1.5 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$0

POSSESSIONS

Item	Location	Cost	Weight
Quiver w/ 12 bodkin arrows	Shoulder	$35	2 lbs.
Leather boots (DR 1)	Feet	$10	1 lb.
Padded cloth vest (DR 1)	Torso	$3	-
	Totals:	$3348	3 Lbs.

After a smuggling job went bad off the coast of Stygia, a Stygian prince threatened to kill you and your entire family unless you did him a favor. The "favor" was assassinating one Captain Zohar, a useless merchant captain who insulted the prince's daughter by refusing to transport her to Messantia. The assassination... went poorly... and the next thing you knew you were being keelhauled under the ship. Each time you went under you returned with a particularly clever ribald joke that you had collected. Eventually, the captain decided you amused him, and made you his servant and cook. You're not particularly happy with this arrangement, but it will serve you well until you can escape to another ship.

CHARACTER NOTES

*Sadly, your sword has been "lent" to another crewman

SAVAGE FANTASY

Name The Harpooner **Player** _____ **Point Total** 153

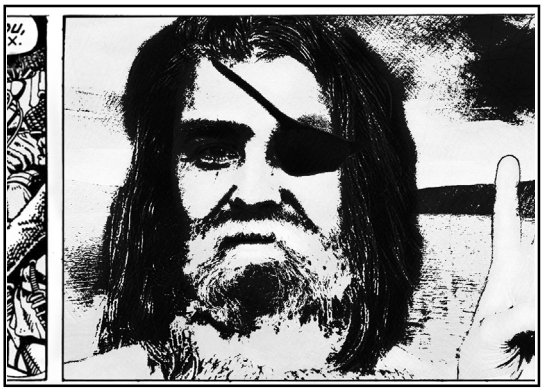
Ht 5'11" **Wt** 195 **Size Modifier** 0 **Age** 49 **Unspent Pts** -

Appearance Fierce scavenger, fisherman, and superstitious worshipper of sea demons

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	11	[20]	**Will**	13		[5]
IQ	12	[40]	**Per**	11		[-5]
HT	12	[20]	**FP**	12		[0]

MOVE 5

DR



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Spear/Sword)	-

REACTION MODIFIERS

Appearance -1

Status

Reputation +2 from Survivor (survivalist types)

ADVANTAGES & PERKS

Hard to Subdue +1 (bonus to rolls to stay conscious)	[2]
Night Vision +2	[2]
Ritual Magery 1	[15]
Survivor 2	[10]
	[ ]
Autotrance	[1]
Weapon Bond (+1 skill with "Dagon's Harpoon")	[1]
	[ ]
Language - Argossian (Native)	[0]
Language - Stygian (Broken / Illiterate)	[1]
Language - Zamoran (Accented / Illiterate)	[2]
	[ ]

DISADVANTAGES & QUIRKS

Appearance (Unattractive)	[-4]
Callous	[-5]
Compulsive Vowing	[-5]
One Eye	[-15]
Unluckiness	[-10]
	[ ]
	[ ]
	[ ]
Distinctive tattoos of sea serpents on his arm	[-1]
Uses the phrase "don't ya vex me!" a lot	[-1]
Won't give anyone his real name	[-1]
Distrusts Stygians	[-1]
Never turns down a dice game	[-1]
	[ ]

SKILLS

Name	Level	
Boating (Rowboats and Skiffs)	10	[1]
Brawling (includes -1 from One Eye)	12	[4]
Broadsword (includes -1 from One Eye)	10	[2]
Climbing	10	[1]
Crossbow (-3 if you don't aim, due to One Eye!)	11	[1]
First Aid (includes +2 from Survivor; heals 1d-3 hp)	14	[1]
Fishing	12	[2]
Gambling	11	[1]
Hidden Lore (Demon Lore)	12	[2]
Intimidation	13	[2]
Naturalist (includes +2 from Survivor)	13	[2]
Occultism	12	[2]
Poisons	12	[4]
Seamanship	12	[1]
Spear (includes -1 from One Eye)	10	[2]
Survival (Island/Beach + Ocean) (incl. +2 from Survivor)	13	[1]
Theology (Old Gods)	11	[2]
Thrown Weapon (Harpoon) (-3 if you don't aim!)	13	[4]
Traps	12	[2]
Weather Sense	11	[1]
		[ ]
		[ ]
Ritual Magic (Sea Demons) (includes +1 from Magery)	12	[4]
Path of Air	12	[4]
Path of Healing	11	[2]
Path of Weather	12	[4]

This character uses magic - recommended for experienced players

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Large falchion	1d+3 cut	1	8U	Skill 10	$625	4 lbs.
Brawling punch	1d-1 cr	C	8	Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
"Dagon's harpoon"*	1d+4 imp	2	11/15	1	T	-6	Skill 14 (11 if unaimed) Skill 11 if used in melee	$60	6 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$230

POSSESSIONS

Item	Location	Cost	Weight
Beaded satchel	Arm	$30	1 lb.
Chalk	Bag	$2	-
Shells with arcane symbols	Bag	$3	-
Flint	Bag	$5	-
Leather sandals	Feet	$10	1 lb.
Kite, with 60' string	Bag	$35	2 lbs.
Totals:		$ 428	14 Lbs.

Captain Marala only invites you along on "special" voyages, but she don't rarely tell you exactly why. But when you saw her with Hino, you knew it had to do with the man's brother, Z'thngora. You knew Z'thngora when he was young. An arrogant, idiot bastard was he... made more money selling slaves than he did being a pirate or a corsair. But you heard the stories a decade ago, of Z'thngora lost on an unnamed island, and his brother only findin' his bones on the beach. At least, that's what you heard. And if there's bones on a beach, then there's no doubt angry spirits looking to make men scream. That's the cold truth, you think.

CHARACTER NOTES

The harpoon is tethered. Requires a Ready maneuver and a successful ST roll to pull out (if you fail, you may try again next turn). Does half the damage coming out that it did going in.

See next page for his magic rituals

RITUALS

Devitalize Air

Skill 9 — 0 points
Regular Spell — Duration: Instant
FP to Cast: 2
Time to Cast: 2 sec

Removes the life-sustaining essence from the air within its area, rendering it unbreathable. Until the "dead" air dissipates, any being who needs to breathe begins to suffocate.

Minor Healing

Skill 10 — 3 points
Regular Spell — Duration: Instant
FP to Cast: 1-3
Time to Cast: 1 sec

Restores up to 3 HP, can restore temporarily crippled limbs, but cannot eliminate disease or poison. This spell is at -3 for the first repetition per day, -6 for the second, etc (per subject).

Odor

Skill 10 — 0 points
Area Spell — Duration: 1 hour
FP to Cast: 1
Time to Cast: 1 sec

Produces any odor the caster is familiar with, dissipating normally. Odors cannot cause harm.

Predict Weather

Skill 8 — 0 points
Info Spell — Duration: Instant
FP to Cast: 2/day
Time to Cast: 10 sec/day

Forecasts the weather accurately for a given location over a given time. Double the cost for a location outside the general area.

Rain

Skill 8 — 2 points
Area Spell — Duration: 1 hour
FP to Cast: 1/10 (same)
Time to Cast: 2 min

Creates (or prevents) 1 inch of rain in a normal outdoor setting.

Shape Air

Skill 10 — 0 points
Regular Spell — Duration: Instant
FP to Cast: 1-10
Time to Cast: 1 sec

Creates a blast of air one yard wide, for a distance in yards equal to 5 times the energy put into the spell. Each second, roll 1d knockback damage per full two energy points in the spell.

Wall of Lightning

Skill 6 — 3 points
Area Spell — Duration: 1 minute
FP to Cast: 2-6 (same)
Time to Cast: 2 sec

Every turn, anyone crossing or touching the wall suffers burning damage (1d-1 burning damage per 2 points put into it). All Vision and Hearing rolls across it are at -1.

Wall of Wind

Skill 9 — 0 points
Area Spell — Duration: 1 minute
FP to Cast: 2 (half)
Time to Cast: 2 sec

Low-tech missiles suffer a -10 penalty to hit for every yard of wall they pass through. Beings standing in the wall are at -3 DX and suffer 2d of knockback in a random direction every second.

Waves

Skill 9 — 2 points
Area Spell — Duration: 1 hour
FP to Cast: 1/60 (same)
Time to Cast: 2 min

Each application of the spell can increase or decrease the wave height by one point on the Beaufort scale. Can also be cast on a ship.

Wind

Skill 9 — 2 points
Area Spell — Duration: 1 hour
FP to Cast: 1/50 (same)
Time to Cast: 2 min

Modifies the wind, shifting the direction by one notch (from W to WSW, for example), or changing the wind speed by one level on the Beaufort Scale. Can also be cast on a ship.

Windstorm

Skill 10 — 2 points
Area Spell — Duration: 1 min
FP to Cast: 2 (half)
Time to Cast: 1 sec

Creates a circular windstorm with an "eye" of calm inside. Moving in the storm is difficult and at +1 movement cost. All DX-based skills are at -5; missiles are at a -10 penalty. For double cost, Vision is at 10, standing is hard (DX-3), and heavy objects are hurled!

Breathe Water

Skill 7 — 2 points
Area Spell — Duration: 1 min
FP to Cast: 4/2
Time to Cast: 2 sec

Allows the subject to breathe water as though it were air.

SAVAGE FANTASY

Name "_____" The Corsair **Player** _____ **Point Total** 101

Ht 5'10" **Wt** 155 **Size Modifier** 0 **Age** 25 **Unspent Pts** -

Appearance One of the more skilled and respected of the Green Serpent's crew

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**Will**	10		[0]
IQ	10	[0]	**Per**	11		[5]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Sword)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 from Born Sailor (sailors)

-1 from Odious Personal Habit

ADVANTAGES & PERKS

Acute Vision +2	[4]
Born Sailor 1	[5]
Fit (+1 to all HT rolls)	[5]
Flexibility (ignore up to -3 in penalties for close quarters)	[5]

DISADVANTAGES & QUIRKS

Code of Honor (Pirate's)	[-5]
Duty (The Green Serpent, 12 or less)	[-10]
Odious Personal Habit (Mild - invent one!)	[-5]
Wealth (Struggling)	[-10]
Quirk -	[-1]
Quirk -	[-1]
Quirk -	[-1]
Quirk -	[-1]
Quirk -	[-1]

SKILLS

Name	Level	
Area Knowledge (Zingaran Coast + Barachan Islands)	10	[2]
Boating (Rowboats and Skiffs) (incl. +1 from Born Sailor)	13	[2]
Brawling	14	[4]
Carousing	12	[1]
Carpentry	10	[1]
Climbing (includes +3 from Flexibility)	16	[4]
• Rope Up	15	[1]
Fast-Talk	10	[2]
Filch	12	[2]
Naturalist	8	[1]
Navigation (Sea) (includes +1 from Born Sailor)	10	[1]
Scrounging	10	[1]
Seamanship (includes +1 from Born Sailor)	13	[4]
Shortsword	13	[4]
Stealth	11	[1]
Swimming	12	[1]

This character is meant as a replacement for anyone horribly killed....

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Unremarkable cutlass	1d+2 cut 1d imp	1	9	Skill 13	$400	2 lbs.
Brawling punch	1d-1 cr	C	10	Skill 14		
Brawling kick	1d+1 cr	C, 1		Skill 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

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Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$83

POSSESSIONS

Item	Location	Cost	Weight
Leather pouch with dried fish		$4	-
Leather sandals	Feet	$10	1 lb.
Green-dyed rope belt	Waist	$3	-
Totals:		$ 428	3 Lbs.

You've served on the Green Serpent for over a year now, and have earned trust from the captain and its most veteran crew...

CHARACTER NOTES

ZACOVA

"The Panther"

Per 10

DACANA

First Officer of the Green Serpent

Per 11 - Enemy (6-)

YEMGA

The Corsair Queen's Bodyguard

Per 12

VICTEPIUS

Son of Victepy

Per 13 - Serendipity

THE HARPOONER

Unlucky Scavenger

Per 13 - Unluckiness

RASTUS

Guilt-ridden Old Explorer

Per 13 - Serendipity

Kêlit

Ship's Carpenter

Per 12

Crew of the Green Serpent

Per 10

SAVAGE FANTASY

Name _____ Player _____ Point Total _____

Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____

Appearance _____

ST		[ ]	HP		CURRENT	[ ]	MOVE
DX		[ ]	WILL			[ ]	
IQ		[ ]	PER			[ ]	DR
HT		[ ]	FP		CURRENT	[ ]	

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____

BASIC SPEED _____ [ ] BASIC MOVE _____ [ ]

ENCUMBRANCE

None (0) = BL _____

Light (1) = 2 × BL _____

Medium (2) = 3 × BL _____

Heavy (3) = 6 × BL _____

X-Heavy (4) = 10 × BL _____

ACTIVE DEFENSES

Dodge	Parry	Block

REACTION MODIFIERS

Appearance _____

Status _____

Reputation _____

ADVANTAGES & PERKS

_____ [ ]

DISADVANTAGES & QUIRKS

_____ [ ]

SKILLS

Name	Level
	[ ]

SAVAGE FANTASY

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

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Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

POSSESSIONS

Item	Location	Cost	Weight
	Totals:	$	Lbs.

CHARACTER NOTES