

# The Sorcerer of Volupá



An Arabian Adventure for

HONOR + INTRIGUE

BASIC  
ACTION  
GAMES



# Crédits

**Writing (Adventure):** Fred Furtado

**Writing (Supplemental Material):** Chris Rutkowski

**Editing:** Chris Rutkowski

**Artwork:** Miguel Santos

**Layout:** Chris Rutkowski

**Additional Layout:** Robert P. V. Davis

**Playtesters:** Eduardo Oliveira, Helio Bustamante, Luciana Botelho, Paulino Soares, Rodrigo S. M. Takahashi



# Contents

Adventure	2-10
New Dueling Styles	11-13
New Equipment	14
New Flaw	14
Sample PCs	14-16
Customizing the Adventure	16

# The Sorcerer of Volupa

## Summary

In *The Sorcerer of Volupa* the characters join a military expedition to rescue the daughter of the sultan of Juman. The sorcerer Kharaibos the Grotesque kidnapped her to be part of his infamous seraglio (harem). The characters will have to survive a storm and a sea serpent attack, as well as face carnivorous apes and spider women, before confronting Kharaibos and his eunuchs. If they succeed, they will still have to thwart a mutiny on the way back.

## Setting for this Adventure

The adventure takes place in an Arabian Nights-themed setting. This can be used as a completely fictional sword & sorcery setting or incorporated into the real world by either changing the names of some locations or by simply state that the fictional land of Juman is an Arabian port city ruled by a sultan, existing alongside other historically real countries (in much the same way Florin was shoe-horned into the real world in *The Princess Bride*, or the way Hope squeezed the nation of Ruritania into the map of Europe in *The Prisoner of Zenda*). Alternatively, Juman might be a part of the Ottoman Empire, ruled by a bey rather than a sultan (although the heroes certainly could be trying to rescue the sultan's daughter, especially if the bey was responsible for her safety while she was visiting Juman).

If you wish to move the adventure to a non-Arabian setting, this is easy to accomplish by changing the names for most of the proper nouns for characters, ships, and places, to fit the language of the campaign setting. Most of the themes of the adventure – the rescue of a monarch's daughter from an evil sorcerer – work regardless of the backdrop of the story.

The year this adventure takes place is likewise up to the GM. You can place it in any time from early medieval to the eighteenth century, if you wish. Note, however, that no firearms appear in the text of the adventure. If you wish to set the game in a post-gunpowder world, you may want to replace some weapons with firearms. If the setting is pre-gunpowder, assume ships are armed with ballistae rather than cannon.

## About The Sultanate of Juman

Juman is a rich port on the western coast of the continent. It is ruled by sultan Mahmoud the Magnificent, known for his wisdom and business acumen, but, most of all, for his love for his beautiful daughter Fadaria.

Juman is a very cosmopolitan place and its streets are crowded with visitors from the four corners of the world. The sultanate is also known for its mighty navy, known as the Red Fleet because the ships are built with a local tree that has a reddish hue. The Juman navy patrols the nearby waters, making sure it is free of pirates.

## 1. A Call to Arms

There are many ways the characters could find themselves in Juman. They could be travelers recently arrived by ship or caravan, mercenaries between jobs, Jumani citizens. No matter whom they are or why they have come to the city, one morning they will hear the commotion at the central plaza near the harbor: three war galleys from the Red Fleet have docked and their captains are standing at the center of the plaza.

One of them, clearly of a higher rank than the other two, given his fine uniform and bejeweled hair and scabbard, is about to address the public:

*Listen to me, brave people of Juman! I am Admiral Khembeba, commanding officer of the Majib, the flagship of the Red Fleet. I am here because a foul deed has been committed against our nation. The beautiful Fadaria, daughter of our beloved sultan Mahmoud the Magnificent has been torn from the bosom of her family in the dead of the night! The evil creature is responsible for such a perfidious act is none other than the depraved sorcerer that lives in at the island of Volupa: Kharaibos the Grotesque! The great Mahmoud has charged us with bringing the jewel of his life back and end the perfidious ways of the warlock. Who here will join us?!*

Khembeba goes on to tell the crowd that Mahmoud will richly reward those who join the expedition and grant them looting rights to Kharaibos' treasures.

It should be clear that rescuing Fadaria is no easy task. After all, the sultan believes that three fully-crewed war galleys are not enough. The need for additional troops makes Khembeba rather forgiving when it comes to accepting volunteers, but if the character looks particularly unfit, he will ask for a test, like a knife fight to first blood with one of his men.

If accepted, Khembeba tell the recruits to be at the harbor before first light next morning, when the three ships will sail to Volupa. The characters will be assigned to the *Manawe*, under Captain Batala. Stats for the three ships are provided below:

***The Manawe***

Size 2, Sails 2, Guns 0, Crew 2, Hull 1; 35 Timber  
Ship Boons: Oars, Ramming Prow  
Ship Flaws: Cramped Quarters, Jinxed

***The Majib***

Size 2, Sails 2, Guns 1, Crew 2, Hull 2; 40 Timber  
Ship Boons: Oars, Ramming Prow  
Ship Flaws: Cramped Quarters, Jinxed

***The Ustur***

Size 1, Sails 3, Guns 0, Crew 3, Hull 1; 25 Timber  
Ship Boons: Oars, Fast to About  
Ship Flaws: Jinxed, Short Guns

## 2. Northward

After leaving at about five o'clock in the morning, the task force will travel northward along the coast for a few days, and then head northwest for the same amount of time. By the admiral's orders, they will land on Volupa at eleven o'clock at night, a perfect hour for a covert strike.

During the trip, the characters can mingle with the crew and the other mercenaries. It is then that they meet Varo and Dambata. Varo is a good-looking corsair with a sharp tongue and even sharper sword. Dambata is a hulking African with a permanent scowl on his face.

Varo will chat up any female character and be condescending and sarcastic towards the others. He will be more than pleased to engage a PC in a verbal duel, but if things escalate, he can defend himself, and if he's overwhelmed, Dambata will back him up.

Fortunately, Batala will end any sort of fight after just one or two rounds. He will be adamant that any trouble in his ship will result in the offenders having to swim back to Juman. Varo and Dambata will cease all hostilities towards the characters, although the corsair may throw a sarcastic quip at them every once in a while.

See Scene 12 if you need to look up the stats on Varo and Dambata.



**Dambata**



**Varo**

### 3. A Game of Hazards

A few days go by, and this might be a fun time to throw a random encounter at the PCs. Normally random hazards at sea are rolled for every *month* of sea travel. But the voyage to Volupa is anything but normal. Some of the crew begin to whisper their misfortune is the result of Kharabos' magic putting a curse on any ships that come to Volupa unbidden.

The *Manawe* is under the effects of the Jinxed Flaw for the voyage to Volupa. Roll on the Hazards at Sea table (customized below) two times. Use whichever result you find more interesting. For more details on Hazards at Sea, see page 100 in *Honor + Intrigue*.

Roll	Hazard At Sea
2-7	Nothing Happens... but all the sailors see a "bad omen", which puts the crew further on edge.
8	Bad Weather: Storm (1-3, which gets much worse in Scene 4), Squalls (4-5), or Doldrums (6)
9	Wreck: the ship hits something below the water line and takes 3d6 Timber damage. The cause is the mast of a sunken ship below the water...
10	Ruined Supplies. Somehow nearly <i>all</i> of the crew's food is ruined. See page 94 in <i>Honor + Intrigue</i> for details on dealing with hunger.
11	Ship: Merchant (1-3; the crew is desperately trying to get away from the island, raving about how it is cursed. When they stopped there to re-supply they were set upon by ferocious demons!)  Corsairs (4-6; a crew of bloodthirsty corsairs pulls alongside the <i>Manawe</i> , which has lagged behind the other ships, and demands their surrender!)
12	A Shiver of Mermaids: They begin to swim alongside the ship in the night, crying out to the crew...

### Corsairs

#### Corsair Ship, *The Red Lash*

*This Dhow has lateen sails but relies on its rowers when the wind is not with them. Currently the captain is desperate to take another ship, as his has begun to spring a leak.*

Size 2, Sails 2, Guns 1, Crew 2, Hull 0, 30 Timber

Ship Boons: Oars, Ramming Prow

Ship Flaws: Leaky Tub, Cramped Quarters

#### Corsair Crew

Competence 2 (Average)

Might 1 Melee 1 Corsair 0

Cutlass 1d6+1 Dmg

#### Corsair Overseer

Lv 2 Retainer

Might 2

Brawl 2 Melee 1 Defense -1

Corsair 2

Lifeblood 10 Advantage 1

Fearsome Looks, Ugly & Brutish, Thick-Skinned, Poor

Vision (Missing Eye)

Whip 1d3+2 Dmg, +1 Bind

#### Corsair Captain

Lv 3 Retainer

Might 1 Daring 1 Savvy 1

Brawl 1 Melee 1 Ranged 1

Duelist 1 Corsair 2

Lifeblood 9 Advantage 1

Dueling Style (Eastern), Born Sailor, Greed, Hot-Headed

Maneuver Mastered: Quick Cut

Scimitar 1d6+1 Dmg, +1 Quick Cut Dmg; Initiative +2

### Mermaids

*Though sailors tell of beautiful women who live beneath the waves, they also are known to lure men to their deaths as they seem to sing "come join us". If their spell is broken, the Mermaids appear as they truly are: vicious creatures with mouths filled with rows of shark-like teeth.*

Daring 1 Savvy -1 Flair 3 (becomes Terror 3 once the spell is broken).

#### Combat:

**Illusion of Beauty:** the Mermaid's song makes it appear as a beautiful woman. Any who makes a Tough (-4) difficulty Savvy + Sailor roll will know that this is only an illusion and see the Mermaid's true form. This will then call for an immediate Daring check against the Mermaid's Terror rating by anyone who is in the water with them.

**Suggestion:** Anyone hearing the mermaid's beautiful song, who has not broken the mermaid's Illusion will feel the urge to join them in the water.

**Scaly Hide:** 1d3 Protection

**Mermaid's Kiss:** +4 Attack w/ Bite for 1d6-1 dmg to anyone under the spell. Anyone under the spell will not feel the pain, instead feeling pleasure.

**Bite:** +2 Attack for 1d6-1 dmg to anyone not under the spell.

**Fins:** Mermaids can swim at a speed of 40'

**Stealthy:** Mermaids in the sea are Hard (-2) to spot if they don't want to be seen. If there is kelp or sea caves to hide in, this is Tough (-4) to spot them.

10 Lifeblood

#### 4. A Terrible Storm...

Just before sunset, it will become clear that a massive storm is heading towards the task force from the north. This is a bad sign, since the sultan's astrologers had assured Khembeba it would be a smooth trip till Volupa. Soon, rumors that Kharaibos sent the storm will be circulating among the crew.

Two hours later, the storm will hit with heavy rain, lightning and huge waves. The force of the wind and currents will force the *Manawe*, *Majib*, and *Usfur* to drift farther apart. At the height of the storm, staying on the *Manawe's* deck while the ship is tossed around will require a Might or Daring + Sailor or Pirate roll every couple of minutes. Make everybody roll three times. A character tying him or herself to the ship grants a Bonus Die and +2 to the roll.

Failure may leave the characters dangling overboard, with a second bad roll (in case no one comes to the rescue) landing the crewman in the water, as will a Calamitous Failure in the first roll. Even if all the characters succeed, some mercenaries or sailors will be swept by the waves, providing a chance for the PCs to play hero.

After the third roll, Batala, who is helming the *Manawe*, will be thrown into the sea by a crashing wave, giving the characters two immediate goals: saving the captain and taking control of the helm to prevent the ship from capsizing. Be sure to reward characters acting according to their motivations and Flaws a Fortune Point.

Meanwhile, the other two ships have drifted further apart, and visibility is poor. When the *Usfur* begins to sink, it is a signal that something far worse than the storm is afoot.

#### 5. The Serpent Rises...

With the storm and the ensuing colossal waves, the *Manawe* crew has nearly lost sight of the other two ships. The *Usfur* begins to sink. At that moment, have everybody roll a Savvy check to spot something; Sailor career adds to this roll. Whoever rolls the highest spots something terrifying move in the water next to the *Usfur*.

A lightning bolt zigzags to the sea, briefly illuminating the surrounding area. Among the waves, the character will see the silhouette of the *Majib* and what appears to be a long neck rising from the water beside it. Soon the entire crew of the *Manawe* can witness the attack on the *Majib*, seeing

the serpent do to it what it had already done to the *Usfur*. The crippled flagship begins to sink as members of the crew are devoured by a massive sea serpent.

After it's done crippling the *Majib* and the *Usfur*, the monster will turn its attention to the *Manawe*.

Its first intention is to sink the ship so it can pick the crew off at its own leisure. The sea serpent will wrap itself around the *Manawe* and squeeze or it will just throw itself against the deck. See "Battling Sea Monsters" on page 107 in *Honor + Intrigue*. When the monster closes to strike, the PCs have a chance to attack it. They ought to be able to get off at least one volley with the ship's weapons (ballistae or cannon) before it reaches the ship. Allow the Helmsman of the ship to roll a Hard (-2) Savvy + Sailor check to buy them enough time to make a second volley before the monster closes with the ship.

If the characters prove too effective in hurting it, the sea serpent will go after them. Given how dangerous this monster is, you might want to have a few NPCs around to serve as preliminary targets (appetizers) or to provide extra attacks against the sea serpent. Also, don't forget to remind your players they can Yield Advantage rather than be bitten in half by the first attack to hit them (it might be rather dramatic to describe the creature biting through the railing of the ship when it's jaws clamp shut after missing the PC). Also, have Varo and Dambata help the PCs in this fight—they may be rivals, but one cannot be choosy with allies here!

If the sea serpent takes more than half of its total Lifeblood in damage, it will retreat to the dark depths of the sea.

In the aftermath of the battle, the PCs can try to rescue any survivors from the other two ships. Each PC can lead a rescue party on a rowboat searching for survivors. Have each roll a Tricky (-1) Savvy + Sailor career check. Any who succeed will find 1d6+1 survivors. A Mighty Success will find 2d6+2 survivors, one of whom is Admiral Khembeba! A Calamitous Failure indicates the PC found only dead crewmen... who are being eaten by a mermaid. If it is disturbed, it will attack the rowboat.

While others are out in rowboats, allow the ship's surgeon (if there is one) to roll 1d6 per rank in Physician (1d3 if rank 0) to try to save some of the ship's lost Complement. Up to half the Complement % that is lost can be saved in this way.

## Sea Serpent

*Sailors often speak of horrifying sea monsters. The Sea Serpent is a gigantic aquatic snake, one which does not seem to need to breathe. It feeds by coiling around its prey, such as a giant squid or whale—and crushing it.*

Sea Serpents count as a Size 3 Ship for sea combats.

Might 15 Daring 4 Savvy -1 Terror 4

Defense -1

### Combat

**Tough Hide:** 1d6+2 Protection

**Bite:** +5 Attack for 3d6 Dmg +Swallow

**Swallow:** A victim of a Sea Serpent's bite must make a Tough (-4) Flair check or be swallowed whole, taking 1 damage per round from digestive acids and is also unable to breathe until they can be cut out of a dead monster's stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.

**Tail Swipe:** +5 Attack for 2d6 Dmg +Constriction

**Constriction:** Each round, the Sea Serpent wraps itself tighter and tighter around its prey, crushing the life out of it. Usually this attack is saved for large prey (like a ship) rather than tiny morsels, such as an individual person (they prefer to bite them). A constricted vessel loses 2d6 Timber per round, while a constricted creature loses 3d6 Lifeblood per round. While it is constricting a ship, a Sea Serpent's head will try to bite any sailors who dive or fall into the water that get too close.

**Fast Swimmer:** Sea Serpents have a 50' base speed in water. 70 Lifeblood

## 6. Volupa At Last

Sunrise will find the *Manawe* amid calm waters and under a cloudless sky. The storm has thrown the ship off course, but a Tricky (-1) Savvy + Sailor check will reveal the correct course to Volupa. Failure means the ship wanders for another day, during which it must consume another day's worth of supplies and roll again on the Hazard at Sea table from page 4 before it finds the island. The trip will take several hours and the *Manawe* will arrive at the island at around 1 pm.

Volupa is a small island, only one mile long and half a mile wide. It is dominated by a 500-foot high hill on its eastern side that slopes down on all directions until it reaches the sea. At the top of the hill, everyone can see Kharaibos' villa: a white marble construction that shines under the sun.

Volupa is covered by a thick jungle. Halfway up the hill, running around it, there seems to be a gap in the vegetation. A character can make a Tough (-4) Savvy check, or use a spyglass to see that the gap in the vegetation is caused by a wall that wraps around the hill.

Landing a rowboat is difficult, because the island is surrounded by a rocky shore, the only exception being a small sandy beach at the southern side.

The loss of the two other ships and many crewmen to the sea serpent, plus the ravages of the storm have considerably reduced the manpower available for the rescue. Batala (or his successor if he didn't survive) will order everyone – sailors, rowers and mercenaries – to the shore.

The two lifeboats on the *Manawe* seat 12 people each, which should be more than enough to take everyone aboard to the beach in one trip, even if the boat's capacity is exceeded by a few men.

Once on land, the group will find four trails leading out of the beach and the captain will divide the group in as many units, with the PCs making up one of them and Varo and Dambata leading another. The plan is simple: go up the hill, defeat Kharaibos, and rescue Fadaría.

## 7. Gorillas Behind the Wall

Navigation in the jungle is no problem, since the group has only one way to go: up. Their progress is made difficult by the usual problems with this kind of environment, like dense vegetation (the trail is almost non-existent) and an abundance of mosquitoes and other pests.

Halfway up the hill, the characters can see the gap in the vegetation. A 15-foot-high wall of white marble stands in front of them. It is extremely hard and no amount of picking at it will make a dent.

The trees, though higher than the wall, are far from it, making it difficult to use them as leveraging points unless the PCs have long ropes. But the characters can easily get on top the wall by climbing on someone else's shoulders and jumping from there.

The wall is 5 feet thick, providing ample space for a character to stand on it and use a rope to pull the other PCs up. As soon as the first character touches the wall, he will feel it vibrate for a few seconds. The vibration is repeated every time someone new touches it.

Getting over the wall can be done easily and quickly. When they are on the other side, the characters will hear something (actually several somethings) crashing through the jungle towards them.

In a few moments, a group of gray carnivorous gorillas (one for each PC) will emerge from the vegetation and savagely attack the characters. These gorillas will fight to the death and pursue any PC who tries to escape through the jungle.

## Carnivorous Gray Apes

*These beasts are the product of foul wizardry, turning once gentle jungle dwellers into savage killing machines that feast on flesh.*

Might 6 Daring 2 Savvy 0 Terror 1

Defense 0

### **Combat**

**Pummel:** +1 Attack w/ 2 fists, 1d3+1 Dmg each + Pin

**Bite:** +2 Attack for 1d6 Dmg

**Pin:** If an ape hits the same opponent with both fists, it has pinned the opponent and can continue to pummel them for 2d3+2 damage by rolling 2d6+5 vs. the opponent's Might. The opponent cannot Yield Advantage to avoid this damage. If the attack fails, or the ape is injured, it no longer has the opponent pinned.

**Brachiating:** The apes can climb and swing through trees, vines, and other handholds with ease, at a speed of 30 feet.  
20 Lifeblood

## **8. Kiss of the Spider-Women**

As they proceed uphill, the PCs will hear the sound of women crying for help. If they investigate, they find a cave with gorgeous women (one for every two PCs, but no more than three) chained to a ring set in the stone roof. They are clad in fine silks that are now torn and stained.

They claim to be part of Kharaibos' seraglio and that they were punished by the sorcerer with imprisonment in the cave. The women plea with the characters to be set free from their shackles and

taken away from Volupa.

If the PCs enter the cave, each woman will target one male character with their hypnotic gaze. Failure will put the PC into a dazed state in which he won't resist any attack. The women then reveal their true form of *ankabutimra*: blood-sucking spider-women!

The *ankabutimra*'s arms and legs will elongate and they will wrap them around the immobilized characters, sinking the fangs in their eight-eyed head into the PC's neck and sucking their blood!

While sucking blood, the *ankabutimra* will ignore everything else, even if one of her sisters is attacked. An *ankabutimra* will only join a fight if attacked directly and even then will return to her prey as soon as the aggressor has been dispatched.

*Ankabutimra* will also fight to the death, but if the PCs capture one, she might reveal a small bit of information about Kharaibos or his villa in exchange for her life.

## Ankabutimra

*The spider-women are a abominable monstrosities that delight in feasting on the blood of men. They entice their prey with their illusory powers, appearing as beautiful damsels in distress. And when the prey is lured in by their hypnotic gaze, they sink in their fangs!*

Might 3 Daring 1 Savvy 0 Flair 3 (Terror 3 when true form is revealed)

### **Combat:**

**Beautiful Illusion:** *Ankabutimra* have an inherent ability to disguise themselves in the illusion of being beautiful human females. A person can only see the creature's true form once it uses its Hypnotic Gaze, which ends the illusion whether successful or not.

**Hypnotic Gaze:** The *Ankabutimra* ends its illusion, revealing the stare of its eight-eyed head. This stare renders one person helpless unless they succeed on a Hard (-2) Savvy check. This check may be repeated each round as a Major Action by the otherwise helpless character.

**Bite:** This automatically hits any helpless victims, but has +2 to hit against someone defending his/herself. The initial bite does 1d3+1 dmg + Blood Drain.

**Blood Drain:** Each round that the *Ankabutimra* remains attached to a helpless or grappled victim, it drains 1 Lifeblood from the victim. However, the *Ankabutimra* that is feeding is also completely fixated on enjoying the meal, she becomes oblivious to everything else. She is At a Loss against all other opponents, and ignores her sisters being attacked. If she takes damage, she will reluctantly release her bite to defend herself, but immediately go back to her meal as soon as she can.

**Grapple:** +4 vs. Might. This works just like the Grapple Maneuver, except the *Ankabutimra* has no Penalty Die to Grapple armed opponents, because of its long spindly arms and legs. An *Ankabutimra* that succeeds at Grapple against an enemy gets a free Bite against that enemy immediately.

**Climbing:** *Ankabutimra* can climb with great speed, moving about 20 feet per round even vertically and across ceilings.  
10 Lifeblood



## 9. The Lair of Kharaibos

Kharaibos' villa is a majestic two-floor structure topped by a huge sliding dome, like that of an observatory. The tree line stops 20 yards before the building, leaving a grass-covered expanse that offers no place to hide, except for a few small bushes and a gurgling crystalline water fountain.

Two eunuchs armed with heavy scimitars patrol the grounds. Though alert, they don't appear particularly worried about an attack. It's obvious they must have seen the arrival of the *Manawe*, so they must trust in the dangers of Volupa or in their master's powers to take care of the invaders.

A quick and silent ambush is the best approach to deal with the sentries. Combat will alert Kharaibos and the other eunuchs who are inside, robbing the PCs of the advantage of surprise.

The ground floor of the villa is furnished with expensive silks, rugs and objects of art, all with an erotic theme. It holds a library, a smoking/living room, a solarium, kitchen and pantry, barracks for the eunuch guards (with 12 cots in total) and the quarters of Peteonga, the chief eunuch.

All of the rooms are empty, but the PCs can hear voices coming from the upper floor. Climbing the stairs, they will reach a central hall with two sets of double doors on each side, one leading to Kharaibo's personal room and the other to the seraglio.

**Eunuch Guards (x2)** Competence 2 (Veteran)  
Might 1 Melee 1 Slave 0  
Heavy Scimitar 1d6+2 Dmg (two-handed)

## 10. Battle of the Central Hall

In the central hall, the characters find Kharaibos, Peteonga, a group of eunuch guards (one for each PC) and a pair of panthers. Kharaibos is giving instructions on how he wants the surviving invaders handled: "slay all the male ones and bring the females to me".

It is clear from the sorcerer's speech that he is not the least bit worried about the invaders, considering them nothing but a nuisance. Kharaibos' overconfidence might account for the relaxed attitude of the sentries.

The PCs have a chance at a surprise attack, but they will have to beat the panther's senses. Even if they can, the manner in which the eunuchs are disposed in the hall prevent the characters from directly attacking Kharaibos or Peteonga.



At the first sign of battle, the sorcerer's overconfidence proves to be just bravado and he runs upstairs to his laboratory. If any PC pursues him, he will throw a small crystal globe at their feet. Upon breaking, the globe releases a mist that rapidly engulfs up to two characters.

Each will find himself transported to a place where their most dangerous foe awaits to attack. This is an illusion – the other characters see the affected PCs standing still --, but don't ask for a resistance check. Only allow one if the player specifically asks for it.

If they are buying the teleportation story (make it convincing), let them fight their enemy. If they win, they dispel the illusion. If they lose, they fall unconscious and will recover normally.

Meanwhile, the two panthers attack the PCs. They are seraglio women who displeased Kharaibos and were punished with wearing magic collars that changed them into panthers. If the collars are cut, the magic will fade and they will regain their true form and flee.

The eunuchs also attack. Peteonga will target the strongest PC and enter a grappling contest with him to break his neck. The chief eunuch has rubbed scented oil on his skin that grants -1 to grappling rolls against him. If the eunuchs fall too fast against the characters, have the remaining eunuchs arrive. Kharaibos will also cast a spell on the corpse of

Peteonga or the panthers should they fall too easily, bringing them back as undead monstrosities.

On the other hand, if the characters are having a hard time against the eunuchs, Varo and Dambata, plus their group, arrive to lend a hand. The corsair and his friend seem in an awful hurry to gather the women and leave. They will gladly leave the task of killing Kharaibos to the PCs.

In any case, Kharaibos will flee to his observatory should the PCs seem to become a serious threat or cause him serious injury, relying on the others to slow down the PCs. See Scene 11: The Fall of Kharaibos.

### **Peteonga** Level 3 Retainer

Might 2 Daring 2 Flair -1

Brawl 1 Melee 2

Slave 1 Warrior 2

Boons: Fedai Dueling Style (see page 11), Thick Skinned

Flaws: Lumbering, Unsettling

Mastered Maneuver: Grapple

Heavy Scimitar (1 handed) 1d6+2 dmg, +1 Quick Cut Dmg, -1 Parry

Heavy Scimitar (2 handed) 1d6+3 dmg, +1 Quick Cut Dmg  
10 Lifeblood, 1 Protection (Thick Skinned)

### **Eunuch Guards (x1/PC)** Competence 2 (Veteran)

Might 1 Melee 1 Slave 0

Heavy Scimitar 1d6+2 Dmg (two-handed)

### **Panthers (x2)**

Might 4 Daring 2 Savvy -1 Terror 2

Defense 1

#### **Combat**

**Bite:** +3 Attack for 1d6 Dmg

**2 Claws:** +1 Attack for 1d3 Dmg Each + Rake

**Rake:** If a Big Cat manages to hit a victim with both claw attacks, it has its opponent grappled. Each round, it can rake that opponent with its back claws (for 2d3 Dmg) by rolling 2d6+5 vs. the opponent's Might. If the attack fails, or the cat is injured, it releases its hold.

**Stealthy:** Big Cats are especially adept at prowling and lying in wait. Spotting or hearing one is (-2) Hard if it is trying to avoid notice in an outdoor setting.

**Climbing:** Big Cats can climb trees with ease.

20 Lifeblood

### **Kharaibos the Grotesque**

Kharaibos has a number of spells he is likely to use in combat should he be attacked. Spells marked with an asterisk (\*) will be already cast should Kharaibos be aware of the PCs' presence in his castle, as he has made preparations to battle them. For detailed descriptions of the spells, see *Honor + Intrigue* pages 195-196.

Might 0 Daring 2 Savvy 3 Flair -1

Brawl 0 Melee 2 Ranged 1 Defense 2

Alchemist 2 Sorcerer 4

#### **Combat**

**Spell: Evil Eye:** (2 Arcane Power) +7 vs. Flair.

**Spell: Scale-Skin:** (2 Arcane Power) 1d6 Protection\*

**Spell: Summon Beast:** (2 Arcane Power) If one of the panthers or Peteonga is killed, Kharaibos will raise them as a grotesque

undead monster. This undead variant has 10 Unlife, 1d6 Protection against all attacks, does +1 damage with all attacks, but has -1 to hit and -1 Defense compared to the living variant.

**Spell: Lightning's Wrath:** (2 Arcane Power) +7 vs. Defense, a bolt of lightning strikes the victim for 1d6 damage.

**Spell: Beguile:** (6 Arcane Power) +7 vs. Savvy.

**Arcane Healing:** In lieu of taking an action, Kharaibos can convert Arcane Power into Lifeblood, healing injuries with unnatural speed. His Staff of Arcane Power enables him to heal +1d3 Lifeblood in addition to the amount of Arcane Power he spent.

**Staff of Arcane Power:** Kharaibos' staff has been infused with his own Arcane Power over the years, and he is able to draw power from it. As such, he only must pay the minimum amount of Arcane Power cost for each spell he casts. Each spell listed above also takes him only one round to cast. This item has been specially attuned to Kharaibos, and cannot be used by anybody but himself for this purpose.

**Scimitar:** +4 Bladework for 1d6 Dmg.

10 Lifeblood 14 Arcane Power 2 Fortune

## **11. The Fall of Kharaibos**

Kharaibos will retreat to his laboratory (the dome atop the villa) and make his last stand there. If he has suffered any injuries, he quaffs a potion to heal himself to full Lifeblood (it is the only such potion he has). At first, he will unleash his spells. Then, he will use his lab supplies – acids, explosive concoctions etc. – as weapons. If he must, he'll try to mount his giant bat to fly away. However, if he is cornered and has no other choice, the sorcerer will fight to the death with his scimitar. If he is badly hurt, he will use Arcane Power to heal himself.

Kharaibos' lab has many valuable and rare items that can be plundered by the PCs. His staff is especially valuable.

One other item in particular catches their eye: a giant bat the sorcerer used as a mount. The animal sits to one side in a makeshift stable, complete with a double saddle. Approaching it requires a Tricky (-1) Woodsman/Hunter roll, otherwise the beast is spooked and flies away.

Flying the bat out will require waiting for the night, since any attempt to open the dome (through a wheel set in the wall) during daylight will send the bat into a frenzy.

### **Giant Bat** Very Large Creature

The giant bat is an extremely rare animal that survives by hunting large nocturnal birds and mammals, including its smaller cousins.

Might 3 Daring 3 Savvy -1 Terror 1

Defense 1

#### **Combat:**

**Bite:** +4 Attack for 1d6+2 Dmg

**Echolocation:** A giant bat uses its incredibly keen hearing to hear reflected sound. This more than makes up for its

extremely poor vision; the giant bat cannot be "blinded" as its echolocation effectively replaces its sense of sight, allowing it to navigate even through pitch black darkness. Deafening the giant bat will effectively blind it, however.

**Wings:** A giant bat can fly at a speed of 30'. It is strong enough that it can carry as many as two riders at this speed.  
30 Lifeblood

## 12. Mutiny!

This scene depicts a classic twist to seafaring adventures: a mutiny by pirates trying to take the treasure for themselves. If you would rather have something more unusual occur, feel free to utilize any of the Hazards at Sea that seemed most interesting to you, but did not come up earlier in the adventure.

When the PCs return to the beach, they will find out Varo and Dambata have already transported the women and most of the surviving members of the expedition to the *Manawe*. Unless he died previously, you can say Batala either died at the hands of the mutineers or died on the way to the villa)

Their plan is to keep the ship and sell the women, including Falaria, into slavery (all of them are very attractive and will fetch a high price at the slave markets). They have convinced the others crew members to go along with the plan. Varo would rather kill the PCs, but he will settle for marooning them on Volupa.

The PCs can fight the mercenaries still on the beach to take the lifeboat and raid the *Manawe*. Varo will order the crew to fire arrows against them. If the PCs saved the life some of the sailors during the storm, they will refuse to attack the characters, leaving only the mercenaries to do so.

Since Varo and Dambata are the ringleaders of the mutiny, killing them will literally take the fight out of the others, who will agree to any plan the characters propose.

## Dambata

Dambata was the strongest warrior in his village until he was captured in battle and sold to slavers. In transport to the slave market, his ship was attacked by a band of corsairs, and he eagerly helped them to overthrow his captors. When he managed to slay the ship's boson with only a broken sword, and a dozen wounds of his own, the corsair captain knew Dambata could make the perfect assassin, given enough training.

Dambata's favorite weapon is a wicked looking kukri blade. If he can get his off-hand to grapple his opponent, he pulls them in corps-a-corps so they cannot make use of any superior reach or parry his knife thrusts with a sword.

Might 4 Daring 2 Savvy 0 Flair -1

Braw1 2 Melee 2 Ranged 0 Ranged 0 Defense 0

Warrior 1 Prisoner 1 Sailor 1 Assassin 1

Boons: Herculean, Hard to Kill

Flaws: Distinctive Appearance (Scar)

Equipment: Kukri (1d6+3 Dmg, +1 Dmg Quick Cut)

Fist (1d2+4 Dmg)

14 Lifeblood 2 Fortune

## Varo

Varo was a criminal from the streets of Juman who had to leave the city when he got caught amid one of his schemes. His ability to appear to be that which he was not enabled him to steal hearts as well as coins. When he stole the heart of a powerful merchant's daughter, however, he decided to take to sea. Besides, Varo knew that if he waited long enough, some great wealth opportunity would come his way; and when it did, he intended to strike while the iron was hot.

Varo may not look like much, but he is a Master of the Baaz Ke Panje dueling style (see next page). He begins any fight scene with 4 Advantage instead of 3.

Might 0 Daring 2 Savvy 0 Flair 2

Braw1 0 Melee 2 Ranged 0 Defense 2

Scoundrel 2 Charlatan 2 Don Juan 0 Sailor 0

Boons: Baaz Ke Panje Dueling Style, Maneuver Mastery x2

Flaws: Lust, Hot-Headed, Greed

Mastered Maneuvers: Bind, Quick Cut, Feint, Glide, Sword

Break

Equipment: Talwar (1d6 Dmg, +1 Dmg Quick Cut), Kukri

(1d6-1 Dmg, +1 Dmg Quick Cut)

10 Lifeblood 5 Fortune

## Epilogue

Bringing Falaria back alive will earn the PCs a fortune. If they also bring Kharaihos' head, they will become heroes in Juman and the sultan might even consider one of them suitable to marry his daughter.

For further adventure, you could include an ancient tome detailing an artifact or treasure map in Kharaihos' possessions. Surely this will lead the PCs to even greater adventures in the future.

# New Dueling Styles

## Augmenting the Eastern Style

This is the primary fighting style of the region, utilizing a scimitar, as described in the *Honor + Intrigue* rules, page 82. The name of the style, of course, comes from the perspective of Western Europeans. The style itself goes by many names, depending on the nation in which it is used, and each has its own variations in technique as well. Weaponry also varies from Polish and Russian sabers to Arabic scimitars (all varieties of backswords). Below are some sample names you can use for the style based on region (you might even swap a Maneuver for another to further individualize them).

**Arabia:** Saif                      **Morocco:** Nimcha

**Persia:** Shamshir                **Poland:** Szabla

**Russia:** Shashka                **Turkey:** Kilij

## Badiya Siklon

The Bedouin know of many dangers that await for those crossing the burning sands, but the scorching sun and poisonous vipers pale in comparison to the danger of being buried alive in a sandstorm, which can come out of nowhere.

Another danger that caravan masters have learned to fear is assaults by bandits. Those who are wise know to hire capable guards able to ward them off, even when outnumbered. Swordsmen trained in the Badiya Siklon ("Desert Cyclone") style are prized for this purpose, nimbly slicing their way through a dozen caravan raiders, and evening the odds in seconds.

**Weaponry:** A pair of scimitars.

**Maneuvers:** Quick Cut, Footwork, Riposte, Moulinet, Dodge

**Style Benefit: Reaping Whirlwind:** You rip through your opponents like a terrible sandstorm, spinning through them in a vortex of flashing steel. When using the Moulinet or Bladework maneuver against Pawns, you can re-roll the first failed attack roll.

**Final Secret: Relentless Storm:** When you have your foe on his heels, you cannot be stopped. Whenever a foe Yields Advantage to you, you get +1 to your next Bladework attack against that opponent. If they Yield Advantage again, the bonus increases to +2, and to +3 if they Yield Advantage again, and so on. If you successfully

strike the foe for damage, miss, or the foe successfully uses a Reaction, this benefit is negated. If you miss the foe, however, you cannot Yield Advantage again until the start of your next turn. This ability is especially useful in concert with dual wielding, as it offsets the penalty for Splitting Actions. Alternatively, it works well in concert with making a Called Shot, as you are pressing the foe until you have them right where you want them before you make the last lethal cut.

## Baaz Ke Panje

This style, initially developed in India, translates to "Falcon's Talon". It takes its name from the arm positioning and weaponry of the practitioner; which, from above, resembles a falcon's outstretched claw in profile (the scimitar is the long claw, the knife is the rear claw). And just as a falcon is known for its deadly grip, so too is the fighter of this style.

**Weaponry:** A scimitar or talwar with a knife in the off-hand, usually a kukri.

**Maneuvers:** Bind, Quick Cut, Feint, Glide, Sword Break

**Style Benefit: The Raking Nail:** If you have an opponent in a Bind, and they successfully escape (with Glide or unbind themselves), you may use a Reaction or a Fortune Point to perform a Glide on the opponent, raking them with your blade as they escape your hold. If the opponent unsuccessfully tries to escape your Bind, the difficulty to escape increases by 1 on their next attempt. This later effect is cumulative with itself.

Note that an opponent can automatically escape a bind by dropping their weapon and Yielding Advantage; doing so would not entitle you to a free Glide attack.

**Final Secret: Rending Claws:** You have become adept at using both your blades as one. On any round where you do not split your actions, whenever you roll damage on an attack, roll for both weapons and use the higher result. This includes use of the Sword Break maneuver against an opponent, as you use one blade to hold theirs in place, and the other to shear it off.

## Fedai

This style, (pronounced "Fed-Aye-EE"), is favored by city and palace guards, as it aids them in subduing threats (it is always better to take someone alive when possible, both for justice and to improve security).

It is a somewhat versatile style in that the fighter is trained to use a heavy scimitar with a slightly longer handle and blade, allowing it to be used in either one or two hands; allowing the swordsman to switch from powerful two-handed chops and having a free hand to subdue an enemy. The swordsman can, of course, still function with a regular scimitar, but loses the two-handed swing as an option.

**Weaponry:** A heavy scimitar that can be wielded in one or two hands. In two hands, this sword does 1d6+1 dmg. In one hand, it has -1 to Parry.

**Maneuvers:** Grapple, Shove/Trip, Beat, Moulinet, Disarm

**Style Benefit:** If you get a Mighty Success with a Grapple or Beat, you may make an immediate Quick Disarm or Bladework attempt against the opponent.

**Final Secret: Heavy Blade Master:** When wielding the Heavy Scimitar in one hand, you no longer have the -1 Penalty to Parry. When wielding the Heavy Scimitar in two hands, you get a Bonus Die to damage rolls with it.

### Fate's Favorite

Even the lowly and unlikely have risen to be great heroes, when Fate has decided they are to be so. This "style" of combat is not so much "learned" as it is stumbled upon by those Fate has chosen to survive against all odds. People who use the Fate's Favorite style are not considered warriors. They are people who may be forced to defend themselves with whatever happens to be lying around, and by Fate, it happens to be just what they needed. Despite a lack of true martial training, those who become Fate's Favorite have a confounding ability to not be hit by enemies. It is not a style of combat – it is a perceivable pattern of an otherwise untrained weakling managing to fight off enemies through sheer dumb luck, again and again.

Most of the maneuvers used in this style will appear to be complete accidents to the observer. Fate's Favorite may trip on the back of a stool, causing him to sway off balance, thus ducking below an enemy's swung sword. An enemy that lunges forward at the character may find himself caught in some curtains that cover his face, etc.

**Weaponry:** Whatever Fate provides (improvised weapons)

**Maneuvers:** Tag, Dodge, Footwork, Shove/Trip, Dirty Fighting

**Style Benefit:** You always seem to be able to find *something* with which to defend yourself. You have no penalties with improvised weapons.

**Final Secret: Luck Strike:** When you spend a Fortune Point to increase the damage of an attack with an Improvised Weapon after rolling, it increases by an amount equal to the number of Fortune Points you have remaining, rather than by +1. If this is your last Fortune Point, instead roll 1d6 and add it to your damage roll.

### Kurash

Throughout central Asia, wrestling is the ultimate sport; both peasants and sultans alike cheer on their favorites in the ring, and victors can become famous and wealthy. The wrestlers usually smother themselves in oil before the match; ensuring that only the most skilled opponent can maintain a strong grip. While it is a popular form of entertainment, Kurash wrestling can also be a lethal means of combat. Kurash is a battle of skill, speed, strength, and above all, endurance; matches have been known to last for days.

**Weaponry:** Unarmed (Wrestling)

**Maneuvers:** Choke/Crush, Grapple, Footwork, Shove/Trip, Beat

**Style Benefit: Lift and Thow:** If you have an opponent in a Grapple, you can physically hurl them through the air and onto the ground by making a Shove/Trip attack against them at an increased difficulty (-2). If you succeed, the opponent is on the ground 1d6 feet away, At a Loss, and cannot recover until spending a Major Action or Yield Advantage.

You can also use the Beat Maneuver unarmed, even against an armed opponent, without any problem, as you simply push the opponent's body off-balance, or hit their hand or haft of their weapon.

**Final Secret: Unyielding:** Whenever you take damage, you can spend a Fortune Point to reduce the damage by 3 instead of by 2, or by 5 instead of by 4 against Pawns. After battle, you can spend a Fortune Point to recover 2 Lifeblood instead of 1. Your Maximum Lifeblood is also permanently increased by 1. Lastly, you get a Bonus Die on any roll to test long-term physical exertion, such as treading water, long distance running, etc.

## Wilhelm Tell's Style

Named for a famous Swiss marksman so accurate, he once shot an apple from the head of his own son, this crossbow technique is used by the best shots around the world, where it goes by an assortment of names. It was initially favored by medieval marksmen, but it will remain in use by snipers long after the development of gunpowder simply for its ability to kill without much noise.

**Weaponry:** Crossbow

**Maneuvers:** Quick Load, Staple, Disarm, Tag, Aim Shot

**Style Benefit: Trick Shooting:** Like their famous predecessor, practitioners of Wilhelm Tell's Style are adept in shooting at small targets and making impressive trick shots. You can make Tag and Disarm attempts using a crossbow at range, replacing Melee with Ranged Combat Ability. Flair is used to hit with both Maneuvers, and range penalties apply on top of any other difficulty to the shot. A ranged Disarm attempt is always considered a "Quick Disarm", thus incurring a Penalty Die on the roll. An opponent who is successfully Disarmed in this fashion also has a Close Call.

**Final Secret: Snapshot:** Your reflexes have become so keen that you can shoot an enemy in the nick of time as long as you have a quarrel ready. If your crossbow is loaded, you can spend a Fortune Point to make a free Ranged attack against an enemy within range that is about to attack you or an ally. This hastily aimed shot has a Penalty Die on the damage roll. If the shot kills the target, their attack never occurs. If the target lives after your shot, the attack is made with a Penalty Die.

## Yilan Azidiş Style

Literally "Serpent Fang", this style, often favored by trained killers, uses a pair of kris knives, held with the blades facing down. Assassins trained in this style often supplement their blades with venom, which gave the style its name. By using two knives, the fighter also can use one to Feint or Bind, while the other knife is used to stab, or two opponents can be neutralized at once by splitting an action.

**Weaponry:** A pair of kris knives

**Maneuvers:** Quick-Draw, Lunge, Bind, Dirty Fighting, Feint

**Style Benefit: Bleeding Wounds:** Practitioners of the Yilan Azidiş style become adept in ensuring their victims die. A Called Shot that succeeds in doing damage to a victim will also cause the victim to lose 1 Lifeblood per round for 1d3 rounds. Multiple stabs can leave multiple bleeding wounds; the effects stack. A successful moderate (+0) Physician + Savvy task roll will stop the bleeding, but only if the physician and the victim do nothing else on their turn for that round but tend to the wounds, during which time they would be At a Loss.

**Final Secret: Striking Serpent:** A master of Yilan Azidiş has learned to use both kris knives as one. A Mighty Success using Bladework or Lunge with either weapon gives a free Bladework attack with the second weapon as well.

## Yıldırım

While the Eastern Style, in its many variations, is the dominant style of swordsmanship with a single backsword, it is not the only style. The *Yıldırım* style, originating in Turkey, translates to "Lightning". Like the Eastern Style, *Yıldırım* focuses on speed, but instead of defense, channels that speed offensively. A *Yıldırım* swordsman is constantly advancing, even when under attack. A *Yıldırım* swordsman avoids retreat whenever possible, and circles around an opponent to cut off his escape.

**Weaponry:** A scimitar

**Maneuvers:** Feint, Footwork, Tag, Lunge, Stop-Thrust

**Style Benefit: Charge!** You can utilize *any* of the *Yıldırım* Maneuvers while charging (except Stop-Thrust). If you make a Minor Action while charging that receives the bonus, and you have a Major Action remaining, you can apply the charging bonus to both rolls (the Defense penalty also stacks with any others). So if you charge and Feint followed by Lunge, you can apply the +1 bonus to both the Feint and the Lunge. You are also an extremely fast runner, getting +5' to your base movement speed, and +1 on rolls to involving running on foot.

**Final Secret: I Do Not Yield:** When you take damage from an opponent you are engaged in hand to hand combat with, and do not Yield Advantage, you can make a Bladework attack against that opponent immediately after taking the damage if you are still conscious.

## New Equipment

**Kukri** – A heavy knife bearing a single, curved blade, used for slashing.

1d6-1 Dmg, 5' Range Increment; +1 Quick Cut Damage (after halving), -1 Ranged

**Kris** – A knife with a wavy blade, allowing it to make deep cuts.

1d3+1 Dmg, 5' Range Increment; +1 Called Shot Damage, -1 Ranged

**Talwar** – A Talwar is a backsword from India, and functions exactly as a backsword in *Honor + Intrigue*.

**Heavy Scimitar** – A scimitar with an exceptionally long and heavy blade, and lengthier handle, it can be wielded both one or two-handed.

1d6 Dmg/1d6+1 Dmg wielded two-handed, +1 Quick Cut damage (after halving), -1 to Parry wielded one-handed.

**Chainmail** – A medium weight armor, in between leather and heavy plates. which gives 1d6-1 points of Protection. To anybody not trained in its use, it is considered Heavy Armor. For those trained in its use, treat as Heavy Armor except that it is slightly less hindering at certain tasks. There is a -2 penalty on attempts to be stealthy, acrobatic, etc. And also to Initiative rolls, but no Penalty Die. Swimming is done with a Penalty Die and -2 to the roll, but is not completely impossible (merely improbable). Stripping the armor off requires two successful Moderate (-0) Savvy + Soldier checks. A called shot to bypass chain mail must succeed with a -2 Penalty.

## New Flaw

### Eunuch

You are a man who has been castrated. As a result, you have no romantic desires, and you look very boyish even if you are older. It is also not uncommon for eunuchs to be fatter than ordinary men. Eunuchs are created by different cultures for different reasons. Some may be used as a high-ranking woman's personal guards to ensure her fidelity. Others may be created for the perceived notion that eunuchs are better magicians or better singers, etc. In any case, the main disadvantage to you is that other people see you differently. You have a Penalty Die in certain social situations.

## Sample PCs

If players need characters provided for them, you can let them choose from any of these sample PCs.

### Janissary

*At a young age, you were taken from your parents and brought to the Janissary school, where you became the property of the Sultan, raised to be one of his elite soldiers. In time, you grew to be an elite warrior, entrusted with special missions for the Sultan.*

Might 2 Daring 2 Savvy 0 Flair 0

Brawl 1 Melee 2 Ranged 0 Defense 1

Farmboy 0 Slave 1 Soldier 3 Swordsman 1

**Boons:** Elite Order (Janissary)\*, Dueling Style (Yıldırım), Maneuver Mastery (Lunge, Stop-Thrust)

**Flaws:** Active Duty, Taciturn

**Mastered Maneuvers:** Lunge, Stop-Thrust, Tag

**Lifblood:** 12    **Protection** 1d6-1    **Fortune:** 3

\*In a pre-gunpowder game, Janissaries do not carry a Trench Gun. Instead, they have Armor Familiarity and are equipped with chainmail armor.

### Dancer

*As a child, you were trained for a life of service. But while you were extremely clumsy in serving the tea, your graceful movement attracted the notice of a dance instructor, and your training began. You grew into a beautiful woman, whose performances were in demand at all the noble houses. It was at this point the Sultan's vizier approached you about using your talents to spy upon his enemies amidst the court. When the two of you were ambushed by a gang of assassins, you further impressed the vizier by inadvertently thwarting the lot of them, as you knocked them down the stairs. He could see Fate had a plan for you; and the Sultan was part of it.*

Might 0 Daring 0 Savvy 1 Flair 3

Brawl 1 Melee 0 Ranged 0 Defense 3

Servant 0 Performer 2 Temptress 1 Spy 1

**Boons:** Dueling Style (Fate's Favorite), Maneuver Mastery (Dodge, Dirty Fighting), Attractive

**Flaws:** Active Duty, Delicate

**Mastered Maneuvers:** Dodge, Dirty Fighting, Shove/Trip

**Lifblood:** 8    **Fortune:** 6

## Wrestler

*You were the son of a cloth merchant, where you spent your days pounding velvet. The work made you very strong and your strength made you a local tough. You began a career as a wrestler, and did very well for yourself. But when you won a match you were supposed to throw, you ran away to the sea, and you've been sailing ever since.*

Might 3 Daring 1 Savvy 0 Flair 0

Brawl 3 Melee 0 Ranged 0 Defense 1

Cloth-maker 0 Brute 0 Wrestler 2 Sailor 2

**Boons:** Dueling Style (Kurash), Thick-Skinned, Hard to Kill

**Flaws:** Lumbering, Can't Lie

**Mastered Maneuvers:** Grapple

**Lifeblood:** 15    **Protection:** 1    **Fortune:** 3

## Ship's Pilot

*You grew up on a farm in the provinces. Your family rarely had enough to eat when plague took your father from you. You became an excellent hunter, until you were arrested for poaching. After a few months in the local lord's dungeon, you made your escape along with a fellow prisoner. Your companion took you to his ship, where you signed on. Your keen eyesight made you a natural pilot, spotting danger beneath the waves.*

Might 0 Daring 1 Savvy 3 Flair 0

Brawl 0 Melee 0 Ranged 3 Defense 1

Farmboy 0 Hunter 2 Prisoner 0 Sailor 2

**Boons:** Dueling Style (Wilhelm Tell), Crack Shot (Crossbow), Keen Vision

**Flaws:** Trusting, Hopeless Romantic

**Mastered Maneuvers:** Aim Shot

**Lifeblood:** 10    **Fortune:** 3

## Street Rat

*You were orphaned at a young age and forced to fend for yourself by stealing in the city bazaar. Then one day, a man claiming to be your long lost uncle approached you and set you upon a quest to retrieve a magical bracelet for him. When you returned from the dungeon teeming with traps with the bracelet on your wrist, your "uncle" attempted to kill you for it. If it weren't for the cave-in, he might have succeeded. You managed to get away from your uncle, but still think he might be out there looking for you... or at least for your bracelet.*

Might 0 Daring 1 Savvy 2 Flair 1

Brawl 0 Melee 1 Ranged 1 Defense 2

Thief 2 Charlatan 1 Sailor 0

**Boons:** Maguffin (Bracelet), Sneaky, Excellent Thieves Tools

**Flaws:** Hunted ("Uncle"), Young

**Lifeblood:** 10    **Fortune:** 4

## Mystic

*When you were very young, your mother took you to see the astrologer who read your horoscope. He predicted you would one day hold great supernatural significance, and offered to take you on as his apprentice. Tearfully, knowing it would mean a better life, your mother agreed, and you began learning the mystic arts. Then one day you received word that your mother had sickened and died. You then turned your energies to the healing arts.*

Might 0 Daring 0 Savvy 3 Flair 1

Brawl 0 Melee 0 Ranged 0 Defense 2

Scholar 0 Magician 4 Alchemist 1 Physician 2

**Boons:** Nose for Magic, Healing Touch, Gifted Magician

**Flaws:** Non-Combatant, Combat Paralysis

**Lifeblood:** 10    **Fortune:** 4

**Talisman:** Good Luck Charm: When the wearer uses a Fortune Point, roll a d6. On a 6, the Fortune Point is not lost.

**Alchemical Items:** Antidote (Cures any poison caused by natural venom or plant poisons) 3 Doses

## Noble Adventurer

*Born into a wealthy family, as a youth, you wanted for nothing. However all your life, you longed for adventure, like in the stories your caretaker used to tell you. As soon as you were able, you went to sea, and have traveled to many strange and interesting lands.*

Might 1 Daring 2 Savvy 2 Flair 1

Brawl 0 Melee 2 Ranged 1 Defense 1

Noble 2 Duelist 0 Sailor 1 Explorer 1

**Boons:** Daredevil, Savant, Born Athlete

**Flaws:** Hot-Headed, Incompetent Servant

**Lifeblood:** 11 **Fortune:** 4

## Old Salt

*Sixteen years ago, you were a humble farmer with a wife and child. That happy time ended when you returned home from the market to find your home burned and wife and daughter missing. It was said by villagers that Corsairs in the employ of Kharaibos had raided the farmsteads. You took to the sea, in search of your stolen family, following every lead to discover them. In time, you learned of an island named Volupa, but have been unable to find any captain brave enough to take you there... until now.*

Might 1 Daring 2 Savvy 2 Flair -1

Brawl 1 Melee 2 Ranged 0 Defense 1

Farmer 0 Sailor 3 Swordsman 0 Vagabond

**Boons:** Born Sailor, Seeking (kidnapped wife & daughter), Pirate Killer

**Flaws:** Obsession (kill Kharaibos), Illiterate

## Customizing the Adventure

It is possible to customize the adventure further to make it even more tailor-made for these provided PCs.

**The Old Salt:** His wife and daughter are the two panthers that were transformed for displeasing Kharaibos. Each round, give him a Savvy check to notice that these panthers have human eyes... and that he recognizes them. The Mystic will also be able to make a Tricky (-1) Savvy + Magician check to notice that the magical collars the panthers are wearing is what keeps them bound in that shape. Also earlier in the adventure, when the Spider-women are calling to the PCs, one of them has the voice and appearance of his long lost wife. However there is a clue that she is not: she has not

aged a day since he last saw her, even though it's been sixteen years.

**The Street Rat:** His "uncle" is Kharaibos the Grotesque! He had no idea that they were one in the same until the party sees him, however. In the first encounter with Kharaibos, he will order that his minions focus all their attention on acquiring the bracelet. At this point, be sure to award a Fortune Point to him (the Maguffin Boon is activated). The Mystic should be granted a Hard (-2) Savvy + Magician roll to identify the bracelet's intense magical energies in the presence of Kharaibos. It has the power to nullify Kharaibos' magic! None of his spells can affect the Street Rat. Indeed, the Street Rat can spend a Major Action and a Fortune Point to break any spell that Kharaibos casts with a touch! The item was crafted specifically to defeat Kharaibos once and for all by an enemy wizard. Though that wizard has died, Kharaibos feared his artifact ever being used against him and thus recruited the Street Rat to steal it, pretending to be his uncle.

**The Noble Adventurer:** His hapless servant is not very bright, but is extremely loyal to his boss. If he seems to be in trouble, the servant will not hesitate to intervene to help. Unfortunately, he has a way of making things worse.

**The Wrestler:** When the gorillas charge after the PCs scale the wall, the Wrestler will be the first opponent a gorilla faces off against. This should be an impressive feat of wrestling prowess indeed if the Wrestler can pull it off.

**The Mystic:** The Mystic is a very useful character in general for trouble-shooting during this adventure, and can figure into storylines for the Old Salt and Street Rat (see above). The captain will also trust the Mystic to do soothsaying regarding the future of the trip and to check for magical sabotage (a Moderate career check will confirm that any ship sailing to Volupa is cursed). When the storm comes, the Mystic sees an omen that far worse is yet to come.

**The Dancer:** She's here on assignment by the sultan's vizier. The admiral was given secret orders to have her aboard, in case Kharaibos has any saboteurs on ship (this is a red herring). She can also disguise herself as one of the harem girls in the villa and get "past" the guards (they escort her to the women's chambers), where she can see the princess.