

BASH!

FANTASY EDITION

Island of the Forgotten Tomb



SWASHBUCKLING ADVENTURE & CAMPAIGN SETTING!

Credits

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How to Use This Product

This is a story-arc intended to be used by the narrator of a game of [BASH! Fantasy Edition](http://www.bashrpg.com/fantasy.htm). If you do not have the game, and would like to learn more about it, check it out at <http://www.bashrpg.com/fantasy.htm>. There is a free demo version of the game there.

This story is intended to be run in the swashbuckling genre. A sample setting for this genre is provided after the story arc, however, you may substitute place names to fit this adventure within your own BASH Fantasy setting.

Beginning

Our story begins in the port city of San Lucas the capitol city of the Falcon Islands, a tropical territory of the kingdom Tristania, in the year 1650. Our heroes are in the town looking for a bit of excitement in port after a long voyage at sea. San Lucas is a rather cosmopolitan port city, with a great variety of things to see and do from all over the world.

The heroes will be in the *Wayward Gull*, a tavern on the waterfront when the adventure begins. While there, they will witness a man being attacked by a group of ruffians. This group is in fact a press gang, looking to fill the ranks of their ships crew! If the heroes intervene, the gang will attempt to bring the heroes down instead...

Press Gang Leader

Brawn 2 Agility 3 Mind 1

Whip Technique +2DM, Snatch, Entangle, Leather Armor

Possessions: Whip (x3 hit, x4 dmg), Leather Armor 10 Soak

100 Hits

Gang Members Average Attack 14 Average Defense 14

Brawn 2 Agility 2 Mind 1

Armed with Cudgels (x4 dmg)

20 Hits

If questioned, the gang members will reveal who hired them, Captain Louis LeMarque, an Argancian merchant captain. He was going to pay them a gold Mark for each man they brought him. If the harbormaster is told of this, he will tell LeMarque to leave immediately or be arrested. LeMarque will grudgingly go, cursing the city and the heroes!

The man whom the heroes saved from the press gang is Edmund Worthington, an explorer from the land of Abeland. He is so grateful to the heroes that he will tell them about his latest expedition, in search of the pyramids of Onwato, an island only fabled to exist. However, Worthington insists that he has found evidence in the form of ancient Tpyean scrolls he recently translated that the island is real... and laden with treasures!

According to the papyrus scrolls, 2,500 years ago, a Tpygean prince led a fleet of ships across the sea, searching for the home of the gods. Instead, they arrived on an island, where the people began worshipping them and their gods. The prince decided to stay on the island, and became its pharaoh. The people built a grand pyramid for their leader, and he was beloved by them. Upon his death, his high priest attempted to proclaim himself the new pharaoh of the island. He was a cruel and unjust leader, and the native inhabitants rose in rebellion, killing their Tpygean masters. Of the many ships that fled the island, bound to return to Tpygea, a single one succeeded, and brought the records of the expedition, including star charts necessary to return to the island. At this time, however, the Tpygeans were coming under attack by the Thurian Empire, and all thoughts of the land across the sea were forgotten.

If the heroes are interested in joining the expedition, he will offer them each 50 gold Marks if the treasure is recovered. Most of the ship's crew were promised 25 Marks. The treasures will be brought back to the Royal Explorer's Guild in Abeland for study-- it is not going to be sold or melted down!

The ship is called the *Sea Dragon*. The various crew members are detailed below:

Captain Hispero

Brawn 2 Agility 2 Mind 3

Quick-Draw, Cutlass Technique +1 to hit, Pistol Technique +1 to hit, Off-hand Pistol, Leather Armor Familiarity.

Skills: Athletics/Balance, Stealth/Hide, Sailing/Navigation, Military/Command, Streetwise/Gut

Possessions: Cutlass (x3 to hit, x4 Dmg) Priority 4

Two pistols (x3 to hit, x5 dmg) Priority 3

Leather Armor (10 Soak)

100 Hits

Captain Hispero is a Tristanian sea captain hired by Worthington. His main motive for pursuing this mission is that he wants to make a name for himself, though he does need the money as well. He is willing to take risks in the pursuit of glory and he feels that discovering this "lost island" will bring him both fame and fortune.

Padre Fernando

Brawn 1 Agility 2 Mind 4

Banish Undead- Range 5, Radius 1, Daze [limitation: only affects undead, enhancement: repels targets] 4pts;

Renew Life x2 Healing [limitation: prayer, enhancement: usable on others] 2pts; Rank (church)1pt.

Skills: Craft/Pottery, Ride/Control, Humanities/Religion, Occultism/Cryptography, Social Science/History; Physician/Diagnosis

Possessions: a Theodoric Sigil worth 10 Marks, a cane (x2 hit, x3 Stun dmg)

Advantages: Miracle Worker, The Cause: Spreading the word of Theodoric

Disadvantages: Age (old), Oath (never shed blood)

80 Hits

Padre Fernando has undertaken this mission as a chance to spread the word of Theodoric to a people lost to his message. Worthington's reason for wanting him aboard is more secular. He believes that the tomb may be home to undead creatures, and is thus thankful to have him aboard. In addition, the padre's skill as both a physician and translator will be useful to him. Lastly, the padre works for free!

Gerhardt Schwartz (First Mate)

Brawn 3 Agility 2 Mind 2

Armor Familiarity 2pts; Cutlass Technique +2 to hit 2pts; Break Weapon 2pts; Main Gauche Defense 1pt (x3 defense)

Skills: Athlete/Climb; Stealth/Prowl; Sailing +1/Gunner

Advantage: Blaze of Glory Disadvantage: Obsession: Greed

Possessions; Cutlass, Main Gauche, Pistol, Helmet (30 Soak, location 1 on a d6), Breastplate (30 Soak, location 4-6 on a d6), Leather Armor (10 Soak, location 2, 3 on a d6).

100 Hits

Gerhardt knows a nobleman in Varn who would pay a great sum for the treasures Worthington intends to find—much more than the paltry 100 Marks he was offered for his share. He intends to take over the ship once the treasure is safely aboard. To ensure his plan goes smoothly, Gerhardt filled the ranks of the crew with some ruthless mercenaries he'd worked with in the past.

Crewmen (50) DL 6

Ave Attack 21, Ave Defense 14

Brawn 2 Agility 2 Mind 2

Armed with cutlasses x4 dmg and pistols x4 dmg

Skillful 1pt, Cutlass Technique +1 to hit 1pt, Pistol Technique +1 to hit 1pt.

Skills: Sailor +1/Gunner, Athlete+1/Climbing, Perform/Dancing, Streetwise/Gambling

30 Hits

Edmund Worthington

Brawn 1 Agility 2 Mind 4

Feint 1pt, Danger Sense 2pts, Paired Weapons 1pt, Saber Technique +1 Hit, +1 Dmg 2pts, Skillful 1pt.

Skills: Riding/Jumping, Perform/Dance, Outdoor/Tracking, Physician/Surgery, Occult/Cryptography, Humanities/Art, Social Science/Archeology, Security/Traps

100 Hits

Possessions: Saber, Pistol, Main Gauche, Gold Amulet with ancient Tpygean symbols.

Edmund desires to be knighted by the queen and proclaimed explorer of the year by the Royal Explorer's Guild. Other than these minor selfish desires, he is earnest in his wish to recover these artifacts for their scholarly value.

Man Overboard!

Once aboard *The Sea Dragon*, the heroes will have time to meet the rest of the crew and learn their specific roles aboard. Two days out to sea, a crewman will dive into the water. Anyone looking in the water will see the man being pulled down by mermaids, who beckon any who approach to enter the water. There are seven mermaids. They will swim away if harmed, and try to drag down anyone who did go into the water.

Anyone firing a gun into the water has a -2 penalty on the dice roll to hit (before multiplying) and the damage multiplier is reduced by 1, because of the effect of refraction and the water reduces the velocity of the bullets. Arrows, spears, etc only have the penalty to hit, not damage.

Mermaids Ave Atk 14, Ave Def 14
Brawn 2 Agility 2 Mind 3
Super Swimming 3pts (8 squares);
Suggestion ("Come join us") 1pt
Immunity: Drowning 1pt.
Claws +1DM (x2) OEC
30 Hits

Sea Monster off the Port Bow

Allow the heroes a chance to roll a vision check to see the sea monster that is approaching the ship. Add 10 to the result of any character who is in the crow's nest. The highest result is the number of squares away from the ship that the sea monster is spotted moving towards the ship!

The monster is a kraken, an enormous sea squid with a penchant for sinking ships and eating the crew! The beast's body is considered a villain while its tentacles are considered minions. The arms will attempt to grab people from the crew and put them into the mouth to be eaten! There are 13 tentacles. When 9 are destroyed, the beast will sink beneath the waves and retreat.

Kraken

Brawn 5 Agility 3 Mind 2 Size 3 creature!
Bite x7 dmg (+15 to result from size) x3 to hit (-9 to result from size)
Berserker Rage (2 bites per page) 2EC
Tough hide 25 soak including size bonus
Advantage: Fearless
100 Hits

Tentacles

Brawn 4 Agility 2 Mind 1
Swat x4 Dmg Reach 5
Grab- instead of damage, it must beat the target in a Brawn contest. If it succeeds, next page it can feed the target to the mouth. Victim can attempt to break free once per page by a Brawn contest or by killing the tentacle. Attacking the kraken is also possible, but will only result in the target being dropped if the kraken is wounded.
Tough Hide 10 Soak
40 Hits.

Weathering the Storm

Two days before the *Sea Dragon* makes it to Onwato, the ship will be ravaged by a storm. The effect of this is that a handful of crewmen will be washed overboard and out to sea, some of the supplies will be ruined, and the ship will sustain some damage. When the storm passes, and the sun shines clear, however, the heroes will be able to make out the island of Onwato out in the distance.

Arrival in Onwato

The heroes can see the pyramid as they pull closer to the island. It sits nestled on a mountain, surrounded by jungle. When the heroes arrive, they will find a small village near the shore. The people, who call themselves the Gariba will come out to greet the strangers. They have no knowledge of the Tpygean prince and his gods who came to their island before. To their knowledge, the pyramid was there before their people came to the island in long canoes.

They dare not approach the pyramid, as it is the home to the "others" on the island. The others have lived on the island longer than the Gariba, and all who enter their jungle are never seen again. The others only suffer them to live because they give them a yearly offering- they send their fiercest warrior into the jungle, where he is assuredly killed. As it happens, today is the day that the offering was to be made.

Of course, the Gariba do not speak any language the heroes (or anyone else for that matter) are likely to know. Communication will occur because the Gariba's shaman can cast a spell enabling him to speak and understand any language.

The Gariba hate the others and will be joyful if the heroes will go to the jungle in their stead. If they can kill the others, so much the better! The Gariba will be able to provide the heroes with gourds of fresh water, as well as enough dried fish for the journey to the pyramid and back.

Gariba Warriors

Brawn 2 Agility 2 Mind 1 Average Attack 14 Average Defense 14

Spear does x3 Dmg, reach 2 or throw 6

20 Hits

Gariba Shaman

Brawn 2 Agility 2 Mind 2

Universal Linguist

Healing (usable on others) x3

100 Hits

Dangers of the Jungle

The jungle is so thick that someone will have to take the lead, cutting through the thick plants with a machete or other sharp instrument. It will be necessary for the heroes to walk single file for this reason.

Illness

The Jungle is a tropical climate that the heroes are not used to, and as a result, they can come down with a tropical fever. When the heroes are starting to go through the jungle, have each one roll a Brawn check. Anyone who got less than a 10 will begin suffering from a Serious illness. See the illness rules at the end for more details.

Quick-Sand

Whoever is in the lead of the heroes should roll a 20 outdoor/survival check or a 30 vision check. Success means that he/she notices the quicksand before stepping in it. Failure indicates the hero stepped in the quicksand, and sinks in with 10 inches to go before submerging. Any attempt to swim out or struggle of any kind will cause the hero to sink an additional 3 inches. Sitting still will cause the hero to sink only 1 inch per page. The only hope of getting out is for the other heroes to throw a vine or rope to their friend. It takes a 15 Agility check to throw the vine close enough, and a 30 Brawn check to pull the person out (have the person with the highest Brawn roll, with a +1 bonus for each assistant up to a max of +5 to the dice roll before multiplying).

Any character who sinks will have to start holding his/her breath and then begin drowning.

In addition to the close brush with death, any firearms the character was carrying are ruined, as is anything else that cannot bear to be wet.

Wild Beast

After hours of hacking their way through the jungle, the heroes will come upon a clearing with a spring. They will be able to get a drink or refill their gourds while here. However, they are not alone. Give the heroes a 30 hearing check. Anyone who succeeds hears a very soft rustling in the brush, and will not be surprised when the Shadow Cat springs at the closest hero. Characters who are not surprised do get to take their panels as normal during the first page of combat. Surprised characters can either move Agility x2 squares or ready a weapon, and that is all.

The Shadow Cat is a pitch black big cat, similar to a very large panther. However, it has supernatural properties that enable it to pass through solid objects and disappear from sight. If it is severely hurt, it will flee from the heroes, using its invisibility.

Anyone tracking the beast will find that its tracks stop at a cliff-face. This is where the creature uses its ghost form ability to run through the rock into its den on the other side.

Shadow Cat

B4 A4 M1, Size 1 Creature

Claws, +1DM (x5 Dmg)

Paired Weapons [Claws only] EC1

Bite +2DM (x7 damage)

Fleet of Foot (16 Squares of movement)

Ghost-Form EC 3

Invisibility 2pts EC 2

5 Soak from sheer size

Skills: Stealth/Prowl, Athlete/Climb, Outdoor/Tracking

100 Hits

Pit-Trap

Whoever is in the lead of the party will have to make a 20 security/traps or outdoor/survival check. Success indicates that the person has seen the unstable ground ahead. There is a pit trap, covered with leaves to cover it up. Stepping on it will cause the character to roll a 20 Athletics/Acrobatics check or fall 15 feet down into a pit filled with spears. Anyone falling in takes x3 damage. The spears are also tipped with a paralyzing poison that the Onwato use to ensure that their sacrifices reach the alter alive. Anyone damaged by the spears must make a 20 Brawn check or be paralyzed. The person can make an additional check every hour to regain movement. Even succeeding at the check will cause the character's movements to be very stiff, however, inducing a -2 penalty on all Agility and Brawn dice rolls (before multiplying).

A 20 Physician/Herbalism check will enable a hero to create an anti-venom that will cure the effects of the poison. Taking a dose of the anti-venom will also protect anyone who comes in contact with the poison for a full hour. Each dose takes 20 minutes to make.



The Onwato

The natives living in the Jungle are descendants of the original Onwato people who built the pyramid for their Tpygean pharaoh. When the pharaoh died, and his wicked priest succeeded him, the Onwato abandoned their new gods and returned to their old ways, one of which was human sacrifice. However, they continue to honor their first pharaoh, and guard his tomb. They make yearly offerings to him of Gariba tribesmen at the top of the pyramid, where they have built an alter to perform the grisly task.

The Onwato speak their own language, which is very similar to ancient Tpygean, which will enable Worthington to communicate with them in a crude manner. However, the Onwato will attack before anyone can engage them in conversation.

The Ambush

Allow the heroes a chance to make a 30 Vision or Hearing check. Anyone who succeeds is not surprised and may take a normal panel during the first page of the combat. Anyone who fails can only either move Agility x2 squares or ready a weapon during the first page.

A group of 20 Onwato warriors attacks the

heroes with their poisoned arrows. Anyone struck by an arrow must make a 20 Brawn check or be paralyzed. This poison is not as powerful as the one placed on the spear trap, however, and enables the victim to attempt a new check each page after being paralyzed. Anyone who took anti-venom within the past hour is immune to the poison. The Onwato will close in wielding bronze swords (they have learned metallurgy from the Tpygeans).

Onwato Warriors Average Attack 14 Bow 21 Sword Average Defense 14

Brawn 2 Agility 2 Mind 1

Bow Technique +1DM

Sword Technique +1 Hit Multiplier

Bow does x4 Dmg + Poison

Sword does x4 Dmg

30 Hits

Some heroes will likely be captured by the Onwato, while others are able to escape. It is also possible that the heroes will defeat all the Onwato, though some will try to flee back to their city.

If any heroes are captured, the rest will no doubt attempt a rescue, while if they route the Onwato, they will want to see where they came from. Either way, the heroes are headed to the Onwato city.

The Ancient City

The heroes will eventually see the city of the Onwato—built of native stone, the architecture a mixture of ancient Tpygean and Onwato culture. If any heroes were captured, the Onwato high priest will be getting ready to sacrifice them on the alter atop the pyramid. This will mean that the heroes must act quickly in order to save their friends from the grisly ritual. If none of the heroes were captured, the high priest will be sacrificing one of the Onwato's own warriors instead.

On the pyramid, there are 30 Onwato warriors surrounding the High Priest and the alter. Unlike the ones from the raiding party, these are only carrying spears, no poisoned arrows.

Onwato High Priest

Brawn 2 Agility 2 Mind 5

Fireball (Range 10, Radius 3, +1DM) [Casting] EC5,

Teleportation [Casting] EC4, Invisibility 3pt [Casting] EC2,

Armor: 30 [Casting] EC2, Detect Magic EC1.

Equipment: +2 dagger (x3 Dmg +6)

Advantage: Magic

Disadvantage: Old

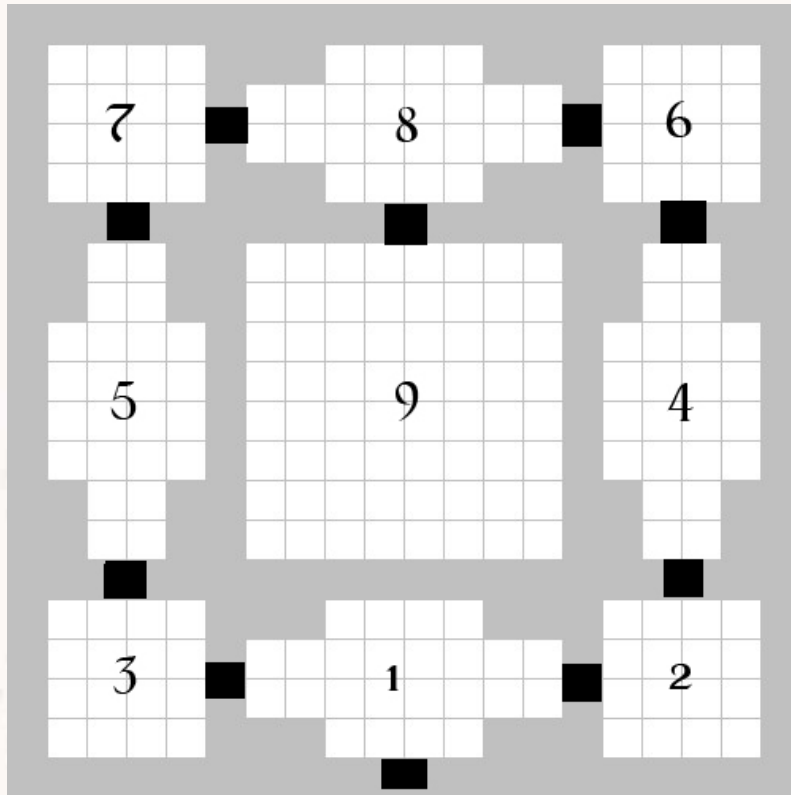
80 Hits

As the heroes are fighting their way to the top, the high priest will see a medallion that Worthington is wearing (have this happen at a dramatically appropriate time). He will command his warriors to surrender immediately. As it happens, the medallion that Worthington is wearing is a Tpygean artifact- a scarab embossed on a sun disk—which was also the symbol of the old pharaoh.

All the Onwato will begin bowing to Worthington and the heroes, and they will be able to talk, with Worthington serving as an interpreter.

The Onwato will explain that they have been giving yearly offerings to their lost king for centuries. However, in the past 300 years, he has demanded human sacrifices. He is no longer the benevolent god-king he once was, and the Onwato obey because they fear his wrath. When they saw that Worthington bore the symbol of the old pharaoh, they thought that he might be able to go into the pyramid and reason with the king for them, as the prophecy stated that the man bearing the king's mark would come to quell his anger. The Onwato high priest will heal the heroes' wounds and send them into the pyramid along with Worthington. If the heroes refuse to go, the high priest will take one of their party (most likely Padre Fernando) hostage to ensure that they do.

The Pyramid



The pyramid is actually home to many undead horrors and deadly traps. The Onwato have been leaving their offerings at the pyramid entrance for centuries, and they have been reanimated by Akantep, the high priest who was sealed inside the pyramid alive when the Onwato rebelled against him. Sealed within his master's burial chamber, Akantep swore revenge against the Onwato. Using the materials within the pyramid and the help of some undead servants he created, he was able to mummify himself. However, the spell did not allow him to actually awaken until 300 years ago. This is when he began demanding human sacrifices, pretending to be the old pharaoh.

These sacrifices have helped Akantep to amplify his own powers, and this very evening he was planning to leave the pyramid once and for all.

1. Shrine

This room is where the Onwato have been making their offerings for centuries. At the center, there is a stone table where offerings are usually placed, though there is nothing there now. There are some Hieroglyphs on the wall.

Anyone can attempt a 30 occult/cryptography check to decipher them. They say "Woe unto any who desecrates the holy resting place of the Pharaoh. May he die a thousand deaths and have no rest in the afterlife."

2. Servant's Quarters

This room has eleven sarcophagi, none of which are especially well decorated. This is the burial chamber of the pharaoh's servants. Akantep has corrupted their bodies and raised them as undead. They will burst from their coffins and attack if anyone enters the room.

Ghoul

Ave Atk 14, Ave Def 14

B2 A2 M1 Size 0 Undead Creature

Stunning Touch: Immobilize 20 EC2

Bite +2 DM (x4 damage)

Weaknesses: Silver and Holy attacks do double damage

Standard Undead Immunities to mind control, poison, suffocation, starvation, etc.

40 Hits

3. Guards Room

Hieroglyphs on the wall say "This room is the resting place of the guards who defended the pharaoh in life. Now they guard him in death." When intruders enter the room, 13 skeletons will rise to attack them!

Skeleton Warriors

Brawn 1 Agility 3 Mind 1 Average Attack 21 Average Defense 21

Armed with obsidian bladed swords (x3 dmg) and armored in Bronze scales (20 Soak)

Double Damage from fire and holy attacks

Standard undead immunities to mind control, poison, suffocation, starvation, etc.

10 Hits

4. Arrow Trap & Hieroglyphs

Whoever enters this room first can attempt to make a 20 Security/Traps check to notice that the floor in front of the doorway is trapped with a pressure plate. When this plate is pressed, anyone standing on it must make a 25 Agility (Defense) check or be struck by an arrow for x4 damage. About half of the tiles in the floor of the room are trapped as well. Let each person walking across the room make a Security/Traps check. For every 5 they got, they

avoided one of the six arrow traps between themselves and the door (example, someone rolled 21, they would have to roll two 25 Agility checks to avoid the two arrows that flew at them). After someone goes first, the people following get a +2 to their dice roll (before multiplying) to their check (they have seen which tiles are safe).

Alternatively, someone can try to avoid the arrows altogether by doing acrobatic maneuvers to cross the room. The person can roll a 25 Athletics/Acrobatics check. Every 5 that the check failed by is one arrow that struck the character (no Agility check to avoid it).

The hieroglyphs in the room describe the process of the dead going on to the afterlife, where their heart is weighed against the feather of truth. If their heart is heavier, they will be cast out of the afterlife, doomed to wander forever without rest.

5. Hieroglyphs and Falling Rocks

Along both sides of the center of this room are decorated from floor to ceiling with hieroglyphics. The gist of what is written there is the life story of the pharaoh entombed here. It is very interesting and takes several minutes to read it all, if one can make a 20 occultism/cryptography check.

Anyone standing in the 4x4 square area in the center of the room (where the hieroglyphs are) will have to make a 25 Agility check or a 20 Athletics/Acrobatics check or be crushed by falling rocks from the ceiling, taking x5 damage. The trap is set with a delay, so that it goes off after a few seconds of someone standing there.

6. The Viper Guard

This room has been enchanted to summon a fierce group of Snakemen warriors as soon as an unwelcome person enters. Two Snakemen will appear per hero.

Snakemen Ave Atk 21, Ave Def 21

Brawn 3 Agility 3 Mind 1,

Scaly skin acts as leather armor (10 soak)

Armed with scimitars +2DM (x5) EC0

Venomous Bite: x4 continual damage EC4

Paired Weapons 1pt, EC1.

Skills: Stealth+1/Hide, Athletics/Climb, Outdoor/Jungle Survival

40 Hits

7. Pharaoh's Pets

This room is home to some creatures that were originally grown to guard the pharaoh's tomb, however, they were easily corrupted by Akantep to serve him. When the heroes enter the room, four of the scorpions will shuffle towards them!

Scorpion, Gigantic, Ave Atk 18, Ave Def 18

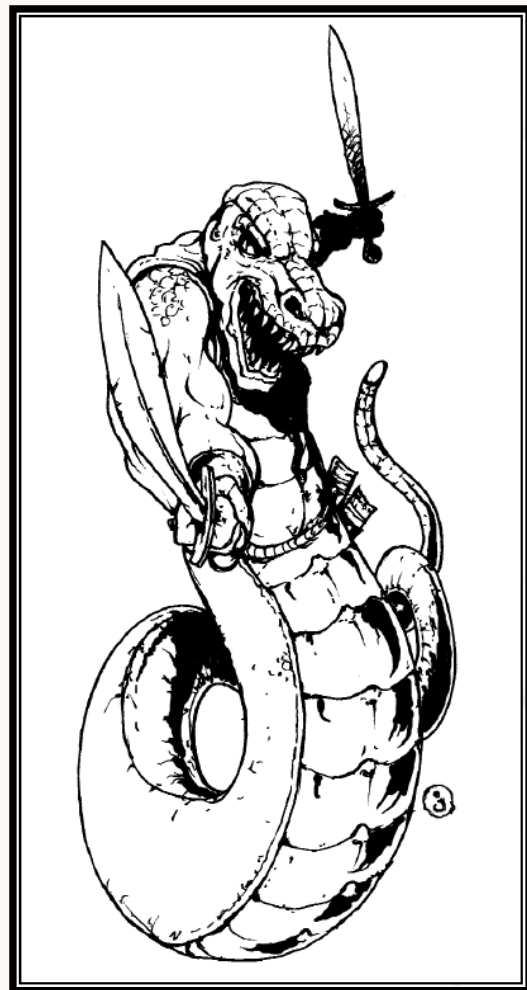
Brawn 3 Agility 3 Mind 1 Size 1 Creature

Poisonous Sting- Reach 2, x4 Continual Damage 4EC

Claw Grab- Immobilize 20 Reach 0 EC2.

Chitinous skin (25 Soak)

40 Hits



8. The Pharaoh's Antechamber

Read the following to the players: Along the walls to this room you see eight large wooden statues of hunters armed with bows. Suddenly, they move, aiming their bows at you!

"Answers" (Wood Golems) Ave Atk 18, Ave Def 18

Brawn 3 Agility 3 Mind 1 Size 1

Wooden body grants 15 soak

Standard Unliving immunities to mind control, poison, suffocation, starvation, etc.

Bow & 20 Arrows- Range 30, +2DM (x3 damage)

Weakness: Fire

50 Hits



9. The Pharaoh's Chamber

The focus of Akantep's magic is in his charmed medallion. It depicts a snake ready to strike. Whenever Akantep uses magic, the eyes of the snake will light up. (The first time he uses magic give players a chance at a 20 occultism/mysticism roll to see if they notice that the medallion is the focus that fuels his magic). If the medallion is destroyed, Akantep can no longer use his magical abilities, including healing.

Akantep, Sorcerer Mummy, Size 0
Undead

Brawn 5 Agility 2 Mind 3.

Aura of Fear- Radius 3 Daze EC 5

Breath of Scarabs- Range 5, Radius 1, x3 Continual Damage attack. The targets are covered in flesh-eating scarab beetles until they beat the damage roll. EC 5

Skin is tough, counts as leather armor (10 soak)

Shadow College Magic:

Control Undead EC1

Blinding Dark (Range 5, -4 to target's Agility Dice Rolls) EC 2

Dark Regeneration x4 Healing EC 3

Telepathy EC 2

Standard Undead Immunities to mind control, poison, suffocation, starvation, etc.

Weakness: Takes double damage from fire and holy attacks.

Possessions:

Magical Scepter (+2 to dice rolls to hit and damage, a +2DM weapon)

The Treasure

The treasure is priceless. The pharaoh's chamber is filled with objects crafted of gold and silver, many of them original Tpygean artifacts, others manufactured by

the ancient Onwato subjects of the pharaoh. It will take multiple trips to the ship and back to load it all. The crown jewel in this trove is the pharaoh's sarcophagus, which is enameled with gold, and contains his mummy which is bedecked in various golden masks and amulets.

This treasure will take many trips and over a day to load on to the *Sea Dragon*.

Back in the Onwato City

The Onwato will allow Worthington and the heroes to leave with the treasures they found in the pyramid so that Worthington can take them "back to Pharaoh's homeland"

Return to the Sea Dragon

And so the heroes sailed for home in their treasure laden vessel, and lived like kings for the rest of their days... er not quite. Once the treasure has been loaded aboard the *Sea Dragon* there are a few more dangers that must be overcome!

Mutiny

Once all the treasure has been loaded aboard *The Sea Dragon*, and the ship is out to sea, Gerhardt Schwartz will set his plan into motion. That night, he and his hired swords will attack the Captain, Worthington, and the heroes in the galley!

Read the following to the players:

"That night, you are in the galley with Worthington, regaling the Captain with stories of what you encountered in your exploration, enjoying a well-earned meal with a newly opened bottle of wine. Suddenly, you hear the ringing of steel against steel and the screams of men dying beyond the door. As you rise to see what the commotion is, the door bursts open, revealing First Mate Schwartz with a crimson-stained cutlass. Behind him are several other sailors brandishing blades and pistols towards you!"

Schwartz is accompanied by three trained blades and half a dozen regular crewmen who have turned to his side. This fight will determine who controls the ship... and the treasure it carries.

Gerhardt Schwartz (First Mate, Villain) DL18

Brawn 3 Agility 2 Mind 2

Armor Familiarity 2pts; Cutlass Technique +2 to hit 2pts; Break Weapon 2pts; Main Gauche Defense 1pt (x3 defense)

Skills: Athlete/Climb; Stealth/Prowl; Sailing +1/Gunner

Advantage: Blaze of Glory

Disadvantage: Obsession: Greed

Possessions; Cutlass, Main Gauche, Pistol, Helmet (30 Soak, location 1 on a d6), Breastplate (30 Soak, location 4-6 on a d6), Leather Armor (10 Soak, location 2, 3 on a d6).

100 Hits

Trained Blades DL19

Brawn 3 Agility 3 Mind 1

Armor Familiarity 1pt (Leather), Rapier Technique +1 DM +1 to hit 2pts, Tagging 1pt, Break Weapon 2pts, Disarm 2ts

Equipment: Rapier (x5Dmg, x4 to hit), Leather Armor (10 Soak), and Parrying Dagger.

100 Hits

Mutinous Crewmen DL6

Ave Attack 21, Ave Defense 14

Brawn 2 Agility 2 Mind 2

Armed with cutlasses x4 dmg and pistols x4 dmg

Skillful 1pt, Cutlass Technique +1 to hit 1pt, Pistol Technique +1 to hit 1pt.

Skills: Sailor +1/Gunner, Athlete+1/Climbing, Perform/Dancing, Streetwise/Gambling

30 Hits

If the heroes are able to defeat the mutiny, they will find Padre Santos is still alive and well, locked in the brig along with ten loyal crewmen. If Gerhardt and the mutineers are alive, the captain will put them in the brig so they may be hanged in San Lucas.

If the heroes are beaten, they will awaken in the ship's brig along with Worthington, Padre Santos, and 10 crewmembers. They will have a chance to escape when LeMarque shows up!

LeMarque goes Pirate!

Two days after the mutiny, LeMarque's warship will approach the *Sea Dragon*. If the heroes are above deck, they can make a Vision check to see the ship. Anyone in the crows nest gets a +10 to their final result. The highest result is how many squares to the east the ship is when it is spotted. If the heroes are prisoners, they will hear one of the mutineers yelling that they see an Argancian warship approaching from the East. When the ship comes

under attack, the heroes and some crew will be freed to man the guns, though they will remain shackled and under the watch of a pistol carrying mutineer

Battle on the High Seas

Conditions for victory: move 30 sea squares (a sea square is 50') east of *The Vengeful Harpy*, sink her, or defeat her crew in a boarding action.

Currently, the wind is blowing west, drastically slowing *The Sea Dragon* (all ships moving east move at half speed as they have to tack to make headway). When sailing into the wind, a captain can make a sailing/tacking roll each page. Every 10 is an extra square the ship gets to move this page. Also, a ship cannot come to a complete stop. It must move at least a number of squares equal to its size every page.

See the naval combat rules on page 25.

Remember, LeMarque's goal here is not to sink *The Sea Dragon*, but to rob her, so he intends to board!

Boarding: If the ships come into adjacent squares, the combat switches from ship scale combat to personal scale combat, as LeMarque and his crew attempt to board *The Sea Dragon*.

The Sea Dragon, Caravel- Brawn 3 Agility 3 Mind 1, Running 3pts (18 squares top speed), Water Walking, Size 4 (+20 Soak =30), carrying 4 Cannon to a side, and 2 boarding cannons on each side.

The Vengeful Harpy, LeMarque's Galleon- Brawn 4 Agility 2 Mind 1, Running 2pts (10 squares top speed), Water Walking, Size 5 (+25 Soak =35), carrying 8 Cannon to a side, and 2 boarding cannons on each side.

Cannons in Ship Scale Combat:

Cannon (ball), Range 30, x5 damage, Reload: 5 panels. Crew: 5. Size 2.

Grapeshot, Range 10, x4 damage, Reload 5 panels. Crew 5. Size 3.

Cannons in Personal Scale Combat:

Boarding Cannon, Range 200, x8 damage, Radius 1, Reload 1 minute. Crew: 1. A boarding cannon fires a very small cannon ball. It is a size 0 weapon, and is for shooting enemy crew on the deck.

Buccaneer (20)

B2 A2 M1 Ave Atk 21 Cutlass 14 Pistol, Ave Def 14

Cutlass Technique- +1 to hit, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +1DM

Equipment: Cutlass x4/x5* Dmg, Pistol x4Dmg,

Skills: Sailing/Gunner, Athlete+1/Climbing,

30 Hits/20Hits*

Louis LeMarque

B3 A3 M2

Cutlass Technique- +1 to hit, +1DM, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +2DM,

Footwork 1pt 1EC, Armor Familiarity: Leather 1pt, Rank 2: Criminal

Equipment: Cutlass x6/x7* Dmg, Pistol x6 Dmg, Leather Armor 10 Soak,

Skills: Sailing/Tacking, Athlete/Climbing, Deception/Lying, Stealth/Palming & Planting, Craft/Carpentry

Advantage: Contacts

Disadvantage: Outlaw

100 Hits

Aftermath

If the heroes win, they will be able to make their way back to San Lucas with the treasure, and from there, accompany Worthington to the Royal Explorer's Guild in Abeland. If they were Gerhard's prisoners, give them the chance to free themselves during the boarding action. In Abeland, Worthington will not only be honored as discoverer of the year, but he will be knighted! He will thank the heroes by paying them each 100 Marks, double the amount he'd originally planned.

EN GARDE! *A Swashbuckling mini-setting*

Introduction

This setting is intended to be used with the BASH! Fantasy Edition role-playing system. The setting is a high-fantasy world (a 5 point magical world) that has advanced to renaissance technology level. It is a time of gunpowder and galleons, where pirates ply the oceans and explorers claim new lands for their kings. It is a time of discovery and a time of ignorance, as new scientific discoveries are overshadowed by religious conflict.

The heroes may be involved in a treacherous series of alliances and intrigue at court, brave a road crawling with highwaymen, or cross swords with pirates on the high seas. Exploration, trade, intrigue, romance, and fencing are all parts of this genre.

You will notice that the countries of this fictional world have historic and cultural similarities to our own. This is no accident, as we wished to provide the gamers with something familiar as well as something new.

History

In the year 1487, a Thurillian sea captain, Vincente Akirimo, working in the employ of the Tristianian crown discovered the islands of the Caramaks. Though he was on his way to the east-- Aidnia, Napaja, and Han-thae, he realized he'd discovered a place previously unknown to man.

Subsequent expeditions led to the discovery of the continents of the Akirimas. Soon, the first land-bound expeditions of Tristianian Conquistadores were searching for exotic spices, treasures, and gold.

They found them in abundance— but one should be careful what they wish for. In central and Southern Akirima, they encountered the Nazcan and Urtek natives. They found these people possessed riches and powers far beyond mere gold. For the tribes of this region possessed and cultivated xerion, the fabled sorcerer's stone. When mixed with vocani, a local herb, and drank, xerion imbued the wielder with magical powers, in essence turning normal men into mages. In addition, it made one cease to age, and immune to all illness and disease while under its effect. All the Urteks drank this potion, known as "Aquavite", or 'the water of life', and hence, all Urteks had magical powers. They were a formidable foe, and paragons of magical power.

Then there were the Nazcans, who used xerion to create weapons. When wet, xerion melts to the consistency of wet clay in about 12 hours. (In 24 hours, the water completely disintegrates it enough to make Aquavite). It is in this interim stage that xerion can be shaped and molded. When dried, xerion is a hard, blue stone, as smooth and sharp as glass, as strong as steel, and half the weight. Its potential value as a weapon or armor is only comparable to magical elemental ores, which are far more rare and less cost efficient to produce. The Nazcans used this advantage to make themselves the foremost among warriors in their land.

Each using the power of xerion to different ends, the two tribes were in bitter competition for it. The conquistadores used this as an opportunity, and would recruit one village to attack another, and bled both sides white. This, in addition to horses and guns brought over by the newcomers, enabled the conquistadores and other tribes bent on revenge to fully conquer the region and corner the global market on xerion.

Meanwhile, the Abelandish and Varn principality of Vander began colonizing the northern part of Akirima, hoping to find xerion there. They did not, but established colonies just the same that wrested control from the indigenous populations more easily as they did not have to contend with enemies wielding xerion.

In the year 1650, the New World is a very dangerous place. International laws have been declared by all concerned to only apply east of the Falcon Islands (the easternmost of the Caramaks). Thus, piracy plagues the western seas in attempts to take on trade ships laden with xerion ore. Meanwhile, the Old continent has just recovered from a massive religious war when the Predestine Church broke away from the Theodoric. The war has been over nearly 10 years, but the hostilities are all but forgotten...



Nations

Abeland- Abeland is an island nation whose people long to rule the waves. Though the Tristianians have the most powerful navy in the world, the Abelish have the most skilled. Abelish privateers ply the lands west of the Falcon islands, raiding Tristianian galleons for precious xerion. In the last forty years, Abeland changed from a fiercely Theodoric nation to a new religion: the Church of Abeland. This occurred when King Harold XIII asked the Patriarch for a divorce from his barren Tristianian wife. The Patriarch, who also happened to be the queen's uncle, refused. Enraged, Harold abolished the Theodoric church, declaring a new "Church of Abeland" with him at the head. Harold not only abandoned the Theodoric Church, but he abandoned the Theodoric side in the War of Lordly Succession, declaring neutrality. Many scholars attribute this to the Theodoric's eventual loss. Fifteen years ago, Harold died, with no sons, leaving his daughter, Bethany to rule. It

was not long after Bethany I ascended the throne than the Tristianians, bitter about starting to lose the war and not recognizing Bethany's right to rule, turned its armada to invade Abeland. However, the Abelish sailors were far better naval tacticians than their Tristianian counterparts, and foul weather also caused much of the armada to sink or become lost. The Abelish defeated the armada, and Queen Bethany "the Bold" became beloved by the people. She died a year ago, leaving her 22-year-old nephew Rolland X to rule. Today, most of the people of Abeland belong to the Church of Abeland, and the practice of the Theodoric religion is illegal. Despite this, the subject nation of Cladonia is about 50% Theodoric.

Advantage: Royal Naval Academy

Abeland produces the finest naval officers in the world, and the Royal Naval Academy is where they train. A character who studied at the Royal Naval Academy gets a +5 bonus to the total result of any sailing skill check.

Akirimas- The Continents of the Akirimas are vastly unexplored, with only a very few permanent settlements taking hold from the Old Continent. The Vander, Nordicans, Argancians, and Abelish each have a province in North Akirima, while Tristania has sole control over South Akirima. The natives are a very diverse people, who speak perhaps hundreds of unique languages, each tribe with its own customs and beliefs. The two most advanced tribes, the Azcans and the Urteks are now thralls of the Tristianian conquistadores, and have forgotten their former glory after a century of subjugation, adopting Tristania's language and religion. If you wish to make an Akiriman character, first, you must figure out which tribe s/he is from. This means you get to make it up, as there are hundreds of tribes and not enough space here to write about them! You could use historical native American tribes as a guideline, if you wish. Any Akiriman character will have the Outsider disadvantage when dealing with people from the Old Continent. Also, in Akirima, the only sentient species are humans and animal-like humanoids (i.e. bird-men, frog-men, ursine, etc) there are no elves, dwarves, halflings, etc.

Argance- Argance is a nation known for its exquisite food, fashion, the arts, and fine wines, and its culture influences all those around it. As such, Argancais is the official language of diplomacy. Situated in the breadbasket of the Old continent, Argance was the richest country in the known world, until the Akirimas were discovered. Argance is a thoroughly Theodoric country—all Predestants were exiled during the last war. In the War of Lordly Succession, Argance fed the armies of the Theodorics, and filled their ranks with brave Musketeers. Today, Argance is a nation whose pride was wounded by losing both the war and the power it once held over the Old continent. Today, the king of Argance, Reynard XIV, plans to regain the glory that was lost, and is building his army, constructing palisades, and making secret alliances to do it.

Advantage: Musketeer

The Royal Musketeers are Argance's finest soldiers. One does not have to be Argancian to join—the finest blades the world over flock to the musketeer academy to join the noble order. However, there are several requirements for entry. First, you must speak Argancais. Second, you must be Theodoric—there are no Predestant Musketeers! Third, you must be of noble blood, or sponsored for membership by another Musketeer in good standing. The duty of the Royal Musketeers is to defend the King and his cause. In addition to serving as the crown's personal bodyguards, Musketeers are dispersed among all regiments, to maintain the royal presence and assist in command. Even a common Musketeer is equal to a Lieutenant in the regular army, and a Musketeer Captain is equal to a General. A character with this advantage must have at least 2 points in the Rank: Military power, and should have the Military skill.

Benefits of being a Musketeer: You represent the King and speak with the King's voice. You are the law wherever you are within Argance, unless a superior is present or you act with gross misconduct. Second, the famous credo of the Musketeers is "One for all and all for one", meaning that if any Musketeer is in trouble, s/he can count on the aid of any other. Lastly, shopkeepers will give you discounts, and strangers will buy you drinks, as the Musketeers are well liked.

Drawbacks of being a Musketeer: All loyal Musketeers have the disadvantage: Duty to the King. Also, as Musketeers are military men, their lives are controlled by the military. They could be stationed in a regiment far from home, or given some unpleasant or dangerous assignment, and would be expected to follow orders without complaint.

The Caramaks- The Caramaks are a collection of dozens of islands known for two things: sugar and pirates. Abeland, Argance, Tristania, and Vander each own several islands, appointing their own governor to each. Many more islands are unowned or uncharted, however, and may be home to smugglers, maroons, or pirates. The native people, the Caramaka, serve as manual labor for the sugar plantations for meager wages. On more than one occasion, their mistreatment has resulted in bloody rebellion and desertion. Deserters who escape and live on their own are called maroons.

New Magic College: Voodoo

The heathen Caramaka do not follow the path of Deo, but instead, worship many gods and spirits. Their priests are able to communicate with these spirits, and at times, control them. This type of magic is known as voodoo or juju to the natives. It can be used for both good (white magic) or evil (black magic). To cast voodoo spells, the caster must use a token of some type, and often, an incantation as well. The type of token needed is described with the spell.

Reading the Bones- Clairvoyance 1pt (bones)

Hex- Confusion 1-5 pts (dust, ashes)

Terrify- Daze [enhancement: repels targets with fear] 2-5pts (drum, shakers, etc)

Change Mind- Memory Tampering 4pts (target's hair)

Dominate- Mind Control 5pts (doll in the shape of the target)

Sense Spirits- Sense X, X= spirits 1pt

Inflict Pain- Continual Damage, minimum range 5, 2-5pts (doll in the shape of target)

Healing Feather- Healing [enhancement: usable on others] 2-5pts (feather)

Raise Zombie- Summon X, X= Zombie 3pts (dead body, salt)

Control Zombie- Control X, X= Zombie 2pts (Juju stick)

Cladonia- Originally a tribal culture ruled by druids, Cladonia has integrated into the modern world, mostly due to contact with the Abelish. Though they are currently under Abeland's rule, the Cladonians have rebelled dozens of times, but Cladonian independence has never managed to last beyond the rule of the king who won it. Perhaps the main reason that Cladonia has not been able to successfully separate from Abeland is its divisiveness. Cladonians are really two peoples, the Highlanders, who are known for kilts, bagpipes, golf, and great swords known as claymores and the Shirish, who are known for their music, poetry, boxing, and their whiskey. The great divide between the two cultures, however, is religious. The Highlanders are Predestant and the Shirish are Theodoric. The Abelish have held power in Cladonia because they have been adept at playing the opposing cultures against one another usually by granting Shirish lands to Highland lords and vice-versa. The Cladonians are ruled by nobles who rank as high as Duke, who pay annual tribute to Abeland and carry out the King's wishes.

Nordica Nordica is a large island that lies at the northern end of the Old continent. The Nordicans are ruled by noblemen called "Jarls" in their tongue. They are farming and fishing people who once supplemented their income by going on raids after the planting is done, coming home with their booty in time for the harvest. These raids were called "vikes" in their language, thus their victims often called them "vikings". Today, Nordicans are as civilized as

their neighbors, and make their living by raiding the sea of its fish and whales, with whale oil being its most profitable export. The principle religion of Nordica is Predestant, and their ships ran the Tristanian blockades during the War of Lordly succession. Nordica is currently ruled by King Josef II.

Advantage: University of Konigskal

Nordica is home to one of the world's greatest houses of higher learning. The University of Konigskal grants students expertise in two subjects. Choose two subjects from the following list: physician, science, social-science, or humanities. Whenever rolling for this subject, you get a +5 bonus to your total result. This is especially valuable for doctors in Predestant territories to have...

Thurillia Lying along a very long peninsula on the southern end of the Old continent, Thurillia is a collection of many city-states, and was the seat of the once great Thurrian Empire. Many of the modern city-states are ruled by merchant-princes. There are two exceptions, and they are the most important city-states. The Republic of Vigo is a city built upon a swamp. Instead of streets, canals carry everything throughout the city. Vigo is ruled by its Doge, a ruler who is elected for life. The current Doge is Sontino Garibaldi. The Vigo export rare glasswork, but are most especially known for their exclusive trade rights with the mysterious East. Eastern spices, silks, and rugs must pass through Vigo before being sold anywhere else on the continent. Thurus was once the capitol of the Thurrian empire, but today, it is the center of the Theodoric Church. It is here that the Patriarch writes religious edicts that are enforced throughout the Theodoric world.

Advantage: Cosmopolitan

Thurillia is a place of trade, diplomacy, and treachery. You have honed one of these to a sharp edge that has enabled you to prosper there. Choose two of the following skills: deception, society, perform, or streetwise. You get a +5 bonus to your final result when making any check for those skills.

Tristania Tristania is probably the most powerful nation in the western world. They have the largest navy in the world, and hold the only supply of xerion. Though (or perhaps because) Tristania has the world's most extensive trade routes, Tristanian galleons are often prime targets for pirates. These pirates roam the seas along these trade routes, hiding on various islands that dot the map along the way. Tristania is a devoutly Theodoric nation, and spent vast resources trying to support the Theodoric princes of Varn in the last war. Tristania is also known for its incredibly fine swords, oranges, and the sport of bull-fighting. The current ruler of Tristania is King Guillermo II.

Toringo Steel

The Tristanian city of Toringo is renowned for its fine swords. A rapier made of Toringo steel gets a +1 bonus to hit and damage before multiplying. In addition, a Toringo rapier has a 30 hits and 30 soak. These blades are not cheap, and are not given lightly. Nearly all people who own them are nobles, and Toringo blades are always made with exquisite ornamentations. A Toringo Rapier costs double the normal cost, including ornamentation. A cheap Toringo rapier would cost 120 Marks.

Ruvia Ruvia is a land farthest to the East of the Old continent. The land is known for three things: its brutal winters, its backward culture, and its draconian rulers. Until seventy years ago, Ruvia was not a nation, but a collection of fiefdoms ruled by the boyars, the noble class. During the War of Lordly succession, however, all the boyars united under the rule of Petro Ivanovich, who was crowned Czar, or, Emperor, and held fast against the Western nations that sought to exploit the resources of Ruvia in time of war—a war they wished no part in. Today, Petro's son, Petro II is the Czar, but very little else has changed in Ruvia. The majority of the people still live as serfs, peasants who are bound to the land and the boyar who owns it. The rest of the nations see Ruvians as barbarians and outsiders. Ruvia has its own language and alphabet, known as Cyrillic and its own religion, the Ruvian Orthodox Church, which came to Ruvia from Kretia in the 11th century.

The non-human population of Ruvia is made up mostly of elves and the native ursine.

New Race: Ursine

Ursine, or Bearmen, are large, and covered with shaggy fur. They resemble bears, but have opposable thumbs, and are capable of speech. Ursine have an intellect on par with humans, and wear clothes, use tools, etc just like humans do.

Characteristics: Minimum Brawn 3, Large, Obsession with Eating (especially sweets), 1pt Keen Senses: Smell, 2pt Berserker Rage. Bearmen have claws that enable them to do +0DM lethal damage with unarmed attacks, and a bite that does +1DM lethal.

Vander During the War of Lordly Succession, the minor principality of Vander broke away from Varn, declaring itself a free state. Today, Vander is one of the only places in the world with religious freedom, though most of the

population is Predestant. Vander's gifted gnome machinists make the world's finest firearms, though Vander's chief export is tulip bulbs, though it makes most of its wealth through its shipping and its position as a trading hub. Vander is known as the bank of the world because it produces the world's most stable paper currency, the Geld Mark. Vander is ruled by its Chancellor, who is elected by the members of the parliament. The current chancellor is Hans Van Heigel.

New Equipment: Vander Firearms

The gnomes of Vander's gunworks produce the most precise firearms of their age. The shooter gets a +1 bonus to rolls to hit before multiplying. A character from outside of Vander purchasing one of these firearms must pay a 25 Mark tax.

Pistol- +2 DM, Range 12, 1 shot (1 minute to reload- basically 30 pages) 50 Marks

Musket- +3DM, Range 25, 2-Handed, 1 shot (2 minutes to reload- basically 60 pages) 100 Marks

Varn Varn is not exactly a country, but rather, a cultural group in the center of the Old continent. The Varnans are loosely united by the Holy Empire of Varn, but the individual principalities continually feud with each other anyway. Each principality is ruled by a prince, who is also known as an elector. Once every generation, when the old Kaiser (emperor) dies, the princes of Varn vote for one of their number to assume the title of Kaiser. Along with the title goes the duty to arbitrate disputes between principalities and to unite the principalities in times of war. The War of Lordly Succession, or the Varn Civil War, was the bloodiest war in recorded history. The war began when the Kaiser became Predestant, and the Theodoric princes rebelled. It lasted 100 years, and saw Varn change from a land of Theodrics to a land of Predestants one besieged principality at a time, with nearly every nation of the Old continent supporting one side or the other. Though the war ended ten years ago, Varn is still a shell of its former glory. The current ruler of Varn is Kaiser Frederick II. Despite the war's outcome, there are many Theodrics still living in Varn, making up about 30% of the total population, most of them living on the Argancian boarder.

Advantage: Imperial Military Academy

The best commanders in the world come from Varn. The best of those came from the Imperial Military Academy. A student from the academy gets a +5 bonus to the final result of any military skill roll.

Nation	Language
Abeland	Abelish
Argance	Argancian
Cladonia	Abelish, Old Cladonian
Nordica	Nordican
Ruvia	Ruvian
Thurillia	Thurillian
Tristania	Tristanian
Vander	Varnan (with an accent)
Varn	Varnan
Dead Language	Ancient Thurrian
Dead Language	Old Kretian
Dead Language	Tpygean Hieroglyphs

Languages

Most countries have an official language but not all do. In addition, there are several "dead tongues" that scholars study as well as the languages of the natives of the Akirimas. Remember, a character speaks a number of languages equal to his Mind. If the character has the Humanities skill, the number of languages is Mind x2. If Languages is a specialty of the character, the number is Mind x3.

Religion

Deo This the god worshipped by Theodrics and Predestants alike.

Theodoric The last prophet of Deo was Theodoric, who passed on the Liturgy- Deo's Covenant for Mankind, enabling man's spirit to live forever if he follows the word. Theodoric was executed by the polytheistic and draconian Thurrian empire for treason, but this martyrdom only heightened his following. Weeks after the execution, Theodoric appeared to his followers, and instructed them to spread the Liturgy so that all men could live forever.

The Theodoric Church

Eventually, the following of Theodoric grew so large that it became the official religion of the once pagan Thurian Empire. The emperor commanded, however, that the church become organized, with a centralized leadership. He appointed a friend, who was a Theodoric priest, to the position, which he called the "Patriarch". Over the centuries, the power of the empire waned and crumbled, but the power of the Theodoric Church increased exponentially as the Liturgy spread all over the Old Continent. The height of this power was the middle ages, when nearly all rulers in the Old Continent were Theodrics, and old Thurrian was spoken by nobles as well as priests as a sort of "universal" language. However, this did not last forever.

Theodoric Priests can use magic from the Light College even if they do not have the "Magic" advantage.

The Orthodox Church of Kretia & Ruvia

Around the year 500, the Theodorics in Kretia withdrew from the Theodoric Church because they refused to remove the “icons” (little mosaics, shrines, or statues) that the Patriarch forbade in an edict. Claiming that the icons were holy, the Kretians instead continued to use them, but no longer gave tithes to the main church body. In response, the Patriarch executed the Arch-Bishop of Kretia, who then did the same to the Patriarch. Claiming that they were the ones truly upholding the Liturgy, the Arch-Bishop declared themselves “Orthodox”. A few centuries later, a group of Kretian missionaries traveled to Ruvia, where the Liturgy spread like wild-fire. Orthodox priests can cast Light college magic just as a Theodoric priest can.

The Predestants

The religious group that broke away from the Theodoric Church in the 16th century is called the Predestine Church, so named because they believe in predestination—that whether one is damned or saved—is already determined by the grace of Deo, and not through man’s deeds. Members of the church are called Predestants. There was a huge civil war in the principalities of Varn over this schism that became a continental war. This war, lasting 100 years, was called the War of Lordly Succession. In the end, Most of Varn's principalities are Predestant. Predestants believe magic is evil, from the devil, etc, and do not allow its use for good or ill. Alchemy is debatable whether it is allowed or not, varying by region. Because of the ban on magic, however, Aquavite is illegal in Predestant regions (though Xerion weapons are allowed). For this reason, Predestant countries have a stronger appreciation for science, medicine, and technology than their magic-using neighbors.

The Church of Abeland

The Church of Abeland’s structure, ceremonies, and architecture are almost exactly the same as the Theodoric Church. There are some key differences, the most important of which is that the monarch of Abeland is the head of the Church, rather than the Patriarch. Priests of the Church of Abeland are called Vicars, and they can use light magic similar to Theodoric Priests.

New Powers

Beat- 1pt. You are good at knocking your foe’s weapon out of the way to make room for your follow-up attack. Make a Brawn contest with your opponent instead of a regular attack. If you win, your next attack against that foe has a +10 bonus to hit.

Boxing- 1-5pts The official sport of the Shirish, boxing is the art of fighting with your fists. There are rules governing the sport that separates it from mere brawling. For every point you have in boxing, you may choose two maneuvers from the list below.

Jab- Your regular punches do +1 damage before multiplying

Hook- +1DM Stun, spend 1 energy, -1 to hit before multiplying

Uppercut- +2DM Stun, spend 2 energy, -2 to hit before multiplying

Conditioning- +5 Soak against stun damage. You may select this maneuver up to 4 times, the benefits are cumulative.

Shake It Off- Spend 2 energy to heal x2 Stun damage.

Counterpunch- If an opponent misses you with a hand to hand attack by 5 or less, you may make an immediate regular punch attack against him/her by spending 1 energy.

Rope-a-Dope- Opponents lose 1 energy each time they attack you with a hand to hand attack and do no damage (weather by missing or your soaking it).

Corps-a-Corps 2pt. You are trained to knock your foes into the rails or onto the floor. Make an unarmed attack against your opponent. The opponent must roll Brawn against the damage you did. If the opponent fails, they are knocked onto the ground or against an obstacle immediately behind him or her. Opponents on the ground have a penalty of 2 to their Agility based dice rolls (before multiplying) until they get up, which uses up their movement for their panel.

Daredevil 1-3 pts. You are a showman who often risks life and limb in the spirit of adventure. You receive a +1 multiplier per point in this power whenever you try something unnecessarily brave, foolish, or flashy. For example, swinging from chandeliers, fighting on top of a moving carriage, etc. This bonus is applied as well as any penalties to the action in question, and the narrator decides when the bonus is appropriate.

Expert Marksman- 1-3pts. Your maximum range with any ranged weapon is increased by a fourth/third/half (round up) for 1/2/3 points in this power. This does not affect the reach of thrown weapons, however. In addition, your range penalties are reduced by 1.

Fleche- 1pt. Literally meaning “arrow” this maneuver is as risky as it is deadly. The attacker leaps at his/her opponent in a lunge, then attempts to run past using the forward momentum. When you use this maneuver in melee, you may attack while moving past your enemy—essentially taking your movement and attacking any one target along the path you moved. This attack does an additional +1DM. If your attack roll was an odd number, your opponent may make an immediate counterattack with a +1DM bonus. This uses 1 energy.

Misdirection 1pt. You are adept at drawing your enemies sword where you are not. Instead of attacking an opponent in melee, make a Mind contest against him or her. If you succeed, the foe has a -10 penalty (after multiplying) on his next melee attack against anyone.

Riposte 2pts. You are a master of counterattacking your opponents when their attacks leave an opening. When an opponent misses you with a melee attack by 5 or less, you may make an immediate counter attack with your melee weapon by spending one energy against that opponent. There is no domino effect against minions when you riposte. A riposte cannot be riposted or weapon-locked.

Stunning Strike 1pts. You make a +1DM stun attack against your opponent, using the butt of your weapon. The target rolls Brawn against the damage. If they fail, their next defensive roll is -2 to the dice before multiplying.

Taunt- 1pt- Make a Mind contest with your opponent instead of an attack. If you succeed, that opponent's next panel must be used to attack you, with a penalty of to the final result equal to the difference in the Mind contest.

Valiant Defender- 2pts- You may substitute your Agility for a single allies for one page for Defensive purposes only. If your Agility is equal or less than theirs, add your Agility to his/her defense dice rolls (before multiplying) instead of swapping. This can be used on one adjacent ally per page, and is physically exhausting, spending 2 energy each page used. If your friend is struck while you are using this power, you can choose to take the damage instead.

Xerion 1-5pts. Whether through wealth, inheritance, or duplicity, you own a cache of Xerion. The amount you own is based on the points you put in this power. Xerion armor has a soak of 40, and weapons get a +2 bonus to damage rolls (before multiplying). For resisting breakage, Xerion weapons have 50 Hits and 30 Soak. Consult the chart below. Xerion items are usually coated with a clear lacquer finish to protect them from moisture.

- 1 Small weapon (dagger), Helmet, OR buckler
- 2 Regular weapon (sword, pistol), OR Breastplate
- 3 Large Weapon (great axe, musket)
- 4 Breastplate AND Regular Weapon OR Helmet AND Large Weapon
- 5 Full suit of armor OR Breastplate and Large Weapon

Power Errata

Charisma- 1pt. You have a certain magnetism that draws people to you. Whenever you are trying to negotiate, entertain, or persuade someone, you add 2 to your Mind before rolling. We changed this power to make it less expensive for more effect.

Off-Hand Pistol- 2pt. You can fire a pistol in your off-hand while shooting or fighting with your good hand. This enables you to make an extra pistol attack per panel. Attack rolls made with either hand are less accurate (you are splitting your attention between two weapons) and have a minus 2 penalty to the dice roll before multiplying to hit. Without this power, the penalty would be -4. The reason for this change is that it made no sense that attacking with a pistol in the offhand should expend energy!

New Advantage: Fencing Schools

The world of 17th Century fencing is not as simple as “stick your opponent with the pointy end”. There are numerous subtleties to fencing- different philosophies as to what is the best strategy to pursue in hand to hand combat. Some styles focus on not being hit, others concentrate on power, while others use tricks and deception.

Fencing schools were established throughout the Old Continent in order to teach these special maneuvers. Though the original masters of the “arte de defence” originally hailed from Thurillia, different nations developed their own unique styles and schools to train in. Characters either learn from a fencing school by going there and enrolling as a student or training with a master (though only nobles usually can afford to hire master fencers to come train them).

The Fencing School advantage allows a character to choose one fencing school in which their character was trained (either in person or from a traveling master). The advantage gives the character increasing benefits as the

hero becomes more adept in the school's curriculum. A curriculum is a list of powers that follow the school's primary teachings. A character who has trained in the school and has at least 2 points of curriculum powers is a novice. When a character has 5 points of powers in that particular style, s/he is said to be an apprentice of that style, gaining the apprentice ability. When a character has acquired 10 points in a given style, s/he is a master of that style, and gains the master ability.

Remember, a fencing school is an advantage, and must be "paid for" with a disadvantage. It is possible for characters to be trained in multiple fencing schools. As for training in a new fencing school after a campaign is already begun, this is up to the narrator. S/he would probably require the character to pick up a new disadvantage to pay for the advantage, but no role-playing is necessary to acquire it, as it occurred during "down time". The other, more preferred option, is that fencing school training can happen during the course of the campaign. This must be role-played, however. First, the hero will have to find either a school to train him, or a master to do so. Neither option is cheap. A Fencing school typically charges around 20 Marks per month of study for use of its gymnasium and classes. A master will typically charge 100 Marks per month for private lessons, though some circumstance could cause him to wave his fee (the hero saving his life for instance).

Danneggiano- This style from Thurillia utilizes a single rapier in the main hand and no weapon in the offhand. This school focuses on offensive abilities of the rapier, utilizing its flexibility and reach as an asset while training students to put power into their blows. The training regimen really focuses on increasing strength in the sword arm- fingertip pushups, one-arm pull-ups, and tug of wars. Danneggiano fencers are very proud, and dislike Idanza fencers, as they see the style as cowardly. The school motto is "Always Courage".

Curriculum: Rapier Technique 2pts, Reckless Might 1pt, Quick-Draw 1pt, Berserker Rage 2pts, Beat 1pt, Fleche 1pt, Riposte 2pt.

Novice: The strength in your hand and fingers is remarkable. You get a +1 to your multiplier to avoid being disarmed.

Apprentice: You have more endurance for pressing the attack. You only spend 1 energy when using Berserker Rage when armed with a single rapier.

Master: With a flick of your wrist, you can bring out a rapier's true potential, turning a wound into a kill. While you are using a single rapier, it does +2DM instead of the normal +1DM.

Duentina- This is the Thurillian style that focuses on the use of a rapier in the main hand and a main gauche in the off-hand. This school has a good mix of offensive and defensive abilities and is popular in Tristania and Argance as well as Thurillia. The training regimen of this school often involves sparring against multiple opponents. Duentina swordsmen are trained to be proud of their abilities, and the motto of this school is "pride at any price".

Curriculum: Paired Weapons 1pt, Off-Hand Parry 2pts, Feint 1pt, Riposte 2pt, Weapon Lock 1pt, Taunt 1pt, Rapier Technique 2pt, Main Gauche technique 2pt.

Novice: You get a +2 bonus to your total die result to the Mind contest when feinting or resisting a feint.

Apprentice: The feint maneuver gives you a +15 bonus on your next attack.

Master: You get a +5 bonus to your total die result to the Mind contest when feinting or resisting a feint.

Falkinson

Originating in Nordica, this style favors the use of the "hand and a half" or bastard sword. Though this is a weapon that hails from a bygone era, The style often makes use of the wielder's ability to choose to wield the weapon one or two handed, depending on the user's needs at the time. When used in one hand, the off-hand can be used to wield a weapon, hold a shield, or grab a rope or some other utilitarian purpose. When wielded in two hands, the sword is more damaging, and weapons break more easily against it. The style taught by this school is rough indeed, and a Falkinson graduate often has several scars to prove it. There are two sets of bonuses for apprentice and master depending on how the sword is gripped. The player must choose which grip bonus s/he is getting at the start of every page.

Curriculum: Bastard Sword Technique 2pt, Paired Weapons 1pt, Shield Deflect 1pt, Corps-a-Corps 2pt, Beat 1pt, Reckless Might 1pt, Break Weapon 2pt.

Novice: If anything, training in a Falkinson hall teaches its students toughness. A Falkinson novice has a +2 bonus to his/her Wound Threshold.

Apprentice: Two-Handed +1 to final result to hit and damage rolls. One-Handed +2 to final result to any defensive roll.

Master: Two-Handed +2 to final result to hit and damage rolls. One-Handed +4 to final result to any defensive roll.

Festung- This is the Varn style of combat utilizes a saber and a buckler. The style focuses on defense, but also trains to use strength to push your foe to his limits. This style is also used in Abeland and Nordica.

Curriculum: Shield Deflect 1pt, Paired Weapons 1pt, Weapon Lock 1pt, Stunning Strike 1pt, Saber Technique 2pt, Reckless Might 1pt, Beat 1pt, Corps-a-Corps 2pt.

Novice: The buckler does not cost you energy to use as an off-hand weapon.

Apprentice: +1 to total result when using the buckler for anything (hit, damage, defense, etc).

Master: “ “ +2 to total result when using the buckler for anything.

Fourchette- This Argancian style uses a rapier with a parrying dagger in the off hand. The goal is to leave your opponent without a weapon, giving you the ultimate edge...

Curriculum: Taunt 1pt, Paired Weapons 1pt, Break Weapon 2pt, Weapon Lock 1pt, Disarm 2pt, Rapier Technique 2pt, Feint 1pt.

Novice: +1 to the result when using or resisting Taunts.

Apprentice: Your lock your opponent's weapon when they miss you by 7 or less when using a parrying dagger.

Master: Your lock your opponent's weapon when they miss you by 10 or less when using a parrying dagger.

Gulliver- Gulliver is a school founded in Abeland, and it is favored by both cavaliers and sailors alike as it teaches its students how to hold their ground without falling- very important both ahorse and at sea. The weapon used by Gulliver students is the saber, leaving the off-hand free to grasp reins or rigging as needs be. The motto of this school is “dignity at all times”.

Curriculum: Saber Technique 2pts, Riposte 2pts, Disarm 2pts, Stunning Strike 1pt, Beat 1pt, Quickdraw 1pt, Reckless Might 1pt.

Novice: You know how to hold your balance, and have +1 to your multiplier to avoid falling over.

Apprentice: You can riposte an attack that misses you by as much as 7.

Master: You can riposte and attack that misses you by as much as 10.

Idanza- Idanza is the Tristanian school that utilizes a single rapier. The style focuses mostly on footwork, and is often compared to a dance. Indeed, dance is one of the school's tools for conditioning. Idanza fencers also practice acrobatics- walking on, swinging across, jumping over, and ducking under various ropes on a course. As the student becomes more advanced, a blindfold is introduced. The keen balance and control that this training induces gives the student great confidence in their movements and hones a sort of defensive sixth sense.

Curriculum: Footwork 1pt, Rapier Technique 2pts, Fleet of Foot 1pt, Daredevil 3pt, Danger Sense 2pt, Tagging 1pt, Fleche 1pt.

Novice: +2 to dice rolls (before multiplying) to any Perform/Dance or Athlete/Acrobatics

Apprentice: +2 to total result of any defense roll

Master: +5 to total result of any defense roll

II Mantello- This is a Thurillian style that uses a rapier with a cloak wrapped up in the off hand. The cloak is used to confuse the enemy, deflect sword blows, and draw their attention away from the rapier at just the right time.

Curriculum: Cloak Defense 2pt, Feint 1pt, Misdirection 1pt, Footwork 1pt, Rapier Technique 2pt, Riposte 2pt, Quick-Draw 1pt.

Novice: You get a +2 bonus to your total die result to the Mind contest when Misdirecting or resisting it.

Apprentice: The Misdirecting maneuver gives your foe -15 penalty on their attack.

Master: You get a +5 bonus to your total die result to the Mind contest when feinting or resisting a Misdirection.

Nozhinitzi- A style popular in the Ruvian courts, Nozhinitzi is often called “the saber dance” because the fighter uses a saber in each hand. This style is also common among Nordican sailors who use a cutlass instead. The purpose of this style is to overwhelm your foe with the sheer dizzying number of attacks you throw at them, sacrificing control for speed.

Curriculum: Paired Weapons 1pt, Berserker Rage 2pt, Saber Technique 2pt, Reckless Might 1pt, Footwork 1pt, Riposte 2pt, Quick-Draw 1pt.

Novice: +1 to your Mind when attempting to intimidate people while armed with paired sabers.

Apprentice: With a Brawn of 2 you can use Reckless Might can be used to give a +2 Brawn bonus in exchange for a -20 Wound Threshold when wielding two sabers.

Master: Any page in which you make 3 attack panels, you get a +2 bonus to the result of each attack with sabers.

Rivaskail- Born in the Cladonian Highlands, this style focuses on the use of a single two-handed sword- the claymore. Rivaskail swordsmen can be deceptively fast and unpredictable despite their heavy weapons. The training regimen consists of running uphill, throwing stones, climbing cliffs, and jumping stone walls.

Curriculum: Beat 1pt, Claymore Technique 2pt, Footwork 1pt, Reckless Might 1pt, Stunning Strike 1pt, Disarm 2pt, Berserker Rage 2pt.

Novice: +1 to dice before multiplying to Athlete skill rolls.

Apprentice: +3 to result of any Brawn roll (excluding damage)
Master: +5 to the result of any Brawn roll (excluding damage)

More Advantages and Disadvantages

New Advantage: Patron

You work for somebody important who gives you a good salary for your services as an expert in your field. You could be a noble's personal physician or a wealthy merchant's bodyguard for example. You begin play with an extra 50 Marks, and receive 10 Marks per month you remain in your patron's employ. Often, your work comprises of missions or tasks that you carry out for this person, often things that are plot devices to get you involved in some grand adventure.

New Disadvantages

Aquavite Addiction- You are addicted to the use of Aquavite. It gives you the Magic Advantage (in exchange for this disadvantage), and free immunity to aging and illness, but you must have a dram each and every week. Each dram costs 10 gold Marks. Over the course of a year, this is very expensive. If you do not have your Aquavite for over a week, you will begin to go through a painful withdrawal phase, during which you lose your ability to use magic, as well as your immunities. In addition, you suffer a -2 penalty on all dice rolls (before multiplying) for the next month or until you begin using Aquavite again.

Supernatural Weakness There is something out there that can do great harm to you that is perfectly harmless to most people. Perhaps you have an ancestor who was a changeling, and the allergy to cold iron passed on to you, or you are the descendant of a werewolf and silver is lethal to you. You could be a Dhampir, the child of a vampire and a mortal, and become powerless by the light of day. There are as many possibilities as there are legends. There are two types of weaknesses: damaging and negating. A damaging weakness is something that you take double damage from. For example, a character with a damaging weakness to silver would take double damage whenever struck by a silver weapon, though simply touching silver will not harm him. A negating weakness severely weakens a character whenever that character is within 5 squares of the weakness, causing each of her stats to reduce by 1 (to a minimum of 1), and all of her supernatural powers are negated. For instance, a Dhampir would be unable to use the Shapeshift power while within 5 squares of sunlight.

One-Eye Through some misfortune, be it a duel or the cruelty of fate, you only have one usable eye. You probably cover the other eye with a patch, though glass eyes can be made for the well-to do. As a result, you have poor depth perception. Whenever you must engage in an activity that requires good depth perception, such as using a ranged attack, you suffer a -2 penalty to the dice roll before multiplying.

One-Hand You lost one of your hands, likely at the end of a sword. Now, you wear a crude prosthesis, most likely a hook over your stump. You are incapable of any activity that *requires* two hands (like wielding a two-handed sword). In any activity where someone *should* be using 2 hands (like climbing a ladder), you have a -2 penalty to the dice roll before multiplying. You have this same penalty when using your hook to do nearly anything, except attack. The hook can be used as a weapon, and it does +0 DM lethal damage.

Peg-Leg You have lost one of your legs, and wear a crude wooden prosthesis. Your movement speed is Agility x2, and you cannot have the Fleet of Foot power. You also have great difficulty doing anything requiring precise balance. You have a -2 penalty to the dice before multiplying on any Athlete/Acrobatics, Stealth/Prowling, Perform/Dance or similar checks.

Renaissance Equipment

The renaissance equipment list is included in BASH Fantasy, but has been reproduced here for your convenience.

Gunpowder Equipment

The development of firearms made the use of armor (and heavy armor piercing swords) a thing of the past. The gun became the great equalizer among men—though many nobles still see the sword as a more elegant weapon. Gunpowder weapons halve the effect of armor against them. Thus, a 30 Soak breastplate can only soak 15 damage from a gun. The *magical* soaking bonus of armor, however, is not halved. Thus, a +2 breastplate would soak 40 normally and 25 against bullets. Note: all the firearms listed here can fire but a single shot before they must be reloaded. Remember- Melee and thrown weapons use Brawn as a damage base, projectile weapons use Mind as a damage base. Black powder guns have a -1 penalty to the dice roll (before multiplying) for every 5

squares away the target is standing. Thus, firing a musket at a man standing 13 squares away has a -3 penalty applied to the dice roll before multiplying.

Pistol- +2 DM, Range 10, 1 shot (1 minute to reload- basically 30 pages) 30 Marks
Musket- +3DM, Range 20, 2-Handed, 1 shot (2 minutes to reload- basically 60 pages) 60 Marks
Blunderbuss- +2 DM, Range 10, 2-Handed, 1 shot (2 minutes to reload), Radius 1, 45 Marks
Grenade- x6 damage, Range 5, Radius 1, detonates next page (same priority) 20 Marks for 1.
Powder Keg- x10 damage, Radius 3, 100 Marks for 1.
10 charges of powder and shot, 5 Marks.

Fencing Weapons

The listed prices are for swords without gilding. Up to 200 Marks of value can be added with these decorations. These weapons are preferred over the broadswords of old because of their speed. A number of fencing weapons increase the wielder's Agility for the purpose of deciding priority in combat. However, there are still some who use the Bastard Sword and Claymores of old.

Rapier- +1 DM, Reach 2 (lunging) Lethal, 40 Marks. +2 Agility for priority purposes.

Saber; Cutlass- +2 DM, Lethal, 20 Marks. +1 Agility for priority purposes.

Sword-Cane- A +1DM, Lethal small-sword hidden inside an ordinary cane. 60 Marks. +1 Agility for priority purposes.

Main Gauche- +1 DM, Lethal, 15 Marks [Allows the off-hand parry power]

Parrying Dagger- +1DM, Lethal, 30 Marks. +3 to dice rolls using the disarm, break weapon, and weapon lock powers. A parrying dagger looks like a normal dagger until a switch is pressed, causing two more blades to fan out from the first, making a trident-like instrument good for catching and breaking enemy swords.

Basket Hilt- +1 DM, Stun, adds 5 Marks to a fencing weapon's cost.

Bastard Sword- +2DM one handed, or +3 DM two-handed, Lethal. 50 Marks.

Claymore- +3 DM, two-handed, Lethal. 40 Marks.

Common Weapons

Dagger, +1DM, range 3 throwing, Lethal 10 Marks

1-Handed Mace/Axe, +2DM, Lethal 10 Marks

2-Handed Mace/Axe, +3DM, Lethal 20 Marks

Spear- +1DM range 6 throwing or 2-Handed Reach 2, Lethal 15 Marks,

Harpoon- +2DM Range 4 throwing, Lethal 20 Marks. Double damage against whales & sea monsters.

Pike- +1DM, 2-Handed, Reach 3 Lethal, 20 Marks. Cannot attack an opponent less than 2 squares away.

Halberd- +2DM, 2-Handed Reach 2, Lethal 20 Marks,

Bayonet, Gaff Hook +1DM 2-Handed Reach 2, Lethal 10 Marks,

Whip- +0DM, Reach 2, Stun 15 Marks *[allows wielder to purchase entangle as a power, and Snatch as a power]

Cane, Cudgel, Belaying Pin +2DM, Stun 5 Marks,

Staff, Musket Stock +3DM, 2-Handed, Stun 10 Marks,

Garrote- +2DM to Wrestling damage which becomes lethal 10 Marks

Armor Although this is the time when heavy armor fell out of fashion, there are still some vestiges of it. The large shields of the dark ages are replaced by small bucklers. Many people still wear leather armor as it is light and cheap, and effective protection against the lighter swords of the day, though little help against a gun. Then there are those who wear the heavy breastplates and helms (think 17th century Spaniards here) of old, though not the greaves or gauntlets. The effect of this is that some people may wear leather armor to protect their limbs, but use heavier steel to protect the head and torso. Essentially with these piecemeal armors, the victim of an attack rolls a die to see which part of the body was struck (and thus which piece of armor soaks damage). These heavier armors require armor familiarity at a 2 to wear.

Buckler- A small shield that enables a person to put up to 1 point in shield deflect power. 10 Marks

Leather Armor- 10 Soak, 10 Marks.

Breastplate- 30 Soak (Requires Armor Familiarity at a 2). When you are attacked, roll a d6. If the result is a 4, 5, or 6, it hit the breastplate, which can soak the damage. 50 Marks.

Helmet- 30 Soak (Requires Armor Familiarity at a 2). When you are attacked, roll a d6. If the result is a 1, you were struck in the head, and the helmet can soak damage. 30 Marks.

Siege Equipment Cannon (ball), Range 30, x10 damage, Radius 1. Reload: 30 panels. Crew: 5. Cost: 200 Marks per point of size. Each cannon ball & powder to fire it costs 5 Marks. Cannons also fire grapeshot, Range 10, x8 damage, Radius 2. One round of grapeshot costs 5 Marks as well.

Boarding Cannon, Range 20, x8 damage, Radius 1, Reload 1 minute. Crew: 1. A boarding cannon fires a very small cannon ball. It is a size 0 weapon. It costs only 80 Marks. Powder and one ball costs 2 Marks.

New Rules

New Rule: Hero & Villain Dice

Swashbuckling is a genre of storytelling that is supposed to be especially dynamic. To reflect this, we are introducing a new rule- the Hero die. Whenever one of the heroes does something especially cool, heroic, or laugh-out loud funny, the narrator can reward him/her with a Hero die. A Hero die can also be given for doing something that moves the story along, or is dramatically appropriate. The hero can add this die to any dice roll (after seeing the result). If this die is the same as either of the other two, it counts as doubles, and permits another die! If a Hero die goes unused, at the end of the session, it disappears: they do not accumulate over time.

Alternatively, if a hero does something especially unheroic, despicable, or dishonorable, the narrator gets a Villain die, which can be used in the same way, to help any villain's die roll.

Example: Gillaume and Francisco are searching a heavily guarded chateau for a kidnapped woman. In true cinematic fashion, they split up—on taking the stairs up, the other descending to the basement. Because this was risky and dramatic, the Narrator awards each of them a hero die. As Gillaume is making his way through the basement, he finds a door with a padlock, which he blows off with his pistol. He finds the girl and starts making his way outside, but is blocked by a Musketeer. The Musketeer draws his rapier and challenges Gillaume to a duel. However, Gillaume is in a hurry to get out of there, so he shoots the Musketeer instead. The Narrator thinks this was bad form, and so takes a Villain die for Gillaume's action.

As they make their escape, Gillaume realizes he needs a very good riding check to get away, so he uses his hero die. He rolls a 3 and a 4, and the hero die comes up 3, counting as doubles and allowing him to roll another die. He does, and rolls a 4, allowing him to roll again, and comes up with a 2, for a total of $16 \times 3 = 48$.

New Rule: Illness

Illness comes in four levels of debilitation: mild, serious, severe, and life-threatening.

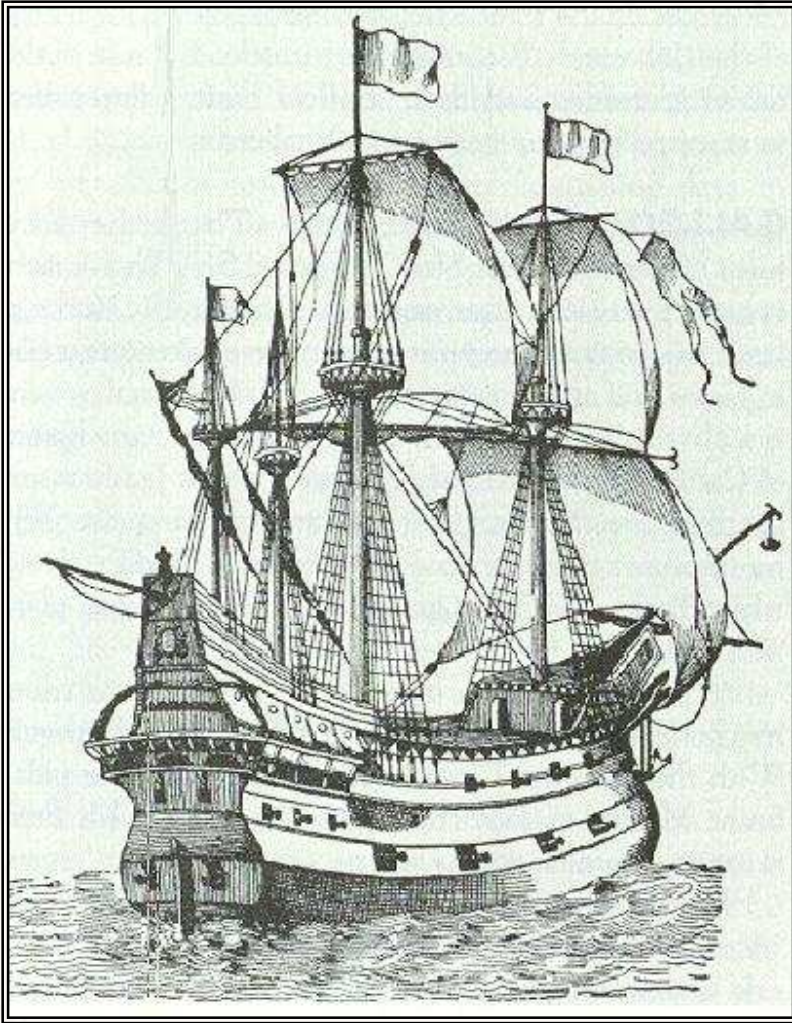
A mild illness reduces a character's energy pool by 1 until s/he is cured. Also, all Brawn and Agility dice rolls are reduced by 1 until the character recovers. A mild illness typically lasts 1 day.

Serious illness reduces the energy pool by 3 until the character recovers. All Brawn and Agility dice rolls are reduced by 2 until the character recovers. A Serious illness usually lasts 3 days.

Severe illness reduces the energy pool by 6 until the character recovers. Brawn and Agility dice rolls are reduced by 3 until the character recovers. Severe illnesses usually last six days.

Life-threatening illnesses reduce the energy pool by 10 until the character recovers (Essentially the only way the character can activate powers that require energy while under the effects of a life-threatening illness is to push him/herself). Brawn and Agility dice rolls are reduced by 4 before multiplying until the character recovers. A life-threatening illness can last about 10 days.

Illnesses can be recovered from twice as fast with a Physician/Diagnosis check. The difficulty of the check is 10/20/30/40 for a mild/serious/severe/life-threatening illness.



Expanded Rules for Naval Combat

Most of these rules were summarized in the Isle of the Lost Tomb, but are repeated and clarified here for completeness.

Scale: Naval combat is conducted at a larger scale than personal combat. Ship scale uses "sea squares" each of which represents 50 feet, essentially equal to 10 standard squares. Time in ship scale combat is one page per minute instead of 2 seconds.

Before beginning the battle, it is important to determine the direction of the wind. When sailing into the wind, a captain can make a sailing/tacking roll each page. Every 10 is an extra square the ship gets to move this page. Also, a ship cannot come to a complete stop. It must move at least a number of squares equal to its size every page.

A ship can only fire cannon off to the sides of the ship (port or starboard). They cannot fire directly ahead. Of course, turning the ship 90 degrees would enable the broadside to face the enemy ship! Turning 90 degrees uses up 6 squares of movement, and can only be done once per page. A 45 degree turn uses up 3 squares of movement and can be done twice per page.

The roll to hit uses the character's sailing/gunner roll (a person with gunner as a specialty can roll twice, taking the best of the

two results). There is a -1 penalty applied to the dice roll before multiplying for every 10 sea squares away the target is. A 20 indicates a successful hit. A ship will sink if it is reduced to 0 hits. If a ship takes damage equal to 10 xBrawn, it takes a wound, and suffers penalties on all rolls as a wounded character would. A ship also loses one square of its maximum movement per wound it takes. Lastly, whenever a ship is *wounded* (not merely when it is hit) the characters and minions onboard need to roll to see if they were injured and how severely.

Because this is a heroic system, the more "important" characters are more likely to survive a cannon volley. The characters roll times their highest stat. A 10 or less indicates that the character was badly injured, and took x8 damage. A 20 or less indicates a serious injury; x4 damage. A 30 or less is a scratch; x2 damage. Anything above a 30 means the character was totally uninjured. Minions always die whenever the ship takes a wound. The question is how many. Roll a x8 damage roll, and divide by the minions' DL. The result is the number of minions slain in the volley.

Example: The Vengeful Harpy is hit for 60 damage after soaking, giving it a wound. The narrator rolls for Captain LeMarque, using his highest stat, a 3 Brawn, getting $3 \times 7 = 21$. LeMarque suffers a scratch, taking x2 damage. Next, the narrator rolls for the crew. He rolls a $9 \times 8 = 72$ divided by 7 (the DL of each crewman) indicating that 10 crewmen died from the blast.

Ship Classifications: Below are some generic classifications of ships of the time. Note that for ease of play, the number of guns a ship would have actually carried was drastically reduced. Assume the ship carried much more guns, but the number listed is how many actually get dice rolls.

Sloop- Brawn 2 Agility 4 Mind 1, Running 3pts (24 squares top speed), Water Walking, Size 2 (+10 Soak = 20)
2 Cannon to a side. Cargo: 8 Barrels. Cost: 500 Marks.

Cargo Fluyt- Brawn 2 Agility 3 Mind 1, Running 3pts (18 squares top speed), Water Walking, Size 3 (+15 soak = 25), 2 Cannon to a side. Cargo: 30 Barrels. Cost: 1000 Marks.

Barque/Brig/Corvette- Brawn 3 Agility 3 Mind 1, Running 3pts (18 squares top speed), Water Walking, Size 4 (+20 Soak =30), carrying 4 Cannon to a side, and 2 boarding cannons on each side. Cargo: 18 Barrels. 2000 Marks.

Galleon- Brawn 4 Agility 2 Mind 1, Running 2pts (10 squares top speed), Water Walking, Size 5 (+25 Soak =35), carrying 8 Cannon to a side, and 2 boarding cannons on each side. Cargo: 32 Barrels. 4000 Marks.

Frigate- Brawn 3 Agility 3 Mind 1, Running 1pts (12 squares top speed), Water Walking, Size 4 (+20 Soak = 30), Carrying 12 Cannon to a side, and 4 boarding cannons on each side. Cargo 24 Barrels. Cost: 6000 Marks.

Man-O'-War- Brawn 4 Agility 2 Mind 1, Running 1pts (8 Squares top speed) Water Walking, Size 6 (+30 Soak= 40)
16 Cannon to a side, and 6 boarding cannons on each side. Cargo: 16 Barrels. Cost: 8000 Marks.

Cannons in Ship Scale Combat:

Cannon (ball), Range 30, x5 damage, Reload: 5 panels. Crew: 5. Size 2.

Grapeshot, Range 10, x4 damage, Reload 5 panels. Crew 5. Size 3.

Cannons in Personal Scale Combat:

Boarding Cannon, Range 200, x8 damage, Radius 1, Reload 1 minute. Crew: 1. A boarding cannon fires a very small cannon ball. It is a size 0 weapon, and is for shooting enemy crew on the deck.

Sample Characters

Gillaume Batleruge, Argancian Marksman

Brawn 2 Agility 3 Mind 3
Expert Marksman 1pt
Bayonet Technique +1DM 1pt
Offhand Pistol 2pt
Quickdraw 1pt

Skills: Riding/Tricks, Stealth/Prowl, Athlete/Acrobatics, Military/Tactics, Outdoor/Tracking, Society/Fashion
Advantage: Patron: Don Diego.
Disadvantage: Pride
Possessions: Musket, Bayonet, 4 pistols, 30 balls & powder

Shamus MacDonough, Cladonian (Highlands) Swordsman

Brawn 3 Agility 2 Mind 2
Beat 1pt
Berserker Rage 2pts
Stunning Strike 1pt
Claymore Technique +1 to hit 1pt
Footwork 1pt
Leather Armor Familiarity 1pt
Reckless Might 1pt

Skills: Athlete/Climbing, Stealth/Hiding, Outdoor/Tracking, Humanities/Storytelling
Disadvantages Damaging Supernatural Weakness to Cold Iron, True Grit
Advantages: Fearless, Rivaskail (Apprentice)
Possessions: Claymore x3 to hit x6 dmg, Kilt, Shirt, Leather Armor 10 Soak.

Don Francisco, Tristanian Noble & Mage

Brawn 2 Agility 2 Mind 3
Rank 2: Don (Lord) 2pts
Control Fire [Limitation: Casting] 1pt
Protection from Flame 1pt
Wrath of Flame [Limitation: Casting, Enhancement: Variable] 3pts

Skills: Perform/Dance, Stealth/Shadowing, Occultism/Channeling, Society/Savoir Fair, Streetwise/Gather Information

Advantages: Magic, Contacts, Virtuous.

Disadvantages: Single College: Fire, Honor Bound, True Grit

Possessions: Ornamental Rapier x2 to hit, x3 Dmg (worth 100 Marks), Fine Clothes.

Sister Mona, Varnan Theodoric Priest

Brawn 2 Agility 2 Mind 4
Rank 1: Theodoric Priest 1pt
Renew Life x3 [Limitation: Casting, Enhancement: Usable on Others] 3pt
Charisma (x6 on all social rolls) 1pt

Skills: Riding/Control, Perform/Singing, Humanities/Religion, Domestic/Cooking, Physician/Herbalism, Society: Rhetoric

Advantage: Die-Hard

Disadvantage: Duty: Theodoric Church

Possessions: Theodoric Sigil, Tome of the Liturgy, Vestments, Quarterstaff (x2 hit, x5 stun damage)

Renaldo Vincente, Thurillian Fencer

Brawn 3 Agility 3 Mind 1
Berserker Rage 2pts, Rapier Technique +1DM 1pt, Riposte 2pt, Xerion 2pts (sword).

Skills: Stealth/Palming & Planting, Athlete/Acrobatics, Riding/Control, Streetwise/Shortcuts

Advantage: Dannegianno (Apprentice)

Disadvantage: Pride

Possessions: Xerion Rapier (x3 to hit; x5 dmg+10)

Olli Igmarson, Nordican Explorer

Brawn 3 Agility 2 Mind 3
Paired Weapons 1pt, Bastard Sword Technique +1 to hit, Charisma 1pt, Keen Senses 1pt, Leather Armor Familiarity 1pt

Skills: Athlete/Climbing, Stealth/Hiding, Occultism/Cryptography, Humanities/Foreign Cultures, Social Science/Geography

Advantage: Falkinson: Novice, University of Konigskal (Humanities, Social Science), Patron: Professor Rikardson

Disadvantage: One Eye, Age (55), Overconfidence

Possessions: Bastard Sword x3 to hit, x5 damage one-handed x6 two-handed, Pistol x2-4 to hit, x5 damage, Knife x2 to hit, x4 dmg, Leather Armor (10 Soak)

Vladomir Yurivich, Ruvian Noble Traveler

Brawn 3 Agility 3 Mind 1
Paired Weapons 1pt, Saber Technique +2 DM 2pts, Riposte 2pts, Rank: Political (lord) 2pts

Skills: Riding/Control, Perform/Dance, Athlete/Running, Humanities/Languages

Advantage: Nozhinitzi (Apprentice)

Disadvantage: Pride

Possessions: Two Sabers x3 to hit, x7 dmg, Fur-lined Coat, Necklace worth 100 Marks.

Menaces and Monsters of **EN GARDE!**

The BASH! Fantasy Edition book provided some encounters for this genre. This is an expansion of it.

Argancian Royal Musketeers DL19

B2 A3 M2

Rapier Technique- +1 DM (x4), Off-Hand Parry w/ main gauche +1 Def (x4), Footwork 1pt 1EC, Feint 1pt, Weapon Lock 1pt, Expert Marksman 1pt, Musket Technique +1DM (x6), Rank 2: Military.

Equipment: Rapier, Main Gauche, Musket, Pistol, 20 charges of powder and shot. Doublet marked with the royal colors (in the case of France, Blue with a gold fleur d'lis).

Musketeers are the personal guards of King Reynard XIV. They are known for two things: their unswerving loyalty and their reckless bravery. No musketeer has can ever be bribed or blackmailed into betraying their sacred vow.

Skills: Military+1/Command, Riding/Control, Athlete/Acrobatics, Stealth/Hiding

Advantage: The Cause: Protecting the King. When directly acting for the cause, Musketeers get a +2 to all die rolls before multiplying, including hit, damage, etc.

Disadvantage: Duty: Protect the King at all costs.

100 Hits

Abeland's Royal Marines DL 11

B3 A2 M2 Ave Atk 21, Ave Def 14.

Armor Familiarity 2 (though most marines only wear leather armor 10 Soak)

Armed with a Musket (x5 dmg) and a bayonet (x4 dmg, reach 2) and a saber.

1pt. Musket Technique +1 to hit

1pt. Bayonet Technique +1 to hit

2pt. Saber Technique +1 to hit +1 DM (x6 dmg)

The pride of the Abeland Navy, the Royal Marines duty is to board and push back boarders for ships of the fleet. They also land to storm enemy holdings on islands.

40 Hits

Bravo DL17

B3 A3 M1

Armor Familiarity 1pt (Leather), Rapier Technique +1 DM +1 to hit 2pts, Tagging 1pt, & choose one of the following: Cloak Defense, Off-Hand Parry, Break Weapon, Disarm (all are 2pts),

Equipment: Rapier (x5Dmg, x4 to hit), Leather Armor (10 Soak), and either: Heavy Cloak, Main-Gauche, or Parrying Dagger.

Bravos are usually bullies who go around instigating fights in order to get a chance to show off their skills with the sword. Because they focus on their flashiness as much as their prowess, Bravos tend to use unusual techniques and equipment, like parrying daggers, fighting cloaks, etc. Occasionally, Bravos may also be hired mercenaries or gang-members.

100 Hits

The Creature DL 16

B4 A2 M2 Size 1 Creature

It greatly ignores injuries, Soak 15



Unarmed Technique +1 to hit +1 DM 2pts

The Creature was the result of an experiment by a mad scientist in Varn who wanted to find a way to cheat death. Using the parts from numerous corpses, he constructed a man, and using secrets best left alone, brought it to life. The creature, bewildered and frightened by his existence fled his master. Since then, it has become intelligent, but resentful of humanity, and may attack if it feels threatened.

Disadvantage: Freak- the creature is hideous to gaze upon

Advantage: Blaze of Glory

100 Hits

Dhampir DL 13

B3 A3 M2

Shapeshift into a bat or wolf 3EC

Healing x2 2EC

Disadvantage: Negating Supernatural Weakness to Sunlight.

The child of an unholy union between vampire and human, the Dhampir shares some of its vampiric parent's powers and weaknesses. Some Dhampirs embrace their vampiric heritage, emulating their disdain for mortals, while others favor their human side, even taking up arms against their undead family. This description is for a Dhampir with no specialized combat training or extra magical ability. Feel free to add this yourself, increasing the DL by 1 per point of powers you assign the dhampir.

100 Hits

Ghost Captain DL 22

B1 A3 M3

Ghost Form, energy cost reduced to 0, always on- not immune to attacks by silver weapons,

2pt Telekinesis, range 0, The Ghost captain often uses its Telekinesis to wield a rusty cutlass, which it looks like he's holding (x5 Dmg, x3 to hit). An "unarmed" attack with the telekinesis would only do x2 dmg. Energy cost reduced to 0.

1pt Invisibility

1pt Water Walking

1pt Clinging

1pt Cutlass Technique +1DM

2pt Riposte

Weaknesses: Silver and Holy attacks do double damage

Standard Undead Immunities to mind control, poison, suffocation, starvation, etc.

100 Hits

Ghost Crew DL 12

B1 A2 M2 Ave Atk 21, Ave Def 14

Ghost Form, energy cost reduced to 0, always on- not immune to attacks by silver weapons,

2pt Telekinesis, range 0, The Ghost crew often use Telekinesis to wield a rusty cutlass for x4 dmg.). An "unarmed" attack with the telekinesis would only do x2 dmg. Energy cost reduced to 0.

1pt Invisibility

1pt Water Walking

1pt Clinging

1pt Cutlass Technique +to hit

Weaknesses: Silver and Holy attacks do double damage

Standard Undead Immunities to mind control, poison, suffocation, starvation, etc.

40 Hits

Ghost Ship (Vehicle)

Brawn 4 Agility 2 Mind 1, Running 2pts (10 squares top speed), Water Walking, Size 5 (+25 Soak =35), carrying 8 Cannon to a side, and 2 boarding cannons on each side.

Ghost Cannons in Ship Scale Combat:

Cannon (ball), Range 30, x5 damage, Reload: 5 panels. Crew: 5. Size 2.

Grapeshot, Range 10, x4 damage, Reload 5 panels. Crew 5. Size 2.

Ghost Cannons in Personal Scale Combat:

Boarding Cannon, Range 200, x8 damage, Radius 1, Reload 1 minute. Crew: 1. A boarding cannon fires a very small cannon ball. It is a size 0 weapon, and is for shooting enemy crew on the deck.

The dreaded ghost ship is only ever seen at night, seeming to come from the fog itself. Unlike a regular vessel, the ghost ship does not rely on wind to move, though its tattered sails always seem to be filled. In nautical combat, the

Ghost ship will usually fire a volley or two then move in to board, as the Ghost captain is always looking for more recruits for his phantom crew.

100 Hits

Headless Horseman DL 25

B4 A3 M2

Saber Technique 2pts, Riposte 2pts, Disarm 2pts, Stunning Strike 1pt, Feint 1pt, Quickdraw 1pt, Reckless Might 1pt, Armor Familiarity 2pts [Breastplate and Leather Armor] 30 Soak on location 4-6, 10 on location 1-3.

Advantages: Unliving; Fencing School: Gulliver (Master)

Disadvantages: Freak (No Head), Obsession with Beheading People

Said to be the angry spirit of an Abelson Cavalry officer who lost his head to an enemy cannonball, the Headless Horseman prowls the highway at night looking for a new head. No matter how many he takes, he never feels satisfied, and is always looking for one more to add to his collection. He rides on a Hellhorse (see following description) and uses its running to add momentum to his sword strokes.

100 Hits

Hellhorse DL 22

B4 A3 M1 Size 1 Creature

Hide soaks 15 damage like leather armor 3pt Running (18 squares) [Rider gains +1DM if attacking from a running hellhorse], Fiery Breath Range 5, Radius 1, +2DM (x3 damage) 4EC.

Black as midnight, snorting flames and smoke, the Hellhorse is often companion to various forms of undead riders.

100 Hits

Highwayman DL17

B2 A3 M2

Off-hand Pistol 2pts, Quickdraw 1pt, Charisma 1pt.

Equipment: Four Pistols (x4 Dmg), Saber (x4 Dmg), Horse

Skills: Riding+1/Galloping, Stealth/Hiding, Deception+1/Manipulation

Advantage: Blaze of Glory

Disadvantage: Outlaw

A romantic fugitive from justice, the Highwayman is clad in black and hides behind a mask. He often rides onto the highway at night, holding up carriages at pistol point, stealing old men's purses and young women's kisses.

100 Hits

Kraken DL33

A Kraken is an enormous squid that likes to attack passing ships and eat the crew. It is so big, that its listing here has been divided into two entries: the Kraken's body, and its tentacles (there are 13 of them). The creature usually uses its tentacles to grab food and put it into its beak.

Brawn 5 Agility 3 Mind 2 Size 3 creature!

Bite x7 dmg (+15 to result from size) x3 to hit (-9 to result from size), Berserker Rage (2 bites per page) 2EC,

Tough hide 25 soak including size bonus, Super Swimming (15 squares) 2EC, Immunity: Drowning

Advantage: Fearless

100 Hits

Tentacles

Brawn 4 Agility 2 Mind 1

Swat x4 Dmg Reach 5

Grab- instead of damage, it must beat the target in a Brawn contest. If it succeeds, next page it can feed the target to the mouth. Victim can attempt to break free once per page by a Brawn contest or by killing the tentacle.

Attacking the kraken body is also possible, but will only result in the target being dropped if the kraken is wounded.

Tough Hide 10 Soak

40 Hits.

Maroon DL3

Brawn 3 Agility 2 Mind 1

Ave Attack 14 Ave Defense 14

Musket does x4 Dmg

Machete does x5 Dmg

30 Hits

Marksman DL8

B1 A3 M3 Ave Atk 35, Ave Def 21

Musket Technique +2 to hit, Expert Marksman 1pt, Attack Weak Point 2pts

Equipment: Musket x6Dmg, Bayonet x2 Dmg Reach 2

Skills: Stealth+1/Hide, Athlete/Climb, Deception/Disguise, Technology/Repair, Outdoor/Tracking

These are specially trained soldiers who have one sole purpose- to snipe and kill enemy officers. They usually work alone or in pairs, and can lie in wait for hours for the perfect shot.

20 Hits

Mermaid DL9

Brawn 2 Agility 2 Mind 3 Ave Atk 14, Ave Def 14

Super Swimming 3pts (8 squares);

Suggestion ("Come join us") 1pt

Immunity: Drowning 1pt.

Claws +1DM (x2) OEC

30 Hits

Natives DL 5

Brawn 2 Agility 2 Mind 2 21 Ave Attack Ave Defense 14

Bow Technique +1 to hit, Spear Technique +1 to hit

Bow does x4 Dmg Spear does x3 Dmg

30 Hits

Noble Duelist DL19

B2 A2 M3

Rank 3: Politics, Rapier Technique +1 to hit +1DM, Disarm 2pts, Charisma 1pt,

Skills: Society/Fashion, Perform/Dance, Humanities/Art, Ride/Jumping, Social Science/History

Equipment: Rapier x4 dmg,

Advantage: Contacts

Disadvantage: Pride or Honor Bound

Nobles are the people who rule the land by birthright, and spend a great deal of their time either at leisure or at court. Some of their favorite activities include swordplay, hunting, reading, and gossiping. Nobles do not work and it is considered vulgar for them to attempt to make money in any way other than collecting rent on their lands. Nobles cannot stand to be insulted, and often will challenge someone to a duel for even a minor slight.

100 Hits

Pirate DL7

B2 A2 M1 Ave Atk 21 Cutlass 14 Pistol, Ave Def 14

Cutlass Technique- +1 to hit, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +1DM

Equipment: Cutlass x4/x5* Dmg, Pistol x4Dmg,

Skills: Sailing/Gunner, Athlete+1/Climbing,

30 Hits/20Hits*

Pirate Captain DL23

B3 A3 M2

Cutlass Technique- +1 to hit, +1DM, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +2DM,

Footwork 1pt 1EC, Armor Familiarity: Leather 1pt, Rank 2: Criminal

Equipment: Cutlass x6/x7* Dmg, Pistol x6 Dmg, Leather Armor 10 Soak,

Skills: Sailing/Tacking, Athlete/Climbing, Deception/Lying, Stealth/Palming & Planting, Craft/Carpentry

Advantage: Contacts

Disadvantage: Outlaw

100 Hits

Pugilist DL17

B4 A3 M1

Bare-Hand Boxing Technique +2DM (x6/x7* Stun), Footwork 1pt 1EC, Paired Weapon Fighting (fists) 1pt 1EC,

Reckless Might* 1pt 1EC, Boxing 3pts [Conditioning 15 Soak stun damage; Jab, Counterpunch, Uppercut]

Advantage: Blaze of Glory

Disadvantage: Pride

100 Hits

Sea Hag DL 29

B2 A3 M3

Immunity: Drowning & Pressure, Control Water 1EC, Form of Mist 2EC, Drowning Gaze [Range 5 x3 Continual Damage] 3EC, Swim as the Dolphin (6 squares) 1EC, Water Binding 3EC, Dark Visions 1EC, Dark Regeneration x3 Healing (self only) 2EC, Shadow Images (4pts) 3EC.

Said to be immortal, the Sea Hags are witches who live on craggy isles and beneath the waves. Some especially brave or foolish have gone to them to have their fortunes told... but for this the hags charge a terrible price. More often than not, those who go to a hag's domain never return.

100 Hits

Sea Serpent DL 28

B4 A4 M4 Size 3

Tough Hide acts like chainmail (35 Soak), Steam Breath [Range 5 Radius 2] x4 Dmg 3EC, Super Swimming (20 Squares) 4EC, Bite x6 Dmg

100 Hits

Soldier DL 4

B2 A2 M2 Ave. Atk 14 Ave Def 14

Armor Familiarity 2 (though most armies only issue leather at most)

Armed with a Musket (x5 dmg) and a bayonet (x3 dmg, reach 2).

20 Hits

Shark DL8/9

B3 A4 M1 Size 0/1

Tough Skin 10/15 Soak

Super Swimming 4pts (15 squares)

Immunity: Drowning

Bite: x5 dmg

50 Hits

Voodoo Zombie

B3 A2 M1 Ave Atk 14 Ave Def 14

Claws +1DM (x4 dmg)

Paired Weapons (claws) 1pt

Bite +2DM (x5 dmg)

Supernatural Negating Weakness to Salt

Standard undead immunities to mind control, poison, suffocation, etc.

These zombies are raised through voodoo magic, and are used by their creators as laborers or as guards. They are much stronger and more capable than zombies created through the Shadow college.

30 Hits

Whale DL 17/18/19

B5 A2 M1 Size 2/3/4

Tough Hide like leather 20/25/30 Soak

Super Swimming 2pt (15 Squares)

Killer and Sperm whales have teeth. They can do a x7 dmg bite attack. Orca (Killer Whales) are size 2, and Sperm Whales are size 3.

Value: A whale's blubber, oil, and bones are valuable. The value is about 100/200/400/800 Marks based on the size.

100 Hits