

TKS #1: A LEVEL 0 ADVENTURE  
BY FRANCISCO DUARTE

# SOUL FOR THE OCEAN DARK

Player's Supplement



COMPATIBLE WITH 5E

COMPATIBLE WITH  
**DCC  
RPG**

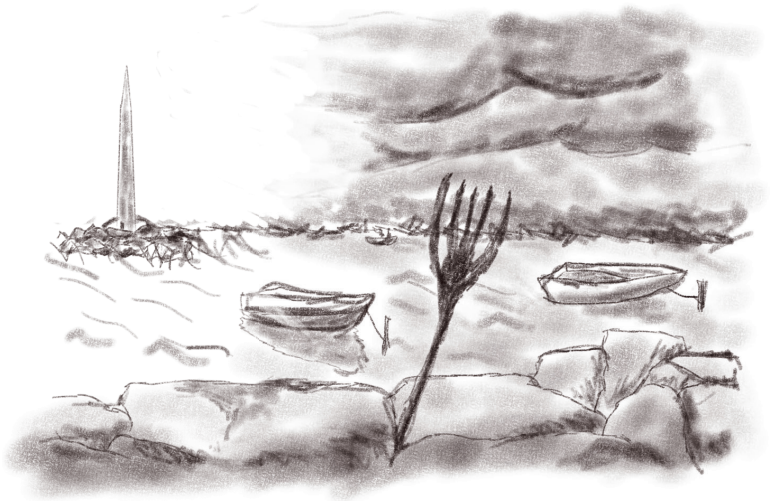


## Omera'Palissada on the Shadow Sea - The only home you've ever known.

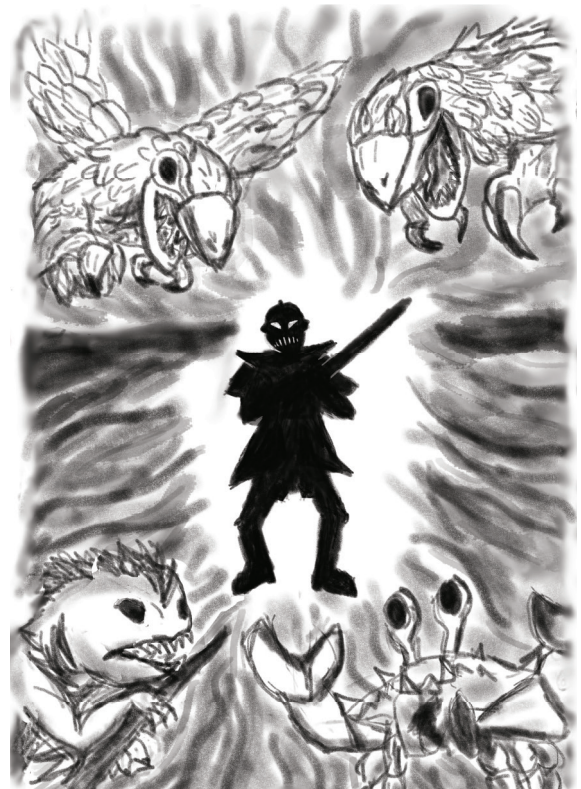
Your home village of Omera'Palissada, on the island of Palissada, is but a part of a larger archipelago in the middle of an ocean of darkness. Life on the Shadow Sea has always been difficult, but it's all you've ever known. You and your people form a tight-knit community, supporting each other in utilizing the archipelago's limited resources. Many of your friends and kin are fishermen and hunters, and your village often gathers to grieve a fresh loss for those who do not return from their excursions. Often, these events will be followed up by a round of drinks at the Tavern - drinking and singing countless hours - you honor your lost compatriots, swap stories, comfort widows and widowers, and steel yourselves for what comes next. You know that none of you are safe as long as you fish and forage from the darkness and its outskirts.



On a small, rocky island not so far from your village, there is the Lighthouse. The Lighthouse has pierced the eternal darkness around this tiny archipelago from time immemorial, pushing the encroaching night away with its bright blessed beacon. It is a part of your life, as mundane as the air you breathe. The elders claim that the very soul of the Goddess Maris powers the arcane structure, while her body lays deep inside the Hypogeum, an underground temple on the farthest side of Palissada. Under the shimmering protection of the Lighthouse, your village has endured, and your people are accustomed to the endless hours of simulated daylight. Even so, stories about what would happen if the Lighthouse ever faltered have been a constant part of your existence, spawning innumerable nightmares that haunt you as they did your ancestors. Often these nightmares feature a terrifying man clad all in black...



There is a city on an island to the north of yours, though travel is only done by necessity or as part of an infrequent ceremonial gathering - and so most of your village has visited it perhaps once, if at all. You visited once as a child, and marveled at the number of stone and clay buildings, so grand compared to your hut made of mushroom bark. Only the small temple in the village is stone, old and crumbling. It contains a marble statue of your Goddess, and looks as if it were carved yesterday. You know from stories that the nearby ruins feature a building also made of marble, but you've never had a reason or claim to visit. It's hard to imagine a whole structure made from such a beautiful material.



| d100 | Occupations          | Weapon                      | Trade Good                   |
|------|----------------------|-----------------------------|------------------------------|
| 1    | Alderman             | Obsidian Longsword          | Hide armor                   |
| 2    | Angler               | Club                        | Fishing rod & tackle         |
| 3    | Bowfisher            | Short Bow                   | Gutted fish                  |
| 4-5  | Brewer               | Staff                       | Mushroom beer, 1 cask        |
| 6    | Carpenter            | Hand Axe                    | Saw, 1' long                 |
| 7    | Carver               | Knife (as dagger)           | Fungal flute                 |
| 8    | Ceremonial Dancer    | Dagger                      | Ceremonial mask              |
| 9    | Coppersmith          | Hammer (as club)            | Copper band                  |
| 10   | Dwarven Ditch Digger | Shovel (as club)            | Clay, 2 lbs.                 |
| 11   | Dwarven Fisher       | Knife (as dagger)           | Fishing rod & tackle         |
| 12   | Dwarven Guard        | Warhammer                   | Leather armor                |
| 13   | Dwarven Hermit       | Copper ladle (as club)      | Parchment, 10 sheets         |
| 14   | Dwarven Mariner      | Paddle (as club)            | 10' wrought iron chain       |
| 15   | Dwarven Merchant     | Dart                        | Small chest                  |
| 16   | Dwarven Metalworker  | Hammer                      | Copper, 1lb                  |
| 17   | Dwarven Minister     | Dagger                      | Holy water, 1 vial           |
| 18   | Dwarven Minstrel     | Dagger                      | Drum                         |
| 19   | Dwarven Shopkeeper   | Dagger                      | Barrel                       |
| 20   | Dwarven Trapper      | Club                        | 50' rope                     |
| 21   | Dyer                 | Staff                       | Oil, 1 flask                 |
| 22   | Elven Artist         | Knife (as dagger)           | Locket                       |
| 23   | Elven Bug Whisperer  | Staff                       | Hunting beetle (skull sized) |
| 24   | Elven Diver          | Knife (as dagger)           | Large pearl                  |
| 25   | Elven Forester       | Hand axe                    | Small sack                   |
| 26   | Elven Hermit         | Club                        | Dried meat                   |
| 27   | Elven Knitter        | Knitting needle (as dagger) | Fine clothes                 |
| 28   | Elven Navigator      | Paddle (as club)            | Spyglass                     |
| 29   | Elven Oracle         | Staff                       | Bone dice                    |
| 30   | Elven Pathfinder     | Shortbow                    | Waterproof kneehigh boots    |
| 31   | Elven Performer      | Dart                        | Small guitar                 |
| 32   | Elven Vagabond       | Sling                       | Lantern                      |
| 33   | Elven Vendor         | Dart                        | Silk fabric, 1 bolt          |
| 34   | Elven Void Explorer  | Short Sword                 | Lantern                      |
| 35   | Exorcist-Healer      | Dagger                      | Dried mushrooms              |
| 36   | Farmer               | Pitchfork (as spear)        | Devil toad                   |
| 37   | Farmer               | Pitchfork (as spear)        | Hogbeetle                    |
| 38   | Farmer               | Pitchfork (as spear)        | Pack beetle                  |
| 39   | Farmer               | Pitchfork (as spear)        | Void chicken                 |
| 40   | Fish Trapper         | Dagger                      | Fish trap                    |
| 41   | Flintknapper         | Knife (as dagger)           | Bag of flint arrow heads     |
| 42   | Fungic Ranger        | Longbow                     | Dark cloak                   |
| 43   | Gatekeeper           | Spear                       | Leather armor                |
| 44   | Halfling Bone Carver | Bone Staff                  | Bone dice                    |

| d100  | Occupations              | Weapon                                 | Trade Good                  |
|-------|--------------------------|----------------------------------------|-----------------------------|
| 45    | Halfling Clam Digger     | Knife (as dagger)                      | Clams                       |
| 46    | Halfling Ferryman        | Knife (as dagger)                      | Spyglass                    |
| 47    | Halfling Fisher          | Fishing rod (as staff)                 | Gutted fish                 |
| 48    | Halfling Gardner         | Staff                                  | Dried lichens               |
| 49    | Halfling Poacher         | Club                                   | Snare                       |
| 50    | Halfling Slug Milker     | Staff                                  | Giant slug cow              |
| 51    | Halfling Spiritual Guide | Staff                                  | Holy symbol                 |
| 52    | Halfling Storekeeper     | Dagger                                 | Small chest                 |
| 53    | Halfling Urchin          | Sling                                  | Rag doll                    |
| 54    | Halfling Vicar           | Dagger                                 | Holy water, 1 vial          |
| 55    | Halfling Wrangler        | Whip                                   | Riding sea dog              |
| 56-57 | Herbalist                | Walking stick (as staff)               | Dried herbs, 1lb            |
| 58-59 | Hunter                   | Javelin                                | Small sack                  |
| 60    | Innkeeper                | Dagger                                 | Lage flask                  |
| 61    | Insect Trainer           | Whip                                   | Meganeura (giant dragonfly) |
| 62    | Minstrel                 | Dagger                                 | Bagpipes                    |
| 63    | Mushroom Feller          | Felling axe (as battleaxe)             | Bundle of fungal logs       |
| 64    | Mushroom Hunter          | Staff                                  | Large bag                   |
| 65    | Navigator                | Staff                                  | Compass                     |
| 66-69 | Net Fisher               | Club                                   | Small net                   |
| 70-71 | Net Maker                | Knife (as dagger)                      | Bundle of cord, 100'        |
| 72    | Orphan                   | Sling                                  | Pet gecko                   |
| 73    | Potter                   | Staff                                  | Small amphora               |
| 74    | Priest                   | Dagger                                 | Holy symbol                 |
| 75    | Root Grinder             | Large pestle (as club)                 | Flour, 1lb                  |
| 76    | Sage                     | Staff                                  | Holy water, 1 vial          |
| 77-81 | Seafarer                 | Paddle (as club)                       | 50' rope                    |
| 82    | Shaman                   | Cane (as staff)                        | Fetish                      |
| 83-84 | Shepherd                 | Crook (as Staff)                       | Herding crab                |
| 85-86 | Shepherd                 | Club                                   | Flopping land carp          |
| 87-88 | Shepherd                 | Shears (as dagger)                     | Fur slug                    |
| 89    | Shipwright               | Hammer                                 | Bundle of fungal planks     |
| 90-93 | Spear Fisherman          | Spear                                  | Ball of twine, 20'          |
| 94    | Spinster                 | Spinning wheel drive band (as garrote) | Bobbin of fur slug yarn     |
| 95-96 | Stonecrafter             | Hammer (as club)                       | Rock, 10lb                  |
| 97    | Trader                   | Staff                                  | Small chest                 |
| 98    | Trapper                  | Sling                                  | Large lizard skin           |
| 99    | Undertaker               | Shovel (as staff)                      | Cart*                       |
| 100   | Weaver                   | Knife (as dagger)                      | Fabric, 1 bolt              |

\*roll 1d6 for contents: 1-3: dirt, 4-5: dead body, 6: not quite dead body

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