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Deean's Sage

Part One

A Tunnels and Trolls Solo

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Ocean's Edge

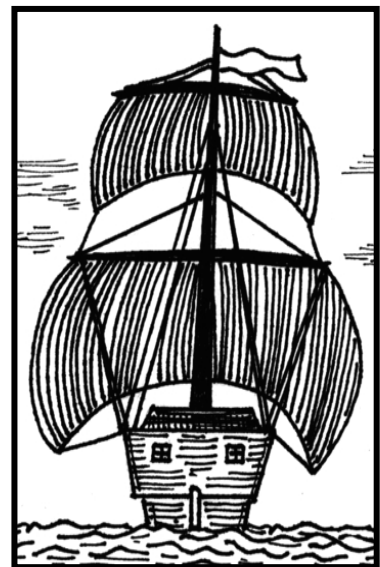
This solo is for Level 1 characters – it will suit those rolled up especially for this adventure. Of course, you can play through these paragraphs with any pc you want but you should know that saving rolls are mostly at L1 and that magic is not a factor (unless you steer your own course).

This is a sea-going adventure. You get the chance to join one of three ships, serving under one of three captains. There are three openings on each ship and you may end up working under any one of nine officers. If you are recruited and you survive enough missions, you will get promoted. You can advance from apprentice to able seaman and then on to being an officer and perhaps even to take over as captain. If you do well as captain you may gain the ultimate accolade and become a Legend of Ocean's Edge.

It is in four parts and this is the opening to the melodrama. Others will be published every six months or so.

As you work your way to the next rung, you will gain promotion points (PPs). You need 7 of these to advance to the next stage in your sea-faring career. If and when you reach that score, you will be ready to go to the appropriate table for your new rank to find your next mission (although you are welcome to delay your promotion and complete all the missions at your current rank if you prefer) – I plan to write 3 more stages to this seafarer's frolic.

A critical fumble may well prove fatal in this solo. The chance of a 1, 2 combination is one in eighteen – too likely for anyone to go all the way through without coming a cropper. However, as you progress and demonstrate your entertainment value, there may take the chance to try to trigger the intervention of a watching benefactor in the audience of Wizard Gods and Witch Goddesses. However, they are a fickle bunch, just like the average Western democracy, and they tend to like change for the sake of change before too long. So, it gets harder as you climb the Ladder of Success, the *Cursus Honorum*, to curry favour. The best advice I can give is to spend some APs on building WIZ. A captain would probably not feel 'safe' with WIZ less than 33.



Any time death closes in because of a critical fumble, you may attempt a SR on WIZ to be miraculously saved – L2 as an apprentice, L3 as an able seaman, L4 as an officer and L5 as a captain.

You regain 1 point of CON any time you start a new mission. Whenever you reach a port and are not involved in full-on action you may spend money on any item in the T&T rulebook. Whenever a mission is completed you may spend APs earned during that mission. **The Missions Tables are at the back.**

May the wind be at your back – I hope you can swim!

Khaghbboommm
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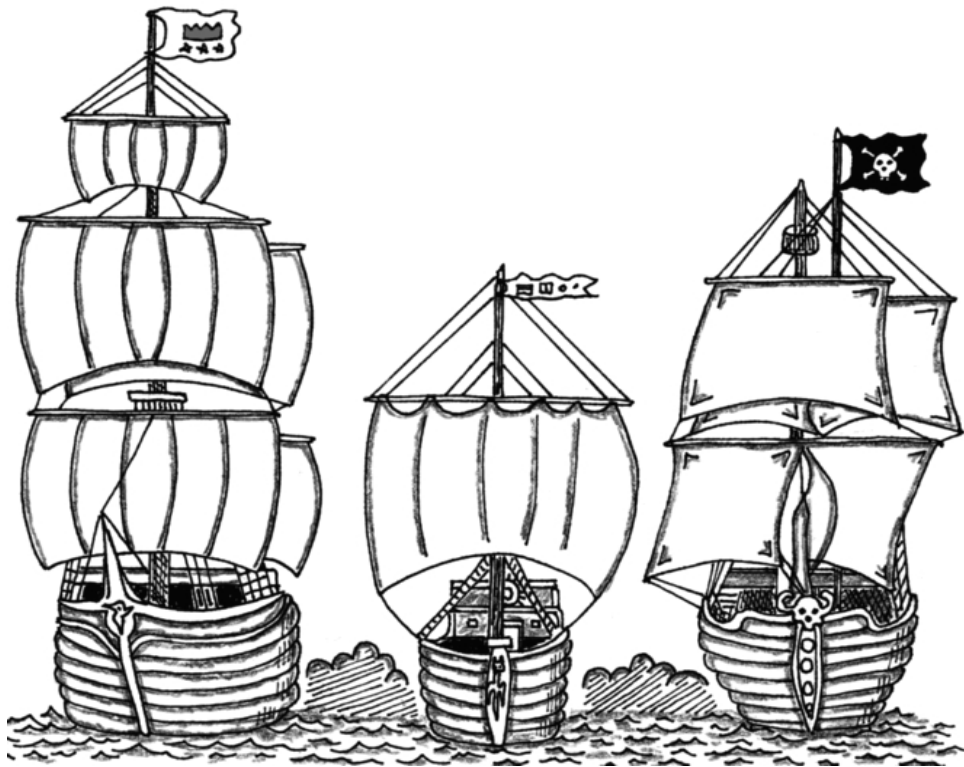
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Ocean's Edge

Military

Merchantman

Jolly Roger



1

The sea calls and many answer its haunting song. The wind echoes the melody while the sky watches and the earth bears the brunt of the ocean's endless energy. Life on the land may seem a safer option yet the beckoning fingers of the waves seldom go unanswered for long. You have heard the summoning voice of Neptune and now it is your turn to accept service on the tides of fortune. Your beginnings are humble but who knows the heights you may reach if boldness is yoked to a lucky star.

You may choose where you pledge allegiance: to a crown, to coin or to cannon. You may enlist in government service, defending sovereign interests or seizing new territories. You may sign up aboard a merchant ship, taking your small share of the fruits of commerce, climbing the ladder of success. Or you may take the blood oath and sail under the skull and crossbones, taking whatever is on offer, offering steel and shot instead of gold or sweat.

If you elect to join a military vessel, go to 100.

If you choose service on a merchantman, go to 200.

If you want to give your pledge to the Jolly Roger, go to 300.

2

If you made the SR, although there are a few hairy moments, there are no direct hits in your vicinity and the Hand of Vengeance is able to fire in return at the pirate. Go to 12.

If you failed, you may be in trouble as a cannonball smashes into the side of the Hand close to where you are crouched. You may be able to leap out of the way... Make a L1 SR on SPD and go to 22.

3

Another day crests the waves and the Mermaid's Folly pulls into the port of Mapleton. Captain Proot is on friendly terms with the mayor and makes straight for the civic offices to find out the lay of the land and the extent of trading tariffs. Most of the crew have duties

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aboard the Folly but Mandibur Klax is leading a group of his hands to stock up with provisions. Because this is likely to be routine donkey work, other officers add some of their apprentices to his team.

The people of Mapleton are glad to have the Mermaid's Folly weigh anchor here because they are a trading people. As is always so where there are valuables and coin, thieves abound. While you are lugging a sack of gun powder back to the harbour, two villains leap out from an alley to accost you. They look street-hardened and mean and they carry long, curved knives with dark stains on the blade. You know some of your companions must be nearby but no friendly face is in sight.

Do you want to:

1. Fight – go to 33
2. Flee – go to 43
3. Surrender – go to 53
4. Yell for help – go to 63

4

An opportunity gone begging! The chance to score favour with the captain but you missed out. Too bad! Go to the **Missions Table**.

5

Bunns' shrewd eye knows just what to look for in a fresh face under the skull and crossbones and you have quite a different look. The curl of his lip and the flare of his nostrils suggest that Billy would rather clean out a pig sty than have you on the books. With an oath as blue as the sea, he gives you your marching orders.

You can return to 300 and try out for another position aboard the Piranha or you must seek a slot on either a naval vessel (go to 100) or a merchantman (go to 200).



6

If you made all three rolls, Ernie is impressed and gives you an official commendation. He is an affable man and teaches you all he knows about making barrels and other cooper-y things. He tells you about the narrow scrapes he has gotten into over the years and he is quite the raconteur. The best story is about him conning a minotaur into kissing a medusa on All Fool's Day in far-off Khaboom.

If you made those three saving rolls, go to the **Missions Table** – you get 1 PP and 100 APs. If not, go to 36.

7

The other ship is hopelessly outclassed and the captain tells Shazaq to choose those he would like to see in action to test their mettle. You are

one of the first chosen. When you row out to tell the small merchant ship to surrender or see all the crew slaughtered there is a brief exchange of musket fire. You need to react quickly and have fortune go your way because there is no room for gymnastics in the tub!

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Try a L1 SR on LK and another on SPD. If you make both, go to 277. If you don't manage that, go to 287 but if you roll a critical fumble, go to 297.

8

Make a L1 SR on CHR.

If you succeed, you intimidate them and they scarper. You get the tobacco and impress Bunsen with your demeanour. Take 1 PP and 100 APs and go to the **Missions Table**. If you fail, you are in a fight. Eric gets 3d6 +5 and Eddie gets 3d6 +2. They have CONs of 13 and 12 respectively with WIZ of 9 each. Roll 3d6 for any other attribute you may need, discarding and re-rolling any 1's. They have no armour. If you survive 2 rounds they will turn tail and flee. You get 60 APs if you kill them or drive them away – and you can dust yourself off, stroll into Bunsen's and get the officers' tobacco (earning 1 PP, 100 APs and a return to the **Missions Table**).

9

Soon after midday, Mot the Cabin Boy sees two ships over to starboard. He soon has them identified as a good-sized merchantman escorted by a small corvette. This is exactly what crew and captain have been waiting for! With a yell ominous enough to curdle medusa milk, Anjhara stands legs apart, brandishing her sword in exhortation. Is there a more splendid sight on the Main? You might have to live several lifetimes to see one!

If you work for the bosun, go to 79.

If you work for the first mate, go to 89.

If you work for the master at arms, go to 99.

10

Gunners need to be tough. The Master Gunner, Hapless O'Stool, puts you through your paces. You have to load cannonballs all day without food or water.

Make a L1 SR on STR and also on CON. If you make both go to 120. If you do not succeed on both counts go to 150. If you roll a critical fumble go to 180.

11

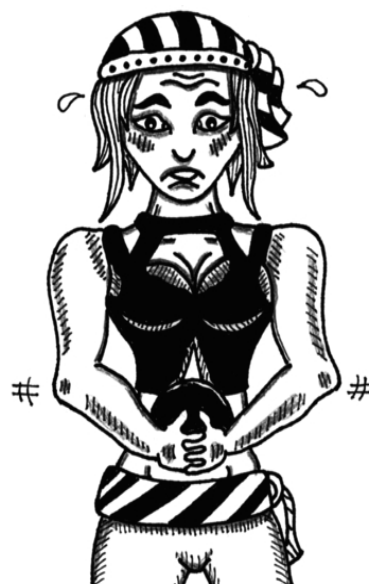
Back aboard the Piranha and once more at sea, the mood on the ship is sombre. The wind is gusting and the sails are straining against the raw power of nature. The only one on deck not cowed by the darkening skies is the captain. Anjhara tosses her head back and lets the wind catch her hair, not caring that it whips her face. She is in her element – laughing in the teeth of the gale. Not so the crew. All around you, men and women are preparing to batten down the hatches – a storm is brewing. Go to 41.

12

You have the chance to shine as a powder monkey. If you have the strength to move the cannonballs for the long minutes of the engagement it will not go unnoticed; if you can move nimbly between the guns and the other hands, you will be valued more than most. Make a L1 SR on STR and another on DEX.

If you make both, you earn 1 PP and 100 APs for your excellent work in a tight corner. If you rolled a critical fumble, you fall foul of others at critical moments and O'Stool decides to dispense with your services and leave you at the next port.

Assuming you are still enlisted, go to the **Missions Table**.



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13

Another day crests the waves and the Hand of Vengeance pulls alongside the merchant ship, Tumbling Dice. Captain Pillard is on friendly terms with its captain, Frickly Bosque, and makes straight for Bosque's quarters to discuss sightings of enemy ships and pirates. Most of the crew have duties aboard the Hand but Hapless O'Stool is leading a group of his hands to take part in boxing matches with hands from the Dice. Because this is a good testing ground and there will be money to be won, other officers add some of their apprentices to the brawlers.

The crew of the Dice are glad to have the men and women of the Hand come aboard because they are a trading ship. As is always so where there are deals being struck, cheats abound. You had better be wary. You are soon rostered for a fight and there are a number of styles

What do you prefer?

1. Boxing – go to 73
2. Wrestling – go to 83
3. Aikido – go to 93
4. No Holds Barred Brawling – go to 103

14

If you failed, Proot barely pays you any heed and leaves you in the dinghy while he heads off to discuss business with DiFumi. You fail to impress but you can't always put your best foot forward. Go to the **Missions Table**.

If you made the SR, Proot decides to take you along and let you learn at his side. Go to 24.



15

You don't know when to quit, even when Dame Fortune is cursing you right in your face. Your debts become so mountainous that you lose your freedom and enter into a life as a pirate's slave. This does not last long at all and your corpse is soon found bobbing up and down on the swells.

16

There are plenty of holes to be fixed and most have aching muscles too tired to continue well before the captain is satisfied. If you failed the saving roll, go to the **Missions Table** – you are let off bearing your shipmates' weight for less strenuous occupations but fail to earn any real credit in the officers' eyes.

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If your strength held up when others faded, you can continue. Make a L2 SR on STR and go to 46.

17

The first mate doesn't need to hear the captain's orders to know what to do in these circumstances – the other ship is hopelessly overmatched. Barlow Clews has you and two more apprentices row out to tell them to surrender or be sunk. They certainly ought to listen but will they?

Try a L1 SR on LK and another on CHR. If you make both, go to 25. If you don't manage that, go to 35 but if you roll a critical fumble, go to 45.

18

Pandora Street is rather refined by satyr standards. There are Dionysian wine bars rather than bawdy taverns and everyone keeps their pet goats on a leash. The shops don't have metal bars in the windows and the shopkeepers wear top hats and waistcoats.

But there is no sign of Pandru and little to do but poke your head inside a shop and ask the shopkeeper. Make a L1 SR on LK and another on CHR. Go to 81.

19

Your work is up top, high above the deck. Furling and unfurling is dangerous work under fire and very soon the enemy blasts away at the Mermaid's Folly.

It would be nice to think the captain had seen this coming and the Folly is out of range... Make a L1 SR on LK and go to 109.

20

Crosely seems determined to find fault but what you have done is impeccable. With a sigh of disappointment, he dips his plume in the inkpot and scribbles a chit confirming your place in the crew under his unwavering command. You have a position on the Hand of Vengeance! Your share of each voyage's payroll will be one quarter of one per cent.

Go to the **Naval Missions Table (Apprentice)** and may a fair wind fill your sails.

21

Those who brave the perils of the sea can grow rich from the bounty it throws up but many more lie at the bottom of the ocean than lay their bones in the crypts of kings. This storm seems hungry for bones to add to the many calcifying on the seabed. As you feel its full force, you see a young woman ripped from the rigging to disappear into the darkening vortex.

If you are work for Calida Skorch, go to 171.

If you work for Mandibur Klax, go to 181.

If you work for Angus Ratchit, go to 191.

22

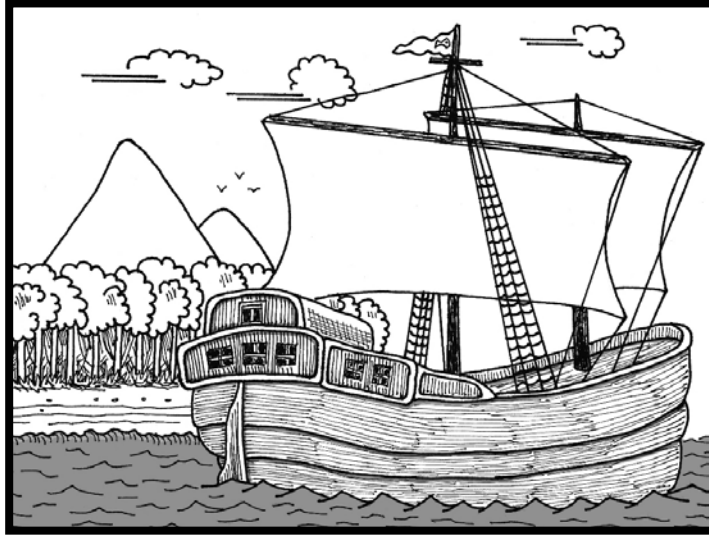
If you failed the SR, you get hit by shrapnel and cut to pieces along with most of the gun crew.

If you made it, the wounds you receive are relatively minor. You do need to see the ship's surgeon though. Hector Labatt is not a gentle man but then few would be if they had to perform the brutal amputations he has. You can earn merit by not making a fuss. Hector cannot stand fuss!

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Make a L1 SR on CON – if you succeed, you make not a sound and earn 1 PP as well as 100 APs. If you roll a critical fumble, you encounter Hector at a bad time when he has consumed a vast quantity of grog to soothe his nerves and steady his hand – he mistakes you for a hand needing multiple amputations and you die under the saw. If you lived through this, go to the **Missions Table**,



23

Another day crests the waves and the Piranha glides into the pristine bay of a small, lush island. Anjhara frequently weighs anchor in these warm, clear waters to refresh water supplies and to make sport with the inhabitants. The Isle of Pounamou is dominated by large, intelligent apes and swift, uncivilised men. Both are flesh-eaters. Anjhara has no intention of exterminating these island-dwellers as she likes to use their ferocity and cunning to test new recruits.

Billy Bunns rows a clutch of rawbones up on to the pebbly beach and tells you to make your way to the bay on the far side of the island where the Piranha will pick you up again – if you survive...

What is your strategy?

1. Making your way round the craggy north coast – go to 113
2. Following the shore to the south through the mangrove swamps – go to 123
3. Going through the jungle dominating the centre of the island – go to 133
4. Teaming up with another hand and following their choice – go to 143

24

DiFumi is a florid man, dabbing continually at his perspiring brow with a large spotted handkerchief. He takes not a jot of notice of a minion such as you but blusters on and on to Captain Proot. When his handkerchief can absorb no more, Proot orders you to wring it out. DiFumi is quick to pass the unsavoury article into your care.

When you wash it out in the sea and then squeeze all the salt water out of it, you notice a diamond and gold pin stuck in the handkerchief. Do you want to:

1. Return it with the handkerchief to DiFumi (go to 34)
2. Take it for yourself (go to 44)
3. Take it and hand it to Captain Proot when you return to the Mermaid's Folly (go to 54)

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25

Everything unfolds as if you'd scripted it. From a game perspective, you have earned 1 promotion point (1 PP). The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's approving eye. Go to the **Mission Table** to for the next episode in your life story.

26

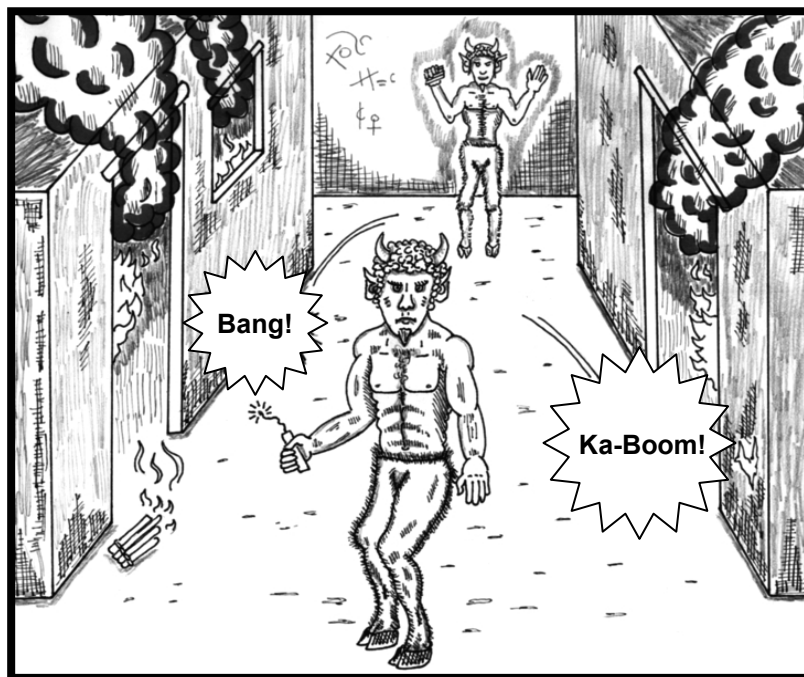
Dives reveals that as well as holes made by enemy fire there are cracks deeper down that need caulking. There are few pirates able to do such demanding work at such depths – lungs can burst and hearts give out. If you failed the saving roll, go to the **Missions Table** – you are let off diving for less strenuous occupations but fail to earn any real credit in the officers' eyes.

If your lungs held up when others came up gasping, you can continue. Make a L2 SR on CON and go to 56.

27

The bosun decides that the small vessel soon to be within range of the Piranha's guns will probably surrender. He tells you to go to the end of the prow so that you can taunt them. Now you might enjoy making fun of a weaker enemy but perhaps you will provoke an angry response...

Try a L1 SR on INT and another on CHR. If you make both, go to 55. If you don't manage that, go to 65 but if you roll a critical fumble, go to 75.



28

You run straight into a satyr street party. Small explosive devices are being activated with gay abandon and most flammable objects are ablaze. Pan pipes resound and the clatter of dancing hooves echoes from building to building. There are very few non-humans on the scene and the madness feels infectious.

If you want to join in the revelry before setting about searching for the satyr you're after, go to 38. If you want to dive straight into your best interrogation routine, go to 48.

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29

On Proot's ship, those working for Mandibur Klax sometimes have to work with gun crew when there is real danger. You are sent below deck now.

You can see above the barrel of the cannon that the enemy is out of range but Proot wants to trick them into thinking the Folly is better armed than is really so. The cacophony of cannon fire can be deafening. Let's see if your ears are up to it. Make a L1 SR on CON and go to 129.

30

You show nothing to make Shazaq feel like he would want you at his back in a fight. His blows land as easily as he might lead a lamb to the slaughter. After a few minutes, he sends you packing with a snort of derision. You can return to 300 and try out for another position aboard the Piranha or you must seek a slot on either a naval vessel (go to 100) or a merchantman (go to 200).

31

Captain Pillard is not a man known to shirk any situation, no matter the danger. Even this great man of action can be seen clutching at the wheel in desperation as the tiger that is this tempest claws at ship and crew. As you look, you see his tricorne ripped from his head, never to be seen again. The waves smash into the suddenly fragile timbers of the hull with unwanted venom. Like everyone else you must feel like sinking to your knees and praying for the mercy of the Trollgod.

If you are work for Hapless O'Stool, go to 201.

If you work for Victor Boezov, go to 211.

If you work for Oswald Crosely, go to 221.

32

If you rolled a critical fumble, go to 42.

If you failed, go to 52.

If you succeeded, go to 62.

33

Banno and Prebba are used to dealing with sailors who think they can fight. They are smart at judging when the sailors are right and when they are running on empty. Each gets 2d6 +4 fighting with flensing knives. They are wearing leather jerkins that take 2 hits. As for their attributes, they are identical: STR, LK and CON 12, DEX and SPD 13, WIZ and INT 9 and CHR 8.

You can fight them one at a time if you beat them both on a DEX roll but if you lose they get one 50% bonus to their attack that round. You won't have time to back out of the fight once it starts and no one will come to break it up before too late! You have time to throw a dagger if you make a L1 SR on SPD (it takes a L2 SR on DEX to hit one of them).

They are worth 70 APs if you survive. If you kill them, make a L1 SR on LK: if you succeed, you will gain 5d6 GPs. Go to 153 if you live through this encounter.

34

The profusely sweating captain is most grateful and rewards you with a pouch containing gems worth 100 GPs. Negotiations go well for both captains. You earn 1 PP and 100 APs. Go to the **Missions Table**.

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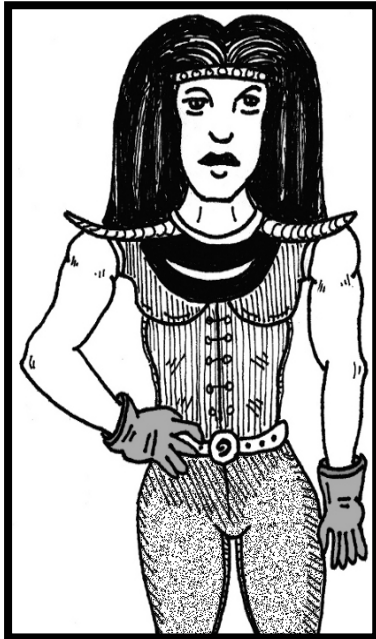
Ocean's Edge

35

Your work does not get a pass mark from Clews but fortunately for you there are others who do worse. You see how quickly an iron fist crashes down – learning comes the hard way on a pirate ship. The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's approving eye. Go to the **Mission Table** to for the next episode in your life story.

36

Ernie gives you another chance. He likes to see the young'uns do well. He takes great pride in passing on his trade secrets. Try any of those SRs you failed again and go to 66.



37

The ship is wearing the colours of a rival state. It is a well-built vessel, well-armed judging by the gun ports, and it has the wind in its sails. Although there is no certainty of attack, the captain is wary and gives orders to the officers from the poop deck. Calida Skorch wastes no time in racing down to where you and your fellow deck hands stand, awaiting her commands.

Most of the crew know what to do but not so the new recruits. The first mate has you lower yourself down a rope to deal with a gun port on the port side of the Folly which stubbornly is refusing to open. The sea is calm enough but time is your enemy as everyone races to ready the ship for whatever action the other vessel may take.

Try a L1 SR on DEX and another on SPD. If you make both, go to 97. If you don't manage that, go to 107 but if you roll a critical fumble, go to 117.

38

A female satyr called Pansey sashays over to you and runs her hands over your biceps. Female satyrs are not treated with much respect by their male counterparts and their forward behaviour is partly genetic and partly out of social deprivation.

If you want to whirl her round for a pirouhette, go to 68. If you want to rebuff her play for your affections, go to 78.

39

The hands working for Angus Ratchit have the job of making sure all the valuables are safe. This means working quickly and not misjudging what should be safely stowed away. The quartermaster does not have time to personally supervise everything and he, of course, has the task of dealing with the most precious items.

Make L1 SRs on both INT and SPD.

If you make them both, go to 139.

If you make one, go to 149.

If you make neither, go to 159.

If you roll a critical fumble, go to 169.

40

The bosun, Victor Boezov, looks you over and grins. "Another lilly-liver to break in!" He looks gleeful at the prospect. He orders you to climb to the crow's nest and then catch a line thrown from a spar not too far away.

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You need to make L1 SRs on DEX and SPD to earn his respect. If you make both go to 220. If you do not succeed on both counts go to 250. If you roll a critical fumble go to 280.

41

The decks are slick with creamy sea spume and the spars are creaking under the strain of the remaining canvas. Seafarers love the ocean's raw power but most would trade place with a landlubber in the teeth of this maelstrom.

If you are work for Shazaq, go to 141.

If you work for Barlow Clews, go to 151.

If you work for Billy Bunns, go to 161.



42

You signal to the merchantman that the Hand of Vengeance is on the side of the pirates! The captain jumps ship and the pirates board, making off with all the valuable goods before the Hand drives them away.

When your part in this fiasco is learned, you are made to walk the plank and left at the mercy of the circling sharks.

43

You will need to be fast to get away. Make a L1 SR on the average of STR and SPD. If you fail, go to 163. If you make it, read on.

You show a clean pair of boot heels to the cutthroats but does anyone see this act of cowardice? Try a L1 SR on LK. If you succeed, you get back to the ship and can tell whatever story you like without fear of contradiction. Go to the **Missions Table** to find the paragraph for Mission #3.

If you fail, you are spotted by shipmates. If you are not to lose face, you need to convince them that discretion really was the better part of valour. Try a L1 SR on CHR. If you succeed, you can go back to the ship without losing face. Go to the **Missions Table** to find the paragraph for Mission #3. If you fail, read on.

Your yellow streak is starkly obvious. The hands who witnessed the debacle are quick to report it to the First Mate. The withering scorn hurled your way would be enough to fry eggs. There is no doubt in the decision to be made: you are sent packing with a boot up the arse – this jaunt is over for you.

44

Just as the meeting is about to break up with both sides content with their machinations, DiFumi notices that his pin is missing. At first he looks suspiciously at Proot and then he looks daggers at you.

If you want to admit you took the pin and hand it back, go to 64. If you aim to hold his eyes and deny you had anything to do with its disappearance, go to 74.

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45

If it could go wrong, it has gone wrong! If you wanted to court disaster, you are now married to her! **Bang!** What should have been a routine mission ends in a fatality – you! *Au revoir!*

46

If you made the L2 SR you gain a glowing reputation as a workhorse. Even though there is little left to do, the bosun, Victor Boezov, decides to keep you at to see just what your limits are.

Make L3 SR on STR. If you make it, go to 76. If you finally flag, you still earn 1 PP and 100 APs as well Victor's rare praise. He even tosses you a gold coin to the value of 5 standard GPs. "You keep up the good work," he tells you with a gusty laugh. Go to the **Missions Table**.

47

One of the reasons Captain Proot has enjoyed such a long and successful career is that his purser is much more than an ordinary purser. Klax knows protective enchantments – not because he is a spellcaster but because he has acquired scrolls with enchantments written upon them. He and his chosen few must intone precisely and with projection. If this is done properly it is very much harder to attack the Mermaid's Folly with any success. Although the words will be unknown to you, Klax has already ascertained that you are up to the task, if only you can hold your nerve under pressure.

Try a L1 SR on CHR and another on CON, the first for nerve, the second for volume. If you make both, go to 127. If you don't manage that, go to 137 but if you roll a critical fumble, go to 147.

48

The first satyr you ask about Pandru gives you a hard stare and then tries to stamp on your foot. Make a L1 SR on SPD and go to 58.

49

It is smoky, hot and debilitating working down here. Endlessly moving cannonballs, endlessly having to block your ears or risk deafness. Everyone is sweating like pigs and on the edge of insanity, never knowing when their bodies may be splinted, smashed or obliterated. You need to be lucky here because you have no choice but to keep at your station. Make the best SR you can on LK and go to 2.

50

You manage make a mess of something that might seem unimportant to you but make sit plain to Crosely that you are unsuited to this sort of work. You can return to 100 and try out for another position aboard the Hand of Vengeance or you must seek a slot on either a merchantman (go to 200) or a pirate ship (go to 300).

51

Make a L1 SR on CHR. If you make it, go to 61. If you fail, go to 71.

52

Your memory is letting you down or maybe you just didn't understand the semaphore system. Whatever, you make a hash of it and Victor Boezov signals furiously at you with his mirror.



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Ocean's Edge

It seems he wants you to get the merchantman to turn sharply to port to get out of reach of the pirates grappling irons – or is it starboard?

If you signal port, go to 92 or if you plump for starboard, go to 82.

53

Ok... Make a L1 SR on CHR. If you succeed, they take all your possessions, strip you naked but let you live. You are of course not allowed back on ship and the game ends for you here in ignominy. If you fail the CHR SR, they slit your throat and tip you into the harbour without a second thought.

54

If DiFumi misses the pin, he doesn't say anything. Proot examines it closely for a moment and then pockets it with a grin.

"You don't know what you've done but I like that dishonest streak in you!"

He gives you a pouch with 50 GPs inside and tells you that you have "Captain's Favour" – this allows you to re-roll one critical fumble or one failed saving roll at a future time of your choosing. You gain 1 PP and 100 APs. Negotiations went very well for the captain of the Mermaid's Folly. Go to the **Missions Table**.

55

Everything unfolds as if you'd scripted it. From a game perspective, you have earned 1 promotion point (1 PP). The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's appraising eye. Go to the **Mission Table** to for the next episode in your life story.

56

You have exceeded expectations. The bosun, Billy Bunns, claps you on the back and presses a sigil into your hand. It is enchanted to give one hour of underwater time, with breathing unnecessary. You get 1 PP and 100 APs – go to the **Missions Table**.

57

Ratchit immediately orders those in his charge up and into the rigging to be ready for any orders Captain Proot may give. There is a blur of activity as men and women, young and old, climb furiously to their assigned posts. Soon enough, the order comes to trim the sails for a parley with the other vessel. Your station is way out on the starboard side and just as you reach the very end of the spar, a large wave rears up at you. You need to hold on tight! Try a L1 SR on STR and another on DEX. If you make both, go to 157. If you don't manage that, go to 167 but if you roll a critical fumble, go to 177.

58

If you failed the SR, the satyr breaks your foot and you crumple in agony on the ground. You have to crawl your way back to the ship where you get assigned to latrines duty until your limp fades. Go to the **Missions Table**.

If you avoided the stomp you must decide: do you stomp back (go to 256) or do you ask another satyr (go to 51)?

59

Victor Boezov orders you up to the crow's nest to send semaphore signals to the merchant vessel. He will use a mirror to tell you what to flag to the captain of the distressed ship and to warn off the pirate.

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Ocean's Edge

Did you learn the signals? Can you remember them? Make a L1 SR on INT and go to 32.



60

Your career as a pirate is over before it's begun. Shazaq's sword cleaves your head from your shoulders and it tumbles into the water for the fishes to nibble.

61

Just as you are about to engage a relatively sober satyr in meaningful dialogue, you sense another satyr eyeing you up from across the street. Go to 38.

62

Boezov appreciates the smart way you go about your work. The Hand of Vengeance is too big an enemy for the pirate, who slinks off like a whipped cur. Make a L1 SR on the average of INT and CON and go to 72.

63

Make a L1 SR on LK and another on CHR. If you make them both, help is at hand (go to 173). If not, you are on your own and now must fight, flee or surrender (go to 33 and choose again).

64

There is a nasty silence for a full two minutes and then DiFumi snatches his pin back, warning Proot to take care of who he employs if he doesn't want to make an enemy of DiFumi. On the way back to the Mermaid's Folly, Proot gives you a beating and tells you never to be so stupid again. Hard to tell what he means by that...

Take 100 APs and go to the **Missions Table**.

65

Your work does not get a pass mark from Bunns but fortunately for you there are others who do worse. You see how quickly an iron fist crashes down – learning comes the hard way on a pirate ship. The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's approving eye.

Go to the **Mission Table** for the next episode in your life story.



66

If you have now made all three of the asked for saving rolls, you pass Ernie's inspections and produce an industrious quantity of work. You earn 1 PP and 100 APs. Go to the **Missions Table**.

If you did not succeed in making all three SRs, even with the second bite at the cherry, Ernie has to accept you are a bit of a dud. He makes his report to your senior officer and that is where the decision rests – will you be kept on or not?

Make a L1 SR on CHR. Fail and you are dumped unceremoniously at the next port; succeed and you are given the benefit of the doubt - go to the **Missions Table**.

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Ocean's Edge

67

Hapless O'Stool can see that there is not much chance of action. He is an old hand and can judge from a great distance that the other vessel falls far short of the Hand of Vengeance in firepower. Still, he runs a tight ship and knows the value of making the new crew members think their lives are at stake.

Because he doesn't expect to be letting loose a broadside, he stands down the experienced hands and lets the fresh faces ready the guns. This means doing everything bar lighting the fuses at great speed, without mistake.

Try a L1 SR on DEX and another on SPD. If you make both, go to 187. If you don't manage that, go to 197 but if you roll a critical fumble, go to 207.

68

It doesn't take much to impress Pansey after all that she's consumed. After testing your stamina both outside and in, she introduces you to some friends. One of these friends happens to be Pandru, the very fellow you're after. However, he seems put out that you have been dallying with Pansey. Perhaps he thinks there should be more segregation than most people in Esperanto.

He's looking pretty aggressive and you need to decide how to get in the driver's seat and take the reins. If you want to smack him hard on the head to show him who's boss, go to 118. If you prefer to shock him by planting a big kiss on his lips, go to 128.

69

Oswald Crosely aims to give the impression of unflustered calm when the ship is called to action. This is what he expects of all his apprentices and his suave exterior gives way to harsh put downs when he is disappointed. As he smacks depth charts with an ebony cane, he barks orders at a rapid rate.

"You! Let the helmsman have these soundings at the double!"

You need to keep your nerve because the pirate is just able to reach the Hand of Vengeance with her guns. Captain Pillard can be confident that his ship will not be seriously damaged but lives could certainly be lost! Make a L1 SR on CHR to remain cool under the fusillade and another on SPD to deliver the vital information quickly enough to impress.



If you make both, go to 102.

If you make the CHR SR but not the SPD, go to 122.

If you make the SPD SR but not the CHR, go to 112.

If you make neither, go to 132.

If you roll a critical fumble, go to 142.

70

The Chief Petty Officer is narrow-eyed man with oiled grey hair and a tightly fitting dress uniform. "My name is Oswald Crosely but you will call me 'Sir'. Understood?" When you address him as he requires he continues. "Here is a stack of papers dealing with orders for provisions, pay and punishments. Sort them in order of urgency and importance and put any with errors to one side for me to deal with later." This work takes brains and stamina.

Make L1 SRs on both INT and CON. If you make both go to 20. If you do not succeed on both counts go to 50. If you roll a critical fumble go to 80.

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Ocean's Edge

71

The satyr is distinctly unimpressed with your temerity and glares at you with a manic leer. You can see its left hoof shift as it prepares to do some stomping. You must decide: do you stomp first (go to 256) or do you ask another satyr (go to 51)?

72

If you failed, no matter. You still get your 1 PP and 100 APs and can go to the **Missions Table**.

If you did make it though, you get a bonus as well as the above. The messenger on the merchantman has worked for Boezov before and knows that he really loves a clean pair of socks laid out for him every morning – he thinks they are good for his bunions.

Your keen eyes spot this and you are clue up enough to understand the gist of the signals. Putting this information into practice, you soon earn the bosun's gratitude. Victor is a decent man, able to puff and bluster with the best but missing the seventeen children he has fathered by seventeen different mothers of seventeen different kindreds around the globe. Maybe he sees one of them in you. In any event, he favours you with chores and your LK rises by one.

73

This is bare-knuckles boxing and there are no Marquis of Queensberry rules so you could get hurt. You get 1d6 for your fists and your opponent will be chosen so that there is a close match. Roll 1d6: 1 means 2 less combat add than you; 2 means 1 less; 3 and 4 mean equality; 5 means 1 more and 6 2 more.

You must battle until one of you reaches a CON of zero or less. While damage will probably only be stun damage, should you get to minus 4 CON or lower then you are in trouble. If this happens, there is a chance of brain damage. A L1 SR on LK will be needed or you will be turned into a cabbage with the game ending for you.

If you win, you get 1 PP and 100 APs. After a towelling down, you can go to the **Missions Table**.

74

You get away with it. DiFumi does not spot the absence of his precious pin until it is much too late and you are safely in the lee of the Mermaid's Folly. Proot eyes you with greater interest and it would appear he knows full well what you did. Still, he holds his peace on the subject and seems satisfied with the bargain he entered into with the other captain.

The pin boosts LK by 1d6. As Rod might put it, (I hope that) you wear it well.

Take 1 PP and 100 APs. Now go to the **Missions Table**.

75

If it could go wrong, it has gone wrong! If you wanted to court disaster, you are now married to her! **Bang!** What should have been a routine mission ends in a fatality – you! *Au revoir!*

76

Your strength is prodigious and the bosun recognises you as a valuable crew member. This does not normally happen with apprentices but he arms you with a pistol and ammunition. The ivory, teak and iron gunne does 6d6 +6 damage (no combat adds bar LK and DEX) when it hits but it does backfire harmlessly on a 1, 1 roll and – worse! – it explodes on a 1,3 roll, doing full damage to the person holding it.

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Ocean's Edge

You gain 1PP and 100 APs and can go to the **Missions Table**.

77

Action stations! The bosun has his crew drilling to impress Captain Pillard. Victor can see the Hand is too powerful for the other ship to even think of aggression but if he wants to share brandy at the captain's table tonight, he must keep his end up. With a crack of the whip and a bull-like roar, the big, gruff sea dog has everyone moving like cats of hot tin rooves. You need to do exactly what he tells you at the double.

Try a L1 SR on INT and another on SPD. If you make both, go to 217. If you don't manage that, go to 227 but if you roll a critical fumble, go to 237.

78

A would-be lover scorned is not something to add to your cv lightly. Maybe you can sweet-talk her though. Make a L1 SR on CHR. If you make it, go to 88.

If you fail, you find she becomes bitter with alacrity. She summons her brothers, Panza and Panadol. The first is so solidly built he is actually square-shaped. The second is so ugly it's hard not get a headache just by looking his way. The boys quickly decide to sort you out for hurting their sister's feelings.

They both get 3d6 +3 in combat and have CONs and WIZ of 9 and 12 each. Roll any other attributes you may need on 4d6 but STR is multiplied by 0.75. They have no armour.

Roll for combat and go to 98.



79

A dolphin crests the waves and dives sleekly below, perhaps sensing the carnage about to be unleashed. It will be a while before you see anything so beautiful again. Billy Bunns scratches the stubble on his square jaw and points to the armoury. Your task is to hand out muskets and cutlasses to the fighting men. Bunns expects there will be an opportunity to board the merchantman when the corvette has been sunk.

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Ocean's Edge

The corvette has no intention of slipping below the waves like the dolphin and uses its speed to manoeuvre round the Piranha for an opening salvo.

You wouldn't want to be in the wrong place at the wrong time, would you? Make a L1 SR on LK and go to 152.

80

You make the grave error of exposing a fraud Crosely has been perpetrating for some months now. Not wishing to face the music for his misdemeanour, Crosely slips his stiletto under your ribcage, twists and extinguishes the fragile flame of your life.

81

If you made both SRs, go to 91.

If you made the just one, go to 101.

If you made neither, go to 111.

If you rolled a critical fumble, go to 121.

82

You should have trusted your intuition! You got it the wrong way round and that costs lives. Bunnas has to relieve you and you lose 1 PP (even if you go negative). Go to the **Missions Table**.

83

Wrestling is uncomplicated. You are up against lithe she-cat from the Jungles of Phantog. You get normal combat adds and she will be closely matched with you. Roll 1d6: 1 means 2 less combat add than you; 2 means 1 less; 3 and 4 mean equality; 5 means 1 more and 6 2 more.

There are 3 rounds: roll 1d6 each with a 6 allowing another roll. Keep score over the full contest for it is the total score that will decide the winner.

If your opponent rolls consecutive sixes, you are in trouble! You can tap out but a choke hold can prove fatal very quickly. A L2 SR on CON is required to survive this. (The same goes for your opponent).

If you win, you get 1 PP and 100 APs. After a towelling down, you can go to the **Missions Table**.

84

If you didn't do a very good job and gave Henry a closer shave than he wanted (and nicked him!), you get short shrift! Go to the **Missions Table**.

If you left him without any trace of a 5 o'clock shadow, he next has you clean his boots. After that, he wants his back scrubbed. Hard to tell if this is an honour or a punishment. When he is satisfied with his appearance, he tells you to get his captain's jacket from his wardrobe. He means the one with all the medals and ribbons festooned all over it.

One medal catches your eye and when you look more closely, it glows and then flashes, radiating warmth. If you want to take it off the lapel for more detailed inspection, go to 94. If you ignore it and simply take the jacket to the captain, go to 104.

85

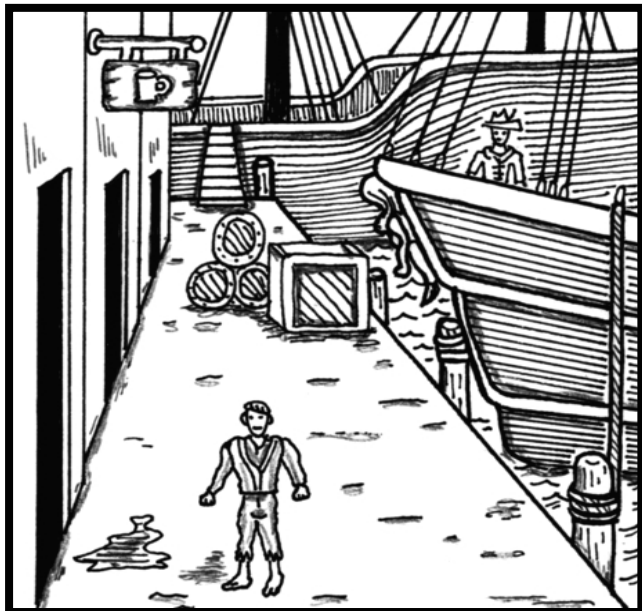
A girl of 20 summers teams up with you. She opts to go north and has a carefree confidence in the way she spots the apes and avoids them. Valkessa takes a liking to you and a relationship with her, Platonic or otherwise, may have a last positive effect. If you can make

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Ocean's Edge

a L1 SR on INT, you will take in enough about her friends and family to sustain a lasting friendship – you gain 1 CHR for this if you succeed.

Valkessa leads you on to the Piranha where hands are actively engaged in removing barnacles. You gain 1PP. Go to the **Missions Table**.



86

The Mermaid's Folly is docked today. The port of Esperanto is as cosmopolitan as any magazine and much more intriguing. While Doberman Proot is involved in buying and selling goods, revelling in the opportunity to apply his acumen for healthy profit, some have other business to attend to. The first mate, Calida Skorch, is picking crew members to accompany her on a foray into the satyr quarter of the city.

If you can make a L1 SR on CHR or LK, you can join her – go to 116. Otherwise, you must fall in with the hands assigned to the quartermaster, Angus Ratchit – go to 126.

87

The Chief Petty Officer is an officious fellow – as he should be! – and a might pompous to boot. He rather likes to act high and mighty over new recruits. However, he is well versed in finding out men's weaknesses. He can see that there is little chance of action in this encounter and so he sets a trap for you.

He gives you the chance of taking gold bars from a chest in his office to another deep within the hold. They are small and could easily be pocketed. Naturally, he has them tallied precisely.

Try a L1 SR on CHR and another on SPD. If you make both, go to 247. If you don't manage that, go to 257 but if you roll a critical fumble, go to 267.

88

Pansey shrugs. "Your loss!" she grins with animal relish. "There are plenty more shrimps in the cocktail. Let's have a drink."

She buys you a *Horn of Plenty*, a cocktail that is 100% over-proof alcohol apart from two cherry stones sunk to the bottom of the glass and the cherry stalks stuck to the edge with sugar syrup to look threatening.

When you knock it back, you feel the enamel fizzing on your teeth. Make a L1 SR on CON and go to 108.

89

Barlow Clews has a plan to make short work of the corvette. Using the hull of the Piranha as cover, he is sending out a rowing boat with just two crew members aboard. Their job is to row round the front of the Piranha and heave a bomb on to the deck of the enemy.

This is almost a suicide mission so he is looking for volunteers. If you want to volunteer, go to 192. If you keep your hand down, go to 182.

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Ocean's Edge

90

To Barlow's canny eye, you have the makings of a good crew member so he hires you without further ado. Well done! It's a pirate's life for you! Your share of treasure is one quarter of one per cent.

Go to the **Pirate Missions Table (Apprentice)**.

91

Not only does the store owner, Panaseer, know where you can find Pandru, he tells you that you just happen to be his 666th customer this year. To make this auspicious occasion, he gives you the chance to purchase one of his pick-me-up potions for just 20 GPs.

He is a pharmacist and you see racks of potions and shelves stacked with jars with powders of every imaginable hue. If you have the money to spend, you will find the potion boosts every attribute by 1 point. They normally sell for 1,000 GPs a pop.

Panaseer sends you on your way with a merry bleat to meet a good customer of his, Pansey. He tells to just say that he sent you and she will set you right. Go to 68.

92

Thank the Trollgod! You got it the right way round. You may not have been a shining star but you did not cost lives unnecessarily. There is no PP for you but you do gain 100 APs. Go to the **Missions Table**.

93

Aikido is defensive art, based on using the other person's momentum against them. Avoiding trouble is the idea. You need to recalculate your combat adds, replacing STR with INT. You are up against an elusive opponent from the far western plains. He is closely matched with you. To find INT, LK, DEX and SPD, roll 1d6 for each attribute with 1 and 2 meaning 1 less than you, 3 and 4 meaning the same and 5 and 6 giving 1 more.

You need to attempt SRs on each of the 4 attributes. The score could range from a 0-0 draw to a 4-0 whitewash. A critical fumble on any roll means the fight is lost.

If you win, you get 1 PP and 100 APs. After a towelling down, you can go to the **Missions Table**.

94

The medal has the word, "Khaghbbboommm!" inscribed on it in a curlicue script. As your thumb touches the lettering, you feel the warmth transfer into your veins. The medal flashes once, very brightly, forcing you to shut your eyes. Make a L1 SR on WIZ and go to 114.

95

The crew member who joins you is a jelleton named Chivers. Jelletons are humans with transparent flesh – you can see their innards if not covered by clothing. Chivers opts for the jungle crossing and heads off with you at his heels. He is quite sprightly and sets a cracking pace, whistling softly as he pushes branches and ferns aside. Go to 125.

96

The Hand of Vengeance pulls into the port of Esperanto early in the morning. Captain Pillard needs to meet with the Admiralty to receive new orders and to make reports. Some are kept on board to attend to routine maintenance or to stocktaking. Others have more freedom to roam the city.

If you work for Oswald Crosely, go to 136; otherwise, go to 146.

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Ocean's Edge

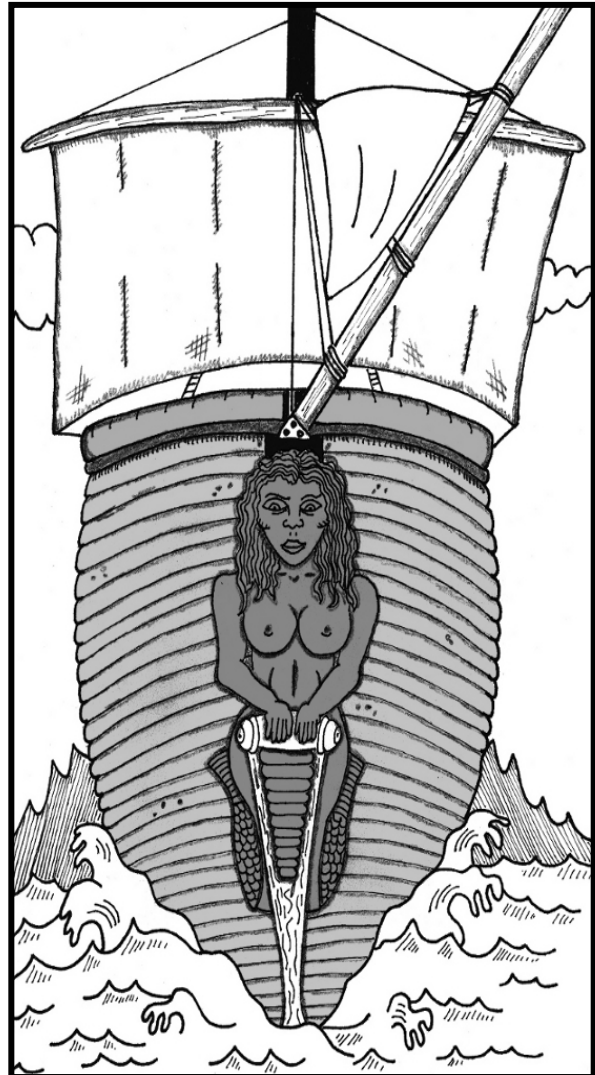
97

Your work does not go unnoticed and you score points in the estimation of the first mate. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the **Mission Table** to for the next episode in your life story.

98

If you killed them you need to run before the cops come. You get 60 APs for winning but otherwise return to the ship empty handed and without impressing Calida Skorch. Go to the **Missions Table**.

The satyr brothers only do stun damage. If they beat you, they rob you of everything and cut off both little toes to teach you to respect lady satyrs. You lose 1d6 CON – and lose 1d6 DEX and SPD permanently for any activity requiring footwork (ie you suffer no penalty for DEX or SPD for things like playing darts or pulling your hand away from a slashing sword). The City Watch pick you up and return you to the ship. Take 30 APs. Go to the **Missions Table**.



99

At almost 9' tall, Shazaq is an imposing figure. He is very popular with the crew because he has his strength and ferocity as saved most of them many time over in the heat of battle. Anjhara regards him as her strong right arm. His only drawback is that he can't swim. His ogre bones are too heavy. Not his fault but a terrible flaw in a pirate.

He has a simple plan to dispose of the corvette: he will go in skiff with a crew of four others. When the rowing boat is almost within range of the corvette's small aft cannon, Shazaq will dive into the water, power his way to the corvette and punch a hole in her below the water line to sink her!

How will he avoid drowning? That's where the four crew members come in. Their job is to hold onto a rope tied round his waist and haul him back in once the ogre has headbutted a hole in the unsuspecting vessel.

Make a L1 SR on LK and go to 222.

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Ocean's Edge



100

The Hand of Vengeance is a proud military ship, twin masts towering above a deck bustling with crew preparing to leave port. Bristling with cannons and protected by a reinforced hull, the Hand is swift before the winds and primed for running down overbold pirates and enemies of the state alike. The Hand's captain, Henry Pillard, is a man who deals in iron discipline and savage justice. A veteran of handsome reputation, Pillard fears no man nor ship and rides the waves as if he were Neptune himself. With a new mission signed and sealed, Henry Pillard is recruiting today so you are in luck!

If you want to try out as a gunner, go to 10.

If you want to be a deck hand, go to 40.

If you want to apply for a position of a white-collar nature, go to 70.

101

Although naturally disappointed that you haven't come here with the purpose of acquiring a special potion from his well-stocked pharmacy, the store owner, Panaseer, sends you on your way with a merry bleat to meet a good customer of his, Pansey. He tells to just say that he sent you and she will set you right. Go to 68.

102

With no thought for your own safety you scurry up top, heedless of shrapnel and splintered timbers. You get to Desmond Perat, the helmsman, in record time. Des is so relieved to know where he must steer clear of that he gives you a swig from his hip flask. It contains Elven calvados and is a real tonic – you gain 1 CON.

The pirate is driven off by Hapless O'Stool's superior guns and the merchantman is duly grateful. Extra rations are handed out that night. You gain 1 PP and 100 APs. Go to the **Missions Table**.

103

This is very popular with crew and landlubbers alike because it often leads to maiming or even death!

You will be pitted against an opponent judged to give you a close fight. To find out any attribute for your opponent, roll 1d6: 1 means the opponent has that attribute 2 lower than you, 2 means 1 lower, 3 and 4 indicate the attribute is the same as yours, with 5 meaning it is 1 better and 6 giving a 2-point advantage.

You keep fighting until someone's CON reaches zero or lower, just getting 1d6 for no-weapons combat. At the conclusion, should you lose, you need to make a LK to not have suffered grievous bodily harm or worse. If your CON fell to between 0 and -2, you need to make a L1 SR on LK to get away intact; if your CON fell below -2, a L2 SR on LK is needed. Fail the SR and your wounds are so bad that you are not allowed back on ship. Roll a critical fumble and you die of them.

If you win, you get 1 PP and 200 APs. After a towelling down, you can go to the **Missions Table**.

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Ocean's Edge

104

Captain Pillard thanks you gruffly and dons his jacket. Then he dismisses you and gets on with his day. Take 1 PP and 100 APs. Now go to the **Missions Table**.

105

Perhaps it's lack of personal hygiene? At any rate, no one is willing to join you. Go back to 23 and choose your own way.

106

The Piranha moors at a sparsely treed atoll at dawn and the crew get to pick coconuts and chase the few parrots that live here. It is a day of relaxation and sport for the crew. There are those who have more serious matters to attend to though. The 4th mate, Ebbonise Scalpetta, is one. She has been given a map by the captain and has some digging to do.

Make a L1 SR on LK. If you are successful, you can join her – go to 156. If not, you can gather food and go bird-hunting – go to 166.

107

You don't quite manage the work with the accuracy, speed and assurance that Calida expects and the ship needs when danger raises its head. You're lucky! Because dealings with the other ship are to the captain's satisfaction, you escape with a roasting that shrivels your ears and shivers the timbers.

There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the **Mission Table** to for the next episode in your life story.

108

If you failed, the cocktail leaves you weak at the knees and the rest of the story is an impenetrable fog in your aching mind. You hobble back to the ship and don't get a PP as you failed to get the job done. Go to the **Missions Table**.

If you made it, you stagger mazily along the street with Pansey at your side until you meet the very satyr you came her to track down. Pandru is as high as a kite on the party mood and the alcoholic chaos in his stomach. You manage to clear your head enough to lure the two satyrs out of the street and into the more normal part of the city until you find Calida Skorch.

She is well pleased and takes note of your drinking hardness. You have gained a talent based on CON for not getting drunk (1d6, minimum 3). You also gain 1 PP and 100 APs and can return to the **Missions Table**.

109

If you failed the SR, then cannonballs are headed in your direction. They fly to fast to dodge so try that Lk SR again. If you fail, your head is separated from your shoulders and splattered liberally over the mainsail.

If you made either LK SR, you are ok for the moment. Now it is time to tell if your work has tipped the scales for Doberman Proot and the Folly.

Make a L1 SR on DEX and go to 119.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

110

The first mate is overseeing the hiring of the men and women doing the donkey work on this voyage. Her name is Calida Skorch and she clearly has a fiery temper from the manner in which she is calling out anyone not passing muster. Her tongue scalds and blisters the ears of those who earn her wrath. To impress her, you need to be strong and careful.

Make L1 SRs on both STR and DEX. If you make both go to 205. If you do not succeed on both counts go to 225. If you roll a critical fumble go to 245.

111

The store owner eyes you suspiciously from behind the counter of his well-stocked pharmacy. Panaseer, by name, he tells you to clear off sharpish as he saves a kick and a curse for beggars like you.

If you want to risk kick and curse and persist with your questioning, go to 131. If instead you decide to beat a hasty retreat to the ship, you will obviously disappoint Calida Skorch so just go to the **Missions Table**.

112

Although you reach the helmsman in double quick time, he takes exception to the way you throw yourself to the deck in mid-sentence just because a cannonball parts your hair.

Desmond Perat expects an unflinching stance at the wheel – which is perhaps why no one wants to keep him company at times like this.

Despite his scorn, you save lives by getting the gen to him so fast and you earn 1 PP as well as 100 APs – go to the **Missions Table**.



113

The apes live on the north side of the island. There are many of them and they are quick to seize on the opportunity for a tasty snack. If you are lucky you may not run into them. Try a L2 SR on LK. If you make it, you can get safely over to the other side of the island, earning 1PP and 100APs (as you do if you get there any other way).

If you missed that roll, you will have to be very smart to avoid detection. You spot a good hiding place? You can if you make a L2 SR on INT, in which you can get to the ship when they move on.

If not, you have a fight on your hands. If you made L1 on that LK SR, you are found by a lone ape; if you missed L1, two of the brutes catch you. If you rolled a critical fumble, the tribe gets hold of you and you are ripped into bite-sized portions and shared round. Each ape has MR20 and is worth 20 APs for killing.

114

There is a magical 'whoosh!' and you black out for a brief time. When you collect your wits and get to your

feet, you know you need to get the jacket to the captain. If you made the WIZ SR, you get to add 1d6 to either your WIZ or your LK.

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Ocean's Edge

If you replace the medal and take the jacket promptly to Pillard, you gain 1PP and 100 APs and can go to the Missions Table.

If you keep the medal and go to Pillard with it in your pocket, go to 124.

115

You find yourself teamed up with a lumbering brute of a pirate named Folly Roger. Roger is determined to head south round the coast. Sadly, Roger is one of those rare beings, a Liability. His inherent misfortune tends to rub off on his mates. No one really wants Roger to find the Piranha and you are an expendable by-product of this negative wish.

Go to 133 but every saving roll called for there is one level higher.

116

Calida has the task of tracking down an elusive satyr called Pandru. There are a lot of satyrs in this part of the city and they don't answer questions very readily. Neither gold nor charm loosens their tongues and threats of violence would be ill-advised in their stronghold.

Calida gives you a stone with a picture of Pandru on one side. It is very lifelike and his face moves through various emotions as he repeats the same few sentences over and over. It would be hard not to find him a very tiresome fellow indeed, were you to keep paying attention.

The mate knows which street she is going to search and you have the choice of two. If you take Pandora Street, go to 18. If you opt for Pandemonium Alley, go to 28.

117

As you rush to avoid the derision of the first mate and the scorn of your shipmates, you overreach yourself as you move along a spar to seize a rope thrown for you to catch. For a brief moment that nonetheless seems like an eternity, you hover on the edge of hope and disaster. Then gravity takes a grip and down you plunge into the rolling sea.

The sea is home to many creatures, mostly very hungry. Your fate is to fall into the jaws of a cruising shark and that, as they say, is that.

118

While Pandru is too befuddled to sidestep your blow, he does have the advantage of having plenty of friends on hand. When they see you lump their mate, they all pile in and you go down at the bottom of a heap of writhing, flailing limbs. You take 1d6 damage and get dumped back at the ship by the City Watch. Go to the **Missions Table**.

119

If you failed, your lacklustre performance typifies that of the other riggers. The pirate peppers away until Proot has to surrender. You are executed along with most of the junior ranks since you would not command a ransom.

If, on the other hands, you made it, your work spurs on your crewmates and the wind favours the Folly. Captain Proot dances the hornpipe, as he always does when he eludes a pirate.

You earn 1 PP and 100 APs. Go to the **Missions Table**.

120

"You've got a lot of balls!" O'Stool guffaws as he claps you heartily on the back with enough force to pickle a herring. "You'll do, laddie – aye, you're going to do us proud!" So, you have earned a station amidst the cannonry. Your share of each voyage's payroll will be one quarter of one per cent.

Go to the **Naval Missions Table (Apprentice)** and may a fair wind fill your sails.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

121

You have entered the well-stocked pharmacy of Panaseer the Satyr. He has taken the auspices today and the entrails of the porcupine he sacrificed to the Trollgod were distinctly less than appetising. He is on a knife-edge and reacts explosively at your appearance.

Without waiting to hear you out, he hurls a stain remover potion at you. This concoction sends anyone it touches back to their home and, leaving nothing to chance as a security measure, it also eats flesh in an acidic fury. Unless you can make L1 SRs on both SPD and DEX to dodge out of the way without losing even a precious millisecond, you are melted on the spot.

If Panaseer's potion does not kill you, go to the **Missions Table**.

122

"Where've you been!" bellows the helmsman. Desmond Perat is not a man known for his patience and you have kept him waiting, endangering lives. When a cannonball fizzles overhead, so close that you can hear the air parting, and you don't flinch, he changes tack and ruffles your hair.

"I like to see bravery – can't stand a yellow streak. Want people you can depend on when it gets hot in the kitchen."

He gives you his lucky rabbit foot. No promotion point but 100 APs and you also gain a point of luck. Go to the **Missions Table**.

123

After a while you come to a path that leads inland. You can take it (go to 183) or keep pushing on through the mangroves (go to 193).

124

Henry Pillard is meticulous in many ways. He also knows exactly what should be on that jacket. He glares at you with intense scorn and summons hands to retrieve the medal and truss you up. Then he has you lowered into the drink until you drown.

125

Before too long, you find that toxic vapours are erupting from the ground at irregular intervals. You can stand only so much of this. Make a L1 SR on CON. If you fail, go to 135. If you succeed, go to 145.

126

The quartermaster has a problem to deal with – weevils in the granary. Supplies are a little more than halfway depleted but Ratchit is in a foul mood because he cannot abide waste. The grain has to either go over the side into the harbour to feed the fishes or it has to be doled out to the poor and needy of Esperanto.

The crew assigned to this task are taking a vote to see what the fate of the grain is to be. The fishermen of Esperanto are offering free fish and chips since they will have an easy catch if fish shoal in to eat the grain. The poor are offering massage and other personal services.

As it happens, your vote tips the scales one way or the other. If you vote for the fishermen, go to 138. If you vote for the poor and needy, go to 148.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

127

Your work does not go unnoticed and you score points in the estimation of the purser. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the **Mission Table** to for the next episode in your life story.

128

You take Pandru by surprise and all he can do is return your embrace with interest. Once the pashing is over – and takes quite a long time for him to be satisfied – he meekly follows you to where Calida Skorch is waiting.

Your devotion to duty does not go unnoticed. You gain 1 PP and 100 APs. Go to the **Missions Table**.

129

If you failed, you are deaf and that makes you useless to Klax. If you live through this you will not keep your job.

If your ears are just ringing, you can still take on the orders yelled out in an incessant string of four-letter words. The work is simple enough and does not last long because either the Folly will have to surrender or it will outrun the pirate.

Make a L1 SR on LK. If you fail, Proot is captured for ransom while you are executed for worthlessness. If the Folly got away for calmer waters, you earn 1 PP and 100 APs and can return to the **Missions Table**.

130

The Mermaid's Folly is a ship built with no thought of sparing cost. Everything is state of the art, all is fresh and gleaming. The captain, Doberman Proot, a florid, paunchy man of middle years, has earned a reputation for being shrewd, daring and decisive. His crew know themselves to be in expert hands and jump to his orders without question. Just before the noon meal, Proot has all apprentices and all able sea men out on the main deck doing push ups and sit ups. He knows how important it is to keep the hands fit and strong.

You find yourself next to another new recruit, a girl named Angie Furore, who is working in the galley but hopes to get to be a helmsman. She is muscular and looks more than capable of such work. Angie tells you she gets tired of the crude jokes and unasked for attention of the mostly male crew. While she is telling you this, a greasy youth with a wisp of a beard 'accidentally' collapses on top of her. Without a word of warning, Angie flips him off her and then uses his momentum as he comes at her to tip him over the rail and into the foamy sea. After a pause of shocked respect, the whole crew and Proot himself subside into raucous laughter and the callow youth is left to haul himself up a rope while Angie earns a fair amount of respect. Better to have her as a willing friend than a lovelorn aspiration. Now you have someone to mind your back and to swap stories with at night as you stand at the rail watching the starlight on the ocean.

The next morning, the lookout yells out that a ship has been sighted.

If you are work for Calida Skorch, go to 37.

If you work for Mandibur Klax, go to 47.

If you work for Angus Ratchit, go to 57.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

131

If you can act quickly and seem intimidating, you will make the satyr change his mind and be cooperative.

Try a L1 SR on SPD and another on CHR. If you make both, he does a complete *volte-face* and turns on the sales charm. Go to 101. If you are unsuccessful, go to 121.



132

You lack the courage to throw yourself into the task. Hiding behind barrels, hunkering down under the gunwale – it doesn't make for a stellar performance. When you get to the helmsman, Desmond Perat, he is out of sorts and rounds on you.

A cuff to the side of the head sends you sprawling.

"I hope that knocked some sense into you," roars Des, in a rage because lives have been lost while he has been waiting for the sounding information.

You lose 1d6 CON. Go to the **Missions Table**.

133

This is a good choice. You are going through a corridor currently considered no man's land as the apes and the head-hunters have had too many casualties disputing it. However, there are noxious gases that explode from vents in the ground every few minutes. Although not deadly in a single inhalation, there can be a cumulative effect.

Make a L1 SR on CON. If you fail, you expire through cardiac arrest as the vapours swamp your respiratory system and this weakening feeds through to your heart.

If you are able to shrug the fumes off, you make it to the Piranha and earn 1 PP and 100 APs. You can then go to the **Missions Table**.

134

All eyes fall on your hand. A pin dropping would sound like an avalanche in mausoleum. Anjhara pierces you with her emerald eyes and smiles beguilingly. If you weren't already under her spell, you are now.

Make a L1 SR on DEX and go to 154.

135

The jelleton does his best to revive you, being quite adept at mouth-to-mouth resuscitation. Make a L1 SR on LK. If you make it, go to 155. If you fail, your heart gives out and Chivers has to leave you for the jungle scavengers.

136

Bad luck! You are stuck with the dull, on-ship work. There are many things to take inventory of and Crosely is a stickler for attention to detail. All day long you sweat over the small stuff until your eyeballs ache so much you want to take them out and pop them into a glass of salt water to soothe them.

Crosely spends most of the day in his cabin when he is not breathing over yur shoulder. He is a crosswrod addict. You have one chance to win favour. He is stuck on 17 across. It is an Elven word of eleven letter, beginning with 'e' and ending in 'h', with double 'v' in the middle. Make a L1 SR on INT. If you succed, you manage to suggest it to the officer without quite telling him the answer – you win 1 PP and 100 APs. Either way, go to the **Missions Table**.

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Ocean's Edge

137

You don't quite manage the work with the accuracy, accent and projection that Mandibur Klax expects and the ship needs when danger raises its head. You're lucky! Because dealings with the other ship are to the captain's satisfaction, you escape with a roasting that shrivels your ears and shivers the timbers.

There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the Mission Table to for the next episode in your life story.

138

You will get a bumper feed tonight if the work goes as planned. If the grain all goes into the harbour you will be able to add 1 to CON for the nutritional boost.

It's hard work though and most hands have escaped this duty. Angus Ratchit oversees the labour periodically but he spends most of the morning chewing the cud with other QMs, spinning outrageous yarns that bend credulity backwards and beyond.

Let's see how tired you get. Make a L1 SR on the average of STR and CON and go to 158.

139

You work diligent and efficiently. So much so that you soon find yourself unsupervised and near to Ratchit's own cabin. As for the pirate, Proot has been favoured by the winds and has outrun her.

You can enter the quartermaster's cabin (go to 179) or you can simply carry on as you were getting your work done proficiently (go to 189).

140

The Purser, Mandibur Klax, is running through potential assistants with ill-disguised zeal. Several unpromising candidates are tiffed into the harbour. He has designed a test to sift the wheat from the chaff and it is dotted with words of strange languages. Why? Because the ports you will visit will not all speak your tongue.

Make a L1 SR on INT and another on LK if you want to past this examination. If you make both go to 215. If you do not succeed on both counts go to 235. If you roll a critical fumble go to 255.



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Ocean's Edge

141

Yelling at the top of his lungs, the ogre roars for a full show of armed might. Men and women run to get cutlasses and broad axes, muskets and pistols. Anjhara's way is to stand toe to toe, trading blow for blow, with whoever is responsible for this maelstrom. Be it wizard-god or sea monster, the pirate queen intends to stand squarely in the squall and Shazaq is her strong right arm. Go to 365.

142

The sound of cannons blasting away at the ship you're aboard – the only thing saving you from a horrid death in the deep – renders you a mess. You don't have the courage to get to the helmsman and your legs are like jelly. Crosely finds you cowering in a lifeboat and he is far from amused.

Seeing no one is watching – and who would protest if they were? – he heaves you overboard for the waiting sharks to feed upon.

143

Let's see who is willing to tag along with you. Make a L1 SR on CHR and another on LK.

If you make both, go to 85.

If you make 1, go to 95.

If you make neither, go to 105.

If you roll a critical fumble for either SR, go to 115.

144

Bill and Wee Wally guffaw with delight as Ebbonise fastens the blindfold over the captain's startlingly perceptive eyes – it is hard to fathom material that could stop her seeing all that there is to be seen, luckily for you.

Make a L1 SR on LK and go to 174.

145

You are doing ok but no so poor Chivers. Naturally, you do your best to save him. Maybe your mouth-to-mouth resuscitation technique or your CPR skills will do the trick.

Make a L1 SR on DEX and another on LK. Go to 165 if you make them both, otherwise go to 175.

146

There are those who do not like the admiralty and that's who you are associated with. Two footpads begin stalking you as you wend your way through the city streets, tasked with buying tobacco for the officers. You see the sign for 'Bunsen's Burners' flapping in the wind on a pole over the shop. The creak of the wood against the metal rings pulls at your attention and the two rogues see their chance to rob you of whatever valuables you may be carrying as well as cutting down the number of naval hands by one and currying favour with the pirate fraternity.

Are your wits about you? Make a L1 SR on the average of INT and Con and go to 276.

147

As you rush to struggle to read and recite the elusive words to the satisfaction of Klax, you manage to spit out a curse upon a fellow crew member. The poor girl explodes in a shower of blood and fleshy parts all over Klax. For a brief moment that nonetheless seems like an eternity, he says and does nothing. Then a savage smile spreads over his face and he orders other hands to seize you. They do not hesitate to obey and soon you are poised upside down over the side of the ship. Then Mandibur signals that they should let go and down you plunge into the rolling sea.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

The sea is home to many creatures, mostly very hungry. Your fate is to fall into the jaws of a cruising shark and that, as they say, is that.

148

There are many not to proud to queue up for a bowl of weevil-infested grain. Maybe they will thrive on the extra protein source. One young boy begs you to give him the chance he has always dreamed of – the chance to join the crew. He obviously thinks you have the power to enlist him, such is the great esteem he holds you in.

He is persistent and eventually appeals to your better nature. Do you want to take him to see Angus Ratchit (go to 168) or do you want to let him find a safe haven as a stowaway (go to 178)?

149

Your work is generally tidy but occasionally fails to impress. Your fate hangs in the balance though as the winds need to fill the Folly's sails soon or the prate will have Proot and his crew in their sights.

Angus Ratchit suddenly commands everyone to cease their labours and drop to their knees. He directs everyone to concentrate on summoning a *Trollgod's Blessing*. Make a L1 SR on WIZ and go to 299.

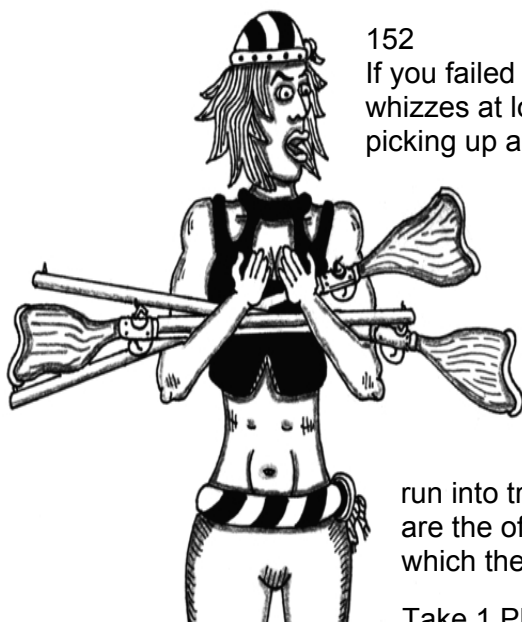
150

A man who cannot keep going under fire, who breaks when the heat is on, will cost the lives of countless others on a ship like this. Hapless O'Stool does not suffer fools gladly. With contemptuous wave of his powder-blackened hand, he dismisses you. So much for that path to glory! You can return to 100 and try out for another position aboard the Hand of Vengeance or you must seek a slot on either a merchantman (go to 200) or a pirate ship (go to 300).

151

Barlow Clews would regard the work he has to oversee as madness on any other ship, under any other captain, but on the Piranha Anjhara's ways are followed because everyone trusts in the captain's magical aura and undeniable connection to Destiny.

Barlow has the crew in his charge dress for a war dance. Go to 395.



152

If you failed the SR, you are caught napping when a cannonball whizzes at low level into the railing of the Piranha just as you are picking up another armload of muskets. The ball hits a powder keg and there is an almighty explosion. Your only hope is to throw yourself to the deck and cover your head. Make a L1 SR on SPD and go to 162.

If you made it, you dodge all the trouble and have the chance to join the boarding party. Go to 172.

153

You get to take a breather and see the sights as well as doing some useful work. No one else has run into trouble and your shipmates are in a merry mood. So are the officers as the Captain has negotiated a good deal which they expect to profit from.

Take 1 PP and go to the **Missions Table**.

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Ocean's Edge

154

This really isn't so hard. Anjhara leads a charmed life and even if you failed the DEX roll, you get to try a L1 SR on WIZ. If you failed on DEX and you don't ride on the back of the captain's magical streak, go to 164.

If you met with success as the knife banged down and you avoided the fingers that so many dream of caressing, then you have dealt Anjhara a winning hand. She is pleased to have demonstrated her unflinching nature again and she marks you down for possible promotion as the drinking starts again, in earnest this time. You get to taste some of the finest brandy this side of Armanyak.

Your merit 1 PP and 100 APs. Go to the **Missions Table**.

155

Chivers manages to bring you round. This near-death experience might hold you in good stead. At any rate, add 1 to your CHR. When you get back to the ship, Chivers makes no mention of your narrow escape but makes a point of getting you your grog. You have made a lasting friend.

You gain 1PP and 100 APs. Go to the **Missions Table**.

156

Ebbonise mostly keeps herself to herself, a mysterious lady very able with sword and ropes as well as being much admired for her full, curvaceous figure. She dresses to show it off to full advantage but is no more tolerant of people taking liberties than is her captain. There are a few on board who have scars to prove this.

She stalks off round the coastline to the west with just you and one other hand in tow, "You keep up or you're liable to get stranded here," she warns you darkly.

Keeping up with her is a matter of strength and fitness so make a L1 SR on the average of STR and CON. Go to 216.

157

Your work does not go unnoticed and you score points in the estimation of the purser. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the **Mission Table** to for the next episode in your life story.

158

If you made the SR, you get the work done and earn your fish supper. If not, you flag before the job is done and Ratchit replaces you with another apprentice who earns the bonus. You get 1 PP ad 100 APs if you worked tirelessly. Go to the **Missions Table**.

159

Your work is slipshod! Ratchit has a problem on his hands and decides to eliminate it or you by making an insinuation about you in someone's ear...

While you are working in a corridor, that someone disturbs you. Go to 219.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

160

You're in the navy now. At dawn each day, there is a ceremony under the flag in which allegiance to king and country is sworn and as sun slips below the horizon a bright blast on the bugle reminds the hands that their paymaster never ceases to expect their all. Henry Pillard is not a man to stand for disrespect and when one foolish fellow bends his knees and farts loudly as the bugler plays her last note, the punishment is as harsh as it is predictable. A man old enough to know better is seized despite the pitiful attempts of his son to keep the hands of vengeance away from his dad. Once bound and gagged, the mariner is flogged within an inch of life and then has salt rubbed into his wounds. Only the gag saves everyone's ears from assault. Then the man is locked away in the scuppers with the hosepipe on him.

His son ends up bemoaning his father's fate in your earhole, cursing the captain as a heartless tyrant. Young Herring isn't a bad lad though and soon tells you what a splendid ship the Hand is. He clearly takes immense pride in this being his first berth and is so enthusiastic about the strange and wonderful new sights he expects to see that he forgets his father's tribulations. You spend the night swapping stories and downing your ration of grog. Your hammock is a welcome place by the time you lay down your head.

The next morning, the lookout yells out that a ship has been sighted.

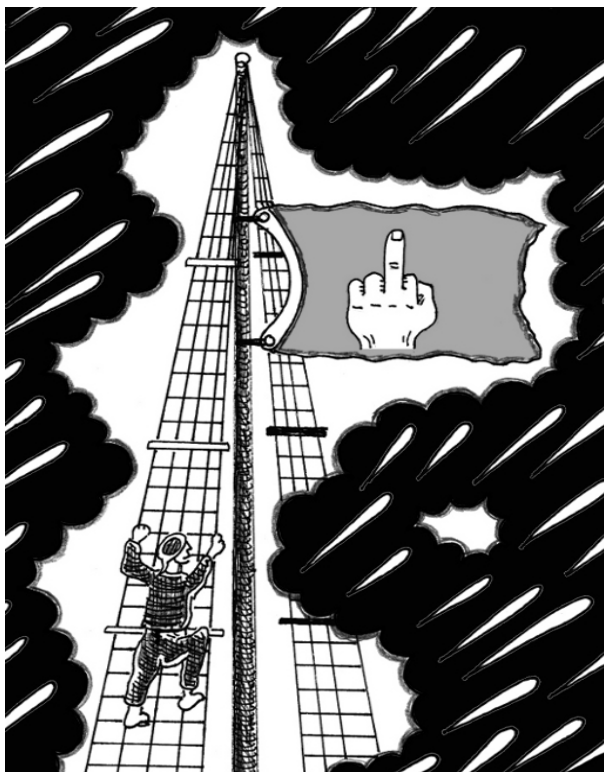
If you are work for Hapless O'Stool, go to 67.

If you work for Victor Boezov, go to 77.

If you work for Oswald Crosely, go to 87.

161

Anjhara has learnt the hard way that storms on Trollworld do not happen by chance. In a world so rich in magic where those who accumulate the greatest power find boredom their gravest enemy, it is Wizard-Gods and sea monsters that can be held accountable for the perils of the ocean. Anjhara is captain who knows how to give as good as she gets and this can mean salvation for the Piranha.



Laughing in the face of Death is one of her favourite ploys and bosun Billy Bunns is man who can be trusted even with what may appear a fool's errand. The skull & crossbones may be the traditional pirate's flag but Anjara favours the single raised digit and so Billy is tasked with getting 13 flags suitably embroidered fastened to the highest points of the rigging whenever the weather is at its worst. You are one of the hands charged with showing the finger to the watching audience of high and mighty beings.

The rain is lashing at you and the wind is whipping as you climb. Make a L1 SR on STR and another on DEX then go to 379.

162

If you failed, your head speeds out to sea in front of a gradually slowing cannonball while your body flops onto the deck, fountaining blood from your neck.

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Ocean's Edge

If you made it, the cannonball misses you and does no worse than temporarily stunning you from its impact with the rail you were sheltered under. When you wake up, all is calm and you have missed the party. Go to the Missions Table.

163

Too slow! The ruffians catch you and aim to teach you a lesson you may not live to learn from. Go to 33 for the fight you now cannot avoid. You cannot stunt on the first round and your total is halved as you had your back turned when they caught you (both of them are able to lay into you at the start of the fight).

164

You botch the job and the blade penetrates Anjhara's until then flawless hand. She does not scream but you almost certainly do as you feel Slugger's fist break your jaw. The pain is fleeting. Ebbonise slits your throat and Wee Willy tramples your soft parts. Anjhara sheds a few drops of her blood while you lose every last drop of yours.

165

After some tense moments, the jelleton opens his eyes, coughs terribly and then recovers. He is, of course, eternally grateful. When you get back to the ship, Chivers makes full mention of his narrow escape but makes a point of getting you your grog. You have made a lasting friend and gain 1 CHR.

You also gain 1PP and 100 APs. Go to the **Missions Table**.

166

You can concentrate on coconuts or try to catch and take a parrot. If you want to seek a feathered friend, go to 176. If you want to focus on gathering in the coconuts others knock to the ground, go to 186. If you want to shin up a palm tree and send them earthwards yourself, go to 196.

167

You don't quite manage the work with the confidence and agility that Angus Ratchit expects and the ship needs when danger raises its head. You're lucky! Because dealings with the other ship are to the captain's satisfaction, you escape with a roasting that shrivels your ears and shivers the timbers.

There is no trouble with the other ship and the Mermaid's Folly continues serenely on its way to trading glories ahead. The crew relax into their work under the warm sun while Captain Proot fusses about carrying out spot checks to see everything is shipshape and Bristol fashion. Go to the Mission Table to for the next episode in your life story.

168

Since you know nothing about the boy, you can hardly answer the quartermaster's questions about his character and suitability.

Do you want to blow his trumpet regardless (go to 188) or offer to put him through his paces (go to 198)?

169

You break the ship's compass when you decide – wrongly – that it should be moved. What's worse is that you drop it on Ratchit's foot. The Mermaid's Folly does get the wind it needs to escape the pirate and that gives Ratchit the time to gather all the crew for the spectacle of you walking the plank after sharks have been lured by dripping blood from your crisscrossed arms into the sea below. *Au revoir!*

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

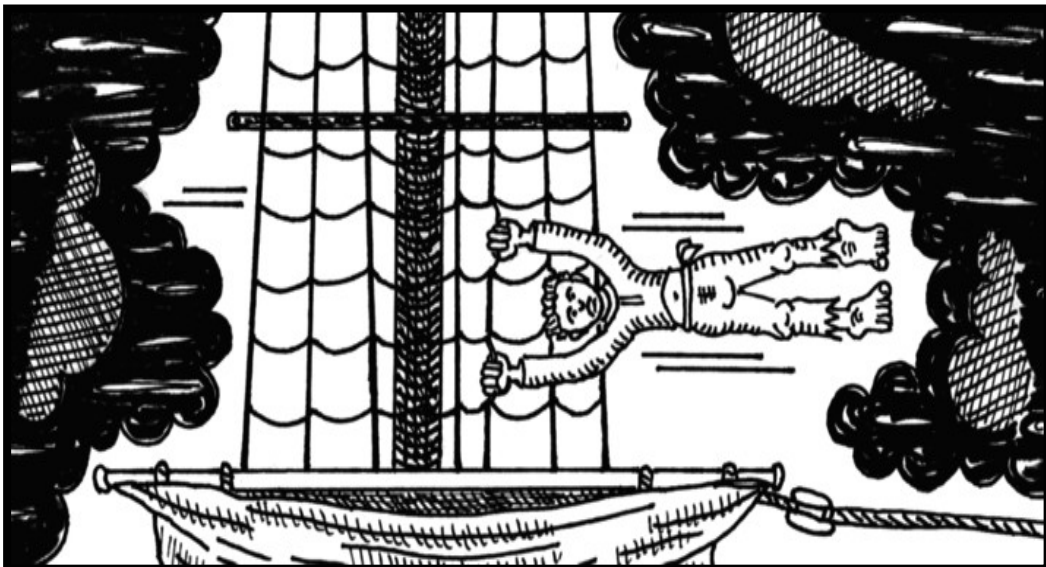
170

You find a bunch of rigging monkeys at a game of cards, there work done for now. The stakes are low – just coppers. Pitiful really but they are intent on the chance of gaining some small victory. One rigger, a half-elf who introduces himself as Sparky, offers you a place next to him. Just as you are about to give your answer, the quartermaster, a burly fellow with a scar running down his left cheek with a walrus moustache intervenes. Angus Ratchit is not a man to show insolence to and the riggers leave their cards as he points to more work to be done. Then he sizes you up and barks out his wish to know what you can do.

Make a L1 SR on CHR and another on LK if you want to convince him to put you on the payroll. If you make both go to 275. If you do not succeed on both counts go to 285. If you roll a critical fumble go to 295.

171

The first mate has hands hard at it in the rigging of the foremast as the ship tries to run ahead of the storm. The fury of the wind threatens to pluck seamen from the spars like overripe fruit from a tree. You are constantly called upon to go out on the spars to take in or let out the sail.



Your hands are raw from the merciless working of hemp against skin and Trollgod knows how anyone can hold on in this hurricane. Make a L1 SR on STR and go to 231.

172

You are up against one of three possible opponents aboard the other ship. You can roll 1d6 to find out who it is:

- 1 or 2: Chalky Dusters – adds +1, fights with hatchet (2+2), CON: 9
- 3 or 4: Bastion de Grenuiard - adds +3, fights with hatchet (3+4), CON: 13
- 5 or 6: Lynscombe Parcibel - adds +5, fights with sword (5+5), CON: 17

If you last 3 rounds, your shipmates will aid you. If you win, you take APs equal to CON plus adds. You will also gain 1 PP and 100 APs plus your share of treasure to total value of 2d6 x 1000 GPs. Go to the **Missions Table**.

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Ocean's Edge

173

Rushing to the scene is a lad named Sparky (you may have already met him). You can roll 1d6 to find his combat adds – anything up to 3 can be added to a DEX of 12, anything more can add to LK of 12; roll any other attributes you need with 3d6 bearing in mind the combat adds limit.

Sparky is slight but wiry and self-assured without being careless. He is not one to leave a shipmate's side when the chips are down. He fights with a 2d6 knife. Go to 33 for battle but it will be a straight melee fight with four combatants in action.

174

If you succeed, you keep your fingers and thumbs and feel no pain. If you failed, you can make a L1 SR on WIZ. Go to 184.

175

Your efforts are to no avail and you have to accept that Chivers is past his expiry date. When you get back to the ship, the crew raise a glass to the jelleton – he was a popular fellow. You gain 1PP and 100 APs. Go to the **Missions Table**.

176

The parrots are easy to find because the atoll is so small. It is much less easy to coax them down and to have them eating out of your hand. The birds are considered god companions and good luck so all sailors celebrate a mate taming one and bringing it on board.

Climbing trees to get close to them is hopeless – they just fly away. You need to make a L1 SR on CHR to charm one down and have your own special friend.

If you make it, you gain 1PP and 100 APs. Either way, go to the **Missions Table**.

177

No one to blame but yourself, I'm afraid.

Splash!

The sea is home to many creatures, mostly very hungry. Your fate is to fall into the jaws of a cruising shark and that, as they say, is that.

178

The ship is quiet, with most hands ashore. You just need to pick a good place to hide the boy until the Mermaid's Folly is far out to sea again and it is too late to throw him off.

Do you want to stow him in the dark recesses of the hold where no one ever goes (go to 208) or do you want to hide him in an empty gunpowder barrel standing with several others on the main deck (go to 218)?

179

You quickly spot a scroll under Ratchit's pillow, tied with a yellow ribbon. Do you want to take the scroll and read it (go to 199) or leave now that your curiosity has been satisfied (go to 209)?

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Ocean's Edge

180

You drop a cannonball directly onto Hapless' toe – the one he broke last week, the one with the huge bunion. With a howl of anguish, he has you tied over the mouth of a cannon and blown to pieces. Too late for a defence lawyer, you are history!

181

Maybe this is a piece of good fortune for you! Mandibur Klax has the job of securing everything breakable – and in this typhoon that means everything! – in the dining room, where the Captain's more precious items are kept. There are five other hands working with you while the Purser attends to Doberman Proot's own cabin.

The room is already a mess. Much is smashed and the ship tosses and yaws so much that you have to dodge chairs flying at you. Make a L1 SR on DEX and go to 251.

182

Another apprentice goes with an able seaman and to Clews' enormous cheer manage to land the bomb on the corvette, sinking her without a trace. The Piranha gains treasure but it is not a fortune and there is no share for those not actively engaged in the piracy. Go to the **Missions Table**.

183

There is danger ahead but where? You might spot it (INT) or you might bypass it (LK). You choose what you try a L1 SR on. If you fail, go to 203. If you succeed, go to 213.

184

This really isn't so hard. Anjhara leads a charmed life and even if you failed the LK roll, success on the WIZ SR will see you right. If you failed that too, you don't ride on the back of the captain's magical streak - lose 1d6 CON.

Either way, you have played a winning hand. Anjhara is pleased to have demonstrated her unflinching nature again and she marks you down for possible promotion as the drinking starts again, in earnest this time. You get to taste some of the finest brandy this side of Armanyak.

Your merit 1 PP and 100 APs. Go to the **Missions Table**.

185

At about 3 in the afternoon, the shout from the crow's nest tells of a ship spied to port. It is soon seen to be flying the skull & crossbones! This is the moment the crew have been dreading but Captain Proot is cut from different cloth! Doberman Proot clenches his fist and screams at the heavens, demanding favourable winds.

His officers know that this demand is answered too often for it to be an empty attempt to rally the crew.

If you work for the first mate, go to 19.

If you work for the purser, go to 29.

If you work for the quartermaster, go to 39.

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Ocean's Edge



186

Collecting the coconuts carries with a distinct risk of injury. You can be cautious and end up with a modest haul or you can be daring and dodge the nuts as they come down.

If you prefer to stay safe, go to the Missions Table – you do nothing of merit. If you are willing to risk your skull to impress, go to 206.

187

Your work does not go unnoticed and you score points in the estimation of the master gunner. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners

to work to. Go to the **Mission Table** to for the next episode in your life story.

188

Roll 3d6 for the boy. If you roll 13 or higher, he has a look that says something special to Ratchit and he takes him under his wing. If you roll between 9 and 12, you need to make a L1 SR on CHR to convince the quartermaster he's worth giving a shot at the high life. If you roll lower than 9, the bar is L2.

If you do get the boy a berth, you can give him a bath by the buoy – you earn 1 PP and 100 APs. Go to the **Missions Table**.

189

Make a L1 SR on LK. If you fail, go to 219. If you make it, read on.

You are commended for your cool head under pressure. You earn 1 PP and 100 APs – go to the **Missions Table**.

190

You get the chance to mix with the crew of the Piranha as Captain Anjhara stands at the wheel, the southerly tousling her streaming auburn hair as it glints with lustrous promise in the early morning sun. Ropes creak and the bare backs of the crew glisten with the sweat of dishonest toil as the Piranha leaves the Isle of Doggerel and sails out to adventure over a sea of gently rolling breakers. The men and women of the Piranha are excited at the prospect of battles to be fought and treasure to be won. The elven mistress of the ship is a merciless menace to merchants and even the best protected should flee at the sight of Anjhara's colours.

You see the first sign of her destructive nature when a ship hand accidentally brushes against her locks while polishing the summoning bell. With freezing disdain, Anjhara draws a cutlass and runs the unfortunate fellow through the guts. As he dies, two men rush to throw his still struggling corpse over the side of the Piranha and two more leap forward to wash the deck clean of his blood.

One of the men who have just heaved the body into the deep, stops by you to mop his brow.

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Ocean's Edge

"Never touch the captain, hearty," he warns you. "She likes the crew to look but never to touch. I'm Gynnx by the way. I've been on the Piranha for two years now. It's a fine ship and it's got a fine captain."

You see that Gynnx has armfuls of tattoos and cheekfuls of scars. He is a wiry man of about 40 and he has a cheery nature but mostly keeps his own company, you learn. Later, he sits by you at supper and teaches you sea shanties he picked up in the Inferno Islands. He likes his food hot and his revenge cold.

The next morning, the lookout yells out that a ship has been sighted.

If you are work for Shazaq, go to 7.

If you work for Barlow Clews, go to 17.

If you work for Billy Bunns, go to 27.

191

The quartermaster is doing his best to save the livestock in the hold of the Mermaid's Folly. The captain likes fresh meat and there are sheep, pigs, goats, chickens and even a cow down there. It is dark and dank with an odour of excrement and a caterwauling of distressed animals as you enter.

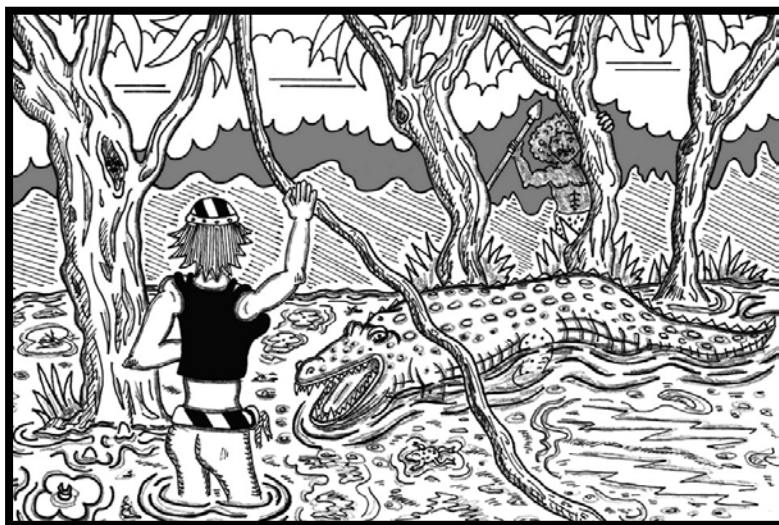
Ratchit is directing hands to do what they can to calm the wretched creatures and pushes you roughly towards them. Make a L1 SR on DEX. If you fail, you crash to the floor and take 1d6 damage under flailing hooves. What you get to deal with is quite random amidst the chaos down here.

Roll 1d6 to find out what you are tending. 1 = sheep, 2 = pigs, 3 = goats, 4 = chickens, 5 = the cow and 6 = you choose. Go to 266.

192

The carpenter, Ned Biltong, is the man chosen to row the boat. He is canny and strong. He watches the current and sticks close to the Piranha, giving the corvette no chance to see him until the distance is not great. It's up to you to make the throw count – there's only one chance to bomb the living daylights out of the other ship.

Make a L1 SR on DEX and go to 202.



193

You hear a noise to your right. It is a crocodile! Its MR is 40 – a big daddy of a croc! Make a L1 SR on SPD or it gets you before you can react.

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Ocean's Edge

If you do, you must fight. After one round, if you can make a L1 SR on DEX you can escape and get back to the ship (the head-hunters don't come this way because Snapper scares them witless).

If you survive, take 150 APs and 1 PP – then go to the **Missions Table**.

194

Your head is pounding and so are the guns. The sound is like a giant blacksmith playing samba on his anvil as if noise alone could sink a man of war or a ship of the line. Your eyes water from the smoke and the stench of blood competes with the acrid smell of gunpowder, clogging your nostrils until you can barely breathe. The Mermaid's Folly may soon be no more than saturated matchwood.

You are in the mother of all battles and the life of the ship hangs by a thread. Enemy ships surround you, having stolen out of a fog bank in the chill dawn light. You may not live to see the sun again, pinned here in the coffin overcoat of the ship's gizzard. All about you men and women scream, either in mortal agony or because they need urgent action to fight fire with fire.

Things look bleak, so bleak your world has arrived at Armageddon.

Do you want to jump ship with some of the other hands (go to 204) or stay to see the fight out to the bitter end (go to 214)?

195

Just before mid-morning, Captain Pillard is seen scanning the horizon ahead for some minutes. Then, with a sharp click of his heels, he informs his officers that there is a merchantman ahead being pursued by a pirate. Action stations!

There is grim silence on deck. The older hands know that Death stalks the seas and that not everyone will see port again.

If you work for the master gunner, go to 49.

If you work for the bosun, go to 59.

If you work for the chief petty officer, go to 69.

196

You can look good if you are a skilled climber. Knocking nuts is always better than being a bystander. You need to make a L1 SR on DEX to be any good at this.

If you succeed, you shower your shipmates with nut bombs and they have to take care not to be brained by the harvest you reap – take 1 PP and 100 APs.

If you fail, not only do you fail to win acclaim, you also run the risk of injury. Make a L1 SR on LK. If you fail, you have a fall and take 1d6 damage.

Go to the **Missions Table**.

197

You barely pass muster but your work is good enough to allow you to escape punishment, unlike one or two less fortunate apprentices. When you see the way in which Hapless gives them short shrift, his muscles bunched as he flogs them over a gun barrel, you can see that you need to be on your toes.

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Ocean's Edge

There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners to work to. Go to 13.

198

Ratchit pulls up a pew to watch this. He's ready to lay wagers with other QMs. You have to see how strong the boy is, how nimble he is and how quick he is. Roll 3d6 to find his attributes and then have him try L1 SRs on each of STR, DEX and SPD.

If he makes at least two out of three, he gets a berth, Ratchit scoops the rewards and you earn 1 PP and 100 APs. If not, the boy is sent packing with a flea in his ear and you spend the rest of the day peeling potatoes. Go to the **Missions Table**.

199

The scroll has an enchantment on it and is a gift from Ratchit's elven sweetheart from the coastal port of Sessipolia. The runes at the bottom have got to be magical and as you look they swirl before your eyes and a repetitive chant begins in your mind. You feel woozy, rubber-legged, a collapse on the floor, vomiting.

Make L1 SRs on CON and CHR – go to 229.

200

The tall, elegant cutter you see being laden with trading goods by sweating stevedores stands in stark contrast with her captain. Doberman Proot is a barrel-chested, squat man in his fifties so solidly built that not even the roughest seas could unsettle. With new horizons beckoning the Mermaid's Folly, opportunity comes knocking for anyone willing to work their passage. Captain Proot is said to be a fair man to those who do not let him down and there are plenty of landlubbers willing to chance their luck on the ebbs and flows of Destiny's tide here at the wharf today.

If you want to rely on your muscles, go to 110.

If you want to rely on your intelligence, go to 140.

If you want to rely on charm, go to 170.

201

The cannons are immensely heavy. In weather such as this, they pose a terrible threat to the Hand of Vengeance if they are not lashed securely to the stout iron rings fixed deep into the deck timbers. A loose cannon can smash a gaping hole in a ship in a flash. The damage done by a cannonball is a pinprick in comparison.

Hapless O'Stool rubs his stubbly chin savagely as he barks out orders to the hands doing this imperative work. He has been through this perhaps a hundred times before but it still makes him nervous and when Hapless is nervous he turns to the demon drink. With a bottle of Kraken rum in hand, he sweeps his arm to the left, knocking aside a luckless marine, and yells at you to haul on Long John Tom, the biggest gun.

Make a L1 SR on STR and go to 281.

202

If you landed the bomb on the corvette, you have the pleasure of watching it shudder and then shatter, going down in flames. You get 1 PP and 100 APs as well as a share of the treasure from the merchantman – total value 2d6 x 1000 GPs. Go to the **Missions Table**.

If you flubbed it, go to 212.

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Ocean's Edge



203

You tread on a thin covering of leaves and twigs and fall into a 20' deep pit. It is filled with sharp stakes which impale you. You die quickly and the flesh-eaters soon discover you and enjoy an early dinner.

204

There was always going to be someone to try the escape hatch! You are likely to be blown to pieces in the attempt or stabbed by a disgusted shipmate. If that doesn't happen, there's death by dehydration, hunger, sunstroke, disease or sharks. The odds are stacked so high against you that you need to be an Olympic pole-vaulter to clear the obstacles.

Make a L10 SR on LK. If you make it, you cheat death and earn 1000 APs. You are marked now – you'll swing from the gallows as a deserter or walk the plank for cowardice or have a knife slipped into your ribcage if anyone from your ship ever sees you again.

205

There's something about the cut of your job that tickles Calida's fancy – or may do later... After pinching your most prominent muscles with a salacious grin flicking across her lips, Calida tells you to go claim a bunk and that you are hired. Your share of each voyage's profits will be one quarter of one per cent.

Go to the **Merchantman Missions Table (Apprentice)** and may a fair wind fill your sails.

206

You need to make L1 SRs on three out of four rolls: L1 at INT, LK, DEX and SPD. If you fail, you take 1d6 damage from a falling coconut cracking down on your head. Either way, you gain 1PP and 100 APs. Go to the **Missions Table**.

207

Some folk are born under an evil sign, simple as that. There is a spark and then a small explosion. Small for the ship but big enough to blow your head off. You get a very plain sea burial, dumped overboard to feed the fishes.

208

There is a reason no one ever goes down here. There is an, dangerous creature that makes home here. It has sharp teeth and claws and is nearly always hungry. No one knows exactly what it is but those who know of its existence call it the Gnasher.

The Gnasher launches a surprise attack as soon as you appear. If you can make a L1 SR on LK, it will direct its initial attack against the boy. You need a L1 SR on SPD to be able defend yourself in the first round or L2 to actually fight to do damage.

The Gnasher has MR26. And the boy? You can roll 3d6 for his attributes, no TARO, and he gets 1d6 for barehanded combat. If you kill the Gnasher, you get 126 APs and 1 PP for exterminating a pest. The boy will be enlisted if he survives. Go to the **Missions Table** if you live.

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Ocean's Edge

209

You are still under pressure to finish your work, even though the Mermaid's Folly has outrun the pirate's pursuit. Intent on getting the job done, you only hear footsteps behind you at the last minute. Go to 219.

210

The Master at Arms is a hulking great ogre named Shazaq. He looks you over dubiously and then tosses you a sword to catch by the hilt. "I'll go easy on you, pup," he grunts as he frowns, "but you still might not live through this test!" With that, he springs at you, surprisingly limber for one so powerful.

Make a L1 SR on STR and another on DEX if you want to past this examination. If you make both go to 265. If you do not succeed on both counts go to 30. If you roll a critical fumble go to 60.

211

With a hideous creak, then a crack, then a crash loud enough to wake the dead, a spar snaps on the mizzenmast to the consternation of one and all. To ride out a storm of this magnitude without canvas at the stern is not a happy prospect. The heavy spar snaps others on the way down and soon there is a wilding flapping tangle of ropes and sails.

The bosun ponders for a second and then acts decisively. He orders you and another hand up the mast with one end of a short rope each. This will mean a one-handed climb. As he tells you what he wants, he fastens the tail of a heavy rope – too heavy for anyone to climb up with – to the short rope. His plans is to fashion a pulley so that a makeshift sail can be attached to the mast and held in place with yet more ropes.

Up you go! Up into the raging inferno of wind and rain. It is a critical task. Make a L1 SR on STR and another on DEX. Go to 321.

212

"I did all this work and risked my neck for nowt!" Ned spits out with disgust.

The merchantman escapes and there is no treasure for the Piranha. The crew give you the cold shoulder for 48 hours – lose 1 CHR. Go to the **Missions Table**.

213

The path leads you to the head hunters' village, a motley collection of bamboo huts. You hear voices behind you so you must go on or hide. You can climb a tree (go to 223) or make your way as stealthily as you can past the huts (go to 233).

214

Perhaps it was the only decision you could make in these harrowing circumstances but your resolve sits well with your shipmates. One of them starts up a sea shanty and gradually people join in. Morale begins to lift amidst the death and the thunder from the guns. Maybe you can tip the balance by emptying your lungs too.

Make a L1 SR on CHR and go to 224.

215

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Ocean's Edge

The way you cherry pick your way through the strange glyphs Mandible Klax has peppered the text with curries favour. He decides there and then to give you a job and whispers as an aside that he will have a few 'special opportunities' for you in the months ahead. Your share of each voyage's profits will be one quarter of one per cent.

Go to the **Merchantman Missions Table (Apprentice)** and may a fair wind fill your sails.



216

If you failed the saving roll, you fail to match the pace set and have to troop miserably back to the ship. You can go to the **Missions Table**.

If you kept up, you see the destination she had in mind. After 20 minutes, she has located the little cove she has been told is where she will find the underwater cave. She strips off, clearly intending to brave the water.

The swim is short with a final plunge down to the hidden cave after gulping in a vital lungful of air. Inside, the cave is damp but not submerged, a scramble up a rocky ledge being required to obtain the little beach. Ebbonise points to a spot in the centre and tells you to start digging. Soon, your fingers encounter something solid.

Do you want to drag it out (go to 226) or back off and see what Ebbonise thinks should be done next (go to 236)?

217

Your work does not go unnoticed and you score points in the estimation of the bosun. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners to work to. Go to the **Mission Table** to for the next episode in your life story.

218

These barrels are being returned to Powderkeg Pete's packing yard for refilling and a hoist soon picks up boy and barrel and deposits them on a wagon. The barrel rocks a bit but everyone is too busy to notice.

If you want to tell Ratchit about the boy, go to 228. If you want to leave him to his fate, go to 238.

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Ocean's Edge

219

Another hand takes exception to you for some imagined slight and draws a knife on you. You have no option other than to fight. Sordidus Dross gets +3 adds and fights with a poniard (2d6). All his attributes are 10.

If you are killed, too bad! If you kill Dross, go to 269. If you are still fighting after 3 rounds, read on.

Hands come to break up the fight and Ratchit is called. He soon decides Dross is a no-mark and has him flogged but he gives you the chance to argue your case. If you can make a L1 SR on CHR you can avoid a flogging and gain 1 PP plus 100 APs. If you fail, the lash will cost you 1d6 CON permanently.

Go to the Missions Table.

220

You show yourself to be a safe pair of hands and like a greased monkey up on the spars. Victor is duly impressed although too astute to show it. With no more than a cursory nod, he sends you off to sign up for work. Your share of each voyage's payroll will be one quarter of one per cent.

Go to the **Naval Missions Table (Apprentice)** and may a fair wind fill your sails.

221

Captain Pillard has an ace up his sleeve for such dire predicaments but he is so absorbed in barking orders to the helmsman in an effort to keep the Hand turned into the breakers that he has to entrust it to his purser, Oswald Crosely. Henry has a djinn bottled up and that djinn is able to make treaties with water elementals and sea behemoths. It takes a lot to coax the djinn out of its cosy, warm bottle and then it is hard to get it back in once it has a sniff of freedom. Truth to tell, the djinn has a score to settle with the captain for keeping him glassed-up for rather longer than originally bargained.

Crosely is expected to attend to this personally but he has developed an acute case of djinnophobia over the course of his voyages with Pillard because he has made use of the djinn for his own gains more than once and now he too is squarely in the djinn's sights. And so it falls to you to retrieve the djinn and get it to carry out the captain's commands.

It's hard work just getting to the hatchway to go to Henry Pillard's quarters in the howling wind, with great slabs of water smashing into the deck. If you want to walk, holding on to anything solid as you advance, go to 361. If you want to crawl like a snake, go to 371.

222

If you rolled a critical fumble, you misjudge the distance and the corvette's opening salvo sends all five of you down to Davy Jones' locker.

If catastrophe was avoided, you get to a safe spot undetected and watch as Shazaq leaps out and disappears below the waves. There is a tense wait and then you feel three sharp tugs on the rope, the sign to pull him in. You see the corvette suddenly list and then all hell breaks out on deck as the captain realises their plight.

You now need to make a L1 SR on STR to get the ogre back from the ocean. Go to 232.

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Ocean's Edge

223

The tree is the home of a large python (MR25). If you can kill it cleanly in 2 rounds you can stay here until the coast is clear and go onto join your shipmates. Take 1 PP and 150 APs if you manage this. If the fight with the snake takes longer or it kills you, game over – either the python feeds or the head-hunters overwhelm you and add you to their cookpot.

224

The battle rages on without respite for either side. Sharks circle warily as blood flows into their feeding ground. The enemy ship gets 5d6 for its guns and its hull has a 'CON' of 50. Your ship has the same hull CON and the same fire power but if you made that CHR SR then your side gets an extra d6.

Roll for both sides and keep a track of hull CON. Go to 234.

225

The roasting you get from Calida is worthy of her name! "Don't darken my path again if you value your liver, you lubber!" she roars in disgust at your poor showing. You can return to 200 and try out for another position aboard the Mermaid's Folly or you must seek a slot on either a naval vessel (go to 100) or a pirate ship (go to 300).

226

Fearless but potentially lethal! The 'thing' has a magical charge set to detonate when it is disturbed. Sometimes someone's khremm can nullify this though.

Make a L1 SR on WIZ. If you fail, you are shot through with a 2d6 jolt of khremmatic static (sorry if that's too much for you to take).

Assuming you live, you can proceed to 246.

227

You barely pass muster but your work is good enough to allow you to escape punishment, unlike one or two less fortunate apprentices. When you see the way in which Victor gives them short shrift, his muscles bunched as he flogs them once tied to a mast, you can see that you need to be on your toes.

There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners to work to. Go to the Mission Table to for the next episode in your life story.

228

The quartermaster can't be bothered with the problems of a street urchin. He sends you back to work with a string of invective frying the air.

If you want to go tell Powderkeg Pete, go to 248. If you leave the boy to his fate, go to 238.

229

If you made both SRs, the enchantment working its way into your being is beneficial. You are now immune to drowning – you can breathe underwater. If you made the CON SR but not the CHR, the magic simply fails to work for you. Either way, go to 249.

If you failed the CON SR, you pass out – go to 239. The magic does not work.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

If you failed the CHR SR, the spell contained within the runes fires but not in a good way for you. It eats away 1d6 of INT. Go to 249.

If you rolled a critical fumble, your brain cannot cope with the magical infusion and your kidneys explode, killing you instantly

230

In Clews' eyes you are too slow to be worth bothering with. His ill-disguised yawn shows that he has no interest in recruiting you no matter what you say about the woman's attire. No excuses will he accept. You can return to 300 and try out for another position aboard the Piranha or you must seek a slot on either a naval vessel (go to 100) or a merchantman (go to 200).

231

If you failed, you lose your grip and the tempest takes hold of you and hurls you to the seabed to drown as your lungs burst.

If you kept a hold, you now need to be staunch or the elements will overcome your endurance. Make a L1 SR on CON and go to 241.

232

If you rolled a critical fumble, you add nothing to the inadequate effort of the other floundering hands. Shazaq bobs up once to curse you, then vanishes forever. Anjhara is so incensed she turns the guns on your little boat and you follow hot on Shazaq's heels in a race for eternity.



If you missed the STR SR but did not absolutely screw up, your puny efforts are noticed and you are sent to Coventry for the next 48 hours but as Shazaq is saved and treasure is won, you retain your place in the crew.

If you made the STR SR, your strenuous efforts are well rewarded. You gain 1 PP and 100 APs plus your share of treasure to total value of $2d6 \times 1000$ GPs. Go to the **Missions Table**.

233

As you tread softly and pray, you see into a hut. There is a man asleep on some leaves and behind him is a splendid headdress. If you want to try to steal the headdress go to 243. If you want to keep going for the Piranha go to 253.

234

No quarter is asked and none is given. Timbers shake and splinter while the cannons boom and glow red hot. You can attempt to get an adrenaline surge and speed up your supply of cannonballs to the gunner you're working with.

Make a L1 SR on the average of STR and CON. If you make it, your ship gets 6d6 instead of 5d6. Roll again for both sides and reduce hull CON accordingly. Go to 244.

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Ocean's Edge

235

Misunderstanding a message can lead a ship and her crew to their doom. Klax has no wish to place his life in the hands of an incompetent halfwit and you had best get out of his sight before you too are tossed overboard. You can return to 200 and try out for another position aboard the Mermaid's Folly or you must seek a slot on either a naval vessel (go to 100) or a pirate ship (go to 300).

236

Ebbonise agrees it is sensible to be wary. She decides on the toss of a coin to see which of her underlings should test out the object just located.

Make a L1 SR on LK. If you make it, your comrade has to suffer the consequences. Whichever ever of you touches the hidden item runs the risk of getting burned. If it was your companion, let's assume they did get zapped, just to be nasty. If it was you...

Make a L1 SR on WIZ. If you fail, you are shot through with a 2d6 jolt of khremmatic static (sorry if that's too much for you to take).

Assuming you live, you can proceed to 246.

237

Some folk are born under an evil sign, simple as that. There is moment of indecision on your part and then a slip. You manage to impale yourself on a harpoon. Vital organs are ripped asunder and the deck is washed with your blood. You get a very plain sea burial, dumped overboard to feed the fishes.

238

When the wagon gets to the gunpowder yard, the barrel is filled and the boy dies, suffocated by the black powder. His shade decides you are responsible for his grisly death and curses you so that you must re-roll doubles, without them counting, until you next roll a critical fumble. Go to the Missions Table.

239

Ratchit soon receives a report of you being in his cabin, sees the mess on the floor and is incensed to think that you have read his scroll. He has the power to dismiss you or even have you keel hauled. The danger from the pirate ship has passed and he muses on your fate as he gazes over you in the brig where you are chained up.

Make a L1 SR on the average of LK and CHR and go to 259.

240

The first mate is the one to test you out for this perilous role in the ship's crew. The Piranha's masts are tall and the rigging slick with the day's rain. After questioning you closely for signs of a military background since spies and traitors are not uncommon, Barlow Clews points to the crow's nest and gives you 30 seconds to reach the top and shout back down what the bosun's mistress is wearing – she is on a balcony off in the distance.

Make a L1 SR on STR and another on SPD to hit the heights and see the sights. If you make both go to 90. If you do not succeed on both counts go to 230. If you roll a critical fumble go to 260.

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Ocean's Edge

241

If you failed, you cannot last out the storm. There is no respite for the crew for to stop working is to die. In your case, you die anyway as you finally run out of juice and drop into the raging ocean, swallowed up and never seen again.

If you had the stamina to match Nature at its most terrible, your reward is not just life. When the repairs are done and the dead have been drunk to, you earn the respect of your fellows and Calida Skorch. Take 1 PP and 100 APs. Go to the **Missions Table**.

242

The Mermaid's Folly encounters another ship today – a great clipper laden with goods of all sorts. The captain of the clipper is a man called Enriquo DiFumi. Captain Proot has traded with him many times before, mostly to his advantage. DiFumi is no fool but Doberman Proot is the sort of wheeler dealer who is not often outsmarted.



DiFumi and Proot have agreed to parley on a small rock with easy moorings for dinghies to tie up against, as well as have a sheltering outcrop of rock for discussions to proceed under.

Proot has further agreed to be accompanied by just one novice hand. You are in the running for this honour but there are several eager hands that go up.

If you want to wave your hand vigorously, go to 272. If you prefer to smile winsomely, go to 282.

243

You can take the headdress without waking the man if you make a L1 SR on DEX. If you succeed, go to 263. If you fail, go to 273.

244

Both ships are badly damaged. You now need to concentrate on mending holes if you and your comrades are to avoid a watery grave. How much can you get done with smoke in your eyes and danger all about you?

Make a L1 SR on the average of your DEX and SPD. If you make it, you can add 1d6 to your ship's hull CON.

You must then roll another round of battle, each ship getting 5d6. Go to 254.

245

As you tire much more easily than Calida Skorch can tolerate, she increases your workload until it is too much for your poor aching heart to bear. A cardiac arrest is a relatively easy passage out of this life and, as you know, you should always look on the bright side, at least until Eric is idle.

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Ocean's Edge

246

The trap has been sprung and the object found. Ebbonise laughs softly, her pleasure floating like ice on the winter ocean. "Ah, we've done well, yes we have! Exactly where he said it would be when we forced it out of him. That wizard was good at potions but he won't be making any more without fingers! That's as sure as bacon sizzling in the pan! Fool, not to take service when he had the chance."

The box you have uncovered is no bigger than a good sized cake. It is made of brass and has deep runes etched into the lid and sides. Inside are ten glass vials, cushioned on ruby rede velvet.

"You take one, I take two and the rest go to the captain." You see Ebbonise greedily glug two down, grimacing against the taste but then grinning widely. "Ah! That is better than two years of learning the hard way!" she cries, throwing her head back and crying out triumphantly.

The potion you drink adds 1d6 to the attribute of your choice. You earn 1 PP and 100 APs as well as the captain's nod of approbation. Go to the **Missions Table**.

247

Your work does not go unnoticed and you score points in the estimation of Mr. Crosely. From a game perspective, you have earned 1 promotion point (1 PP). There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners to work to. Go to the **Mission Table** to for the next episode in your life story.

248

Powederkeg Pete is a busy man. "Time is money!" he drawls. "Give me 10 GPs to make it worth my while stopping or clear off!"

If you pay the money, go to 258. If you pass, go to 238.

249

You need to clean the mess up quickly if you are to avoid censure. Make a L1 SR on SPD. If you fail, go to 239.

If you made it, you get away without detection. Your work gets an approving nod and the ship has eluded the pirates. Take 1 PP and 100 APs – go to the **Missions Table**.

250

You fail to impress Victor Boezov. A hand who can't move confidently in the rigging is a liability that can spell doom for a ship and all her crew and you are sent packing with a flea in your ear. You can return to 100 and try out for another position aboard the Hand of Vengeance or you must seek a slot on either a merchantman (go to 200) or a pirate ship (go to 300).

251

If you failed a high-backed dining chair cracks into you and sends you thudding into the wall. Lose 1d6 CON.

You must decide to gather up the solid silver cutlery (go to 261) or to take the valuable paintings from the wall before they are ruined (go to 271).

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Ocean's Edge

252

Henry Pillard is observing the Zabat today – no work, all play for the captain. He is entertaining a lady friend and wants to look spruce and dapper. Unfortunately, the ship's barber is unwell – vomiting copiously after squid's tentacle soup disagreed with his stomach. You are chosen to shave Henry.

Make a L1 SR on DEX and go to 84.

253

A child sees you and her eyes open wide with wonder. Make a L1 SR on CHR. Go to 283 if you make it or to 293 if you fail.

254

If your ship has been sunk, the game ends here. If the enemy is destroyed and you are still afloat, your ship can limp to harbour – you gain 1 PP and 100 APs and can go to the **Missions Table**.

If both ships are still in action, the fight now switches to hand to hand combat. Roll your combat total and go to 264.

255

When you stumble horribly over an arcane word in Klax's test, he tells you to call it out to him. Unfortunately, the way you pronounce is exactly the way a naga wizard of the 13th level would say their very secret suicide spell. Some would think this an impressive piece of articulation but really, for you, it is a death sentence instantly executed.

256

Make a L2 SR on SPD. If you succeed, go to 31.

If not, you are now engaged in a stomping frenzy as many other satyrs join in for what is their favourite dance. Make a L1 SR on LK: if you succeed, you can make your escape and get back to the ship intact (go to the **Missions Table**); if you fail, you are trampled repeatedly until you are no more than jelly on the cobblestones.

257

You may be honest but you are not yet quick enough for Crosely's liking. Your work is just good enough to allow you to escape punishment, unlike one or two less fortunate apprentices. When you see the way in which Oswald gives them short shrift, his jaw clenched as he flogs them over his mahogany writing desk, you can see that you need to be on your toes.

There is no trouble with the other ship and the Hand of Vengeance continues purposefully on its way, lording it over the seaways. The crew relax into their work under the warm sun while Captain Pillard orders the drummers to set an up tempo beat for the mariners to work to. Go to the Mission Table to for the next episode in your life story.

258

When Pete checks, the boy springs out, giving Pete a heart attack. The boy runs off, scared almost out of his skin. You see Pete's bulging purse. There are coins to the value of 200 GPs inside.

If you want to hand them in to Angus Ratchit, go to 268. If you want to keep them, go to 278.

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Ocean's Edge

259

If you failed the SR, Ratchit has you keel hauled. It is a nasty way to die, your lungs bursting, but it is a great spectacle and a deterrent for the rest of the crew.

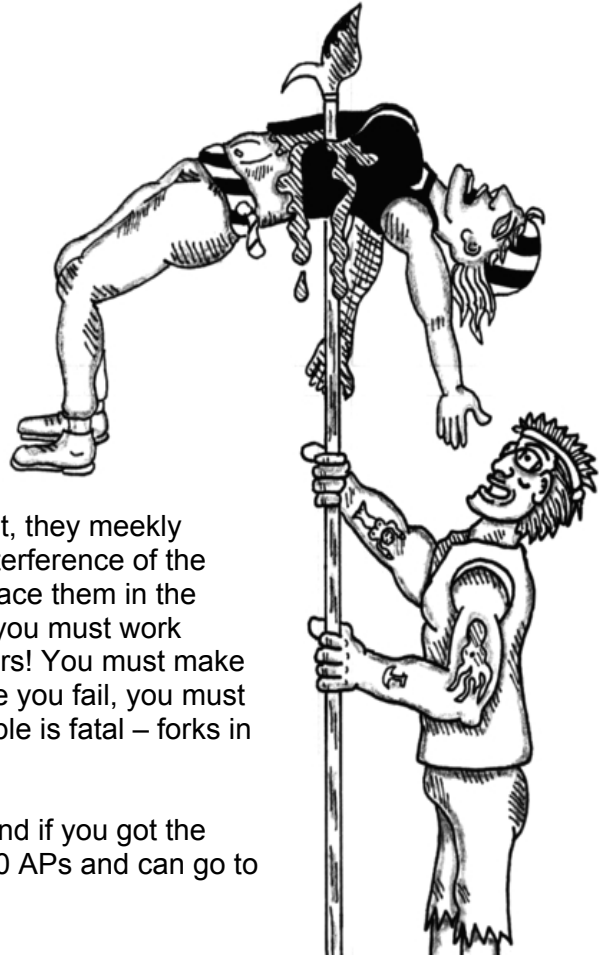
If you made it, he has you flogged. Lose 1d6 CON permanently. Because he believes you have been taught a savage lesson and will inspire obedience in the other new hands, he permits you to continue on the ship. Go to the **Missions Table**.

260

Barlow Clews watches with unconcealed mirth as you fall from just below the crow's nest and impale yourself on a waiting pirate's pike. A quick end!

261

Proot's cutlery is, in fact, magic! When his back has been to the wall with the Reaper readying the scythe, Proot has sat at the head of the table presiding over a massacre. These knives and forks know how to protect themselves and are rather skittish now!



You need to try a L1 SR on WIZ. If you make it, they meekly accept your mastery and, despite the worst interference of the howling storm, you can gather them up and place them in the canteen that is their home. If you fail on WIZ, you must work quickly and carefully to avoid bloodshed – yours! You must make six L1 SRs on DEX and six on SPD. Every time you fail, you must take the difference in CON loss. A critical fumble is fatal – forks in your eyeballs or a knife in the heart.

The Mermaid's Folly does see the storm out and if you got the cutlery into the canteen, you gain 1PP and 100 APs and can go to the **Missions Table**.

262

Anjhara is drinking hard tonight and so are her in-favour crew members. There's Cutpurse Bill, an uruk with a scarlet mohawk and fangs rottener than a calcium-deprived blood bat; there's Slugger McGrot, a man with a face half burned away by dragonfire; there's Ebbonise Scalpetta, a woman as earthy as Sam Gamgee's best compost heap; there's Wee Wally Snoutsnort, a dwarf with hands the size of shovels and a greed for gold as big as any mine on Trollworld.

You are in attendance to serve the wine and canapes, the pork scratchings and the flagons of wildebeest bitter. When the party is several more than three sheets to the wind, they start playing 'dagger-hand', a game which involves a stiletto being banged very fast between the fingers and toes of all four limbs.

Cutpurse Bill soon loses a pinky when Slugger misjudges his thrust but it is taken in good spirits – no one wants to lose face, only digits. Then Wee Wally loses the middle toe of his left foot when Ebbonise seems to test how hard it is to remove a dwarf's toe.

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Ocean's Edge

When it comes to Anjhara, she turns to you. You have a choice: your captain wants you to either be the dagger-stabber for her hands and feet (go to 134) or to let her do it to you blindfolded (go to 144). To make it a rewarding choice, she offers you 100 GPs if she so much as nicks you if you opt to go the blindfold route.

263

The headdress is a potent symbol to these people. Once you put it on, those who see you here in their village fall back in silence, too overawed to molest you.

You make it back to the Piranha and gain 1 PP plus another 100 APs. The headdress boosts your CHR by 3 and your LK by 1. Go to the **Missions Table**.

264

Make a SR on LK to see who you are fighting:

- Make L1 or better – you are up against a weak opponent getting 2d6 and no adds with a CON of 10
- Fail L1 – you are up against an average opponent getting 3d6 and +6 adds with a CON of 15
- Critical fumble – you are up against a tough opponent getting 4d6 and +12 adds with a CON of 20

You must fight to the death. If you win your fight, your ship is the victor. You get a share of treasure to the value of 1000 GPs x 1d6 – you also gain 1 PP and 100 APs and can go to the **Missions Table**.

265

With lusty thrusts and potent pokes, you impress the ogre and Shazaq hires you as a fighting hand. You do get deck duties too so you won't escape swabbing the decks but you will get more rest than many. Your share of treasure is one quarter of one per cent.

Go to the **Pirate Missions Table (Apprentice)**.

266

It takes different techniques, different approaches to soothe and secure these animals.



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Ocean's Edge

1. Sheep – L1 SR on CHR
2. Pigs - L1 SR on CHR and L1 SR on DEX to avoid their panicked biting
3. Goats – L1 SR on CHR and L1 SR on SPD to avoid their horns butting at you
4. Chickens – L1 SR on DEX and also on SPD to catch them
5. Cow – L1 SR on CHR and L1 SR on STR to physically move to safety

If you fail a SR you take 1d6 damage from trampling, crushing, biting, pecking, scratching and butting. If you roll a critical fumble, you go down and do not get up. If you rescue the creature(s) you went to, you gain 1 PP and 100 APs and can go to the **Missions Table**. The Mermaid's Folly is able to see out the storm.

267

You fail to resist temptation and a gold bar finds its way into your pocket. Of course, the gimlet-eyed purser sees this and throttles you on the spot until your eyes bulge right out of their sockets. You get a very plain sea burial, dumped overboard to feed the fishes.

268

He quartermaster's eyes grow wide and then he beams. "Good lad," he yells, clapping you on the back. He puts you on easy street for the next week and sees you get double rations. This gives you the chance to get stronger and tougher – add 1 to both STR and CON. You get 1 PP and 100 APs. Go to the **Missions Table**.

269

Do you want to inform Ratchit of this death (go to 279) or through the body overboard (go to 289)?

270

The ship's cooper, the cook and the surgeon are all rolling dice but make room for you when the bosun, Bully Bunns, tells them to. "Let's see if this one's a Jonah or an Ahab," he remarks obscurely. The game is simple enough: you roll 5 dice until you don't get a 6, adding as you go. The other gamblers are quick to check an opponent's addition and any error is denounced as cheating.

Make a L1 SR on INT and another on LK if you hope to convince them all that you're honest, intelligent and have Lady Luck on your side. If you make both go to 290. If you do not succeed on both counts go to 5. If you roll a critical fumble go to 15.

271

These paintings are enchanted in several ways. The figures they contain are capable of giving Captain Proot advice as well as eavesdropping on conversations in this room. Every picture shows the chiselled face of a sorcerer of some renown. They have been instructed to resist attempts to remove them and their frames from the walls.

Make a L1 SR on WIZ for each of the six paintings you need to take down to stow safely away. Every time you fail, a wizard will zap you with a Take That You Fiend! This will hit you for 10 damage. If you manage to make a higher level SR, you will gain a temporary shield worth 10 points for every level above 1.

The Mermaid's Folly does see the storm out and if you got the paintings down without being fried, you gain 1PP and 100 APs and can go to the **Missions Table**.

272

A larrikin named Spotticar sees that you are likely to steal the limelight. He begins bounding like a kangaroo on an Aussie bbq to outdo you. Which performance will garner an encore? Make a L1 SR on LK. If you make it, go to 292. If you fail, go to 4.

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Ocean's Edge

273

As the man wakes and sees an intruder, he takes his blow pipe and hits you with a dart laced with an instantly acting sleep-inducing drug. They skin you and eat you just as you wake.

274

After that turbulent fight, the Mermaid's Folly is in need of a lot of repair work. Doberman Proot has urgent business to attend to and promises a feast tonight with triple rations of rum if everything is shipshape by the time the stars are out.

You are assigned to work with the ship's cooper, Ernie Alderbran. This work takes strength, dexterity and speed. Make L1 SRs on each of STR, DEX and SPD and go to 6.

275

You say all the right things at the right time in the right place. Ratchit sees a spark of genius in you as he hears you tell of your life and times and decides to gamble on your prospects. You are now on the payroll of the Mermaid's Folly. Your share of each voyage's profits will be one quarter of one per cent.

Go to the **Merchantman Missions Table (Apprentice)** and may a fair wind fill your sails.

276

Artless Eric and Artery Eddie have known each other since they were abandoned on the same doorstep as babies by mothers smart enough to recognise them for the bad news they always were going to become. Eric pushed Eddie off the top step and the bump did nothing for Eddie's judgement of situations but it did establish the pecking order for the pair of villains.



If you failed the SR, you don't see, hear or feel a thing as Eddie slices the bottom of your pocket with his blade or notice Eric snaffle your purse as he carelessly shoulders you as he passes – go to 286.

If you made the SR, you look over your shoulder just in time to see trouble looming. Go to 296 if you want to run for Bunsen's shop or to 8 if you are ready to fight them off.

277

Everything unfolds as if you'd scripted it. From a game perspective, you have earned 1 promotion point (1 PP). The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's approving eye. Go to the **Mission Table** for the next episode in your life story.

278

If you can make a L1 SR on LK, you keep your ill-gotten gains safe. If not, your shipmates get their hands on the loot. Go to the **Missions Table**.

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Ocean's Edge

279

The quartermaster considers things for a moment and then slaps you on the back. "Good work! That loser was going to die very soon one way or another. You've saved me from the bother."

You gain 1 PP and 100 APs. Go to the **Missions Table**.

280

You mistime your catch a plunge from a great height into the briny where a hungry shark gobbles you up voraciously as Victor Boezov sets about the next 'interview'.

281

If you failed the SR, you lose your footing as your sweaty palms slide across the ropes. The cannon crushes your legs as it too slides, tossed like a toy in the tempest. You need medical help – go to 291.

If you made the SR, you are working to save the ship and your own life with three other crew members. You are in this for the long haul. If you want to brush help aside so you can have the room you need to tug with all your might, go to 301. If you want to find your rhythm with your mates, go to 311.

282

The captain's eye settles on you and a girl with strawberry blonde braids. She is Michelina, someone with a knack of getting her own way.

Make a L1 SR on CHR. If you make it, go to 292. If you fail, go to 4.

283

The child is so charmed by you, she leads you safely on to the waiting Piranha. Take 1 PP and 100 APs. Go to the **Missions Table**.

284

After that epic battle, the Hand of Vengeance needs urgent attention to remain seaworthy. There is no port close enough by so Henry Pillard orders all hands to get to work at dawn. There is the promise of a 'stand easy' day tomorrow if the work is down to his satisfaction before dusk.

Your job is straightforward enough – hauling on ropes to raise carpenters up and down as they patch the Hand. Make a L1 SR on STR and go to 16.

285

You are clearly a misfit as the words tumble from your mouth and you upset the eavesdropping Sparky before very long. Without the wit to save face or win forgiveness, a fight would erupt but for the iron fist of the quartermaster. Angus Ratchit has no qualms about knocking you to the ground with a ferocious backhander – you have to scuttle away with a resounding loss of dignity to escape his boot on your ass. You can return to 200 and try out for another position aboard the Mermaid's Folly or you must seek a slot on either a naval vessel (go to 100) or a pirate ship (go to 300).

286

Losing admiralty money and coming back empty handed is not a way to win friends and influence people. There is an understanding that these things happen but nonetheless you are docked 10 GPs and are in the doghouse for a week. Go to the **Missions Table**.

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Ocean's Edge

287

Your work does not get a pass mark from Shazaq but fortunately for you there are others who do worse. You see how quickly an iron fist crashes down – learning comes the hard way on a pirate ship. The other ship turns out to have nothing of value but the Piranha's crew are undaunted, scenting treasure ahead. They practice their skills under Captain Anjhara's approving eye. Go to the **Mission Table** to for the next episode in your life story.

288

Back aboard the Mermaid's Folly and once more at sea, the mood on the ship is sombre. The wind is gusting and the sails are straining against the raw power of nature. Captain Proot has given the order to furl sails and stands on the poop deck stroking his chin apprehensively. All around you, men and women are preparing to batten down the hatches – a storm is brewing. Go to 21.



289

No one is going to miss this friendless wretch! If Ratchit learns of your deed, he says nothing and is probably glad to have been saved some work himself. You earn 1 PP and 100 APs.

Go to the **Missions Table**.

290

The bosun senses you could be a life saver somewhere down the line. Billy doesn't really know just how you might fit in to the crew of the Piranha so he makes you a gofer. As a dogsbody, you will need to jump when Bunns hollers an order if you don't want to feel the touch of the lash. Your share of treasure is one quarter of one per cent.

Go to the **Pirate Missions Table (Apprentice)**.

291

A bloody mess, you are now in the hands of the ship's surgeon, Hector Labatt. Your fleshy is pulped and bone shows through. Labatt is a busy man and the sea is so rough that delicate surgery is no better than a lottery. The surgeon needs to decide if it is worth operating on you.

Make L1 SR on LK. If you fail, he decides to amputate your leg without brooking any argument. If you make a L1 SR on CON you will survive but you will be dumped at the next port since you have no further use as a crew member.

If you make it, he decides to operate. You need to make a L1 SR on CON for this too, to bear the pain of surgery without anaesthetic. If you fail, he gives up and cuts the leg off. If you make it, you and your leg survive. The ship does too – Go to the **Missions Table**.

292

No contest – you win, hands down. Proot taps you on the shoulder and soon you are in the dinghy rowing for the rendezvous.

Can you give Doberman a smooth passage and land him without his boots getting wet? Make a L1 SR on the average of STR and DEX and go to 14.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

293

The child suddenly realises you are an evil one and screams the house down. You are quickly seized, bound and roasted slowly over a bed of embers until tender enough for supper.

294

The Piranha looks as if the Trollgod himself has set about it with a Trollgod-sized bludgeon. Anjhara has all the crew working flat out on repairs. There is a promise of another knees-up tonight if the work is done well and finished before sundown.

Your job is to check for damage below the waterline. Make a L1 SR on CON and go to 26.

295

Things go badly wrong very rapidly and you soon find yourself eyeball to eyeball with Sparky after you say something that suggests doubts about the humanity of his parents. This sends Angus Rachit over the edge – because Sparky is his undeclared love-child – and he bludgeons you so severely that your skull crumbles like a wet cardboard box trampled on by a cyclops with a migraine. Your body is heaved overboard, no questions asked.

296

You'll have to be fleet-footed to outpace Eric and Eddie. They make a living by catching people who don't want to be caught up with. Make a L1 SR on the average of STR and SPD. If you make it, you get into Bunsen's shop and they lightfingered pair don't dare cross that firebrand's threshold. You purchase the tobacco and make the brass happy. Take 1 PP and 100 APs and go to the **Missions Table**.

If you fail, they trip you before you get half way to safety, Eddie coshes you on the head and Eric lightens your load. If you make a L1 SR on LK the blow does just 1d6 damage otherwise its 2d6. If you are still breathing you can go to the **Missions Table**. Your lump saves you from a beating but you are going nowhere fast careerwise.

297

If it could go wrong, it has gone wrong! If you wanted to court disaster, you are now married to her! **Bang!** What should have been a routine mission ends in a fatality – you! *Au revoir!*

298

Back aboard the Hand of Vengeance and once more at sea, the mood on the ship is sombre. The wind is gusting and the sails are straining against the raw power of nature. Captain Pillard stands at the wheel gauging the mood of the ocean. He turns sharply to the first mate and seems to expect answers that a clairvoyant might give rather than those of an apprehensive seaman. All around you, men and women are preparing to batten down the hatches – a storm is brewing. Go to 31.

299

If you rolled a critical fumble you attract the attention of the Trollgod in a bad way! A large, heavy club smashes down on the base of your neck and makes pate of your skull. If you failed the SR, you watch in fascination as a huge club appears above the pirate ship and smashes its main mast. You were no help but the Mermaid's Folly is safe. You can go to the **Missions Table**.

If you made the SR, Ratchit sees your contribution to bringing down retribution on the pesky pirate. You earn 1 PP and 100 APS and can go to the **Missions Table**.

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Ocean's Edge

300

Rain has been falling on the uncharted Isle of Doggerel since dawn broke. The men and women sweating to ready the infamous Piranha for its next assault on the world of kings and commerce care not – they know that rum will flow freely when the work is done and that riches await. Aye, riches for them and death for the unlucky crew of any ship that crosses the bows of the Piranha be they military or merchant. For the captain of the Piranha is the beautiful and untamed Anjhara, an elven she-devil unflinching and without compare. For Anjhara men and women willing lay down their lives in service. Her flaming locks of auburn hair match the setting sun that ushers in the endless dark for her enemies. Aye, while she adds to the store of treasure she has built at the expense of the crowned heads of civilised lands. But look! There is still time for latecomers to stake a claim to a share of the loot about to be taken.

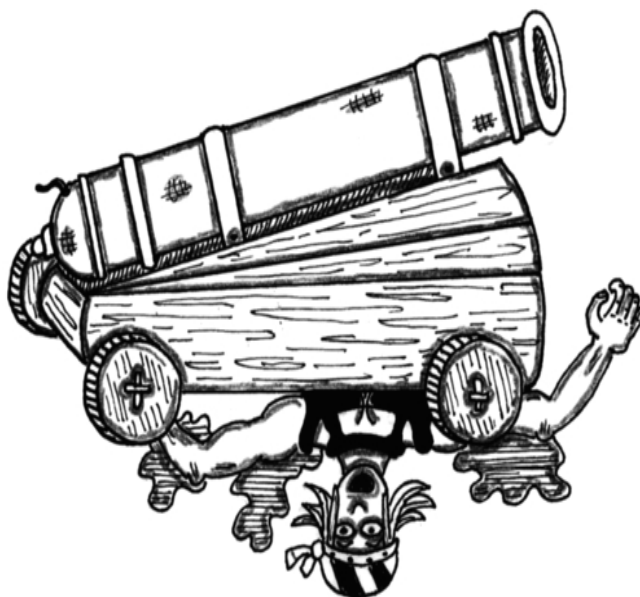
If you want to show your swordplay to book a berth, go to 210.

If you want to climb the rigging to show your worth, go to 240.

If you want to roll dice to prove what luck you can add to the Piranha's abundance, go to 270.

301

You have taken on a huge responsibility. Manhandling even one side of a cannon is a mammoth task. Make a L2 SR on STR. If you fail, your efforts are inadequate and you get crushed like a tin can under a tank. Go to 291.



If you make it, your Herculean labours are enough to allow others to tie down the cannon. O'Stool is duly impressed and relaxes as the storm abates. Take 1 PP and 100 APs – go to the **Missions Table**.

302

As you peer up you immediately realise you will have to climb the mast to see what is up there. You can still just make a report (go to 322) but you can shin up silently, your movements covered by the endless creak of timber and canvas (go to 332).

303

After the storm, the Mermaid's Folly sails into calmer waters. The sun beats down, baking backs brown and layering the sea with a shimmering crust. Only a few more days and land will be seen and new trading opportunities will present themselves. The crew have been busy making necessary repairs in the wake of nature's rage and now the afternoon heralds siesta time for most.

Your work is done for the day but as you amble down the port side to a free hammock, you hear a splash and a tinkling laugh. Go to 333.

304

Good call. Make a L1 SR on SPD and another on LK and go to 314.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

305

You never know what hit you and you never feel your lungs fill with salt water. You never know the moment when your heart stops but stop it does.

306

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = WIZ, $\frac{3}{4}$ = LK, $\frac{5}{6}$ = CHR. If the attribute you selected is the one most needed, go to 326; if not, go to 336.

307

The last bubble of breath bursts from the corner of your mouth but just as you are about to submit to an internal inundation the mermaid presses her lips tightly against yours. Precious air fills your lungs and there is a quality to this gift that fuels your belief that your life is not about to end.

Go to 317.

308

She zaps you again. Her WIZ now is 16 and if yours is greater you resist her vicious magic. Same conditions as last time. If you are clinging to the mast, go to 382. If you have too much resistance, go to 318.

309

There is an art to this and that art can be ruined by careless application of makeup as the ships whiplashes underneath your feet.

If you failed the SR on DEX, your face is a mess and you tear your grass skirt as you pull it over your hips. The next SR you have to make in this get up will be one level higher. Go to 319.

310

Oswald Crosely is no battle-hardened warrior but no one aboard the Hand is unable to fight for their lives. As the rubbery, blubbery orange monster men move to engage the crew with Oswald, he jabs one hatefully with the poison-nibbed pen he keeps with him at all times as a desperate last resort.

But – bitter blow! – the poison fails to numb just as the slashes and hacks of the crew are thwarted by creatures' bodies whose wounds simply close and heal immediately. As heads drop and hearts droop, one lad summersaults onto the neck of his foe and brings it crashing to the ground. No one needs telling – everyone leaps at what they hope will prove a fatal weakness.

You must decide how to fight. If you want to rely on STR, go to 320. If you try to use your agility to gain a decisive advantage, go to 330. If you opt for an attack based on speed of movement, go to 340.

311

The waves are smashing into the side of the Hand, hammering a death knell for mariners across the globe. You are in the hands of your captain and all those above deck, working to keep the ship upright in the storm. Down below, you and your companions must tie down this cannon before it smashes a hole in the side of the Hand which will give entry to a torrent of seawater.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

Working with your fellows under such pressure with such violent lurches of the timbers you stand on is a tough ask even for experienced hands. You need to be nimble and quick to see what adjustments are called for, communicating with clear intent. Make a L1 SR on the average of your INT and DEX.

If you fail, you mess up with fatal consequences. The ship is not lost but water surges through the wound in the Hand and knocks you under the lethal weight of the cannon. If you succeed, you and your comrades get the cannon secured and carry on working effectively under O'Stool's commands. You get 1 PP and 100 APs – go to the **Missions Table**.

312

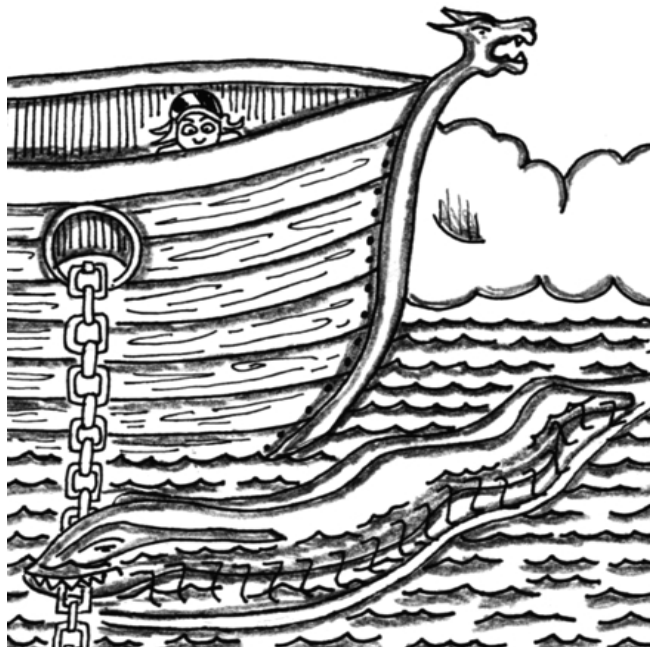
2nd lieutenant Sevastapol Tartarus gives you a pat on the shoulder and asks you if you have been drinking strong liquor. When he sees your eyes are clear, he laughs crisply and marches with you to the mast.

"Good work, sailor," he snaps before squinting up beyond the yard arm. "Why, the little pest! You know what that it is, don't you? A stowaway! A mast dryad! Well, she'll be sorry she strayed onto the Hand of Vengeance!"

With that, he calls for the ship's wizard, a weary-looking elf with a bad limp and a dangling arm. The elf soon sets to work dealing with the dryad. You get 100 APs but no PP – go to the **Missions Table**.

313

As dusk draws in you find yourself facing a late supper as you have drawn watch duty. With the sun sinking under the horizon, it would be easy to be distracted by the wondrous shimmerings playing on the smooth sea surface. Perhaps you are... Make a L1 SR on the average of your INT and CON. Go to 387 if you make it and 397 if you fail.



314

If you made both SRs, you are quick enough to get to the monster – a feropede – before it can eat through the anchor chain and you also have the good fortune to have shipmates charge to join you in the combat about to ensue – go to 388 but you only have to fight one round.

If you made the LK SR but not the SPD, you can go to 388 and fight just one round but you will not earn a PP because of the damage the feropede does before it is overwhelmed.

If you made the SPD SR but not the LK, go to 388 – you must fight 3 rounds alone.

If you made neither, go to 388 to fight alone for 3 rounds – no PP will be gained though.

If you rolled a critical fumble go to 388 but fight for 3 rounds with your bare hands – you either forgot or lost your weapons!

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Ocean's Edge

315

If you did not make both SRs, you have to give up on an impossible task -for you! – and leave it for someone else to take the honours. Return to the **Missions Table** – another cadet does what you could not and the Hand survives the tempest.

If you rolled a critical fumble, as you grasp the bottle, the ship is thrown violently by the waves and you succeed only in smashing the bottle against the wall – go to 325.

If you made both SRs, you safely reach and cosset the bottle, djinn safe within and jam yourself in against a wall in one corner. Go to 335.

316

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = WIZ, $\frac{3}{4}$ = LK, $\frac{5}{6}$ = CHR. If the attribute you selected is the one most needed, go to 326; if not, go to 336.

317

The mermaid guides you through a narrow gap in a cluster of jagged rocks, over the closed form of a giant clam and ushers you gently into a cave. Her undersea home is filled with a heavy, khremmatic water which allows you to breathe normally. To your huge relief, you have respite from the depth pressure too.

As you refocus your blurry eyes and cast them about this secret space, you see that the mermaid has all the trappings of a refined home. There is a four poster bed with a fantastically embroidered silk canopy and a writing desk strewn with capped scrolls.

Once you have had time to recover your wits, she speaks in velvety, honeyed tones, introducing herself as Neraiaenie. Her manner suggests warmth and wisdom; she has charisma that laps at your soul.

"Tell me a story," she coaxes and it is impossible to resist. "I like romantic tales of gallantry but I also love family histories, especially when there are long-hidden secrets to learn.

If you want to spin a yarn of love-starred passion, go to 327. If you are willing to divulge the intimate anecdotes of your own family, go to 337.

318

"Hmmm!" she pouts. "Like that, is it? Well, if you keep quiet about me being here, I'll do you a favour. You'd like that, wouldn't you?" She certainly looks as if she could do you a favour if she really wanted to. If you accept, go to 328. If you refuse and climb down to report her, go to 338.

319

With the crew at his back and everyone dressed up to the nines, Barlow leads the way to the bows, where a challenge is to be laid down to any sea monster or wizard-god responsible for the seething tempest that has hold of the Piranha. Clews leads the hands in an improbable haka, his tongue protruding further than is strictly natural and dancing with wild abandon.

You can join in and give it your best (go to 329) or you can take things to the limit and dance on the bowsprit (go to 339).

320

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = STR, $\frac{3}{4}$ = DEX, $\frac{5}{6}$ = SPD. If the attribute you selected is the one most needed, go to 350; if not, go to 360.

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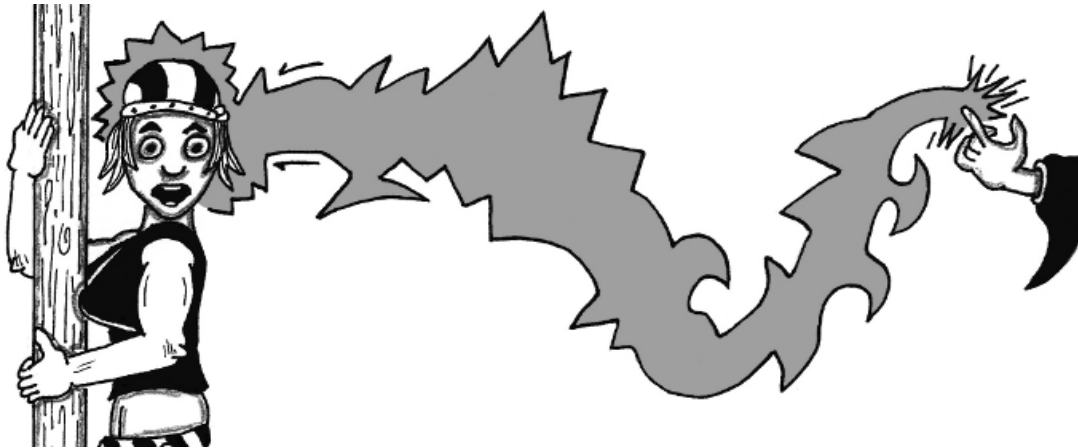
Ocean's Edge

321

You hear the yardarm creak and sense just how close catastrophe is. If you failed either one of those SRs, you don't have what it takes to overcome these savage conditions and fall back to the deck. There is no shame in that – someone else has to try. Go to 331 to see if the bosun can find anyone to get the job done.

If you rolled a critical fumble, go to 341.

If you made both SRs, you get to the top and now have to work in tandem with your mate to feed the line through ropes to secure it so that a temporary sail can be rigged. Go to 351.



322

The creature up top slings a spell at you – a *TTYF*! Her WIZ is 20 and her INT is 12. If your CON falls to 3 or less, you will fall unless you make a L1 SR on current CON. If you fall, you die – it is that simple. If you had too much resistance for her to whack you with the zap or you got blasted but hung on to the mast, you manage to scramble down - go to 312.

323

The Piranha is anchored off a small palm-fringed island in a horseshoe bay. There is a chance to take on fresh water and stockpile mangoes, coconuts, jackfruit, breadfruit and the like. The crew are relaxed and in high spirits and there are many dancing the hornpipe to a multitude of strident instruments. Anjhara herself is enjoying contemplating her next target as she rocks gently in a hammock slung between two shady trees.

As you idle on the beach, watching crabs scuttle and small fish dart out from secret nooks in a small rock pool, you see out of the corner of your eye something far less welcome. A rusty-coloured creature, low-slung with rows of tiny legs, runs across the beach and swims out to the anchor chain. It immediately sets about gnawing into the heavy metal links. This menace is about the size of a pig.

You can splash out to attack it (go to 388) or you can call for help (go to 398) or you can rush at it and yell for assistance (go to 304).

324

The Mermaid's Folly is not built for a stand-and-shoot engagement but it does have enough cannons to put doubt in the heart of many a privateer, especially those built for speed not heavy duty work. So when the cabin boy, Goliathgo, calls urgently that there is a ship nosing its way out of a fog bank towards the Folly, anxiety is not running high when the intruder can be seen to be a sloop.

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Ocean's Edge

Although the sun has burnt off the worst of the fog about the Folly, a chill sweeps the decks. Go to 354.

325

The djinn laughs once, long and shrill, its exultation passing through the ship's timbers to haunt every mariner. Effortlessly, it penetrates your skin and takes possession off you. Why would it want this weak prison of failing flesh? Why? Because it is not a prison for the djinn but a raft, a raft it uses to pilot its way through the heaving seas to its favourite desert island, heedless of the lifelessness you almost instantly exhibited.

326

For a while there is no outside world to you. All your thoughts thrust inwards and no other direction could exist. Then – painfully – you become aware of a ghostly presence in front of you and the scales fall from your eyes. A mocking figure flickering in ethereal grey-green light cuts at you with a sabre. All about you, your comrades are locked in combat with similar ghostly pirates – the captain, Calida, Ratchit, Klax all battle for their lives.

You may take 1d6 combat bonus per level you make on the saving roll you should now make on your chosen attribute. This attribute will also be included in your combat adds in the fight against the seareaving spectre. The ghost gets 4d6 plus 15 and has a ghost CON of 20. Your weapons get normal dice and adds but there is no time to use anything other than melee weapons.

This is a fight to the bitter end with spite damage a factor. If you win through, go to 366 and if you fall, may the Trollgod protect your soul.

327

You had better be careful – a tale like this could win a lonely mermaiden's heart.

Make a L1 SR on LK. If you make it, she sighs serenely and thanks you for your epic. Go to 347. If you fail, her eyes have a hazy, lost look and she advances on you, bearing a ring in one dainty hand. Go to 357.

328

Beavana grins and sticks her tongue in your ear. It tickles. It also transfers a portion of her CHR to you – roll 1d6 to find out how much. Then she informs you that if you report her presence to the authorities, her gift will cause your brain to implode. Something tells you this is not a bluff. Go to the **Missions Table** unrewarded with a PP but take 100 APs.

329

It is most certainly a surreal sight, men and women shrieking at the raging elements dressed bizarrely while on the poop deck Shazaq and force slash and hack at the wind and waves.

You need to find your inner demon. Make a L1 SR on CHR and go to 349.

330

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = STR, $\frac{3}{4}$ = DEX, $\frac{5}{6}$ = SPD. If the attribute you selected is the one most needed, go to 350; if not, go to 360.

331

You take 1d6 damage from the fall and can only pray that the ship is saved. The sea smashes remorselessly into the sides of the ship as the captain waits helplessly while the bosun attempts to get the makeshift sail in place.

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Ocean's Edge

Make a L1 SR on LK, if you make it, the Hand of Vengeance is saved by the intrepid work of your mates. You can go to the **Missions Table** for the next voyage. If you luck is out, there is no tomorrow for you and most of the crew.

332

When you get close to the sawing noise, you see what is making it – a dryad! She sees you too. Before you can take any action, she whispers to you in a sweet, honey-dripping voice that disallows all disobedience. You find yourself sat on a spar next to the dramatically gorgeous creature who is about the size of a leprechaun. Go to 342.

333

Her head visible above the surface of the sea, tresses streaming and twined with aquamarine seaweeds, a woman smiles beguilingly up at you.

“Come down – join me,” she croons, her voice a lilting, mellifluous melody in the still air.

Her eyes lock on yours and a powerful force tugs at your will. Make a L1 SR on CHR and go to 343.



334

The Hand of Vengeance is a man of war and it has the task of making the sea lanes safe for merchants unless they be enemies of the state. Henry Pillard is a captain zealous in his devotion to duty, having once stayed at the wheel for 72 hours without rest tracking a pirate who had wronged him.

He stands on the poop deck now bemused. Bubbling up from the waves on both the port and starboard sides of the Hand is a treacly jelly-like substance, dazzling in the sun's rays. This weird substance has appeared from nowhere and very soon has the Hand completely surrounded. Go to 376.



335

As you suck in great ragged breaths of relief, the djinn locks eyes with you and you know that another battle has begun, a battle of an entirely different character.

You hear the djinn's voice in your head, wheedling, cajoling, demanding its release and your submission to a greater will. Without thinking, you fight back, oratory streaming from your heart as much as your mind as you attempt to assert your dominance.

The djinn is a substantial opponent but it is dampened and debilitated by the enchantment of the bottle. Go to 345.

336

For a while there is no outside world to you. All your thoughts thrust inwards and no other direction could exist. Then – painfully – you become aware of a ghostly presence in front of you and the scales fall from your eyes. A mocking figure flickering in ethereal grey-green light cuts at you with a sabre. All about you, your comrades are locked in combat with similar ghostly pirates – the captain, Calida, Ratchit, Klax all battle for their lives.

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Ocean's Edge

You may take 1 combat add bonus per level you make on the saving roll you should now make on your chosen attribute. The seareaving spectre gets 4d6 plus 15 and has a ghost CON of 20. Your weapons get normal dice and adds but there is no time to use anything other than melee weapons.

This is a fight to the bitter end with spite damage a factor. If you win through, go to 366 and if you fall, may the Trollgod protect your soul.

337

Neraia genie gets bored rather easily. Her fingers twiddle with growing compulsion as you run through the who did what and when of your forebears' lives. Perhaps there was something juicy that you can divulge. There had better be.

Make a L1 SR on LK so that we can find out what beans you have to spill. If you make it, go to 367. If not, go to 377.

338

She takes a kick at you. If you can make a L1 SR on your choice of STR, DEX or SPD you can thwart her and get back down to the deck in one piece. If you fail, you splatter the mizzen deck with your blood and brains. If you succeed, the captain is very pleased to be able to rid himself of this precocious and petulant stowaway. You get full credit for investigating and reporting. You can take 1 PP and 100 APs and go to the **Missions Table**.

339

Ludicrously dangerous, ridiculously brave – take your choice. Your shipmates are too far gone in their deranged dancing and whooping to stop you.

Make a L2 SR on DEX and a L1 SR on LK – go to 359.

340

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = STR, $\frac{3}{4}$ = DEX, $\frac{5}{6}$ = SPD. If the attribute you selected is the one most needed, go to 350; if not, go to 360.

341

As your hands slip and you lose contact with the rigging, a vicious blast of wind knocks you into the clutches of the colossal wave that is rearing up on the starboard side. It seizes you and takes you with it on its relentless journey to a far shore. You run out of power far sooner than the wave.

342

"I didn't think anyone would find me up here," she says with a hint of guilt or perhaps regret. "What good ears and eyes you must have! I'm not doing any harm here. I was just scratching my back against the mast – I have an insane itch! My name's Beavana, by the way – what's your?"

After you tell her your name, she asks you if you will scratch her back in the places she just can't reach. She smiles alluringly and blushes a little.

"You mustn't take liberties though. I know how to protect myself from your sort!"

If you want to decline, go to 352; if you want to do your best to relieve her of her problem, go to 362; if you want to attempt to seize her so that you can take her as a prisoner to the duty officer, go to 372.

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Ocean's Edge

343

If you failed the SR, you are compelled to leap over the rail to join the gorgeous female in the water. Go to 353.

If you made the SR, she speaks further to you after frowning at your resistance to your whiles. Go to 363.

344

A ship of the line is the most valuable prize to Anjhara and when a sighting is reported just after the sun slips below its zenith one fine pirating day, the Piranha sets off in full pursuit with all hands straining at the rigging to obtain maximum speed.

As the human eye does what Anjhara's telescope has been doing for over an hour, it becomes clear that this is no ordinary merchantman. The sails are black tatters and its flag is a string of black pearls. After another hour ploughing through the waves, the other vessel is close enough to see that its crew are shambling zombies. This is a Ship of the Dead, carrying gold to restock a depleted dungeon at the order of some unseen Wizard-God!

A wise pirate captain would give this ship a wide berth but not so Anjhara! She smirks at her good fortune, certain in the belief that others watch over her. A few more metres closed and grappling hooks fly out from the rails of the Piranha and then the whole crew swarm across as one mighty boarding party lead by the peerless captain, her teeth gleaming in anticipation of booty.

If you are work for Shazaq, go to 400.

If you work for Barlow Clews, go to 401.

If you work for Billy Bunns, go to 402.

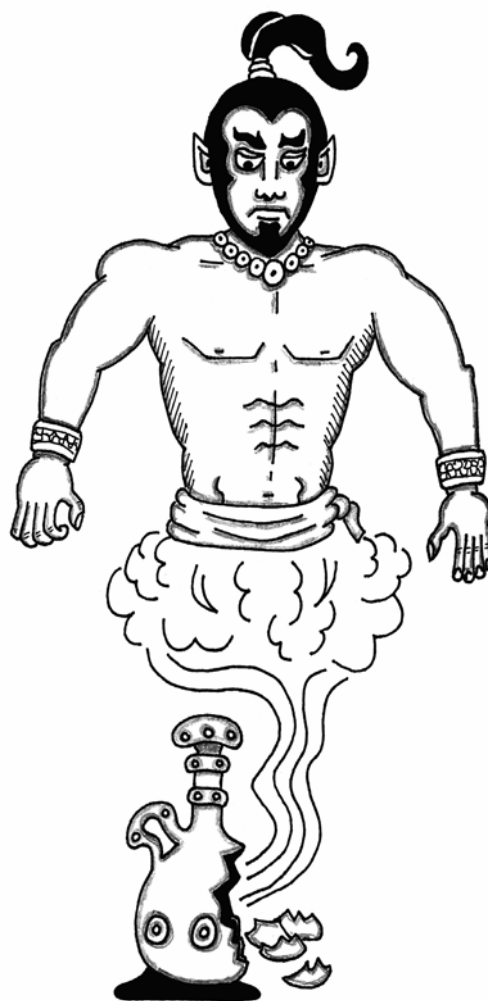
345

You must make a L1 SR on WIZ and another on CHR to quell the djinn and bring it to heel. If you succeed, go to 355.

Anything but success on both SRs, leaves you unconscious on the floor, senseless when Crosely sends another marine to accomplish the task. Return to the **Missions Table** unrewarded. If you rolled a critical fumble, things are rather bleaker for you. Something snaps within you and the djinn is resurgent, triumphant, as the bottle shatters – go to 325.

346

Down in the stinking guts of the ship, Klax snaps an order to everyone to dredge up their inner demon, as he calls it. Some know what he means, while others pay heed to his crisp explanation, knowing that he is not a man to say something twice. The stench of the slops down here is almost enough to make even Klax gag but with eyes watering he sets the example – his eyes glaze over with only the whites showing. You need to decide where to stand in the battle ahead.



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Ocean's Edge

If you look to your WIZ, go to 306, If you turn to LK, go to 316. If you steel your resolve and summon up your last ounce of CHR, go to 394.

347

Neraiaenie almost swoons with heart palpitations.

"That was wonderful!" she sighs, fluttering her long eyelashes your way. "I so do wish I could keep you!"

Instead, she presents you with a token of her appreciations, a sea shamrock. It adds one point to your LK and will be immensely appreciated back on the Mermaid's Folly.

Neraiaenie tells you she must hurry to take you back to your ship. She hugs you fondly, breathes into your lungs and returns you to the Folly. When you give the shamrock to Captain Proot it is enough to earn you 1 PP. You also gain 100 APs and can go to the **Missions Table**.

348

Quelle damage! Well, as she's dead you might as well carry her mortal remains to show the captain. That way you earn a PP for ridding Pillard and the Hand of an unwanted pest as well nabbing 100 APs, Go to the **Missions Table**.

349

Barlow Clews whips his crew into a frenzy that quells even the mighty ocean spirit. The tide is turned and the storm abates. Any your role? Was it stellar?

If you made the CHR SR, you earn 1 PP and 100 APs. Go to the Missions Table unless you rolled a critical fumble, in which dread case go to 369.

350

All about you, your comrades are locked in combat with similar gelatinous monsters – the captain, Hapless, Victor, Crosely all battle for their lives.

You may take 1d6 combat bonus per level you make on the saving roll you should now make on your chosen attribute. This attribute will count double in your combat adds in the fight against the orange monsters. The brute gets 5d6 plus 15 and has a CON of 30. Your weapons get normal dice and adds but there is no time to use anything other than melee weapons.

This is a fight to the bitter end with spite damage a factor. If you win through, go to 370 and if you fall, may the Trollgod protect your soul.

351

You need to be quick when the seas fall briefly to take the fleeting opportunity to save the Hand. You need to be lucky enough to have a mate who does not falter, who is able to stay with you. If you fail now or your comrade stumbles, there will be no dawn ever again for either of you.

Make a L1 SR on LK and another on SPD. You only need to make one and avoid a critical fumble on the other. The price is high if the dice are not with you – an watery grave and a broken body.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

If you see your ship come in, figuratively speaking, there is a huge cheer to greet your success, audible even over the crashing rollers. The bosun soon has the temporary sail up and Captain Pillard is able to nurse the Hand to safety, stumbling out of the eye of the storm. Your part is toasted with pewters of stingo when the seas are calm enough to allow drinking to begin. Take 1 PP and 100 APs – go to the **Missions Table**.

352

Not so surprisingly, Beavana is a lady who does not like to be refused, kidnapped or mistreated. She retaliates by attempting a minor league *TTYF* on you! Her WIZ is 20 and her INT is 12. If your CON falls to 3 or less, you will fall unless you make a L1 SR on current CON. If you fall, you die – it is that simple. If you are still clinging to the mast, however precariously, go to 382. If you had too much resistance for her to whack you with the zap, go to 392.

353

This beauty seems to like you, throwing her arms about your neck and then thrashing her tail to impel you deep below the water. Yes, you are in the company of a mermaid, her flesh soft but firm, her movements supple yet powerful. Down you go until your lungs ache and your heart seems to be trying to burst from your rib cage.

Make a L1 SR on CON and go to 373.



354

The sloop doggedly pursues the Folly while Captain Proot orders a tactical retreat. There are murmurings amongst the crew that the captain has come across this vessel before to his cost and that it is a ghost ship. As the day wears on, with the smaller ship league by league gaining on the Folly, these misgivings harden into concrete fears.

As the sun begins to set, Proot finally gives up hope of outrunning the steady pursuit of the other ship and orders all hands to gather by him at the main mast while just one lonely seaman stands at the wheel.

If you work for Calida Skorch, go to 364.

If you work for Mandibur Klax, go to 374.

If you work for Angus Ratchit, go to 384.

355

A golden moment in your life! Not only do you force the djinn to do your will, to follow Captain Pillard's orders so that the Hand of Vengeance is saved, you also extract an ounce of khremm from the chagrined servant.

Each of your attributes rises by one point. You earn 1 PP and 100 APs. Return to the **Missions Table**.

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Ocean's Edge

356

His rhetoric defies analysis. Complex sentences are woven with short, stinging barbs. Strings of adjectives roll off unsavoury nouns governed by verbs best uttered by dungeon masters. The gist is clear – you must all expend some small part of your soul to save the Mermaid's Folly.

If you look to your WIZ, go to 306, If you turn to LK, go to 316. If you steel your resolve and summon up your last ounce of CHR, go to 394.

357

Love burns brightly in Neraiaenie's dazzling emerald eyes. The ring she holds is magic of course and it flies through the air towards your ring finger.

"Once that ring is on your hand, you are mine for eternity!" she exults.

If you can make a L1 SR on DEX and another on SPD, you can escape being her sea-spouse and she will be forced to return you to the Mermaid's Folly, such is the enchantment on both ring and mermaid (then you can go unrewarded to the **Missions Table**).

If the ring seats itself on your finger, you are doomed to stay here with Neraiaenie for the rest of your days.

358

The dryad skulking at the top of the mast hisses at you.

"I'm not doing any harm here. I was just scratching my back against the mast – I have an insane itch! Help me or I'll kill you!"

If you scratch her back, go to 362. If you refuse, go to 352. If you try to trick her and attack just as she gets ready for a rub down, go to 368.

359

If you made those SRs, you whirl like a dervish on the bowsprit, in jeopardy but indomitable. Your heroic antics are enough not only to calm the storm but entertain those higher beings watching the merriment. You earn 1 PP and 100 APs but also receive a benison from the high and mighty: you know have a talent for acrobatic dancing based on DEX and you should roll 2d6 to determine the bonus bestowed upon your crazy feet.

You can go to the **Missions Table**... but not if you failed the SRs – instead go to 369.

360

All about you, your comrades are locked in combat with similar gelatinous monsters – the captain, Hapless, Victor, Croseely all battle for their lives.

You may take 1 bonus combat add per level you make on the saving roll you should now make on your chosen attribute. The brute gets 5d6 plus 15 and has a CON of 30. Your weapons get normal dice and adds but there is no time to use anything other than melee weapons.

This is a fight to the bitter end with spite damage a factor. If you win through, go to 370 and if you fall, may the Trollgod protect your soul.

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Ocean's Edge

361

The ship is being thrown this way and that by giant waves with unsecured articles flying across the deck, suddenly transformed from useful objects to lethal missiles. It's like walking into a shooting gallery suffering an earthquake.

Make a L1 SR on STR and another on LK. Go to 381.

362

"You're such a sweetie," she tells you, arching her back prettily. Then she shucks off any clothing that would get in the way and lets your fingers do the talking. If you can make a L1 SR on DEX, you do a satisfactory job and she rewards you with a series of silvery, fluttery kisses that transfer 1d6 of her CON and 1d6 of her CHR to you. If you fail, you just get the CHR reward. If you roll a critical fumble, you clumsily sever her spinal cord and kill her (go to 348 if this occurs). If she survives your handiwork, you can return to the deck. You don't get a PP but you do earn 100 APs. Go to the **Missions Table**.

363

"Don't be silly – I mean you no harm. I'm lonely and I want to share some time with you before your ship heads away from my home. Do not fear – I can breathe air into your lungs if you struggle to last out the dive to my cave. The water there is so richly oxygenated you will be able to survive there without discomfort. Come – jump to me!"

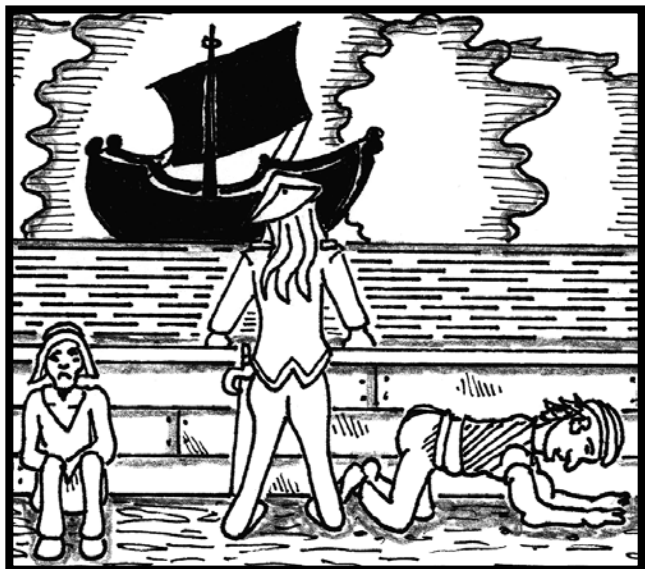
If you want to join her, go to 383. If you want to call other crew members to your aid, go to 393. You can just turn your back and climb into that hammock, in which case return unrewarded to the **Missions Table**.

364

The senior officers of the Mermaid's Folly know what they have to do and they immediately set about calming the men and women under their command. Calida Skorch still has a fiery glint in her eyes but, as she throws one wistful glance at the ghost ship now mere fathoms away, she softens her tone.

"That is no ordinary ship, hearties. That is the Jon Bee and it has tracked us over the Seven Seas. We have driven it off before and we can do it again! Each of you, look within – dig deep for your courage, find your guardian angel, tap into your core connection with life!"

Then she signals every hand to drop to their knees. If you look to your WIZ, go to 306, If you turn to LK, go to 316. If you steel your resolve and summon up your last ounce of CHR, go to 394.



365

Perhaps there is no one to fight but you are tasked to join in with the flailing, to cut and thrust, parry and stymie until the waves lose their potency.

Make a L1 SR on CON and another on STR – are you up to this elemental combat? Go to 375.

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Ocean's Edge

366

Your victory is not in vain! Captain Proot and his officers stand with you in triumph and the ghost ship disappears below the waves as its surviving crew members are forced to beat a hasty retreat. You gain 1 PP and 100 APs.

If you have not gained promotion by now, you should find another post when the Mermaid's Folly next makes land. If this effort was enough to raise you in the ranks, **congratulations – you are now an able seaman.**

367

At some point in your story, you ignite her interest. The spark becomes a flame and she is a captive audience. At the end of the tale, she whispers her gratitude in your ear and presses a sea shamrock into your hand. It adds one point to your LK and will be immensely appreciated back on the Mermaid's Folly.

Neraiaenie tells you she must hurry to take you back to your ship. She hugs you fondly, breathes into your lungs and returns you to the Folly. When you give the shamrock to Captain Proot it is enough to earn you 1 PP. You also gain 100 APs and can go to the **Missions Table.**

368

Make a L1 SR on SPD and another on LK. If you make both, you succeed in the trickery – go to 348. If not, your treachery does not fool her and the dryad sees the danger coming and reacts quickly enough to give you something to think about – go to 378.

369

You went too far, overstretched your limits and now the thread that attached you to this mortal coil has snapped. You reel away, disappearing overboard into the desperate dark depths of the ocean's maw, never to surface again.

370

Your victory is not in vain! Captain Pillard and his officers stand with you in triumph and the orange monsters and the gloom about the ship sink under the waves without trace. You gain 1 PP and 100 APs.

If you have not gained promotion by now, you should find another post when the Hand of Vengeance next makes land. If this effort was enough to raise you in the ranks, **congratulations – you are now an able seaman.**

371

Undignified but much easier to ride with this ocean rollercoaster. There are objects hurtling through the air just above your head but at this level you can protect yourself from ricochets. After a long crawl, you arrive at the Captain's door. Go to 391.

372

Boy, does she not appreciate that! A lover spurned has nothing on this wooden doll. Go to 352.

373

You soon feel the pressure building and you have to focus fiercely to not blank out. If you failed the SR go to 307. If you made it, go to 317.

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Ocean's Edge

374

Mandibur Klax came up the hard way, raised in graveyard by ghouls and employed as a go-between with 'normals'. He knows more about the dead, the undead and the not-quite-dead than is good for a body. Klax grits his teeth at the sight of the ghostly sloop and girds his loins – he understands before anyone that the Mermaid's Folly will do well to see tomorrow.

Without delay, he barks an order for those assigned to him to follow. With a bound of unbridled energy, Klax leads the way down to the bilge. Go to 346.

375

If you keep going through the pain barrier, you can lose yourself in the rhythm of the fighting, forgetting the towering waters and rasping gusts. If you made those two SRs, you get absorbed in the battle frenzy without faltering. Roll for combat and go to 385.

If you did not make both SRs, you tire far before the tide turns and the war can be won – go to the **Missions Table** without reward.

If you rolled a critical fumble, your failure to last the distance is so dismal you stumble then slip and are carried overboard like a broken doll by the storm. Your bones line the seabed.

376

Captain Pillard has decided to test the bubbling jelly. He orders the bosun, Victor Boesov, to drop flaming rags on it and he has the 2nd Lieutenant, Sevastapol Tartarus, sprinkle it with salt. Neither of these ploys seems to harm it but suddenly it begins frothing and swelling. Out of its midst figures are rising up.

A horde of humanoid creatures, made of the substance of the mass enveloping the Hand, clamber up the sides of the ship. Everyone sees that there is a boarding party to repel, albeit a supernatural one.

If you are work for Hapless O'Stool, go to 386.

If you work for Victor Boezov, go to 396.

If you work for Oswald Crosely, go to 310.



377

Your tale fails to excite and you have to tell another and another, digging deep into your memories, casting about for acquaintances who may seem interesting to Neraigenie. By the time she tires and gives up on you as a raconteur of worth, the Mermaid's Folly is long gone.

You have missed the boat. Eventually the mermaid takes you to another ship and you make it to another shore but that is the end of this caper for you.

378

If you rolled a critical fumble, the dryad manages to dig her toxic nails into you and the instantly-acting acidic poison eats you from the inside out in just 2 scant seconds.

If you failed one SR. You just get it wrong and have to drop down fast – make a L1 SR on DEX or fall to your death! If you failed both SRs, you need to make a L2 SR on DEX to survive.

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Ocean's Edge

If you get back down in one piece, you can get help and report the stowaway – go to 312.

379

There she blows! And so do you if you rolled a critical fumble – all the way to Look Out! Mountain, which you hit at fatal velocity and make rather messy.

If you didn't make both SRs, you soon show yourself inept at the work and Bunns calls you down to replace you with another would-be Shackleton. Return to the **Missions Table** unrewarded.

If you came through despite the savage blasts and evil slabs of water hurled at you, go to 389.

380

You must face 1d6 zombies. They each have MR20. You may fight them one at a time but your blade does no significant damage (ie they retain full MR) unless you make a L1 SR on LK.

If you destroy your quota of zombies, go to 403. If you are slain in the battle, let us hope your comrades won through and you were thrown overboard and did not have your brains eaten.

381

If you rolled a critical fumble on either roll, go to 305.

If you failed one of the rolls, you either crash into something when the ship turns and tosses, knocking yourself out, or you get hit by something heavy enough to put your lights out.

Either way, someone else has to do your job – successfully and the Hand is saved but leaving you to go to the **Missions Table** unrewarded.

If you made one or both of those SRs, you struggle on until you reach Captain Pillard's cabin – go to 391.

382

"Want to change your mind?" she asks somewhat nastily. If you do, go to 358. If not go to 308.

383

You are greeted with a delicious, entrancing smile at this. The lovely creature shows you her true nature by flicking her tail above the waves before plunging downwards with you in her arms. Go to 317.

384

Ratchit wheezes uncomfortably as he watches the ghost boat draw close. You see him close his eyes and screw them up tightly as he mutters a forlorn imprecation in a tongue so ancient that its meaning was lost millennia past. Then, sweeping his hair back with a defiant gesture of wilful malevolence, he impels the crew under his command to the bowsprit.

Once there, he clambers up and edges his way out and begins an oration that would move mountains. Go to 356.

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Ocean's Edge

385

Make a L1 SR on WIZ. If you succeed, you can double your roll. Have no fear, the storm bows to Anjhara and Shazaq so the Piranha lives to find more bounty. If your combat total was 50 or more, you raged conspicuously enough to earn 1 PP and 100 APs as your will to live took tangible form. Go to the **Missions Table**.

386

Hapless is not a man to shirk through fear when faced with the unknown. A gunner must be decisive and now he sets his men and women about him to face the invaders. Not knowing what to expect from them, he positions himself in the centre and at the front, leading by example. With pistols barking out a staccato drumbeat, he inspires bravery in others.

To no avail though! Bullet holes and sword cuts do no discernable damage to the orange bubble monsters. Wounds close as if they were never there in mere seconds. The you see one woman leap onto the head of one of the gelatinous creatures and knock it to the ground. Soon others follow suit and you find yourself grappling with a slimy blubbery body that stings your flesh.

You must decide how to fight. If you want to rely on STR, go to 320. If you try to use your agility to gain a decisive advantage, go to 330. If you opt for an attack based on speed of movement, go to 340.

387

Shrugging off the hypnotic effects of the dying sun's tussles with the ocean's face, your ears pick up an unexpected sound coming from the mizzen mast. Faint but definitely not your imagination playing tricks on you, you pick out the sound of... sawing? If you want to investigate cautiously, go to 302. If you want to report this to a duty officer, go to 312.

388

The monster is an adept swimmer and as soon as it hears you wallowing about in the water, it leaps back into its home element and disappears. You see something streaking towards you, just below the surface and there can be no doubt you are in for a battle.

The feropede has MR20 but as it has a natural advantage in the water, you must make a L1 SR on the average of your STR, DEX and SPD to fight effectively against it or your combat total is halved. You will need to survive 3 rounds before help will come.

If you survive, you may take 1PP and 100 APs for playing a big part in preventing the feropede from eating through the anchor chain, leaving the Piranha helplessly adrift. Go to the **Missions Table**.

389

You manage to rise above the fury of the storm and reach a lofty vantage point, ready to raise the flag. You can do that and earn 1 PP and 100 APs as the Piranha shrugs off the tempest, returning to the **Missions Table**.

Or you can tempt Fate one more time by letting go with one hand after the flag begins to flutter and giving the one-finger salute yourself. If you are foolish enough to try it and disrespectful of the powers that be, go to 399.

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Ocean's Edge



390

Each zombie has MR20. You need a L1 SR on DEX to hit and a L1 SR on LK to do any significant damage (ie if you fail, the zombie retains its full MR as the shot passed harmlessly through a maggotty part of its body). Remember, with your pistol if you roll a 1,1 the gun explodes and does full damage to you and if you roll a 1,2 it jams and is useless.

You need to roll 1d6 to see how many zombies you must take out before the battle is over. You may fight them one at a time. If you have your pistol jam on you, you must resort to melee combat – go to 380 for a bladed weapon or to 405 if you something blunt.

If you take out the 1d6 zombies with your pistol, go to 403. If you die, may the Trollgod grant your bones rest.

391

Entering and making light – no small feat in itself in these crazy, desperate conditions – you see the place Crosely

told you the djinn's bottle would be. You don't see the bottle though because it is invisible. No problem – you mouth the word of revelation that Crosely whispered to you and the bottle glows with a faint purplish glow. It is at the highest point on the ceiling and you see the small figure of the djinn within, a distinct grin of... hope on its twisted face.

You would need to stand on the captain's chair to reach the bottle – almost ridiculous in this storm to end all storms. You get just one shot at glory. Try a L1 SR on DEX and another on LK and go to 315.

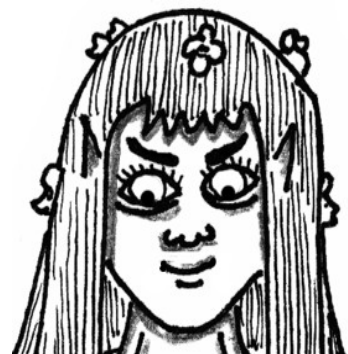
392

The dryad looks down at you beseechingly.

"I'm just trying to get by just like everyone else. Be nice to me and I'll be nice to you."

She smiles with a hint of the exotic and bats her eyelashes.

"How about you scratch my back and I'll scratch yours?"



If you scratch here back, go to 362. If you refuse, go to 352. If you try to trick her and attack just as she gets ready for a rub down, go to 368.

393

When you tell others of what you have just seen, they look aghast and hasten to tell the captain. Doberman Proot gasps and turns on his heel sharply, pistol in hand, running for the spot where you saw the face in the ocean.

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Ocean's Edge

"Ware mermaid!" he bellows, making sure none of the crew are taken in by this denizen of the deep. "They're lovely, to be sure," he observes, short of breath, "but they'll have you if you don't keep your wits about you. Some can be kindly disposed but it's not a risk to run. You did a good job keeping your eyes peeled and I shall look well on you for early promotion."

The mermaid is long gone, not one to commit a folly when firearms are presented. You gain 1PP and 100 APs though – go to the **Missions Table**.

394

Roll a dice to see where the effort is most needed: $\frac{1}{2}$ = WIZ, $\frac{3}{4}$ = LK, $\frac{5}{6}$ = CHR. If the attribute you selected is the one most needed, go to 326; if not, go to 336.

395

With the ship being tossed like a pancake at a troll's brunch, applying war paint is not at all easy. There is a cabin reserved for this, wit racks of wild costumes as well as pots and jars of creams, powders and pastes. Suddenly, there is a frenzy of activity as one and all do their best to achieve the most otherworldly look possible, with Barlow Clews leading the way, his face now resembling a baboon's backside.

Make a L1 SR on DEX and go to 309.

396

With sleeves rolled up to show off bulging forearms replete with tattoos of mermaids wrapped in barbed wire, Victor does not hesitate. With a cry that would curdle the blood of an ice devil, the bosun throws himself at the invaders, twin blades flashing. The hands assigned to his command, follow his lead with malice aforethought and to begin with, the victory seems assured.

Then it becomes plain that any wound inflicted on the gelatinous orange blubber monsters closes up in moments, leaving them whole and ready to resume the battle. Even the boldest heart would feel faint at such unnatural goings on but then Victor grabs one round the neck and wrestles it to the deck. The crew need no further invitation and all copy the bosun's fighting style.

You must decide how to fight. If you want to rely on STR, go to 320. If you try to use your agility to gain a decisive advantage, go to 330. If you opt for an attack based on speed of movement, go to 340.

397

You lose yourself in thoughts of promotion, wealth and fame, so much so that you, like the rest of the crew, think that there is nothing to report to Captain Pillard. Your watch duty ends and you get your supper without having to sing for it. Go to the **Missions Table** unrewarded.

398

You alert the first mate, Barlow Clews, who yells at the fastest swimmers to get out there to stop the dreaded feropede from eating away the anchor chain. Then Barlow bellows for hands left on the Piranha to shoot it with bows or impale it with harpoons. Make a L1 SR on LK. If you succeed, the feropede is prevented from eating the metal chain and cutting the ship adrift. If it is stopped in time, you gain 1PP and 100 APs.

Go to the **Missions Table**.

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Ocean's Edge

399

You asked for it and you get it. An enormous watery fist forms from the storm clouds above you. It smashes down on your hapless head and gives you much worse than water on the brain, driving your skull down to reside alongside your coccyx. You are very, very dead.

400

Shazaq the Ogre was born in Rucknow, the ogre capital – not much of a capital city, little more than a clump of carelessly chucked boulders of allegedly mythic properties, in truth. He and his brother and sister ogres took every chance they could get to maraud through other people's lands, including those of the undead. A bunch of rotten zombies are not going to deter him now!

With a roar almost capable of capsizing cutters, he springs athletically onto the deck of the zombie ship, cutlass in one hand, pistol in the other, spiked bludgeon on his hip. You go with the flow and follow his lead.

If you want to attack with a blade, go to 380. If you want to attack with a pistol, go to 390. If you want to attack with a blunt weapon, go to 405. (If you want to attack some other way, chose any of those paragraphs and GM your way through it.)

401

Barlow Clews once did dentistry on a family of vampires while they were sleeping in their coffins, giving the entire brood an embarrassing shock when they fell on the sloop he was working on and found out that their bark was very much worse than their bite. He isn't the least bit intimidated by a bunch of soggy zombies and leads the way with a epic swash of his big brass buckle.

You and the crew tagged to his command follow without question as he catapults himself over the rail onto the zombie ship.

If you want to attack with a blade, go to 380. If you want to attack with a pistol, go to 390. If you want to attack with a blunt weapon, go to 405. (If you want to attack some other way, chose any of those paragraphs and GM your way through it.)

402

Billy Bunns has played pass the parcel at a mummy parcel and won the game by unwrapping all the other guests, having disguised himself as one of them with nothing more than toilet paper. He is not about to show a yellow streak when faced by a bunch of stinking zombies.

With a snarl and a quip – not many can pull off intimidation and comedy at the same time – the burly bosun runs daintily along a rope to get to the zombie ship and then lays into them with gusto, setting a sterling example to the hands with him. Over you go too.



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Ocean's Edge

If you want to attack with a blade, go to 380. If you want to attack with a pistol, go to 390. If you want to attack with a blunt weapon, go to 405. (If you want to attack some other way, chose any of those paragraphs and GM your way through it.)

403

As the swarm of zombies gives way before the scything, bludgeoning wrath of the crew of the Piranha, you see the zombie captain coming at Anjhara from behind. If you can react quickly, you have the opportunity to hamstring the hulking monster and give her advantage. Try a L1 SR on SPD and go to 404.

404

No matter if you were quick enough to land a telling blow on the leader of the cadavres or not, Anjhara flies at him with a barbarous curse and a decapitating swing of her cutlass. With a mocking grin, she kicks his corpse overboard and yells to the skies to celebrate the victory.

You gain 1 PP and 100 APs (or 2 PP's if you did disable the zombie captain to Anjhara's benefit).

If you have not gained promotion by now, you should find another post when the Piranha next makes land. If this effort was enough to raise you in the ranks, **congratulations – you are now an able seaman.**

405

You need to roll 1d6 to see how many zombies (MR20 each) you must take out before the battle is over. You may fight them one at a time. Blunt weapons do full damage – good choice.

If you take out the 1d6 zombies with your pistol, go to 403. If you die, may the Trollgod grant your bones rest.

406

The thunder of guns would wake Thor even after the heaviest night in Asgaard on the mead. The sound is Odin trying to set the univers record for decibels as if noise alone could sink a man of war or a ship of the line. Your nostrils bled from the acrid attack of smoke and the stench of blood competes with the acrid smell of gunpowder, clogging your nostrils until you can barely breathe. The Hand of Vengeance may soon be no more than saturated matchwood.

You are in the mother of all battles and the life of the ship hangs by a thread. Enemy ships surround you, having stolen out of a fog bank in the chill dawn light. They may be privateers or they may from an enmey state – it matters not a whit. You may not live to see the sun again, pinned here in the funeral overcoat of the ship's guts. All about you men and women scream, either in mortal agony or because they need urgent action to fight fire with fire.

Things look bleak, so bleak your world has arrived at Gates of Doom.

Do you want to abandon ship with some of the other hands (go to 204) or stay to see the fight out no matter the cost (go to 408)?

407

Your guts are rumbling and so are the big guns. The sound is like Rat Scabies of the Damned or Keith Moon himself drumming for the Devil as if noise alone could sink a man of war or a ship of the line. Your eyes water from the smoke and the stench of steaming entrails competes with the acrid smell of gunpowder, clogging your nostrils until you can barely breathe. The Piranha may soon be no more than saturated matchwood.

With thanks to Flying Buffalo Inc and to the Trollgod, Ken St. Andre – the former hold the legal rights and the latter inspires all that lifted role-playing from its war-games, rule-stymied origins.

Ocean's Edge

You are in the mother of all battles and the life of the ship hangs by a thread. Enemy ships surround you, having stolen out of a fog bank in the chill dawn light. You may not live to see the sun again, pinned here in the coffin overcoat of the ship's gizzard. All about you men and women scream, either in mortal agony or because they need urgent action to fight fire with fire.

Things look bleak, so bleak your world has arrived at Armageddon.

Do you want to jump ship with some of the other hands (go to 204) or stay to see the fight out to the bitter end (go to 409)?

408

Perhaps corage will be the keyword on the epitah that would be written on your gravestone if your body was ever brought home – at any rate, your resolve sits well with your shipmates. One of them starts up a war chant and gradually people join in. Morale begins to lift amidst the death and the carnage from the guns. Maybe you can tip the balance by adding your voice to the lusty yodeling.

Make a L1 SR on CHR and go to 410.

409

Perhaps courage will be the keyword on the epitah that would be written on your gravestone if your body was ever brought home – at any rate, your resolve sits well with your shipmates. One of them starts up a war chant and gradually people join in. Morale begins to lift amidst the death and the carnage from the guns. Maybe you can tip the balance by adding your voice to the lusty yodeling.

Make a L1 SR on CHR and go to 416.

410

The battle rages on with both crews going at it like rabid dogs in heat. Opportunistic bottom feeders surface in anticipation of a slab of meat coming their way. The enemy ship gets 5d6 for its guns and its hull has a 'CON' of 50. Your ship has the same hull CON and the same fire power but if you made that CHR SR then your side gets an extra d6.

Roll for both sides and keep a track of hull CON. Go to 412.

411

Berserker rage blots out the consciousness of all the fighers in this mayhemic melee. Timbers shake and splinter while the cannons boom and take off heads.

You can attempt to get an adrenalin surge and speed up your supply of cannonballs to the gunner you're working with.



Make a L1 SR on the average of STR and CON. If you make it, your ship gets 6d6 instead of 5d6. Roll again for both sides and reduce hull CON accordingly. Go to 413.

412

This is now one sprawling, brawling fight club scene. Timbers shake and splinter while sailors head for disaster and cannons set their sights on decapitation. All you can hope for is an adrenalin surge to speed up your supply of cannonballs to the gunner you're working with.

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Ocean's Edge

Make a L1 SR on the average of STR and CON. If you make it, your ship gets 6d6 instead of 5d6. Roll again for both sides and reduce hull CON accordingly. Go to 414.

413

Both ships are holed and taking on water at a dangerous rate. Pumps are working overtime but to little effect. You now need to concentrate on mending holes if you and your comrades are to avoid lungs filled with salt water. How much can you get done with smoke in your eyes and danger all about you?

Make a L1 SR on the average of your DEX and SPD. If you make it, you can add 1d6 to your ship's hull CON.

You must then roll another round of battle, each ship getting 5d6. Go to 415.

414

Both ships look little more seaworthy than leaky sieves now. Even Danny Baker wouldn't put out in one of these vessels. Pumps are working overtime but to little effect. You now need to concentrate on fixing holes just like Sgt. Pepper suggested if you and your comrades are to avoid being fish food. How much can you get done with smoke in your eyes and danger all about you?

Make a L1 SR on the average of your DEX and SPD. If you make it, you can add 1d6 to your ship's hull CON.

You must then roll another round of battle, each ship getting 5d6. Go to 415.

415

If your ship has been sunk, the game ends here. If the enemy is destroyed and you are still afloat, your ship can limp to harbour – you gain 1 PP and 100 APs and can go to the **Missions Table**.

If both ships are still in action, the fight now switches to hand to hand combat. Roll your combat total and go to 417.

416

The battle rages on and neither side asks for quarter. Hungry plesiosaurs circle in anticipation as chunks of flesh fly into their feeding ground. The enemy ship gets 5d6 for its guns and its hull has a 'CON' of 50. Your ship has the same hull CON and the same fire power but if you made that CHR SR then your side gets an extra d6.

Roll for both sides and keep a track of hull CON. Go to 411.

417

Make a SR on LK to see who you are fighting:

- Make L1 or better – you are up against a weak opponent getting 2d6 and no adds with a CON of 10
- Fail L1 – you are up against an average opponent getting 3d6 and +6 adds with a CON of 15
- Critical fumble – you are up against a tough opponent getting 4d6 and +12 adds with a CON of 20

You must fight to the death. If you win your fight, your ship is the victor. You get a share of treasure to the value of 1000 GPs x 1d6 – you also gain 1 PP and 100 APs and can go to the **Missions Table**.

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Ocean's Edge

Naval Mission Table (Apprentice/Ordinary Seaman)

There are 10 missions for an apprentice to experience. If you have not been promoted to able Seaman after 10 missions, you are stuck as an apprentice with no hope of rising up through the ranks! Take the missions in the order listed.

Mission 1	Go to 160
Mission 2	Go to 13
Mission 3	Go to 195
Mission 4	Go to 252
Mission 5	Go to 406
Mission 6	Go to 284
Mission 7	Go to 96
Mission 8	Go to 298
Mission 9	Go to 313
Mission 10	Go to 334

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Ocean's Edge

Merchantman Mission Table (Apprentice/Ordinary Seaman)

There are 10 missions for an apprentice to experience. If you have not been promoted to able Seaman after 10 missions, you are stuck as an apprentice with no hope of rising up through the ranks! Take the missions in the order listed.

Mission 1	Go to 130
Mission 2	Go to 3
Mission 3	Go to 185
Mission 4	Go to 242
Mission 5	Go to 194
Mission 6	Go to 274
Mission 7	Go to 86
Mission 8	Go to 288
Mission 9	Go to 303
Mission 10	Go to 324

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Ocean's Edge

Pirate Mission Table (Apprentice/Ordinary Seaman)

There are 10 missions for an apprentice to experience. If you have not been promoted to able seaman after 10 missions, you are stuck as an apprentice with no hope of rising up through the ranks! Take the missions in the order listed.

Mission 1	Go to 190
Mission 2	Go to 23
Mission 3	Go to 9
Mission 4	Go to 262
Mission 5	Go to 407
Mission 6	Go to 294
Mission 7	Go to 106
Mission 8	Go to 11
Mission 9	Go to 323
Mission 10	Go to 344

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Ocean's Edge

Ships and Crew Members at the Start of the Adventure

The Hand of Vengeance

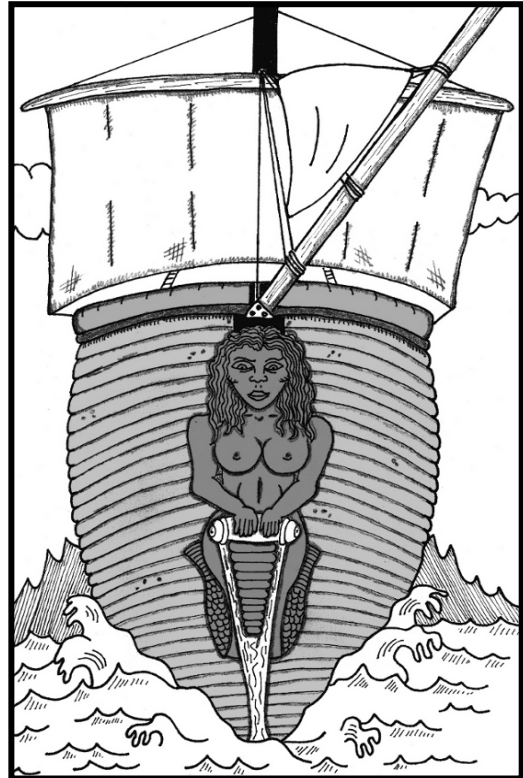
Captain – Henry Pillard
Master Gunner - Hapless O'Stool
Bosun - Victor Boezov
Chief Petty Officer – Oswald Crosely
2nd Lieutenant - Sevastapol Tartarus
Ship's Surgeon - Hector Labatt
Helmsman - Desmond Perat

The Mermaid's Folly

Captain - Doberman Proot
First Mate - Calida Skorch
Purser - Mandibur Klax
Quartermaster - Angus Ratchit
Cooper - Ernie Alderbran
An Apprentice – Sparky
Another Apprentice - Angie Furore
Another Apprentice – Michelina
Another Apprentice - Spotticar
An Unloved Apprentice - Sordidus Dross

The Piranha

Captain – Anjhara
Master at Arms – Shazaq
First Mate - Barlow Clews
Bosun - Bully Bunns
2nd, 3rd, 4th and 5th Mates - Cutpurse Bill, Slugger McGrot, Ebbonise Scalpetta,
Wee Wally Snoutsnot
Carpenter - Ned Biltong
An Able Seaman – Gynnx
An Apprentice – Valkessa
Another Apprentice – Chivers
A Liability – Folly Roger
Cabin Boy – Mot



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Ocean's Edge

The ocean calls to us all; calls us home to where we began. Once you hear the call, you cannot resist - the time has come to leave the land for the roar of the winds and the majestic power of the waves.

You may join a merchant ship or you may serve on a military vessel - you may turn to the dark side and become a pirate!

This solo offers you three ships to attempt to find work aboard and then ten missions in which you must gain promotion.

The first of four voyages into the unknown, perhaps one day you will stand at the helm as captain, master of the Seven Seas.

