



# CRIMSON SHOALS

*“Wind-driven rain pounds the dark outcroppings of reef, churning the nearby shoals into froth. Despite the gloom, occasional lightning flashes reveal a small forest of splintered ship’s masts, shattered keels, and barnacle-encrusted hulls. This watery hell is a ship’s graveyard!”*

*Less than a quarter-league’s walk (or swim) looms the silhouette of a massive war-galley. But this is no Argossean or Zingaran vessel: the swept-back stern, low draught, and curving prow mark the craft as Stygian. Why is she beached here, in the Western Ocean, and not cruising the calmer waters of the Styx? Doubtless, the answer lies somewhere below her dark decks . . .”*

## **Adventure Overview**

Caught in a tumultuous storm en-route to the port city of Messantia, PCs find themselves washed up on a coral reef. They soon discover they are not alone. The crew of the Barachan pirate sloop *Zapporo’s Folly* has also recently crashed ashore, and sent a party to investigate the nearby wreck of a Stygian galley.

Blinded by greed, the *Folly's* **Captain Lorca** inadvertently frees the mummified form of **Mephrekhet**, a Stygian pharaoh three centuries old. Mephrekhet kills two of the pirates and drains the life essence from Lorca in order to re-invigorate his own ancient body.

The PCs arrive on the Stygian galley shortly after these events. They have to contend with the surviving, terror-stricken pirate crew as well as a disguised Mephrekhet, before facing the final horror that waits for them in the hold!



### The Approach

Have the players justify why their characters were originally bound for Messantia. Whatever the reason, their ship was struck by a horrible storm and they find themselves washed up at point 'A' on the map above. The 'default' setting assumes they are clinging to pieces of wreckage or aboard a battered (and now badly damaged) longboat. The storm is still going strong, with gusting winds and hard rain.

PCs can walk--albeit slowly--atop the weathered reef, but because of the slippery conditions and wind, trying to run requires a Hard (-2) Agility check, or the character falls for 1d3 damage against the sharp coral.

The wreck of the *Zapporo's Folly* at 'B' is only a short distance (about ten minutes of careful travel) from point 'A.'

### **The Pirate Sloop**

PCs can make out the hull of a small (single-masted) ship run aground on the reef. Her keel is cracked in two places and the mast snapped near the middle. PCs with rank 0 or greater in Pirate/Buccaneer (or rank 1 or higher in Mariner/Seaman) can make a Moderate (0) Mind check to recognize the *Zapporo's Folly*, a Barachan pirate ship known for its bad luck and hapless master, Captain Lorca.

Huddled in the sloop's stern is **Segetori** (treat as a Typical Pirate, see **Appendix A**), who appears wild-eyed and frightened out of his wits. If PCs are hostile or make no attempt to calm him as they approach, the pirate will try to flee, possibly injuring himself in the process.

Segetori can explain the rest of the crew has gone on to investigate the large galley visible in the distance (point 'C' on the map). Captain Lorca wants to find serviceable timber to repair his ship. Segetori refused to go, offering instead to stay behind and "guard" the *Folly*. *"That galley's cursed, I tell you. I can smell the evil she gives off from here."*

No amount of cajoling can make Segetori approach the Stygian ship. He will accompany PCs only if forced.

### **The Stygian Galley**

At first glance the beached galley looks unscathed, aside from the fact the sail has been ripped free. The whole craft is leaning slightly to port and all her oars appear to have been shipped. There are several holes along the galley's bottom, allowing water to partially flood the lowermost deck, but this won't be apparent to PCs until they reach the hold.

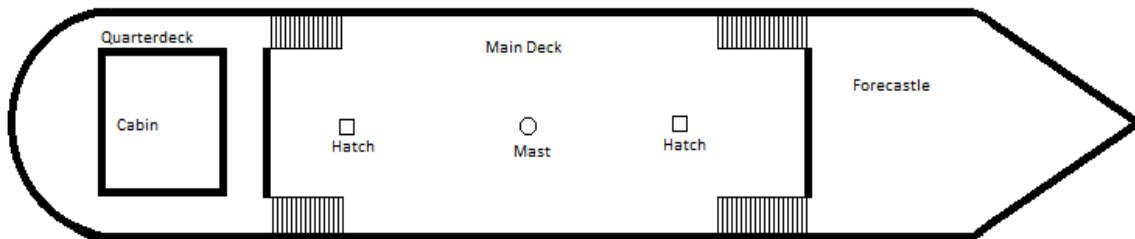
On either side of the prow are brightly-painted hieroglyphs and a stylized, kohl-rimmed eye. Anyone able to translate Ancient Stygian can read: "Soul-Barge for Pharaoh Mephrekhet and his Celestial Consort, Atemun."

The most obvious way onto the galley involves climbing roughly 15' to reach the main deck. This requires a Tricky (-1) Agility check, with failure resulting in a fall to the sharp coral below. Once aboard, the PC(s) can make an unmodified Mind roll to notice a coil of rope and grapnel near the railing.

The remains of the *Folly's* crew are hiding on the forecastle (elevated front deck). All are panic-stricken, having only recently escaped an ambush by Mephrekhet on the deck below. The fate of their captain is unknown. The men are torn whether to flee the ship or try and find Lorca. At

sight of the PCs they will likely attack, assuming them to be hostile. There are two pirates (rabble) for each PC, along with **Quayoue**, the Pictish First Mate. Be sure to describe the looks of stark terror on their faces as they attack. After a round of combat, the pirates can be reasoned with--if the PCs opt to do so.

Any crewmember can relate the sequence of events: *“We climbed our way up here, using hook and rope. Cap’n Lorca wanted to investigate the cabin on the quarterdeck (elevated rear deck), and we found two coffins of hammered gold inside. One we opened, and tore the gold and jewelry from the linen-wrapped corpse. But then Lorca grew wary and feared a curse, so he forbade us open the second. We traveled down to the rower’s deck, and that’s when something attacked from the darkness. Gibraldi and Vinsenz were killed. The rest of us fled, here, and we’ve not seen the Cap’n since.”*



Stygian Galley

Roughly half of any surviving *Folly* crewmen (including Quayoue) will want to accompany PCs as they investigate the galley, in order to try and find Lorca. The other half flees to their beached sloop. The GM can use accompanying pirates like extras in a slasher movie, having them attacked first and killed off in order to build up tension. Of course, it’s just as likely the PCs will slaughter them all during the initial combat. So it goes.

PCs searching the deck area have a chance (unmodified Mind check) to locate random treasures. Roll on the **Appendix B** table as you see fit.

### Quarterdeck Cabin

This is the only above-deck structure. It consists of a single room adorned with peacock feathers, ebony couches, and two gold-covered sarcophagi. Mephreket’s has already been opened and stands empty. The intact sarcophagus belongs to Atemun, his consort. Inside lies her mummy, wearing a death-mask of beaten gold and ceremonial headdress. A small fortune in silver and gold jewelry encrusted with semi-precious stones (Lapis Lazuli, Amethyst, Turquoise, Garnet, etc.) adorns her body. Opening the sarcophagus and removing the jewelry

will *not* cause Atemun to animate, as it did Mephrekhet. However, the Stygian Pharaoh may try to revive her later, using life-force stolen from a female PC (see **What Happens Next** ).

Any accompanying pirates will react with horror at the sight of Mephrekhet's empty sarcophagus. *"There was a mummy in there, I swear it."* Mephrekhet did not animate until after the pirates left the cabin.

At least two random treasures should be available in this room, if PCs opt to search. Again, roll on the table in **Appendix B**.

### **Rowers' Deck**

The next deck down is accessible through hatches from the main deck. PCs will need some kind of light source here. The roar of the storm can be heard outside, and the ship's timbers make ominous creaking noises.

A narrow aisle runs between rowing benches to port and starboard. The shipped oars are alongside the benches. About a third of the way down lies the body of Gibraldi, impaled through the chest with a shattered oar. A little further Vinsenz sits slumped on a bench. His head has been wrenched all the way around, so that it faces above his shoulder-blades. Both men have a terrible rictus frozen on their faces.

Further search turns up a third body, shoved beneath one of the benches. The remains are so shriveled the corpse is unrecognizable, and its clothes and other personal belongings have been removed. This is all that's left of Lorca, after Mephrekhet drained his life-essence. Nearby lies a pile of linen bandages, stiff and yellowed with great age.

Let the PCs puzzle for a moment about what might have happened. Suddenly, the single hatch in the floor thrusts upwards. A handsome, bearded face peers out. Captain Lorca! *"Quick,"* he whispers hoarsely, *"get down here where it's safe, before that thing returns."*

Mephrekhet gained knowledge of the Hyborian tongue after stealing Lorca's essence. He wants to lure the PCs into the hold, where they can be attacked by the creature who lairs there. Quayoue and any accompanying pirates will immediately move to join him. If the PCs refuse to go below, Mephrekhet will give up and close the hatch (sealing the fates of any remaining pirates). See **What Happens Next** for consequences.

### **The Hold**

This cramped space is pitch-black and partially submerged. Sea-water has flooded the front third of the ship to depths of 5' (the galley is tilted slightly forward). Funerary treasures are heaped along the hold's walls: finely-crafted furniture of ebony and cedar wood, casks of

scented oil, carved animal figures, golden statues, bronze weapons adorned with jewels, blocks of incense, jugs of palm-wine, small shrines, votive candles--a fortune, if all the stuff can be transported.

Mephrekhet, holding a torch, makes sure the hold's contents are visible. Any surviving pirates go loot-crazy and start grabbing up the most valuable items, some splashing through the water to search.



The Hold

Unfortunately, a giant octopus recently oozed its way through a hole near the ship's keel and now considers the chamber home. Hidden beneath the dark water, it will snake tentacles around anyone who enters into the deeper sections and attempt to draw them to its toothy beak.

Depending on the odds, Mephrekhet might use the octopus's appearance as an opportunity to attack, or try to escape through the hatch while everyone is distracted. See **What Happens Next** if he opts for the latter.

Note that the octopus will *not* fight to the death: if the main body takes more than half its LB total, or if it loses four or more tentacles, the octopus squirts an ink cloud and tries to flee out the hole it entered through, swimming for a submerged cave beneath the reef.

### What Happens Next

Mephrekhet's main goal is to slaughter everyone else and figure out a way back to Stygia. If a female PC is present, he may try to steal her life-essence and use it to restore Atemun back to flesh.

If PCs do not follow him into the hold, Mephrekhet kills any remaining pirates (including Quayoue). He's strong enough to smash his way out of the hold, if this becomes necessary, and will use his *Vex the Dead* ability to animate any corpses he comes across, creating a small army of **Lurching Dead**. Eventually, an epic battle between the pharaoh and PCs ensues.

Note that Mephrekhet will be *absolutely pissed* if he discovers the PCs have damaged and/or looted Atemun's remains. Such actions will drive him into a berserk rage, and he will attack by direct means vs. using magic or guile (which could play to the PCs tactical advantage).

## Escaping the Reef

After the storm dies, PCs will be able to see coastline (the eastern shores of Shem) not far in the distance. The *Zapporo's Folly* can be made seaworthy again with salvaged timber--seaworthy enough, at least, for a short voyage. Even without a complete crew, the sloop stands a decent chance of making shore if it can be guided off the reef.

The GM can opt to have a small Shemite fishing village close by if he wishes to return PCs to civilization. Otherwise, a dangerous overland trek awaits . . .

## Appendix A: Cast of Characters (in order of appearance)

### Typical Pirate

Attributes	Combat Abilities	
Strength 0	Brawl 0	Lifeblood: 3 (Rabble)
Agility 0	Melee 0	Protection: None
Mind 0	Missile 0	Weapons: Cutlass, d6, or Throwing Knife, d6-2
Appeal 0	Defense 0	

A motley assortment of Barachans, Argoseans, and Zingarans make up the *Folly's* crew. Each is rank 1 in Pirate.

### Quayoue, Pictish First Mate

Attributes	Combat Abilities	
Strength 1	Brawl 1	Lifeblood: 9 (NPC)
Agility 2	Melee 1	Protection: Very Light Armor (d3-1)
Mind 0	Missile 1	Weapons: Barbed Spear (-1 to hit), d6+2, Tomahawk (thrown), d6
Appeal 0	Defense 0	

#### Careers

Hunter 1  
Pirate 1

Quayoue joined the *Folly's* crew after Captain Lorca saved him from the City Guard in Messantia. He has sworn a 'Life Oath' to Lorca since, but is sometimes overcome with superstition.

### Mephrekhet, Ancient Stygian Pharaoh

Attributes	Combat Abilities	
Strength 4	Attack with 1 Slam +2, d3+4, or by Weapon +2, +4 damage, or Special (see below)	
Agility 0	Defense: 0	
Mind 3	Protection: d6+1 (Unholy Vitality) + Special (see below)	

Lifeblood: 14

Mephrekhet ruled in the Stygian city of Khemi over three hundred years ago, but learned so much of the Dark Arts a rival sorcerer/priest had him mummified alive. More recently, his remains were supposed to be “relocated” to another tomb and properly sealed, but a freak storm struck the galley transporting him and killed the entire crew.

In his ‘true’ form, Mephrekhet appears as a desiccated corpse. However, he can assume the guise of his former self at will: a handsome, hook-nosed man with kohl-rimmed eyes. When masquerading as Captain Lorca he appears to be a rakish Barachan sporting a blue-black beard.

Mephrekhet’s internal organs were removed long ago. Stabbing and blunt weapons that manage to get past his protection inflict only 1 LB damage. Additionally, he does not suffer additional damage from Mighty or Legendary attacks (though the GM might rule a limb has been chopped off, reducing his Agility). He has no protection against fire or weapons blessed by benevolent Deities.

Mephrekhet has the powers of a rank 3 Sorcerer. In play, however, it is simpler to give him a number of magical abilities in addition to the ones described above. *Steal Life-Essence* allows him to suck vital forces from anyone he touches (PCs can make a Hard Strength or Mind roll to resist; failure does d6+2 LB *per round* he remains in contact). Mephrekhet can assume the appearance and memories of anyone killed in this manner. *Vex the Dead* allows him to animate and control the recently slain (see example stats to follow), though he must concentrate to do this. He can manifest other powers (such as a beguiling gaze, transforming into a viper, or summoning a cloak of shadows) as the GM sees fit.

## Giant Octopus

### Attributes

Strength 6  
Agility -1  
Mind 0

### Combat Abilities

Attack with up to 5 Tentacles +0, d6 damage following round, or 1 Bite +1, d6+2  
Defense: -1  
Protection: d2-1 (Rubbery Hide)  
Lifeblood: 30 (Body; see below)

This old, cunning creature normally lives in an underwater cave, but was recently drawn to the Stygian galley (perhaps by the aura of evil). A successful hit from a tentacle means the target is ‘grabbed’ and can be hauled closer for a bite attack. A ‘grabbed’ character suffers a penalty die on appropriate actions until freed--either by forcing the tentacle off (pass a Strength check with a modifier=6 –the PCs strength), or severing it (doing 6 LB damage with a slashing weapon). Attacks against tentacles don’t reduce the main body’s LB of 30.

## Lurching Dead

### Attributes

Strength 2  
Agility -1  
Mind --

### Combat Abilities

Attack by Weapon +0, damage+2, or Unarmed +0, d3+2  
Defense: -1  
Protection: d6+1 (Unholy Vitality)  
Lifeblood: 8

These are freshly-slain corpses, reanimated by Mephrekhet’s *Vex the Dead* spell. Note that they have no independent mind of their own and must be directed by Mephrekhet every round. Otherwise, they slump back to the ground.

## Appendix B: Random Treasures

These can be rolled for or simply picked as the GM pleases. Re-roll duplicate specific items, except for those from table one.

Roll d6:

1-3: Mundane Items (Table One)

4-5: Weapons and Armor (Table Two)

6: Special (Table Three)



### Table One

- 1: d6 Fish-hooks
- 2: Coil of serviceable rope
- 3: Piece of (damaged) sail-cloth
- 4: Oar
- 5: Tackle
- 6: Item of clothing

### Table Two

- 1: Khopesh (hook-sword, d6 damage)
- 2-3: Knife
- 4: Stygian compound bow (counts as Great Bow, improved range increment '80)
- 5: Corselet of Stygian scale armor (Medium Armor, d6-1 Protection, -1 Agility)
- 6: Cowhide shield (Large Shield)

### Table Three

- 1: Lapis scarab (confers the boon Magic Resistance when worn)
- 2: Stygian death mask of beaten gold, covered with precious stones
- 3: Packet of grey lotus powder (if breathed; Strength check to avoid flying into berserk rage)
- 4: Jug of black lotus wine (replenishes all Arcane Power lost to First or Second Magnitude spells but only after a night of intoxication and wild visions)
- 5: Vial of red scorpion venom (Hard Strength check to resist or 2d6 LB damage)
- 6: Bone tube containing ancient Stygian scrolls, priceless to the right collector. At the GM's option this might involve magical knowledge or a 'treasure map' to an un-plundered tomb.

## Appendix C: Pre-generated Characters

### Gecerix, Hyperborean Pikeman

#### Attributes

Strength 3  
Agility 1  
Mind 0  
Appeal 0

#### Combat Abilities

Brawl 1  
Melee 2  
Missile 0  
Defense 1

Lifeblood: 13  
Hero Points: 5  
Protection: Light Armor (d6-2)  
Weapons: Gunderman Pike, d6+5, or Poniard, d6+1

#### Boons/Flaws

Pike-fighter (bonus die)  
Nose for Magic  
Unsettling

#### Careers

Barbarian 2  
Worker (Stonemason) 0  
Soldier 1  
Mercenary 1

Standing 6'5" with gaunt features and a head of prematurely grey hair, the sullen Gecerix hails from the wilds of Hyperborea. A chieftain's son, he was forced to wander after his father was killed in a bloody coup. He eventually found himself among a crack squad of Gunderman soldiers, where he discovered his affinity for the pike.

## 'Glib' Djanko, Zamoran Rogue

### Attributes

Strength 0  
Agility 2  
Mind 1  
Appeal 1

### Combat Abilities

Brawl 0  
Melee 0  
Missile 1  
Defense 3

Lifeblood: 10  
Hero Points: 6  
Protection: Very Light Armor (d3-1)  
Weapons: Longknife, d6, or Shortbow, d6

### Boons/Flaws

Sneaky  
Luck of the Gods  
Mute

### Careers

Slave 0  
Courtier 1  
Beggar 1  
Thief 2

Short and slight of build, Djanko's nickname is a cruel joke. Originally a slave, he cajoled his way into Zamoran high society, only to have his tongue removed after offending a priest of Yezud. He can communicate using hand signals (which his friend, Gecerix, understands), or writing out short messages on the piece of slate he keeps around his neck.

## Senjam Singh, Vendhyan Assassin

### Attributes

Strength 1  
Agility 3  
Mind 0  
Appeal 0

### Combat Abilities

Brawl 1  
Melee 1  
Missile 1  
Defense 1

Lifeblood: 11  
Hero Points: 5  
Protection: Very Light Armor + Buckler (d3)  
Weapons: Tulwar, d6+1, or Katar\*, d6-1, or Chakram\*, d6-1  
\*these weapons are concealed

### Boons/Flaws

Silken Reflexes (bonus die for initiative)  
Escape Artist  
Arrogant

### Careers

Priest 0  
Assassin 2  
Merchant 1  
Tumbler 1

Lanky, with a shaven pate and covered from the neck down in the crabbed tattoos of his order, Senjam used to ply his skills in the city of Khorala, until he discovered a former employer wanted him dead. He now travels disguised as either a priest or a spice merchant, looking for a new patron. Senjam struggles with culture shock in dealing with the 'barbaric' West.

## Aspasia Militides, (former) Argosean Captain

### Attributes

Strength 1  
Agility 1  
Mind 1  
Appeal 1

### Combat Abilities

Brawl 1  
Melee 2  
Missile 0  
Defense 1

Lifeblood: 11  
Hero Points: 5  
Protection: Light Armor + Shield (d6-1)  
Weapons: Xiphos (sword), d6+1, or Dagger, d3+1

### Boons/Flaws

Attractive  
Pirate Killer  
Greed

### Careers

Trader 1  
Mariner 2  
Buccaneer 1  
Mercenary 0

An Argosean beauty with an olive complexion and light brown hair, Aspasia inherited the galley *Cyrian Star* from her wealthy father. She operated originally as a trader, but then turned to the more lucrative career of pirate suppression off the coast of Kush. Unfortunately, her ship was seized in lieu of gambling debts, and she now makes a (bitter) living as a sell-sword.

## Gbemi Wedo, Ghanatan Wise-Man

### Attributes

Strength 1  
Agility 0  
Mind 2  
Appeal 1

### Combat Abilities

Brawl 0  
Melee 1  
Missile 1  
Defense 2

Lifeblood: 11  
Hero Points: 5  
Protection: None  
Weapons: Ghanatan Knife, d6+1, or Sling, d6-2  
Fate Points: 2 Arcane Points: 10

### Boons/Flaws

Keen Eyesight  
Fighting Knife (Ghanatan)  
Feels the Cold

### Careers

Hunter 1  
Shaman (Priest) 2  
Healer 1  
Sorcerer 0

Gbemi is a somewhat wizened Ghanatan in his late 40's with white hair. Established among his own people, he has left the Southern Desert on a quest for arcane knowledge, gradually assembling a fetish-bag filled with rare items (including: a patch of ghoulish hide, the fangs of a giant serpent, and Acheronian coins taken from the eyes of a centuries-old corpse).

## Stilchus, Kothite Ex-Slaver

### Attributes

Strength 2  
Agility 2 (1)  
Mind 0  
Appeal 0

### Combat Abilities

Brawl 1  
Melee 2  
Missile 0  
Defense 1

Lifeblood: 14  
Hero Points: 5  
Protection: Medium Armor (d6-1)  
Weapons: Greatsword, d6+4, or Spiked Cesti, d3+2

### Boons/Flaws

Hard to Kill  
Fearsome Looks  
One-Eyed (penalty die on related tasks)

### Careers

Gladiator 2  
Torturer 1  
Hunter 1  
Rogue 0

Stilchus began his career as a pit-fighter in Khorshemish, but eventually attracted the attention of the noble house of Glaucus, the Slave-Taker. Stilchus became Glaucus's right-hand man, keeping discipline among the slaves and engaging in occasional raids of "acquisition." Severely wounded during one of these raids, Stilchus was later revived by a priest of Ishtar. He now walks the difficult path of redemption.

## Appendix D: BRP Conversion

(<http://www.strangestones.com/2010/06/quick-dirty-bol-to-brp-conversion/>)

Using **The Venomous Pao's** "Quick and Dirty BoL to BRP Conversion" as a guide (link above), the characters from *Crimson Shoals* have been translated into Basic Roleplaying statistics. Note that PCs and important NPCs are generated using the Total Hit Point option to give them a more "heroic" flavor.

### **Mephrekhet, Ancient Stygian Pharoah**

STR 21 CON 17 SIZ 14 INT 17 POW 20 DEX 9 APP 11

Hit Points 31 Major Wound 16 Damage Bonus +1d6 Armor 3 Point Skin

Fist 65% (1d3+db), Cutlass 65% (1d8+1+db), Grapple 40%

Skills: Dodge 20%, Ancient Stygian 90%, Argosean 75%, Listen 50%, Sense 45%, Spot 50%, Stealth 50%

Spells: *Steal Life Essence* (POW vs. POW struggle after a successful Fist or Grapple attack; if Mephrekhet wins he gains a temporary 1d8 Power from target. Anyone brought to '0' POW or lower is reduced to a husk. Costs 3 MP to use), *Vex the Dead* (Animates a fresh corpse as a Zombie per the BRP "Gold Book", pg. 350. Cost is 3 MP per corpse).

Note that Mephrekhet has a mummy's vulnerability to fire as per the BRP book, pg. 345.

### **Typical Pirate**

STR 12 CON 12 SIZ 11 INT 10 POW 10 DEX 12 APP 8

Hit Points 12 Major Wound 6 Damage Bonus - Armor None

Fist 50% (1d3), Cutlass 50% (1d8+1)

Skills: Climb 60%, Dodge 30%, Pilot (Ship) 35%, Spot 50%, Stealth 25%

### **Quayoue, Pictish First Mate**

STR 13 CON 14 SIZ 9 INT 11 POW 11 DEX 16 APP 10

Hit Points 23 Major Wound 12 Damage Bonus - Armor Soft Leather (1d6-1)

Grapple 50%, Barbed Spear 55% (1d10+1), Tomahawk 55% (1d6+1)

Skills: Climb 75%, Dodge 50%, Listen 55%, Pilot (Ship) 65%, Spot 65%, Stealth 45%

### **Giant Octopus**

STR 25 CON 13 SIZ 20 INT 5 POW 10 DEX 14

Hit Points 33 Major Wound 17 Damage Bonus +2d6 Armor 2 pt. Hide

Attack with up to 5 Tentacles 45% (1d3+2d6), Beak 45% (1d8+1d6)

Skills: Hide 70%, Swim 100%

Per Giant Squid rules (BRP book pg. 329)

### **Gecerix, Hyperborean Pikeman**

STR 17 CON 15 SIZ 16 INT 9 POW 10 DEX 12 APP 11

Hit Points 31 Major Wound 16 Damage Bonus +1d6 Armor Hard Leather + Helm (1d6+1)

Pike 80% (1d10+2+db), Brawling 45% (1d3+db), Grapple 45%, Poniard 60% (1d4+2+db)

Skills: Climb 60%, Command 55%, Craft (stonemasonry) 20%, Dodge 55%, First Aid 40 %, Hide 60%, Jump 60%, Listen 65%, Spot 60%, Stealth 40%, Throw 60%, Track 60%, Zamoran Hand-Signals 35%

### **'Glib' Djanko, Zamoran Rogue**

STR 9 CON 12 SIZ 9 INT 14 POW 17 DEX 17 APP 13

Hit Points 21 Major Wound 11 Damage Bonus 0 Armor Soft Leather (1d6-1)

Short Sword 35% (1d6+1), Bow 50% (1d8+1), Brawling 25% (1d3)

Skills: Appraise 60%, Bargain 60%, Climb 65%, Dodge 80%, Etiquette 50%, Fast Talk 80% (sort of), Fine Manipulation 60%, Hide 65%, Insight 60%, Jump 60%, Listen 60%, Persuade 50%, Sleight of Hand 50%, Spot 65%, Stealth 90%, Zamoran Hand-Signals 95%

### **Senjam Singh, Vendhyan Assassin**

STR 13 CON 13 SIZ 14 INT 11 POW 12 DEX 18 APP 10

Hit Points 27 Major Wound 14 Damage Bonus +1d4 Armor Soft Leather (1d6-1)

Scimitar 55% (1d8+1+db), Brawling 45% (1d3+db), Grapple 45%, Katar 50% (1d4+1+db), Chakram 60% (1d4+ 1/2 db), Buckler 55%

Skills: Appraise 40%, Bargain 40%, Disguise 65%, Dodge 65%, Etiquette 45%, Hide 65%, Knowledge (Religion) 40%, Knowledge (Poisons) 55%, Listen 60%, Martial Arts 30%, Perform(dance) 45%, Persuade 50%, Spot 60%, Stealth 65%, Throw 60%, Track 60%

### **Aspasia Militides, (former) Argosean Captain**

STR 12 CON 14 SIZ 11 INT 13 POW 9 DEX 12 APP 16

Hit Points 25 Major Wound 13 Damage Bonus 0 Armor Hard Leather (1d6)

Short Sword 65% (1d6+1), Dagger 60% (1d4), Shield 55%, Brawling 45% (1d3), Grapple 45%

Skills: Bargain 40%, Climb 75%, Command 75%, Craft (carpentry) 60%, Dodge 60%, Fast Talk 50%, First Aid 20%, Knowledge (piracy) 80%, Navigate 70%, Pilot (boat) 80%, Repair (structural) 60%, Spot 65%, Status 40%, Swim 75%

### **Gbemi Wedo, Ghanatan Wise-Man**

STR 12 CON 13 SIZ 13 INT 15 POW 16 DEX 9 APP 12

Hit Points 26 Major Wound 13 Damage Bonus +1d4 Armor None

Ghanatan Knife 60% (1d6+db), Sling 40% (1d8+1/2db)

Skills: Climb 40%, Dodge 60%, First Aid 80%, Hide 60%, Insight 65%, Knowledge (occult) 70%, Listen 60%, Medicine 50%, Perform (rituals) 65%, Persuade 60%, Research 20%, Science (alchemical preparations) 50%, Spot 80%, Status 50%, Stealth 40%, Track 40%

Spells: Cloak of Night, Muddle, Moonrise, Undo Sorcery

### **Stilchus, Kothite Ex-Slaver**

STR 15 CON 15 SIZ 15 INT 11 POW 11 DEX 14 APP 9

Hit Points 30 Major Wound 15 Damage Bonus +1d4 Armor Scale + Helm (2d4)

Great Sword 70% (2d8+db), Brawling 55% (1d3+2+db w/Cesti)

Skills: Command 70%, Dodge 55%, First Aid 40%, Knowledge (torture) 65%, Listen 40%, Martial Arts 25%, Performance (fighting) 60%, Persuade 40%, Spot 40%, Stealth 40%, Track 45%

## **CREDITS**

Written by G-Man

Art by Floyd Thompson, III.

Creative Inspiration and Editing/Hosting by The Venomous Pao

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