

# TIDES OF GOLD

GAME OF PIRACY, MAGIC, & TRADE WARS



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This game is in early access. The game mechanics are complete but may require some additional balancing. Feedback can be provided through my website: [www.casskdesigns.com](http://www.casskdesigns.com)

## CREDITS

**ORIGINAL INSPIRATION FOR THE PLAYBOOKS** came from the *Inverse World* supplement for *Dungeon World* by Jacob Randolph and Brandon Schmeltz. The playbooks have been adapted under Creative Commons CC-BY-SA License. As such the Captain, Collector, Compass, Old Timer, and Scamp are also under the Creative Commons CC-BY-SA License.

**THE FONT "PACKARD ANTIQUE"** is by Dietrich Steffman.

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**SPECIAL THANKS** to the G+ community of *Blades in the Dark*, the community of *Babble On*, and the fans who kept asking for this update and inspired me to keep working on it.





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# INTRODUCTION





# GAME OVERVIEW

# SUMMARY

- ◇ You play a daring crew of corsairs, fighting for a place in the riches and wars of ocean trade.
- ◇ Your crew is an odd chaste of characters that will bond as a found-family while pursuing a better life...and adventure.
- ◇ The game takes place in the subtropical region of the Desideria Sea. This sea is the central heartbeat of transport, trade, and cultural exchange between all three continents of the world.
- ◇ Gameplay focuses on the moments of bold action during a job (with flashbacks to any necessary planning), the game of trade, moments of tenuous downtime in between, and the anchors that motivate you through these trials.

## THE GAME

*Tides of Gold* is a tabletop role-playing game about a crew of adventuring sailors turned found-family seeking riches amidst the clash of warring trade factions, corrupt marine patrols, and monsters in the deep. There are raids, kidnappings, back-alley deals, marine cults, and above all a cutthroat game of trade to be won—if you're skilled enough to ride the storm.

You and your crew must survive being hunted, shoved out, and battered by the waves of rival pirates, wealthy merchant families, warring nations, and backstabbing patrons. Will you seize wealth and establish yourself as force in the region? How will you navigate the pull of your anchor calling you home while you dream of a greater destiny?

## SETTING

Two generations ago, the region was invaded by mysterious Sea Raiders, not-quite human creatures who introduced Renaissance technology to an Iron Age world. It has been fifty years since humans fought back these creatures, and in that time they have unlocked numerous secrets of their advanced technology, catapulting a mystical world into a mechanical future.

This period of peace and invention spurred on a new level of trade and exploration. The sea offers the promise of endless wealth for those with martial power, and constant threat of abduction and ransom for those without a patron's protection. And as the wealthiest merchant houses rise in power, they began to push against the confines of the treaties made to defeat the Sea Raiders. While most still hide behind hiring privateers, some fear a new age of piracy is on the horizon.

The mark of the supernatural has not receded completely from the region. Deadly monsters live in the deep, and even the most advanced weaponry will not save an unprepared crew.

## THE PLAYERS

Each player creates a character that fills a role on the ship, bringing their own approach to problems, ambitions, and anchor providing a foundation of their motivation. Each player strives to bring their character to life as an interesting, daring corsair who reaches boldly beyond their current safety and means.

Players work with the GM to set the tone of the story and drive forward the action.



## THE CHARACTERS

You develop your crew from a mismatched group of down-and-out desperados into adept seafarers with an established maritime enterprise. There are seven character types to choose from, each representing a different path as a corsair:

- ◇ **The Captain** is a dashing commander and profiteer
- ◇ **The Collector** is an inquisitive traveler and peddler
- ◇ **The Compass** is an unwavering guide and mystic
- ◇ **The Exile** is a displaced cast-off and observant seeker
- ◇ **The Firebrand** is a reckless and passionate rebel
- ◇ **The Old Timer** is a grizzled veteran and haunted survivor
- ◇ **The Scamp** is a nimble and unrepentant mischief maker
- ◇ **The Scoundrel** is a brawler and fortune hunter

In *Tides*, each character type fills a unique role. While you can learn abilities from other playbooks, there is always only one primary Captain or one primary Compass.

## THE SHIP & CREW

In addition to creating corsairs, you'll also pick a starting crew type that defines your primary place in the web of maritime activity:

- ◇ **Pirates** are raiders and highwaymen of the seas

- ◇ **Pirate Hunters** act as maritime police, judges, and executioners
- ◇ **Privateers** are mercenaries for legitimate companies who desire plausible deniability

Each crew will also select a starting ship model from four options, ranging from the trade focused merchantman, to the deadly but fragile sloop, to the lumbering war galley, to the jack-of-all trades brig. Neither your crew type nor your ship model is restrictive; they are there to help focus the gameplay.

## THE GM

The Game Moderator (GM) establishes the dynamic world around the characters. The GM plays all the supporting characters in the world by giving them a larger-than-life reputation and ambition.

The GM helps organize the conversation of the game so it's pointed toward the interesting elements of play. The GM isn't in charge of the story and doesn't have to plan events ahead of time. They present interesting opportunities to the players, then follow the chain of action and consequences wherever they lead.

# THE GOLDEN ROAD

The Desideria Sea connects three continents through a marine highway. Open trade brings riches, but also the temptation of conquest. The northern empire begins a campaign to conquer the entire known world.

250  
T.E.

## THE TEMPEST

Cataclysmic storms blanket the sea and paralyze the region. No one can sail further than a league off the coast without dying.

1  
T.E.

## BELLS OF THE BEHEMOTH

The storms decrease. Soon they only rage at night. The first explorers set out: they are consumed by a monster from the deep. At each death, a chorus of bells sounds across the waters.

70  
S.E.

100  
S.E.

## CRIMSON HORIZON

The ocean turns red and unusually hot during a storm. The horizon lights up, as if on fire. The color fades after a month, but the storms remain fiery hot at night.

130  
S.E.

225  
S.E.

## MARITIME WARS

Raiders emerge from the unexplored Reeflands with advanced technology: ships that need no rowing, canons, and firearms. The Reef Raiders destroy entire kingdoms. The entire Desideria region fights for its survival.

After fifty years and countless deaths, the Raiders are destroyed. The storms become even less common, only raging during the dark moon.

275  
S.E.

## TIDES OF GOLD (PRESENT DAY)

The Reeflands raiders are gone, but their origin remains a mystery. The storms and monsters are worst around the Reef, so few dare to explore. Engineers have recreated much of their technology, upgrading ships and mastering cannons. The intricate, personal pistols of the Raiders remain a challenge, and only firearms taken from Raiders work consistently, making them a highly valued weapon, often passed down within a family.

The region, with its alliances of necessity during the wars, has seen an explosion of international trade and travel. The Golden Road of ages past has been rebuilt. And now, fortunes are ready to be made . . . or stolen.



**TRANQUIL ERA (T.E.)**  
Before the storms

**STORM ERA (S.E.)**  
After the storms





The background is a dark blue, textured underwater scene. It features numerous small, light blue bubbles rising from the bottom. The overall lighting is dim, creating a moody and atmospheric effect. The text 'CORE GAMEPLAY' is centered in the lower half of the image.

# CORE GAMEPLAY



# NARRATING GOALS

The game is fundamentally about setting goals and overcoming obstacles. Players act because they want something: to gain wealth, to save a crew member, to spread their fearsome reputation. These goals drive forward the action and defines the majority of play. For most of the game, players simply narrate their character's actions as they work towards their goals, and the GM will narrate the world's response. As the conversation continues, your narration will bring the world and action around the PCs to life. Narrative play continues until an obstacle enters the fiction.

An obstacle is anything that blocks the PC's goal or challenges their safety. There are two steps to overcome an obstacle:

First, the player describes how their character will try to get past the obstacle.

Second, the player rolls the dice to determine how well their attempt goes.

This style of play means the fiction is the most important mechanic in the game. You describe a character's response, then find the action that best represents what they have already done. The game works best if players all embrace this fiction-first approach to the game. Once you've described your character doing something, you can't take it back just to find a more optimal action. Narrate your characters, roll the action that fits, and commit to the outcome.

# ACTIONS & ATTRIBUTES

Characters will primarily use the 12 core actions when they want to accomplish tasks.

INSIGHT	PROWESS	RESOLVE
◇ Attune	◇ Hunt	◇ Survey
◇ Command	◇ Prowl	◇ Sway
◇ Consort	◇ Skirmish	◇ Tinker
◇ Finesse	◇ Study	◇ Wreck

Each action has a rating (from zero to 3) that tells you what modifier (bonus) you will add to a roll when you use that action. If none of the dots on an action are filled in, then you would roll the typical 2d6 without adding any modifier. If one dot is filled in, then you would roll 2d6 and add +1 to the total; if two dots are filled in, then you would roll 2d6 and add+2 to the total, etc.

Action ratings don't just represent skill or training—you're free to describe how your character performs that action based on the type of person they are. Maybe your character is good at Command because they have a scary stillness to them, while another character barks orders and intimidates people with their military bearing.

You choose which action to perform to overcome an obstacle, by describing what your character does. Actions that are poorly suited to the situation may be less effective and may put the character in more danger, and the GM may give you a penalty to the roll, but you can always attempt an action (see Bonuses and Penalties later in this chapter).

## ACTION TYPES

**Attune:** open your mind to currents of mystical power.

You might receive a vision of the future. You could hear words from your deity. You could try to perceive beyond sight in order to better understand your situation (but Surveying might be better).

**Command:** you compel swift obedience.

You might intimidate or threaten to get what you want. You might lead a crew in a group action. You could try to order people around to persuade them (but Consorting might be better).

**Consort:** you socialize with friends and contacts.

You might gain access to resources, information, people, or places. You might make a good impression or win someone over with your charm and style. You might make new friends or connect with your heritage or background. You could try to manipulate your friends with social pressure (but Sway might be better).

**Finesse:** you employ dexterous manipulation or subtle misdirection.

You might pick someone's pocket. You might handle the controls of a vehicle or direct a mount. You might formally duel an opponent with graceful fighting arts. You could try to employ those arts in a chaotic melee (but Skirmishing might be better). You could try to pick a lock (but Tinkering might be better).

**Hunt:** you carefully track a target.

You might follow a target or discover their location. You might arrange an ambush. You might attack with precision shooting from a distance. You could try to bring your guns to bear in a melee (but Skirmishing might be better).

**Prowl:** you traverse skillfully and quietly.

You might sneak past a guard or hide in the shadows. You might run and leap across the rooftops. You might attack someone from hiding with a back-stab or garrote. You could try to waylay a victim in the midst of battle (but Skirmishing might be better).

**Skirmish:** you entangle a target in close combat so they can't easily escape.

You might brawl or wrestle with them. You might hack and slash. You might seize or hold a position in battle. You could try to fight in a formal duel (but Finessing might be better).

**Study:** you scrutinize details and interpret evidence.

You might gather information from scrolls, inscriptions, or books. You might do research on an esoteric topic. You might closely analyze a person to detect lies or true feelings. You could try to examine events to understand a pressing situation (but Surveying might be better).

**Survey:** you observe the situation and anticipate outcomes.

You might spot telltale signs of trouble before it happens. You might uncover opportunities or weaknesses. You might detect a person's motivations or intentions. You could try to spot a



good ambush point (but Hunting might be better).

**Sway:** you influence with guile, charm, or argument.

You might lie convincingly. You might persuade someone to do what you want. You might argue a compelling case that leaves no clear rebuttal. You could try to trick people into affection or obedience (but Consorting or Commanding might be better).

**Tinker:** you fiddle with devices and mechanisms.

You might create a new gadget or alter an existing item. You might pick a lock or crack a safe. You might disable an alarm or trap. You might turn the clockwork devices around the city to your advantage. You could try to use your technical expertise to control a vehicle (but Finessing might be better).

**Wreck:** you unleash savage force.

You might smash down a door or wall with a sledgehammer, or use an explosive to do the same. You might employ chaos or sabotage to create a distraction or overcome an obstacle. You could try to overwhelm an enemy with sheer force in battle (but Skirmishing might be better).

As you can see, many actions overlap with others. This is by design. As a player, you get to choose which action you roll, by saying what your character does. Can you try to Wreck someone during a fight? Sure! The GM tells you if you receive any bonuses or penalties in the situation. As it says, Skirmish might be better (less foolhardy), depending on the situation at hand.

## ATTRIBUTE RATINGS

There are three attributes in the game system that the player characters use to resist bad complications: Insight, Prowess, and Resolve. Each attribute has a rating (from zero to 4) that tells you how many dice to roll when you use that attribute. (If you have a zero, you roll two dice and keep the lowest.)

The rating for each attribute is equal to the number of dots in the first column under that attribute. The more well-rounded your character is with a particular set of actions, the better their attribute rating. See the resistance section later in this chapter for more details about using attributes.

# ROLLING THE DICE

When you perform a risky action or try to overcome an obstacle, you will make an action roll. Describe how you act, then choose the action that fits best. Roll 2d6 and add your action modifier to the result.

**6 or less: failure.** Your adversary beats you to the punch, and pushes back against your goals.

**7-9: costly success.** You act, but so does your adversary. You get what you want but also have to deal with complications.

**10+: heroic success.** You get what you want without a cost.

**Natural 12:** critical success. You get what you want and gain something extra. Define your advantage; when anyone invokes it on a future roll, roll an extra die. You can use this advantage only one time.

**Learn through failure:** When you fail on a roll, mark 1 xp in the related attribute. When you fill the attribute tracker, increase a related action by 1.

## TYPES OF COMPLICATIONS

When a PC fails or gets a costly success, the GM will narrate the consequences. These can take six different forms:

- ◇ **New threat:** a new danger appears on the scene. The GM will narrate its entrance.

- ◇ **Use up resources:** the character loses an important item, coin, or checkbox worth of load.
- ◇ **Unintended consequences:** the character achieves their action, but the result is not what they intended. This success causes some new danger or complication.
- ◇ **Terrible choices:** Two things the characters care about are in peril, and they must choose which is saved.
- ◇ **Brewing trouble:** Start or advance a progress clock for a major consequence.
- ◇ **Cause harm:** the character takes long-lasting disability or death.

## HARM

If you take harm, the GM narrates the harm and that decides which attribute it affects:

- ◇ **Insight: mental harm,** it affects your ability to focus and think logically
- ◇ **Prowess: physical harm,** it decreases your strength and speed
- ◇ **Resolve: emotional harm,** it intensifies or numbs emotions, making it hard to interact with others

Each type of harm has three levels of severity. Your severity level increases with each new harm.

- ◇ **Level 1 (Strained):** -1 penalty on all related actions; this harm disappears naturally during downtime



- ◇ **Level 2 (Injured):** -2 penalty on all related actions; you need to spend 1 downtime action recovering to make this harm disappear
- ◇ **Level 3 (Broken):** -3 penalty on all related actions; you need to spend 2 downtime actions recovering to make this harm disappear

When the GM assigns harm, they will describe narratively what happens, and then tell the player the appropriate attribute. Players can also suggest a type of harm. While the GM has final say, they should take into account what the player thinks makes sense in the narrative.

**Example:** Talia is in a sword fight. She fails her Skirmish action and the GM gives her the harm “cut arm.” She marks level 1 prowess harm. She fails her next attack too, and the GM gives her the harm “side wound”. She marks level 2 prowess harm. Talia is rolling really badly and fails again! The GM could give her another prowess harm at level 3, but decides instead to give her “scared”. Since this harm is emotional, Talia marks level 1 resolve harm. Talia also makes sure to mark xp for each of those failed rolls on her prowess xp tracker.

## INCAPACITATION & DEATH

You can become completely incapacitated in two ways. If either of these happens, you are knocked out of the action:

- » Take harm in an attribute already at level 3
- » If two attributes reach level-3 harm

You can only return to play when all harm has completely healed or your crew has completed a score specifically to secure a curing agent to speed your recovery.

A player can choose to retire their character or declare their character dead instead of becoming incapacitated. Importantly, only the player can ever declare they have died.

## RESISTING BAD OUTCOMES

If you roll 9 or less, you can resist the complications. You will decrease the strength of the adversary’s response or stop it altogether. Describe how you resist and roll a number of d6 equal to the related attribute. You spend **stress** equal to 6 - the highest die result. If you have a 0 in the necessary attribute, roll two dice and keep the lowest result.

## MANAGING STRESS: YOUR ANCHOR & CHAIN

Player characters have a special reserve called **stress**. You can use stress to push yourself: spend 2 stress to gain a bonus die on a roll. Like all bonus dice, you would roll 3d6 and keep the two highest. You can also use stress to resist a complication from a bad roll result as described in the bad outcomes section above.

Characters are able to withstand these high levels of stress because someone or something anchors them amidst the stress. During downtime, they seek out that anchor to relieve stress.

But sometimes they become overwhelmed by stress in the middle of play. When a PC marks their last stress box, they become **unmoored**. They feel confused, doubt the choices they have made,

and feel a strong longing to return home. When you are unmoored, you're taken out of the action. You're left for dead, left behind, or disappear on your own.

When you return, you have spent time relying on your anchor. You have zero stress, but your attachment to your anchor has grown. You track this by marking a new chain box. When you mark your fourth chain, your character cannot continue their roving life as a corsair. You must retire them to a more settled life.

Each chain represents a way to prove your devotion and connection to your anchor. You are not required to roleplay these chains, but when you do, you will earn xp at the end of a session.

## CHAINS

- ◇ **PROFESS:** focus on only the positive aspects of your anchor and reference them (and their positive qualities) in decisions and events whenever possible
- ◇ **PROVIDE:** focus on collecting material benefits, risking yourself for expensive souvenirs or unique curiosities
- ◇ **DEDICATE:** channel any spare moment into finding ways to communicate and connect
- ◇ **FIX:** focus on your anchor's problems and ways you can solve them, regardless of what it distracts you from in your current environment
- ◇ **GLORIFY:** engage in epic feats so stories of your greatness reflect positively on your anchor
- ◇ **ENTERTAIN:** discover incredible creatures, marvelous magics, or harrowing tales to impress your anchor
- ◇ **COVER:** avoid angering authorities to prevent negative fallout on your anchor

- ◇ **BLEND:** when in conflict or pressured, act in the way your anchor would approve of most

## EXTRA DICE

You gain bonus dice in three ways.

- » **Invoke an advantage:** if someone rolled a critical success, your group gained an advantage. The first time you call on it, roll an extra die.
- » **Push yourself:** spend two stress for an extra die.
- » **Teamwork:** if you act in sync with another PC or cohort, they give a die to the team leader. Everyone involved will face the potential complications.

When using bonus dice, roll 3d6 and keep the two highest.

## EDGES & PENALTIES

The GM may assign an edge or penalty to the players based on special circumstances. When the PCs have one of the listed advantages, they gain +1 to their roll result. If it seems like they have a major advantage, give them +2. Similarly, when a PC has one of the listed disadvantages, they take -1 to their result. If they are at a significant disadvantage, they take -2. Even if you have multiple bonuses or penalties, the final modifier can never be more than 2.

Most situations won't need modifiers. In fact, when you're first learning the game you can play without modifiers to make rolling simpler. As your group becomes more experienced, they can start



to angle for their edges...or act in a way that avoids the penalties.

## EDGES

- ◇ **Ten Steps Ahead:** when the PC uses a tactical advantage or especially clever strategy
- ◇ **Shock & Awe:** when a PC uses surprise or overwhelming power
- ◇ **Finisher:** when a PC builds on a teammate's previous actions

## PENALTIES

- ◇ **Foolhardy:** when a PC has a terrible idea or the wrong tools for a job
- ◇ **Outclassed:** when a PC faces a significantly more powerful adversary or is surprised
- ◇ **Bad Conditions:** when something in the environment is complicating the action, e.g. darkness, slippery ice

## TYPES OF ROLLS

The bulk of rolls will be **action rolls**, which follow the guidelines above. There are a few other rolls you will make in the game.

- ◇ **Fortune roll:** When the outcome is outside the PC's control or up to random luck, roll 2d6 and judge the results along the same scale as an action roll: 6 or less, a bad outcome,

7-9 a mixed outcome, 10+ a good outcome.

- ◇ **Engagement roll:** When you start a new score, you skip most planning and jump to the action. The engagement roll determines how well things are going for the crew when the action kicks off. See the **Score** section for the details.
- ◇ **Odyssey Roll:** When the crew travels a significant distance, they will use the odyssey roll to determine what type of peril they encounter along the way. See the **Odyssey** section for the details.
- ◇ **Trade Roll:** When you take actions during the Trade Phase, you will make rolls based on your crew's Wealth, modified by different aspects of the marketplace. See the **Trade Phase** section for details.

## COMPLEX OBSTACLES

Most conflict in play can be resolved with a simple action roll: a character tries something, and the world responds based on the result. However, there may be times an obstacle is especially complex and you need multiple actions to defeat it. Or, there may be times the GM wants complications to build up into a major consequence.

You can track progress over time with progress clocks. A progress clock is a circle with a number of segments equal to the obstacle's complexity or the complications' eventual fallout. A 4-segment clock is a complex task, a 6-segment clock is an intricate task, and an 8-segment clock is a daunting task. Once the player fills up all the segments, they have overcome the obstacle.



COMPLEX



INTRICATE



DAUNTING

When you create a clock, make it about the obstacle, not the method. The clocks for a port infiltration should be “Harbor Patrols,” not “Sneak Past the Ships.” The patrols are the obstacle—the PCs can attempt to overcome it in a variety of ways.

How many segments you fill with one roll is determined by the related roll:

#### OBSTACLE CLOCKS

- » **less than 6:** no segments
- » **7-9:** 1 segment
- » **10+:** 2 segments
- » **Natural 12:** 4 segments

#### CONSEQUENCE CLOCKS

- » **less than 6:** 2 segments
- » **7-9:** 1 segment
- » **10+:** no segments

# GAME PHASES

Gameplay is organized into a few different phases:

- ◇ **Scores:** when the crew has a specific goal, zoom in on the action to see if they pull it off
- ◇ **Downtime:** spend some time recovering, training, or working on personal side projects
- ◇ **Odyssey:** travel across the ocean to a new location, facing the perils of the sea
- ◇ **Trade:** weigh anchor in a port long enough to sell off your cargo
- ◇ **Freeplay:** any roleplaying that doesn't fit into the other phase descriptions

The order of phases is fluid. You don't have to go in any particular order, but you can't play the same phase twice in a row. As long as you remain at the same port, you might alternate between scores and downtime. Once your ship is loaded with cargo, you could undertake an odyssey to change ports, then use a trade phase to sell off the stolen goods.

Each phase has some rules unique to it, which are covered later in the book.





CHARACTER &  
CREW OVERVIEW

*The Desideria Sea is a mercantile paradise on the precipice of greed-driven war. The nations of the region joined together to defeat a common enemy, reopened the Golden Road of trade between all continents, and welcomed foreign trade and visitors with relief and trust born of shared near-death experiences. But that peace was forged 50 years ago, and those who fought for its survival are dying off.*

*The first fractures have begun, as merchant companies secretly hire privateers to raid their rivals, pirates burn and loot neglected forts, and zealous pirate hunters seek not to keep the peace, but unleash justice.*

This section introduces the characters you can play and crew types you can form. It will provide an introduction, highlight special abilities, and explain the different equipment listed on the playbooks. You may find it easier to look at the playbooks at the end of the book for quick reference, but this section is provided for those who prefer more specific details.

## CHARACTER OVERVIEW

Each PC in *Tides* is a daring corsair on the fringes of the Golden Road. Corsairs are familiar with all sorts of useful skills represented by actions in the game. They're all able to Skirmish in a knife-fight, Prowl in the shadows, Attune to mystical currents, Consort with contacts for information, and so on. Every corsair can roll at least 2d6 for any action in the game.

Of course, you'll also have your specializations and skills, the qualities that make your character uniquely effective in the maritime world. In this section, you'll review the essential aspects of a PC, and learn how to create your own unique corsair with the abilities that suit the style of play you prefer.

## CHARACTER PLAYBOOKS

The eight core playbooks are summarized in the following pages.



# THE CAPTAIN

*A dashing commander and profiteer*

The Captain is all about grand entrances, swashbuckling close-calls, and making money. Lots, and lots of money. In the world of *Tides*, being a leader is less about your military strategy or leadership and more about your ability to turn misfortune into profit. The only thing that might matter more than gold is keeping your ship and crew safe.

**XP Trigger:** Put yourself at risk to protect your ship or crew

**Starting Action:** Command

## CAPTAIN ITEMS:

- ◇ **Officer's rapier and hat:** A finely crafted rapier and hat that allow you pass yourself off as a military officer or important merchant commander.
- ◇ **Fine Sea Raider pistol:** One of the treasured Sea Raider pistols, it gives you improved accuracy and signals that someone in your family was a renowned fighter in the Maritime Wars or wealthy merchant.
- ◇ **Pirate captain's leathers:** The finely cut outfit turns you into an imposing sight within the underworld, and no one would mistake you for a common corsair in them. You are clearly someone worth impressing. Of course, this also means you may gain unfavorable attention from the more legal factions when you wear them.
- ◇ **Unerring compass and spyglass:** The finely tuned compass can never be tricked or thrown off. The spyglass allows you to see long distances, and can make you more effective at scouting, navigating, or when attached to a rifle, shooting.
- ◇ **Pack of commandeered items:** A pack of items taken based

on your authority (backed by your crew) rather than more traditional negotiation. When you check off this item, you can declare any 1 small item that you have reasonably commandeered since your last score. (Max uses: 3).

- ◇ **Staff with wicked hook:** The maritime weapon has multiple purposes, acting as a weapon, climbing aid, boarding tool, and method of intimidation.

## SPECIAL ABILITIES:

- ◇ **Starting Ability - Swashbuckling:** Push yourself and choose 1: perform a dueling move that defies physics; swoop in to pull another character from harm and land anywhere you want within sight; or take two shipboard actions in a round.
- ◇ **Cinematic Entrance:** When you make a flashy entrance or arrive at the last possible moment to save the day, your presence freezes the scene. Your first Resolve action cannot be worse than a 7-9. Push yourself to make it a 10+.
- ◇ **Commision Crew:** When in port, you can spend 1 Coin to gain 2 hirelines. They are experts limited to 1 action; they do not count for Crew limits. They must be paid each downtime or they will leave.
- ◇ **Eye to the Prize:** During an Odyssey, add +2 to the Odyssey challenge roll to pick up a random cargo on the way. During score loot, you gain an additional 2 Coin.
- ◇ **Found Family:** When you take a risk to make another PC feel welcome or support their anchor, the entire crew gains the advantage "high spirits." It acts like any advantage from a natural 12. Can only happen once per phase.

- ◇ **Genial Host:** Gain a new downtime action “Carouse.” For each Coin spent, choose 1 of the following: you befriend a useful NPC; you hear rumors of a lucrative opportunity; decrease Notoriety by 2; clear this harbormaster’s tithe clock of any segments from non-payment.
- ◇ **Golden Tongue:** When you Sway, you can spend 1 Coin instead of rolling and the result will be as if you rolled a 10+. Cannot be used if the target is openly hostile.
- ◇ **Lead from the Front:** Mark special armor to protect a crewmember from a consequence or to push yourself when outnumbered.

## THE COLLECTOR

*An inquisitive traveler and peddler*

The Collector is all about traveling into the unexplored, discovering new technology, and accumulating a vast horde of curiosities and trinkets. While some may see the collector as an out-of-place eccentric, you are perfectly suited for handling the dangers left behind by the Sea Raiders. You also know more than anyone how to turn artifacts into profit.

**XP Trigger:** Endanger yourself or your crew for the sake of riches

**Starting Actions:** Study

### COLLECTOR ITEMS:

- ◇ **Appraisal kit:** The well-organized kit includes all of the tools needed for inspecting curios and determining their worth, including a magnifying glass, tweezers, miniature tools, chalk for temporary marks, a collection of papers for notes, and a log of comparable prices observed at markets across Desideria.
- ◇ **Vehicle or mount that matches collection’s theme:** You have one vehicle or mount that belongs to your curio collection and likely comes from Sea Raider tech or the bizarre wildlife of the Reef Lands. The first time you determine what it is, write a note for future use.
- ◇ **Catalogue of the strange and mysterious:** A waterproof reference tome about mysterious phenomena, creatures, and weapons. The information is extensive, and you are constantly adding new research. Each time you check off this item during a phase, you learn information about a mysterious object or phenomenon. (Max uses: 3).



- ◇ **Membership card to a league:** You have membership to an organization of your choice. This can be for any faction of their choice, and affords you a positive relationship with that faction and their allies. Whether or not the membership card is genuine is another story entirely.
- ◇ **An intelligent item or pet:** A Sea Raider automaton or mystical pet. It obeys your instructions and anticipates your needs. Depending upon its personality, it may or may not afford the rest of the crew the same courtesy.
- ◇ **Monster feed:** You know that delving into the mysteries of the world often means facing monsters in the deep. As such, you know exactly what kind of food the sea monsters like, and come prepared. When you check off this item during a phase, you have food related to a specified monster. (Max uses: 3).

#### SPECIAL ABILITIES:

- ◇ **Starting Ability - Tender of Trinkets:** You keep a collection of strange and rare trinkets which follow a specific theme, e.g. mechanical replicas, foreign money, ancient toys. Dig through the collection for something useful: tell the GM what you want it to do, the GM adds 1-4 Curio Conditions.
- ◇ **Aficionado:** When you decide something is valuable, push yourself and expound on its unique qualities. It gains 1 feature similar items do not have. The GM decides its flaw.
- ◇ **Best for Last:** When you check off your last item of load, take +2 whenever you use it.
- ◇ **For the Research:** You investigate your crew in your free time. Ask another PC a question about their past; if they answer honestly, give them +2 on a roll. Can only be used twice until downtime refreshes the counter.

- ◇ **Part-time Peddler:** You can use trinkets as money: use your Study instead of Coin for coin rolls. You can also exchange 2 Coin during looting for a trinket outside your collection's theme.
- ◇ **Talker of Trinkets:** When you speak to your collection, it listens. You can use Resolve actions with the collection and it will react.
- ◇ **Wealth & Taste:** Flash around a valuable possession and choose a present supporting character: they will do anything they can to obtain it. Take +2 in negotiating with them.
- ◇ **Well Stocked:** Flashbacks related to obtaining an item never cause you stress.

# THE COMPASS

*An unwavering guide and mystic*

The Compass is the heart and will of the crew. Carrying a shepherd's staff that represents your protective and guiding roll, it also acts as a powerful weapon. You know how to ride mystical currents and chart a safe course through the otherworldly dangers of the sea. You also help keep the crew together, protected against greedy self-destruction. Your caretaking gifts are rooted in the mistakes of a darker past.

**XP Trigger:** Try to ease the suffering of a person or place

**Starting Actions:** Attune

## COMPASS ITEMS

- ◇ **Collection of maps and star charts:** A tube of useful maps, routes, and constellations to aid in navigation. You can carry multiple tubes on your person. Each time you check off this item in a phase, you have a different map or chart available. (Max uses: 3).
- ◇ **Fine shepherd's staff:** A finely crafted staff made from the wood of an olive tree and imbued with mystical force, it can act as a weapon, hooked staff for boarding, and focus for mystical energy.
- ◇ **Spirit bane lantern:** Carved in the fashion of your homeland, the lantern scares away malevolent powers within the mystical currents, and can protect you when you attune to the currents.
- ◇ **Purification tools:** The collection of tools from your religion aid in rituals. During downtime, purification

rituals can turn mystical current to use the recovery action on a crew member.

- ◇ **Keepsake of a loved one:** The small keepsake provides a positive grounding tool, giving you a bonus the first time you face a mental or emotional obstacle in a session.
- ◇ **Memento of a darker life:** You learned to orient yourself towards true north after spending previous years lost in darkness. This memento reminds you of those mistakes, and helps you judge the intentions of others more closely.

## SPECIAL ABILITIES:

- ◇ **Starting Ability - Shepherd's Strike:** Use your staff with mythic force; push yourself to send a threat or object flying back, or cut cleanly through any non-living object. You decide where the target or pieces land, within your line of sight.
- ◇ **Clear Eyes:** When you Attune to a new mystical being or power for the first time, clear 1 stress.
- ◇ **Guiding Light:** When you show a character the best course of action, with their best interests at heart, take +2 to convince them to act upon it. If it is a PC, give them +2 on a related roll instead, but they must tell you something they value about their anchor or share a memory of their anchor.
- ◇ **Past Shadows:** Gain a second anchor, Regret. You can seek this anchor during downtime at sea; if you get the homesick effect, you always have the raid "memories" as a result.
- ◇ **Pierce the Darkness:** When you protect a teammate, you can ask the GM one question about a threat you face; the GM must answer honestly.



- ◇ **Steady Course:** If a PC would mark their last stress box, you can gain 1 stress to prevent that final box of stress. Each PC can only benefit from your ability once per session.
- ◇ **Taking Chances:** When you speak frankly or reveal your own flaws, take +2 against the person listening or clear 1 stress; you will take -1d to resist any related consequence.
- ◇ **Ties that Bind:** You can Attune to the history of a place or person, revealing significant events or relationships. You can push yourself while attuning to hone in on a specific memory or time.

## THE EXILE

*A displaced cast-off and observant seeker*

The Exile is all about reading a scene, mitigating danger, and protecting the crew. You had a place before, but that all fell apart and you were forced to leave. Left with no resources, you learned to survive on your wits and the good will of strangers. Losing your people has only made you value belonging more.

**XP Trigger:** Improve a crewmember or associates sense of trust towards you.

**Starting Action:** Survey

### ITEMS:

- ◇ **Ready Bribe:** You know loyalty often comes down to material promises, so you keep a bribe ready at all times. This bribe can take the form of any semi-common item.
- ◇ **Frightening Weapon:** This could be a weapon from home or one you picked up in exile, but its silhouette is enough to make others back away.
- ◇ **Memento of Homeland:** A item from home, it grounds you during times of stress and changes your perspective.
- ◇ **Foreign Luxury Item:** Wandering since your exile has created ties across many lands and given you access to luxuries most cannot afford.
- ◇ **Tailor's Tools:** You learned that fashion marks insiders and outsiders, and learned how to create your own clothes to control what statement your attire makes.
- ◇ **Vials of Illusion:** Perhaps a boon from your deity, a going

away present from a loved one, or a reward for helping someone during your travels, these vials have saved your life more than once. When you break a vial name one sensory effect, e.g. darkness, flashing light, loud noise, silence, noxious smell. (Max uses: 3)

### SPECIAL ABILITIES:

- ◇ **Starting Ability - On Guard:** Attune to tensions in the scene. 6 or less, GM chooses 1; 7-9, choose 1; 10+, choose 2: what does [X] really want; what is out of place; who really has the upper hand; or who is most vulnerable? The GM must answer honestly.
- ◇ **Burning Purpose:** When you act in line with or in defense of your anchor, it only takes 1 stress to push yourself.
- ◇ **Earning a Place:** If you use a flashback to fulfill an obligation to a questionable associate, it never takes stress.
- ◇ **Ear to the Ground:** Pay 1 Coin to flashback to your last port downtime. You listened to rumors that can help you now. Roll an action based on how you sought them out and ask any two questions. 6 or less, the GM chooses the fault, 7-9, you choose the fault, 10+ get complete answers. Faults: incomplete, tangential, or 2 conflicting answers.
- ◇ **New Home:** Gain a new downtime action "Accompany." Give a crewmember +2 on their downtime action roll. You answer 1 question: how did you help me feel welcome; who do you remind me of; how does your anchor connect to my past; or what lie have I told you?
- ◇ **No One Trusts Outsiders:** Experience prepared you for the worst from locals. Push yourself to make the GM reroll a raid die and keep the lowest.

- ◇ **None Left Behind:** Gain 1 stress to appear at the side of an isolated or outnumbered crewmember.
- ◇ **Used to be Friends:** Mark special armor to know a supporting character who can help with an obstacle. Push yourself to have them appear near your current scene, but your relationship is tense.



## THE FIREBRAND

*A reckless and passionate rebel*

The Firebrand is all about igniting responses from others and diving into rebellious conflict. Others are often swept up in the intensity of your passion and find themselves fighting for causes they might only half understand. You typically focus on many missions rather than a specific one, and are quick to adopt your crewmembers' causes as your own.

**XP Trigger:** Put yourself at risk for the sake of your beliefs or a crewmember's anchor.

**Starting Action:** Sway

### ITEMS:

- ◇ **Cult Texts and Secrets:** You collect sources of information from the fringes, which gives you special insight into the ways of groups on the edge.
- ◇ **Intimidating Pet:** Your pet may be part of how you've survived so many confrontations. It can be a mundane, mystical, or monstrous beast, but one thing is for sure: others fear it as much as you love it.
- ◇ **Elaborate Jewelry or Decorative Fashion:** Sometimes a dramatic speech is enhanced by the proper visuals. You make sure to keep the right statement wardrobe on hand: elaborate bracelets, shining armor, dramatic hats, voluminous robes, etc.
- ◇ **Exaggerated Reputation:** Your big speeches have given you a big reputation. When you enter a new place or meet someone for the first time, you can decide what kind of

reputation spread ahead of your arrival.

- ◇ **Alternate Identity:** Sometimes being a revolutionary is dangerous. You keep a costume change, false papers, and half-convincing accent change prepared for those times you need to disappear.
- ◇ **Pack of Contraband Items:** Market restrictions are stifling. You keep a small pack of contraband items for those unexpected challenges. When you check off this item during a phase, you have a contraband item. (Max uses: 3).

### SPECIAL ABILITIES:

- ◇ **Radical Action:** When you escalate a situation, clear 1d6 stress. If you roll higher than your total stress, the situation spins out of control.
- ◇ **Awestruck:** Tell an outrageous lie and mark special armor; your target will believe it and nothing can change their mind...even you. Create a 4-segment progress clock "unintended consequences"; the GM can complete a segment for any complication and describe a new consequence of this belief. When the clock is full, the belief is broken.
- ◇ **Divine Devotee:** You act in service of a deity or mystical force. When you Consort in their name, take +2.
- ◇ **Drop the Mask:** Reveal your doubts to a crewmember and gain 1 stress; they can reduce an Insight or Resolve harm.
- ◇ **Mobilize:** Push yourself and make a call to action. A nearby supporting character joins in and choose 1: acts as a distraction, backs you up, or blocks a hostile character. Take +1 on your next roll.
- ◇ **Provoke:** Push yourself to anger someone and choose 1:

they only focus on you; they blurt out a secret; or they betray an ally in anger.

- ◇ **Questionable Past:** You also have the heritage “underworld” and can make additional Connect rolls with it if you gain 1 stress.
- ◇ **Ride the Wave:** When conflict breaks out, you act first.

## THE OLD TIMER

*A grizzled and haunted survivor*

The Old Timer is the fearless force of the crew. You’ve seen your share of death, tragedy, betrayal, but one event defines you over the rest. You have emerged from the crucible shaken, scarred, and stronger. While you may work for the security of gold, what you really want is a home to call your own. One you will protect better than the last.

**XP Trigger:** Try to obtain something for your home that is yours and only yours

**Starting Actions:** Wreck

### OLD TIMER ITEMS

- ◇ **Fine weapon of your mentor:** A finely crafted weapon of your choice, you inherited it from an important mentor, likely after their death.
- ◇ **Family heirloom:** A treasured keepsake of your family. Depending on your background, it can be a luxury item, membership to a faction, or something of sentimental value that grounds you during times of stress.
- ◇ **Bandages and poultices:** Always prepared, this first aid kit allows you help others recover and with some expert tinkering, may reduce the negative penalty of harm.
- ◇ **Memento from your tragedy:** This item directly relates to the great tragedy of your life. If you carry it while seeking your anchor, take +1 for your anchor roll.
- ◇ **Tool of your vendetta:** A unique weapon or tool of your choice, this item exists solely to assist you in finding



revenge. It could be a hidden blade, exotic poison, list of pirate captains, map of imperial forts, etc.

- ◇ **Survival pack:** You know disaster can strike at anytime. When you check off this pack in a phase, you can pull out any 1 small item related to survival. (Max uses: 3).

### SPECIAL ABILITIES:

- ◇ **Starting Ability - Scarred & Burned:** The great tragedy of your life permanently branded you. Choose an unfading scar.
  - » **Scarred Hands:** Your hands are a bludgeoning weapon. Take +1 when you Wreck with them.
  - » **Scarred Body:** You have special armor against physical consequence.
  - » **Scarred Mind:** You have special armor against mental consequences.
  - » **Scarred Heart:** Roll with advantage against any who insult your past.
  - » **Scarred Soul:** Your chest burns when you are in danger; when threatened, you act first.
  - » **Scarred Conscience:** Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt."
- ◇ **Chilling Account:** When you reduce Notoriety by spreading stories of past horrors, take +2.
- ◇ **Echoes of a Former Life:** When the crew encounters a new location or person, you can tell the GM when you came across them before; the GM will answer 1 question about how they have changed.
- ◇ **Impervious:** When you take physical harm without

resisting, choose one: their weapon breaks against you; an enemy runs in fear; regain 1 stress; or take +2 for your counterattack.

- ◇ **Lone Survivor:** You lost everything to the cruelty of men. When dealing with sympathetic or guilty NPCs, you can push yourself with your haunted past instead of using stress.
- ◇ **Spare the Innocent:** Gain a new XP trigger: Stop a massacre, disaster, or tragedy. If the crew helps, gain crew XP.
- ◇ **Stay a While:** You can use a downtime action to tell a PC a story of your past. Until the next downtime, they carry your pain and gain the benefits of one of your unfading scars.
- ◇ **Unstoppable:** Gain 1 stress to ignore the negative modifiers of harm during a scene.
- ◇ **White Whale:** You lost a former crew to a terrifying monster. When you fight against a beast or monster of a similar type, that threatens your crew, take +2. Monster type: \_\_\_\_\_.

## THE SCAMP

*A nimble and unrepentant mischief maker*

The Scamp is the rogue and trickster of the crew. While you may not be the strongest, you know how to leverage tools and clever planning to your benefit. Gold is nice enough, but you are more interested in glory and adventures that make good stories. Maybe you were an acrobat, an illusionist, master thief, or the favorite of a god, but whatever the reason, you have a supernatural knack for getting places others can't, all while avoiding capture.

**XP Trigger:** Attempt to enact justice against an authority figure

**Starting Actions:** Prowl

### SCAMP ITEMS

- ◇ **A fine disguise:** A kit with a fine collection of theater makeup, wigs, costumes, and ability to adopt accents at will.
- ◇ **Fine climbing spear:** The finely crafted weapon is also designed to aid in climbing while leaving no trace behind. The pole consists of segments screwed together, so it can be broken down into a less conspicuous form.
- ◇ **Distraction tools:** A collection of smoke bombs, delerium powders, noise-making automatons, trip wires, and distracting lights that assist in plans for chaos and misdirection.
- ◇ **Miscellaneous charms:** The collection of charms, from all across Desideria and numerous religions, can be used as a tool for negotiating, earning trust as "one of them", or assist in attuning to mystical currents.

- ◇ **Stolen badge of high rank:** The legitimate emblem of rank can assist you in gaining access to places you don't belong or claiming authority you don't really have.
- ◇ **Pack of "borrowed" luxury items:** This pack includes an assortment of luxury items you lifted since your last score. Each time you check this item during a phase, you pull out a small luxury item. They cannot be sold without significantly increasing notoriety, but there are many other uses for expensive wine, jewelry, bolts of silk, saffron spice, porcelain tea cups, etc. (Max uses: 3).

### SPECIAL ABILITIES:

- ◇ **Starting Ability - Wall Walker:** You can climb solid walls and ceilings as quickly as you can walk or run.
- ◇ **Arcane Blessing:** You can use Wall Walker on the surface of any body of water.
- ◇ **Cheerful Respite:** Mark special armor and share a story of a past escapade with the crew. They each gain a downtime action for any phase; they can flashback immediately to use it, or save it for later.
- ◇ **Dazzle & Dash:** You can make a Coin roll even if you have no Coin. Describe your misdirection. You will always succeed initially, but they will realize your trickery in moments.
- ◇ **Dead Drop:** When you attack from above, choose one before rolling the action: take +1 for the attack; kidnap them and retreat; or the attack is silent.
- ◇ **Grandstand:** When you you draw attention to yourself before attempting a risky athletic stunt, take +2.



- ◇ **Prankster:** Gain 1 stress to prepare a trap in any environment. When an enemy moves into the area, pick 1: the trap pins them in place; attack with Tinker; or you can suddenly appear anywhere in the nearby area.
- ◇ **Who, Me?:** When someone has spotted you, you can push yourself to instantly hide successfully or escape unnoticed.

## THE SCOUNDREL

### *Brawler and Fortune Hunter*

The Scoundrel is the classic outlaw of the crew. You became embroiled in crime long ago, and will often be the first and loudest to talk about your profit share. Despite the mercenary bluster, you are loyal and protective of your fellow crewmembers. Considering how often you step in the way of trouble, it's a good thing you seem blessed with divine luck.

**XP Trigger:** Pursue a risky proposal or profit opportunity without hesitation.

**Starting Action:** Skirmish

### ITEMS:

- ◇ **Lucky Coin:** A sign of Luck's blessing the (weighted) coin can be used for gambling, bribing, and helping you Attune to the changing currents of Luck (+1 to Attune to outcome of random chance).
- ◇ **Worn Down Vehicle:** It could be an old horse, a rickety wagon, or an unpredictable Sea Raider craft, whatever your choice of transportation, it's seen better days.
- ◇ **Overly Polished Pistols:** Unusually successful replicas of Sea Raider technology, you have polished your dueling pistols to a blinding sheen to show them off as much as possible. Good for attracting attention, bad for sneaking.
- ◇ **Untapped Favor:** You lend a hand sometimes because you know favors can be (almost) as good as Coin. When you check this box you can make a Connect roll with the profession or person of your choice. The roll determines

how they feel about you now. After all, even favors can go stale, and you have a tendency to end up on friends' bad side.

- ◇ **Signature Look:** It's easier to build a reputation with the right look. When you wear your signature look, members of the underworld and institution factions will recognize and you—and know some of your past exploits. Define this look the first time you use it.
- ◇ **Pack of Counterfeit Items:** Buying originals is expensive and limits you to legal avenues. You keep a varied stock of counterfeit items nearby. (Max uses: 3)

#### SPECIAL ABILITIES:

- ◇ **Starting Ability - Dirty Fighting:** Push yourself and choose 1: turn a nearby item into a +1 weapon; you attack first even if surprised; or you summon an enemy of your opponent to the scene.
- ◇ **Dead or Alive:** When you reduce Notoriety by pointing attention towards another outlaw, roll with advantage.
- ◇ **Game of Chance:** Gain a new port downtime action "Gamehouse." Each Coin you wager increases your dice pool by 1. Roll the d6's and look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2: gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby faction.
- ◇ **Price on My Head:** You are used to evading bounties. When you choose light load, take +2 when you pass yourself off as a mundane person.
- ◇ **Steadfast:** Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit.

- ◇ **Touch of Fate:** Mark special armor to reroll a failed action.
- ◇ **Wasn't Part of the Deal:** Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.
- ◇ **Won it in a Game:** You have no Wealth limits when you acquire an asset. If you reach outside your current Wealth, the asset must come from a specific faction.



## ANCHORS

Your characters are seeking fortunes and adventure, but they can only weather the storms of this stressful and dangerous life because they are grounded by an **anchor**. They depend on this anchor to cope, and must seek it out to relieve stress.

Sometimes this anchor will feel positive and uplifting; other times it might feel like an obligation or pressure to push forward. Whatever anchor you choose, feel free to roleplay the character's relationship to it however you want. For the first few sessions you can change the anchor if you think of one that fits better. As the game progress however, changing your anchor would require a long-term project to play out the shifting commitment.

## FORMING CHAINS

Sometimes your character will exceed their stress tracker. They will become **unmoored** and need to strengthen their connection to their anchor to recover; see the *Core Gameplay* section for details on the mechanics.

Narratively, this creates a stronger bond to the character's anchor and that connection influences more of their daily choices. In some ways, the more chains that form, the more even their adventuring life becomes about their anchor. You can always decide how much your roleplay the chains:

- ◇ **Profess:** focus on only the positive aspects of your anchor and reference them (and their positive qualities) in decisions and events whenever possible
- ◇ **Provide:** focus on collecting material benefits, risking yourself for expensive souvenirs or unique curiosities
- ◇ **Dedicate:** channel any spare moment into finding ways to communicate and connect

- ◇ **Fix:** focus on your anchor's problems and ways you can solve them, regardless of what it distracts you from in your current environment
- ◇ **Glorify:** engage in epic feats so stories of your greatness reflect positively on your anchor
- ◇ **Entertain:** discover incredible creatures, marvelous magics, or harrowing tales to impress your anchor
- ◇ **Cover:** avoid angering authorities to prevent negative fallout on your anchor
- ◇ **Blend:** when in conflict or pressured, act in the way your anchor would approve of most

## BACKGROUND

Your **background** represents your family's legacy and the knowledge you were exposed to as a result. As an adult, you may have pursued a profession that matches your family legacy or you may have struck out your own path.

Your background has two primary effects:

1. During character creation, you will **add one action dot** to each action listed with your heritage. This represents the skills you developed growing up.
2. Your background gives you access to a **specialized body of knowledge:**

*Once per session, you can **gather information** within that knowledge area, and the GM will answer your question as if you rolled a 10+.*

## BACKGROUND OPTIONS

The specific backgrounds are listed in the creation section, this is just a sampling of some examples. If you want to create a different background, work with your GM and use the format, “Background descriptor: 2 related actions; unique area of knowledge.”

- ◇ **Bandit:** Hunt, Wreck; knowledge of travel routes
- ◇ **Bounty Hunter:** Prowl, Wreck; knowledge of city institutions
- ◇ **Charlatan:** Finesse, Attune; knowledge of deception
- ◇ **City Watch:** Skirmish, Command; knowledge of the law and citizenry
- ◇ **Criminal:** Tinker, Prowl; knowledge of security
- ◇ **Dissenter:** Prowl, Attune; knowledge of conspiracies

## HERITAGE

Your heritage relates to your original home and culture. Review the *Three Contients* section in the book for more information. Once per session, when you are in the region of your heritage you can **connect** with an old acquaintance from your home; roll 2d6 to determine how they feel about you when you reach out: 6 or less, they are an old rival; 7-9, you owe them something; 10+, they are friendly.

## SPECIAL ABILITIES

Special abilities are unique powers or skills that give the characters ways to break the rules. Each character playbook has a list of eight unique special abilities organized around the theme of the

playbook. You can also take the “Veteran” ability up to three times, which allows you to take special abilities from any of the other playbook.

With the *Tides* playbooks, your first special ability is already chosen for you, because it provides the necessary foundation for the other abilities. You can choose a new ability each time you earn a **playbook advancement** with xp.

## SPECIAL ARMOR

Some special abilities refer to your special armor. Each character sheet has a one box to track usage of special armor. If you have any abilities that use your special armor, tick its box when you activate one of them. If you don’t have any special abilities that use special armor, then you can’t use that armor box at all.

## FRIENDS & RIVALS

While your crew forms your primary relationship, each character has a collection of friends and rivals they formed before joining the crew. These represent NPCs your character knows outside of the ship, and are unique relationships to your PC. They can be used as a useful source for information, potential scores, help acquiring an asset, etc. Of course, they can also cause complications that put your character in a tough spot.

The overall flavor of the relationship is represented by the arrows. An up triangle indicates the association is overall positive, and you two will go out of your way to help each other. The NPC may be a close friend, lover, family member, or former crew member. A down triangle indicates the association is marked by tension, and you two may require extra incentive to help each other out. The NPC may be a rival, ex-lover, critical family member, or belong to a faction that doesn’t think well of corsairs.



It's important to remember that your ship's crew, and the close bond formed with them, will always come before these supporting characters. If a character prioritizes someone else over the ship, they may quickly find themselves left behind on a remote island or in the remains of a raided fort.

## ITEMS & LOAD

You have access to all of the items on your playbook. For each operation, decide what your character's load will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- » **Light Load (3): Unburdened.** You carry very little, quick and agile.
- » **Normal Load (5): Prepared.** You look like someone ready for action, able to maneuver normally.
- » **Heavy Load (7): Threatening.** You are ready for war, slowed by your haul.

Some special abilities increase the load limits.

Some items count as two items for load (they have two connected boxes). Items in italics don't count toward your load.

## STANDARD EQUIPMENT

This is the equipment listed on every playbook that all characters can use.

- ◇ **Blade or two:** Simple fighting knives or short swords.
- ◇ **Ranged weapon:** A few throwing knives, throwing axes, small throwing spear, longbow.
- ◇ **Cutlass:** broad, curved sword that marks you as a sailor
- ◇ **Polearm:** A long weapon like a spear, javelin, staff, harpoon, trident, or glaive
- ◇ **Unusual weapon:** a tool or item turned into a weapon like a shovel, hammer, whip, heavy chain
- ◇ **Burglary gear:** lockpicks, iron bar to pry things open, a bit of oil for hinges
- ◇ **Climbing gear:** hooks, ropes, spikes, a harness
- ◇ **Boarding tools:** ropes with hooks, spiked plank, waterproof satchel
- ◇ **Mystic implements:** vial of sacred water, chalk, white sand, bag of salt, incense, holy words
- ◇ **Documents:** a slim book or papers, common maps, a license, a doctored cargo manifest
- ◇ **Subterfuge supplies:** make-up, wigs, sewing kit to modify clothing, costume jewelry, dye
- ◇ **Demolition tools:** sledgehammer, explosive powder, vial of unstable acid
- ◇ **Tinkering tools:** assortment of tools for crafting work, could be a jeweler's pliers, woodcarver's blades, sculptor's chisels, painter's ink and brushes
- ◇ **Lantern:** simple light source like a torch, candle, or fancy oil light

# CREW OVERVIEW

Your crew type determines the scores that you'll focus on, as well as a selection of special abilities that support that kind of action. The crew type isn't meant to be restrictive, but the core activity of the crew type is the most frequent way they earn coin and xp for advancement. It will also influence your opportunities for new territory and assets, reflected in the turf map.

Like a character playbook, your crew type is also how you're known in the merchant wars. The trade factions and institutions think of you as "pirates" or "privateers" etc., and will treat you accordingly.

## CREW PLAYBOOK OVERVIEW

The three core playbooks are summarized on the following pages.

## PIRATES

*Raiders and highwaymen of the seas*

Pirate crews are all about making wealth by taking it from others. You are the inevitable result of the criminal underworld moving onto the high seas. Most pirates are driven by desperation or lack of opportunity. This may be why so many go to extreme lengths, raiding forts, burning fishing villages, sinking merchant ships, and kidnapping wealthy family members for ransom. This frequent exposure to death—or perhaps the threat of execution—drives many pirate ships to deal in undead energies.

**XP Trigger:** Execute a successful raid, kidnapping, holdup, or fraud operation.

**Equipment:** Pirate sash (2 free load of weapons or small items); legit merchant flags and ID; secret port; private bar; elite thugs

### Special Abilities:

- ◇ **Black Iron Ammo:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- ◇ **Ghost Ship:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- ◇ **Haunted:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- ◇ **Locker in the Deep:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- ◇ **Former Lives:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a



max of 3).

- ◇ **Spread the Word:** When you leave behind survivors, increase both Notoriety and Investment by +1.

## PIRATE HUNTERS

*Police and judges of the depths*

Pirate hunters present a facade of respectability and order, but they are driven by their service to a secret patron. While their patron pushes for protection from piracy and execution of criminals, they rely on your crew to take whatever lengths necessary to ensure order (their order) is protected. You feed off piracy like they feed off merchants, only you have the merchants and institutions on your side.

**XP Trigger:** Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.

**Equipment:** Small army (gain 1 special armor for any resistance type); finely forged warrants; official in your pocket; new blood (add an expert of a different type to an existing gang); unbreakable jail cell

### Special Abilities:

- ◇ **Starting Ability - Any Price:** The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.
- ◇ **Grudge:** Each PC may add +1 action rating to Prowl, Wreck, or Sway.
- ◇ **Friends in Low Place:** When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.
- ◇ **Master & Commander:** When you make it through an ocean route with a Zone 4 hex, the ocean will remember

your success; reduce the threat level of future challenges by 1 along that route.

- ◇ **Righteous Storm:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- ◇ **Blood in the Water:** Take +2 when tailing a target, or when gathering info at a target's previous location.

## PRIVATEERS

*Mercenaries of the merchant wars*

Privateers provide state-sponsored piracy services. Officially deputized by respectable patrons, your employers define your separation from common piracy. Hired by trade and institution factions alike, you support your patrons in normally less-than-legal ways. You are, at your core, opportunists. The more tension in the region, the more your services will be needed.

**XP Trigger:** Execute a successful battle, recruitment, or subversion operation, or gain a new patron

**Equipment:** Updated maps of trade routes; fine boarding rigging; favor of the people; luxury items; elite skulks

### Special Abilities:

- ◇ **Bombardment:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- ◇ **Brothers:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- ◇ **Luxury Cruise:** Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.
- ◇ **Part of the Job:** When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.
- ◇ **Soldiers of Fortune:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- ◇ **Dashing Scoundrels:** You have a knack for drawing in lost



souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.

## SHIP MODEL OVERVIEW

There are four primary ship models in *Tides*, all with different weaknesses and strengths.

### SHIP ACTIONS

Each ship has five stats that work similar to action ratings. These are:

- ◇ **Speed:** Navigation, speed, piloting, essentially any actions involving movement
- ◇ **Durability:** Ramming a target, cutting a reckless path through rough seas, protecting the crew or others, any action that involves physical stress
- ◇ **Firepower:** Firing weapons, or making a threatening statement, basically any action involving force or danger
- ◇ **Crew:** Performing actions in multiple locations or actions that target the ship itself, basically any actions that involve multiple people
- ◇ **Size:** Size is associated with the Crow's Nest, so actions that involve gathering information, planning, or leading group actions

The ship's relevant trait determines the maximum modifier for your action. Say your PC has a Wreck of 2 but the ship has a Firepower of 3; you would get a +2 modifier, because that the character's skill level. In another example, your PC has a Wreck of 3 but the ship has a Firepower of 2; you would get +2 because your ship's weaponry is more limited than your character's expertise.

## SHIP MODELS

### THE BRIG

A classic jack-of-all-trades. It does everything moderately well and nothing extremely well. It is equally popular with merchants and pirates.

#### Traits:

**Speed:** 2  
**Durability:** 2  
**Firepower:** 2  
**Crew:** 2  
**Size:** 2

#### Special Abilities:

- ◇ **Capable Crew:** Ship's company can assist a number of times equal to Crew.
- ◇ **Recruit:** Increase Crew by 1, with a max of 4.
- ◇ **Rigged to Kill:** Increase Firepower by 1, with a max of 4.
- ◇ **Generic:** Ship is assumed to be insignificant until at close distance.
- ◇ **Renovate:** Increase Size by 1, with a max limit of 4.
- ◇ **Sturdy:** Use special armor to avoid damage in combat.

## THE MERCHANTMAN

This is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

#### Traits:

**Speed:** 1  
**Durability:** 2  
**Firepower:** 1  
**Crew:** 3  
**Size:** 3

#### Special Abilities:

- ◇ **Elite Upgrades:** During ship conflicts, you Wealth is considered +1.
- ◇ **Flashy:** The ship's colorful painting catches the eye of all nearby.
- ◇ **False Deck:** You have hidden compartments which can secretly store all your gear
- ◇ **Recruit:** Increase Crew by 1, with a max of 4.
- ◇ **Renovate:** Increase Size by 1, with a max limit of 4.
- ◇ **Sturdy:** Use special armor to avoid damage in combat.



## THE SLOOP

A small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

### Traits:

**Speed:** 4  
**Durability:** 1  
**Firepower:** 3  
**Crew:** 1  
**Size:** 1

### Special Abilities:

- ◇ **Combat Ready:** Gun deck gets a free round at the start of combat.
- ◇ **Agile:** Can take 2 Helm actions per round if one was evade.
- ◇ **Windless:** The ship does not need wind to move. Helm ignores negative modifiers.
- ◇ **Recruit:** Increase Crew by 1, with a max of 4.
- ◇ **Rigged to Kill:** Increase Firepower by 1, with a max of 4.
- ◇ **Sturdy:** Use special armor to avoid damage in combat.

## THE WAR GALLEY

Front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.

### Traits:

**Speed:** 0  
**Durability:** 3  
**Firepower:** 3  
**Crew:** 2  
**Size:** 2

### Special Abilities:

- ◇ **Down with the Ship:** PC's can take harm in the place of the ship; harm level increases by 1.
- ◇ **Military Discipline:** When the ship takes harm, the Ship's Crew can take a 2nd action that round.
- ◇ **Seasoned Instincts:** You can reroll a fallout die, but the 2nd result is final.
- ◇ **Recruit:** Increase Crew by 1, with a max of 4.
- ◇ **Reinforced:** Use +Heavy armor to avoid damage in combat
- ◇ **Sturdy:** Use special armor to avoid damage in combat.

## QUESTIONABLE ASSOCIATES

Each crew type will have its own cast of supporting characters. These QUESTIONABLE ASSOCIATES live on your ship, each for their own reasons. Your relationships with them will often provide the most consistency outside of the other player characters as your crew can decide to pull them into any scene they want. Unlike COHORTS, these characters do not work for you and may take persuading (or require bribing) to enlist their help.

These associates are like equipment: they are potentially always available and can be checked off to appear in a scene. When you introduce one decide if they are an **asset** (up arrow) or **obligation** (down arrow). You can never have more assets than obligations, unless you are calling in your **loyal associate**. You choose one long-term associate during crew creation; they can be called into a scene whenever you want, regardless of the asset to obligation balance.

When an associate is an asset, they will know something useful or their goals will align with yours. When they are an obligation, they will have demands or goals counter to yours.

The GM can also bring one of your associates in as a complication on a failed roll; if they do, the associate will be marked with the down arrow. You can reset the checks after a port downtime phase.



# PLAYING THE GAME







# CREATION STEPS



# CHARACTER CREATION

This chapter will walk you through the process of creating a character.

## CHOOSE A PLAYBOOK.

Your playbook represents the type of corsair you will play, their special abilities, and how they advance. To start out, every player should pick a different playbook to represent your unique role in the ship's crew. You can eventually learn abilities from other playbooks, but there will only ever be one **Captain** or **Compass**.

- ◇ **The Captain** is a dashing commander and profiteer
- ◇ **The Collector** is an inquisitive traveler and peddler
- ◇ **The Compass** is an unwavering guide and mystic
- ◇ **The Exile** is a displaced cast-off and observant seeker
- ◇ **The Firebrand** is a reckless and passionate rebel
- ◇ **The Old Timer** is a grizzled veteran and haunted survivor
- ◇ **The Scamp** is a nimble and unrepentant mischief maker
- ◇ **The Scoundrel** is a brawler and fortune hunter

## CHOOSE A BACKGROUND.

This represents your family's legacy and the knowledge you were exposed to as a result. As an adult, you may have pursued a profession within their legacy or you may have struck out your own path.

Once per session you can **reference knowledge** from this background when you ask the GM a question related to it; they will answer as if you rolled a heroic success

Your background will determine two of your starting action dots. Add +1 dot in the listed action.

- |   |   |
|---|---|
| ◇ <b>Monster Hunter:</b> Hunt, Study; knowledge of beasts | Prowl; knowledge of underworld factions                                 |
| ◇ <b>Whaler Clan:</b> Hunt, Survey; knowledge of the sea  | ◇ <b>Sailor:</b> Survey, Skirmish; knowledge of ships                   |
| ◇ <b>Bandit:</b> Hunt, Wreck; knowledge of travel routes  | ◇ <b>Noble:</b> Survey, Consort; knowledge of politics                  |
| ◇ <b>Investigator:</b> Hunt, Sway; knowledge of crimes    | ◇ <b>Guild Craftsman:</b> Tinker, Finesse; knowledge of labor and trade |
| ◇ <b>Sage:</b> Study, Finesse; knowledge of history       | ◇ <b>Criminal:</b> Tinker, Prowl; knowledge of security                 |
| ◇ <b>Acolyte:</b> Study, Attune; knowledge of religions   | ◇ <b>Refugee:</b> Tinker, Skirmish; knowledge of survival               |
| ◇ <b>Scholar:</b> Study, Consort; knowledge of cultures   | ◇ <b>Apothecary:</b> Tinker, Sway; knowledge of medicine                |
| ◇ <b>Street Urchin:</b> Survey,                           |   |

- ◇ **Charlatan:** Finesse, Attune; knowledge of deception
- ◇ **Gambler:** Finesse, Sway; knowledge of games
- ◇ **Bounty Hunter:** Prowl, Wreck; knowledge of city institutions
- ◇ **Dissenter:** Prowl, Attune; knowledge of conspiracies
- ◇ **Double Agent:** Prowl, Command; knowledge of secret factions
- ◇ **City Watch:** Skirmish, Command; knowledge of the law and citizenry
- ◇ **Soldier:** Skirmish, Consort; knowledge of wars
- ◇ **Zealot:** Wreck, Attune; knowledge of fringe factions
- ◇ **Mercenary:** Wreck, Command; knowledge of violence
- ◇ **Folk Hero:** Command, Sway; knowledge of myths and legends
- ◇ **Entertainer:** Consort, Sway; knowledge of arts

## CHOOSE A HERITAGE.

This represents the continent and subculture of your family. The choices are briefly summarized below; you can find more information in the *Three Continents* chapter. The traits listed are how these groups are seen by outsiders; the realities are always more complex.

Once per session, when you are in the region of your heritage you can **connect** with an old acquaintance from your home; roll 2d6 to determine how they feel about you when you reach out: 6 or less, they are an old rival; 7-9, you owe them something; 10+, they are friendly.

## ARGYROS

Vast eastern kingdom.

*Traits:* Conquers, bureaucratic, segregated.

- ◇ **Kyrion:** militaristic ruling group, descended from gods
- ◇ **Mihradi:** decimated former empire, values cooperation and order
- ◇ **Dahyuka:** semi-nomadic clans, known for ongoing war and mysticism

## VELIA

Hilly northern nation.

*Traits:* diverse city-states, artistic, traders

- ◇ **Sica League:** cosmopolitan merchants and citizens of the world
- ◇ **Teres League:** Down-to-earth central vintners and miners
- ◇ **Acerbus League:** Eccentric northern engineers and alchemists

## TAZWARA

Arid southern empire.

*Traits:* Proud, bloodline oriented, dutiful



- ◇ **Ibrin:** pastoral merchants, guardians of ancestral pride
- ◇ **Zbrin:** nomadic hunters, kin to wildlife

## ASSIGN ACTION DOTS.

Whenever you roll an action, you will add your total action dots to the final result. For example, if I have 2 dots in Wreck and I try to destroy a door, I will roll 2d6 and add 2 to the total.

You should have three action dots already assigned. Now assign two more action dots; only one action can start with 2 dots in it, and none can start with more than 2.

## REVIEW YOUR SPECIAL ABILITY.

Your playbook is assigned a starting special ability. Review it now. If it requires you to make additional choices (e.g. the Old Timer's scar), make the choice and note it on your playbook.

## CHOOSE A CLOSE FRIEND & RIVAL.

Every playbook lists five contacts your character knows. Choose one to be a close friend and mark the up arrow. Choose another to be a rival and mark the down arrow. The remaining contacts are neutral acquaintances.

## CHOOSE YOUR ANCHOR.

Each character has something that anchors them during the stressful times and motivates them to reach for a better life. Select the type of anchor and fill in a note about your character's specific anchor.

- ◇ **Person:** a lover, child, friend, family member, mentor, hero, etc.
- ◇ **Place:** homeland, parents' village, sacred ground, etc.
- ◇ **Institution:** home nation, religious group, family guild, former crew, etc.
- ◇ **Oath:** promise to a loved one, professional duty, religious obligation, loyalty to a mentor, etc.
- ◇ **Belief:** spiritual tradition, personal ethics, cultural prophecy, homeland politics, ambitious dream, etc.
- ◇ **Regret:** family curse, past mistake, dark secret, betrayed loved one, etc.

## FINAL DETAILS.

Record your name, look, and pronouns.

# CREW CREATION

This chapter will walk you through the process of creating your group's crew. The game includes three **premade crews** with starting situations for a faster creation process. Skip to the premade section near the end of the book if you want to use one of them.

## CHOOSE A CREW PLAYBOOK & SHIP.

The crew playbook represents the type of operation your group wants to build. While all of the crews focus on stealing (or “confiscating”) goods and selling them, each playbook presents a different public face for their operation. This will affect how different factions perceive you and the type of scores you might pursue. For example, criminal factions will open up more readily to pirates than to pirate hunters, while conversely, formal institutions will likely feel more comfortable working with the hunters.

- ◇ **Pirates** are raiders and highwaymen of the seas
- ◇ **Pirate Hunters** act as maritime police, judges, and executioners
- ◇ **Privateers** are mercenaries for legitimate companies who desire plausible deniability

Each ship type comes with its own advantages and disadvantages:

- ◇ **Brig:** Jack-of-all-trades, this ship is average at everything

and excels at nothing

- ◇ **Merchantman:** can store the most cargo and house a larger crew, but is vulnerable to attack
- ◇ **Sloop:** the smallest ship, it is also the fastest and well-armed for attacks
- ◇ **War Galley:** designed for war, it is durable, well armed, and well staffed—but its bulk makes it the slowest

Whatever ship you choose represents your starting vessel. As your crew increases its **Wealth** rating, you will have the opportunity to expand your fleet and claim new ships.

## CHOOSE A REPUTATION AND FLAG.

Your crew will be known by its reputation, and recognized by its flag. Pick a starting reputation: *Ambitious; Brutal; Daring; Honorable; Professional; Savvy; Subtle; or Strange.*

Describe your flag's basic design and colors.

## CHOOSE A SPECIAL ABILITY.

Your crew can gain two different types of abilities: crew abilities (based on your crew type) and ship abilities (based on your ship type).

Pick 1 special ability to start. It can be a crew ability or a ship ability. Mark your choice on the crew playbook.



## ASSIGN CREW UPGRADES AND FACTION EFFECTS.

You begin the game with 4 upgrade points. Spend them now. Most crew upgrades require 1 point. Upgrades shown as multiple boxes connected by lines require you to pay for each box before you unlock the upgrade (e.g. a vehicle requires 2 boxes).

Special abilities and cohorts both require 2 upgrade points.

At this point in crew creation, you can only purchase up to 1 more special ability.

Once you have chosen your upgrades, you need to adjust your faction relationships. Pick two factions who helped you get these upgrades and take +2 status with them. Pick two factions who resent your success because it came at their expense and take -2 status with them.

## PICK A LOYAL ASSOCIATE.

Every crew type has a different list of supporting characters. Narratively, these characters live on your ship. They may disperse throughout a port when you dock, but can always be brought into a scene when you check them off. An up arrow makes them an asset in the scene; a down arrow makes them an obligation. You can never have more assets than obligations, and their status resets each port based downtime.

One of these associates is a long-term ally, close friend, or partner in crime. They will always be an asset with the up-arrow filled in and can always be brought in a scene regardless of asset/obligation balance. Underline this associate and fill in the upwards arrow for them.

Record the faction status changes related to your long-term ally:

- » One faction is friendly with your contact. Take +1 status with them.
- » One faction is unfriendly with your contact. Take -1 status with them.

## PICK A HOMEPORT.

Select one of the nine main ports to serve as your crew's original homeport. You can review details about each port in the Ports section of the book. Briefly describe where you dock and how the immediate area looks.

### ARGYROS

**Phaenna** metropolis; **Ionthos** smuggler's den; **Alkyon** trade town

### VELIA

**Furnia** merchant battleground; **Dexius** cliffside port; **Mallius** world market

### TAZWARA

**Idukan** metropolis; **Sdaqa** entertainment capital; **Taymust** cursed crimeland

## **PICK THE SITE OF YOUR FIRST OPERATION.**

It went poorly. Whenever you visit this port, you take +2 on any raid rolls for the duration of your stay.

However, you earned favors for your efforts. Take +1 status with one faction in this location.





# TRADE GAME

You can focus on many different kinds of adventures in the game: fight monsters in the Reef Lands, take up the revolution of the Dahyuka, fight back against the crimes of the Red Painters, or raid every fort along the coast.

But if you want to grow wealthy? Expand your organization across the sea and into the court of every city? That will require riches. Riches earned in the dynamic and cutthroat markets of Desideria.

This section will provide an introduction to the core trade mechanics.

## SCORES OF RICHES

Money in the game is divided into **Coin**, **Wealth**, and **Cargo**.

### COIN

**Coin** is an abstract measurement of personal currency. It represents cash and liquid assets. One unit of coin in silver pieces or other bulk currency takes up one item slot for your load when carried.

Because your characters specialize in amassing and hiding wealth, there is no limit to how much coin you can keep, only how much you carry. However, gossips will notice any large stashes. For every 10 coin a character or the crew has, they mark a **gilded** box. The highest **gilded** number among the crew is added as a modifier to any raid roll.

The crew can purchase a vault upgrade to securely hide 15 coin. Any coins stored in the vault do not contribute to the crew's gilded number.

### MONETARY VALUES

- ◇ **1 coin:** A full purse of silver pieces. A week's wages.
- ◇ **2 coin:** A fine weapon. A weekly income for a small business. A fine piece of art. A set of luxury clothes.
- ◇ **4 coin:** A satchel full of silver. A month's wages.
- ◇ **6 coin:** An exquisite jewel. A heavy burden of silver pieces.
- ◇ **8 coin:** A good monthly take for a small business. A small safe full of coins and valuables. A very rare luxury commodity.
- ◇ **10 coin:** Liquidating a significant asset—a small ship, a fine horse, a deed to a small property.

### COIN USE

- » Spend 1 coin to get an additional activity during downtime.
- » Spend 1 coin to gain a +1 modifier on any downtime activity roll.
- » Spend coin to bribe your way out of raids.
- » Spend 1 coin to ignore a chain during downtime.
- » Spend 1 coin to make a money-related roll (e.g. bribe, customs tax, gain a hireling); see below for details.
- » Spend 2 coin to mark an investment in the crew.



## ROLLING WITH COIN

The exact number of coins you carry isn't important. When you want to make a money-based roll—say to bribe a guard to look the other way—spend 1 coin to roll 2d6. You can add your crew's Wealth trait as a modifier. If you roll a 10+, it doesn't use up your coin; on a 9 or less, you lose the coin used for the roll.

## WEALTH

**Wealth** is a trait measuring the crew's general affluence. Wealth is often about reputation, connections, and perceived resources as much as it is concrete money.

Wealth has its advantages and disadvantages.

### USING WEALTH

- » When you use coin to roll a money-related action, add your crew's Wealth as a modifier.
- » When you choose the **gossip** or **market manipulation** actions during the **trade phase**, add your crew's Wealth as a modifier.
- » When comparing your crew to another faction, the Wealth trait determines who has the advantage.
- » When hiring cohorts to aid your crew, their quality is determined by your Wealth level.

### DANGERS OF WEALTH

- » During downtime, the severity of the **raids** against your crew increase in proportion to your Wealth.
- » When you pay off a harbor master, they expect coin equal to your Wealth +1.

## CARGO

**Cargo** represents the main fortune-building avenue for any seafaring crew. You gather cargo during scores, and sell it for profit during the trade phase. Your ship type will determine how much cargo you can carry at any one time; the current market dynamics will determine how much that specific cargo is worth. Like Wealth, the more cargo you have, the more attractive you will be for **raids**.

Cargo is an abstract unit of trade goods. There are seven different types:

- ◇ **Precious gems:** sapphires, rubies, diamonds, pearls, etc.
- ◇ **Luxury foods:** spices, wine, rare delicacies, etc.
- ◇ **Fashion:** silks, expensive dyes, ornamental beads, perfumes, etc.
- ◇ **Armaments:** weapons, armor, ammunition, fortifications, etc.
- ◇ **Knowledge:** scrolls, maps, books, trade records, etc.
- ◇ **Crafting elements:** wood, marble, iron, leather, glass, etc.
- ◇ **Essential goods:** grain, salted meats, livestock, etc.

The exact worth of your cargo is determined when you sell it

during the **Trade Phase**. See the *Game Phases* chapter for more details.

Carrying more valuable items around will make you more attractive to raiders. If you have more than 1 of the same cargo type, add its **wealth modifier** to any raid rolls you make.

Cargo Type	Wealth Modifier
Precious Gems	+3
Luxury Food	+2
Fashion	+2
Armaments	+1
Knowledge	+1
Crafting Elements	0
Essential Goods	0

## DYNAMIC PORTS

The items in demand and item availability will shift through three steps managed by the GM. The GM will play out one step after the players have completed 2 phases; this means all of the port dynamics will change every 6 phases, in staggered succession:

1. Change scarcity

2. Change overflow
3. Change faction supplies

### 1. CHANGE SCARCITY

Each of the nine ports will have 1 item that is scarce. Roll on the table below for each port:

Roll Result	Cargo Type
<b>2</b>	Precious Gems
<b>3-4</b>	Luxury Food
<b>5-6</b>	Essential Goods
<b>7</b>	Armaments
<b>8-9</b>	Crafting Elements
<b>10-11</b>	Knowledge
<b>12</b>	Fashion

This means multiple ports can be low in the same good. There is one limitation: a port cannot be scarce in a good that is overflowing within their nation. If you get this result, reroll the new scarce item.

It's important to roll for all the ports even if the players aren't nearby, as the demand levels influence what items the factions stock...and thus what loot the players will discover when taking from them.



## 2. CHANGE OVERFLOW

Each of the nine ports will have 1 item that is overflowing. Roll on the table below for each port:

Roll Result	Cargo Type
2	Precious Gems
3-4	Luxury Food
5-6	Essential Goods
7	Armaments
8-9	Crafting Elements
10-11	Knowledge
12	Fashion

This means multiple ports can have an excess of the same good. There is one limitation: a port cannot be overflowing with a good that is scarce somewhere else within their nation. If you get this result, reroll the new overflowing item.

## 3. CHANGE FACTION SUPPLIES

At any given time, each faction is seeking a type of cargo and has already stocked a type of cargo. When the players complete a score against a particular faction, they will claim whatever cargo that faction stocked. When the group rolls for a raid during downtime, they will usually be raided by factions seeking the cargo they have on their ship.

During this phase the GM will adjust a faction's cargo following the chart at the bottom of the page.

You do not need to determine every single faction's cargo until it becomes relevant in play. You can choose to originally focus on the factions most involved in the current action. However, if you wait until it's relevant to decide, it's important not to intentionally choose the hardest possible option for the players. Look at the possible options and roll a die to randomly determine the result.

**Example:** The crew decides to attack an outpost controlled by the Tazwaran Navy, a Wealth 2 faction. Based on the chart, the GM knows the Navy would be stocking a cargo type that is overflowing in another nation, i.e. Velia or Argyros. The GM reviews those six ports and sees that crafting elements, armaments, and fashion are currently

Faction Wealth	Seeking	Stocked
1	Overflowing in Another Nation	Overflowing in Their Nation
2-3	Normal in Their Nation	Overflowing in Another Nation
4	Scarce in Their Nation	Normal in Their Nation
5	Scarce in Another Nation	Scarce in Their Nation

overflowing in the various ports. They assign 1-2 to the first type, 3-4 to the second, and 5-6 to the third, then roll a 1d6 and get a 5. Based on the random roll, they now know the Tazwaran Navy has fashion cargo stockpiled inside their fort...perhaps they confiscated some expensive silks and perfumes from a pirate vessel on their last raid

# WEALTH AS STATUS

Each notable faction is ranked by **Wealth**—a measure of material fortune, influence, and scale. At the highest level are the Wealth V and VI factions, the true powers of the city. Your crew begins at Wealth 0.

You'll use your Wealth rating to roll dice when you acquire an asset, as well as for any fortune roll for which your crew's overall power level and influence is the primary trait. While Wealth does not always reflect larger operations, generally speaking you can assume that factions with a higher Wealth rating control more people.

## ESTIMATED FLEET SCALE BY WEALTH

- ◇ **WEALTH V.** A large armada. (a city's worth of people)
- ◇ **WEALTH IV.** A moderate flotilla. (700-1000 people)
- ◇ **WEALTH III.** Several large ships. (300-500 people)
- ◇ **WEALTH II.** Several small ships. (50-100 people)
- ◇ **WEALTH I.** A large ship. (15-35 people)
- ◇ **WEALTH 0.** A small ship. (6-10 people)

## HOLD

On the faction ladder next to the Wealth numbers is a letter indicating the strength of each faction's hold. Hold represents how



well a faction can maintain their current position on the ladder. W indicates weak hold. S indicates strong hold. Your crew begins with strong hold at Wealth 0.

## ADVANCEMENT

To move up the ladder and advance your crew, you need to invest coin. Your crew sheet includes an investment tracker. Each box requires 2 coin to fill it, and you need 12 investments to fill the tracker.

When you fill the tracker, do one of the following:

- » If your hold is weak, it becomes strong. Reset your investment to zero.
- » If your hold is strong, you can pay to increase your crew Wealth by one. This costs coin equal to your new Wealth x 8. As long as your investment tracker is full, you don't can't pay new investments (12 is the max). Once you pay and increase your Wealth, reset your investment tracker to zero and reduce your hold to weak.
- » Narratively, when you advance your Wealth you expand the scope of your operations. Select one of the Wealth **expansions** to add to your crew's operation. (See the Advancement chapter for details).

## TURF

Another way to contribute to the crew's development is by acquiring turf. When you seize and hold territory, you establish

a more stable basis for your operations. Each piece of turf that you claim represents abstracted support for the crew, primarily by providing additional assets and influence.

Turf is marked on your investment tracker. Each piece of turf you hold reduces the investment cost to develop by one. So, if you have 2 turf, you need 10 investment to advance. If you have 4 turf, you need 8 investment to develop. You can hold a maximum of 6 turf. When you advance and reset your investment, you keep the marks from all the turf you hold.

## REDUCING HOLD

You may perform an operation specifically to reduce the hold of another faction, if you know how they're vulnerable. If the operation succeeds, the target faction loses 1 level of hold. If their hold is weak and it drops, the faction loses 1 Wealth and stays weak.

When a faction is at war, it temporarily loses 1 hold.

Your crew can lose hold, too, following the same rules above. If your crew is Wealth 0, with weak hold, and you lose hold for any reason, your ship comes under threat by your enemies or by a faction seeking to profit from your misfortune.

## FACTION STATUS

Your crew's status with each faction indicates how well you are liked or hated. Status is rated from -3 to +3, with zero (neutral) being the default starting status. You track your status with each faction on the faction sheet.

When you create your crew, you assign some positive and negative

status ratings to reflect recent history. The ratings will then change over time based on your actions in play.

## FACTION STATUS CHANGES

When you execute an operation, you gain -1 or -2 status with factions that are hurt by your actions. You may also gain +1 status with a faction that your operation helps. (If you keep your operation completely quiet then your status doesn't change.) Your status may also change if you do a favor for a faction or if you refuse one of their demands.

## FACTION STATUS LEVELS

**+3: Allies.** This faction will help you even if it's not in their best interest to do so. They expect you to do the same for them.

**+2: Friendly.** This faction will help you if it doesn't create serious problems for them. They expect you to do the same.

**+1: Helpful.** This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

### **0: Neutral**

**-1: Interfering.** This faction will look for opportunities to cause trouble for you (or profit from your misfortune) as long as it causes no problems or significant cost for them. They expect the same from you.

**-2: Hostile.** This faction will look for opportunities to hurt you as long as it doesn't create serious problems for them. They expect you to do the same, and take precautions

against you.

**-3: War.** This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same, and take precautions against you. When you're at war with any number of factions, your crew suffers +1 notoriety from scores, temporarily loses 1 hold, you must pay a higher tithe rate to harbor masters, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.

If your crew has weak hold when you go to war, the temporary loss of hold causes you to lose one Wealth. When the war is over, restore your crew's Wealth back to its pre-war level.

## CLAIMS

Each crew sheet has a map of claims available to be seized. The claim map displays a default roadmap for your crew type. Claims should usually be seized in an orderly sequence, by following the paths from the central square, the crew's lair.

However, you may attempt to seize any claim on your map, ignoring the paths (or even seek out a special claim not on your map) but these operations will always be especially difficult and require exceptional efforts to discover and achieve.

## SEIZING A CLAIM

Every claim is already controlled by a faction. To acquire one for yourself, you have to take it from someone else. To seize a claim,



tell the GM which claim on your map your crew intends to capture. The GM will detail the claim with a location and a description and will tell you which faction currently controls that claim. Or the GM might offer you a choice of a few options if they're available.

If you choose to ignore the roadmap paths when seizing a claim, the GM might tell you that you'll need to investigate and gather information in order to discover a claim of that type before you can attempt to seize it.

Execute the operation like any other score, and if you succeed, you seize the claim and the targeted faction loses the claim.

Seizing a claim is a serious attack on a faction, usually resulting in -2 faction status with the target, and potentially +1 status with its enemies.

As soon as you seize a claim, you enjoy the listed benefit for as long as you hold the claim. Some claims count as turf. Others provide special benefits to the crew, such as bonus dice in certain circumstances, extra coin generated for the crew's treasury, or new opportunities for action.

## LOSING A CLAIM

An enemy faction may try to seize a claim that your crew holds. You can fight to defend it, or negotiate a deal with the faction, depending on the situation. If you lose a claim, you lose all the benefits of that claim. If your ship is lost, you lose the benefits of all of your claims until you can restore your ship or establish a new one. To restore or establish a new ship, accomplish a score to do so.

# RETIREMENT

When your crew decides to retire, your Wealth rating will influence how it goes. Roll a number of d6 equal to your Wealth. If you have 0, roll 2d6 and keep the lowest. Use the highest die result to determine how your crew fares in retirement:

**1:** Current or past enemies struck, destroying your operation completely. Describe how each character fled and where they made a second start...or ended.

**2/ 3:** A trade war weakened your operation, lowering your final Wealth by one. Describe how you were lowered in status and how that hurt each character's anchor.

**4/ 5:** You protected your place in the trade world, at a cost. Describe what was sacrificed for your ultimate success and how that impacted your eventual retirement.

**6:** Your operation stood strong against every attack. Describe how you spend your retirement and the benefits to your anchor.



# GAME PHASES



Gameplay is organized into a few different phases:

- ◇ **Scores:** when the crew has a specific goal, zoom in on the action to see if they pull it off
- ◇ **Downtime:** spend some time recovering, training, or working on personal side projects
- ◇ **Odyssey:** travel across the ocean to a new location, facing the perils of the sea
- ◇ **Trade:** weigh anchor in a port long enough to sell off your cargo
- ◇ **Freeplay:** any roleplaying that doesn't fit into the other phase descriptions

The order of phases is fluid. You don't have to go in any particular order, but you **can't play the same phase twice in a row**. As long as you remain at the same port, you might alternate between scores and downtime. Once your ship is loaded with cargo, you could undertake an odyssey to change ports, then use a trade phase to sell off the stolen goods.

Each phase has some rules unique to it.

## SCORE PHASE

You play to find out if a fledgling crew of pirates can prosper on the high seas—and that success depends upon criminal raids, which we call scores. A score is a single operation with a particular goal: intercept the novice spice merchant; burn a rival's hideout to the ground; frame a meddling official for a crime.

Usually, a score will fall into one of three categories:

- » A pirate-related activity, determined by your crew type.
- » Seizing a claim that you choose from your crew's claim map. Claims help your crew grow and develop.
- » A special mission or goal determined by the players (like getting a rare artifact to earn forgiveness from an armada's captain).

A score can be long and involved or short and sweet. There might be lots of rolls and trouble, or just a few actions to resolve it. Play to find out what happens! A score doesn't need to fill one session of play every time. Let it be however long it is.

The PCs can set up a new score by choosing a target (from their claims or the faction list, for example), by approaching a potential client and asking for work, or by being contacted by an NPC who has heard of a lucrative opportunity and wants to cut the crew in on the deal.

A score consists of a few key elements: planning, engagement, and flashbacks.

## PLANNING & ENGAGEMENT

Your crew spends time planning each score. They huddle around a flickering lantern in their lair, looking at scrawled maps, whispering plots and schemes, bickering about the best approach, lamenting the dangers ahead, and lusting after stacks of coin.

But you, the players, don't have to do the nitty-gritty planning. The characters take care of that, off-screen. All you have to do is choose what type of plan the characters have already made. There's no need to sweat all the little details and try to cover every eventuality ahead of time, because the engagement roll (detailed below) ultimately determines how much trouble you're in when the plan is put in motion. No plan is ever perfect. You can't account for everything. This system assumes that there's always some unknown factors and trouble—major or minor—in every operation; you just have to make the best of it.

There are six different plans, each with a missing detail you need to provide (see the list below). To “plan an operation,” simply choose the plan and supply the detail. Then the GM will cut to the action as the first moments of the operation unfold.

- ◇ **Assault**— Do violence to a target. **Detail:** The point of attack.
- ◇ **Deception**— Lure, trick, or manipulate. **Detail:** The method of deception.
- ◇ **Stealth**— Trespass unseen. **Detail:** The point of infiltration.
- ◇ **Occult**— Engage a supernatural power. **Detail:** The arcane method.
- ◇ **Social**— Negotiate, bargain, or persuade. **Detail:** The social connection.
- ◇ **Transport**— Use a vehicle, speed, or athletic prowess.

**Detail:** The route and means.

## THE DETAIL

When you choose a plan, you provide a missing detail, like the point of attack, social connection, etc. You can ask the GM about common knowledge to fill in the detail or make a few action rolls to gather the information you need.

## ITEM LOADOUTS

After the plan and detail are in place, each player chooses their character's load. This indicates how much stuff they're carrying on the operation. They don't have to select individual items—just the maximum amount they'll have access to during the action.

- ◇ **Light Load (3):** Unburdened. You carry very little, quick and agile.
- ◇ **Normal Load (5):** Prepared. You look like someone ready for action, able to maneuver normally.
- ◇ **Heavy Load (7):** Threatening. You are ready for war, slowed by your haul.

## ENGAGEMENT ROLL

Once the players choose a plan and provide its detail, the GM cuts to the action—describing the scene as the crew starts the operation and encounters their first obstacle. But how is this established? The way the GM describes the starting situation can have a huge impact on how simple or troublesome the operation turns out to



be. Rather than expecting the GM to simply “get it right” each time, we use a dice roll instead. This is the engagement roll.

The engagement roll is a fortune roll, starting with a plain 2d6 for sheer luck. Determine your modifier for major advantages and disadvantages before you roll, then add that total modifier to the roll result.

## MAJOR ADVANTAGES / DISADVANTAGES

- » Is this operation particularly bold or daring? Take +1. Is this operation overly complex or contingent on many factors? Take -1.
- » Does the plan’s detail expose a vulnerability of the target or hit them where they’re weakest? Take +1. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take -1.
- » Can any of your friends, associates, contacts, or anchors provide aid or insight for this operation? Take +1. Are any enemies or rivals or obligations interfering in the operation? Take -1.

You can never have more than a +2 or less than a -2 modifier for your engagement roll.

The engagement roll assumes that the PCs are approaching the target as intelligently as they can, given the plan and detail they provided, so we don’t need to play out tentative probing maneuvers, special precautions, or other ponderous non-action. The engagement roll covers all of that. The PCs are already in action, facing the first obstacle—boarding plan in place, ready to sprint across; launching fire onto a rival’s fort walls; maneuvering to speak with an Oracle at the midsummer celebration, etc.

Don’t make the engagement roll and then describe the PCs approaching the target. It’s the approach that the engagement roll resolves. Cut to the action that results because of that initial approach—to the first serious obstacle in their path.

## ENGAGEMENT ROLL RESULTS

**Natural 12:** Exceptional result. You’ve already overcome the first obstacle and you’re in an excellent position for what’s next.

**10+:** Good result. You’re in control when the action starts,

**7-9:** Tense result. You’ve hit your first complication when the action starts.

**6 or less:** Bad result. Disaster has struck, and you’re desperately responding when the action starts.

## FLASHBACKS

The rules don’t distinguish between actions performed in the present moment and those performed in the past. When an operation is underway, you can invoke a flashback to roll for an action in the past that impacts your current situation. Maybe you convinced the district Watch sergeant to cancel the patrol tonight, so you make a Sway roll to see how that went.

The GM sets a stress cost when you activate a flashback action.

- » **0 Stress:** An ordinary action for which you had easy opportunity.
- » **1 Stress:** A complex action or unlikely opportunity.

- » **2 (or more) Stress:** An elaborate action that involved special opportunities or contingencies.

After the stress cost is paid, a flashback action is handled just like any other action. Sometimes it will entail an action roll, because there's some danger or trouble involved. Sometimes a flashback will entail a fortune roll, because we just need to find out how well (or how much, or how long, etc.). Sometimes a flashback won't call for a roll at all because you can just pay the stress and it's accomplished.

If a flashback involves a downtime activity, pay 1 coin instead of stress.

One of the best uses for a flashback is when the engagement roll goes badly. After the GM describes the trouble you're in, you can call for a flashback to a special preparation you made, "just in case" something like this happened. This way, your "flashback planning" will be focused on the problems that *do* happen, not the problems that might happen.

## LIMITS OF FLASHBACKS

A flashback isn't time travel. It can't "undo" something that just occurred in the present moment. For instance, if an Inspector confronts you about recent thefts of occult artifacts when you're at the Lady's party, you can't call for a flashback to assassinate the Inspector the night before. She's here now, questioning you—that's established in the fiction. You can call for a flashback to show that you intentionally tipped off the inspector so she would confront you at the party—so you could use that opportunity to impress the Lady with your aplomb and daring.

## GIVING UP ON A SCORE

When you give up on a score, you go into the next game phase. In the cases of failures, you can move into any phase except trade; you need some time to pass for things to die down before you return to the public markets. This could mean you move into downtime to recover or use an odyssey phase to flee the area.

## LOOT

At the end of the score determine your monetary rewards. A successful score generates both coin and cargo.

The crew earns coin based on the nature of the operation and/or any loot they seized:

- 2 coin: A minor job; several full purses.
- 4 coin: A small job; a strongbox.
- 6 coin: A standard score; decent loot.
- 8 coin: A big score; serious loot.
- 10+ coin: A major score; impressive loot.

Record the coin on the crew sheet, or divvy it up among the crew members as you see fit.

The crew will also seize **cargo** during a score, the primary source of their income. Cargo has to be stored on the ship until the crew enters a trade phase; the number of cargo you can store is equal to your ship's size trait x 2.

The cargo the crew receives depends upon the faction they targeted. Each faction stocks a certain cargo type, which changes over time. Refer to the *Trade Game* section to learn how to track



faction stock. Use the table below to determine how much cargo is seized from the score:

Wealth Rating	Cargo Seized
1-2	1
3-4	2
5	3

# DOWNTIME PHASE

After the crew finishes a score, hard phase of trading, or dangerous odyssey, they can take time to recover, regroup, and prepare for the next operation. This phase of the game is called downtime.

Downtime fulfills two purposes in the game:

- » First, it's a break for the players. During the action of the score, the PCs are always under threat, charging from obstacle to obstacle in a high-energy sequence. Downtime gives them a reprieve so they can catch their breath and relax a bit—focus on lower-energy, quieter elements of the game, as well as explore personal aspects of their characters.
- » Second, the shift into a new phase of the game signals a shift in which mechanics are needed. There are special rules that are only used during the downtime phase, so they're kept "out of the way" during the other parts of play. When we shift into downtime, we take out a different toolbox and resolve downtime on its own terms, then shift back into the more action-focused phases of the game afterwards.

Downtime is divided into four parts, which are resolved in order:

1. **Tithes.** The crew pays to use a port.
2. **Notoriety.** The crew accumulates suspicion and attention from the law and the powers-that-be in the city as a result of their last score.
3. **Raids.** The crew faces trouble from the rival factions, the law, and desperate citizens
4. **Downtime Activities.** The PCs visit their anchors to remove stress, work on long-term projects, recover from

injuries, etc.

After the downtime activities are resolved, the game moves to its next phase.

Downtime plays out differently if it happens at sea instead of in port. See the *Seafaring* section for details.

## TITHES

All ports have local harbor bosses that expect smaller crews to pay a tithe from their scores. If you are in port during downtime, subtract coin equal to your crew Wealth +1 when you pay a tithe to a boss or larger organization. If you are at war with any faction, your tithe will equal your crew Wealth +3.

If you're supposed to be paying off a boss, but you don't, start a clock for that boss's patience running out. Tick it each phase in port that you don't pay. Every time it fills up, lose 1 faction status with them.

You can set the scene and play out a meeting with the harbor boss or just gloss over the encounter.

## NOTORIETY

Every port is full of prying eyes and informants. Anything you do might be witnessed, and there's always evidence left behind. To reflect this, your crew acquires notoriety as they raid ships and turn a profit. After a score or conflict with an opponent, your crew gains notoriety according to the nature of the operation:

- » 0 notoriety: Smooth & quiet; low exposure.
- » 2 notoriety: Contained; standard exposure.
- » 4 notoriety: Loud & chaotic; high exposure.
- » 6 notoriety: Wild; devastating exposure.

Add +1 notoriety for a high-profile or well-connected target. Add +1 notoriety if you're at war with another faction or on hostile turf. Add +2 notoriety if killing was involved (whether the crew did the killing or not—bodies draw attention).

You mark notoriety levels on the notoriety tracker on the crew sheet.

Notoriety will increase the severity of raids against your crew. When your notoriety tracker is filled, you are considered at war with all citizenry factions and suffer the usual war penalties until your notoriety is decreased. This also means any regions controlled by the citizenry (i.e. the main city ports) are considered hostile turf.

## RAIDS

Competition on the high seas is fierce and piracy is a way of life. Your crew is as vulnerable to attack as the targets you score against. To reflect this, before your downtime activities you need to fend off a raid.

**Bribes:** Money can always make a problem go away. Pay your Wealth + associated Notoriety bribe to avoid a raid (see the table below for the Notoriety bribe amount).

**Fight them off:** Several raids include the option to



fight back. If you try to fight off a raid, the PC's will take a total harm amount equal to the Wealth of the aggressor. For example, the "Looters" raid is done by the local citizenry. If the crew is in Phaenna, with a 5 Wealth citizenry, they would need to split 5 levels of harm between the PCs. So three PCs could take level 1 harm and one PC take level 2 harm.

Alternatively, the group could decide to treat the fight like a score. Make an engagement roll to determine how the fight opens, then continue narrating actions and making action rolls until the scene resolves.

Find the column equal to the crew's current level of notoriety. Then roll dice equal to their Wealth and keep the highest result.

Roll Result	Notoriety 0 - 3 (bribe: 3 coin)	Notoriety 4 - 6 (bribe: 5 coin)	Notoriety 7+ (bribe: 8 coin)
1-3	Memories	Looters	Invasion
4/5	Taxes	Dangerous Waters	Examples
6	Stowaway	Commandeer	Hostile Takeover

- » **Commandeer:** an Institution faction lays claim to your cargo for official business. Give away 1 cargo, fight back, or agree to perform a raid for them on a faction with a higher Wealth than your crew.
- » **Examples:** The locals want to make a statement against piracy and send a crew to arrest you. The raid is led by the

highest Wealth faction in the area. Hand over a PC, go to war, or fight them off.

- » **Hostile Takeover:** a Trade faction decides to acquire part of your operation for their own uses. Lose 1 Wealth (and an associated Expansion) and drop to a weak hold, or go to war.
- » **Invasion:** A faction with whom you have a negative status tries to take over part of your operation. Give them a claim or go to war. If you have no claims, lose 1 hold instead. (If you hold is already weak, lose a Wealth level).
- » **Dangerous Waters:** A higher Wealth faction takes a move against you. Fight them off or forfeit 1 Coin and 1 Investment equal to their Wealth rating.
- » **Looters:** A group of desperate locals approaches your ship. Half the crew loses a downtime action guarding the ship or fights off the local citizenry faction.

» **Memories:** A PC remembers a raid from their past that went poorly; narrate what happened and what they lost. Roll 1d6; you take that much stress. Another PC can volunteer to split the stress if they spend time listening to an account of the memory.

» **Stowaway:** A wanted criminal has hidden on your ship. Turn them over to the authorities and take -1 status with their faction, or increase your Notoriety by 2.

- » **Taxes:** The locals want a cut of your trade. Lose Investments equal to 1 + your Wealth or give them a tip on a higher Wealth rival; take -1 status with the faction you betray.

## DOWNTIME ACTIVITIES

Between scores, your crew spends time at their liberty, attending to personal needs and side projects. These are called downtime activities (see the list below). During a downtime phase, each PC has time for two downtime activities. When you're at war, each PC has time for only one.

- ◇ Acquire Asset
- ◇ Long-Term Project
- ◇ Recover
- ◇ Reduce Notoriety
- ◇ Seek Your Anchor
- ◇ Train

You may choose the same activity more than once. You can only attempt actions that you're in a position to accomplish. If an activity is contingent on another action, resolve that action first.

A PC can make time for more than two activities, at a cost. Each additional activity from the list costs 1 coin. This reflects the time and resulting resource drain while you're "off the clock" and not earning from a score. When you complete a new phase, you reset and get two "free" activities again.

For any downtime activity, after the roll you may spend a coin to gain a +1 modifier. This way you only invest coin if you know it will make a difference.

### ACQUIRE ASSET

Gain temporary use of an asset:

- » One special item or set of common items.
- » A cohort (an expert or gang).
- » A vehicle.
- » A service. Transport from a smuggler or driver, use of a warehouse for temporary storage, legal representation, etc.

"Temporary use" constitutes one significant period of usage that makes sense for the asset—typically the duration of one score. An asset may also be acquired for "standby" use in the future. You might hire a gang to guard your ship, for example, and they'll stick around until after the first serious battle, or until a week goes by and they lose interest.

The quality of the asset you acquire will be equal to your crew's Wealth level. This is primarily a narrative limit: consider the size of your reach based on your Wealth as you consider the type and quality of assets you can get.

If an item is common or relatively easy to acquire, you do not need to roll for it. If the item is illegal or rare, you may need to make an action roll based on your Wealth. Roll 2d6 + Wealth modifier to the total: 6 or less, you fail; 7-9 you succeed with a complication; 10+ you succeed.

If you want to acquire an asset permanently, you can either gain it as a crew upgrade or work on it as a long-term project to set up a permanent acquisition.

### LONG-TERM PROJECT

When you work on a long-term project (either a brand new one, or an already existing one), describe what your character does to advance the project clock, and roll one of your actions. Mark segments on the clock according to your result:



**2-6:** no segments

**7-9:** 1 segment

**10+:** 2 segments

**Natural 12:** 4 segments

A long-term project can cover a wide variety of activities, like doing research into an arcane ritual, investigating a mystery, establishing someone's trust, courting a new friend or contact, changing your character's anchor, and so on.

Based on the goal of the project, the GM will tell you the clock(s) to create and suggest a method by which you might make progress.

In order to work on a project, you might first have to achieve the means to pursue it—which can be a project in itself. For example, you might want to make friends with a member of the Royal Warband, but you have no connection to them. You could first work on a project to Consort in their circles so you have the opportunity to meet one of them. Once that's accomplished, you could start a new project to form a friendly relationship.

## RECOVER

Some harm naturally recovers over time. At the end of downtime, all harm decreases by 1 level. Level 1 harm drops away, level 2 harm decreases to level 1, and level 3 harm decreases to level 2.

In some cases you may want to speed up this process. Spend 1 downtime action seeking out professional care. You might visit a physicker who can stitch your wounds and soothe your mind with anatomical science or a mender who specializes in healing charms and restorative alchemy.

When you seek care, heal 1 attribute an additional level at the end of downtime.

### Example:

Chryses barely survived a duel on her last score. She has level 2 prowess harm “slashed shoulder” and level 3 prowess harm “wounded leg.” She also took a level 2 resolve harm “frightened” during the last raid against the crew. She knows that even with natural healing, she would be left with significant harm at the end of downtime. She decides to spend a downtime action seeking out a local surgeon to treat her prowess harm.

Now she will recover two levels of prowess harm at the end of downtime instead of one, leaving her with level 1 prowess harm “wounded leg” and level 1 resolve harm “frightened”.

## REDUCE NOTORIETY

Say what your character does to reduce the crew's notoriety level and make an action roll. Maybe you Consort with your friend who's a officer and she arranges for a few incriminating Watch reports to disappear. Or maybe you Sway the fear of the local citizens so they don't believe the incriminating stories they've heard.

Reduce notoriety according to the roll result:

**2-6:** no levels

**7-9:** 1 level

**10+:** 2 levels

**Natural 12:** 4 levels

## SEEK YOUR ANCHOR

Use your anchor to relieve stress. See the next section for details.

## TRAIN

When you spend time in training, mark 1 xp on the xp track for an attribute or playbook advancement. You can train a given xp track only once per downtime.

## ANCHORS

Your characters are seeking fortunes and adventure, but they can only weather the storms of this stressful and dangerous life because they are grounded by an **anchor**. They depend on this anchor to cope, and must seek it out to relieve stress.

## SEEKING YOUR ANCHOR

When you seek your anchor, you want to renew the connection you feel to it. This could be visiting the anchor, going to a place or engaging in an activity that reminds you of the anchor, doing something positive for your anchor, or spending time reflecting on a positive memory of your anchor.

Because this reconnection takes time, you can only do it during downtime (unless you have a special ability that says otherwise). Alternatively, you could say your character has left to visit their anchor for a session; they visit the anchor off screen while you play a different PC, and when they return the next session all of their stress is gone.

When your character seeks their anchor, describe how they reconnect. If they reconnect through a memory, briefly describe

it and what your character finds most comforting about that memory. You roll to see how much stress relief they find. An anchor roll is like a resistance roll but in reverse—you roll to see how much stress is cleared.

Roll dice equal to your lowest attribute; clear stress equal to your highest die result.

## HOMESICK

If your anchor roll clears more stress levels than you had marked, your character becomes homesick: the positive memories and contentment softens their desire to risk life and limb for future gain, and they begin to miss a life closer to their anchor.

When you are homesick, you make some poorly considered decisions. Select a homesick consequence from the list:

- » **Boastful:** Spend time spinning tall tales to make you feel better about the decision to seek your fortune and leave your anchor behind. Increase crew notoriety by +2.
- » **Combative:** Take your negative feelings out on another group. Roll an additional raid or take -1 status with a local faction.
- » **Guilt-ridden:** Send extra funds back to your anchor. Pay coin equal to crew Wealth +2.
- » **Homebound:** Return to your anchor. Play a different character for a session while this character travels home for a time. When they return, they have also healed from any harm they had.
- » **Restless:** You cannot stop thinking about your anchor and cannot rest. Do not recover from harm at the end of this downtime. If you have no harm, gain a level 1 harm



“fatigue” in the attribute of your choice.

## BOUND BY CHAINS

If your character has formed a chain to their anchor (e.g. exceeded their stress tracker in the past), they must either:

- » seek their anchor during downtime
- » pay 1 coin to send support back to their anchor
- » gain level 1 harm “guilty” at the end of downtime in resolve or insight

# TRADE PHASE

During the trade phase, the crew visits a market to conduct business. The crew can take actions during the trade phase equal to their Wealth + 1. Discuss as a group which of the available actions you want to use:

- ◇ **Seller:** sell your current cargo for coin
- ◇ **Barter:** trade your cargo for another type
- ◇ **Gossip:** gather information about trade secrets
- ◇ **Manipulate Markets:** manipulate the scarcity and overflowing items of a port

## SELLER

Each type of cargo you sell requires a separate seller action.

The number of coin you receive for your cargo is dependent on several factors: the market’s demand, the type of cargo, the number of cargo, and the result of your seller roll. Each factor is describe below.

## DEMAND

Each port has a separate demand for items. There are three levels of demand:

- » **Scarce:** the item will potentially sell for more

- » **Normal:** the item will sell at a typical rate
- » **Overflowing:** the item will potentially sell for less

At any given time, each port will have 1 good that is scarce, 1 good that is overflowing, and the rest will be normal. The demand will change regularly through the region, so your crew will need to strike quickly if they want to take advantage of scarcity and turn the highest profit.

Every trade roll starts with the typical 2d6. If the item is scarce, you roll 3d6 and keep the two highest. If an item is overflowing, you roll 3d6 and keep the two lowest.

## TYPE & NUMBER

The value of your cargo also depends on its type and the quantity you can sell.

The chart below provides the amount of coin you will get for each cargo based on how many you can sell at once. As you can see, you can sell fewer of the more profitable items at a time because their value is based on a certain level of scarcity.

Cargo Type	Coin (1 sold / 2 sold / etc.)
Precious Gems	7 / 15
Luxury Food / Fashion	6 / 13 / 25
Armaments / Knowledge	4 / 9 / 19 / 30
Crafting Elements / Essential Goods	3 / 7 / 15 / 25 / 30

## SELLER ROLL RESULT

You can only sell one cargo type per role / seller action. When you actually make the sale, you will need to roll to see how well your selling goes. Roll 2d6 + any demand change (scarce: 3d6, keep two highest; overflowing: 3d6, keep two lowest).

**6 or less:** decrease your total profit by -2

**7-9:** decrease your total profit by -1

**10+:** standard profit

## BARTER

You can exchange cargo for a different type. To barter cargo, you must exchange the equivalent amount by Wealth level. If an item is scarce, increase wealth level by +1. If an item is overflowing, decrease wealth level by -1.

Cargo Type	Wealth Level
Precious Gems	5
Luxury Food / Fashion	4
Armaments / Knowledge	3
Crafting Elements / Essential Goods	2

**Example:** The group has 1 knowledge-cargo, 1 crafting-cargo, and 1 precious gems-cargo. They know if they can sell 2 precious-gems cargo, they can potentially make more money. They also know precious gems are scarce across the sea, so they



want to load up before they set sail. They decide to use the barter action to improve their cargo. They barter away 1 knowledge-cargo and 1 crafting-cargo (value 5 wealth) for 1 precious gems-cargo (5 wealth).

They decide to use an odyssey phase to cross the ocean and trade before demand shifts.

## GOSSIP

The marketplace is full of people willing to brag about what they know. The crew can spend an action scooping up some of this information. Roll 2d6 + the crew's Wealth to see what you learn.

**6 or less:** the GM will tell you the current stock of 1 local faction they choose

**7-9:** choose 2; on a 10+ choose 3:

- » The GM will tell you the current stock of a faction of your choice;
- » The GM will tell you the current stock of 2 factions of their choice;
- » The GM will not change a faction's current stock during the next dynamic market turn; the players choose the faction
- » Take +2 on an engagement roll against a faction of your choice; hold this advantage until you use it

## MANIPULATE MARKETS

The markets and faction supplies dynamically change every 2 player phases. Your crew can spend time trying to manipulate those changes ahead of time.

Roll 2d6 + the crew's Wealth:

**6 or less:** choose 1:

- » The current port's scarce cargo type will remain the same during the next dynamic trade turn
- » The current port's overflowing cargo type will remain the same during the next dynamic trade turn

**7-9:** same as the above result, but you can choose any port within the same nation

**10+:** same as the above result, except you can choose either:

- » any port regardless of nation
- » choose two ports within the same nation

# ODYSSEY PHASE

The Odyssey Phase is similar to a typical score phase but with some unique twists to reflect the maritime environment and dangers in the deep. Your crew performs an odyssey phase when:

- » You want to travel more than 2 hexes on the world map
- » You travel more than 1 hex within the Reef Lands

Your travel, no matter how far, is summarized in a single odyssey phase.

When you want to travel, map out the route on world travel map. You can see how many hexes it will take. If it requires an odyssey phase, you will want to review the route to make sure everyone agrees with the plan. If the crew charts a longer route, it may hurt their engagement roll, but will allow them to avoid the more dangerous parts of the ocean.

## PLAN

Your crew will pick a plan type for the odyssey. This plan summarizes your main strategy for making the journey safely. It influences your engagement roll, both in the modifiers to your roll and the nature of your position when the score begins.

- ◇ **Assault:** aggressive, attack whatever comes in your way, primary trait is firepower

- ◇ **Stealth:** avoid interaction, primary trait is size
- ◇ **Transport:** navigate the most efficient path, primary trait is speed
- ◇ **Deception:** disguise your ship or bluff through trouble, primary trait is crew
- ◇ **Occult:** harness a magic power, primary trait is based on occult person or item
- ◇ **Social:** travel as part of a group or convoy, primary trait is the crew's Wealth

## ENGAGEMENT ROLL

Once you have determined your plan and identified the related trait, you are ready to make the engagement roll. This roll will determine the group's starting position when the scene opens on the **odyssey challenge**.

You start with a dice pool of 2d6. Add modifiers to the roll result based on the following:

Take +1 for any that apply:

- » Plan uses a dominant trait (e.g. ship's strongest feature)
- » Route is never more than 2 hexes from land
- » Ally or patron is assisting

Take -1 for any that apply:

- » Plan uses a weak trait (e.g. ship's weakest feature)
- » The route is not the most direct course



» A faction is interfering

The roll result determines the crew's starting situation during the odyssey challenge:

**Natural 12:** Exceptional result. You've already overcome the first obstacle and you're in an excellent position for what's next.

**10+:** Good result. You're in control when the action starts,

**7-9:** Tense result. You've hit your first complication when the action starts.

**6 or less:** Bad result. Disaster has struck, and you're desperately responding when the action starts.

When the GM narrates the opening scene, the action and the dangers will reflect the type of plan the group chose.

## ODYSSEY CHALLENGE

The odyssey challenge defines the phase. Each significant trip, the group faces one main threat; once the threat is eliminated the rest of their travel passes with relative ease.

The GM will review the route the group chose and determine the highest ranked zone the crew will pass through. (Zone 1 is lowest; zone 4 is highest). The zone will determine which table the GM uses for generating the challenge.

Roll 1d6, and consult the proper zone table.

## CHALLENGE TABLES

### ZONE 1

- 1: Wealth I Institution faction
- 2: Wealth I Trade faction
- 3: Wealth II Trade faction
- 4-5: Wealth I Underworld faction
- 6: Next table

### ZONE 2

- 1: Wealth II Institution faction
- 2: Tier I Monster
- 3: Wealth II Underworld faction
- 4-5: Wealth III or IV Trade faction
- 6: Next table

### ZONE 3

- 1: Wealth III Institution faction
- 2: Tier II Monster
- 3: Tier III Monster
- 4-5: Wealth III Underworld faction
- 6: Next table

### ZONE 4

- 1: Wealth IV or V Institution faction
- 2: Tier IV Monster
- 3: Tier V Monster
- 4-5: Wealth IV or V Underworld faction
- 6: Firestorm with Sea Raiders

## MONSTER TABLES

You can choose a monster, either from the bestiary or one of your own creation, or roll randomly to determine what the group faces. The tables are designed so mythical creatures are optional; they can also be rolled randomly, or chosen.

### TIER I

- 1: Spotted shark
- 2: Lightning Snake
- 3: Vampire Pod
- 4-5: Hook Eel
- 6: Next chart or mythical monster

### TIER II

- 1: Venom Ringed Octopus
- 2: Colossal Squid
- 3: Spider Crab
- 4-5: Banshee Sea Lion
- 6: Next chart or mythical monster

### TIER III

- 1: Swallowfish
- 2: Bedeviler Beetle
- 3: Siren Seal
- 4-5: Doppelganger Lizards
- 6: Next chart or mythical monster

### TIER IV

- 1: Snapping Cay
- 2: Bloody Maw
- 3: Gulper
- 4-5: Chameleon Shark
- 6: Next chart or mythical monster

### TIER V

- 1: Sickle Shark or mythical monster
- 2: Abyssal Worm
- 3: Leviathan Star
- 4: Blobfish
- 5: Lion Crab
- 6: Sunken Salamander

### MYTHICAL MONSTERS



- 1: Sea Raiders
- 2: Jinn
- 3: Undine
- 4: Merfolk
- 5: Centaur
- 6: Harpy

## THE ODYSSEY SCORE

Now that the GM knows the odyssey challenge, you jump into the middle of the action. The GM narrates how the ship comes across the challenge, the crew's initial reaction based on their plan, and their current situation based on the engagement roll.

The scene plays out like any other score. Players describe how they react, roll dice, and cope with the chain of consequences. Once the challenge has been addressed, the score ends.

You can now pick what type of phase comes next. If something in the area of the challenge catches the players' interest, (like the discovery of a secret Sea Raiders fort), you can move into free play or propose a new score. Otherwise, play moves into downtime or a trade phase at your new location.



# SEAFARING



Life at sea—from downtime to combat—differs from life on land. This chapter review parts of the rules that are modified for using ships. It covers taking action with a ship, conflictual encounters between ships, and downtime at sea.

# SHIPBOARD ACTIONS

Each ship has stats assigned to it that work similar to action ratings. These are:

**Speed**  
**Durability**  
**Firepower**  
**Crew**  
**Size**

When you want to do an action with the ship or ship's crew, it plays out similar to other actions. Identify your goal and describe your approach. Based on your description, identify the PC action that makes the most sense. Then, identify which ship trait is being used.

- ◇ **Speed:** Navigation, speed, piloting, essentially any actions involving movement
- ◇ **Durability:** Ramming a target, cutting a reckless path through rough seas, protecting the crew or others, any action that involves physical stress
- ◇ **Firepower:** Firing weapons, or making a threatening statement, basically any action involving force or danger

- ◇ **Crew:** Performing actions in multiple locations or actions that target the ship itself, basically any actions that involve multiple people
- ◇ **Size:** Size is associated with the Crow's Nest, so actions that involve gathering information, planning, or leading group actions

The ship's relevant trait determines the maximum modifier for your action. Say your PC has a Wreck of 2 but the ship has a Firepower of 3; you would add a +2 modifier to the roll result, because that is the character's skill level. In another example, your PC has a Wreck of 3 but the ship has a Firepower of 2; you would only add a +2 modifier to the roll result, because your ship's weaponry is more limited than your character's expertise.

These trait limits apply for all modifier totals, regardless of the source. If a ship has Firepower 3, and you have a Wreck of 3, there is no extra benefit to angling for a bonus modifier through Shock & Awe at that point, because the additional +1 would be limited by the ship's trait.

## LIMITING TRAITS

Several of the different ship traits set limits for other rules:

- » **Size** limits your storage; you can carry cargo equal to your size x 2
- » **Crew** limits how many cohorts you can employ before you need to increase your fleet with a **Wealth expansion**
- » **Firepower** limits the raids you can fight against when at sea; you can only choose the "fight back" option during a sea raid if your firepower equals or exceeds your opponent's

Wealth level

- » **Durability** determines how many boxes of armor your ship can use and number of max fallout
- » **Speed** limits how many phases can occur at sea before your must return to a port for downtime

## IMPROVING TRAITS

Some ship advancements will allow you to increase your ship's trait. See the advancement chapter for details.

# SHIP ENCOUNTERS

Conflictual encounters on the ship plays out slightly different from other scenes. Encounters consists of **rounds**. During each round, the PCs will each take 1 action. There is no "initiative"; the group decides the order characters act, and NPC actions are still summarized in roll consequences.

## MONEY MATTERS

The Wealth rating affects the quality of ships, equipment, and sailors you use, and the same is true for factions. When you oppose another ship, the difference between Wealth rating will matter. Compare your Wealth to the faction you are fighting:

If they are:

**1-2 higher:** -1 on all actions

**3+ higher:** -2 on all actions

If you are:

**1-2 higher:** +1 on all actions

**3+ higher:** +2 on all actions

Taking on a ship owned by a more established faction will be difficult...but the rewards are better. Whenever you defeat a ship, you gain 1 ship xp; if they are a higher Wealth level, you gain 2 ship xp.



## COMBAT JOBS

At the start of the encounter, each character chooses a **primary job** on the ship. Narratively, supporting characters will likely assist the PCs in their job, but they are the ones in charge. Their actions each round will usually be based on this job:

- ◇ **Helm:** In charge of driving the ship and navigation. *Example actions:* escape, evasive maneuver, pursue.
- ◇ **Gundeck:** In charge of weapons. *Example actions:* Fire all weapons (+1 this round, -1 next round); target (gain +2 next round); fire one weapon (standard attack roll)
- ◇ **Ship's Crew:** In charge of damage control and helping wherever you are most needed. *Example actions:* boost ally (+1 to their roll); damage control (resist consequences); repair (reduce a fallout clock)
- ◇ **Crow's Nest:** In charge of providing information and planning the best route. *Example actions:* setup another teammate (describe a setup action, the teammate gains +1 on their roll without exposing you to their complication).

During a round, every character can choose a **general task** over their specific job. General tasks include responding to a crisis and choosing to give their round action to another PC.

PCs can change jobs during combat, but they lose one round to moving positions.

## COMBAT COMPLICATIONS

The stakes are naturally higher during ship combat. On a costly success (7-9) the GM can choose to use a normal complication or

use a ship consequence; on a failure (less than 6) the GM must use a ship consequence.

When the ship suffers a complication, the players choose to take **fallout** or face a **crisis**.

## FALLOUT

Fallout is damage to the ship. Similar to harm, fallout can range across three levels. Unlike harm, fallout doesn't have an immediate impact: it starts a progress clock. As shown on the ship playbook, the length of the progress clock is determined by the severity of fallout. Level 1 fallout has an 8-section progress clock; the group will have several rounds before the damage becomes permanent. In comparison, level 3 fallout has a 4-section progress clock; the damage will become permanent quickly.

When the ship takes fallout, the GM fills the first two sections of the progress clock. A new section is filled each round. If the ship takes additional fallout at the same level, you advance the current clock by an additional two sections.

Once a progress clock fills, three things happen:

1. The damage is permanent. It will require repairs during downtime before it goes away. Until it is fully repaired, it will act as a full progress clock in every subsequent encounter.
2. The GM will roll a crisis.
3. The entire ship suffers the related impairment. Level 1: -1 to related actions; Level 2: -2 to related actions; Level 3: -3 to related actions

## REPAIRS

The Ship's Crew can repair damage from fallout during the combat encounter. Describe how you address the problem, roll, and reduce the fallout clock appropriately. If the clock is reduced to 0, the fallout has been contained. You decrease segments the same way you would any project clock:

**6 or less:** no segments

**7-9:** 1 segment

**10+:** 2 segments

**Natural 12:** 4 segments

While only the ship's crew can repair fallout, any character can choose to give their action to the ship's crew PC, and a PC in the Crow's Nest can setup the ship's crew with a +1 modifier if they describe how their vantage point assists with the repairs.

During downtime you repair the ship by treating it like a long-term project. Use the 4-segment project clock on the crew's playbook: each time you fill the clock, reduce the harm by 1 level.

## CRISIS

A crisis is a narrative twist that causes significant complications. A crisis will happen in one of two situations. First, if a fallout clock fills it immediately triggers a crisis. Second, the group can choose to take a crisis over fallout. They may want to do this, for example, if additional fallout would fill up a fallout clock and cause long lasting damage.

The GM will roll the crisis randomly:

**1-2: Cargo loss.** Supplies are falling out: could be coin lost, damaged cargo, decreased player load, lose access to crew upgrades. PCs can resist to stop the loss and/or recover the items.

**3: Crew loss.** Crew are placed in danger: cohorts are damaged, NPCs are hurt, PCs take harm. PCs can protect NPCs and resist harm to themselves.

**4: Rudder loss.** The helm cannot take actions until the combat ends or the ship's crew repairs the damage.

**5: Gun deck fire.** The weapons area is on fire, threatening the entire ship. Two PCs must give their next actions to the ship's crew for damage control.

**6: Hull damage.** The ship takes on water. Start a "sinking" progress clock with sections equal to the ship's size. Each round 1 PC must give up their action to water control or the sinking progress clock will advance.

## ARMOR

The ship's armor can help protect against complications. You can check off armor to avoid fallout or a crisis. This includes a crisis from a filled fallout clock.

Automatically clear the armor box after finishing a downtime phase.



# PHASES AT SEA

There are times your crew may want to chain together multiple phases without taking any downtime in port. Perhaps you want to odyssey across the ocean, score some cargo by raiding a coastal town, odyssey to a distance locale, and trade your stolen goods all without facing the costs of downtime.

Eventually however, you must rest in port...and face any of the waiting costs.

Every ship has a **upkeep limit**: you can chain together a number of phases equal to your ship's speed +1 before needing to spend downtime in port. This means a quick ship like the sloop could push through 5 phases without resting in port, but the lumbering war galley can only go 1 phase without upkeep.

Importantly, the requirement for port-based downtime only resets once you travel somewhere else. In other words, if your war galley docks in port and takes a downtime, you can engage in as many scores and trade phases as you want within that port's region... until you set sail again. As soon as you return to the ocean, the upkeep limit kicks into action.

## DOWNTIME AT SEA

If the players have just finished an odyssey phase, they can remain at sea for their downtime phase instead of docking in port. This sea-based downtime still counts against your upkeep limit, as it does not fulfill the need to restock and rest your vessel.

Downtime while at sea has a few minor differences:

1. Do not pay tithes. You save this money by avoiding port.

2. Roll 2d6 + Wealth as a modifier (calculate cargo into any additional Wealth modifier). On a 10+, you are raided. On a 7-9 mark the box "stormfront." On a 6 or less, you escape the attention of potential raiders.
3. You cannot seek your anchor while at sea.

## STORMFRONT

Time at sea allows you to avoid raids at the time, but your prolonged absence means more trouble is brewing at your next port call.

The next time you have a port downtime, factor the "stormfront" boxes into your raid step. The crew must spend each stormfront point in one of three ways:

- » Spend 1 point: Roll an additional raid. The GM will link the raids together, into a mess of complications hitting the crew at once.
- » Spend 1 point: The GM gains a re-roll for the raid, and keeps the highest.
- » Spend 2 points: You must choose the "fight them off" option for your raid

You can mix and match how you spend stormfront points. For example, if the group built up 2 stormfront through consecutive downtimes at sea, you could roll an additional raid (1 point) and give the GM a re-roll for one of the raids (1 point).



# MYSTICAL POWERS



Mystical currents flow around the Desideria Sea, as much a part of the region's identity as its bright blue waters and bustling trade. All people can reach out to these mystical energies. Some are able to turn its powerful tides with their will, but most are swept up in its thrall, sacrificing control for a glimpse into miraculous depths.

There are countless mystical traditions for understanding and relating to this current. Some pray to their deities; others scrawl out arcane formulas based in perfect numbers and means; and still others use signs and patterns in the natural world. More recent cults center the magical current in the Reef Lands that brought the firestorms and Sea Raiders.

While all people can attune to mystical energies, the response back will depend upon how they shape their approach. A priestess may receive visions from her goddess; a marine cultist may hear voices of the merfolk; a farmer may receive a sign in a lightning bolt or rainstorm.

While the default setting assumes a certain level of fantastical power, your group can define the supernatural in a way that makes sense for your setting. If you want a low-magic setting, it can be described as part of the set religious practices. The information received may even be intuition or insight, rather than divine revelation.

# RITUAL MAGIC

To enact a ritual is to come into contact with deep sea forces and entreat them to do your will. It is a practice with considerable risk.

## FINDING A RITUAL SOURCE

To learn a new ritual, a PC must first find a source. A source may be secured as payoff from a score—perhaps you steal a ritual book when your crew robs a temple of a maritime cult. You might also secure a source as the goal of a long-term project—by consorting with cultist friends, studying ancient texts, or some other method you devise.

## LEARNING A RITUAL

Once the source of a ritual is found, you may undertake a long-term project to learn the ritual. Most rituals will require an 8-segment progress clock to learn. The player and the GM answer questions about the ritual to define what it will do in play and what is required to perform it (see below). The player records these answers in their notes for future reference.

## RITUAL QUESTIONS

1. GM asks: “What does the ritual do and how is it weird?”  
Player answers.
2. Player asks: “What must I do to perform the ritual, and what is its price?” GM answers. The cost can range from a

coin offering to traveling to a sacred site to heroic feats to prove your worth.

3. GM asks: "What new belief or fear does knowledge of this ritual and its attendant mystical forces instill in you?"  
Player answers.

## PERFORMING A RITUAL

To perform a ritual, you must have at least one action dot in Attune, then follow the method outlined by the answers to the ritual questions. Most rituals will take one downtime activity to complete, though the GM may call for two (or more) downtime activities for very powerful or far-reaching rituals. Some rituals may be partially performed during downtime and then fully manifested at-will later by completing the last incantation or ritual action. In this case, simply make a note that the ritual has been "primed" and may be unleashed at a later time.

All rituals must be prepared with some act of commitment: money, sacred instruments, sacrifice, or proving your worth. Once you have made the commitment, you must make a Resolve resistance roll to determine how much stress is caused.

If a ritual is dangerous or troublesome to perform, make an action roll (usually Attune) to see if unpleasant consequences manifest. If a ritual has an uncertain effect then a fortune roll should be made to see how well it manifests.

Each performance of a ritual is a unique event, and may not always work the same way each time. Rituals are a way to bring in a wide variety of arcane effects into the game. Use with caution! If you ever go overboard, address the questions again to establish new weirdness and costs if things have gotten out of hand. The mystical tides are not playthings and cannot be considered a reliable or safe source of power.

# SEA RAIDER TECH

The Sea Raiders introduced Renaissance Era technology to an Iron Age world. Those who own a device keep it within the family, passing it on as an heirloom designed to give them an edge in whatever business they pursue.

Ever since their arrival, humans have tried to reverse engineer their wondrous machines into contraptions of their own. Any progress is gained through risky experimentation. In some corners of the world, tampering with such forces is considered an invitation for bad luck. Other groups take a pragmatic approach, and ban modifications to prevent explosions.

If you want to experiment with the technology, it is best done in secret...and far away from official rule. Some pirate fleets specialize in recovering Sea Raider artifacts from the Reef Lands, then cracking them open while still far out to sea. Any progress they make is a closely guarded secret...as they begin to build up an advance arsenal.

## FINDING AN ARTIFACT

To create a new device, you must start with a Sea Raider artifact as your guide. An artifact can be bought on the blackmarket, stolen from a collector, or recovered from the Reef Lands themselves. There are rumors that some monsters of the deep feed on the artifacts; cut one open, and you might find an intact device. If you are not sure where to start your search, you can begin a long-term project to track one down.



## INVENTING

To invent a new device or modify existing gear with advance technology, you need to Study the original artifact as a long-term project. Most designs will require an 8-segment progress clock to invent and learn. The player and the GM answer questions about the invention to define what it will do in play and what is required to create it (see below). The player records these answers in their notes for future reference.

### CREATION QUESTIONS

1. GM asks: “What type of creation is it and what does it do?” Player answers. A creation might be mundane, alchemical, mystical, or divine.
2. Player asks: “What’s the power level of this item?” GM answers by providing 1-4 magnitude tags to define the limits of the item. (See magnitude below).
3. GM asks: “What rare, strange, or adverse aspect of this formula or design has kept it in obscurity, out of common usage?” Player answers.
4. Player asks: “What creatures or people will be drawn to this item?” Sea Raider power always seems to attract the wrong kind of attention. GM answers by choosing a type of beast or faction interested in the technology.

Once you’ve invented a formula or design, you can craft it by using a downtime activity. Once you use a Sea Raider artifact for an invention it has effectively been destroyed in the process. If you want to create another invention, you will need to find a new artifact.

### MAGNITUDE

When you determine an inventions magnitude you do not need to exactly define every dimension of its effect. Choose just enough descriptors that you have a clear idea of its impact.

- ◇ **Scale:** a closet; a small room; a large room; several rooms; a small building; a large building; a city block.
- ◇ **Duration:** few moments; few minutes; an hour; few hours; a day; several days; a week.
- ◇ **Range:** within reach; dozen paces; stone’s throw; down the road; several blocks away; across the district; outside the city.
- ◇ **Force:** weak; moderate; strong; serious; powerful; overwhelming; devastating.

## CRAFTING

Once you have invented an item, you need to actually craft it. Spend one downtime activity to make a Tinker roll to determine the stability of the item you produce:

**6 or less:** has two uncanny traits

**7-9:** has one uncanny trait

**10+:** no uncanny traits

Except in the most skilled cases, all Sea Raider-based inventions are unstable and unpredictable. If your invention has an uncanny trait, discuss the possibilities with the GM. These should be quirks that affect the narrative in potentially interesting ways, but don’t render the item useless. The severity of the trait should match the overall magnitude of the invention. An invention that plays a musical tune loud enough to fill a small room will go awry

differently than an invention that unleashes an electrical storm across a city block.

Think of these traits as an extension of the Sea Raiders' otherworldly influence. They flood the mundane world with odd magic or destruction.

## UNCANNY TRAIT EXAMPLES

- ◇ **Unpredictable:** sometimes the item does the exact opposite of its intended effect
- ◇ **Omen:** using the item causes confusing visions of the future
- ◇ **Portal:** sometimes using the item causes creatures from the Sea Raiders' homeland to appear
- ◇ **Mutate:** using the item causes temporary changes to your appearance
- ◇ **Babble:** using the item causes you to only speak gibberish for several minutes
- ◇ **Herald:** using the item causes a loud sound
- ◇ **Disturbance:** using the item changes the local weather in some way
- ◇ **Offering:** the item must absorb coin to work





# ADVANCEMENT

# CREW ADVANCEMENT

At the end of the session, review the crew xp triggers and mark 1 crew xp for each item that occurred during the session. If an item occurred multiple times or in a major way, mark 2 crew xp for it. The crew xp triggers are:

- » Your crew-specific xp trigger. For example, the Pirate Hunters' is "Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official." If the crew successfully completed an operation from this trigger, mark xp.
- » Contend with challenges above your current station. If you tangled with higher Tiers or more dangerous opposition, mark xp for this.
- » Bolster your crew's reputation or develop a new one. Review your crew's reputation. Did you do anything to promote it? Also mark xp if you developed a new reputation for the crew.
- » Express the goals, drives, inner conflict, or essential nature of the crew. This one is very broad! Essentially, did anything happen that highlighted the specific elements that make your crew unique?

When you fill your crew advancement tracker, clear the marks and take a new crew ability or mark two crew upgrade boxes.

For example, when a crew of Pirate Hunters earns a crew advance,

they could take a new special ability, like Righteous Storm. Or they could mark two upgrades, like Small Army and Resolve Training.

Say how you've obtained this new ability or upgrades for the crew. Where did it come from? How does it become a new part of the crew? Mark -1 status with a faction hurt by your growing success.

## STANDARD CREW UPGRADES

- ◇ Alter: You create a dedicated space on the ship to the deity of your crew's choice. Gain a +1 modifier to any attune actions while on your ship.
- ◇ Cohort: A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see below.
- ◇ Deceptive Rigging: Make your ship appear to be another model. Each different appearance requires an upgrade.
- ◇ Harpoon Launcher: A device for aiming and shooting harpoons into the sea. Useful for catching sea creatures or latching onto a runaway ship.
- ◇ Quality: Each upgrade improves the quality rating of all the PCs' items of that type; take +1 when you use an improved item. You can improve the quality of Documents, Gear (covers Burglary Gear and Climbing Gear), Arcane Implements, Subterfuge Supplies, Tools (covers Demolitions Tools and Tinkering Tools), and Weapons.
- ◇ Sawbones: A (relatively) clean room for medical treatment on the ship. Allows you to take the recovery action during downtime at sea.
- ◇ Secure Homeport: When you dock at any port, you have



extra gear to reinforce your ship with advanced locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against mystical forces. You might roll your crew's Wealth if these measures are ever put to the test, to see how well they thwart an intruder.

- ◇ Vault: Your operation has access to a secure vault, increasing the coin you can gather without attracting the attention of raiders. With 1 vault, you can store up to 15 coin that does not contribute to your gilded level. With 2 vaults, you can store up to 30 coin. With a third vault, you can lower your Wealth level when you roll raids.
- ◇ Vehicle: You can store a smaller mode of transportation on your ship. This could include a row boat, small cart with a mule, or two horses.
- ◇ Workshop: Your ship has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your ship. Useful for when you want to spend downtime at sea.
- ◇ Sail Glides: You are able to rig your sails into a glider form, allowing you to glide down otherwise deadly drops and waterfalls. Allows your ship to travel further inland on riverways.

## SHIP ADVANCEMENT

You can make improvements to your base ship by scavenging parts and improvements from your defeated foe.

Each time you defeat another ship in combat, mark a ship xp. If the faction controlling that ship has more Wealth above you, mark 2 ship xp.

When you fill the ship xp tracker, choose a new ship ability. Abilities that improve your ship's trait can be taken multiple times, until you reach the listed limit. Most ships can upgrade 1-2 stats, based on its model. If those upgrades aren't sufficient, your crew may need to set about getting a different ship model with a Wealth expansion. Or, perhaps you can gather information about a new prototype ship, sitting in the shipyards, just waiting to be taken by someone who will truly appreciate its fine technology . . .

This is to say, crew sheets outline the default upgrade limits, but you can always work with your GM to perform a score or series of scores to upgrade other stats if you want. No stats can ever exceed 4 dots.

# COHORTS

A cohort is a gang or an expert who works for your crew. To recruit a new cohort, spend two upgrades and create them using the process below.

## GANGS

### CREATING A GANG

Choose a gang type from the list below:

- ◇ **Adepts:** Scholars, tinkerers, mystics, and alchemists.
- ◇ **Rooks:** Con artists, spies, and socialites.
- ◇ **Rovers:** Sailors, carriage drivers, and deathlands scavengers.
- ◇ **Skulks:** Scouts, infiltrators, and thieves.
- ◇ **Thugs:** Killers, brawlers, and roustabouts.

Assign them edges and flaws according to the list below.

### USING A GANG

A gang can provide a teamwork bonus when helping with a task that matches their type. If they help, roll 3d6 and keep the two highest.

Some crew upgrades will add the “Elite” feature to a gang. When they help, you take +2 on the related roll.

Gangs cannot help with tasks outside of their type.

## EXPERTS

### CREATING AN EXPERT

Record the expert’s type (their specific area of expertise). They might be a Mender, an Investigator, an Oracle, an Assassin, a Spy, etc.

Assign them edges and flaws according to the list below.

### USING AN EXPERT

Unlike gangs, experts are able to work on their own direction and can take actions at your command. An expert will always have an advantage within their area of expertise: roll 3d6 and keep the two highest. However, this training has its limits; if you want them to act outside their expertise, they roll 3d6 and keep the two lowest dice.

## EDGES & FLAWS

When you create a cohort, give them one or two edges and an equal number of flaws.



## EDGES

- ◇ **Fearsome:** The cohort is terrifying in aspect and reputation.
- ◇ **Independent:** The cohort can be trusted to make good decisions and act on their own initiative in the absence of direct orders.
- ◇ **Loyal:** The cohort can't be bribed or turned against you.
- ◇ **Tenacious:** The cohort won't be deterred from a task.

## FLAWS

- ◇ **Principled:** The cohort has an ethic or values that it won't betray.
- ◇ **Savage:** The cohort is excessively violent and cruel.
- ◇ **Unreliable:** The cohort isn't always available, due to other obligations, stupefaction from their vices, etc.
- ◇ **Wild:** The cohort is drunken, debauched, and loud-mouthed.

## MODIFYING A COHORT

You can add an additional type to cohort by spending two crew upgrades. A given cohort can have up to two types (i.e. a gang can have two types and an expert can specialize in two professions).

## COHORT HARM & HEALING

Cohorts suffer a simplified form of harm: they are healthy, injured, or broken.

If a cohort is injured, they can continue to function with a -1 modifier to their rolls and any teamwork related rolls. They will be at risk for becoming broken. Injuries will heal naturally during a downtime phase.

If the cohort is broken, they become incapacitated and cannot do anything until they heal. You will need to spend a downtime action reducing their harm from broken to injured. Then on the next downtime phase, their injuries will heal naturally. Or, if you want to be safe, you can spend 2 downtime actions helping them heal.

# WEALTH EXPANSION

Whenever you gain a new Wealth level you can choose one of the Wealth expansions. If you lose a Wealth level, you must lose an expansion as well. Expansions fall into three attributes: fleet, bribes, and fame. Each time you advance an attribute, you gain a related benefit. If you invest in the same attribute, the new benefits grow in power at each level.

## FLEET

Increase the number of ships under your control.

1. **Spare:** Gain a second ship. You can switch ship playbooks between phases. If you have a gang to pilot the second ship, it will accompany you, adding its cargo space to yours and allowing you to create more cohorts.
2. **Squadron:** Gain a small, coordinated fleet. If a gang cohort and an expert is present in the fleet, it can provide a +2 bonus to any action once per combat round. You upkeep limit is now your speed +2 phases. (If the fleet travels with you, your upkeep is based on the slowest ship).
3. **Flotilla:** You cannot be raided when you spend downtime at sea.

## BRIBE

You spend your resources bribing more factions to your side.

1. **Spy:** Choose one faction. You will always know what they have stocked.

2. **Inner Circle:** Choose Underworld or Institution factions, and a specific nation. You will always know what those factions have stocked.
3. **Pocket of Power:** Choose one port. You cannot be raided while in this port.

## FAME

You build your reputation into a source of power.

1. **Feared:** When you loot a neutral or hostile faction, each character gains additional coin equal to your Fame attribute.
2. **Sea Story:** When you loot a faction, you can gain an intact Sea Raider artifact instead of cargo. Use the crafting rules to create the artifact as a group.
3. **Legend:** Choose one nation. When you enter their ports, the usual “at war” penalties do not apply.



# CHARACTER ADVANCEMENT

Each player keeps track of the experience points (xp) that their character earns.

During the game session, mark xp:

- » When you fail an action roll. Mark 1 xp in the attribute for the action you rolled. For example, if you fail at a Skirmish action, you mark xp in Prowess.

At the end of the session, review the xp triggers on your character sheet. For each one, mark 1 xp if it happened at all, or mark 2 xp if it happened a lot during the session. The xp triggers are:

- » Your playbook-specific xp triggers. For example “Put yourself at risk to protect your ship or your crew” or “Attempted to address a challenge with recklessness or bravado.” As the trigger say, you only needed to put yourself at risk or attempt to address the problem; it doesn’t matter if the action is successful or not. You get xp either way.
- » You expressed your beliefs, drives, heritage, or background. Your character’s beliefs and drives are yours to define, session to session. Feel free to tell the group about them when you mark xp.
- » You invoked your anchor or struggled with your chains. If you brought your anchor into your decisions or narration

somehow, maybe you mentioned a past memory or sought out someone who knows your anchor, mark xp. If your chains pushed you to act against your own benefit, you can also mark xp. Becoming homesick during a “seek your anchor” action doesn’t count; this has to be something you sought out as a player.

You may mark end-of-session xp on any xp tracks you want (any attribute or your playbook xp track).

When you fill an xp track, clear all the marks and take an advance. When you take an advance from your playbook track, you may choose an additional special ability. When you take an advance from an attribute, you may add an additional action dot to one of the actions under that attribute.

You can also earn xp by training during downtime. When you train, mark xp in one of your attributes or in your playbook. A given xp track can be trained only once per downtime phase.



# BEST PRACTICES



This chapter introduces several important tools to improve your overall gameplay experience. There are three important sections:

1. **Playing with history:** an introduction to the inspirations behind the fantasy realm of Desideria and avoiding possible pitfalls
2. **Open tables:** an overview of some tools to insure open and effective communication between players
3. **Agendas, principles, and contributions:** a brief overview of important priorities and tools for GMs and players to roleplay together

## PLAYING WITH HISTORY

The world of the Desideria Sea is inspired by several periods of history of the ancient world. I used these inspirations in three primary ways: designing geography, deciding on trade goods, and choosing names. The *Three Continents* chapter includes the specific touchstones so your group can turn to these historical groups for further inspiration if you want. This can especially be helpful for naming people and places if you want a sense of cohesion with the setting. There are several important departures from history, however.

One, none of the nations are a stand-in for a real world culture. There is space within gaming to explore real history and real cultures. I chose not to use *Tides* for that purpose. As you expand on the world of Desideria, I encourage you to look at history for inspiration, but be mindful of stereotypes and inaccurate historical accounts if you decide to create a game based on real-world events and people. There are several voices in gaming, such as James Mendez Hodes, who can provide guidance for ways to do

this respectfully. I strongly encourage you to consult his work or others if that style of play interests you.

Two, despite historical realities, the Desideria Sea does not have slavery. Portraying and roleplaying slavery would require a game, mechanics, and safety tools all designed for that purpose—and even then would likely pose too much risk of doing harm. The world does make reference to the danger of kidnapping. If you include this element, kidnapping is for the purposes of ransom and blackmail, not slavery. There are some who would argue for the “historical accuracy” of including slavery in their game; this is a world of sea monsters, time traveling creatures, and magic. It is not historically accurate. It will not include slavery.

Finally, Desideria is a region that allows for a diverse range of identities. This includes ethnicities, gender, sexuality, ability status, languages, ages, faiths, values, etc. Only one of the culture descriptions explicitly explores gender, because binary thinking is part of the culture’s worldview. Even though other summaries do not address gender as explicitly, it does not mean they do not include the same space for cis, trans, binary, and nonbinary gender. Similarly, the descriptions do not highlight the role of most identity markers in their description.

Think of this as an open space, not an exclusion. You should feel comfortable roleplaying characters that fit the identities important for you to highlight and express. In support of this, no game complications, enemies, or threats should focus on identity as a target for attack. Pirates may rob you and try to kill you, but they will not use slurs as a form of violence. This game is about adventure and chasing your dreams; attacks on identity are not in line with those principles.

# OPEN TABLES

For roleplaying games to run smoothly and insure maximum engagement, they require effective communication. This section is going to provide an introduction to several collaboration tools you can use. One tool is not required over another; pick the tool(s) that help your group the most.

## SET BOUNDARIES

### LINES/VEILS

**Created by Emily Care Boss.**

**INSTRUCTIONS:** Before you play, each player describes their own lines and veils. Lines draw a clear boundary around topics or situations that say “we don’t want this in our game.” Veils draw a cautionary boundary around topics or situations that say “we don’t want to spotlight this...fade to black or fast-forward through any related descriptions.”

**USES:** this is a proactive way to agree as a group about the content you want to include, skim over, or keep out. You can also invoke a line or veil in play if content comes up that wasn’t mentioned ahead of time.

**LIMITS:** Some people feel uncomfortable talking about what bothers them or what they prefer to avoid.

### X-CARD

**Created by John Stavropoulos.**

**INSTRUCTIONS:** place a paper with an X on the table. Tap the card, hold it up, or say “X-card” aloud: the group will edit out the content you X’d, no questions asked.

**USES:** this is a quick way to cut out upsetting or unwanted content without needing to explain why.

**LIMITS:** the X-card is reactionary in nature. It helps after someone is triggered, but does not prevent the triggered reaction.

## CHECK IN

### STOPLIGHT

**Adapted by Meguey Baker.**

**INSTRUCTIONS:** Anyone can start a check-in. You can say “I want to check-in with a stoplight” or just “stoplight.” All players respond: red means “Stop”, the subject should be changed; yellow means “slow down” or “I’m uncomfortable”, so you should take a moment and discuss; and green means “please continue.” Each response takes priority in that order: red, yellow, then green.

**USES:** If anyone is unsure how people are feeling or wonder about the direction of the tone or story, they can check-in and response based on feedback.

**LIMITS:** Stoplight is for check-in, not setting limits, so it is reactive in nature.

## SHARE CONTROL



## SCRIPT CHANGE

Created by Brie Beau Sheldon.

**INSTRUCTIONS:** Have written cards (or cue verbally) the options “Pause”, “Rewind”, and “Fast-Forward.” Anyone can use the cues: rewind backs up to revise the story; “fast-forward” skips over a scene; and “pause” gives everyone a break and possible chance to discuss before continuing the story. If you want tools for debriefing, you can ask for a “highlight reel”—a conversation at the end of sessions about your favorite part of session—or a “wrap meeting”—a conversation at the end of sessions focused on critiques or what you want to change in future sessions.

**USES:** Script change allows everyone to have control over the tone, content, and narrative direction of the story. It also gives a structured way to talk out-of-character about the direction you want to take the game.

**LIMITS:** The core tool focuses on in-the-moment responses and debriefing. You may need other tools to set boundaries proactively.

Read more: <http://briebeau.com/thoughty/script-change/>

# AGENDA, PRINCIPLES, & CONTRIBUTIONS

This section provides procedures and rules for whoever takes on the role of a player or a GM. It does not provide advice on how to play or improv; there are many resources to fill those needs. Instead, this details more about your “role” in the game. If you become stuck or your mind goes blank while playing, these can help guide you back to actions that fit the game.

## PLAYER ROLE

The player’s role is defined by your agenda, principles, and contributions.

## PLAYER AGENDA

The agenda is what you aim to do all times while playing:

- » Chase your dreams
- » Stick by your crew
- » Play to find out what happens

*Tides* is a game about people striking out into a vast ocean of riches, conflict, monsters, and discovery in order to achieve the type of success that fills their dreams. It is about wanting something and

taking action to make that desire a reality. You are driven by the need to **chase your dreams**.

You want to **stick by your crew**. You survive and succeed only as much as you work together. This means supporting the goals and efforts of other players.

While you have goals in mind, you remain open to being influence by other players, dice rolls, and the supporting cast narrated by the GM. This means you **play to find out what happens**. You're sharing in the fun of finding out how the characters react to and change the world you're portraying. You're all participants in a great adventure that's unfolding. So really, don't plan too hard. It's fun to see how things unfold.

## PLAYER PRINCIPLES

- » Time is fluid
- » Riches are worth risks
- » Flow don't plan
- » Be a fan of the story
- » Ask questions and use the answers

Your principles are your guides. If you aren't sure how to react or where to go next, fall back on these principles.

**Time is fluid.** The game embraces a non-linear and unmeasured form of time. Some raids will ask you to fall into memories of past trials; during scores you may flashback to a scene before this adventure, when you prepared for future problems; you may slow down to detail a scene blow by blow, or use a cinematic montage to summarize a long sea voyage. If you find yourself stalled, ask:

should I skip forward? Flashback? Slow or speed time? Think of time like a cinematic movie: manipulate the focus to highlight the most interesting parts.

**Riches are worth risks.** The life of a corsair is about making bold moves for big pay off. Someone proposes a dangerous but incredible idea? Embrace it!

**Flow don't plan.** Try to focus on momentum in the story, not preparation. Discuss a plan just enough to create the vault you need to leap into action. If someone throws out a plausible idea, try and build on it rather than block it. (Within your comfort level, of course.)

**Be a fan of the story.** *Tides* is about the stories you make as an ensemble cast. It's important to know what your character wants and to pursue it, but be willing to put a pause on your individual goals for the sake of an interesting story. Sometimes conflict or not getting what you want is more interesting than insisting on success or optimal measures.

**Ask questions and use the answers.** The GM will describe scenes, characters, and reactions of the world. But they can't provide exhaustive detail. If you want to know more about something, ask! If a certain area, creature, or person interests you, show the GM by asking for more detail. Then use those answers to motivate your character's response.

## PLAYER CONTRIBUTIONS

If you are uncertain how to add to the story or work your character into the scene, fall back on these contribution methods:

- » Add your perspective
- » Declare your intent



» Enter the storm

**Add your perspective.** The GM will describe the world and ask you what you do. If you are unsure what action to take, describe your perception of the scene. If the GM describes an NPC, respond with what your character notices about them, who they remind them of, or how they feel in their presence. Describing your internal reaction or perspective can spark a response from others players, and allow you to contribute even if you feel unsure of how you want to act immediately.

**Declare your intent.** Play is based on goals, so it's important to describe your intent with your actions. If the GM describes a prickly guard blocking your way, don't just say you charm them: say what you want to accomplish. Do you want to distract? Soften their attitude? Gain information? Suggesting your intent can give you a focus for your actions and help the GM know how to introduce relevant complications if the roll isn't a heroic success. It is also a good way to clarify how you want to act if you feel lost: what does your character want from this moment?

**Enter the storm.** Find the tension or conflict in the scene and jump into the middle! Your characters don't stand on the sidelines, they dive towards opportunity.

## GM ROLE

The GM's role is defined by your agenda, principles, and contributions.

## GM AGENDA

The agenda is what you aim to do all times while playing:

- » Fill the PC's lives with compelling support characters
- » Always offer a deal . . . with strings
- » Play to find out what happens

*Tides* is a game about adventure in a world of competing interests. This competition comes alive when you surround the PCs **with compelling support characters**. The players want to pursue their dreams. If you use support characters as barriers, they will have a tendency to view them merely as objects to destroy. You want them to feel inspired by the characters you introduce, not callous. Compelling characters can bring out a spectrum of emotions: love, hate, curiosity, excitement, etc. This emotional involvement will encourage them to engage and bring the feeling of conflict alive.

**Always offer a deal...with strings.** The players should always have a path forward. They will tell you what they want, and you should respond with ways for them to achieve. Ambiguity and confusion will only stall momentum. That said, the path forward will never be smooth. Introduce complications, bargains, or risk maintain tension.

Gameplay in *Tides* should be a dynamic back and forth between the players and GM. This flow can only happen when outcomes

are fluid. This is why it's important to **play to find out what happens**. Offer inspiration to the players, react to their actions, and see where the luck of the dice take you.

## GM PRINCIPLES

- » Draw maps
- » Dangle glory on the other side of risk
- » Place loyalty and riches in conflict
- » Think in cinematic shots
- » Be a fan of the characters
- » Ask questions and use the answers

These principles act as a guide as you narrate how the world reacts to the players. If you feel unsure about what complications occur or how to move forward, refer back to these.

**Draw maps.** Create a world seen through maps, not microscopes. What do I mean? Microscopes are about seeing things exactly as they are, down to the smallest detail. Maps are a simplified representation with a few key landmarks.

In practical terms, have a general idea of a place or a supporting character or an obstacle, and generate interest with a few key details; 2 details are a good starting place. If we apply this to supporting characters, you might know the character is a navigator with the key details of “booming voice” and “suspicious.”

When you want to build upon this, ask yourself “**If this is true, then what else is true?**” Maybe the booming voice means everyone knows this character’s business. Or, maybe it means they used to

command armies on the battlefield. Or, maybe it means they are old and losing their hearing.

You can add meaning to each detail dynamically as you respond to the players and the dice rolls.

**Dangle glory on the other side of risk.** The players are bold corsairs chasing their dreams. Offer them frequent chances to perform amazing feats or discover legendary artifacts. Then put something dangerous in between them and this payoff. Sometimes the danger will be obvious and physical (a raging leviathan) but others times it will be subtle or personal (the disapproval of their anchor). Mix up the type of risks to keep it interesting.

**Place loyalty and riches in conflict.** In many ways the players are defined by their relationships: to each other, their anchors, their friends, rivals, and other factions. Use these ties when you generate conflict. Offer them a choice: their bonds or their wealth. Maybe they discover the cargo from their recent score actually belonged to a friend originally. Maybe they are offered handsome payment... by someone their anchor fears.

**Think in cinematic shots.** *Tides* is a game inspired by Saturday morning cartoons or epic adventure movies. Focus the description on the drama, not the gritty detail. A few cinematic techniques to try include: focusing in on **key moments** such as an establishing shot, key conflicts, and a final dramatic image or high point at the end of the scene; **switch the point of view** of your description when it adds tension or interest, e.g. from distant narration to inside a character’s view to something off screen; **add background noise** through details about nearby events that add context to the world; **color your scenes** and use a palette to reinforce the mood; **use camera angles** when you describe something to reinforce the desired effect, e.g. looking down at a scene from a detached angle or looking up at a powerful figure; and **include texture** through the senses, e.g. sounds, smells, physical sensations like temperature, tastes like salt water or freshly baked bread, etc.



**Be a fan of the characters.** Think of the players' characters as protagonists in a story you might see on TV. Cheer for their victories and lament their defeats. You're not here to push them in any particular direction, merely to participate in fiction that features them and their action.

**Ask questions and use the answers.** Part of playing to find out what happens is explicitly not knowing everything, and being curious. If you don't know something, or you don't have an idea, ask the players and use what they say.

## GM CONTRIBUTIONS

If you are uncertain how to add to the story or what happens next in a scene, fall back on these contribution methods:

- » Ask: what's your intent (or goal)?
- » Telegraph trouble before it strikes
- » Cut to the moment of crisis

**Ask: what's your intent (or goal)?** It can be hard to know how to complicate a situation, offer an enticing payout, or introduce a compelling risk if you don't know what the players want. It's common for us to describe how our characters act without making it clear what we want the outcome to be. Unsure? Just ask! Once the players tell you their intent, think of how you can reward *and* complicate that goal.

**Telegraph trouble before it strikes.** If you're unsure how to complicate a situation or move the narrative, think about looming threats and start a progress clock in view of the players. The advantage of approaching threats is you don't need to connect

them immediately to this scene. Maybe the players just failed to deactivate a trap in a secret cave but you hadn't decided who set the trap. Glance at their faction relationships, pick one they have a negative status with, and draw a clock labeled "Red Painters faction arrives" where the players can see. Why is that faction coming? How are they connected to the cave? Who knows. But now the players have a looming threat that will push them to act now, and you can fill in the details and consequences as the action progresses.

**Cut to the moment of crisis.** The game is fundamentally about player goals hitting against (and perhaps surpassing) obstacles. When in doubt, cut to the next obstacle. Put the players and their goals at risk. Going back to your principle "dangle glory on the other side of risk", try to change conflict types if you feel stalled: introduce **internal conflict** focused on their beliefs or anchor; introduce a **supporting character** that wants to stop them (or wants the same thing but differently); introduce a **social conflict** with a faction, law, or social expectation that blocks them; introduce the **dangers of nature** through weather, shifting terrain, animals, harsh conditions, etc.; introduce **technology or equipment** that blocks them; or bring **supernatural powers** into the mix.

Remember that time is nonlinear when you think about the next crisis. You can flashback in time to something a supporting character did before the current scene, or a past failure of the players' characters with complications that are catching up to them now. Jump back to the present, connecting the past to current crisis, and ask the players: "What do you do?"



The image is a dark, atmospheric landscape painting. The top half shows a dark, silhouetted structure against a cloudy, greyish-blue sky. The bottom half shows a dark, wooded area with a path or stream leading towards a building with glowing windows. The overall mood is mysterious and somber. The text "THE WORLD" is centered in a white, serif font with a slight shadow effect.

# THE WORLD



D  
E  
S  
I  
D  
E  
R  
I  
A  
S  
E  
A





# THE GOLDEN ROAD

The Desideria Sea connects three continents through a marine highway. Open trade brings riches, but also the temptation of conquest. The northern empire begins a campaign to conquer the entire known world.

250  
T.E.

## THE TEMPEST

Cataclysmic storms blanket the sea and paralyze the region. No one can sail further than a league off the coast without dying.

1  
T.E.

## BELLS OF THE BEHEMOTH

The storms decrease. Soon they only rage at night. The first explorers set out: they are consumed by a monster from the deep. At each death, a chorus of bells sounds across the waters.

70  
S.E.

100  
S.E.

## CRIMSON HORIZON

The ocean turns red and unusually hot during a storm. The horizon lights up, as if on fire. The color fades after a month, but the storms remain fiery hot at night.

130  
S.E.

225  
S.E.

## MARITIME WARS

Raiders emerge from the unexplored Reeflands with advanced technology: ships that need no rowing, canons, and firearms. The Reef Raiders destroy entire kingdoms. The entire Desideria region fights for its survival.

After fifty years and countless deaths, the Raiders are destroyed. The storms become even less common, only raging during the dark moon.

275  
S.E.

## TIDES OF GOLD (PRESENT DAY)

The Reeflands raiders are gone, but their origin remains a mystery. The storms and monsters are worst around the Reef, so few dare to explore. Engineers have recreated much of their technology, upgrading ships and mastering cannons. The intricate, personal pistols of the Raiders remain a challenge, and only firearms taken from Raiders work consistently, making them a highly valued weapon, often passed down within a family.

The region, with its alliances of necessity during the wars, has seen an explosion of international trade and travel. The Golden Road of ages past has been rebuilt. And now, fortunes are ready to be made . . . or stolen.



**TRANQUIL ERA (T.E.)**  
Before the storms

**STORM ERA (S.E.)**  
After the storms





# THREE CONTINENTS

# TAZWARA:

## THE SOUTHERN CONTINENT

Tazwara is the dominant kingdom of the southern continent.

The northern coast is a land of high plateaus and steppe-like plains. The capital city, Idukan, is centered in a basin of lush greenery where dozens of rivers meet, and is surrounded by impenetrable mountains. South of the mountain range is the desert, characterized by endless sand dunes and the ruins of an ancient, lost empire.

The Tazwaran people have bronze skin and dark brown or black hair. They usually dress simply in loose robes and go barefoot or wear sandals. Men and women wear their hair long, braided into elaborate plaits, often woven around gems, feathers, or animal fur from their tribe's lands. These hair ornaments are usually the only sign of decorative fashion in their utilitarian culture.

Life in the southern kingdom revolves around the family tribe. With outsiders, Tazawarans are only addressed by their tribal name. It serves as their cultural, occupational, and religious identity.

The tribes are divided roughly into two groups: the pastoral Ibrin and the nomadic Zri.

## TOUCHSTONES

Tazwara is inspired by the geography and history of the ancient Mauri people during 200-40 BCE, including Numidia and Mauretania. Their art and language can provide setting inspiration. The culture as described below, however, is an invention.

## IBRIN: PASTORAL MERCHANTS

The Ibrin tribes have inhabited the same lands as their ancestors for generations. They record their memory in the land, through stone monuments and the manipulation of artificial waterways, and to destroy or steal land is considered akin to murder. An Ibrin tribe is usually composed of hundreds of distant relatives, and outsiders often interpret a tribe's homeland as a province or miniature kingdom.

The Ibrin believe a person's soul persists after death, and rather than have a pantheon of deities, they have a divine family of ancestors. They live to honor their ancestors, and call upon the knowledge of the dead for daily guidance. For this reason, the dead are preserved inside tombs that resembles palaces. They pray by bringing questions and offerings into the tomb, and sleep there so their ancestors may speak into their dreams. Most celebrations are centered around the birthdays of notable ancestors. Outsiders usually view them as death-cultists, though they are really more concerned with protecting future generations through careful stewardship of past memories and lessons.

The Ibrin are known throughout the Desideria Sea for plentiful food. Through agricultural technology, they grow a wide range of crops and support enormous herds of domesticated animals such as goats, sheep, and oxen. While they will always focus primarily on their homelands, most tribes maintain a small fleet of ships to trade their food for knowledge and technology from other kingdoms. Loyalty to the tribe is paramount, and this is expressed primarily through expanding the reputation, education, and wealth of their family.



## ZRI: NOMADIC HUNTERS

The Zri are nomadic tribes that live in the arid mountains and along the desert border. They travel out of necessity, as the land cannot support them for long. Their tribes are much smaller than the Ibrin, usually limited to first-degree blood relatives. Some tribes turn to raiding Ibrin homelands when food becomes scarce, and they are mostly known throughout Desideria for the warriors who turn to mercenary work, earning them a reputation as violent and dangerous criminals.

Seen by outsiders as the “horse people”, all Zri are excellent riders and mounted hunters. They control their horses without tack or bridles, giving rise to rumors that they can speak directly to their horses. Most Zri spend more time interacting with wildlife than outside humans, and as a result, many feel a closer kinship with animals than people. The Zri highly value physical purity, with a focus on intense exercise and abstinence from any intoxicating substance such as alcohol.

Unlike the Ibrin, the Zri worship a pantheon of set deities. Each deity is tied to a natural element and animal, and can take on humanoid, animal, or beastkin form. They communicate to the Zri through natural events, such as storms or unusual behavior by animals. Since the Zri believe that each animal species represents one of their deities, to eat animal flesh is to dishonor its patron god or goddess, and so they keep a strict vegetarian diet. This focus on animal life gives the Ibrin one more reason to see the Zri as barbarians...despite the fact the Zri’s fierce reputation as warriors does much to protect all of Tazwara from invasion.

## NAMES

### ZRI TRIBE NAMES

Chief’s name with -ait suffix or prefix. For example: Udadait, Izilait, Aitanir, Aitzdan.

#### THE ELEVEN IBRIN TRIBES

Archobarzane  
Gaya

Halliche  
Izem  
Kirthan  
Masinissa  
Mazigh

Oubasi  
Tbessa  
Tugga  
Zelalsen

#### MALE

Aderfi  
Adid  
Aghilas  
Akli  
Aksil  
Amastan  
Ameqqran  
Ameziane  
Amokrane  
Anarouz  
Anaruz  
Anir  
Arezki  
Axil

Azmar  
Azuz  
Baragsen  
Badis  
Baloua  
Basi  
Dahmane  
Fourou  
Ghilas  
Gwafa  
Hmed  
Idder  
Iken  
Igider  
Isgaden  
Izebboudjen

Izemrasen  
Izil  
Juba  
Jugurtha  
Lounes  
Makoud  
Masensen  
Massen  
Meddur  
Merin  
Mezian  
Meziane  
Mokrane  
Muhand  
Muhemmed  
Munatas

Naravas  
Nayram  
Rezki  
Saeid  
Udad  
Ugwistan  
Usaden  
Wagguten  
Warmaksan  
Wararni  
Yedder  
Yidir  
Yugerten  
Ziri  
Zdan

**FEMALE**

Bakhta	Izebboudjen	Sekkura	Tasa
Basil	Izza	Siman	Tassadit
Baya	Kahina	Sura	Tilelli
Buyan	Kaina	Taderfit	Tima
Damya	Kella	Tadla	Tiyya
Dassin	Lalla	Tafrara	Tizemt
Dihya	Lunja	Tafsut	Touka
Elkaissa	Markunda	Tagwerramt	Touya
Fadma	Massa	Tagwizult	Tumsilt
Ijju	Mekioussa	Takama	Tzeddig
Illi	Menza	Taklit	Zegiga
Ittu	Noumidia	Tamenzut	Zineb
	Safiyya	Tanamart	Zira
	Sakina	Tanaruz	

# VELIA:

## THE NORTHERN CONTINENT

Velia is the dominant country of the northern continent.

Most of Velia's largest cities lie along the temperate southern coast. The rest of the country is a mix of flowing hills and mountain ranges. These mountains produce Velia's primary source of wealth: rich deposits of ore. The seemingly endless supply of copper, iron, and tin positions the kingdom as a key player in maritime trade and developer of weapons. The forests of the inner kingdom fuel a vast fleet of ships, which has earned them a dominant reputation in naval combat...as well as a thriving piracy scene.

Most Velian people have beige skin with brown hair and eyes. Green and blue eyes are rare, and considered a reflection of the divine touch. Velia has a rich weaving history, and its people are known for wearing colorful, embroidered clothes. There is no clear difference between genders, and they prefer layers of flowing fabric, frequently wearing a long dress, short-sleeve tunic, long cloak, and draped shawl at the same time, all secured together by unique and decorative brooches. Even the poorest Velians sport bright colors and ornate embroidery; wealth is flaunted primarily in the variety of fabrics worn at one time.

Life in Velia is centered around the theocratic city-state. The state government maintains power over life and death, serves as the prime figurehead for religion, and oversees all relations with outside entities. There are no independent enterprises or businesses, as the state maintains chief authority over all operations. Each city-state is broken into smaller districts governed by a magistrate that also functions as the local priest and judge.



The Velian religion is based upon the idea that an ideal destiny was ordained at the moment of their birth, and they seek that destiny through constant consultation with the divine. The divine provide signs continually through visible phenomena. Some are more gifted at interpreting these phenomena; those with a talent for correct predictions are selected by the magistrates for further training and state service. Each magistrate eventually selects a patron deity from the five essential divines; by extension, their entire district becomes devoted to that deity:

- ◇ **Gallo:** the sun, deity of life, the who one speaks truth
- ◇ **Osanna:** the moon, deity of lost causes, the one who hears
- ◇ **Taide:** the storms, deity of love, the one who binds
- ◇ **Eligio:** the fire, deity of law and civilization, the one who shapes
- ◇ **Anghelu:** the wind, deity of death, the who one frees

Velian society is organized around the dual-priorities of kinship and city-state status. While the Velians emphasize married pairs, founded in a strong belief in kindred souls and destiny, the actual family is a far reaching group of loosely related kinship. Relations are based on generation rather than genetic closeness: for example, parents, aunts, and uncles are all called mother or father; brothers, sisters, and cousins are all called brother or sister, etc. Within families, people refer to each other primarily by their relation rather than name.

Outside the family, relations are determined primarily by status within the city-state: official (any representative of the magistrate's office); citizen (any member of the city-state); client (any member of Velia); and outsider (all non-Velians).

Velia is divided into three leagues, each of which is a collection of twelve-city states. The leagues meet once a year for a grand assembly of magistrates to set the military and political agenda for the nation. They also elect a primarch, who serves as the ruling magistrate over all of Velia for one year, until the next grand assembly. The three leagues are defined primarily by geography: Sica (southern coast), Teres (central hills), and Acerbus (northern plains).

## TOUCHSTONES

Velia is inspired by ancient Etruscan culture. Their art and government style can provide setting inspiration. However, since the Etruscan language has been mostly lost, the language is based on Latin with Italian names. Overall, the culture as described is primarily an invention.

## THREE LEAGUES

### SICA LEAGUE

Includes the twelve largest city-states of Velia, all lining the southern coast. When outsiders think of Velia, they primarily think of the Sica League. Perhaps because of their closeness to the outside world, the Sicans place the least amount of weight on kinship. Many of the Sican city-states have sizeable foreign populations and some even embrace foreign religious practices. Within the league, magistrates are often selected based on their ability to predict choice market opportunities and enrich the city-state with their business acumen.

## TERES LEAGUE

Covers the largest geographic range, representing the bulk of the interior country. They are the ones who supply most of the mineral resources and timber that sustains Velian prosperity. Despite this advantage, most Teresi prefer to stay within their city-state. They are perhaps the most devoted to the Velian religion, and as a result, believe destiny dictates their role as interior citizens. They maintain a heavy focus on kinship and state roles, and usually view outsiders with suspicion.

## ACERBUS LEAGUE

Sits in the northern plains. Once a festering swampland, the Acerbusi drained the swamp and transformed it into fertile farmland. They sustain most of Velia with their produce, but their true passion is science and technology. They invented everything from the flintlock pistols that make Velian pirates so effective, to the mining technology used by the Teres, to the advanced sail designs capitalized on by the Sican traders. Religious parables about overly-ambitious Velians selling their souls to demonic forces—to the ruin of all their kin—were generated by the Teres as a warning for their northern Acerbusi neighbors.

## NAMES

Velians do not use surnames. Instead, they combine their names of their parents into a second name. The exact names of the parents are not replicated, but combined into something new. For example, Cosmia the daughter of Arsenio and Gemma might become Cosmia Arsemma.

<b>MALE</b>	Cosimo	Isaia	Primo
	Danilo	Ivo	Quinto
Adamo	Dante	Lando	Raul
Adriano	Dario	Leandro	Renzo
Aldo	Davide	Leone	Rocco
Ale	Edgardo	Loreto	Romeo
Alvise	Elia	Lucio	Sandro
Amadeo	Eliseo	Manuel	Savio
Angelo	Enrico	Marcello	Severo
Aronne	Ercole	Marco	Taddeo
Arsenio	Fedele	Matteo	Teo
Baldo	Felice	Mirko	Tommaso
Benito	Franco	Nico	Valente
Bruno	Gallo	Noe	Vanni
Carlo	Gian	Orazio	Vitale
Celio	Giulio	Orsino	
Ciro	Ilario	Pedru	

<b>FEMALE</b>	Celestina	Isa	Rossa
	Cinzia	Lelia	Sabina
Ada	Cosima	Luana	Saveria
Adelina	Dafne	Luce	Serafina
Alba	Domenica	Marietta	Tamara
Alessa	Edda	Marisa	Teofila
Allegra	Elettra	Mattea	Tonina
Ambra	Elvira	Milena	Valeria
Amore	Febe	Nerina	Viola
Antonia	Filomena	Nives	Vissenta
Aura	Gemma	Orietta	Zaira
Balbina	Giada	Perla	Zoe
Bettina	Ginevra	Piera	
Bruna	Giosetta	Polissena	
Carola	Graziella	Renza	
Catia	Ilaria	Rosella	



# ARGYROS:

## THE EASTERN CONTINENT

Argyros is the gateway to the eastern continent.

Kyros was a minor city-state in the north until a young general launched a vengeance campaign against the southern empire that had raided them for generations. Weakened by the maritime wars, the Mihrad Empire was vulnerable to the onslaught. In less than eight years, General Argyros conquered the entire Empire. The vast expansion caused mass chaos as the new king tried to rule half the eastern continent, with its vast collection of peoples, languages, and religions.

As a sign of peace, Argyros married a member of the fallen Mihrad royalty. The royal couple reestablished Mihrad's traditional system of complex bureaucracy. The kingdom is divided into provinces that pay tribute to the king and are ruled by royal-appointed governors. Because the king does not trust the governors, each provincial court is overseen by a military general and all provinces rely upon the royal military for law enforcement and protection, not local forces.

Life in Argyros is defined by its tumultuous past and diverse mix of cultures and landscapes. The tropical coastline, once the seat of Mihradi power, was decimated during the conquest. The ports are alternatively neglected or overly militarized, but remain crucial for the kingdom's ability to funnel goods into the international trade market. The interior of the kingdom is legendary for its harshness: a mix of impenetrable mountains, barren desert, frozen plateaus, and vast stretches of tundra. Beyond the plains, the eastern provinces include the region known as the Cradle. Overflowing with produce and wildlife, it is rumored to be the origin of all life.

The Cradle serves as the royal capital.

Under the guidance of his queen, King Argyros adopted the Mihradi value of cooperation as he sought to unite the different groups under his rule. The eldest children of influential families are adopted into the royal family, provided with Kyrion education and appointments within the government. The less wealthy families are "invited" to send their children into a period of military service, with the reward of full citizenship when they complete their term. Even the most radical rebels and criminals are offered a chance at contribution: they are sentenced to support the Eupraxia Legion, the army devoted to new, risky campaigns into foreign regions.

The empire has maintained a veneer of peace and prosperity over the past forty years, but dissension remains. Kyrion natives resent the influence of a Mihradi woman on their king and adoption of Mihradi bureaucracy; the Mihradi resent their loss of sovereignty and international influence; and the Dahyuka, the nomadic people of the interior plains, resent their homelands being transformed by Kyrion agricultural technology, which pushes many into a life of raiding and inevitable criminal service in the army.

Some would say there are really three kingdoms in Argyros: the Kyrion life, the Mihradi life, and the Dahyuka life.

## TOUCHSTONES

The Kyrions are generally inspired by the Hellenistic period Greeks, while the Mihradi and Dahyuka are inspired by the Achaemenid Empire of ancient Persia. These ancient cultures can provide touchstones for geography, language, and visuals, however the cultures described for this game are an invention.

## KYRION: PHILOSOPHER WARRIORS

The Kyrion people are tall and stocky. Their skin tone ranges from tan to light brown, with curly hair that is usually brown, dark blond, or reddish brown, and eye colors ranging from brown to blue to grey. They usually wear white, linen tunics draped loosely from shoulder clasps and gathered at the waist with belts. Men usually wear embroidered belts, decorated with scenes from their life, while women use knotted ribbons as a girdle.

Kyrions see the world through strict binaries: Kyrion vs. barbarian; strong vs. weak; honorable citizen, vs. pariah, etc. As a result, gender roles are strictly defined. However, Kyrions define gender by the traits, identity, and roles one takes, not by physical birth.

Men are expected to keep Kyrion life stable through military defense, generation of wealth, and oversight of all material resources. The binary way of thinking requires constant ranking, with one group on top and another on the bottom. Men are driven to place themselves on top of any binary: strong, wealthy, clever, a great warrior.

Kyrion women are not considered people in their own right, but part of a man's household, expected to manage the lower status members and resolve petty disputes. The highest honor a Kyrion woman can achieve is being the mother of a great warrior, and being rewarded with some income from the barbarian lands their sons have conquered. Women are not supposed to be out of the family home without a male escort; the restriction led women to develop a secret language based on knots, and they often communicate to women of other families through the styling of their ribbons.

There are members of Kyrion society who are seen as crossing the strict gender binary and living out features from across the gender spectrum. Known as Arrays, they are seen a reflection of the divine's essential nature of harmony through diversity. While

some serve in a religious capacity, many prefer to pursue typical lives...though their daily tasks may be frequently interrupted by those seeking divine insight or special luck before a challenging endeavor.

The Kyrions believe they are the descendents of a pantheon of eight: four gods and four goddesses. Their deities exist in pairs, representing their own binary:

- ◇ **Sphagos**, god of killing and war; balanced by **Eruma**, goddess of protection and peace
- ◇ **Aldemios**, god of nourishment and growth; balanced by **Laiga**, goddess of ruin and decay
- ◇ **Kruptos**, god of concealment and secrets; balanced by **Prophaima**, goddess of revelation and truth
- ◇ **Ainothos**, god of resistance and fear; balanced by **Charoe**, goddess of attraction and delight

The Kyrion lineage comes with a responsibility to bring honor to their divine ancestors. They are driven to pursue excellence in all mental, physical, and spirit tasks. As a result, they promote sciences, engineering, and philosophy; celebrate games of physical prowess including racing, wrestling, and fighting; and value expression through painting, music, and dance.

They also see conquest as their duty, as it spreads knowledge of their immortal parents and the power of their people. They believe reputation is essential, and determines the quality of your immortal life after death. Those who dishonor the divine legacy will suffer eternally in the pit of horrors; those who sustain the divine legacy will prosper eternally in the fields of prosperity; and those who elevate the divine legacy are invited into the realm of the gods.

Kyrions are considered first-rank citizens of Argyros. They forms



the officer ranks of the military, hold the highest government positions, and dictate the terms of trade. Some have adopted the cooperation ethic of their king, and promote the philosophy of harmonia, seeking alliance with all people. Others hold fast to traditional views of their divine legacy, and promote the philosophy of dynamis, seeking power over other peoples.

## MIHRADI: STEWARDS OF ORDER

The Mihrad Empire had existed for several hundred years before it fell to General Agyros. Most have pale or lightly tan skin; brown or black hair; and brown or grey-green eyes. Tall, often slender, and graceful from traditions steeped in dance, the Kyrions see them as physically weak.

The Mihradi culture is heavily influenced by its religion. They believe in a single creator, Roz-Saban, a nurturing caretaker who promotes order, truth, and justice. The Creator is seen as male, female, and nongendered all the same time, reflecting their belief that many truths exist within one. They believe Roz-Saban is opposed by a conflicting force Zurakara, who promotes discord, chaos, and deceit. Roz-Saban represents nourishment, while Zurakara represents destruction.

Life is considered a temporary state during which all people must choose the side of order or chaos. The religion considers active, tangible support of Roz-Saban's agenda essential, as those acts empower their god in the conflict against destruction. As a result, they value cooperation, sustainability, stewardship, honesty, and fairness. People are free to choose the side of chaos, but once they die they will be banished to the realm of darkness until cosmic war ends; then all people will be returned to life. The Mihradi believe human punishment should reflect this order; those who commit crimes should be punished, but for a limited time, and then the community should restore their life.

The Mihradi value good conduct over any other status; they do not emphasize gender, bloodlines, or any specific attributes. The Kyrion do not allow Mihradi women to serve in the military but require Mihradi men to serve for six years, meaning their local communities are largely protected by warrior women trained in their traditional styles of mobile combat. They train to fight from chariots, horses, camels, ships, and while running, favoring ranged weapons of javelins and archery. They have not adopted the new gunpowder weapons, because they require stationary methods.

The Mihradi community remains conflicted in its response to Kyrion rule. Some believe they should cooperate with Kyrions, willing to adopt Kyrion names and accepting Kyrion traditions. Others believe the Kyrions are a chaotic, destructive force furthering Zurakara's agenda, and should be fought. Regardless, none are trusted by the Kyrions, and except for the few adopted into the royal family, none are allowed in positions of power.

## DAHUYUKA: NOMADIC PRIESTS

The Dahyuka have lived in the interior plains since before the Mihradi Empire. Traditionally a semi-nomadic people, they migrated with the seasons to land that could support their livestock herds. Life among the Dahyuka is centered around family and clan. The family unit is small, a married couple, their children, and the livestock needed to support them. Each family is expected to contribute to a larger clan with the skills passed down by their parents, dividing the clan naturally up by occupation: families that guard, families that weave, families that practice medicine, families that negotiate trade, etc.

Dahyuka fashion focuses on ease of travel and withstanding the elements. Men wear tight-fitting leather coats lined with fur, fitted leather trousers, and knee-high boots treated with fur and oils to be waterproof. Women wear the same leather trousers and boots,

but layer atop a long dress slit on both sides for ease of movement and an ankle-length, hooded leather cloak lined with fur.

The Dahyuka way of life remained consistent for hundreds of years. They accepted their membership within the Mihrad Empire easily, as the Mihradi respected their knowledge of the harsh terrain and appointed Dahyuka natives to the provincial government. In contrast, when General Argyros conquered the interior, the Kyrions brought their system of agriculture with them, and insisted on changing the landscape to make it more agrarian. This settlement effort altered the landscape the Dahyuka had known for centuries.

The various clans have adapted differently: some join the royal military; some turn to raiding settlements; and some migrate towards the coastline, where they can ally with the Mihradi communities and join in the coastal trade. Several clans have transitioned primarily to sea life; they have adapted their star-based navigational skills to the seas, making a living shipping people and goods across the region. Overall, the Dahyuka revolt the most against official rule, and are seen as bandits and malcontents by most Kyrions.

The Dahyuka people recognize all religions and pantheons as real, but have dedicated themselves to a one god, Dastar, and one goddess, Pahrez. While faith had been waning under the influence of the Mihradi empire and its religion, the war by Argyros caused a surge in popularity and return to the old rituals.

Per the Dahyuka stories, Dastar and Pahrez were a married couple, parents of the first family. Their children, all minor deities, ran free in the land, speaking with humans, animals, and plants. Then, Dastar was murdered by one of his sons, who wanted equal worship and power. Pahrez searched the world for a way to bring her husband back to life. She succeeded, but Dastar was consumed with thoughts of revenge, and left her for his campaign against the son who murdered him. His war resulted in the death of all their children, causing the end of the larger Dahyuka pantheon.

Dastar became a new god: the god of death and rebirth. He is worshiped for his role in the seasons, day-night cycle, cyclical nature of time, and belief that the Dahyuka people will outlast any people who conquer them. He is seen as a warrior, and symbol of eternal strength. Those who dedicate themselves to Dastar assume the role of warriors, justice-seekers, and leaders. They see life as one part of a larger cycle, and do not fear death. Among outsiders, this has earned them a reputation as suicidal fighters.

Pahrez transformed her grief and sense of betrayal into purpose, and began to travel the war-ravaged world to tend to the injured and abandoned. She is a goddess of suffering and hardships, comforting those who share her pain. She is seen as a sorceress, and symbol of mystical power. Those who dedicate themselves to Pahrez assume the role of mystics and knowledge-seekers. Their skills in astronomy are unmatched, giving them a reputation as superior navigators and time keepers. They are also experts at medicine, and an essential part of the Dahyuka's ability to survive in the harshest of conditions.

While traditionally clans contained devotees of both deities, the Kyrion conquest has decreased tolerance among the Dahyuka. A more pronounced cult of Dastar has risen, dedicated to total war against the Argyros kingdom. Similarly, followers of Pahrez protest the killing, and many enlist in the royal army as doctors to compensate for the destruction done in Dastar's name.

## NAMES

The Argyros kingdom includes dozens of different cultures. Once someone becomes a citizen of Argyros, usually through military service or conscriptions, they are assigned a Kyrion name for all official purposes. Those with a Kyrion name are automatically seen as foreigners or servant-class.



For Kyrions, men and unmarried women take last names based upon their father's name by adding a patronymic ending; once married, women take last names based on their husband's name: -akos, -ides, -eas, -atos, -oglou, -akes, -ion, -imos

Example: Bion, son of Drakon is Bion Drakonimos

Mihradi and Dahyuka traditionally use a clan name or bear a name related to where they were born.

**KYRION MALE**

	Hero	Philon
	Hesperos	Phokas
Acacius	Iason	Pyrros
Alexios	Ilias	Simos
Alekos	Karolos	Sokratis
Ambrose	Kleos	Solon
Amilios	Kosmas	Stathis
Andreas	Kyros	Thales
Arcadius	Linos	Theokritos
Ariston	Loukianos	Theron
Bion	Lykos	Timon
Christos	Lysandros	Tryphon
Demetrius	Marios	Veniamin
Demos	Markos	Vissarion
Dion	Myron	Xanthos
Drakon	Nikanor	Xenon
Elios	Nikomedes	Yanni
Erasmus	Nikon	Yorgos
Euaristos	Omiros	Zephyros
Georgios	Pavlos	Zotikos
Haris	Phaidros	

**KYRION FEMALE**

	Evridiki	Pherenike
	Gaiane	Phile
Agathe	Galene	Photine
Aikaterine	Glykeria	Polina
Aleka	Herais	Rhode
Amalia	Isidora	Sophia
Ambrosia	Ismini	Styliana
Athina	Kassandra	Tasia
Aspasia	Keti	Tasoula
Avra	Korinna	Thais
Berenike	Kyveli	Thekla
Charis	Lia	Vasia
Charmion	Ligeia	Voula
Chrysanthe	Marina	Xanthe
Danai	Menodroa	Xenia
Eirene	Myrrine	Yanna
Elisavet	Nefeli	Zoi
Euthane	Nomiki	Zosime
Eumelia	Pavlina	

**MIHRADI/  
DAHUKA  
MALE**

	Darazdast	Kaveh	Roshan
	Dariush	Khorshid	Sam
	Dilshad	Kian	Sennen
	Ehsan	Mani	Shahin
Adarvan	Farbod	Mirza	Shahrokh
Alborz	Farrokh	Navid	Shadzad
Arash	Firuz	Naudar	Shapur
Ardashir	Godarz	Omid	Sohrab
Arman	Golshan	Orasmyn	Varazdat
Arsama	Golzar	Pakor	Vidarna
Artaxes	Haxamanis	Parviz	Zaryab
Azad	Jahan	Payam	Zhubin
Babak	Jamshid	Pedram	
Bahram	Javeed	Quhyar	
Behrooz	Kamisares	Ramak	

<b>MIHRADI/ DAHUKA FEMALE</b>	Fereshteh Gol Golnaz Jaleh Katayun Kokab Laleh Mahin Mahsa Manizeh Minoo Mozhdeh Mozhgan Nages Naztab	Nekdel Nousha Paniz Pari Parvaneh Rexelle Rudabeh Ruxshin Samannaz Sanaz Sarvazad Setareh Shadi Shahnaz Shideh	Shirin Shohreh Sima Tajuyah Tehmina Tishtar Uparmiya Vahbiz Vida Zareen Zhaleh Ziba Zoish
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# FACTIONS

# FACTION OVERVIEW

<b>UNDERWORLD</b>		Wealth	Hold	Status
<b>T</b> <b>a</b> <b>z</b> <b>w</b> <b>a</b> <b>r</b> <b>a</b>	Band of Amdiaz	I	W	
	The Curse	III	S	
	The White Horde	V	S	
	Timeworn Blades	II	W	
	The Black Reef	IV	S	
<b>V</b> <b>e</b> <b>l</b> <b>i</b> <b>a</b>	Brimstone Tide	IV	S	
	The Silver Match	II	W	
	Bloody Pikes	I	S	
	The Nameless	III	W	
	Dastar's Chosen	V	S	
<b>A</b> <b>r</b> <b>g</b> <b>y</b> <b>r</b> <b>o</b> <b>s</b>	Dexius Cabal	IV	S	
	Masked Magistrate	III	S	
	Coin Kings	I	S	
	The Five Families	II	W	
	The Red Painters	V	W	

<b>INSTITUTIONS</b>		Wealth	Hold	Status
Tazwaran Navy		II	S	
Royal Warband		V	W	
The Chronicle of Ancestors		IV	S	
Royal Architects		III	S	
Taymust Prison		I	W	
The Velian Armada		III	S	
Mallius Inquisitors		V	S	
Premier Magistrate		IV	W	
Temple of Osanna		I	S	
Temple of Eligio		II	W	
Argyros Royal Military		IV	W	
Office of Conscription		V	S	
Naturalization Consulate		I	S	
Temple of Sphagos		III	S	
Eupraxia Legion		II	W	

<b>CITIZENRY</b>		Wealth	Hold	Status
Teres League		II	S	
Acerbus League		II	W	
Sica League		IV	S	
Idukan		V	S	
Sdaqa		IV	W	
Taymust		I	W	
Alkyon		III	S	
Ionthos		III	W	
Phaenna		V	W	

<b>FRINGE</b>		Wealth	Hold	Status
Celestials		IV	S	
Children of Mer		III	S	
Cult of Caelina		I	W	
The Leviathan Path		II	S	
Maelstrom Prophecy		III	S	
Shadowhunters		I	W	

<b>TRADE</b>		Wealth	Hold	Status
<b>T</b> <b>a</b> <b>z</b> <b>w</b> <b>a</b> <b>r</b> <b>a</b>	Company of Eleven	IV	W	
	Haile Group	III	S	
	Itri Charter	I	S	
	Royal Treasury Group	II	W	
	Traders of Violet	V	S	

<b>TRADE</b>		Wealth	Hold	Status
<b>V</b> <b>e</b> <b>l</b> <b>i</b> <b>a</b>	Annunziato League	I	S	
	Biaggio Company	II	W	
	War Merchants Co.	IV	S	
	Drusa Family	III	S	
	Magistrate Charter	V	W	

<b>TRADE</b>		Wealth	Hold	Status
<b>A</b> <b>r</b> <b>g</b> <b>y</b> <b>r</b> <b>o</b> <b>s</b>	Jalali Band	I	S	
	King Trade Company	II	W	
	Mirza and Mokri	III	S	
	Office of Commerce	IV	W	
	Sages Fund	V	S	



# UNDERWORLD

## TAZWARA

**THE CURSE (III):** The network of robbers who exploit rumors of curses and mystical powers to hide their own criminal acts. Headquarters: Taymust, Tazwara, in the ruins of an aqueduct below the river.

**THE WHITE HORDE (V):** The first Zri mercenary company that took their services international, they are famous for wearing all white and painting their skin white, the color of death. Headquarters: chain of islands off the Tazwaran coast.

**TIMEWORN BLADES (II):** An assassin group of Ibrin, often youngest children lacking inheritance or tribal status, who use the guidance of their ancestors to kill. Headquarters: Idukan, a boathouse on the Infinity Pier.

**THE BLACK REEF (IV):** Smugglers who specialize in Sea Raider technology. Rumored to have leviathans guarding their home. Headquarters: A city of wrecked boats off the coast of Taymust.

**THE BAND OF AMDIAZ (I):** A secret cabal of con artists within the elite creative scene of the Royal Academy who also profit off blackmailing the wealthy classes who attend their performances. Headquarters: scattered throughout Sdaqa city.

## VELIA

**DEXIUS CABAL (IV):** A secret brotherhood within the Dexius guard who require payment from visiting ships that want to use the Dexius docks. Also dabble in murder. Headquarters: Dexius

guardhouse.

**MASKED MAGISTRATE (III):** A network of stewards who work for the magistrate office. They specialize in forgery and bribes. Headquarters: the archives in Mallius.

**COIN KINGS (I):** An alliance of smaller merchant houses who generate counterfeit money and use them to rob banks and merchant treasuries undetected. Headquarters: nondescript warehouse in Furnia.

**THE FIVE FAMILIES (II):** A group of Acerbus inventors who create and traffic experimental technology, unstable alchemy formulas, and designer drugs. Headquarters: apothecary shop in Furnia.

**THE RED PAINTERS (V):** An art company that exploits its extensive trade reach and access to wealthy homes for the purpose of assassination, smuggling, and theft. Headquarters: Numerous art galleries throughout Velia.

## ARGYROS

**BRIMSTONE TIDE (IV):** A fleet of loosely affiliated pirates, most of whom were discharged from the Agyros military under unfavorable conditions. Their ranks are filled with disgruntled Dahyuka, giving them access to a range of explosive and fiery weapons. Headquarters: Coastline off Alkyon.

**THE SILVER MATCH (II):** A gang of thieves known for burning homes to the ground after robbing all their valuables. Headquarters: a rowhouse hidden inside the labyrinth of Phaenna.

**BLOODY PIKES (I):** A gang of street thugs who like to decorate the governor's walls with items stolen from their enemies. They are secretly funded by a priest seeking revenge for being passed over for a chief priest position at the Sphagos Temple. Headquarters: a

small temple of Sphagos near the quarry in Phaenna.

**THE NAMELESS (III):** A loose collection of non-Kyrion rebels with the sole purpose of robbing and ransoming Kyrion officials. Headquarters: The Eye towers in Alkyon.

**DASTAR'S CHOSEN (V):** A pirate band disguised as religious pilgrims, they primarily make money kidnapping and ransoming members of wealthy merchant families. Headquarters: Hidden cove near Ionthos.

# INSTITUTIONS

## TAZWARA

**TAZWARAN NAVY (II):** The Navy is one of the few times Zri and Ibrin work closely together. The Ibrin primarily serve in administrative and diplomatic positions, while the Zri provide the warriors. Their ships are recognized by the intricately carved masts and figureheads.

**ROYAL WARBAND (V):** Composed entirely of Zri warriors, they act as guards, soldiers, and investigators. Each Zri tribe must send one child to the warband, and they serve for life.

**THE CHRONICLE OF ANCESTORS (IV):** Historians of all notable Ibrin ancestors and recorders of ancestral rites, they are the closest thing to organized religion among the Ibrin. Consulting with its members for correct prayers or details about an ancestor costs money; sponsoring someone to join the Chronicle requires a fortune.

**ROYAL SOCIETY OF ARCHITECTS (III):** Publicly, they explore the world for new engineering techniques and aesthetic inspiration. In truth, the Society acts as spies and covert agents for the royal family.

**TAYMUST PRISON (I):** Association with criminals is believed to open one up to bad energy, so the Tazwarans hire foreign mercenaries to oversee the large prison outside of Taymust. It isn't uncommon for guards to be associated with pirate groups, and they frequently use the prison as a source of recruitment.



# VELIA

**THE VELIAN ARMADA (III):** Enormous, well-equipped, and funded by the merchant wealth of Velia, the Armada strives to project Velian might and class wherever it goes. As a result, Velia hires privateers more than any other kingdom, as the Armada cannot be seen committing piracy.

**MALLIUS INQUISITORS (V):** The state force has full authority within the Sica League to imprison and interrogate enemies of the state. They are easily recognized by their black robes and silver heron masks.

**PREMIER MAGISTRATE (IV):** While the Primarch changes each year based on the Grand Assembly's vote, the larger organization under the Primarch remains the same. A corrupt, greedy mass of opportunists with appointments for life, their members frequently employ privateers to expand their treasury. After all, they can pull the strings required to insure their employees never see a judge's court.

**TEMPLE OF OSANNA (I):** The religious branch celebrates the goddess of lost causes. While many priests and priestess provide charitable services such as orphanages and hospitals, just as many charge desperate supplicants enormous sums to prioritize their needs in the temple's prayers to the goddess.

**TEMPLE OF ELIGIO (II):** The religious branch calls for the expansion of Velian civilization across the region and are dissatisfied with the neutral peace in the region. They have gained significant popularity by funding numerous vessels of pirate hunters, and frequently leverage the gratitude of trade companies into opportunities to embed Eligion priests within the organizations' leadership.

# ARGYROS

**ARGYROS ROYAL MILITARY (IV):** Argyros maintains the largest organized military in the region. The military provides all martial law and protection within the kingdom. The Naval branch of the military is still relatively small, but already famed for its ruthlessness...and tendency to commandeer any forts with a hint of vulnerability.

**OFFICE OF CONSCRIPTION (V):** Ostensibly the bureaucratic organization is an administrative body that oversees all conscripts into royal service, especially the Eupraxia League. In reality, they aggressively investigate and hunt down anyone suspected of disloyalty or foreign origin. Those who prove useful to the stewards are allowed to remain free but agents of the office; those with fewer resources and skills must either pay a bribe or lose their freedom.

**NATURALIZATION CONSULATE (I):** The office oversees the process of becoming citizens of the kingdom. It also oversees the process of ensuring seditious cultural practices which threaten the Kyrion way of life are stamped out. They are supported by a secret legion from the military that specializes in interrogation and assassination.

**TEMPLE OF SPHAGOS (III):** Patron god of king Argyros, the temple of Sphagos functions effectively as the state religion. Dedicated to killing and war, each temple hosts an arena where criminals can prove their innocence by fighting exotic beasts from far off lands.

**EUPRAXIA LEGION (II):** Except for the officer staff, the entire legion is forced conscripts, either criminals, non-citizens, or captured enemies. Conquest is a fundamental part of Kyrion life and their mission to spread their divine family's influence; however, they prefer to place the burden of those constant campaigns on the Legion. The officers treat the conscripts like a battering ram, preferring vast numbers over nuanced strategy. As the Legion is seen by most Kyrions as a horde of barely controlled barbarians, the resulting mass casualties rarely concern those who matter.

# TRADE

## TAZWARA

**COMPANY OF ELEVEN (IV):** The eleven Ibrin tribes maintain an uneasy economic alliance in the form of this trade company. They primarily trade food and livestock, and are not known for taking risks. Their cautious nature combined with their monopoly over the grain trade make them one of the most wealthy and stable forces in the region.

**HAILE GROUP (III):** This enterprise specializes in restocking and providing assistance to ships of other companies. With a secret, proprietary method of propelling their ships without a dependence on rowing or wind, their vessels present an attractive target to pirates.

**ITRI CHARTER (I):** The relatively new company, based out of Sdaqa, is composed of a mix of Tazwaran and foreign interests. It seeks to open Sdaqa's newly discovered gem mines to the larger world. More a group of politicians and lobbyists, no one is entirely sure who provides their funding...or their well-armed fleet of war galleys.

**ROYAL TREASURY GROUP (II):** The official company of the royal family supplies the string of royal forts along the Tazwara coast. As their ships are usually guaranteed to be full of provisions and weapons, they are a favorite target for pirates.

**TRADERS OF VIOLET (V):** The oldest merchant guild in Tazwara made its fortune originally by selling the purple dye favored by royalty and wealthy families throughout the region. They control many of the lands throughout the southern continent, giving them access to products not offered by any other company. There are

rumors they are the ones who sustain the royal academy and its legion of artists, not the royal family, and they are the real ruling power of Tazwara.

## VELIA

**ANNUNZIATO LEAGUE (I):** The Annunziato League opened the first bank in Velia, and leveraged those connections into a vast empire of trade, political influence, and artistic patronage. They continue to expand their wealth through hiring privateers, while also funding many pirate hunters, so they can insure their ships are never stopped.

**BIAGGIO COMPANY (II):** They are one of the few trade companies controlled by the Teres league. While relatively small, they oversee most of the wine trade out of Velia, which makes them eternally popular. They employ Acerbus engineers as their main form of protection, and are known for the mechanical automatons that man their cannons.

**WAR MERCHANT CO. (IV):** The company began with war profiteering during the Maritime Wars. Despite this shady beginning, longevity has granted them an air of respectability and extensive connections. In truth, the company has not strayed far from its beginnings; much of its stock is supplied by pirates and raiders at a discounted price, which they turn around and sell—sometimes to its original owners.

**DRUSA FAMILY (III):** Once a small merchant family selling woolen textiles, the Drusas recently allied with the Anghelu Temple and shifted their focus to raiding undefended villages along the Velia coast. They sacrifice the villagers' most precious belongings to honor the death deity, establish a new settlement for Anghelu priests, and sell the spoils at international ports. Only the temple's support and their supposed religious conviction spares them the label of pirates.



**MAGISTRATE CHARTER (V):** Once the dominant and official trade company of Velia, the Charter tore itself apart with infighting and corruption. It lost most of its fleet, and now primarily exists in Mallius to enforce taxes on foreign vessels. It is little more than a puppet company for the Mallius Inquisitors, who use it to gain information on visitors for signs of possible seditious attitudes.

## ARGYROS

**JALALI BAND (I):** A collection of hardened dockworkers who purchased an extensive stretches of warehouses which they rent out to foreign merchants held up in bureaucratic limbo. Many believe the company is a front for theft, murder, and kidnappings.

**KING TRADE COMPANY (II):** The pet project of the King's middle son, it focuses on importing expensive wine and food. While its royal connection ensures success, there are persistent rumors of debauchery by the noble leadership and deaths among the conscripted workers.

**MIRZA AND MOKRI (III):** A secret society of traders, no one knows how to gain membership or who really runs the company. Their ships are recognized by the royal-violet flags, and its members wear robes of violet and carved ivory masks. Its members gain access to the most lucrative trade lines of far eastern luxury goods, but they pay steeply with loyalty: all members are addicted to a drug only the leadership knows how to manufacture. Some whisper the society is a haven for the conquered Mihradi royalty who are biding their time until they can overthrow the Kyrion rule.

**OFFICE OF COMMERCE (IV):** The bureaucratic powerhouse oversees all taxes and regulation of trade. Their administrative system is byzantine; the wealthy pay the stewards to complete the process for them, while the less fortunate lose months to paperwork, which often results in late feeds and confiscation of goods to compensate.

**SAGES FUND (V):** Sometimes called the scholars company, the guild is a united force of Dahyuka who sell advanced medicine, navigational maps, and wisdom gleaned from astronomy. While the royal army suspects them of funding Dahyuka rebels on the interior plains, they have never been able to prove it...perhaps because enemies of the Sages often ended up eating something deadly.

# FRINGE

**CELESTIALS (IV):** The Kyrion cult takes the belief they are descended from divine beings to the extreme. They view themselves as demi-gods and seek to prove their superiority through feats of war and cunning. They care nothing for political alliances, peace treaties, or laws; they are above such mundanity. Zealots at heart, they view other people with condescension.

**CHILDREN OF MER (III):** The underground religion is spread through the Desideria region and includes people from all cultures. It venerates merfolk (whether real or myth) and seeks a life underwater in the Jade City, supposed capital of merfolk and birthplace of all magic. They experiment with engineering, alchemy, and mysticism to find the method of transforming from human to mer. Needless to say, drowning is a common form of death among their number.

**CULT OF CAELINA (I):** The cult venerates the natural world to the extent it devalues civilization and anything man made. Seen alternatively as eccentric or deranged by none members, their primitive facade hides a more sinister practice of sabotaging ships. They see the sea trade as pushing humanity into an even more artificial, material focused existence and seek to reestablish the isolation of the storm years.

**THE LEVIATHAN PATH (II):** The group mixes religious devotion and monster hunting. Its members believe that when you kill a leviathan, and eat its flesh, you take on its power. They hunt throughout the Reef Lands, then prove their new might by attacking military ships and forts.

**MAELSTROM PROPHECY (III):** The group is obsessed with the origin of the storms and Sea Raiders. They believe the Maritime Wars were only the first wave of an otherworldly invasion, and

they want to find the truth before the next wave comes. They collect Sea Raiders artifacts to try and divine the source of their power, so they can open a pathway to the other world.

**SHADOWHUNTERS (I):** The guild of curse-breakers originated in Taymust, but has spread throughout the region. They hunt out the locations of curses and dark energy, and seek to dispel it. As it spread, it became effectively a club for disenfranchised or bored merchant children who wanted to feel a greater purpose to life. Few are professional warriors, and rely on gentile dueling techniques. More often than not, the curses they chase turn out to be criminal operations, and the guild is despised by the underworld.

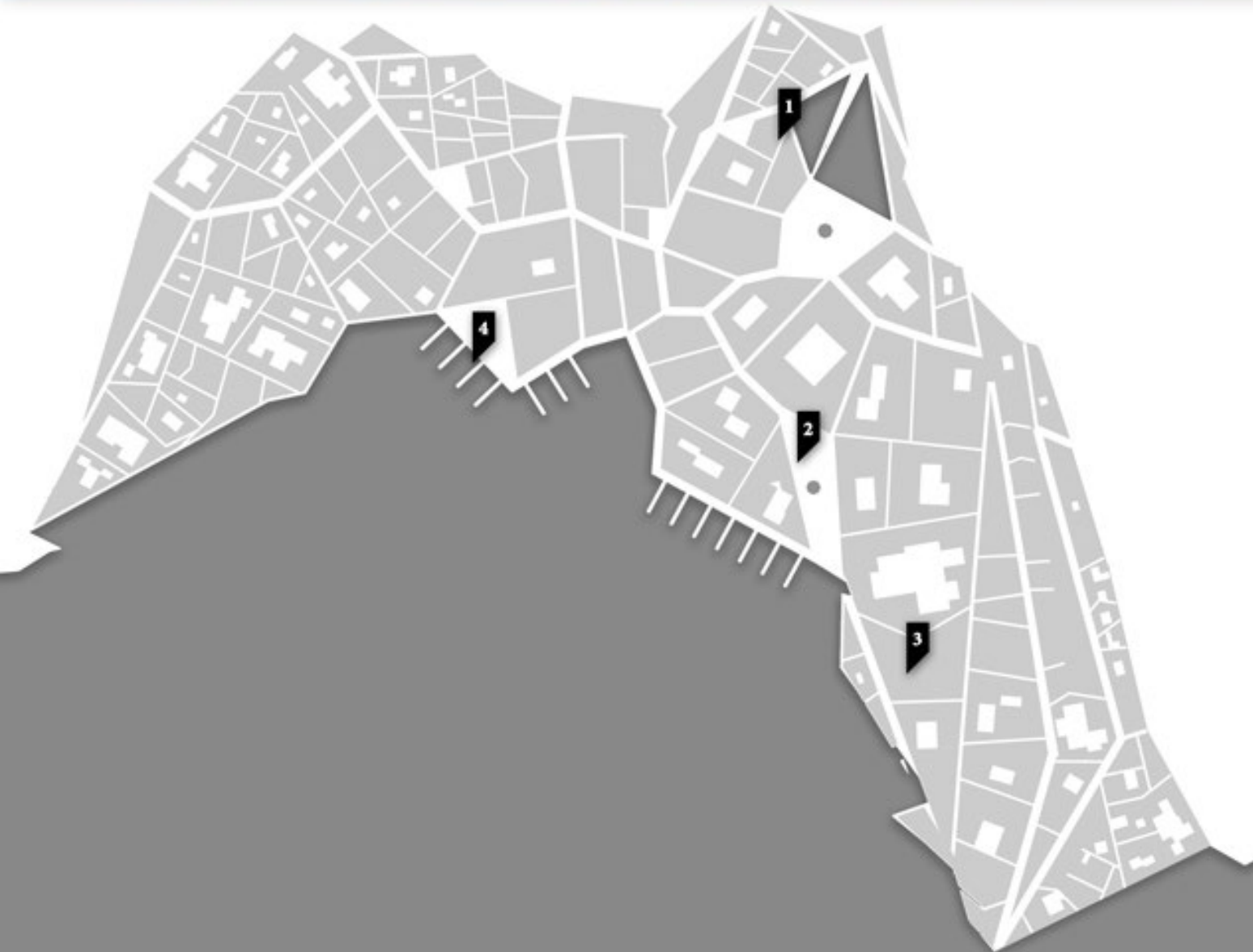




# PORTS OF DESIDERIA

# DEXIUS

## LANDMARKS



This port is famous as the city built into a cliff. Carved into an otherwise sheer drop off, Dexius is impossible to reach without being escorted up invisible ladders to the caverns and hollowed out tunnels. An elaborate pulley system allows the citizens to trade with visiting ships while minimizing exposure to attacks.

Cut off from mainland Velia, the city-state has been a traditional target for pirates and sea raiders. As a result, their people strongly value independence and stoicism. They also have a suspicious view of most outsiders and prefer to maintain strictly business relationships with them.

### THE DROP.

1

The chasm gives the city secret access to the ocean, allowing for escape at all times.

### CLARINA FOUNTAIN.

2

Local stories say the girl was the first victim of pirates after the storms cleared. The city square is a reminder to be ever vigilant, and is often a pilgrimage point for those grieving a dead loved one.

### ARSENIMORE ESTATE.

3

The magistrate's official home is expensive even by the most generous standards. Rumors are a past magistrate built it large enough to hide the vault beneath. Some say it holds a king's treasury...others say it imprisons an ancient threat.

### WAYPOINT DOCKS.

4

Ships can moor at the city docks, but have access only to a small loading space. Guards watch from the cliffs above to grant access to the pulleys, and to scare off the salt serpents that hunt just below the surface.



Unless the majority of your crew are Velian, all operations within the city tunnels are considered on “hostile turf” for purposes of generating notoriety.

<b>WEALTH</b>	● ● ● ●
<b>SECURITY &amp; SAFETY</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●

**SIGNATURE PRODUCTS:** Raw minerals, ores, and precious metals; designs for modern weaponry; salted and smoked seafood



## DETAILS

*City-State Maxim: “Work conquers all.”*

**SCENE.** Dockworkers man the pulleys day and night. Citizens huddle around braziers. Children dare each other to climb higher on the rockface. Nervous guards practice their aim on seagulls.

**STREETS.** Narrow, damp, warren like. The alleyways are punctuated by open caverns. Sound is always echoing, with the whistle of the constant wind. Names based on notable ancestors: Aetius Street, Aquila Street, Domitius Street, Hadriana Way, Jovian Way

**BUILDINGS.** Carved into the stone cliffs. No windows. Single story and all connected by tunnels. Archway way doors with cloth covers. Blocky, rough rooms. Always cold.

### **OBIZZO.**

A longterm member of the guard, he raises salt serpents in the lower caves and conducts experiments with their venom. Some say he feeds the nest incompetent guard recruits. (Calculating, Threatening, Weird)

### **JANNI THE ROPE.**

The chief engineer of the city-state, he is responsible for the maintenance of the pulley system. He is usually expressionless, distracted, and smelling of fermented brews and smoke. (Cold, Haunted, Secretive)

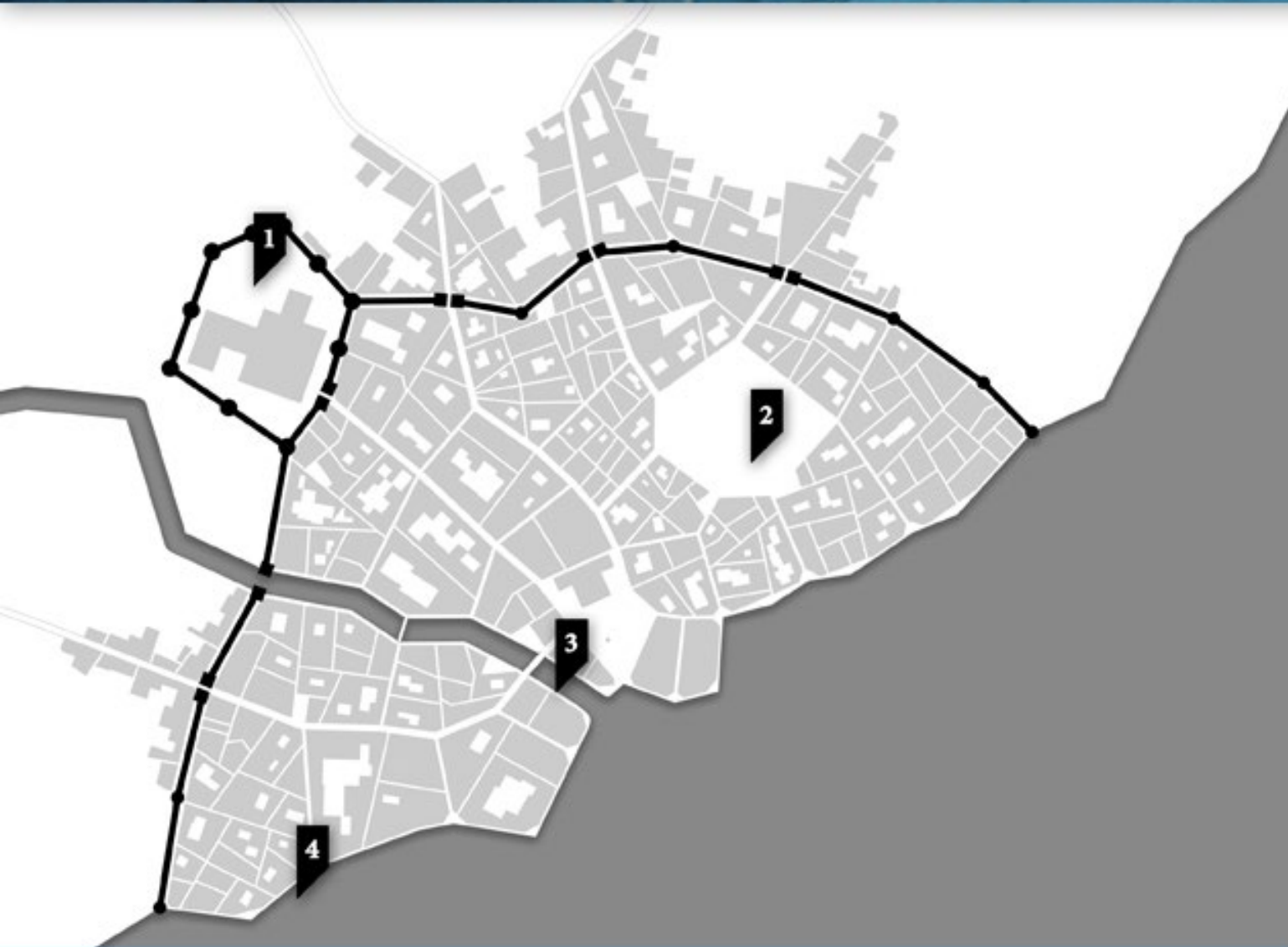
### **STEWARD Sisetta.**

Personal steward of the city’s chief magistrate, many fear her influence on the state due to her family’s legacy as pirates. She seems to enjoy aggravating her critics with extreme opinions. (Defiant, Charming, Alchemist)



# FURNIA

## LANDMARKS



### 1 MAGISTRATE CITADEL.

The marble estate is hidden behind towering walls covered in venomous brambles. The magistrates and their staff rarely leave, and no one has snuck inside and lived to speak of it.

### 2 OSANNA MONUMENT.

The looming tower appears half-finished, an elaborate scene carved into its walls and studded with precious gems. While workers swarm around the exterior scaffolding, only the magistrates are allowed inside.

### 3 ICARO ESTATE.

The family was once known for its dominance in the spice trade and being a patron of artists. After the power struggle began, they became known for their unstoppable assassins.

### 4 LEONILDE ESTATE.

The ancient fishing family has notably stayed out of the kinship wars, but appears to grow richer with each passing day. No one knows the secret to their prosperity, but they have been seen entertaining foreign warriors in their home.

Called the White City for its construction completely from marble, this port is legendary for its beauty and architectural engineering. In the past decade, the city's officials have seemingly become obsessed with building a monument dedicated to Osanna, the deity of lost causes. The magistrates claim it will protect the city-state from their visions of looming, deadly storms; the populace is split in their belief.

The magistrates' obsession with this work has left most mundane affairs unattended. The vacuum of leadership means three of the most wealthy families in the city are fighting for dominance. The so-called kinship wars are quickly earning Furnia a new nickname: the Bloody City.



The city-state is a crossroads for mystical powers. Take +1 when you Attune, but any complications dramatically warp reality.

WEALTH	●	●	●	●
SECURITY & SAFETY	●	●	●	●
CRIMINAL INFLUENCE	●	●	●	●
MYSTICAL INFLUENCE	●	●	●	●
FOREIGN PRESENCE	●	●	●	●

**SIGNATURE PRODUCTS:** Textiles of wool, silk, brocade, cotton; wine; grain; products of art, including statues, paintings, and finely crafted musical instruments



## DETAILS

City-State Maxim: "We construct the future."

**SCENE.** Wealthy citizens travel in packs of matching colors. Street musicians and acrobats perform with animals from distant lands, all more skilled at sleight of hand thievery than art. The smell of sweat, blood, and fear mixes with the salt air. No one lingers out in the open.

**STREETS.** Broad roads are paved with interlocking blocks of white marble. Weeds choke most of the blocks, flourishing in the city's neglect. Names based on deities and religious figures: Gallo Way, Eligio Way, Anghelu Way, Luna Road, Solis Road, Tempestas Street

**BUILDINGS.** Palace-like in stature, they are all multiple levels with sweeping arches and towering columns. Several show signs of decay: cracks in the stairs, crumbling walls, rooms boarded up with wind-worn barricades of driftwood.

### VERDE ARDINELLI.

An imposing figure, they invented the business of fine-dining in the city-state. They walk with a cane; some say the injury is from their military service, while others repeat rumors of past piracy. (Thieving, Practical, Loud)

### INNASSIA.

The scarred, stocky woman is the last living veteran of the maritime wars. They say she knows the source of the storms, but is usually too fixated on her dice games to speak of anything else. (Vain, Paranoid, Moody)

### MYRTA LA MORLA.

A tiny, nondescript woman who favors simple robes and bland colors, she is the premier city gossip despite her low status. She has an uncanny knack for putting others at ease. (Shrewd, Gracious, Blackmailer)



# MALLIUS

## LANDMARKS



### 1 ENNIO QUARTER.

Family members of criminals are also punished. They are moved into the make-shift settlements outside the city walls and forced into labor until the magistrate considers their good character proven.

### 2 BALSAMIA MARKET.

The marketplace is the premier center of commerce for all of Velia and most diverse center of trade in the entire Desideria region. It is famous for its all water-access market, allowing people to sell and shop from their boats.

### 3 DISMAS QUARTER.

Foreign guilds and trade companies are granted limited citizen status so they may trade equally within the region. They are forced to reside in the same district, which leads to frequent spying and theft by competitors.

### 4 SHIPWRIGHT RESIDENCE.

The Gneo family has supervised the Mallius shipyard since before the maritime wars. Some would say their influence in Mallius overshadows even the magistrates.

This port once produced more pirates than any city-state in Velia. The current leadership has taken drastic measures to curtail illegal activity. It now boasts heavily armed patrols of magisterial soldiers, extreme punishment for the smallest crimes, and constant lectures from every street corner by officials on the rights and responsibilities of citizenship.

Lawful citizens enjoy a lavish and secure lifestyle...as long as they avoid even a hint of dissension or dissatisfaction. Despite this tight security, Mallius poses a tempting target for the most daring—or desperate—of pirates, as it sits on decades of amassed wealth from the maritime wars.



Most engagements rolls are -1 due to frequent guard patrols. Any deaths generate 1 more notoriety than normal.

**WEALTH**



**SECURITY & SAFETY**



**CRIMINAL INFLUENCE**



**MYSTICAL INFLUENCE**



**FOREIGN PRESENCE**



**SIGNATURE PRODUCTS:** Ship manufacturing and parts; banking and currency; exchange for foreign luxury goods



## DETAILS

*City-State Maxim: "Eternal vigilance."*

**SCENE.** A constant flow of personal boats traffic in and out of the market. Philosophers from around the world debate in temple steps. The roofline is punctuated by the blinding gleam of guard armor. Speakers of the state lecture from balconies.

**STREETS.** Primarily wooden, wide for the easy travel of large carts, kept perfectly clean by penitent families paying off their loved one's crime with labor. Named for the values of the state: *Fidelis Road, Industrius Road, Honestus Road, Liberalis Way, Pious Way*

**BUILDINGS.** Tall, narrow rowhouses of wood, garden balconies blooming with life, doors painted vibrant colors, and gauzy, serene fabrics blowing in the wind.

**PROSPERO.**

After his twin brother was executed for theft, and his family was relocated into the Ennio quarter, he set himself up as king of the exiles. He gives protection in exchange for unquestioning loyalty. (Arrogant, Candid, Savage)

**AMEQRAN.**

The slender, smooth talking Tazwaran oversees the most lethal mercenary company in the region. His mastery of local philosophy opens as many doors as his expert spear work. (Warm, Curious, Unwavering)

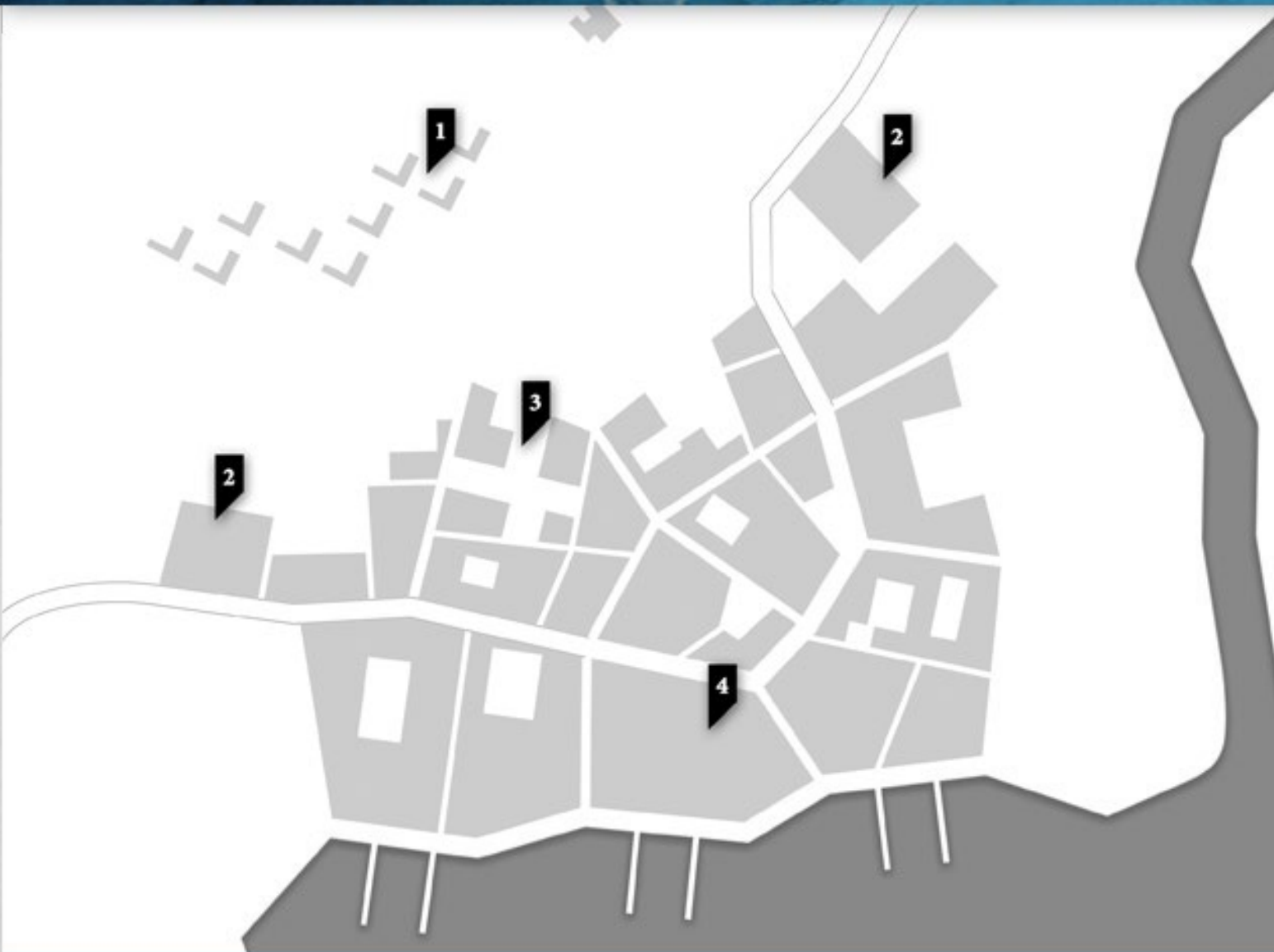
**LA IBIS.**

The new city magistrate who primarily judges crimes in the Balsamia Market, many consider her lectures on duty and integrity to be its own punishment. (Greedy, Rigid, Manipulative)



# ALKYON

## LANDMARKS



### 1 RUINS OF ROJIN TEMPLE.

The temple was the center for holidays and devotional practices for the Mihradi religion. It was famous for the stone carvings which depicted the core tenants of the faith. Royal guards bar entry to the ruins to prevent ceremonies.

### 2 ROYAL BARRACKS.

The royal military lives on the edge of the city where they maintain watch on the two gateways into the city. The facility include housing, baths, gardens, food stores, and a small trade market, so they only enter the city for patrols.

### 3 THE EYES.

The military made a single exception to the reconstruction ban: the four towers of the Eyes. Officially, they act as the center for the Dahyuka component of the military, with a hospital, cartography workshop, and astronomy lab. Covertly, they are built on the emperor's old treasury.

### 4 BROKEN BLACKMARKET.

The former marketplace has been reduced to a limestone platform buried under broken columns and slabs of stone mosaics. Locals use it now to run a blackmarket in the hidden spaces between rubble.

The port was once the western capital of the Mihrad Empire and gateway between the rest of the world and bountiful products of the Cradle region. Even throughout the maritime wars, it remained secure and prosperous. It was one of the only cities Argyros completely destroyed during his conquest. He has never allowed the area rebuilt, and the local Mihradi are forced to live in the rubble of their fallen empire and lost fortunes.

The only Kyrions in the area are the government officials and royal military; they heavily tax any trade by the locals, and require frequent bribes to prevent random conscription into the foreign wars. Thanks to their control of trade profits, even low ranked military officials have amassed a nobleman's fortune.



The port is full of people desperate to make a deal, and military eager to catch and conscript them. Take +1 when you acquire an asset, but also take +1 notoriety.

<b>WEALTH</b>	● ● ● ●
<b>SECURITY &amp; SAFETY</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●

SIGNATURE PRODUCTS: Medicines and herbs; silks, spices and incense; gold and silver



## DETAILS

*Original Name: Arzomand*

**SCENE.** Sailors play nucklebones on the deck, keeping a nervous eye on the shore. Merchants spread brilliantly colored silk across fallen columns. Royal guards walk slowly along the market, golden scale armor blinding in the full sun, periodically flipping a basket of wares onto the ground with their spears.

**STREETS.** There is only one formal street that loops through the port. Mostly, the local rely on the natural dirt trails around the wreckage. There are no names for these dirt paths.

**BUILDINGS.** With the ban against restoration, the only real buildings are the blocky military barracks and the four towers of the Eyes. The port itself is constructed from semi-permanent tents made of colorful woolen fabrics and carved wooden doors. Some decorate the interior with ivory and porcelain, but risk having it stolen by a military patrol “looking for criminals.”

### **NIKANOR ALEXIMOS**

A former favorite general of the royal family, he was exiled to Alkyon after a drunken rant against the queen. He knows he will never be forgiven, and is apathetic to all suffering. (Modest, Casual, Deceptive, )

### **ROSHAN.**

Chief doctor of the local military hospital, they are a famous surgeon hiding in obscurity by choice. They are often spotted gathering plants in the company of ship captains. (Self-denying, Callous, Observant)

### **ARAS OF MYRINNE.**

One of the only wealthy Mihradi in port, he is a former royal historian fixated on pre-Tranquil Era artifacts. He desires proper recognition for his education and hates gossip. (Forceful, Dismissive, Neat)



# IONTHOS

## LANDMARKS



**1 DAHYUKA GRAZE LANDS.**  
The grazing region is closely guarded by the clans. It supports herds of sheep that provide most of the fresh meat and wool for the port. Local rumors state the clans are also guarding a valley of expensive medicinal herbs.

**2 THE FADE.**  
The region directly outside the port walls houses some of the most infamous criminals in the kingdom. They live in tents that quickly collapse and disappear when the military patrols swing too close to the port.

**3 ZAHAR SANCTUARY.**  
Once a governor's residence, the palace is made of indigo stone. It has been dedicated to the Dahyuka goddess Pahrez and houses animals sacred to her, including leopards, imperial eagles, and vipers. The palace is used by local groups to dispose of bodies, as the wildlife quickly consume them.

**4 IONTHOS MARKET.**  
The open air market is made up of temporary stalls and tents that change as frequently as the tides. Sales are primarily based on bartering, as ships rearrange their stock before moving onto more regulated ports.

The port is primarily made up of foreigners and rebels. It includes a mix of Dahyuka freedom fighters, outlaws from other kingdoms, and merchant enterprises hoping to profit off closer proximity to the Cradle region while also avoiding the typical Argyros taxes.

Ionthos is packed into a small cove that requires masterful sailing skills to navigate safely. Before the Conquest, this port was primarily a secret city that stockpiled the wares sold downstream at the capital. Now, there is no oversight by the royal military, and law and order is maintained by private armies and bodyguards. Competition is fierce among the factions, and never ending.



The local factions guard their operations closely. Scores against ships in port are considered "hostile turf" for the purpose of generating notoriety.

**WEALTH** ● ● ● ●

**SECURITY & SAFETY** ● ● ● ●

**CRIMINAL INFLUENCE** ● ● ● ●

**MYSTICAL INFLUENCE** ● ● ● ●

**FOREIGN PRESENCE** ● ● ● ●

**SIGNATURE PRODUCTS:** Cherries, dates, figs, pomegranates; tax-free exchange center for all goods around the Desideria region



## DETAILS

*Original Name: Yasaman*

**SCENE.** A dozen ships flying all different colors and ensignia crowd into the small port. An auctioneer calls for bids on saffron spice, payment accepted in salted meat. Scarred mercenaries guard their employers stall with vulgar words and quick dagger jabs for anyone who studies their table a moment too long.

**STREETS.** Streets are made of dirt, narrow, and stink of unwashed bodies. Locals travel on the rooftops; wooden walkways and ladders allow easy access to the flat rooftops. Streets are named by the plaza they branch off: East Quartz, South Panther, West Five Pool.

**BUILDINGS.** Reddish mudbricks, low lying, several levels tall. Windows facing the sea catch every possible breeze. Most rooms favor pillows over furniture, and every building sports hollow walls and hidden cellars for secure storage.

### **FEBE MATTELINA**

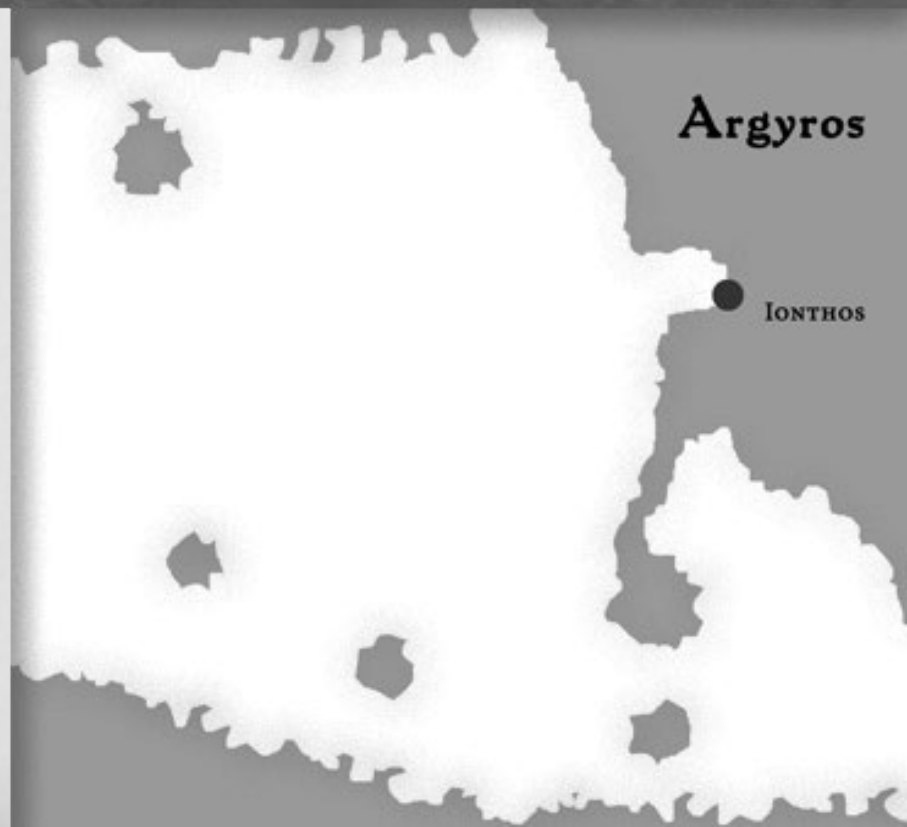
Febe produced counterfeit money in a Velian bank until she was caught and threatened with hanging. She escaped to Ionthos, and has a thriving business forging shipping manifests. (Sensitive, Unforgiving, Sly)

A giant Tazwaran with a booming voice, he is a weaponsmith who wants to design his own explosive powders. He routinely sports bandages for some new injury. (Insightful, Jumpy, Uninhibited)

### **CAPTAIN BASIL.**

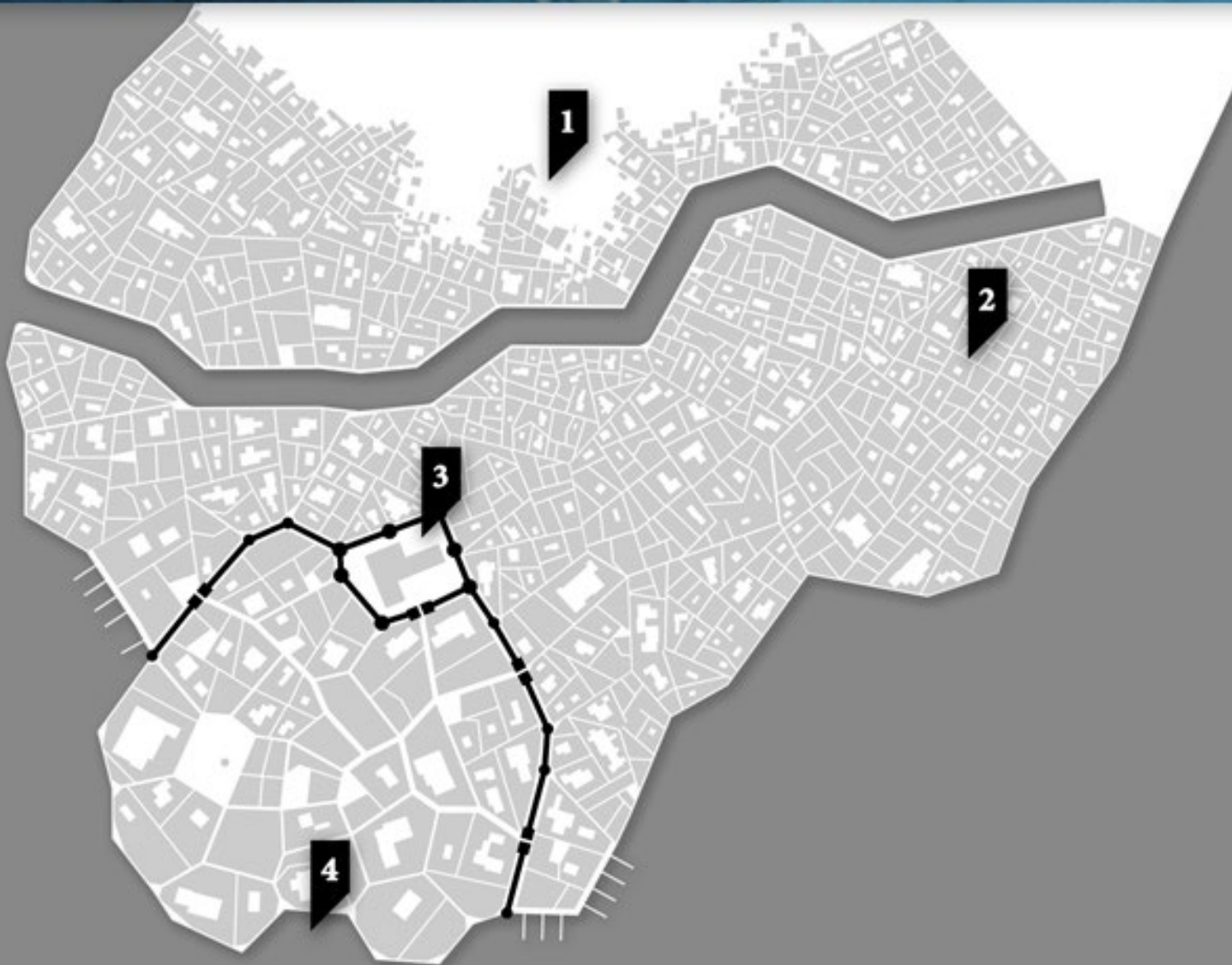
The Tazwaran woman rose

from mercenary warrior to pirate captain to newly appointed (by her and her crew) trader judge. Conflicts between visitors now go before her court. (Suave, Distrustful, Adaptive)



# PHAENNA

## LANDMARKS



**1 THE ENDLESS QUARRY.**  
The quarry is the largest source of marble in the Desideria region. Local crimes inevitably result in quarry time. The local authorities are more motivated to notice crimes when quarry manning begins to drop, resulting in a predictable tide of arrests and neglect.

**2 THE LABYRINTH.**  
The crammed district is built from successive layers of construction of different eras, all but eliminating streets for a warren of marble, mud brick, glass, limestone, and terracotta. The limited visibility furthers the rampant robbery.

**3 GOVERNOR'S ESTATE.**  
The marble palace sits atop the coastal cliff where it can survey the entire city. It is surrounded by an artificial pool with fountains and exotic birds. The Governor frequently invites in common citizens to view his menagerie of animals from all around the known world.

**4 GARDEN OF THE GODS.**  
The Kyrions removed the original docks and built four statues in their place: brass, 30m portrayals of the god-goddess pairs. King Argyros makes an annual visit to conduct rites of thanks at their feet.

The port is the western capital of Argyros and the closest to the Kyrion homeland in the north. It sits at the intersection of the Desideria Sea and the Xanthos Sea, which forms the border to the northern world. It is held up as an example to all of Argyros for its integration of Kyrion, Mihradi, and Dahyuka people into a thriving metropolis.

The current governor is ailing in health, leaving his officials to jockey for power. There is an air of paranoia in the city, as all the officials expect treachery from their rivals, and the uncertainty has begun to trickle down into the merchant companies. Sensing opportunity, mercenaries are flooding the city. The king is sending additional military ostensibly to keep but the peace, but everyone suspects the newcomers are primarily royal spies.



*The port is full of gossip and people thrilled to prove they are in the know. Take +1 when you gather information with Consort.*

<b>WEALTH</b>	● ● ● ●
<b>SECURITY &amp; SAFETY</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●

**SIGNATURE PRODUCTS:** Wheat, rice, barley, sugar; marble, alabaster, alum; exotic pets like golden monkeys or wrinkled dogs; ivory, gold, silver, lapis lazuli; porcelain



## DETAILS

*Original Name: Bawisn*

**SCENE.** Kyrion boys practice wrestling on the steps of the military barracks while older soldiers place bets. The sound of looms echo down the alley next to the women's quarters. The debate of council members spills into the street as they cool their feet in a nearby pool. A line of shackled prisoners is herded briskly towards the fields or quarry.

**STREETS.** Cobblestone roads lined by alabaster walls and shaded by olive trees. Names based on Kyrion heroes: Ambrosios Road, Isokrates Way, Methodios Lane.

**BUILDINGS.** The waterfront side of the city was re-designed as a testament to benevolent Kyrion rulership. The white limestone, accents of blue, and forests of olive trees are from their homeland, but the simple square structures with high domes are from Mihradi designs. The older city is a warren of layered textiles and building shapes, all worn to a faded brown.

### **MOHNK-ERDENE**

Captured from a far eastern nation during the foreign wars and saved for her knowledge of spices, the governor's melancholic cook dreams of returning home. (Rebellious, Cynical, Poisoner)

### **OROS THE GOLD.**

Chief architect for the city, Oros knows more about its routes, secrets, and weak points. He is a bored hedonist and amateur druggist who will speak with anyone amusing. (Clever, Provocative, Incisive)

### **PHOTINA OF LAIGA**

Being the voice of the goddess of ruin is an unpopular role in a thriving trade city. Acting as brazen as possible, she forsakes the "proper" manner of Kyrion woman. (Careless, Avenging, Affectionate)



# IDUKAN

## LANDMARKS



### 1 INFINITY PIER.

The waterfront stretches as wide as the horizon. Foreign powers and companies have claimed sections for their permanent use, creating a neighborhood effect along the waterline. Walking the docks is like a tour through nations and wares.

### 2 DAHMANE BRIDGE.

The bridge spans a city block. Once the barracks for the king's warband, it now serves as an enormous gaming hall catering to the waterfront. The austere architecture clashes with the constant revelry and bright, colorful lights.

### 3 MASSEN PARK.

The royal park is built around an artificial bay. The turquoise water funnels into a basin of precious metals studded with colored gems. The bay is kept stocked with fish for sport; the most elite food vendors and jewelers line the park's edge.

### 4 ROYAL PALACE.

Low-lying and sprawling, the palace is not an imposing sight. Built of clay and red rock, its layout is a maze. Mosaics made from crushed, colorful shells cover the walls. Horses and hunting cats wander freely.

Capital city of Tazwara and first home of the the royal tribe. Idukan is considered the birthplace of Tazwara: all eleven Ibrin tribes maintain ancestral homes within it, and all Zri tribes send one child to serve in the king's warband.

While the tribal lands maintain a Tazwaran appearance, the main city is a testament to the kingdom's international reach, filled with statues, temples, libraries, architectural styles, research laboratories, and performance venues from kingdoms throughout the Desideria region. It is the primary gateway of trade for the entire continent, drawing on products from throughout the southern region to entice foreign merchants.



*Gemstones are embedded into the design of most buildings. Each score, you can gain 2 coin for 1 Notoriety.*

**WEALTH** ● ● ● ●

**SECURITY & SAFETY** ● ● ● ●

**CRIMINAL INFLUENCE** ● ● ● ●

**MYSTICAL INFLUENCE** ● ● ● ●

**FOREIGN PRESENCE** ● ● ● ●

**SIGNATURE PRODUCTS:** Figs and grapes; pearls, garnets, sapphires; vibrant dyes favored by royals; decorative coins and carved wooden furniture



## DETAILS

**SCENE.** The city sits in a basin surrounded by imposing mountains that remain snowcapped all year. Masses of people from all around the known world clog the waterfront. Wealthy locals are carried on wooden platforms by servants, fanned and perfumed against the thick humidity. A chaotic hodgepodge of statues, fountains, building facades, food smells, and languages fill the center city. Tribal homelands form the city border, marked by ponds, greenery, and grazing livestock.

**STREETS.** Narrow, made of a straw and clay mix, muddied by seasonal rains and ocean spray. Names based on tribe names: Kirthan Way, Gaya Lane, Tbessa Way, Zelalsen Lane.

**BUILDINGS.** A clash of wooden rowhouses, white clay domes, sandstone towers, straw dugouts, stone palaces, and elaborate tents.

### YEDDER MASSAIT

Longstanding leader of the royal warband and the unclaimed son of the last king, his loyalty has been questioned since the new king took over last year. (Brash, Friendly, Volatile)

### TASA TBESSA.

The plump, elderly woman has made her fortune styling foreign merchants. She can access any merchant home and warehouse. Rumors say her colorful skin paint has potent, mystical properties. (Patient, Artistic, Negotiator)

### JUBA ZELALSEN.

Shunned by most in his tribe, he is known for channeling the wisdom of ancestors to aid the royal warband in avenging crimes, even ones against foreigners. (Obsessive, Subtle, Obliging)



# SDAQA

## LANDMARKS



**1 FLOATING DOCKS.**  
The entire waterfront region outside the city wall is built atop floating docks that can be untethered and burned in case of raids. A tribute to the peace enjoyed by the city for 50 years, a second city has risen on the docks, hosting trade, leisure, and homes for foreigners.

**2 AMDIAZ THEATRE.**  
The theater can seat thousands. Its stage is used for plays, concerts, and dances. When removed, the open field is used for sporting events, especially horse races and calvary skirmishes.

**3 THE ROYAL ACADEMY.**  
The greatest center of learning for the southern continent, it includes eight compounds, each focused on a different discipline (e.g. fine arts, law, astronomy, mathematics, military science). Admission requires money or sponsorship by an academy master.

**4 ROYAL SHIPYARD.**  
The Tazwaran Navy is based out of Sdaqqa. The fleets moors from highly protected, private piers. The king's war galleys have spent more time in port since the gem mines' discovery a year ago.

The port houses the greatest center of learning for all of Tazwara and acts as the second home of the royal tribe. Knowledge is shared primarily through visual and oral methods. As a result, the port is filled with visual art museums, vaults of curios from around the world, several large theater spaces, blocks of artist studios, and a thriving community of musicians.

Foreigners are traditionally not allowed past the coastal market, but the Sdaqqa floating docks are nearly a city unto themselves. A testing ground for new performers, the docks offer endless entertainment for visiting sailors. However, rumors of new, rare gemstones found in deposits beneath the city have put new pressure on the port's rules against outsiders, as interests from all around the region have rushed in to strike it rich.



*Between the students, Navy, entertainers, and steady flow of trade ships, there is no quiet time in port. Take -1 on engagement rolls that don't use some form of subtly, misdirection, or bribery.*

**WEALTH**



**SECURITY & SAFETY**



**CRIMINAL INFLUENCE**



**MYSTICAL INFLUENCE**



**FOREIGN PRESENCE**



**SIGNATURE PRODUCTS:** Precious gemstones and metals; Tazwaran seaglass; paper and book binding; pieces of fine art



## DETAILS

**SCENE.** Academy students debate while lounging in open plazas. Naval warriors strut about in their uniforms, joking loudly. Ibrin shopkeepers closely watch Zri nomads, one hand on their blades. A handful of amateur actors play out a comedy around a fountain.

**STREETS.** Wide streets built on a grid and paved with stones for mounted travelers and vehicles, designed with formal drains and parallel footpaths. Names based on nature: Citrus Lane, Acacia Way, Cedar Street.

**BUILDINGS.** Buildings are a testament to the city's survival across the ages: mud brick, squared towers with narrow windows; geometric tiling and floral motifs layered atop; keyhole arches for doorways; and new roofs of overlapping tile. Nearly every building is artfully landscaped with palm trees, fountains, and mini-forests of eucalyptus.

### AGHILAS ZIRAIT

Recently elevated to Chief Scholar of the Academy, the stocky, intense Zri faces frequent complaints that he bribed his way into the honor, as no other Zri has ever held the position. (Precise, Inventive, Brutal)

### NOUMIDIA OUBASI.

Chief wife of the Oubasi tribe. the elegant, elderly woman publicly appears as a patron of the arts, but spends most of her time steering the tribe as her husband gambles on the docks. (Crafty, Proud, Firm)

### BRIZIA LA BELLA.

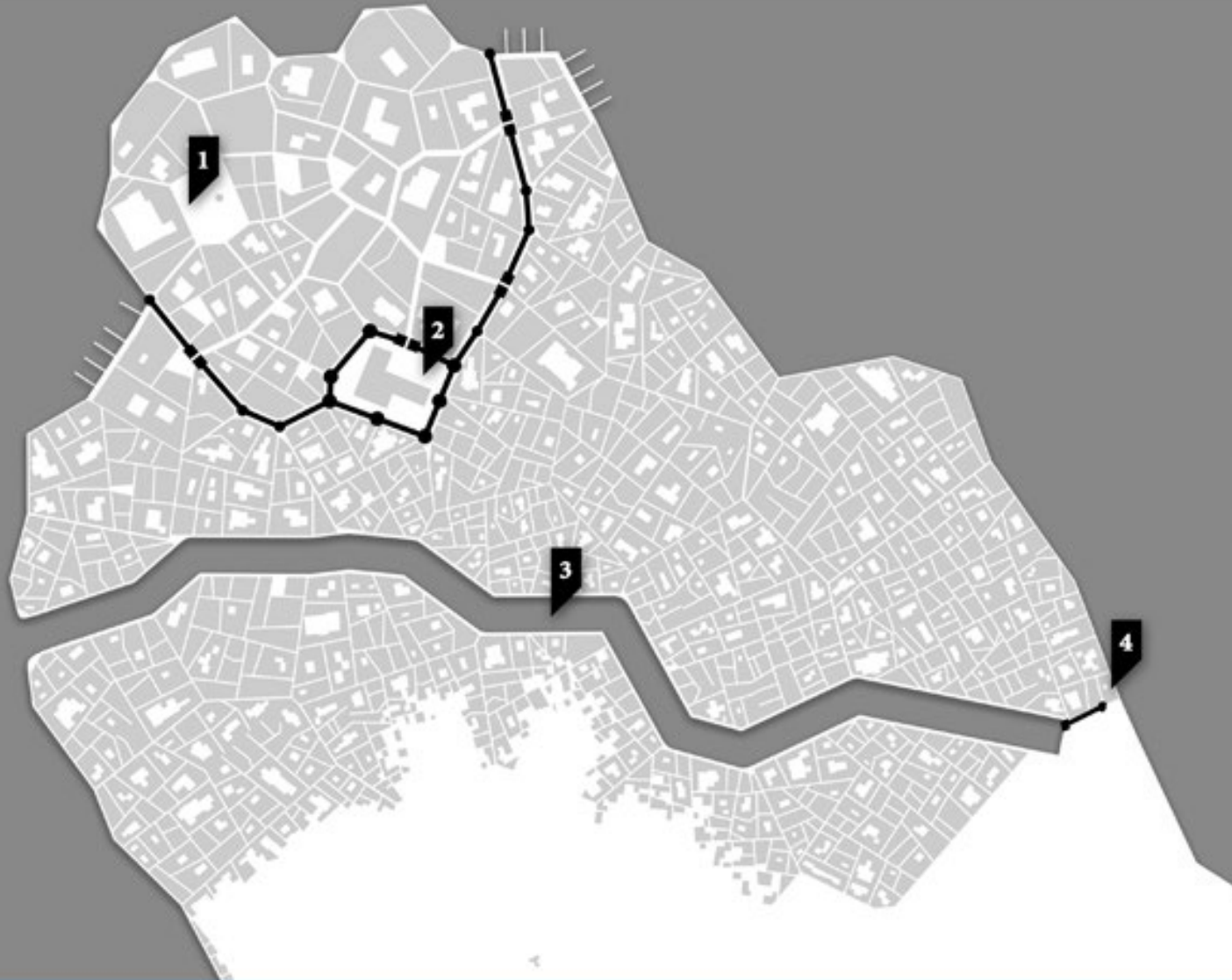
Originally an inventor of the

Acerbus League, she leads the unofficial guard force (some would say gang) of the floating docks. Newcomers often misjudge her soft-spoken manner. (Ruthless, Captivating, Fair)



# TAYMUST

## LANDMARKS



1

### RUINED CITY.

The ancient city, built upon artificially drained land, has sunk several levels below the surface. It stinks of rotting animal carcasses and dead plants. At high tide, the ocean floods the lower levels, bringing in monsters from the deep.

2

### WARBAND BARRACKS.

The royal warband claims the sunken palace for their own. They built rope bridges to connect the buildings so they can move freely even during high tide. New arrivals are locked in the lower levels until they recover lost treasure to pay as tribute to the warchief.

3

### THE PIT.

The black river hides the treasure of numerous sunken ships of antiquity. During the day, fortune hunters explore its depths. At night, local legend says the shadows on the water take demonic form and hunt anyone outside after sunset.

4

### ANIR'S GATE.

The soaring wall separates the old city's original structure from the newer, roguer settlements. The ornate carvings on the gate have been defaced by mystic cults, erasing the story it recounted.

The port is a refuge for Tazwarans exiled from their tribes. It falls under the laws of the Tazwaran king, and houses an offshoot of the royal warband, but most of its inhabitants belong to criminal gangs. Being assigned to Taymust is seen as a punishment within the king's warriors, and most are more concerned with winning back royal favor than policing the port.

As most of the inhabitants are dissidents, criminals, mutineers, or ill suited for traditional tribal life, the port cultivates numerous cults dedicated to forbidden magic, experimental weapons, and unstable drugs. Some blame the cults for the shadows that take monstrous form and murder people at night; others say the shadowhunters predate the port itself, and are a remnant of the same curse that destroyed the ancient city.



The denizens of the Pit are always hungry. If you spend downtime in port, the team gets a free reduce notoriety roll, but you also increase your Wealth level by 1 for your raids.

<b>WEALTH</b>	● ● ● ●
<b>SECURITY &amp; SAFETY</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●

**SIGNATURE PRODUCTS:** Premier blackmarket with stolen goods, vicious poisons, unstable explosives, intoxicating drugs, and forbidden magics



## DETAILS

**SCENE.** Gang lookouts play kick and catch on the corner steps. A smuggler on the run pops up a temporary stall to offload stolen goods. Zri children practice weaving under their parents' watchful eye. A cultist lines up seaglass charms in geometric designs.

**STREETS.** In old city, narrow, cobblestone paths periodically widen into public squares with broad pools of bug infested water. In the new districts, there are no formal streets. Streets are unnamed, but referenced by landmarks like "Golden Jackal Fountain", or "Three Fox Mosaic."

**BUILDINGS.** Old city is a testament to the lost people's artistry: square, wooden mansions with intricately carved panels, sweeping archways, and painted with brilliant, intense dye. The new border districts are primarily dome huts made of mud and reeds.

### WISSEM ZI GAYA

Supposedly exiled from the Gaya tribe for killing a sibling, they are an affable baker always feeding the newcomers. Local gangs hide their weapons in their grain bags when guards make the rounds. (Alert, Sympathetic, Theatrical)

Exiled for excessive brutality during the maritime wars, the elderly Ibrin thirsts for knowledge. He pulls stories from visitors with fine wine and food. The best secrets he keeps, the rest he sells. (Shrewd, Exploitive, Jovial)

The muscular, red-headed Argyrian provides the best medical care in port. Those foolish enough to try and steal her herbs learn she earned the calluses on her hands from years in the Argyris infantry. (Direct, Cold, Hard Working)

### ARIADNE NIKODIMES.

### DASSIN ZI MAZIGH.





# BESTIARY



# MONSTER TABLES

## MYTHICAL MONSTERS

- 1: Sea Raiders    2: Primoridal    3: Undine    4: Merfolk    5: Centaur    6: Harpy

### TIER I

- 1: Spotted shark
- 2: Lightning Snake
- 3: Vampire Pod
- 4-5: Hook Eel
- 6: Next chart or mythical monster

### TIER II

- 1: Venom Ringed Octopus
- 2: Colossal Squid
- 3: Spider Crab
- 4-5: Banshee Sea Lion
- 6: Next chart or mythical monster

### TIER III

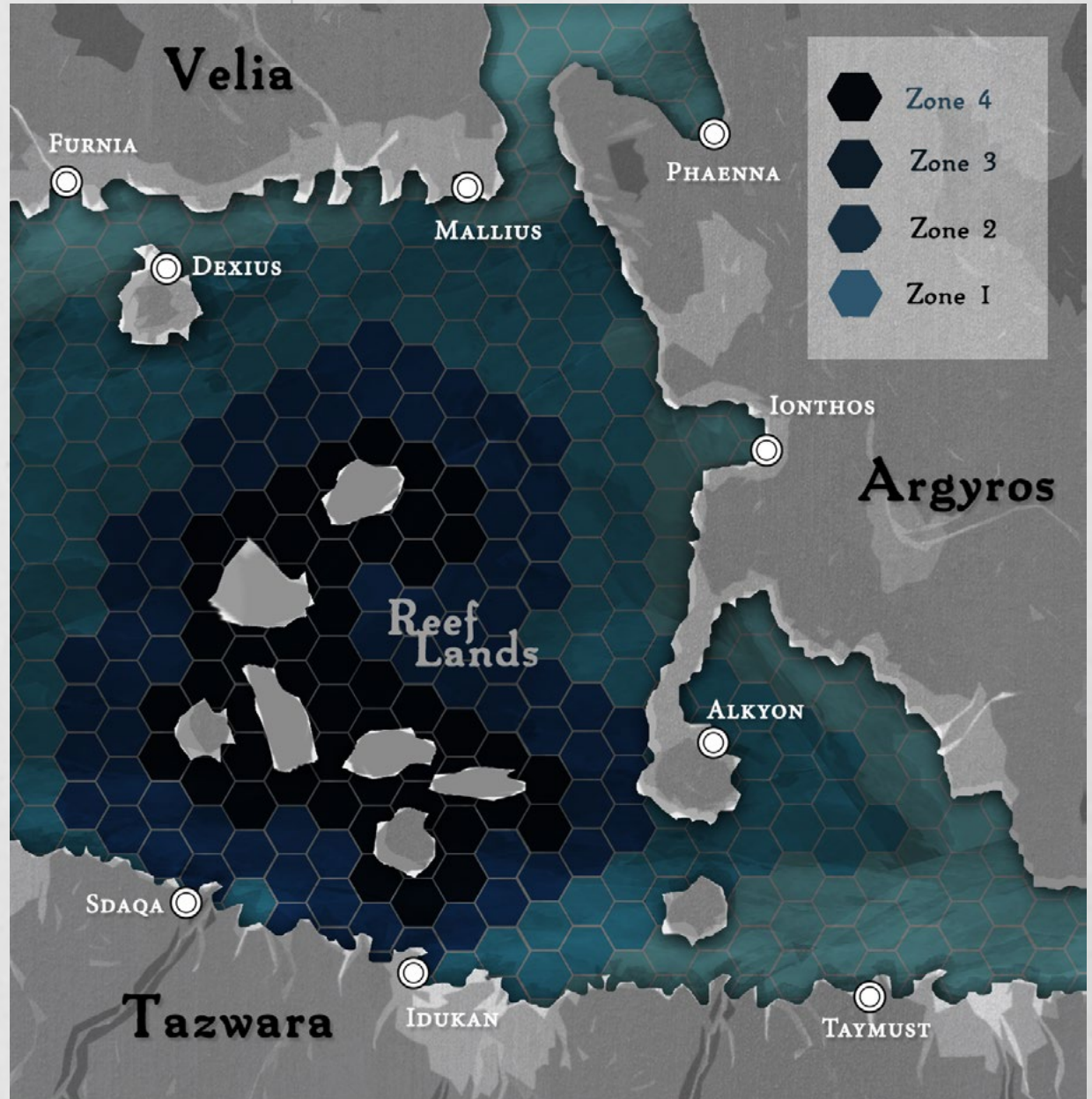
- 1: Swallowfish
- 2: Bedeviler Beetle
- 3: Siren Seal
- 4-5: Doppleganger Lizards
- 6: Next chart or mythical monster

### TIER IV

- 1: Snapping Cay
- 2: Bloody Maw
- 3: Gulper
- 4-5: Chameleon Shark
- 6: Next chart or mythical monster

### TIER V

- 1: Sickle Shark or mythical monster
- 2: Abyssal Worm
- 3: Leviathan Star
- 4: Blobfish
- 5: Lion Crab
- 6: Sunken Salamander

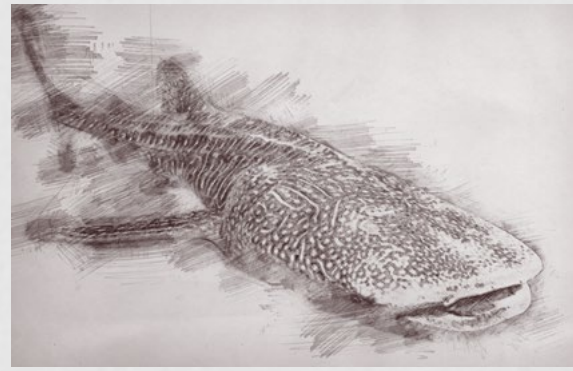




## LIGHTNING SNAKE

Slender and fast moving, the snakes always travel in large groups. Instead of venom, they stun their prey with electrical charges, then strangle them. They can climb trees and ships, to the dismay of sailors everywhere.

**TACTICS:** Swarm, shock, strangle



## SPOTTED SHARK

Sometimes growing as large as a small ship, the spotted shark is a slow moving, massive predator whose spotted hide blends in with the rippling surface of water. Its mouth opens wide enough to swallow most prey.

**TACTICS:** Ambush, batter, swallow



## VAMPIRE POD

Instead of tentacles, the bright red jellyfish has multiple feeding arms with fanged mouths on the end. It can emerge from water for short periods, long enough to grab prey and drag them down. Grows up to 2 meters wide.

**TACTICS:** Snatch, bite, armored



## HOOK EEL

These flesh eaters bolt through water at unmatched speeds. Using bioluminescence, they entice prey with a dazzling light show. Their teeth are barbed; once they get ahold of a target, it is impossible to break their grip.

**TACTICS:** Illusion, death-grip, circle behind

# TIER I





## VENOM RINGED OCTOPUS

The rings on the octopus secrete extremely deadly poison. While they do not hunt humans, they are extremely territorial and try to destroy ships that upset the waters around their home. Tentacles grow up to 10 meters.

**TACTICS:** Guard, poison, clobber



## COLOSSAL SQUID

Grow up to 14 meters long. Their tentacles have the standard suckers and teeth, but their skin is also lined with numerous hooks to help it maintain its grip on prey. They sometimes mistake human ships for the whales they hunt.

**TACTICS:** Entangle, bleed dry, ship killer

## SPIDER CRAB

They leave their sea-vent homes periodically to find more food. Growing up to 6 meters from claw to claw, they float beneath the surface and skewer prey with dagger-like claws. They usually find the heart on the first stab.

**TACTICS:** Lurk, spear, precise



## BANSHEE SEA LION

These lethal, translucent seals camouflage with sea foam and let out a wailing sound when they attack. Their slender bodies and broad fins let them leap out of the water and catch birds—or humans—in midair.

**TACTICS:** Intimidate, adapt, tackle



## SWALLOWFISH

Equal in size to a blue whale, the fish can unhinge its jaw and suck in objects equal to its size. Its stomach is filled with acid that quickly changes objects into liquid and poisons the water around it with acidic fumes.

**TACTICS:** Consume, burn, stink



## BEDEVILER BETTLE

Up to 2 meters wide, the beetles alternate between floating on the ocean surface and flying for short spurts. They spray a chemical fume that causes the target to lose control of their body, jerking, twitching, speechless.

**TACTICS:** Skitter, spray, armor

## SIREN SEAL

Round, big-eyed, and perennially smiling, the seal projects an adorable, almost supernatural appeal that catches even the most veteran sailor off guard. It will body-slam then drag its prey into the deepest level of the ocean.

**TACTICS:** Charm, deceive, drown



## DOPPELGANGER LIZARD

The palm-sized lizards do everything in pairs. The pale half uses its whip like tail to causes stinging welts; the dark half spits a venom that prevents blood clotting. They travel in packs, their coordinated assault surprisingly lethal.

**TACTICS:** Lash, coordinate pack, climb

# TIER III

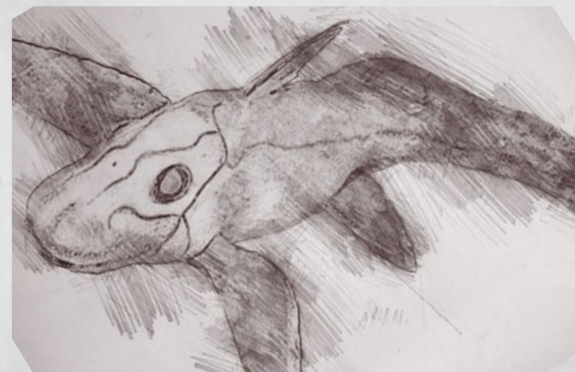




## SNAPPING CAY

The size of a small island, its shell resembles a type of coral reef. Once a creature lands on it—human or animal—it devours it with a few quick bites. They are found in open water and burrowed into beaches.

**TACTICS:** Camouflage, chomp, cutting shell and beak



# TIER IV

## BLOODY MAW

Spiked webbing connects the giant squid's arms. Its tentacles release a binding goo, encasing its prey in a bubble. Firework-like lights confuse enemies, and it can turn inside out so only the barbed webbing is visible.

**TACTICS:** Envelop, dazzle, lethal armor

## GULPER

A titan sized serpent, it coils around prey and then shoves it into their unhinged jaw. Its scales secrete an oily substance that makes it impossible to float and difficult to swim, keeping even escaped prey in its watery domain.

**TACTICS:** Lasso, trap, cripple

## CHAMELEON SHARK

The silvery shark can reshape parts of its body into different limbs, allowing it to morph from fins to legs to wings. Whichever form suits its needs, it always retains a mouth crammed full of deadly teeth and milky white eyes.

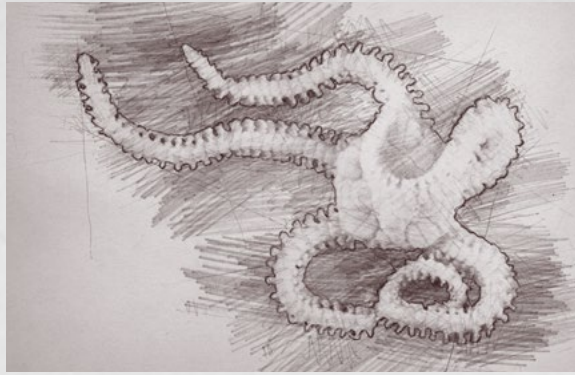
**TACTICS:** Amphibious, persistent, always moving



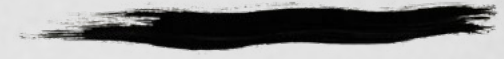
## LEVIATHAN STAR

Its spindly, plated arms are armored and self-healing. Covered in thousands of tiny hooks, they latch onto prey like velcro. It rarely moves from a small territory but doesn't need to with its telescoping arms extending 30 meters.

**TACTICS:** Long reach, impede, regeneration



## TIER V



## BLOBFISH

Rubbery, gelatinous, oozing, the amphibious creature stretches and tightens its body to avoid danger. It feeds by enveloping prey in its gooey hold and digesting with hundreds of mouths on its skin.

**TACTICS:** Engulf, versatile, silent



## SUNKEN SALAMANDER

The reptile has an almost human face, wide range of expressions, and ability to imitate sounds. Above water, it slims down and sprints across the surface. Underwater, it swells like a puffer fish and swims in schools.

**TACTICS:** Mimic, taunt, burning spit



## LION CRAB

The enormous crab floats easily on arms covered with buoyant fur and often blends in with kelp. Its fur creates static that releases with a shock strong enough to paralyze most targets.

**Tactics:** Bladed pinchers, lightning, camouflage





## SICKLE SHARK

The serpentine shark has generated countless myths about sea serpents and dragons in the depths. It swims in a bent manner that appears awkward, but allows it to lunge forward like a striking serpent. With more than 300 teeth in 25 rows, a single bite can be lethal, but it often coils around prey, constricting it to death. Their size ranges from 2 to 10 meters.

**TACTICS:** Capsize, constrict, spiral



## ABYSSAL WORM

Up to 50 meters, the grotesque worm can break into multiple copies at will; the new parts instantly function, but remain in a joined hive-mind with the original worm. Possessing a sucker mouth lined with fangs, secretion of a paralyzing neurotoxin, and barbed skin to afix to prey, everything about it spells death. The worm prefers the water, but is able to survive on land, and may temporarily move ashore to hide among dead seaweed until food passes within range.

**TACTICS:** Paralyze, latch onto, multiplicity



# MYTHICAL

## TOUCHSTONES

Using mythical creatures is optional. A small selection is provided below. Like the examples below, traditional touchstones can provide a starting point that you adapt better to fit your world and create unique creatures.

### CENTAUR

Intelligent, technologically savy, and amphibious, centaurs have frilled gills along their necks that allow them to breathe underwater. They swim atop and below water with a trotting motion. While slower in water, they compensate with advanced firearms with flechettes that still fire underwater. They do not build ships of their own, but steal them from humans who enter their territory. They cannot speak human language and are assumed to communicate more like horses, though there are persistent rumors of mental magic that lets them read and project thoughts.

**TACTICS:** Engineer, herd defense, mystical



### HARPY

Rumored to be storms taken physical form, they soar, swoop, and dive with blurred speed. They are known to be temperamental, just as likely to sing sailors a lullaby or save them from some sea terror as they are to rend them to pieces or unleash a tempest. To most, they seem to communicate with wordless music, mimicking a wide range of instruments and natural sounds. Humans with mystical leanings can attune to the songs of harpies; they will receive visions of what the harpy is speaking. This lack of language as humans understand it underscores their elemental origins.

**TACTICS:** Storms, trickery, musical visions



## MERFOLK

Merfolk are able to shift form, sliding between dolphin, half-fish/half-human, and human form. The transition requires time and ritual magic, which is why most prefer to stay in their mermaid or merman form. Stories say mer cannot have children of their own, so they steal human children, and transform them with marine magic. There are also rumors that the mer gain immortality through marriage with a human, but the human's life is cut short by the lecherous bond. As a result, there are cults of humans devoted to earning the mer's favor so they might also be changed, or married, and gain an exotic life under the sea. However, most adults who approach the mer are used as food rather than recruits. While the mer can communicate with humans, they are distinctly alien and predatory. Their magic is based on ritual and song, and grants them the power to alter the physical plane.

**TACTICS:** Magical manipulation, stalk prey, false promises



## UNDINE

The undine are water spirits found in the ocean, rivers, lakes, and waterfalls. They are shapeshifters, each able to transform into a giant equivalent of one aquatic beast. The personality of each undine reflects its kindred animals; crocodile undines are patient and predatory, while dolphin undines are social and playful. Their human appearance is always attractive yet fragile. They appear harmless, which allows them to gain the help of humans. Their violence towards human varies; if an undine is threatened or harmed by a human, it will tear them to pieces, but otherwise it depends on the undine's personality and level of hunger. While all undines feed on human souls, most only need one soul per generation. The non-predatory undines may agree to share occult mysteries with humans they like, and there are numerous marine cults dedicated to a specific undine. Like water, undines can warp perception, appearing more threatening or invisible as it suits them.

**TACTICS:** Shapeshift, exploit, glamour





## PRIMORDIAL

In their natural state, primordials lack individuality, taking elemental group form like fog, sandstorm, or wind. For short periods of time, they can materialize in human form, but it is easier for them to possess a human or animal instead. Their essence when possessing a host is overwhelming to the mortal body, often causing physical illness for the host. If someone suspects a possession, they may try to cast them out or make a deal with the primordial for the host's freedom. There are cults who invite primordials into their bodies in exchange for supernatural knowledge. There are rumors that these symbiotic partnerships, if continued long enough, blur the line between spiritual and physical, granting the symbiotic pair the power to teleport, bend elements to their will, and phase through physical objects.

The primordials are separated into four broad clans based on their primary element:

- ◇ Sozag: fire, droughts, destructive and cleansing magic
- ◇ Wazidan: air, sandstorms, travel and manipulation magic
- ◇ Nisatan: earth, earthquakes, healing and plant magic
- ◇ Sus: water, fog, concealment and illusion magic

**TACTICS:** Possession, natural disasters, acquisition



## SEA RAIDERS

Humanoid in stature, their faces are a mix of robotics and animal. Instead of human skin, they have feathers, fur, scales, or blubber, and their eye(s) are goggle-like and made of some otherworldly synthetic metal and glass. They wear layers of clothes looted from those they kill. They communicate with whistles, clicks, and trills similar to dolphins and swim just as adeptly. The Sea Raiders mix advanced technology with superhuman physicality, able to swim, run, and leap far beyond a normal human.

While many believe they were destroyed during the Maritime Wars, they retreated back into the Reef Lands with their numbers significantly depleted. Their settlements lie mostly abandoned, and tempt treasure hunters, warriors, and knowledge seekers alike. The waters around their islands are infested with the most lethal monsters in the world, which deters all but the most brave... or foolish. Those who disrupt the last sea raiders quickly die, protecting the myth these creatures are extinct.

**TACTICS:** Gunnery, blitz, steal



# THE PLAYBOOKS







# CHARACTER PLAYBOOKS









# Tides of Gold

CREW

# COMPASS

UNWAVERING GUIDE & MYSTIC

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

LOOK \_\_\_\_\_

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS  
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

**ANCHOR:** PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

**STRESS**  **CHAINS**  PROFESS - PROVIDE - DEDICATE - FIX  
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

## SPECIAL ABILITIES

- **SHEPHERD'S STRIKE:** Use your staff with mythic force; **push yourself** to send a threat or object flying back, or cut cleanly through any non-living object. You decide where the target or pieces land, within your line of sight.
- **CLEAR EYES:** When you Attune to a new mystical being or power for the first time, clear 1 stress.
- **GUIDING LIGHT:** When you show a character the best course of action, with their best interests at heart, take +2 to convince them to act upon it. If it is a PC, give them +2 on a related roll instead, but they must tell you something they value about their anchor or share a memory of their anchor.
- **PAST SHADOWS:** Gain a second anchor, Regret. You can seek this anchor during downtime at sea; if you get the homesick effect, you always have the raid "memories" as a result.
- **PIERCE THE DARKNESS:** When you protect a teammate, you can ask the GM one question about a threat you face; the GM must answer honestly.
- **STEADY COURSE:** If a PC would mark their last stress box, you can gain 1 stress to prevent that final box of stress. Each PC can only benefit from your ability once per session.
- **TAKING CHANCES:** When you speak frankly or reveal your own flaws, take +2 against the person listening or clear 1 stress; you will take -1d to resist any related consequence.
- **TIES THAT BIND:** You can Attune to the history of a place or person, revealing significant events or relationships. You can **push yourself** while attuning to hone in on a specific memory or time.
- ● ● **VETERAN:** Choose a special ability from another playbook.

## PLAYBOOK XP



## INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

## PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

## RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

## BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

## FRIENDS & RIVALS

- Ferey, an apostate priestess
- Baya, a quartermaster
- Episteme, a monster slayer
- Landolfo, an assassin
- Kaysar, a zealot

## ITEMS LOAD L (3)

- PURIFICATION TOOLS
- FINE SHEPHERD'S STAFF
- MEMENTO OF A DARKER LIFE
- KEEPSAKE OF LOVED ONE
- SPIRIT BANE LANTERN
- COLLECTION OF MAPS & STAR CHARTS ● ● ●

## N (5) H (7)

- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

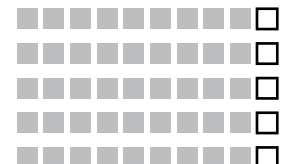
## XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Ease the suffering of a person or place.
- ◇ Attempted to address a challenge with honesty or sacrifice.
- ◇ Expressed your heritage, background, or complicated events with chains.

## LONG-TERM PROJECTS



## COIN GILDED







# Tides of Gold

CREW

# FIREBRAND

RECKLESS &  
PASSIONATE  
REBEL

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

LOOK \_\_\_\_\_

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS  
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

**ANCHOR:** PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

**STRESS** VVVVVVVVVV **CHAINS** ▽ ▽ ▽ ▽  
PROFESS - PROVIDE - DEDICATE - FIX  
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			☐
A	-2			
R	-1			

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## SPECIAL ABILITIES

- **RADICAL ACTION:** When you escalate a situation, clear 1d6 stress. If you roll higher than your total stress, the situation spins out of control.
- **AWESTRUCK:** Tell an outrageous lie and mark special armor; your target will believe it and nothing can change their mind...even you. Create a 4-segment progress clock "unintended consequences"; the GM can complete a segment for any complication and describe a new consequence of this belief. When the clock is full, the belief is broken.
- **DIVINE DEVOTEE:** You act in service of a deity or mystical force. When you Consort in their name, take +2.
- **DROP THE MASK:** Reveal your doubts to a crewmember and gain 1 stress; they can reduce an Insight or Resolve harm.
- **MOBILIZE:** Push yourself and make a call to action. A nearby supporting character joins in and choose 1: *acts as a distraction, backs you up, or blocks a hostile character.* Take +1 on your next roll.
- **PROVOKE:** Push yourself to anger someone and choose 1: *they only focus on you; they blurt out a secret; or they betray an ally in anger.*
- **QUESTIONABLE PAST:** You also have the heritage "underworld" and can make additional Connect rolls with it if you gain 1 stress.
- **RIDE THE WAVE:** When conflict breaks out, you act first.
- ● ● **VETERAN:** Choose a special ability from another playbook.

## FRIENDS & RIVALS

- △ ▽ Aura, a disgraced magistrate
- △ ▽ Mahvash, a rising performer
- △ ▽ Orsino, an infamous betrayer
- △ ▽ Charis, a reluctant oracle
- △ ▽ Simin, a soldier of fortune

## ITEMS LOAD ■ L (3) ■ N (5) ■ H (7)

- ☐ *CULT TEXTS & SECRETS*
- ☐ INTIMIDATING PET
- ☐ ELABORATE JEWELRY OR DECORATIVE FASHION
- ☐ *EXAGGERATED REPUTATION*
- ☐ ALTERNATE IDENTITY
- ☐ PACK OF CONTRABAND ITEMS ● ● ●
- ☐ A BLADE OR TWO
- ☐ RANGED WEAPON
- ☐ A CUTLASS
- ☐ A POLEARM
- ☐ AN UNUSUAL WEAPON
- ☐ BURGLARY GEAR
- ☐ CLIMBING GEAR
- ☐ BOARDING TOOLS

## XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Put yourself at risk for the sake of your beliefs or a crewmember's anchor.
- ◇ Attempted to address a challenge with charm or confrontation.
- ◇ Expressed your heritage, background, or complicated events with chains.

## PLAYBOOK XP



## INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

## PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

## RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

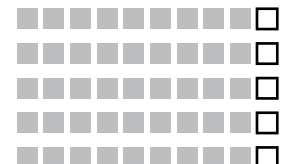
## BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

## LONG-TERM PROJECTS



## COIN GILDED



# Tides of Gold

CREW

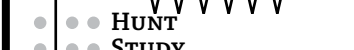
# OLD TIMER

GRIZZLED & HAUNTED SURVIVOR

## PLAYBOOK XP

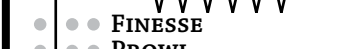


## INSIGHT



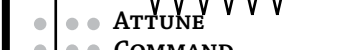
- HUNT
- STUDY
- SURVEY
- TINKER

## PROWESS



- FINESSE
- PROWL
- SKIRMISH
- WRECK

## RESOLVE



- ATTUNE
- COMMAND
- CONSORT
- SWAY

## BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

LOOK \_\_\_\_\_

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS  
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**ANCHOR:** PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

**STRESS** **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX  
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

- UNEADING SCARS**
- Scarred Hands:** Your hands are a bludgeoning weapon. Take +1 when you Wreck with them.
  - Scarred Body:** You have special armor against physical consequence.
  - Scarred Mind:** You have special armor against mental consequences.
  - Scarred Heart:** Roll with advantage against any who insult your past.
  - Scarred Soul:** Your chest burns when you are in danger; when threatened, you act first.
  - Scarred Conscience:** Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt."

## SPECIAL ABILITIES

- ● ● **SCARRED & BURNED:** The great tragedy of your life permanently branded you. Choose an unfading scar.
- **CHILLING ACCOUNT:** When you reduce Notoriety by spreading stories of past horrors, take +2.
- **ECHOES OF A FORMER LIFE:** When the crew encounters a new location or person, you can tell the GM when you came across them before; the GM will answer 1 question about how they have changed.
- **IMPERVIOUS:** When you take physical harm without resisting, choose one: *their weapon breaks against you; an enemy runs in fear; regain 1 stress; or take +2 for your counterattack.*
- **LONE SURVIVOR:** You lost everything to the cruelty of men. When dealing with sympathetic or guilty NPCs, you can push yourself with your haunted past instead of using stress.
- **SPARE THE INNOCENT:** Gain a new XP trigger: *Stop a massacre, disaster, or tragedy.* If the crew helps, gain crew XP.
- **STAY A WHILE:** You can use a downtime action to tell a PC a story of your past. Until the next downtime, they carry your pain and gain the benefits of one of your unfading scars.
- **UNSTOPPABLE:** Gain 1 stress to ignore the negative modifiers of harm during a scene.
- **WHITE WHALE:** You lost a former crew to a terrifying monster. When you fight against a beast or monster of a similar type, that threatens your crew, take +2. Monster type: \_\_\_\_\_

*The Old Timer does not get a Veteran ability*

## FRIENDS & RIVALS

- △▽ Severino, a military officer
- △▽ Lavrentios, a travelling sage
- △▽ Veltry, a pirate queen
- △▽ Maire, a fortune teller
- △▽ Taavi, a nomadic artist

## ITEMS LOAD ■ L (3)

- WEAPON OF YOUR MENTOR
- FAMILY HEIRLOOM
- BANDAGES & POULTICES
- MEMENTO FROM YOUR TRAGEDY
- TOOL OF YOUR VENDETTA
- SURVIVAL PACK ● ● ●

## ■ N (5) ■ H (7)

- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

## XP

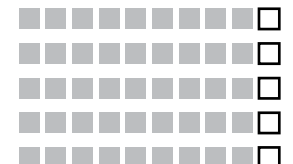
◇ Every time you fail a roll, mark xp in that action's attribute. At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:

- ◇ Obtain something for your home that is yours and only yours.
- ◇ Attempted to address a challenge with nonviolence or knowledge.
- ◇ Expressed your heritage, background, or complicated events with chains.

## LONG-TERM PROJECTS



## COIN GILDED





# Tides of Gold

CREW

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

LOOK \_\_\_\_\_

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS  
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

**ANCHOR:** PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

**STRESS** **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX  
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

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# SCAMP

NIMBLE & UNREPENTANT  
MISCHIEF MAKER

## SPECIAL ABILITIES

- **WALL WALKER:** You can climb solid walls and ceilings as quickly as you can walk or run.
- **ARCANE BLESSING:** You can use WALL WALKER on the surface of any body of water.
- **CHEERFUL RESPITE:** Mark special armor and share a story of a past escapade with the crew. They each gain a downtime action for any phase; they can flashback immediately to use it, or save it for later.
- **DAZZLE & DASH:** You can make a Coin roll even if you have no Coin. Describe your misdirection. You will always succeed initially, but they will realize your trickery in moments.
- **DEAD DROP:** When you attack from above, choose one before rolling the action: *take +1 for the attack; kidnap them and retreat; or the attack is silent.*
- **GRANDSTAND:** When you you draw attention to yourself before attempting a risky athletic stunt, take +2.
- **PRANKSTER:** Gain 1 stress to prepare a trap in any environment. When an enemy moves into the area, pick 1: *the trap pins them in place; attack with Tinker; or you can suddenly appear anywhere in the nearby area.*
- **WHO, ME?:** When someone has spotted you, you can **push yourself** to instantly hide successfully or escape unnoticed.
- ● ● **VETERAN:** Choose a special ability from another playbook.

## FRIENDS & RIVALS

- △▽ Celestyn, a storyteller
- △▽ Xabi, an artificer
- △▽ Dejan, an academic
- △▽ Aili, a street thief
- △▽ Katicar, a bodyguard

## ITEMS LOAD ■ L (3) ■ N (5) ■ H (7)

- MISCELLANEOUS CHARMS
- FINE CLIMBING SPEAR
- DISTRACTION TOOLS
- STOLEN BADGE OF RANK
- FINE DISGUISE
- PACK OF "BORROWED" LUXURY ITEMS ● ● ●
- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

## XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
  - ◇ Enact justice against an authority figure.
  - ◇ Attempted to address a challenge with trickery or athletic feats.
  - ◇ Expressed your heritage, background, or complicated events with chains.

## PLAYBOOK XP



## INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

## PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

## RESOLVE

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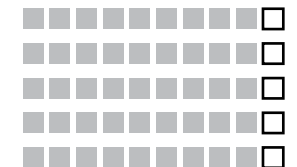
## BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

## LONG-TERM PROJECTS



## COIN GILDED



# Tides of Gold

CREW

NAME \_\_\_\_\_ PRONOUNS \_\_\_\_\_

LOOK \_\_\_\_\_

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS  
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

**ANCHOR:** PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

**STRESS**  **CHAINS**  PROFESS - PROVIDE - DEDICATE - FIX  
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

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# SCOUNDREL

BRAWLER  
& FORTUNE  
HUNTER

## SPECIAL ABILITIES

- **DIRTY FIGHTING:** Push yourself and choose 1: turn a nearby item into a +1 weapon; you attack first even if surprised; or you summon an enemy of your opponent to the scene.
- **DEAD OR ALIVE:** When you reduce Notoriety by pointing attention towards another outlaw, roll with advantage.
- **GAME OF CHANCE:** Gain a new port downtime action "Gamehouse." Each Coin you wager increases your dice pool by 1. Roll the d6's and look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2: gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby faction.
- **PRICE ON MY HEAD:** You are used to evading bounties. When you choose light load, take +2 when you pass yourself off as a mundane person.
- **STEADFAST:** Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit.
- **TOUCH OF FATE:** Mark special armor to reroll a failed action.
- **WASN'T PART OF THE DEAL:** Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.
- **WON IT IN A GAME:** You have no Wealth limits when you acquire an asset. If you reach outside your current Wealth, the asset must come from a specific faction.
- ● ● **VETERAN:** Choose a special ability from another playbook.

## FRIENDS & RIVALS

- Ale, a gamehouse owner
- Rufino, a retired pirate
- Elettra, a bounty hunter
- Sirin, a naive trader
- Zdan, a corrupt advisor

## ITEMS LOAD ■ L (3) ■ N (5) ■ H (7)

- LUCKY COIN
- WORN DOWN VEHICLE
- OVERLY POLISHED PISTOLS
- UNTAPPED FAVOR
- SIGNATURE LOOK
- PACK OF COUNTERFEIT ITEMS ● ● ●
- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

## XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
  - ◇ Pursue a risky proposal or profit opportunity without hesitation.
  - ◇ Attempted to address a challenge with intimidation or negotiation.
  - ◇ Expressed your heritage, background, or complicated events with chains.

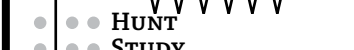
## LONG-TERM PROJECTS



## PLAYBOOK XP

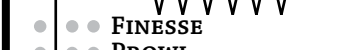


## INSIGHT



- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

## PROWESS



- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

## RESOLVE

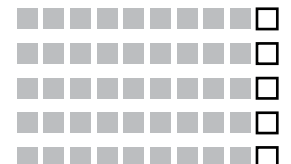


- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

## BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

## COIN GILDED





The background is a dark blue, textured underwater scene. It features numerous small, light blue bubbles rising from the bottom, creating a sense of depth and movement. The lighting is soft and diffused, typical of an underwater environment. The overall color palette is monochromatic, ranging from deep navy to lighter, almost white highlights on the bubbles.

# CREW PLAYBOOKS





# Tides of Gold

# PIRATES

RAIDERS & HIGHWAYMEN  
OF THE SEAS

## COHORTS

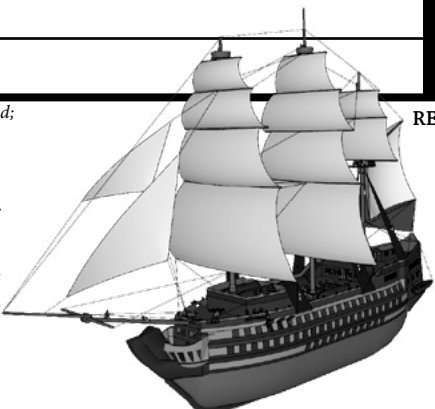
NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_  
FLAG / COLORS \_\_\_\_\_ HOMEPORT \_\_\_\_\_

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> <b>GAMING HALL</b> +1 for Rovers	<input type="checkbox"/> <b>TOWN CRIER</b> -1 Notoriety per 2 Coin paid	<input type="checkbox"/> <b>TAVERN</b> +1 for Rooks	<input type="checkbox"/> <b>CORRUPT OFFICIAL</b> +1 on deception engagements
<input type="checkbox"/> <b>SALT SERPENTS</b> consuming; +1 to reduce notoriety after killing	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>HOME PORT</b>	<input type="checkbox"/> <b>BLACK MARKET</b> (Wealth roll)- Notoriety=Coin in downtime
<input type="checkbox"/> <b>SLIPSTREAM</b> Move +1 hex without needing an Odyssey	<input type="checkbox"/> <b>UNDERSEA SHRINE</b> +1 to Attune rating	<input type="checkbox"/> <b>PATRON IN THE DEEP</b> gain a leviathan expert or gang	<input type="checkbox"/> <b>PROTECTED COVE</b> +1 to Survey & Tinker on site
<input type="checkbox"/> <b>SLIPSTREAM</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>
<input type="checkbox"/> <b>SLIPSTREAM</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>TURF</b>	<input type="checkbox"/> <b>SALVAGE SITE</b> +2 coin for destruction scores

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	ARMOR <input type="checkbox"/>
-2	ARMOR <input type="checkbox"/>
-1	SPECIAL <input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round



The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□□□□□ +3
●●●● SIZE	LUXURY FOOD □□□□□□□□ +2
●●●● SPEED	FASHION □□□□□□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□□□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□□□□□ +1
	CRAFTING ELEMENTS □□□□□□□□ 0
	ESSENTIAL GOODS □□□□□□□□ 0

*If you have 2+ of same cargo type, add the Wealth modifier for raids*

### SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

### SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **FLASHY:** The ship's colorful painting catches the eye of all nearby.
- **FALSE DECK:** You have hidden compartments which can store all your gear.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

### WEALTH EXPANSIONS

- FLEET SPARE:** second ship
- FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLEET FLOTILLA:** no raids for sea downtime
- BRIBE SPY:** choose 1 faction; you always know what they have stocked
- BRIBE INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- BRIBE POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME FEARED:** additional Coin when you loot equal to Fame attribute
- FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- FAME LEGEND:** choose 1 continent; war penalties do not apply to its ports

### CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: \_\_\_\_\_

### CREW UPGRADES

- |  |  |
|--|--|
| <input type="checkbox"/> ELITE THUGS                                   | <input type="checkbox"/> HARPOON LAUNCHER  |
| <input type="checkbox"/> PRIVATE BAR                                   | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> SECRET PORT                                   | <input type="checkbox"/> ALTAR             |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID                     | <input type="checkbox"/> SAWBONES          |
| <input type="checkbox"/> PIRATE SASH (2 free load of weapons or items) | <input type="checkbox"/> SECURE            |
|  | <input type="checkbox"/> VAULT             |
|  | <input type="checkbox"/> VEHICLE           |
|  | <input type="checkbox"/> WORKSHOP          |
|  | <input type="checkbox"/> SAIL GLIDES       |

INJURED  BROKEN  
 GANG  EXPERT

INJURED  BROKEN  
 GANG  EXPERT

INJURED  BROKEN  
 GANG  EXPERT

INJURED  BROKEN  
 GANG  EXPERT

INJURED  BROKEN  
 GANG  EXPERT

### QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect







# Tides of Gold

# PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_  
 FLAG / COLORS \_\_\_\_\_ HOMEPORT \_\_\_\_\_

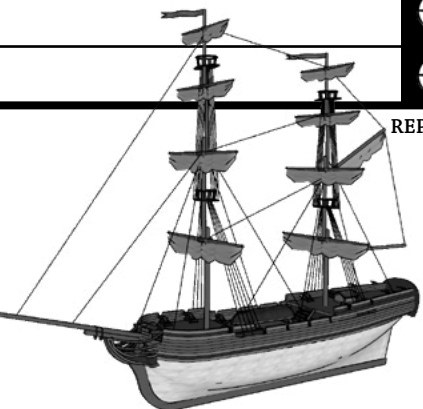
INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score
<input type="checkbox"/> GOVERNOR'S MANOR -2 notoriety per score	<input type="checkbox"/> BITTER JUDGE +2 coin for higher class targets	<input type="checkbox"/> DOCK SECURITY War does not affect dock tith rates	<input type="checkbox"/> SECRET SOCIETY add a 2nd puppet master
<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in any port for a phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port	<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores	

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	ARMOR <input type="checkbox"/>
-2	SPECIAL <input type="checkbox"/>
-1	REPAIRS <input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round

The BRIG is the classic jack-of-all-trades. It does everything moderately well and nothing extremely well. It is equally popular with merchants and pirates.



SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□ +3
●●●● SIZE	LUXURY FOOD □□□□ +2
●●●● SPEED	FASHION □□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□ +1
	CRAFTING ELEMENTS □□□□ 0
	ESSENTIAL GOODS □□□□ 0

*If you have 2+ of same cargo type, add the modifier for raids*

## SPECIAL ABILITIES

- ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.
- GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway.
- FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.
- MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.
- RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location..
- VETERAN: Choose a special ability from another crew.

## SHIP ABILITIES

- CAPABLE CREW: Ship's company can assist a number of times equal to Crew.
- GENERIC: Ship is assumed to be insignificant until at close distance.
- RIGGED TO KILL: Increase Firepower by 1, with a max of 4.
- RECRUIT: Increase Crew by 1, with a max of 4.
- RENOVATE: Increase Size by 1, with a max of 4.
- STURDY: Use special armor to avoid damage in combat.

## WEALTH EXPANSIONS

- SPARE: second ship
- FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases
- FLOTILLA: no raids for sea downtime
- SPY: choose 1 faction; you always know what they have stocked
- BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock
- POCKET OF POWER: choose 1 port; you cannot be raided there
- FAME FEARED: additional Coin when you loot equal to Fame attribute
- FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo
- FAME LEGEND: choose 1 continent; war penalties do not apply to its ports

## CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
  - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
  - ◇ Contend with challenges above your current station.
  - ◇ Bolster your crew's reputation or develop a new one.
  - ◇ Work towards the crew's current goal:

## CREW UPGRADES

- |   |  |
|---|--|
| <input type="checkbox"/> UNBREAKABLE JAIL CELL                                    | <input type="checkbox"/> HARPOON LAUNCHER          |
| <input type="checkbox"/> FORGED WARRANTS  | <input type="checkbox"/> DECEPTIVE RIGGING QUALITY |
| <input type="checkbox"/> OFFICIAL IN YOUR POCKET                                  | <input type="checkbox"/> ALTAR                     |
| <input type="checkbox"/> SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) | <input type="checkbox"/> SAWBONES                  |
| <input type="checkbox"/> NEW BLOOD (add an expert of a different type to a gang)  | <input type="checkbox"/> SECURE                    |
|   | <input type="checkbox"/> VAULT                     |
|   | <input type="checkbox"/> VEHICLE                   |
|   | <input type="checkbox"/> WORKSHOP                  |
|   | <input type="checkbox"/> SAIL GLIDES               |

## COHORTS

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

## QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer





# Tides of Gold

# PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

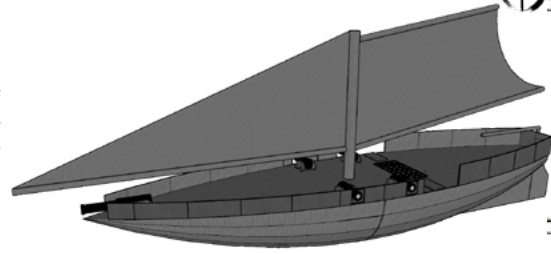
NAME \_\_\_\_\_ REPUTATION \_\_\_\_\_  
 FLAG / COLORS \_\_\_\_\_ HOMEPORT \_\_\_\_\_

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score
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<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in any phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port	<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores	

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	⊕
-2	⊗
-1	⊗

Fallout starts with 2 sections filled; fill a new section each round



The SLOOP is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□□□ +3
●●●● SIZE	LUXURY FOOD □□□□□□ +2
●●●● SPEED	FASHION □□□□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□□□ +1
	CRAFTING ELEMENTS □□□□□□ 0
	ESSENTIAL GOODS □□□□□□ 0

*If you have 2+ of same cargo type, add the Wealth modifier for raids*

## SPECIAL ABILITIES

- **ANY PRICE:** The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.
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- **RIGHTEOUS STORM:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- **BLOOD IN THE WATER:** Take +2 when tailing a target, or when gathering info at a target's previous location..
- ● ● **VETERAN:** Choose a special ability from another crew.

## SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evaded.
- **WINDLESS:** The ship does not need wind to move. Helm ignores negative modifiers.
- ● ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

## WEALTH EXPANSIONS

- FLEET**  SPARE: second ship
- SQUADRON: if manned get +2 once per round, +1 upkeep phases
- FLOTILLA: no raids for sea downtime
- BRIBE  SPY: choose 1 faction; you always know what they have stocked
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- FAME  FEARED: additional Coin when you loot equal to Fame attribute
- SEA STORY: gain Sea Raider artifact when you loot instead of cargo
- LEGEND: choose 1 continent; war penalties do not apply to its ports

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- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
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|---|--|
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| <input type="checkbox"/> OFFICIAL IN YOUR POCKET                                  | <input type="checkbox"/> ALTAR                     |
| <input type="checkbox"/> SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) | <input type="checkbox"/> SAWBONES                  |
| <input type="checkbox"/> NEW BLOOD (add an expert of a different type to a gang)  | <input type="checkbox"/> SECURE                    |
|   | <input type="checkbox"/> VAULT                     |
|   | <input type="checkbox"/> VEHICLE                   |
|   | <input type="checkbox"/> WORKSHOP                  |
|   | <input type="checkbox"/> SAIL GLIDES               |

## COHORTS

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

INJURED  BROKEN

GANG  EXPERT

## QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

















The background is a dark blue, textured underwater scene. It features numerous small, light blue bubbles rising from the bottom. The overall lighting is dim, creating a moody and mysterious atmosphere. The text is centered in a white, serif font.

# PREMADE CREWS



## PREMADE CREW CREATION

**1. PICK YOUR CREW TYPE:** Pick from the three crew types and use its premade playbook for the rest of crew creation.

- ◇ **Pirates** are raiders and highwaymen of the seas
- ◇ **Pirate Hunters** act as maritime police, judges, and executioners
- ◇ **Privateers** are mercenaries for legitimate companies who desire plausible deniability

**2. CHOOSE A REPUTATION AND FLAG:** Your crew will be known by its reputation, and recognized by its flag. Pick a starting reputation: *Ambitious; Brutal; Daring; Honorable; Professional; Savvy; Subtle; or Strange.*

Describe your flag's basic design and colors.

**3. PICK A SPECIAL ABILITY:** Look at the special abilities listed for your crew type and ship type. Pick one now.

**4. PICK A LOYAL ASSOCIATE:** Every crew type has a different list of supporting characters. Narratively, these characters live on your ship and can be brought into a scene as an asset or an obligation (indicated by the up and down arrow respectively). One of these associates is a long-term ally, close friend, or partner in crime. They will always be an asset with the up-arrow filled in and can always be brought in a scene regardless of asset/obligation level. Underline this associate and fill in the upwards arrow for them.

Your loyal associate has entanglements of their own. Look at the five factions you already have a status with as part of your premade. Improve one by +1 status; worsen one by -1 status. You can decide how your associate is related to those factions as it comes up in play.

## PIRATES

**HOMEPORT:** Taymust, Tazwara

**FIRST OPERATION:** Mallius, Velia

**UPGRADES:** Starting with the agile and deadly sloop, your ship has been upgraded to support your secretive raiding. Your disguised rigging will make you look like a plain merchant class vessel, while the harpoon launcher will allow you to capture a fleeing ship and your high quality weapons make you lethal raiders. You can store your spoils in a vault to avoid drawing attention.

**FACTIONS:** The Curse and Black Reef helped improve your ship (+2 with each), but their assistance drew the jealousy of the Timeworn Blades (-2). Stealing the equipment from Mallius also drew the wrath of the Mallius Inquisitors (-2).

As Mallius was the site of your first major score, you will always be at higher risk for raids when you dock there. You earned the support of the Drusa Family (+1) for making the Inquisitors look ineffectual.

**STARTING SITUATION:** The Black Reef wants to offer you access to their pirate haven on the coast of a reef island. But first you must prove worthy by stealing a shipment of precious gems from the Royal Society of Architects. The cargo is expected to travel from Sdaqa to Idukan. You can strike outside (or in) either port.

### SUMMARY

Ship: sloop

Upgrades: harpoon launcher; deceptive rigging; vault; quality weapons

Factions: +2 to raid rolls in Mallius

- » The Curse (+2)
- » Black Reef (+2)
- » Drusa Family (+1)
- » Timeworn Blades (-2)
- » Mallius Inquisitors (-2)

# PIRATE HUNTERS

**HOMEPORT:** Dexius, Velia

**FIRST OPERATION:** Phaenna, Argyros

**UPGRADES:** Starting with the imposing and deadly war galley, your crew has secured a Sawbones to treat your wounded and top-tier documents to prove your professionalism. You also added an agile boarding boat for when you want to close in on a criminal without drawing attention.

**FACTIONS:** The Annunziato League and Mallius Inquisitors helped your crew improve your ship (+2 with each), but their favoritism drew the suspicion from War Merchant Co and Drusa Family (-2 with each).

Your first operation in Phaenna lacked subtly, and you will always draw more attention for raids when you dock there. However, you made the King Trade Company look like it cared about security, earning their favor (+1).

**STARTING SITUATION:** Your patron has received word of a planned jail break in Taymust, Tazwara which would threaten many of their secret interests. They want it stopped. You can search for the associated pirate haven along the Tazwara coast and strike them directly, or intercept the criminals near the prison itself. The break is being led by members of the Black Reef.

## SUMMARY

Ship: war galley

Upgrades: sawbones; quality documents; vehicle: agile boarding boat

Factions: +2 to raid rolls in Phaenna

- » Annunziato League (+2)
- » War Merchant Co. (-2)
- » Mallius Inquisitor (+2)
- » Drusa Family (-2)
- » King Trade Company (+1)

# PRIVATEERS

**HOMEPORT:** Alkyon, Argyros

**FIRST OPERATION:** Sdaqa, Tazwara

**UPGRADES:** Starting with a typical merchant vessel, your ship has been upgraded to go toe-to-toe with some of the biggest trade companies. Your elite upgrades will make you equal to wealthier factions, while you updated maps and trade routes make you some of the finest navigators in the sea. The experimental sea glides allow you to navigate uneven river waters, allowing you to hide and trade where no one else goes.

**FACTIONS:** The Office of Commerce and Naturalization Consulate helped your crew improve their ship (+2 with each), but their assistance drew ill will of the Jalali Band and Sages Fund (-2 with each).

When you raided a military stronghold outside Sdaqa it earned you a dangerous rep with the locals and raids against you will always be worse there. However, the Itri Charter appreciated the elimination of those naysayers (+1 status).

**STARTING SITUATION:** The Itri Charter's attempts to open Sdaqa to more foreign trade are being blocked by a group within the Tazwaran Navy. They want you to make the Navy look ineffectual by raiding a the estate of an official who sponsors the lumber for their ships. Their estate lies several days east of Idukan.

## SUMMARY

Ship: merchantman

Upgrades: elite upgrades; updated maps and trade routes; sail glides

Factions: +2 to raid rolls in Sdaqa

- » Office of Commerce (+2)
- » Jalali Band (-2)
- » Naturalization Consulate (+2)
- » Sages Fund (-2)
- » Itri Charter (+1)















# PLAY AIDS





# RANDOM GENERATORS

## STRONGHOLD

**VISUAL DETAILS:** Orange brick towers; windowless, low lying complex; wooden doors reinforced with gold-painted metal bars; maze of shoulder-high walls inside; spiraling stairwells; thorny long-grasses

### TRAITS

Security starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the current faction; the second result is the previous owners.

- 1: Tazwaran Navy
- 2: Royal Warband
- 3: Taymust Prison (secret prison site)
- 4: The White Horde
- 5: Eupraxia Legion
- 6: Velian Armada

### POSSIBLE SITUATIONS

- » Royal party is visiting
- » A mutiny is brewing
- » Owe a large debt to a local family
- » Last three supply shipments never arrived
- » Leadership is being blackmailed by a rival faction
- » Houses criminals from within the warband (or other institution)

## CROSSROADS

**VISUAL DETAILS:** Maze of make-shift tents; fresh food displayed on the ground on blankets; walls made of stacked baskets full of goods; horses huddled under a single tree; glass-blown lanterns hung at night; reed posts with dyed strips to identify trader origin

### TRAITS

Isolation starts at 3, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1:

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first started the crossroads trade; the second reported it to the authorities.

- 1: Haile Group
- 2: Itri Charter
- 3: Biaggio Company
- 4: King Trade Company
- 5: The Curse
- 6: The Band of Amdiaz

### POSSIBLE SITUATIONS

- » The only food in an area with famine
- » Meeting site of foreign conspirators
- » Watched closely by bounty hunters
- » Rumored source of new illness
- » Specializes in experimental adaption of Sea Raider technology
- » Location of a formerly famous artisan



## HIDEOUT

**VISUAL DETAILS:** False trails in spiked grass; dry-well entrance; underground caverns; battered tents covered in red dirt camouflage; smokeless, lightless fires; wild herds crossing above ground, masking sounds

### TRAITS

Criminal Influence starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the group uses the hideout; the second is a nearby rival.

- 1: The Band of Amdiaz
- 2: The Curse
- 3: The White Horde
- 4: Timeworn Blades
- 5: The Black Reef
- 6: Taymust Prison (recruit training site)

### POSSIBLE SITUATIONS

- » Home of disgraced folk hero
- » All leadership died in the last raid
- » Development site of experimental weapons and poisons
- » Have all adopted a fringe faction's beliefs
- » Only a few days of provisions left
- » Holding wealthy traders and family leaders for ransom

## ESTATE

**VISUAL DETAILS:** Built with the land: doorways carved into mountains; rounded clay bricks positioned with the elevation flow; wells hugging a stream, etc.; palm trees overflowing walls; unnaturally bright blue fountain waters; hunting birds drifting lazily overhead

### TRAITS

Wealth starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times; the first faction funds this estate, the second is a secret ally of the local stewards.

- 1: The Chronicle of Ancestors
- 2: Royal Society of Architects
- 3: Royal Treasury Group
- 4: Traders of Violet
- 5: Children of Mer
- 6: Shadowhunters

### POSSIBLE SITUATIONS

- » Cargo is washing up on the beach, pointing to a nearby shipwreck
- » The estate houses a highly dangerous menagerie
- » Suffering from a prolonged drought
- » All their wealth recently stolen
- » Bizarre omens point to looming trouble...or a prankster
- » They are hosting a foreign group—without royal approval

## NAMES

**MASCULINE:** Afer, Kussil, Idder, Izri, Menna, Usaden, Yani, Yuften, Zayar, Azulay, Hakku, Balluk, Burri, Jeggi, Zerdal, Yumas, Sulas

**FEMININE:** Avedda, Dassine, Chavha, Eya, Hannu, Jdira, Kenza, Mazzi, Meluna, Thizir, Onessa, Raissa, Setti, Syra, Thamelles, Wellen

### REPUTATION

Roll 2d6.

- 2: stern
- 3: caretaking
- 4: judgmental
- 5: foolhardy
- 6: ruthless
- 7: inspiring
- 8: devoted
- 9: scheming
- 10: backstabbing
- 11: passionate
- 12: eccentric

### APPEARANCE

Roll 2d6.

- 2: striking
- 3: plain
- 4: untidy
- 5: rough
- 6: stooped
- 7: soft
- 8: fashionable
- 9: stout
- 10: bland
- 11: polished
- 12: athletic

### AMBITION

Roll 2d6.

- 2: maintain peace
- 3: redeem a mistake
- 4: be admired
- 5: win a competition
- 6: reunite with family
- 7: escape a bad situation
- 8: disrupt monotony
- 9: escape their past
- 10: be a master in their field
- 11: attain a coveted position
- 12: gain community acceptance



## FORT

**VISUAL DETAILS:** marble walls; ornamental cypress trees; league flag displayed; war galley; narrow windows; warrior statues stare down

### TRAITS

Security starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 2.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the faction in power; the second has been raiding them.

- 1: Velian Armada
- 2: Premier Magistrate
- 3: Temple of Eligio
- 4: War Merchant Co.
- 5: Drusa Family
- 6: Cult of Caelina

### POSSIBLE SITUATIONS

- » A mysterious illness killed the previous occupants
- » A locked vault was discovered under the armory
- » Raiders have them under siege
- » A cache of Sear Raider weapons wash ashore each night then disappear
- » Salt serpents have infested the docks
- » An Acerbus invention took on a life of its own

## TRADING POST

**VISUAL DETAILS:** tables made from stacks slabs of rock; hired mercenaries in mismatched armor; long grasses trampled flat; boats hitched to temporary posts; goods resting atop league flags; traveling merchants eyeing new arrivals

### TRAITS

Wealth starts at 1, everything else is 0. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the faction that established the trading post; the second chased them out.

- 1: Acerbus League
- 2: Sica League
- 3: Teres League
- 4: Masked Magistrate
- 5: The Five Families
- 6: The Red Painters

### POSSIBLE SITUATIONS

- » Counterfeit money is coming from someone at the post
- » A new trader is ambushed
- » An expensive gem was hidden in pottery that is missing
- » Two cousins are competing to take over the family trade
- » An unmarked ship has been surveying the post
- » This post is popular with smugglers

## PIRATE HAVEN

**VISUAL DETAILS:** a city of anchored boats; pure black waters; sailors all carrying multiple blades; rusty anchor of a sunken ship; makeshift gaming tables litter the docks; a gigantic creature swims below the surface

## TRAITS

Criminal Influence starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

## FACTIONS

Roll 1d6 two times. The first is running the haven; the second is angry for being banned from it.

- 1: Coin Kings
- 2: The Red Painters
- 3: Brimstone Tide
- 4: The Curse
- 5: The Black Reef
- 6: The Nameless

## POSSIBLE SITUATIONS

- » A crew of mutineers just docked
- » They are plotting a prison break
- » A spy is about to reveal their location
- » The crew in charge has started demanding “membership fees” and discontent is spreading
- » A Sea Raider artifact brought a curse
- » A notorious ship has brought unwanted attention

## TOWN

**VISUAL DETAILS:** wide walkways bracketed with columns; square courtyards; interior walls covered with elaborate mosaics; flowering vines covering stone walls; terracotta roofs painted bright colors; alcoves displaying pottery painted with the league’s achievements

## TRAITS

Every trait starts at 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

## FACTIONS

Choose any of the three Leagues to control this town. Roll 1d6 one time; this faction provides their main connection to the wider world.

- 1: The Velian Armada
- 2: Temple of Eligio
- 3: Annunziato League
- 4: The Maelstrom Prophecy
- 5: War Merchant Co.
- 6: The Leviathan Path

## POSSIBLE SITUATIONS

- » People are vanishing in the night, perhaps kidnapped or runaway
- » The local magistrate has become unusually harsh
- » Wildlife are fleeing a threat nearby
- » Town guard abandoned their post
- » Expensive stolen goods are flooding the local market
- » Home of a famous apothecary



## NAMES

**MASCULINE:** Marco, Luca, Davide, Alessio, Nicolo, Mauro, Tommaso, Isaio, Nevio, Vittorio, Saverio, Domenico, Cirino, Elia, Ilario

**FEMININE:** Chiara, Valentina, Serena, Ginevra, Viola, Nadia, Mia, Renza, Ambra, Cosima, Dania, Febe, Gemma, Luna, Micaela, Polissena

### REPUTATION

Roll 2d6.

- 2: decadent
- 3: grim
- 4: proud
- 5: dramatic
- 6: ambitious
- 7: corrupt
- 8: cheerful
- 9: temperamental
- 10: naive
- 11: mechanical
- 12: rowdy

### APPEARANCE

Roll 2d6.

- 2: scarred
- 3: militaristic
- 4: bulky
- 5: lithe
- 6: tattered
- 7: muscular
- 8: dramatic
- 9: expensive
- 10: imposing
- 11: faded
- 12: neat

### AMBITION

Roll 2d6.

- 2: uncover a mystery
- 3: find excitement
- 4: outshine a family member
- 5: increase their riches
- 6: a secret revenge
- 7: improve their skills
- 8: join a religious order
- 9: become a respected leader
- 10: protect their community
- 11: overthrow a local power
- 12: support a loved one

## CAMP

**VISUAL DETAILS:** Fraying tents; shined armor and weapons; alert sentries; smelly latrines; pale yellow cliffs; spiky shrubs

### TRAITS

Isolation starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 1, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the faction in power; the second result is the faction funding them.

- 1: Eupraxia League
- 2: Argyros Royal Military
- 3: Office of Conscription
- 4: Temple of Sphagos
- 5: Naturalization Consulate
- 6: Brimstone Tide

### POSSIBLE SITUATIONS

- » This is the site of a recent battle
- » There is a mutiny in camp
- » They are stranded and resources are running out
- » They are escorting a large collection of prisoners to the city
- » They are protecting the site of newly discovered Sea Raider artifacts
- » They are preparing to raid a rebel stronghold

## MARKET

**VISUAL DETAILS:** Maze of packed stalls; woven, colorful robes; jostling crowd; sleepy guard dogs; vendors resting on short stools; wares hanging from ropes strung overhead

### TRAITS

Wealth starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 2, 1.

- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the most established faction in the market; the second result is the faction pushing for more control.

- 1: King Trade Company
- 2: Office of Commerce
- 3: Sage's Fund
- 4: Biaggio Company
- 5: Haile Group
- 6: Traders of Violet

### POSSIBLE SITUATIONS

- » They were recently raided by pirates
- » There are new rumors of a nearby blackmarket
- » Someone is kidnapping stall owners
- » The market is a front for rebel conspirators
- » A new product has brought in a flood of new traders
- » The sale of religious texts has drawn royal attention



## REFUGE

**VISUAL DETAILS:** Elevated guard posts; emptied canal city; small orchard; floating docks; dirt-colored robes; pens of lean livestock

### TRAITS

Criminal Influence starts at 1, everything else is 0. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the group hiding in the refuge; the second is threatening to reveal them.

- 1: Mirza and Mokri
- 2: Brimstone Tide
- 3: The Nameless
- 4: Dastar's Chosen
- 5: The Red Painters
- 6: The Black Reef

### POSSIBLE SITUATIONS

- » A part of the community has gone missing
- » An enemy is closing in
- » A leader of the community recently betrayed them
- » They recently discovered a source of wealth
- » A new group just joined the refuge
- » They are preparing to relocate

## SETTLEMENT

**VISUAL DETAILS:** Dirt roads with grooves from wagon tracks; rounded, mud brick buildings; woven blankets strung across roads as sun protection; tall archways; wooden ladders to roofways; towering walls without walkways

### TRAITS

Security starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

The settlement is primarily populated by the citizenry of the closest port city. Roll 1d6 one time; this faction is the true power behind the settlement.

- 1: Dastar's Chosen
- 2: The Nameless
- 3: Temple of Sphagos
- 4: Argyros Royal Military
- 5: Jalali Band
- 6: Celestials

### POSSIBLE SITUATIONS

- » Recently survived a natural disaster
- » Two influential families are feuding
- » Gossip about a forbidden romance has become their focus
- » They raise a unique livestock found nowhere else
- » Most of the population has migrated away, leaving behind empty homes
- » A local temple is spreading heretical beliefs

## NAMES

**MASCULINE:** Petros, Markos, Alexandros, Panther, Zeno, Nikanor, Demon, Timon, Sophos, Bion, Babak, Sasan, Tus, Naudar

**FEMININE:** Myrrine, Hagne, Melitta, Isidora, Roxana, Eirene, Zenais, Korinna, Rhode, Adrina, Delara, Katin, Lilya, Pari

### REPUTATION

Roll 2d6.

- 2: greedy
- 3: gossip
- 4: lethal
- 5: long-winded
- 6: compassionate
- 7: rigid
- 8: clever
- 9: cowardly
- 10: well-connected
- 11: liar
- 12: brave

### APPEARANCE

Roll 2d6.

- 2: tattooed
- 3: weathered
- 4: elegant
- 5: ravaged
- 6: hulking
- 7: youthful
- 8: gnarled
- 9: delicate
- 10: bland
- 11: ambiguous
- 12: scrawny

### AMBITION

Roll 2d6.

- 2: seize control
- 3: expand influence
- 4: protect family
- 5: gain wealth
- 6: discover the truth
- 7: outshine a rival
- 8: restore family name
- 9: prove their worth
- 10: undercut an enemy
- 11: elevate a friend
- 12: gain knowledge



# TAZWARA

# points of interest

**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

NOTES: \_\_\_\_\_  
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# VELIA

# points of interest

**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_  
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# ARGYROS

# points of interest

**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_

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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_

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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_

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# RULE REFERENCES



# PRIMARY ACTIONS & ROLLS

## ACTION ROLLS

### COMPLICATIONS

*New threat*

*Use up resources*

*Unintended consequences*

*Terrible choice*

*Brewing trouble*

*Cause harm*

1. Player describes their approach and goal.
2. Player chooses the action rating that fits description.
3. Player rolls **2d6** and adds action dots to the total.  
**6 or less:** failure, face a complication (and mark xp)  
**7-9:** costly success, act but face a complication  
**10+:** heroic success, act without complications  
**natural 12:** succeed with an advantage; describe the advantage; when anyone uses it, they get a bonus die

## BONUS DICE

Roll 3d6 and keep the highest

- » **Invoke an advantage** (from a natural 12)
- » **Push yourself** (spend 2 stress)
- » **Teamwork** (act in sync with another PC or cohort)

## EDGE / PENALTY (OPTIONAL RULES)

If you have an **EDGE**, add +1 to your roll (+2 if a major edge).

If you have a **PENALTY**, take -1 to your roll (-2 if a major penalty).

- + **Ten Steps Ahead:** tactical advantage or clever strategy
- + **Shock & Awe:** surprise or overwhelming power
- + **Finisher:** builds on a teammate's previous actions
- **Foolhardy:** terrible idea or the wrong tools for a job
- **Outclassed:** significantly more powerful adversary or surprised
- **Bad Conditions:** environment is complicating the action, e.g. darkness, slippery ice

## RESISTANCE ROLLS

1. Player chooses to resist a complication.
2. GM decides if the complication will be reduced or negated completely.
3. GM determines which attribute applies to the complication.
4. Player rolls a dice pool equal to that attribute.
5. PC takes stress equal to 6 minus the highest dice result; the complication is negated or reduced.

### UNMOORED

If you mark your last stress box, become confused, doubt yourself, and long to return home. Do not participate in the scene as you must connect with your anchor. When you return, all stress is gone but you have a new **CHAIN** formed to your anchor: *profess, provide, dedicate, fix, glorify, entertain, cover, or blend.*

## HARM

1. GM describes the harm and names an attribute
2. The player writes it in the lowest level (-1, -2, -3)
3. All actions under that attribute take the penalty while harm remains
4. Become **INCAPACITATED** if attribute already has -3 harm or second attribute reaches -3 harm; cannot act until all harm is healed

## ROLLS & PROGRESS CLOCKS

### 1. TITHES

#### OBSTACLE CLOCKS

- » **less than 6:** no segments
- » **7-9:** 1 segment
- » **10+:** 2 segments
- » **Natural 12:** 4 segments

#### CONSEQUENCE CLOCKS

- » **less than 6:** 2 segments
- » **7-9:** 1 segment
- » **10+:** no segments

### BACKGROUND:

once per session, you can gather information within that knowledge area, and the GM will answer your question as if you rolled a 10+

### HERITAGE:

once per session, when in region of your heritage you can **CONNECT:** 6 or less, rival; 7-9, you owe them something; 10+ friendly

### QUESTIONABLE ASSOCIATES:

call them into the scene  
up arrow = asset  
down arrow = obligation  
cannot have assets > obligations  
reset arrows after port downtime

### COIN ROLL:

use 1 Coin to roll 2d6 + Wealth  
**10+** doesn't use up coin;  
**7-9** lose coin;  
**6 or less**, lose coin and face a complication

### SHIP ACTIONS:

ship **TRAIT** sets the maximum modifier for any actions done with the ship:

**Speed:** Navigation, speed, piloting, any movement

**Durability:** Ramming a target, cutting a reckless path, any physical stress

**Firepower:** Firing weapons, threatening statement, any force or danger

**Crew:** any actions that involve multiple people/locations

**Size:** any actions involving the Corw's Nest, e.g. scouting, planning

# SCORE PHASE

## 1. CHOOSE A PLAN & FILL IN THE DETAIL

- ◇ **Assault**— Do violence to a target. **Detail:** The point of attack.
- ◇ **Deception**— Lure, trick, or manipulate. **Detail:** The method of deception.
- ◇ **Stealth**— Trespass unseen. **Detail:** The point of infiltration.
- ◇ **Occult**— Engage a supernatural power. **Detail:** The arcane method.
- ◇ **Social**— Negotiate, bargain, or persuade. **Detail:** The social connection.
- ◇ **Transport**— Use a vehicle, speed, or athletic prowess. **Detail:** The route and means

## 2. PICK ITEM LOADOUTS

**Light Load (3):** Unburdened. You carry very little, quick and agile.

**Normal Load (5):** Prepared. You look like someone ready for action, able to maneuver normally.

**Heavy Load (7):** Threatening. You are ready for war, slowed by your haul.

## 3. MAKE ENGAGEMENT ROLL

Determine your modifier before you roll. Can never have more than +2 or -2:

- » Bold or daring? Take +1. Overly complex or contingent on many factors? Take -1.
- » Plan's detail expose a vulnerability of the target or hit them where they're weakest? Take +1. Target strongest against this approach, or do they have particular defenses or special preparations? Take -1.
- » Can any of your friends, associates, contacts, or anchors provide aid or insight for this operation? Take +1. Are any enemies or rivals or obligations interfering in the operation? Take -1.

Roll 2d6 + plan modifier:

**Natural 12:** Exceptional result. You've already overcome the first obstacle and you're in an excellent position for what's next.

**10+:** Good result. You're in control when the action starts,

**7-9:** Tense result. Hit your first complication when the action starts.

**6 or less:** Bad result. Disaster has struck, and you're desperately responding when the action starts.

## USE FLASHBACKS

**0 Stress:** An ordinary action for which you had easy opportunity.

**1 Stress:** A complex action or unlikely opportunity.

**2 (or more) Stress:** An elaborate action that involved special opportunities or contingencies.

## GET LOOT

Crew earns coin:

- **2 coin:** A minor job; several full purses.
- **4 coin:** A small job; a strongbox.
- **6 coin:** A standard score; decent loot.
- **8 coin:** A big score; serious loot.
- **10+ coin:** A major score; impressive loot.

Crew gains cargo:

Wealth Rating	Cargo Seized
1-2	1
3-4	2
5	3

You can store cargo equal to your ship **SIZE** traits x 2.

## GIVING UP

When you give up on a score, go into the next game phase: you can move into any phase except trade, as you need some time to pass for things to die down before you return to the public markets.



# ODYSSEY PHASE

Use an Odyssey if you travel more than 2 hexes at sea or more than 1 hex in the Reef Lands.

## 1. PLAN

Strategy to make journey safely:

- ◇ **Assault:** aggressive, attack whatever comes in your way, primary trait is firepower
- ◇ **Stealth:** avoid interaction, primary trait is size
- ◇ **Transport:** navigate the most efficient path, primary trait is speed
- ◇ **Deception:** disguise your ship or bluff through trouble, primary trait is crew
- ◇ **Occult:** harness a magic power, primary trait is based on occult person or item
- ◇ **Social:** travel as part of a group or convoy, primary trait is the crew's Wealth

## 2. ENGAGEMENT ROLL

Determine modifier before you roll:

Take +1 if:

- » Plan uses a dominant trait (e.g. ship's strongest feature)
- » Route is never more than 2 hexes from land
- » Ally or patron is assisting

Take -1 if:

- » Plan uses a weak trait (e.g. ship's weakest feature)
- » The route is not the most direct course
- » A faction is interfering

Roll 2d6 + modifier:

**Natural 12:** Exceptional result. You've already overcome the first obstacle and you're in an excellent position for what's next.

**10+:** Good result. You're in control when the action starts,

**7-9:** Tense result. Hit your first complication when the action starts.

**6 or less:** Bad result. Disaster has struck, and you're desperately responding when the action starts.

## 3. ODYSSEY CHALLENGE

Each journey involves one challenge to overcome. You open the odyssey scene with this challenge, framed by the engagement roll and the crew's plan type.

Consult the odyssey route to determine the highest ranked zone the crew will travel through. Roll 1d6 and consult the appropriate zone list. If necessary, you can also roll on the monster tables:

### CHALLENGE TABLES

#### ZONE 1

- 1: Wealth I Institution faction
- 2: Wealth I Trade faction
- 3: Wealth II Trade faction
- 4-5: Wealth I Underworld faction
- 6: Next table

#### ZONE 2

- 1: Wealth II Institution faction
- 2: Tier I Monster
- 3: Wealth II Underworld faction
- 4-5: Wealth III or IV Trade faction
- 6: Next table

#### ZONE 3

- 1: Wealth III Institution faction
- 2: Tier II Monster
- 3: Tier III Monster
- 4-5: Wealth III Underworld faction
- 6: Next table

#### ZONE 4

- 1: Wealth IV or V Institution faction
- 2: Tier IV Monster
- 3: Tier V Monster
- 4-5: Wealth IV or V Underworld faction
- 6: Firestorm with Sea Raiders

### MONSTER TABLES

#### TIER I

- 1: Spotted shark
- 2: Lightning Snake
- 3: Vampire Pod
- 4-5: Hook Eel
- 6: Next chart or mythical monster

#### TIER II

- 1: Venom Ringed Octopus
- 2: Colossal Squid
- 3: Spider Crab
- 4-5: Banshee Sea Lion
- 6: Next chart or mythical monster

#### TIER III

- 1: Swallowfish
- 2: Bedeviler Beetle
- 3: Siren Seal
- 4-5: Doppelganger Lizards
- 6: Next chart or mythical monster

#### TIER IV

- 1: Snapping Cay
- 2: Bloody Maw
- 3: Gulper
- 4-5: Chameleon Shark
- 6: Next chart or mythical monster

#### TIER V

1: Sickle Shark or mythical monster

2: Abyssal Worm

3: Leviathan Star

4: Blobfish

5: Lion Crab

6: Sunken Salamander

#### MYTHICAL MONSTERS

1: Sea Raiders

2: Primordial

3: Undine

4: Merfolk

5: Centaur

6: Harpy

# SEAFARING REFERENCE

## LIMITING TRAITS

- » **Size:** carry cargo equal to your size x 2
- » **Crew:** number of max cohorts
- » **Firepower:** can only choose the “fight back” option during a sea downtime raid if your firepower equals or exceeds your opponent’s Wealth level
- » **Durability:** armor for ship can use and max fallout
- » **Speed:** once you leave port, can engage in speed + 1 phases before needing port downtime

## SHIP ENCOUNTERS

### 1. Compare wealth:

- If you are 1-2 higher, take +1 on all actions. If 3+ higher, +2 on all actions.  
If you are 1-2 lower, take -1 on all actions. If 3+ lower, take -2 on all actions.

### 2. Choose combat jobs

- ◇ **Helm:** In charge of driving the ship and navigation. *Example actions:* escape, evasive maneuver, pursue.
- ◇ **Gundeck:** In charge of weapons. *Example actions:* Fire all weapons (+1 this round, -1 next round); target (gain +2 next round); fire one weapon (standard attack roll)
- ◇ **Ship’s Crew:** In charge of damage control and helping wherever you are most needed. *Example actions:* boost ally (+1 to their roll); damage control (resist consequences); repair (reduce a fallout clock)
- ◇ **Crow’s Nest:** In charge of providing information and planning the best route. *Example actions:* setup another teammate (describe a setup action, the teammate gains +1 on their roll without exposing you to their complication).

### 3. Play in rounds:

Take 1 action per round. You can take an action based on your combat job, give your action to another PC, or respond to a crisis.

### 4. Face sea-based consequences

On a 7-9, the GM chooses a normal complication or a sea consequence.

On a 6 or less, the GM must choose a sea consequence. If you have a sea consequence the players pick **fallout** or **crisis**.

## FALLOUT

Start related progress clock with 2 segments filled. Each round fill 1 segment. If a clock fills, damage is permanent until repaired, actions take negative modifier, and a crisis is triggered.

## CRISIS

Roll 1d6:

**1-2: Cargo loss.** Supplies are falling out: could be coin lost, damaged cargo, decreased player load, lose access to crew upgrades. PCs can resist to stop the loss and/or recover the items.

**3: Crew loss.** Crew are placed in danger: cohorts are damaged, NPCs are hurt, PCs take harm. PCs can protect NPCs and resist harm to themselves.

**4: Rudder loss.** The helm cannot take actions until the combat ends or the ship’s crew repairs the damage.

**5: Gun deck fire.** The weapons area is on fire, threatening the entire ship. Two PCs must give their next actions to the ship’s crew for damage control.

**6: Hull damage.** The ship takes on water. Start a “sinking” progress clock with sections equal to the ship’s size. Each round 1 PC must give up their action to water control or the sinking progress clock will advance.

## DOWNTIME AT SEA

Same as port downtime except: do not pay tithes; cannot seek your anchor.

For raids, roll 2d6 + Wealth as a modifier (calculate cargo into any additional Wealth modifier). On a 10+, you are raided. On a 7-9 mark the box “stormfront.” On a 6 or less, you escape the attention of potential raiders.

## CLEAR STORMFRONTS

Next port downtime must spend all Stormfront points:

- » 1 point: Roll an additional raid or re-roll raid and keep highest.
- » 2 points: must choose the “fight them off” option for your raid



# DOWNTIME PHASE

Pay coin to use the port. Pay Wealth + 1. If at war, it costs Wealth + 3

If you do not pay, start a progress clock. Each phase in port until you pay, fill a section. Each time the clock fills, lose 1 status with the related faction.

## 2. NOTORIETY

If you completed a score or got into conflict with another faction, increase notoriety:

- +0: Smooth & quiet; low exposure.
- +2: Contained; standard exposure.
- +4: Loud & chaotic; high exposure.
- +6: Wild; devastating exposure.

Add additional based on : +1: high profile or well-connected target; +1: if at War or on hostile turf; +2: if killing involved

When your tracker is filled, you are **AT WAR** with every citizenry faction. Effect remains until you reduce notoriety.

## 3. RAIDS

**Bribes:** Pay your Wealth + associated Notoriety bribe to avoid a raid.

**Fight them off:** If you try to fight off a raid, the PC's will take a total harm amount equal to the Wealth of the aggressor.

To determine the raid type, **roll dice equal to your Wealth**; if you have 0 Wealth, roll two dice and keep the lowest.

If 2+ of Cargo Type	Add to Raid Wealth
Precious Gems	+3
Luxury Food / Fashion	+2
Armaments / Knowledge	+1
Crafting Elements / Essential Goods	0

**Commandeer:** an Institution faction claims your cargo for official business. Give away 1 cargo, fight

Roll Result	Notoriety 0 - 3 (bribe: 3 coin)	Notoriety 4 - 6 (bribe: 5 coin)	Notoriety 7+ (bribe: 8 coin)
1-3	Memories	Looters	Invasion
4/5	Taxes	Dangerous Waters	Examples
6	Stowaway	Commandeer	Hostile Takeover

back, or agree to perform a raid for them on a faction with a higher Wealth than your crew.

**Examples:** The locals want to make a statement against piracy and send a crew to arrest you. The raid is led by the highest Wealth faction in the area. Hand over a PC, go to war, or fight them off.

**Hostile Takeover:** a Trade faction decides to acquire part of your operation for their own uses. Lose 1 Wealth (and an associated Expansion) and drop to a weak hold, or go to war.

**Invasion:** A faction with whom you have a negative status tries to take over part of your operation. Give them a claim or go to war. If you have no claims, lose 1 hold instead. (If you hold is already weak, lose a Wealth level).

**Dangerous Waters:** A higher Wealth faction takes a move against you. Fight them off or forfeit 1 Coin and 1 Investment equal to their Wealth rating.

**Looters:** A group of desperate locals approaches your ship. Half the crew loses a downtime action guarding the ship or fights off the local citizenry faction.

**Memories:** A PC remembers a raid from their past that went poorly; narrate what happened and what they lost. Roll 1d6; you take that much stress. Another PC can volunteer to split the stress if they spend time listening to an account of the memory.

**Stowaway:** A wanted criminal has hidden on your ship. Turn them over to the authorities and take -1 status with their faction, or increase Notoriety by 2.

**Taxes:** The locals want a cut of your trade. Lose Investments equal to 1 + your Wealth or give them a tip on a higher Wealth rival; take -1 status with the faction you betray.

## 4. DOWNTIME ACTIVITIES (2 ACTIONS PER DOWNTIME)

**ACQUIRE ASSET:** Common items within your Wealth bracket you automatically acquire. Illegal, expensive, or rare items take a roll. Roll 2d6 + Wealth modifier to the total: **6 or less**, you fail; **7-9** you succeed with a complication; **10+** you succeed.

**LONG-TERM PROJECT:** Work on a project if you have the means. Roll 2d6+ appropriate action. Fill in progress clock according to result: **6 or less:** no segments; **7-9:** 1 segment; **10+:** 2 segments; **Natural 12:** 4 segments

**RECOVER:** All harm decreases by 1 level naturally at the end of downtime. If you take the recover action, an attribute of your choice recovers at 2nd level. You must describe how you get access to a professional to treat your harm.

**REDUCE NOTORIETY:** Describe how, then roll 2d6+ appropriate action. Reduce notoriety according to result: **6 or less:** none; **7-9:** 1 level; **10+:** 2 levels; **Natural 12:** 4 levels

**TRAIN:** Mark 1 xp in playbook or attribute. Can only train each track 1 time per downtime.

**SEEK YOUR ANCHOR:** Roll number of d6 equal to your lowest attribute and clear stress equal to the highest die. If you have 0, roll 2d6 and keep the lowest. If you clear more stress than marked, you become **homesick**. Choose 1:

- » **Boastful:** Spend time spinning tall tales to make you feel better about the decision to seek your fortune and leave your anchor behind. Increase crew notoriety by +2.
- » **Combative:** Take your negative feelings out on another group. Roll an additional raid or take -1 status with a local faction.
- » **Guilt-ridden:** Send extra funds back to your anchor. Pay coin equal to crew Wealth +2.
- » **Homebound:** Return to your anchor. Play a different character for a session while this character travels home for a time. When they return, they have also healed from any harm they had.
- » **Restless:** You cannot stop thinking about your anchor and cannot rest. Do not recover from harm at the end of this downtime. If you have no harm, gain a level 1 harm "fatigue" in the attribute of your choice.

If you have a **CHAIN**, you must **Seek Your Anchor**, pay 1 coin, or gain level 1 harm "guilty."

# TRADE PHASE + INVESTMENT

Crew gets Trade actions = Wealth +1. Choose the SELLER, BARTER, GOSSIP, or MANIPULATE MARKETS actions.

## SELLER

Choose which cargo type you want to sell and make a Seller roll. If the cargo type is scarce in port, roll 3d6 and keep the top 2. If the cargo type is overflowing in port, roll 3d6 and keep the the lower 2. Otherwise, roll 2d6:

**6 or less:** decrease your total profit by -2

**7-9:** decrease your total profit by -1

**10+:** standard profit

The amount you earn will go up based on how many of that cargo you sell at one time. As shown on the chart, each type has a limit of how many you can sell at once.

Cargo Type	Total Coin Earned (1 sold / 2 sold / 3 sold / etc.)
Precious Gems	7 / 15
Luxury Food / Fashion	6 / 13 / 25
Armaments / Knowledge	4 / 9 / 19 / 30
Crafting Elements / Essential Goods	3 / 7 / 15 / 25 / 30

## BARTER

Exchange cargo for different types. You must trade in cargo that equals or exceeds the Wealth equivalent of what you receive. Cargo that is scarce takes +1 Wealth; cargo that is overflowing takes -1 Wealth.

Cargo Type	Wealth Level
Precious Gems	5
Luxury Food / Fashion	4
Armaments / Knowledge	3
Crafting Elements / Essential Goods	2

## GOSSIP

Learn from the market gossip. Roll 2d6 + Wealth.

**6 or less:** the GM will tell you the current stock of 1 local faction they choose

**7-9:** choose 2; on a **10+** choose 3:

- » The GM will tell you the current stock of a faction of your choice;
- » The GM will tell you the current stock of 2 factions of their choice;
- » The GM will not change a faction's current stock during the next dynamic market turn; the players choose the faction
- » Take +2 on an engagement roll against a faction of your choice; hold this advantage until you use it

## MANIPULATE MARKETS

Normally the markets begin to shift every 2 player phases. Manipulate those changes. Roll 2d6 + Wealth:

**6 or less:** choose 1:

- » The current port's scarce cargo type will remain the same during the next dynamic trade turn
- » The current port's overflowing cargo type will remain the same during the next dynamic trade turn

**7-9:** same as the above result, but you can choose any port within the same nation

**10+:** same as the above result, except you can choose either:

- » any port regardless of nation
- » choose two ports within the same nation

## INVEST IN CREW

Spend 2 coin to fill in an Investment box. When your investment track fills, increase your hold from weak to strong. If it is already strong, increase your Wealth by 1.

When Wealth increases, choose one type of Wealth expansion: fleet, bribes, or fame. Gain the next expansion in that attribute.