

THE SEA OF TEARS

This article details economic forces in the Sea of Tears region. Information given includes the mercantile strength of various port cities, major ports, zones of piracy on the high seas and basic rules for sea encounters. The article also details criminal organizations operating in the area and highlights the most powerful criminals and merchants in the region. The purpose of this article is to build a firm foundation for campaigns based in the Sea of Tears region. The article presents regional economic factors, major merchants and insights into the powers that be in the criminal world. This will help the Referee create encounters when the party is looking for somewhere to go, or something to do to satiate their thirst for adventure.

PORT CITIES

The table below ranks the area's ports (based on a composite of wealth and available merchant shipping, with wealth resolving any ties) into four classes of port. Within the listing of each class, the ports are listed in a rough order of economic importance to the region.

PORTS ON THE SEA OF TEARS

PORT	NATION	PORT	NATION
1) Pelara	Donara	7) Gom	Gom
2) Aratad	Confederacy	8) Erdan	Xan
3) Rogh'sa	Rogizini	9) Tilal	Rogizini
4) Sivas	Marentia	10) Clima	Clima
5) Kasha	Bhamotin	11) Rhozad	Confederacy
6) Acghiza	Rogizini		
FIRST CLASS PORTS			
12) Maren	Marentia	17) Shimama	Clima
13) Maoun	Rogizini	18) Shiaz	Rogizini
14) Malnon	Marentia	19) Musci	Rogizini
15) Vistair	Bhamotin	20) Ticasi	Ticasi
16) A'iam	Ced		
SECOND CLASS PORTS			
21) Porta	Thaliba	25) Ft. Verin	Xan*
22) Provini	Bhamotin	26) Nerid	Nerid
23) Salaqara	Donara	27) Araou	Rogizini
24) Samma	Donara	28) Affea	Clima
THIRD CLASS PORTS			
29) Vizan	Clima	32) Roghara	Shanda
30) Chiros	Chiros	33) Melecin	Clima
31) Zarun	Zarun	34) Fort Kira	Clima
FOURTH CLASS PORTS			
*Located on the peninsula northeast of Xantia in Xan. A military colony with a strong fleet presence and some mercantile activity. Excluding military personnel, the normal population of the area is about 2500 persons.			
NOTE —Tilal is located where the Eye of Tiamat meets the Sea of Tears. Because of this position, and because most of its trade is in the Sea of Tears area, it is included in this list. Acghiza is the second largest Rogizini port, a major economic force, a military center and the seat of the empire's Grand Vizier.			

PORT DEFINITION

FIRST CLASS PORTS

First class ports have extensive facilities and large harbors. Maritime industry is of great importance in the life of the city, with at least 20% of the population employed filling maritime needs. Warehouse, ship repair and ship building facilities are well-organized. The major merchant houses and shipping lines have a great deal of influence, both locally and in the region as a whole. In some cities, Rogh'sa and Sivas for example, they can be "the tail that shakes the tiger" when they enter the political arena for some reason.

SECOND CLASS PORTS

Second class ports have good facilities and harbors. The warehouse space and other maritime resources in the city are adequate to their needs. In most of these cities, facilities for ship building are small. (A notable exception is Maren where most of the nation of Marentia's ships are built.) Merchant houses and shipping lines operating in these cities are strong, but not overwhelming. They are powerful locally and have a little regional influence when they choose to extend themselves. They are a force, but not a dominant one.

THIRD CLASS PORTS

The quality of these harbors ranges from good to poor. All have minimum facilities for supplying the city's maritime needs, i.e. enough to care for outgoing trade and re-provisioning stops for vessels headed somewhere else. None have any ship building industry to speak of. Their merchant houses and shipping lines are not strong, though they can sometimes influence local policy. Those that are in strategic positions, or have a strong reason for having such, have facilities for repairing vessels. (Examples would be Provini and Nerid.)

FOURTH CLASS PORTS

These ports are small and/or have desperately inadequate facilities. They are working ports because of some strategic need or valuable commodity that they produce. Few have sizable warehouse space or ship repair/ship building capability. The merchant houses and shipping lines extant in the area are offshoots from other nations or the independent effort of a few local entrepreneurs. (In Roghara the dominant force is House Chian, one of the great houses of Fomoria. In Zarun, ten to twenty small locals do their best to handle the business.) They are rarely a major power in area politics though they can have an important impact on the local economy.

MERCHANT PRINCES OF THE SEA OF TEARS

This part of the article details the five wealthiest merchants resident in the area. They may be used as non-player characters, either as enemies or as personages who sponsor players on adventures of your creation. The five are listed in order of wealth. (The monthly income listed for each man is his pocket money, i.e. discretionary funds that he uses as he sees fit, not the total income of his house.)

RIZA MULLABI Merchant of Rogh'sa, Moneylender

HPV 14 OCV 2 DCV 2 CEL 1
 S 12 St 16(+1) D 8 A 17(+1) C 25(+1)
 I 40 W 45 E 80 Em 4 Ap 48
 MR 9* NAV 0 MDV 9 EnL 70 CDF 2
 Height 5'4" Weight 225 lbs Age 56

*Reduced 20% because of his obesity.

HOME OFFICE—Rogh'sa

MAJOR OFFICES—All other Rogizini cities, Malnon, Gom, Porta, Port Doman, Halle, Dechat, Vahear, Matan, Shimama and Kirazan.

MONTHLY INCOME—650GC

MAIN AREAS OF BUSINESS—Slaving (10), Gambling and Entertainment (8), Moneylending (7), Drug and Spice Trade (5), Fine Cloth (5), Exotic Goods (4).

EXPERTISE

EL80 Rogizini, Gomese, Moneylender and Merchant (Slaver), EL60 Sair'a'cili, Climan and Fomorian, EL50 Jeweler, EL45 Herbalist, EL40 Ma'helan, Dechan and Robari, EL30 Sign Language, EL9 Rhetoric, EL5 City, Hill and Desert Survival, EL3 Gambler, EL2 Fighting Dagger, EL0 Hand-to-Hand.

EQUIPMENT

Many items of jewelry (value = D100 + 50GC at any time), fine robes, fighting dagger.

NOTE—Riza is always accompanied by 1D6 + 2 Kacili guardsmen and 1D3 slave girls. The guardsmen are deadly

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(OCV7/DCV6, EL5 in combat skills) and loyal. The slave girls are always exquisite.

Riza's house, House Mullabi, has dominated the economy in Rogh'sa and most of the empire for three centuries. The basis of its power is moneylending, gambling and slavery. Its founder (Fashod Mullabi) was a hard man who clawed his way out of the gutter and became, possibly, the most successful slaver in history. Riza is a sly hedonist, devoted to personal pleasure, increasing his wealth and assuring that he is on the right side of the "political fence". At the present time he is a major supporter of the empire's Grand Vizier. Because loyalty is a foreign concept to him, especially when his survival is at stake, there is no one he would not use, betray or discard to save himself. If the Emir shows weakness, or his enemies begin to make strides against him, Riza will certainly change his allegiance. Until then, his money and resources remain a convenient cornerstone for the Grand Vizier to build his power on.

JANUS KARALD Merchant of Sivas, Naval Lieutenant (retired)

HPV 20 OCV 5 DCV 4 CEL 3
S 20(+1) St 17(+1) D 18(+1) A 11 C 42(+2)
I 24 W 15 E 54 Em 60 Ap 24
MR 10 NAV 0 MDV 10 EnL 57 CDF 2
Height 70" Weight 203 lbs Age 61

HOME OFFICE—Sivas

MAJOR OFFICES—All other Marentian cities, Ba'ru, All Bhamotin cities, Rogh'sa, Zarun, Aratad, Rhozad, A'iam and Pelara.

MONTHLY INCOME—460GC

MAJOR AREAS OF BUSINESS—Common Goods (9), Jewelry (7), Weapons (7), Food (5), Livestock (4), and Armor (3).

EXPERTISE

EL80 Navigation, Marentian, Bhamoti, Zen'dali and Ba'ru, EL65 Merchant (Jewelry and Weapons, all types), EL40 Rogizini, EL24 Seaman, EL10 City, Plains, Ocean and Hill Survival, EL3 Swords, Shield and Hand-to-Hand, EL2 Rhetoric.

EQUIPMENT

The House of Janus has existed for more than 500 years. It owns, or controls, much of the industry in the Kingdom of Marentia (especially in Sivas). In the past, it played a major role in the foundation of the Karestian dynasty. Its elder, whoever he may be, is one of the most powerful men in this kingdom. The current elder, Janus Karald, is an honest old man who served as an officer in the Marentian fleet for ten years. He does not believe in profit through chicanery. His shops and industries are completely honest in dealing with their customers. His products are always good quality and never over priced. Where he finds less moral conditions prevalent in his business, he fires the crook responsible. Janus feels that Maros the Reaver, his King, is the world's greatest monarch.

FA THE TRADER Master of House Galeir, Agent of the Climan Empire, Merchant and Entrepreneur.

HPV 14 OCV 2 DCV 4 CEL 2
S 12 St 14 D 18(+1) A 20(+1) C 30(+1)
I 88 W 15 E 33 Em 24 Ap 21
MR 11 NAV 0 MDV 16 EnL 45 CDF 5
MEL 6 EL 2 Casting Ability 65
Height 63" Weight 139 lbs Age 51

HOME OFFICE—Pelara

MAJOR OFFICES—All other Donaran cities, Chiros, Nerid, A'iam, Caldo, Aratad, Eured, Rhozad, Zarun, Maoun, Gom and Porta.

MONTHLY INCOME—390GC (Of this sum 250GC per month is spent to support his espionage apparatus in addition to the funds provided by Clima. 75GC a month is hidden away in case of future need. He lives on 65GC a month and gifts from his friends.)

MAJOR AREAS OF BUSINESS—Fine Cloth (8), Manufactured Goods (6), Timber (6), Exotic Goods (5), Jewelry (2).

EXPERTISE

EL80 Climan, Armorer and Read and write all tongues known, EL75 Moneylender and Navigation, EL65 Trailing, EL60 Donaran, Salaqi, E'lici and Tongue of Young Chaos, EL50 Katai, EL40 Merchant*, EL33 Jeweler, EL20 Seaman, Trained wizard, EL3 General Skills, EL2 Hell Powers, Fascination, Compulsions and Theft, EL1 Storm Powers, Decay, Corruption, Quarrels and Paralysis, EL12 City Survival, EL9 Hill, Mountain, Forest, Desert and Plains Survival, EL5 Singer and Rhetoric, EL4 Fighting Dagger, Horsemanship and Gambler, EL2 Swords and Sling.

*General knowledge in bargaining techniques, negotiations and haggling. Has some competence in business law as well.

EQUIPMENT

Fine clothing, fighting dagger, two rings (8SC, 2GC).

Fa Galeir is an effervescent and hyperactive man. He is married to a former slave from Katai and is a Climan agent. Fa has his fingers in as many pies as he can get into. When this endangers him, he stops at nothing to survive or avenge himself. He has served Clima for 23 years and is valued by his masters. It is through him that the Duke Salin reached Clima and was taught magic after his near death at the hands of Actin. His spy network covers Donara and extends into other lands as well.

Fa came to Pelara nineteen years ago. He quickly established a good business and, with his charisma, intellect and energy, came to be one of the favorites of Duke Salin and other notables of Pelara. Today, after Salin, he is the wealthiest merchant in Pelara though he lives relatively simple. He has a reputation as a humanitarian, living simply so that his immense profits can do good for others. In fact, he is the leader of a Climan spy ring. His profits, plus 500GC a year from Clima, finance an operation that covers most of the Sea of Tears area.

Fa is an amoral man devoted to the service of his faith, but not to the point that he will die for it. The most important thing in his life is power. After himself, he cares most for his wife Pia and their children. He would go to extreme lengths to protect them, though not far enough to endanger himself.

NOTE—Fa is a pragmatist. He is happy with things as they stand but is prepared if he has to bolt. In five cities outside of Donara, he has hidden treasures (his savings for the last 19 years). The money hidden in case of emergency is:

CITY	TREASURE	CITY	TREASURE
Gom	180GC	Maoun	280GC
Nerid	270GC	Melecin	200GC
Porta	160GC	TOTAL	= 1090GC

JAI AVERG Baronet of Aratad, Merchant of Aratad

HPV 28 OCV 8 DCV 9 CEL 5
S 20(+1) St 35(+2) D 24(+2) A 42(+2) C 55(+3)
I 60 W 30 E 36 Em 51 Ap 72
MR 12 NAV 0 MDV 15 EnL 85 CDF 3
Height 5'6" Weight 140 lbs Age 38

HOME OFFICE—Aratad

MAJOR OFFICES—Rhozad, Eured, Irava, Zarun, All Marentia and Bhamotin cities, Malnon, Tilal, Rogh'sa, Maoun, Araou, Pelara, Donara, Samma, Caldo, Gom, Shieram, Xantia and Erdan.

MONTHLY INCOME—320GC (Reinvests 150-200GC of his income each month into his business or acquiring new properties. The rest is given away, spent on lavish entertainments and amusement, etc.)

MAJOR AREAS OF BUSINESS—General goods (5)

NOTE—House Averg does not specialize in particular items, as other houses do. Jai deals wherever a profit is to be had without excessive risk. (Some of his offices deal in illegal or stolen goods. Most do not. Jai does not favor such dealings and will not back those arrested or hurt by doing so. He will collect his share of the profits however.)

EXPERTISE

EL80 Aratad, EL60 Merchant (Cloth, Spice, Drugs, Weapons, Armor, Art, Musical Instruments, Salver), La'Ced, Zarunese, Irava, Marentian and Donaran, EL50 Moneylender, Navigation, Jeweler and Seaman, EL40 Scholar (Geography, Astronomy), EL30 Clothier, EL14 City Survival, EL8 Plains, Hills and Forest Survival, EL7 Swords, EL6 Climbing and Musician (Oboe), EL4 Swimming, Bows and Tracking, EL3 Horsemanship, EL1 Maces and Shield, EL0 Heavy Lance.

Jai Averg is the heir of a Baronet from one of the finest, and poorest, families in Aratad. He came to detest charity from the wealthy who hoped to win favor at court by throwing brass to the Averg. When Jai was 11 he left home and stowed away on a trading vessel. He began his career as a cabin boy and swabber named Heur and never allowed his station to show. During three hard years Jai showed a good deal of talent. His captain thought him worth training and arranged his apprenticeship. While in training (the next five years) he ran a mercantile shop and made a substantial profit. From this shop, and an inheritance from the Captain on his death, he built his house into one of the major houses in the Sea of Tears.

Jai Averg is a stubborn individualist and fierce competitor. Though he is a kind man, he is also a consummate artist in mercantile dealings. It is his game, he loves it and relishes the opportunity it gives him to travel the world, meet other peoples and make money at their expense. It is a much more enjoyable life than accepting handouts to maintain the honor and pride of one's family name.

MUYAN XANABAR Baron of Sheir'zi, Merchant of Gom

HPV 16 OCV 1 DCV 0 CEL 1
 S 9 St 14 D 3(- 1) A 12 C 40(+ 2)
 I 45 W 30 E 36 Em 42 Ap 33
 MR 10 NAV 0 MDV 12 EnL 70 CDF 2
 Height 61" Weight 122 lbs Age 30

HOME OFFICE—Shieram

MAJOR OFFICES—Gom, Erdan, Xantia, Araou, Pelara, Kirazan, Port Doman, Shestar, Atler and Maboiba.

MONTHLY INCOME—270GC

MAJOR AREAS OF BUSINESS—Spices (9), Exotic Goods (7), Drugs (6), Fine Metals (5), Stone (3).

EXPERTISE

EL80 Gomese, EL60 Herbalist, Donaran and Fomorian, EL54 Merchant (Spices, Exotic Goods and Stone), EL40 Dwarf Elder, EL23 Miner, EL9 City, Hill and Mountain Survival, EL7 Rhetoric, EL5 Musician (Lute), EL2 Axes, Horsemanship, Swimming and Climbing.

House Xanabar was built by Muyan's father. Until a few years ago Muyan worked in the Xantia office and as a supervisor of the family mines. He is fond of Fomorian society and behavior. His best friend is Gorel Chian, his sister's husband and heir to House Chian of Fomoria. Two years ago Muyan's father was assassinated by the Brothers of the Night for testifying against one of their middle level leaders. Muyan assumed leadership of the house, returned to Sheiram and has spent the last two years getting the house in order.

Muyan's public goal is to expand until his house is the most powerful operation in the Sea of Tears. Privately he wants to destroy the Brothers of the Night, eradicate the secret Climan cults, and the hedonism and abusive slavery practiced in his nation and bring the capital to Sheiram where it belongs. He is a crusading reformer set to make his nation as perfect as his beloved Fomoria. As yet, Muyan has not found agents competent for these tasks but he is patient and can wait. In all ways he appears to be an industrious, Gomese merchant with no concern in politics. He has made great strides towards building his financial power base. In financing his secret projects, he will not expose himself. His agents are on their own if they get caught. He will not help them unless it is completely safe for him to do so. His survival is of paramount importance if his goals are to prosper.

AREAS OF BUSINESS

Each merchant house has areas of interest listed. The number in parentheses rates the importance of that area to the house. A scale rated from 1 to 10 is used. The value listed for each area can be used, multiplying it times itself, to determine the chance the merchant takes action against those who damage that part of his business. If the action is intended to hurt him, and he finds out, double this chance. When players go to shops owned by these merchants the goods for sale reflect the preferences above. For each point above five, add five to the availability chance. If the rating is 9 or 10, the item is present automatically. For each point below 5 subtract 10 from availability. If the rating is 1, the house can make the item available given time but never has it in stock.

CRIME IN THE SEA OF TEARS

CRIMINAL STRONGHOLDS

Certain cities in the area are reputed to be criminal strongholds. In these cities, legal authority fails to control the criminal element and citizens, especially the poor, are at the mercy of the forces of the night. The following cities are notorious in this way. The description for each of them details its major criminal forces including primary bases, political importance and relative strength.

1) PELARA

Pelara is the largest city in Donara and the busiest trade port in the area. It is notorious for its thieves and smugglers. Pelara's Thieves Guild is a monolithic organization. For the last eighty years, since Feral Manion's Month of Blood united the various guilds under his leadership, it has controlled the city's thieves, cutpurses, beggars and a large number of criminal specialists, i.e. ladies of the night, gamblers, fences, etc. Only the Smugglers and Assassins are free from guild control. In a city of 44,000 people, the total membership of the Pelaran Thieves Guild is nearly 2,000. It is a pervasive influence connected to all strata of society.

The central base of the Guild is the Saffron Delight, a private brothel located in a two-story building in Pelara's Ghetto district. Beneath its basement are two sub-basement levels where guild business is taken care of. These levels contain a small hospital, dormitories, planning rooms, training facilities and the guild treasure house (believed to contain more than 400GC worth of treasure and equipment).

Before the Month of Blood, Pelara's dominant criminal guild was the Ancient Order of Silent Merchants (the Smugglers Guild). It has existed, under an unbroken line of clan leaders, for a millenium. The two clans who make up its membership have about 400 members. Membership is restricted to members of these clans. No outsider is ever admitted into this guild, if you aren't family you aren't.

The sacred watchwords of this society are secrecy and silence. The major businesses are smuggling, kidnapping, the sale of information and the sale of drugs. It is often said in Pelara "if you can afford it, the smugglers can get it." The master of the Smugglers Guild is Xitan the Spicer. Its base of operations is an underground grotto connected, through ancient tunnels and the local sewer, to the Elite Spicer (Xitan's shop), a few warehouses and hidden bases outside of the city. The Smugglers Guild is an organized, efficient and dangerous organization. Their bases are well-hidden and were created, over the centuries, with exhaustive and calculated effort. Every member is a highly-trained professional and some are easily as deadly as trained assassins.

The assassins guild is not a major force in Pelara at this time. Because of the strength of the Smugglers, the recent growth of the Thieves Guild and the traditions of the area, the Assassins Guild in Pelara is small. None of its guilds have had more than 25 members or lasted longer than 40 years without having to be rebuilt. Rarely have any of the assassins guilds had two strong leaders back to back, which is one reason for their "seasonal" demise. The current guild, founded and led by Arno the Lame, has 15 members. Due to the influence of Arno, and the obvious talent of his successor

(Actin the Black), it could beat the "40 year jinx" and become a force to be reckoned with. The current organization is a deeply-buried, well-financed and brilliantly led unit that is virtually untouchable.

Like the Smugglers, the rule of this guild is silence. An assassin who talks is dead. Seeing to his death takes priority over other guild contracts. All members are tattooed, on their scalp, with a figure of crossed daggers. They learn a system of code words and hand symbols to make themselves known to other members when they must. All assassins in Pelara have a cover identity, i.e. a person they are when they aren't on the job. Most lower assassins are simple tradesmen. The leaders are well known figures who exercise some power and, in some cases, are quite wealthy. Advancement by murder is not tolerated in this guild. The penalty for killing a brother assassin is death.

NOTE—*There is little market in Pelara for assassination. Traditionally, both the Donarans and the E'lici prefer other methods of disposing of bothersome enemies. Kidnapping, beatings, humiliations of various kinds and imprisonment are most commonly preferred to murder.*

2) GOM

Gom is known for its wide-open nightlife, the availability of any kind of luxury imaginable and the Brothers of the Night. What thieves and smugglers exist in this city are poorly organized groups whose influence is negligible. The Brothers of the Night are a large, efficient organization whose tendrils extend from the gutter to the royal palace. Few men have the courage to risk their ire. Those who do seldom live long afterwards.

The secret base of the Brothers is a noble estate ten miles east of Gom. It is owned by Count Nabar Meirjan, Colonel of the Eunuch Guard and the secret Master of the Night (his title as Guildmaster). It is a beautifully-designed, three-story structure with two basement levels. Its grounds contain stables, ponds, gardens and are surrounded by 1,200 acres of forested hills. Other bases and safehouses are located in the cities of Gom and Sheiram. They also have bases in Maoun, Araou, Roghara and Erdan. The guild's membership includes over 200 thugs and specialists, 300 spies and informants and 120 highly-trained assassins. It is a deadly force that plays an important role in Gomese politics. (According to rumor, when the current emperor returned the throne to Gom after his predecessors moved it to Sheiram a major factor in his decision to do so was the receipt of a death threat from the Brothers of the Night.)

3) NERID

The business of Nerid is piracy. Much of the people's income comes from repairing and supplying vessels for the corsairs who base here. What legal authority exists mostly leaves the city to the pirates and rules the countryside. This compromise promotes business and eliminates the potential for confrontation. Effectively, Nerid is a free port ruled by whoever can make his wishes stick. Its people are conniving, greedy and somewhat cowardly, in that personal survival comes well ahead of morality in their eyes.

The pirate who dominates Nerid is Cazil the Scar, master of the Falcon's Dream (a fast vessel crewed by 120 of the best pirates in the world). Most of his time in port is spent at the Silver Alicorn trying to impress Ghia Trel. As necessary, he sends his men around town to make sure that things are running his way. He also employs 50 thugs who make sure that his will is obeyed when he is on the High Seas.

Nerid is also a major clearing house for stolen goods. Many of its citizens are moneylenders or dealers in stolen goods. Only Porta has a larger piece of this action. Unlike Porta, these goods are not sold openly in Nerid. Because of the political exigencies of the area, Nerid tries to retain the illusion of being an honest community beset by evil men that they can not hope to control.

4) PORTA

As shown in **TOWER OF THE DEAD**, Porta is a wide-open city run by its gang bosses. No pretense of normal legal authority exists here. In each of its gang territories one boss rules and his word is law. The most important gang in Porta is the Firehall Gang run by Qun Firemane. It has close ties with Porta's pirates and possesses vessels of its own. The most important, for its regional significance, is Mavan the Whore's Tavern Gang. Mavan is known from Pelara to Rogh'sa as a dealer in stolen goods. She will handle anything and has strong ties with Pelara's Guild.

Any criminal activity, with some variance due to the attitude of the local boss, is acceptable in Porta. It is an important base for pirates, sometimes being visited by notable pirates like Cazil the Scar and Noman Kha of Dechat. For precise information on bases, relative strengths, etc., see **TOWER OF THE DEAD**.

5) THE ISLAND OF SHAZIZAN

Crime has been severely punished in this emirate since the Rogizini Empire broke the Shazi pirates centuries ago. This has not stopped the locals from continuing to profit from crime. The citizens of this island are renowned smugglers and pirates. Kidnapping and graft are also old traditions in this land.

Shazizan is an unusual island. Its city is mainly populated by Rogizini settlers and is relatively crime free. Its Emir is dedicated to maintaining order. The streets are patrolled by heavily-armed constables and loaded with his spies. It is not a safe place for criminals, as his enforcement network is efficient and his punishments are terribly harsh.

In the countryside, Rogizini authority is tolerated while the sun shines. At night, Rogizini authority is ignored for the most part and crime runs rampant, especially against Rogizini citizens and foreigners. The most powerful gang on the island is the Silvered Shadow Society. It is composed of skilled criminals and fanatics, many of whose families have been members for ten generations. Underlying the society's criminal power, is an ancient cult worshipping the Lords of Shadow, the gods of the island's most powerful minority before the Rogizini conquest. The members of this cult, including Baciën the Tall (High Master of the Silvered Shadow), worship their gods through ritual theft, kidnapping and murder. They inspire fear throughout the island. Their power, and the market for their services, extend throughout the island and into Rogh'sa, Acghiza, Halle and Tilal.

The headquarters of the Silvered Shadow Society is an ancient shrine hidden in the island's northern hills. Within this cavern is a shrine to the Lord of Shadow, a barracks area, an armory and tunnels leading to a hidden cove. The main entrance to the cave is set 100 feet up a cliff. It is reached on rope ladders dropped down by ever-present and vigilant guards. The only way to sneak into this cave is to find the hidden cove and sneak up through the tunnels. All other approaches are watched.

6) TILAL

Tilal is a cosmopolitan city. Its Emir cares little about the everyday lives of his subjects. His concerns are his pleasure and his armed forces. Because of this laissez faire attitude, and the city's location, Tilal is a wild city noted for the availability of almost anything, moral or immoral. In fact, the immense wealth this climate generates has done much to prevent the unification of its guilds. Until the recent past, a "free market" environment existed in Tilal's criminal world with everyone grabbing what they could. In the last year, this has changed as major factions in the underworld have gone to war. Most of those involved fight for survival. The instigator, Alessandra Makel, fights to unify all under her leadership.

The dominant leaders in this war are Alessandra Makel and the Fox, a Dechan who is greatly feared. Backed by powerful magic, and solid connections at court, the Alessandra is

well on her way to unifying Tilal's criminals. If she can eliminate the Fox, Tilal is her's for the taking. Her base of operations is her manor house in Tilal. This is a two-story building surrounded by gardens and a high wall. It is heavily-guarded at all times. The total strength of her faction is 30 mercenary soldiers, 120 thugs, 50 thieves, 150 other specialists and A'kal the Ancient, a powerful wizard from A'korchu.

The Fox is a master thief and assassin. His base is hidden in the basement of a wine shop in Tilal's poorest district. Its location is a closely guarded secret. Men have died for finding it. The Fox's organization is not large. He has 20 highly-trained elite (trained as assassins and thieves) and 30 lesser thugs following him. Of these, only the elite know where his base is. They would kill themselves rather than reveal its location. Financially, and sometimes militarily, the Fox is supported by the Silvered Shadow Society (who want him to eliminate the threat that Alessandra represents). His goal is to regain lost holdings in Tilal and enslave Alessandra.

Beyond these forces, Tilal has five independent thieves guilds and two assassins guilds. All have less than 50 members (D100/2 rounded up) and no more than three safehouses (1D3). One of the assassins guilds is run by Alessandra's brother. The others are in danger of being taken over.

NOTORIOUS CRIMINALS OF THE SEA OF TEARS

ALLESANDRA MAKEL Courtier, Lady of the Veil*, Mistress of the Palm District Thieves Guild, Mistress of Palair Shan (Chamberlain of the Emir of Tilal)

HPV 17 OCV 4 DCV 6 CEL 3
 S 11 St 24(+1) D 18(+1) A 35(+2) C 33(+2)
 I 64 W 30 E 35 Em 35 Ap 70
 MR 12 NAV 0 MDV 14 EnL 56 CDF 2
 Height 61" Weight 109 lbs Age 30

*A Lady of the Veil is a noblewoman who serves or has served as the companion of an Emir's wife. "The Veil" is the common name for the palace where the Emir sequesters his wives.

EXPERTISE

EL80 Rogizini, EL74 Herbalist, Sign Language, Read and Write Rogizini, Dechan and Gomese, EL60 Moneylender, Dechan, Gomese, Korchi*, Climan, Bhamoti and Marentian, EL55 Trailing, EL51 Thief, EL50 Eagle Husbandry, EL40 Disguise Artist, Deftness and Locksmith, EL8 Dancer, Actor, Healer and City Survival, EL6 Rhetoric and Throwing Dagger, EL3 Fighting Dagger.

*Alessandra has a wizard from A'korchu in her service. He has taught her his tongue and how to act like a magic-user.

EQUIPMENT

Fine Clothing, Fur Cape, Necklace, Ring, Silver Belt*, Throwing Dagger.

*The belt grants the wearer +15 I and Em, EL2 Protection and EL2 Immunity to all forms of magic. Its benefits are not included in the statistics listed above.

Alessandra is an intelligent, amoral woman. Her plan to unify the guilds of Tilal is her great passion. Since allying with A'kal the Ancient (MEL10/EL5), a Korchi wizard, she has made major strides towards the fruition of her dream. For four years she has been using A'kal, connections at court and friends in Dechat to force unity on the guilds. She plans to control every criminal operation in the area and form the most powerful criminal guild in the world. She is motivated by greed, lust for power and a personal need to prove that she is as good as any man. She conceals these motivations very well.

NOTE-Alessandra pretends to be a magic-user to intimate potential enemies. She is quite good at this because of A'kal's instruction and her talent as an actress. Where intimidation will not work she will use any resource at her disposal to get what she wants.

ARNO THE LAME Scribe, Messenger, Master of the Pelaran Assassins Guild.

HPV 21 OCV 13* DCV 13 CEL 9
 S 15 St 28(+1) D 30(+1) A 57(+3) C 38(+2)
 I 44 W 80 E 30 Em 21 Ap 16
 MR 9** NAV 0 MDV 15 EnL 112 CDF 3
 Height 63" Weight 139 lbs Age 60

* +3OCV for level as an Assassin.

**MR when acting lame, otherwise use a MR of 13.

EXPERTISE

EL80 Deftness, Donaran, E'lici and Salaqi, EL65 Herbalist and Read and Write languages known, EL60 Trailing, Portan, Dechan, La'Ced, Aratad, Rogizini, Fomorian, Gomese and Marentian, EL51 Scribe in Donaran, La'Ced, Aratad and Rogizini, EL40 Disguise Artist, EL12 Short Sword and Throwing Dagger, EL10 Hand-to-Hand, Assassin, Miscellaneous Throwing Weapons and War Staff, EL9 Horsemanship, Fighting Dagger, Executioner and Rhetoric, EL7 City, Plains, Forest, Hill, Underground I and II Survival, EL6 Actor, EL5 Sword, EL4 Climbing and Swimming.

NOTE-All Weapon EL's include +3 levels for Assassin skill.

(As Messenger) Staff, Short Sword, common robes, pouch, two throwing daggers*.

(As Scribe) Common robes, staff, papaer and ink, fighting dagger, two throwing daggers*.

*Hidden, the blades are treated with BL4 Immediate Death poison.

Arno the Lame has been an assassin for 43 years. He has been Pelara's Master Assassin for 21 of those years. During his long career he has never been caught, and rarely suspected of, fulfilling a contract. People who know his true identity, outside of guild members and "brokers", can be numbered on one hand. None of them live in the city of Pelara, at his suggestion.

Arno has devoted his last ten years to teaching young assassins and laying the foundation for a permanent Pelaran guild. (He has only slain four people personally in this time.) He has retired as an active assassin. Only when a job is



especially intriguing to him, as a challenge or from some possible gain, will he take a sabbatical from retirement. Because the guild is small (less than 15 members), Arno teaches them all and is their personal advisor. He is a tireless instructor. His best pupil, and heir, is Actin the Black.



BACIEN THE TALL High Master of the Silvered Shadow, Smuggler, Pirate

HPV 34 OCV 13 DCV 11 CEL 7
 S 54(+3) St 51(+3) D 60(+3) A 22(+1) C 27(+1)
 I 30 W 44 E 14 Em 35 Ap 38
 MR 10 NAV 0 MDV 21 EnL 71 CDF 9
 MEL 10 EL 3 (Shadow Weaver)
 Height 81" Weight 260 lbs Age 37

EXPERTISE

EL80 Deftness, Locksmith and Rogizini, EL60 Shadow Tongue, Navigation and Cerulean, EL55 Marine Carpenter, Trailing, Read and Write Rogizini, EL35 Thief, EL11 Swimming and Fighting Dagger, EL10 Climbing, EL9 Bows, Horsemanship, City and Hill Survival, EL8 Scimitars and Shield, EL6 Two Weapon, Spears, Rhetoric, Tracking and Hand-to-Hand, EL3 Throwing Dagger.

SPECIAL

Bacien is an innate Shadow Weaver trained in all forms of Shadow Magic. All powers, innate and trained, use the power level listed above.

EQUIPMENT

Scimitar, Scalemail, Buckler, Metal Helmet, Fighting Dagger, Composite Bow, the Ring of Shadows*.

*The symbol of the cult leader. When it is worn by a Shadow Weaver, it provides 30 mana points per day for Shadow Magic, allows the wearer to regenerate 1D6 energy points per day in addition to his normal energy recovery and allows him to use Soul Sight on any shadow, at the ring's power level, for a casting cost of 2 energy points per use. It is an MEL14/EL6 magic item that is more than a thousand years old.

Bacien is descended from a long line of Shadow Weavers, dating back more than 1,500 years. He has been High Master for five years. Before "taking the ring" he was a pirate and smuggler. He is happy with his current life and does not want more power or strife. He loves the night and is quite uncomfortable in daylight. Except for this neurosis, he is a kind man with a decent sense of humor. He only hurts others when he must, for business or religious reasons. He does not go out of his way to harm his enemies and does not enjoy

inflicting pain on others. When possible, he is placid and generous to all. When the situation demands that he act, he is as cruel and deadly as necessary to get the problem resolved immediately. He has little patience with those who disturb his tranquility.

CAZIL THE SCAR Pirate

HPV 41 OCV 15 DCV 11 CEL 8
 S 76(+4) St 52(+3) D 28(+1) A 44(+2) C 35(+2)
 I 38 W 40 E 21 Em 52 Ap 20
 MR 12 NAV 0 MDV 13 EnL 75 CDF 4
 Height 78" Weight 230 lbs Age 36

EXPERTISE

EL80 Salaqi, Navigation and Seaman, EL60 La'Ced, Portan and Rogizini, EL50 Dog Husbandry, EL13 Swimming and Climbing, EL12 Broadsword, EL10 City, Plains, Hill and Ocean Survival, EL9 Shield and Fighting Dagger, EL8 Bows, EL7 Gambler, EL6 Healer and Dog Healer, EL5 Other Heavy Swords, Throwing Dagger and Hand-to-Hand, EL2 Rhetoric.

EQUIPMENT

(Battle) Scalemail, Metal Helmet, Composite Bow, Broadsword, Metal Shield, Fighting Dagger, Throwing Dagger (Set in shield sheath above hand grip).

(Other) Leather Armor, Broadsword, Fighting Dagger, Two Throwing Daggers, Three Necklaces, Two Armbands, Four Rings, 1D3 Dog III (1.4 x normal size).

Cazil was born twelve miles north of the city of Salaqara. At the age of eight his father was hung for rebel activity and all his property (a small farm and 15 dogs) was confiscated. Homeless, Cazil's mother took the family to live with relatives in Shiben. Growing there, knowing that his father was murdered, Cazil became a hard and stubborn man. He has an ability to understand the motives and actions of others. As a loyal Salaqi and to honor the memory of his father, he despises Donarans and makes an effort to plague them. In his career, he has learned to dislike the Climans (for their interference with freedom on the seas) and the Rogizini (because they are effete and cowardly fops). He is a devoted worshipper of Mannannan Mac Lir (Elder God of the Sea) and Morrigan (A Goddess of War). Ten percent of each cargo he captures is sacrificed to these gods.

Cazil enjoys power but does not needlessly cow his followers. He leads through charisma and courage, often placing himself in situations that force his men to fight like devils to save him. He is loved by his men and feared by enemies. His life is dedicated to good times, the pursuit of adventure and winning the love of Ghia Trell. As a pirate, his raids are aimed at Donaran vessels though he will not pass up a plump Climan or Rogizini ship when he finds one. The reward offered for his head, dead or alive, is 40GC in Donara, 30 GC in the Rogizini Empire and Clima.





THE FOX Free-Lance Assassin, Thief, Agent of the Silvered Shadow Society

HPV 27 OCV 12* DCV 14 CEL 7
 S 15 St 32(+ 2) D 52(+ 3) A 76(+ 4) C 60(+ 3)
 I 72 W 44 E 30 Em 22 Ap 30
 MR 14 NAV 0 MDV 14 EnL 104 CDF 3
 Height 73" Weight 176 lbs Age 38

EXPERTISE

EL80 Dechan, Thief, Deftness, Trailing, Locksmith and Read and Write Tongues Known, EL73 Disguise Artist, EL63 Seaman, EL60 Rogizini and Cerulean, EL15 Bow*, EL12 Climbing, Swords*, Scimitars*, City and Ocean Survival, EL10 Throwing Dagger* and Shield, EL9 Assassin and Two Weapon*, EL8 Horsemanship, EL6 Swimming, EL5 Rhetoric.

*Includes +3OCV and +3EL for Assassin skill.

EQUIPMENT

(Killing*) Two Short Swords, Bow, 10 arrows, Throwing Dagger (Treated with BL12 Death Poison), Leather Armor, Red Silk Mask.

(Other) Scimitar, Fighting Dagger, Two Throwing Daggers, Fine Clothing, 2D10GC Miscellaneous Jewelry.

*Equipment used when he sets out to kill someone.

The Fox (Jaibar Silan) comes from a long line of Assassins. At an early age, his lack of discipline and failure to abide by guild rules forced his father to disown him. Out of love, his father gave him 48 hours before he made it known to the guild (thus allowing him to stowaway on a boat and get out of Dechat alive). Since then, he has built a small empire in Tilal, keeping his true identity secret to avoid attracting Dechan visitors. His goal is to avoid death and retake what Alessandra's guild has taken from him. In doing so, because of her Dechan connections and her refusal to be his woman, he is intent on enslaving her.

The Fox fears two things, magic and his twin brother (Mor Silan). He makes every effort to avoid a direct conflict with either. This is one reason why Alessandra's plans have borne fruit. The Fox's power base is his connection to the Silvered Shadow Society and the cadre of thieving assassins who serve him. Man for man his followers are better than any others in the area. When he can come up with a plan that negates or eliminates the magics that serve Alessandra he will pounce. Until then he fights a guerrilla war against her gang.

NOTE – Mor Silan is not included because Dechat is in the East. He is an EL13 Assassin, is not a Thief and is an accomplished poisoner. He is, arguably, the world's greatest assassin. He is definitely the world's most talented poisoner.

NABAR MEIRJAN Count of Shi'gom, Colonel of the Eunuch Guard, Master of the Night

HPV 17 OCV 10* DCV 11 CEL 7
 S 12 St 17(+ 1) D 32(+ 2) A 45(+ 2) C 39(+ 2)
 I 52 W 45 E 33 Em 8 Ap 25
 MR 13 NAV 0 MDV 11 EnL 84 CDF 2
 Height 65" Weight 130 lbs Age 52

EXPERTISE

EL80 Gomese, EL65 Deftness, EL60 Read and Write Gomese and Fomorian, EL60 Sair'a'cili, Fomorian and Rogizini, EL50 Trailing and Herbalist, EL40 Merchant (Slaver), Artist (Ceramics), Potter and Moneylender, EL9 Swords*, EL8 Hand-to-Hand*, Fighting Dagger* and Horsemanship, EL7 Climbing, City, Hill, Underground II, Desert and Palins Survival, EL6 Tracking, Assassin, Executioner and Shield, EL5 Maces* and Horse Archery, EL4 Eroticist, EL3 Swimming and Rhetoric.

*Includes +1 OCV and +2EL for assassin skill.

EQUIPMENT

(As Colonel) Sword, Fighting Dagger, Platemail, Full Helm, Signet Ring (10GC). When mounted also has a Flail, Banded Shield, Composite Bow and 15 arrows.

(As Master) Short Sword, Fighting Dagger, Black Robes and Mask, Necklace (12GC), Ring (5GC).

Nabar is the current elder of the Hai'gomas clan, the former rulers of Gom. When they were deposed the surviving members of his family swore fealty to the new dynasty. At the same time, they formed an underground society to fight their way back to power. Over the decades there has been schisms in this group, leading to the formation of different rebel societies (some devoted to Climan mysticism). All retain some loyalty to Nabar because he, in their eyes, is the rightful emperor.

Nabar, leader of the Brothers of the Night (the most powerful of these groups), feels the fight for the throne is foolish. He has no love for his rebellious kinsmen, especially those who are backed by the Climans. Unless they endanger his position he will take no action against them. They are family. His sole goal as Master of the Night is to make money and remain the true power in Gom. He will not risk his position for foolish dreams.

Nabar is an intelligent and stubborn man who cares nothing for the rights of others. He feels that the strong deserve what they can get and, as one of the strong, he has the right to take what he wants. He stops at nothing to win, or have his own way, no matter how trivial the case may be. According to rumor, men have died for beating him at chess.



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TEVUS SKEL Master of the Pelaran Thieves Guild.

HPV 22 OCV 9 DCV 12 CEL 7
S 15 St 33(+2) D 72(+3) A 42(+2) C 38(+2)
I 20 W 12 E 24 Em 15 Ap 9
MR 12 NAV 0 MDV 5 EnL 50 CDF 3
Height 67" Weight 201 lbs Age 57

EXPERTISE

EL80 E'lici, Locksmith and Deftness, EL67 Thief, EL60 La'Ced and Portan, EL55 Disguise Artist, EL35 Read and write Donaran and Sign Language, EL39 Trailing, EL8 Fighting and Throwing Dagger, Hand-to-Hand and War Staff, EL6 Climbing, City, Forest and Underground II Survival, EL5 Sap (Club), EL4 Rhetoric, EL0 Other Maces and Gambler.

EQUIPMENT

Sap, Fighting dagger, Two throwing daggers, War Staff, Jeweled Key*, Two rings (12CC, 2SC), fine clothing.

*The key is his symbol of office as Master of the Guild. It is needed to bypass the traps guarding the guild's treasure. Caring for this treasure is one of the Guildmaster's primary duties.

Skel has been a member of the guild for 45 years. During the last 12 years he has been Guild Master. He maintains his rule through cunning, brute force and control over the greed of his underlings. His primary weaknesses are a love of gambling, at which he has little skill, and an enjoyment of beautiful women, notably the Lady Serena. These weaknesses have made him the pawn of Duke Salin and allow Serena to control his actions somewhat.

NOTE - Salin's control over Tevus Skel is unknown to most guild members, who affectionately call Tevus "the old ferret". If they knew he was a pawn, they would kill him. Serena's control is invisible. Eventually, it will lead him to membership in the Sisters of Sammael (a Climan mystical society working against the Donaran government and the Prince in Pelara).

GHIA TRELL Owner of the Silver Alicorn, Moneylender, Fence, Rumored Mistress of the Duke of Nerid

HPV 22 OCV 7 DCV 11** CEL 5
S 20(+1) St 20(+1) D 32(+2) A 54(+3) C 48(+2)
I 18 W 36 E 30 Em 40 Ap 52
MR 13 NAV 0 MDV 13 EnL 84 CDF 6
Height 65" Weight 111 lbs Age 29

MEI 6 EL 3

*Ghia's has a Creature Power which ties her to the Unicorn and innate power to use Peace. Unicorns find comfort in her and she has a passionate fondness for them.

** + 1DCV for Acrobat skill.

EXPERTISE

EL80 Aratad, EL60 La'Ced, Salaqi and Portan, EL58 Read and Write Tongues known, EL37 Moneylender, EL29 Elder Tongue, EL10 Dancer, EL9 Throwing Dagger, EL8 Acrobat, Musician (Tambourine, Flute, Pipes, Lyre, Harp, Finger Cymbals), Singer and Eortacist, EL7 City, Hill, Forest and Plains Survival, EL6 Gambler, Fighting Dagger and Two Weapon, EL5 Rhetoric.

*General Knowledge used in influencing men and performing. She is accomplished at teasing men into doing what she wishes.

EQUIPMENT

Fine Clothing, Two Fighting Daggers, Throwing Dagger, Ring (7GC, a gift from Mal Drask, Duke of Nerid).

Ghia grew up in the hills of Eured. She was a quiet child who shyly avoided fellow villagers despite their liking for her. At the age of 13 she met a Unicorn and discovered both the power within her and something to love. She could not return to village life after this experience. For six years she wandered the forests and hills, revelling in the Unicorn and coming to know other Elder creatures, especially Centaurs, Satyrs and Dryads.

At the age of 19 Ghia began to pine for humanity. After years of searching she came to Nerid and found a city where freedom is the only law. In the years that followed, she



founded the Silver Alicorn and became a prosperous taverner and dealer in stolen goods. Despite this low profession, she retains her love of the Unicorn and is often gone for weeks at a time enjoying the wild hills. She is being courted by Cazil, the Scar and, reputedly, is the mistress of Nerid's Duke. In fact, they are friends and she is a virgin. Mal started the rumor to protect her from suitors who, otherwise, would never consider taking no for an answer.

NOTE - Ghia's power depends on her virginity. If she loses her virginity she loses her innate power and her tie to the Unicorn. She will never take a lover willingly.

ZOKAR RAVAN Free-Lance Thief and Smuggler

HPV 18 OCV 8 DCV 20* CEL 8
S 15 St 12 D 76(+4) A 108(+5)** C 44(+2)
I 60 W 30 E 20 Em 68 Ap 34
MR 15 NAV 0 MDV 16 EnL 74 CDF 2
Height 60" Weight 108 lbs Age 31

* + 3 for Acrobat skill

**Supernatural Agility, his right shoulder bears a purple birthmark in the shape of a cat's head.

EXPERTISE

EL80 Aratad, Herbalist, Navigation, Thief, Locksmith, Deftness and Trailing, EL65 Seaman, EL60 Smuggler, Merchant (Poisons), Portan, Zarunese, La'Ced and Marentian, EL19 Throwing Dagger, EL16 Acrobat, EL14 Dancer, EL13 City, Underground II and Ocean Survival, EL11 Musician (Lute), EL10 Two weapon, Hand-to-Hand, EL9 Fighting Dagger, EL8 Singer, Climbing and Rhetoric, EL6 Swimming, EL3 Swords.

EQUIPMENT

Fine Clothing, Two Fighting Daggers, Four Throwing Daggers, Serpent Ring*.

*The ring gives the wearer total immunity to Fascination, double MDV against any spell that works by affecting his mind and BL10 Immunity to any serpent derived Poison.

Zokar is a talented, compulsively independent, criminal. He has run afoul of many criminal organizations in his career. All failed to bring him down. From his base in Rhoad, Zokar

SEA TRAVEL

Legitimate travel on the High Seas is usually restricted to trade routes. When a vessel travels one of these routes use Encounter Chart A. In all areas out of sight of trade routes, and whenever a vessel is blown off course, use Encounter Chart B. For Human Encounters, each chart has two sections. Use Section One if the vessel is NOT operating in a zone of piracy or a Climan patrol zone. Section Two applies when they are in such areas. The basic encounter charts are as follows:

CREATURE ENCOUNTERS

ENCOUNTER CHART A			
DAY			
CREATURE	HUMAN	STORM	NONE
01-05	06-15	16-20	21-100
NIGHT			
CREATURE	HUMAN	STORM	NONE
01-05	06-10	11-15	16-100
DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Tiny Sea Birds	01-05	Small Seals
20-27	Small Seals	06-12	Small Dolphins
28-33	Small Dolphins	13-20	Medium Whales
34 + 35	Medium Whales	21 + 22	Large Whales
36	Large Whales	23-26	Large Fish
37 + 38	Large Fish	27-40	Medium Fish
39-60	Medium Fish	41-55	Tiny Fish
61-70	Tiny Fish	56-60	Water Serpent
71-75	Water Serpent	61-75	Nymph
76-85	Nymph	76 + 77	Other Elemental*
86-89	Slyph	78 + 79	Sea Dragon
90 + 91	Other Elemental*	80 + 81	Wyrms
92-94	Sea Dragon	82-91	Merfolk
95	Wyrms	92-94	Kraken
96-99	Merfolk	95-97	Ghost Ship
100	Kraken	98-100	Sea Giant
ENCOUNTER CHART B			
DAY			
CREATURE	HUMAN	STORM	NONE
01-10	11-15	16-20	21-100
NIGHT			
CREATURE	HUMAN	STORM	NONE
01-15	16-18	19-24	25-100
DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Tiny Sea Birds	01-03	Small Seals
21-25	Small Seals	04 + 05	Small Dolphins
26-28	Small Dolphins	06 + 07	Medium Whales
29	Medium Whales	08 + 09	Large Whales
30	Large Whales	10-15	Large Fish
31-33	Large Fish	16-25	Tiny Fish
34-50	Tiny Fish	26-40	Tiny Fish
51-60	Water Serpent	41-55	Nymph
61-65	Slyph	56-61	Other Elemental*
66-75	Nymph	62 + 63	Sea Giant
76-80	Other Elemental*	64-68	Sea Dragon
81-85	Merfolk	69-88	Medium Fish
86-88	Sea Dragon	89	Wyrms
89-98	Medium Fish	90-92	Small Kraken
99	Sea Giant	93-99	Merfolk
100	Kraken	100	Kraken (x 2)**
*Any Water or Air Elemental in Powers & Perils.			
**The Kraken is twice normal size. See Kraken.			



smuggles, deals in poison and steals the choicest plums he can find. He leads a small gang (9 picked men and 3 women who are all top-flight professionals) that is a potent criminal force on the northern shore of the Sea of Tears. He steals in La'Ced, Zarun, Donara and Marentia and uses Porta to sell his poisons and fence stolen goods. He does not engage in criminal activity in the Confederacy of Aratad, his home base. Zokar is motivated by the challenge of his art. He tries to steal the most beautiful or inaccessible items he can find. He does not engage in common theft. What he steals is spent, given away or kept in his hidden museum so that he can enjoy them and remember the excitement.

XITAN THE SPICER Merchant and Scholar, Treasurer of the Old Faith, Member of the Inner Five, President of the Merchants' Protective Association, Master of the Smuggler's Guild.

HPV 20 OCV 8 DCV 11 CEL 6
 S 15 St 36(+2) D 54(+3) A 42(+2) C 27(+1)
 I 32 W 60 E 40 Em 34 Ap 28
 MR 12 NAV 0 MDV 13 EnL 87 CDF 2
 Height 68" Weight 150 lbs Age 37

EXPERTISE

EL80 E'lici, Navigator, Locksmith, Deftness and E'lici, EL65 Read and Write Donaran, E'lici and Rogizini, EL60 Money-lender, Disguise Artist, Merchant (Spices), Portan, Donaran, Salaqi, La'Ced and Rogizini, EL55 Scholar (E'lici History and Theology), Herbalist, Woodworker and Marine Carpenter, EL50 Smuggler, EL45 Seaman, EL9 Tracking, City, Underground I and II Survival, EL8 Sling, EL7 Gambler and Fighting Dagger, EL5 Throwing Dagger, Horsemanship, Swimming, Climbing, Hill, Mountain and Forest Survival, EL4 Swords and Two Weapon, Actor and Rhetoric, EL3 Hand-to-Hand.

EQUIPMENT

Fine clothing (3SC), fighting dagger, sword, two rings (1GC and 7SC), fur cape, two throwing daggers*.

*One concealed up each sleeve.

Xitan's family has controlled the Smuggler's Guild for centuries. He is dedicated to maintaining this tradition. As part of this dedication, he has built a solid reputation as a Merchant and is responsible for the formation of the Merchants' Protective Association. (The MPA is a coalition of small merchants who work together to protect themselves from thievery and to present a united front at court. Potentially, they could be a power in Pelara.) Since succeeding his father Xitan has had problems with the Thieves Guild. He thinks they are trying to absorb his guild. For this reason, he is their bitter enemy. The two guilds are on the verge of war. Xitan is devoted to E'lici traditions. Since the death of his father he has been a leading figure in the E'lici underground religion (The Old Faith). He is their primary source of operating capital and a very wealthy man.

ENCOUNTER DESCRIPTIONS

GENERAL CREATURES

Where the adjective tiny, small, medium or large is used to describe a creature, determine its AHP using the Creature Generation system in Book Three. Other factors should be set as the Referee sees fit within the ranges specified in that section. The MR selected should not exceed 50% of the AHP for any swimming creature with these prefixes. For Birds, the flight MR should be set between 28 and 40 depending on the type of bird desired.

NUMBER ENCOUNTERED

Creatures with the adjectives above roll below to determine the number found.

ROLL	TINY	SMALL	MEDIUM	LARGE
1-5	1D6	1D3	1D2*	1
6-8	2D10	1D6	1D3	1D2*
9 + 10	D100	2D6	1D6	1D3
11	D100 x 2	2D10	2D6	1D6

Roll 1D10 above. If the encounter occurs in a chart B area add ONE to your roll.

NOTE—Most creatures with a prefix are not dangerous to people in a boat unless they are attacked. They can be dangerous to swimmers, people in small boats or people on a raft. In either case, tiny and small creatures are usually harmless. Medium and Large creatures could damage or sink the party's boat and can be dangerous to people in the water.

OLD CREATURES

Creatures on the tables above that are found in **Powers & Perils**, i.e. Elementals, Water Serpent, Wyrms, etc., continue to use the rules and values provided therein.

NEW CREATURES

The following sea creatures are new to **Powers & Perils**. If you do not choose to use them, create random sea creatures of your own to replace them.

KRAKEN				CHAOS	
HPV 250	OCV 63	DCV 0(7)	NWI - 4(- 12)*		
S 250(+ 8)	St 125(+ 5)	D 10	A 1(- 1)		
MR (- 12)	NAV 8	MDV 10	EnL 40		
DTV 0	CL NA	INT 1	CDF 25	NF 1	

*The parenthesized NWI applies when they ram a vessel or creature while swimming at full speed. It does not apply at any other time.

APPEARANCE

The Kraken are scaled monstrosities with four, octopoid tentacles at their head. Their average body length is more than 80 feet (HPV/3) and their weight is measured in tons. They are one of the great beasts of the sea.

SPECIAL

During the day Kraken sleep on the surface. At such times, large Kraken can be mistaken for small islands from a distance. If they are disturbed, uncontrollable battle fury against the vessel or creature responsible results. Kraken forced to fight during the day have an MR of 6 because of their fatigue.

Krakens hunt at night. Kraken have been caught because they chased a vessel into shallow water and got stuck. (Kraken's need 15 feet of water to avoid beaching. If they move into shallower water, they can get stuck.) They can sense minor disturbances in the water (such as oars rowing) for five miles. Once on a good scent they pursue stubbornly. Kraken are known as ship breakers who feed on whales, large fish and men.

Krakens have FOUR tentacles which they use to surround their prey and crush it. When the prey is a ship, the ship itself is what they try to crush. Afterwards, they scoop up the food (people) on it. Due to their immense size and total lack of agility, Kraken may only make one 45 degree turn every four phases. Their most common hunting technique, against ships, is to approach under water and surface for their charge when they are within 30 feet of the vessel.

NOTE—Large Kraken (Kraken x 2) have an INT of 2. They rarely beach themselves.

GHOST SHIP

This encounter only occurs under a full moon at midnight. The party sees a ghostly ship crewed by tattered shades of dead seamen. Such men are doomed to sail the seas by the goddess Tiella until another takes their place. The cargo of such vessels is a rich treasure from the hoard of the sea (2D10 items). When such a ship is encountered it moves close to entice mortals to board it. When any do, it pulls away. Unless the men who board the vessel escape by dawn they are doomed to sail for eternity. A Will x 2 roll is required to resist the summons of the ghost crew when their vessel closes to within 20 feet (2 hexes).

Each ghost ship is crewed by 4D10 seamen. If a man is on their deck, they are treated as specified for THE DEAD in combat. Otherwise, they are treated as ghosts. The MDV of the ship is 15. All other factors are as for Ghosts.

MERFOLK

MALE		CHAOS/KOTOTHI	
HPV 15	OCV 5	DCV 3(4)	NWI - 1 NF
S 20(+ 1)	St 20(+ 1)	D 9	A 12 1-6 1D3
MR 6(15)	NAV 1	MDV 4	EnL 30 7-9 2D10*
DTV - 2	CL 0	INT 6	CDF 2 10 1D6 per female

*A warband. The leader is a Myrmidon.

FEMALE

HPV 10	OCV 2	DCV 4(6)	NWI 6 NF
S 10	St 10	D 20(+ 1)	A 20(+ 1) 1-9 1
MR 10(28)	NAV 0	MDV 2D6 + 8	EnL 2D6 x 10 10 1D6
DTV - 1	CL 0	INT 7	CDF V

*with male roll 10

MYRMIDON

HPV 30	OCV 10	DCV 5(7)	NWI - 3 NF
S 40(+ 2)	St 40(+ 2)	D 18(+ 1)	A 24(+ 1) Only with
MR 8(20)	NAV 2	MDV 8	EnL 60 a warband
DTV - 3*	CL 1	INT 6	CDF 4 unless summoned

APPEARANCE

Mermen and Myrmidons are heavily-built scaled humanoids with webbed fingers, claws and sharp teeth. Most have a knobby texture to their scaly hide and are colored green and brown. Mermen range from five to six feet in height. Myrmidons are six to seven feet tall and somewhat more bestial in appearance.

Merwomen are beautiful creatures (Ap D100 + 50) with sharp, pointed teeth. All have fish tails on the lower half of their body which can be removed as for a Vily's wings (with the same effect if stolen). Most are five to five and a half feet tall with deep, seductive eyes, long fingers and long, flowing hair. They are both nightmare and fantasy to many a sailor.

SPECIAL

Mer-people are amphibious. They lose 2D10 energy points per day until they die if they are kept out of contact with Salt Water for more than 24 hours. Most Mer are hostile to mankind and carnivorous. They love the taste of human flesh. Mermen are especially fond of it.

Encountered Mermen are armed with tridents (fighting spear with + 1WSB, FV8). They have EL3 with this weapon. Myrmidons also use a trident. It is MEL2D6/EL1D6 modified for Hit Chance AND Damage Bonus. They are EL6 in its use and may use the trident, at the MEL/EL determined, to summon 1 Large Fish (usually sharks) per EL to aid the warband in combat. Other than this, no Mermen can use magic of any kind.

All Merwomen are trained magic-users with innate power in, roll 1D3*, 1) compulsion, 2) Fascination or 3) Both. They are trained in Sea Powers and MEL other Chaos or Elder spells. They may not use any fire spell. Their EL in their innate power is FOUR. Their trained magic EL is MEL/3,

rounded up. Their MEL for both is determined by rolling 2D6, i.e. one roll applies for both.

Merwomen are salacious creatures. According to legend, they take human lovers (either by going with them to the land or taking them into the sea). Often as not, those taken into the sea are eaten when they are no longer needed. The chance that a Merwoman is attracted to a man equals his Ap/2, rounded down.

SEA DRAGON		VARIES	
HPV 60	OCV 19	DCV 3(9)	NWI - 10 NF
S 60(+ 3)	St 80(+ 4)	D NA	A 20(+ 1) 1-6 1
MR - (24)	NAV 5	MDV 19	EnL 70 7-9 1D3*
DTV - 5*	CL 0	INT 7	CDF 8 10 1D3 + 1

APPEARANCE

These creatures have the basic appearance of Dragons except they are not winged and have tapered bodies with fins. They are normally twenty to twenty-five feet in length. The massive jaws of large sea dragons can snap the masts of ships. Their color varies with alignment (a legend known to some seamen). The list below applies:

ALIGNMENT	COMMON COLOR	% CHANCE
Law	White, red streaks	01-30
Chaos	Black, gray mottling	31-50
Elder	Blue	51-80
Kotothi	Green, brown streaks	81-100

SPECIAL

Sea Dragon's powers and significance in legend vary with their alignment. Depending on the alignment encountered, consult the appropriate section below:

LAW

These dragons are the "Hounds of Enki" and enemy of Chaos in the water. They are blessed with the powers of Light, Radiant Light and Killing Light only, by Inanna and also have all Sea Powers. Their MEL is EIGHT. Their EL is FOUR. They use these powers to protect man at sea, hunt Kraken and destroy the forces of Chaos.

CHAOS

Chaos Sea Dragons are the guardians of the hoard of Tiella and the mounts of Kingu's Myrmidons. They are a physical force with no magical powers. Increase the factors above for HPV, S, St and NAV by 20% without any reductions in other statistics. They can, if hungry or enraged, sink human ships. They do not make a habit out of doing so though they do enjoy the novelty of eating "land flesh".

SEA GIANT

HPV 120	OCV 34	DCV 3	NWI - 4
S 145(+ 6)	St 105(+ 4)	D 12	A 4(- 1)
MR 10**	NAV 3	MDV 10	EnL 80 NF - 1
DTV - 8*	CL 2	INT 6	CDF 15

**Sea Giants are capable of walking on the surface of the water at this movement rate. When they swim their movement rate is 24.

APPEARANCE

These giants appear as old men armed with a trident and net. Their countenance is somewhat ugly, their physique is very powerful. Those that have been seen have an average height of 40 feet.

SPECIAL

Sea Giants are an elemental force of the sea. Elder Sea Giants are the masters of Sea Nymphs and guardians of piscine life. The Kotothi are hoarders of treasure and enemies of their cousins. All have innate power, MEL6/EL6, at Shape Changing and Sea Powers. Those that are larger than normal size also have the power to cast Thunderheads and, for double size Sea Giants only, are trained magic-users (MEL9/EL9 in all non-fire, Elder magics).

NOTE—Any larger than normal size Sea Giant wears a beautifully-made metal crown worth HPV x 1D10SC. Sea Giants have been known to net vessels and drag them away. Kotothi Sea Giants are fond of collecting "human toys" to entertain them. When these toys become boring, they are broken and/or eaten.

ELDER

Elder Sea Dragons are mavericks. They can serve beneficial ends in the sea, more often they serve themselves. They are the Hoarders of the Sea and go out of their way to enhance their treasure collection. These dragons can use any Elder Power (non-fire) at MEL10/EL5. They prefer to get their wishes by trickery and guile but are more than capable of force if they are insulted or angered.

KOTOTHI

These dragons are children of Tiamat who refused to align with Chaos in defiance of the will of Kototh. They are his loyal servants and the bane of the Mer, when Kototh allows them to be. All statistics are as for Chaos Dragons. In addition they are capable of using any Telepathic Power at MEL8/EL4. Because of greed, or intelligence, they are usually encountered with 1D6 Medium Fish as companions. These fish are enthralled to the dragon and obey its commands. (They will continue to do so until the dragon decides it is time for lunch, most likely.)

HEROIC TRIVIA

- 1) There is a difference between a Dryad and a Hamadryad. What is it?
- 2) Odin was the god favored by Norse nobility. Who did the common people, especially farmers and seamen, favor?
- 3) Magically derived names were thought to hold great power. Why?
- 4) What element is MOST closely associated with the Dragon in Chinese mythology?
- 5) Who is the Great Trickster in much of American Indian myth?
- 6) What was the color of death for many African tribal cultures?

- 7) The goddess AZ is the consort of AHRIMAN. According to Zorasterianist belief, what is she fated to do with him?
- 8) In medieval sorcery, who was the single most important force to use as protection and call on to compel a desired demon to perform in Summoning rituals?
- 9) What two words define the totality of creation, and any given being therein, in Taoist philosophy?
- 10) The Irish hero Cu Chulainn had a magic spear. What was its name?

(For answers, see page 38)

HUMAN SEA ENCOUNTERS

CHART A NUMBER ENCOUNTERED		CHART B NUMBER ENCOUNTERED	
ROLL	NUMBER	ROLL	NUMBER
1-5	1	0-7	1
6-9	1D3	8 + 9	1D2
10	*	10	*

NOTE—On Chart B above, subtract one if the area is NOT a Climan patrol zone.

SINGLE SHIP ENCOUNTERS (All results where only one ship is found)

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-50	Merchant	01-20	Pirate
51-75	Small Vessel	21-35	Small Vessel
76-90	Military	36-45	Military
91-95	Pirate or Climan**	46-80	Merchant
96-100	Other	86-100	Climan Patrol*

*If the area is not a Climan patrol zone, subtract 15 from your roll.
**Referee's choice.

MULTIPLE SHIP ENCOUNTERS (Where two or three ships are encountered)

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-40	Merchant Convoy	01-10	Pirates
41-70	Small Vessels	11-45	Merchant Convoy
71-90	Military Convoy	46-55	Small Vessels
91-94	Military Patrol	56-65	Military Convoy
95-97	Pirates or Climans**	66-70	Military Patrol
98-100	Other	71-75	Other
		76-85	Pirates with Prize
		86-100	Climan Patrol*

*As specified for single ships.
**As specified for single ships.

*ENCOUNTERS

CHART A		CHART B	
ROLL	MOTIVATION	ROLL	MOTIVATION
01-30	Fishing Fleet (2D10)	01-05	Pirate Fleet (1D6)
31-60	Merchant Fleet (2D6)	06-20	Fishing Fleet (2D6)
61-90	Military Fleet (2D6)	21-35	Merchant Fleet (1D10 + 1)
91-100	Climan Raid (2D6 + 2)	36-50	Military Fleet (3D6)
		51-65	Small Vessels (2D6)
		66-70	Other (1D6 + 2)
		71-100	Climan Fleet or Raid (2D6 + 2)

NOTE—The number in parentheses in this table indicates the number of vessels encountered.

HUMAN ENCOUNTER DESCRIPTIONS

CONVOY

Merchant convoys are composed of vessels from the same merchant house, headed for the same destination. Vessels in these convoys are Medium merchant ships unescorted.

Military convoys are composed on one warship escorting one or two Medium merchant ships. The cargo carried on the merchant vessels are, roll 1D2*, 1) Supplies or 2) Troops.

FLEETS

Large concentrations of shipping performing a specific task or function. Fishing fleets operate with all vessels in sight

of at least three others (if they have that many) and a great deal of spacing between vessels.

Merchant fleets are carrying a rich cargo to a specific location for one of the major merchant houses (40% chance it is one of the five houses listed in this article). Ten percent of the fleet's vessels, rounded up, are small warships. Sixty percent, rounded down, are Medium merchants. The rest are Large merchant vessels.

Military fleets are, roll 1D3*, 1) moving from one base to another, 2) conducting an anti-piracy patrol or 3) seeking to engage an enemy fleet. In the last two cases, they run down any vessel they encounter if they can. In the first case, they ignore it if it does not arouse their suspicion.

Climan fleets are, roll 1D2, 1) moving to a new base or 2) raiding. In either case, they chase down any non-Climan vessel they come across if they can. See Raid.

MERCHANT

A single vessel carrying a cargo to some distant port.

MILITARY

There is a 40% chance this vessel is a messenger. If so, it is small and fast and avoids contact with other vessels unless they are in distress. Otherwise, the vessel is on patrol and may try to stop the encountered vessel (60%) to check its cargo and passengers.

OTHER

The Referee can make this any type of vessel that he desires. Where circumstances are appropriate, this includes non-human vessels, vessels belonging to nations outside of the Sea of Tears, magical vessels, etc. The full parameters are entirely at the Referee's discretion.

PATROL

Military and Climan patrols are both trying to spot enemy vessels, counter piracy and regulate other criminal activity. Climans are also exacting tribute from passing vessels they catch. The chance that a Military patrol will try to stop a vessel is 40%. If the vessel acts suspiciously, the chance is automatic. Climan patrols always try to stop non-Climan vessels (unless the vessel is military and/or the Climans are outmanned).

PIRATE

The vessel encountered is a pirate. If it is not outnumbered or outmanned, it tries to run down the encountered vessel. Should the pirates win, those who are not killed in the battle are taken captive (held for ransom or sold as slaves), offered a position in the crew (impressive fighters, slaves or criminals only), killed (people the pirates deem useless) or set adrift (potential enemies who are hated, are too dangerous to keep alive, etc.). The Referee should determine what happens based on the events of the encounter.

PIRATE OR CLIMAN

The vessel is either a Pirate or a Climan warship. The Referee chooses which based on where the encounter occurs and what he deems the local situation to be.

PIRATES WITH PRIZE

One or more pirate vessels escorting a prize, with captives, to the closest safe harbor. Unless the encountered ship is, in the pirate's eyes, an easy mark, they ignore it. If they are attacked, they run or fight depending on how badly they think they are outmanned.

RAID

Climan raiding fleets attack any non-Climan vessel encountered. Such vessels are stopped and boarded. Persons on

SEAWORTHINESS TABLES

SIZE		CONDITION		STURDINESS	
Size	Mod.	Condition	Mod.	Sturdiness	Mod.
Tiny	-20	Poor	-10	Very Little	-15
Small	-10	Fair	-5	Little	-5
Medium	0	Good	0	Good	+5
Large	+10	Excellent	+10	Excellent	+15

Each time that a vessel is driven off course, reduce its Condition and Sturdiness modifiers by one, i.e. +5 becomes +4, -10 becomes -11. When it is damaged and driven off course, reduce these factors by 1D6 + the Storm Divisor each BEFORE seeing if the vessel sinks.

EXAMPLE—Our EL60 Navigator is in a medium-sized vessel that is in good condition but has very little sturdiness. He subtracts 15 from his chance of surviving a storm. He still beats an easy storm but his chance to ride out an impossible storm is reduced to its minimum level of 4% (1/4 of his original 15% chance, rounded up). In a large vessel with excellent seaworthiness and excellent condition his chance in an impossible storm increases from 15% to 50%. The vessel you are in can make the difference.

BLOWN OFF COURSE

If a vessel is blown off course a successful Navigation roll is required to find the right course again. The Navigator can roll once each week at sea to find his position relative to where he is supposed to be. If the result is partial success or failure, he continues sailing on the wrong course. (Navigators who let it be known that they don't know where the ship is have been known to be lynched on the spot.)

SINKING

To determine whether a vessel sinks add its size, condition and sturdiness factor to the EL of its navigator divided by THREE, rounded up. Once this number is determined, consult the table below to find the chance that the vessel sinks.

SINKING TABLE
STORM

Factor	Easy	Mod.	Difficult	Very Difficult	Impossible
-44 to -30	50%	70%	80%	90%	100%
-29 to -15	40%	60%	70%	80%	90%
-14 to 0	30%	50%	60%	70%	80%
1 to 15	20%	30%	40%	50%	60%
16 to 25	10%	20%	30%	40%	50%
26 to 35	5%	10%	20%	30%	40%
36 to 45	2%	5%	10%	20%	30%
46 to 55	1%	2%	5%	10%	20%
56 and up	None	1%	2%	5%	10%

When the vessel sinks, all hands may drown. If it does not sink, each person on deck using his Seaman skill must roll. If the result is a failure, he must roll the sinking chance above to see if he is thrown overboard.

Vessels will take severe damage to condition and sturdiness from this. The amount that each of these factors is reduced equals the Sinking Chance divided by 5, rounded up (in addition to any damage taken for being blown off course). If this loss reduces the vessels condition or sturdiness to -25 or less it begins to founder and sinks in 2D6 + (Highest Seaman EL/10, rounded down) days if it is not taken to a port for repairs. If BOTH condition and sturdiness are reduced to -25 or less, it sinks in Highest Seaman EL/40, rounded down, days. If the result is zero, it sinks in 1D6 hours.

IMPORTANT

The effects of multiple storms is cumulative. The best ship in the world is unlikely to ride out many storms unless it is handled competently.

board are allowed to purchase their freedom at a cost of 2D10SC each in money or equipment. If they can't, they are enslaved. Cargos on vessels stopped are taken unless a sum equal to 1/5th their estimated worth is paid. If the encountered vessel resists boarding, the Climans attack, enslave all survivors, take the cargo and sink the ship. They do not tolerate those who contest their control of the sea.

SMALL VESSEL(S)

People encountered in vessels of this type are independent merchants, travellers, fishermen, civilian messengers, adventurers and others. Roll 1D6 to determine which and handle the encounter accordingly. If the encounter occurs in a Chart B area, the fishermen result will indicate Smugglers instead. Smugglers are always armed but will not fight if they can avoid it. They try to pass as a normal Merchant vessel in encounters.

SHIP CREWS

The basic crews present on encountered vessels are shown in the table below.

CREW TABLE

SHIP TYPE	SMALL	MEDIUM	LARGE
Fisher	1D6	2D6	3D6
Merchant	2D6	2D6 + 5	3D6 + 5
Military	40	100	300
Pirate	20	40	100
Climan	50	100	350
ROLL	1-6	7-9	10
NOTE—Where the size of an encountered vessel is not specified, roll 1D10 where indicated for each ship.			

(10% are armed guards)

STORMS

Storms can have a dramatic effect on sea travel. When the encounter is a storm, roll D100 to determine its intensity.

STORM TABLE

ROLL	INTENSITY	ROLL	INTENSITY
01-50	Easy	91-99	Very Difficult
51-75	Moderate	100	Impossible
76-90	Difficult		

The intensity levels specified are keyed to the problem solving system in Book One. The skill used to combat a storm is the Captain's EL in NAVIGATION and/or (as the Referee wishes) the Steersman's EL as a SEAMAN. Success indicates that the ship is undamaged and stays on course. Partial Success blows it off course with some damage. Failure blows the vessel off course and could sink it, see Sinking.

AVOIDING STORMS

The chance to notice a storm before it strikes is based on its intensity on the Storm Table. When this roll is made, re-roll with D100. If the second roll is less than or equal to the first roll, the vessel has a chance to alter its course and avoid the storm before it strikes. Roll Navigation, applying the modifier for the storm's intensity, to do so.

EXAMPLE—An EL60 Navigator sees an Easy storm coming. He can avoid it, or ride it out, with little difficulty. If he sees an impossible storm, the same navigator has a 15% chance to avoid it or ride it out.

SEAWORTHINESS

The seaworthiness of a vessel has a dramatic effect on the chance of riding out a storm. The factors that apply are the vessels size, condition and the sturdiness of its construction. These factors only apply in riding out storms, not in avoiding them. The factors listed for this are added directly to the Navigator's chance of success. They may not reduce this chance by more than 75%, rounded up, no matter how terrible the condition of the vessel is.

REFEREE'S NOTES

The information provided in the preceding article fleshes out this part of the **Powers & Perils** world. Using this new information, especially the Sea Travel section, will require a little thought on the part of the Referee. The following guidelines, I hope, will help you to add this information to your existing campaign.

NAVAL POWER

The Sea Travel sections notes that encounters vary based on whether the vessel is on a trade route or not. The identity of the vessel encountered, for human encounters, varies with the proximity of the bordering nations. The rules that follow detail how to utilize these factors.

TRADE ROUTES

Trade routes are commonly used paths on the seas for travelling from one port to another. In general, they are drawn from Class One port to Class One port picking up secondary ports along the way AND, where possible, avoiding the lands and patrols of enemy nations. Except for the city of Clima, all class one ports will be connected via trade routes to other friendly class one ports.

For example, the Pelara-Rogh'sa trade route could be many miles shorter if it was a straight path between the two cities with stops in Clima. However, this is not possible because of the general attitude towards Clima. Therefore, this trade route cuts south to Maoun and reaches Rogh'sa, via Maoun and Musci, by merging with the Rogh'sa-Gom trade route.

Second, given the technological quality of the vessels, prevalent in this world, and the knowledge and tools available to the world's navigators, (late ancient to dark age science and ships) trade routes exist in close proximity to known land masses whenever possible. This is because of fear of the unknown and a need to make frequent stops to orient themselves and reprovision. Few vessels can or will travel more than two weeks before they must restock with food, water and other supplies. Trade routes vessels will not suffer from this limitation as only they have the extra storage space necessary to house the extra rations and supplies needed for a long ocean voyage. Only the navigators of Erdan (Fomoria) and Aratad, in the Sea of Tears, have navigational tools or knowledge beyond that indicated above.

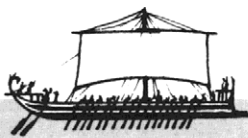


TABLE EXPLANATIONS

NAVAL POWER – The relative power of the fleet based on the number of vessels listed for it in Perilous Lands, having each vessel trireme size or larger count at double value. Thus the Rogizini Empire's Imperial fleet (40 small vessels and 7 triremes) has a value of 54.

EMPHASIS – The importance that the nation, civil and military, places on the war fleet and naval affairs in general. The higher the value, the greater the emphasis.

COMPETENCE – The ability of the fleet's personnel and the quality of its vessels are rated here. The greater the number the more excellent the fleet, man for man and/or ship for ship.

INFLUENCE – The strategic area where the fleet's peacetime operations can impinge on play (patrol zones, maneuvers, etc.). The number listed under each sub-heading letter is the number of miles from the nation's coast that the influence extends at the level indicated by the letter code. The meaning of the letter codes are:

T = A zone wherein this fleet is completely dominant and quick to react, especially in zones within this range of a port city or coastal fortress.

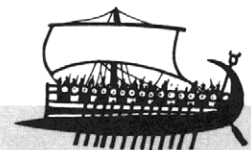
P = The zone of primary influence. Within this area the given fleet is a dominant presence. If no other nation's primary or secondary influence overlaps this area the fleet is completely dominant with slower reaction than that

SPHERES OF INFLUENCE

The spheres of influence of the naval powers' military forces is a function of the size of that fleet, the emphasis that the nation places on naval affairs and the general competence of its personnel (both civilian and military). For the Sea of Tears, the major powers are covered in the table below with a rating of the factors above given:

NAVAL INFLUENCE TABLE

Nation	Naval Power	Em-phasis (0-5)	Com-petence (-3 to 3)	T	Influence		
					P	S	I
Clima	225	5	2	7	74	148	295
Bhamotin	145	4	2	5	52	103	205
Aratad	130	4	3	5	50	100	200
Donara	95	3	1	3	34	68	135
Erdan (Fom)	40	3	3	3	25	50	100
FIRST CLASS POWER							
Marentia	55	2	1	2	22	43	85
Acghiza (Rog)	45	3	1	2	22	43	85
Gom	65	2	-1	2	19	38	75
Maoun (Rog)	5	4	2	2	17	33	65
Ticasi	11	2	2	2	16	31	62
SECOND CLASS POWER							
Imperial (Rog)	54	1	-1	1	14	27	54
Shiazi (Rog)	35	2	1	1	13	25	50
Tilal (Rog)	20	3	-1	1	10	20	40
Zarun	17	2	0	1	10	19	37
Porta	4	1	1	1	6	12	24
THIRD CLASS POWER							
Chiros	6	1	0	0	4	8	16
Araou (Rog)	7	1	-1	0	2	4	7
Nerid	2	0	0	0	0	1	2
Ced	20	1	-3	0	0	0	0
Shanda	10	0	-1	0	0	0	0
Musci (Rog)	13	0	-2	0	0	0	0
INCONSEQUENTIAL POWER							



indicated for **T**.

S = The zone of secondary influence. The fleet is an important presence in this area that must be considered. If no other nation's influence extends into the area, the nation can be considered to be dominant in this zone though their frequency of appearance is less than it is in **P** or **T**.

I = The fleet is a presence in this area with some influence but in no way dominates sea travel within it. If no other nation's influence impinges on the area, the fleet can operate in this zone as if it were a zone of secondary influence with no dominance possible (other than that granted by local superiority).

NOTE – These notes are intended to help the Referee determine what vessels are likely to be encountered when a vessel is encountered at sea. Within a **T** zone all encounters are vessels of that nation or friendly to it. In a **P** zone the majority of vessels found will belong to the nation with dominance. Roll 1D2* with a 1 being a vessel of that nation. A 2 will be some other nation with S level influence (or I level if no S applies). Work S areas as for P except look for possible I level influence if a 2 is rolled.

This said, enough said. I hope these add a new dimension of adventure to your game. Until later, the seas await.