



Compatible with
**MICK
BORG**



Limitbron

WHAT'S IN A NAME? d12

| | | | |
|----|------------|---------------|-------------|
| 1 | Ed(mund) | James | Meathook |
| 2 | Roger(s) | Chris(topher) | Jose |
| 3 | Jack | Robert(s) | Fernando |
| 4 | David | Francois | Henry |
| 5 | Pete(r) | Juan | Mary |
| 6 | Angelica | John(athan) | Anne |
| 7 | Sam(uel) | Butch(er) | Philip |
| 8 | Morgan | (Old) Ben | Scraggs |
| 9 | Diego | Will(iam) | Eliza(beth) |
| 10 | Ed(ward) | Louis | Hector |
| 11 | Isabel(la) | Jean | Genny |
| 12 | Charles | Stede | Thom(as) |

FOUL WEATHER 2d6

- 2 deep cold, well below the line
- 3 nauseating green mist
- 4 thick, low-lying fog
- 5 oppressively overcast
- 6 sweltering, hellfire sunlight
- 7 gentle breeze, smell of decay
- 8 calm before the storm
- 9 soft, cold rain
- 10 frigid trade winds
- 11 torrential downpours
- 12 catastrophic tempest

CAROUSING 4d20 (or 1d20)

You are hungover for the lowest result in hours.

Add the dice together. The result is:
4-49 how much you spent/lost in silver
50+ how much you won/stole in silver

DRINKING RUM&GROG

Test Toughness DR8 + [number of drinks in the last hour] to heal d4 HP. Fail and you vomit for d2 rounds. Agility is -1 for each drink (lasts one hour per drink).

| d20 | Last night you... | [who?] | You wake up... | and now you are... |
|-----|--------------------------|-----------------------|-------------------------------|-----------------------------|
| 1 | ??? (you don't remember) | ??? (you don't know) | ??? (you're blind/it's dark) | ??? (confused). |
| 2 | got lucky with | an enemy | tied to a spit over a fire | dead or dying. |
| 3 | went swimming with | a pig | in your bunk or cabin | missing a limb. |
| 4 | made enemies with | a stranger | in a gibbet cage | terrible (-1 to all stats). |
| 5 | did some ASK with | a crewmate | in the hold of a ship | haggard (only d4 HP left). |
| 6 | got in a fight with | a monkey | deep in the jungle | missing a digit or eye. |
| 7 | started a riot with | a priest | tied to a stake | on a wanted poster. |
| 8 | stole from | your crew | swinging from a mast | in debt (3d10 x10 silver). |
| 9 | had a debate with | a ghost | in a dark cave | haunted. |
| 10 | became friends with | a skeleton | in a coffin | really sad. |
| 11 | played cards with | a barmaid/barkeep | with a noose around your neck | ravenously hungry. |
| 12 | spent the night with | some wenches | in a brothel or tavern | soon to be a parent. |
| 13 | gambled with | some soldiers | locked in a cell | in pain from a new tattoo. |
| 14 | got drunk with | yourself | on a tavern floor | a year older. |
| 15 | fell in love with | a beautiful person | on the beach | in love. |
| 16 | had a run-in with | the Devil | naked in the street | rich (3d10 x 10 silver). |
| 17 | killed | the captain | in a captain's cabin | the Captain now. |
| 18 | married | a VIP | in a church | the owner of a ship. |
| 19 | saw the sunrise with | a parrot | floating in water | amazing (gain experience). |
| 20 | had dinner with | a VIP's adult progeny | in a mansion | filthy rich (+1k silver). |

NPC MOTIVATION d20

| | | | | |
|-------------|---------------|---------------|---------------|-----------------|
| 1 escape | 5 exploration | 9 wealth | 13 adventure | 17 intoxication |
| 2 happiness | 6 love or sex | 10 hunger | 14 guilt | 18 family |
| 3 recovery | 7 revenge | 11 reputation | 15 leisure | 19 religion |
| 4 pleasure | 8 fear | 12 aggression | 16 protection | 20 occult |

LOOT THE BODY d100

Text in italics is not immediately obvious. Add the result in silver for extra loot.

| | | | | | |
|-------|--|-------|---|-------|---|
| 00 | Roll again twice. | 36 | Stone ring with an engraved rune. | 64 | A ship's schedule with details of a treasure ship. |
| 01-20 | The result on the Ancient Relics table (pg. 62). | 37 | Deep blue gemstone. <i>It sparkles in the moonlight.</i> | 65 | Jar of black sand. |
| 21 | Skull with glowing green sockets. | 38 | Obsidian figurine of a Kraken. <i>The Kraken won't attack you.</i> | 66 | Book of dark rituals. <i>Test Spirit DR14 to learn one random ritual (pg. 64) or else permanently lose 1 Spirit.</i> |
| 22 | A nasty-looking knife (d6). | 39 | Parrot feather. +1 <i>Devil's Luck</i> each dawn. | 67 | Handwritten collection of ghost stories. |
| 23 | Wanted poster with a picture of one of the PCs on it. | 40 | Some rotten dried fruit. | 68 | Book: A Guide to Sailor Tattoos. |
| 24 | Black candle. <i>When lit its purple flame forms a skull.</i> | 41 | Recipe for turtle stew. <i>If made, everyone who can smell it passes out. At sea, the crew awakes with their ship drifting near a mysterious island.</i> | 69 | A live rat. |
| 25 | Single golden manacle with 5 links. | 42 | Small book on tying sailor knots. | 70 | d4 dead fish. |
| 26 | A leather journal. <i>Contains 1 sea shanty (pg. 68).</i> | 43 | Deck of playing cards. <i>The queens are mermaids.</i> | 71 | Vial of blowfish poison. <i>Test Toughness DR12 or take d10 damage.</i> |
| 27 | Oil lantern filled with dark green liquid. <i>It burns a pale green light for 5', but never runs out.</i> | 44 | Random bomb (pg. 53). | 72 | Treasure map (pg. 119). |
| 28 | Fine metal flask. | 45 | Jar of d10 eyeballs preserved in white rum. <i>They still see.</i> | 73 | A glass eye that always looks West. |
| 29 | Bag of white powder. | 46 | Set of lock picks. | 74 | Broken cutlass hilt (d4). |
| 30 | Small box with d12 black pearls worth a fortune. | 47 | Paper doll painted with blood. | 75 | Glass dagger. (3d4), breaks after 1 use. |
| 31 | Sea shell lined with mother of pearl. | 48 | Deep green gemstone worth 100s. | 76 | Book: The Secret Art of Fencing in the Age of Gunpowder. <i>Test Presence D12 to permanently gain +1 Strength. It only works once.</i> |
| 32 | Pipe carved out of whale bone. <i>A mysterious map is carved in the bowl.</i> | 49 | Small wood flute. | 77 | Bottle filled with iridescent dust. |
| 33 | Dead rat. | 50-59 | The result in silver. | 78 | Lint. <i>Flammable.</i> |
| 34 | Jewel encrusted egg. <i>Agility DR18 to open or it breaks. Clockwork inside, worth 500s.</i> | 60 | Leather eye patch. <i>That eye can see in the dark.</i> | 79 | Golden idol. <i>Priceless, belongs in a museum.</i> |
| 35 | d8 crab claws. <i>Throwing them before casting a ritual lowers the DR by 1.</i> | 61 | Flintlock pistol with tally marks. | 80-89 | d8 gold doubloons worth the result in silver. |
| | | 62 | d4 gold teeth. | 90+ | Random Thing of Importance (pg. 60). |
| | | 63 | Letter from a bonnie lass. | | |

pirateborg is a game about grog-swilling pirates, undead galleons, arcane treasures found in ancient temples, and high seas adventure. It's not a game about slavery, sexual violence, genocide, or any of the other abhorrent real parts of our history. Please treat these topics with the respect they deserve, or leave them out of the game altogether and go hunt some skeletons.

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inspiration

TREASURE ISLAND & DAGON & CALL OF CTHULHU & THE SHADOW OVER INNSMOUTH & PIRATES OF THE CARIBBEAN & A WIZARD OF EARTHSEA & RAIDERS OF THE LOST ARK & THE GOONIES & TALES FROM THE BLACK FREIGHTER & THE DARK CASTLE & ON STRANGER TIDES & SID MEIER'S PIRATES! & THE SERPENT AND THE RAINBOW & THE ABYSS & THE SECRET OF MONKEY ISLAND & HOOK & ARMY OF DARKNESS & DOOM & PIRATES OF THE SPANISH MAIN & APOCALYPTO & ASSASSIN'S CREED IV: BLACK FLAG & BLACK SAILS & THE DARKEST DUNGEON & THE DARK OF HOT SPRINGS ISLAND & MOTHERSHIP & SEA OF THIEVES & SHADOW OF THE TOMB RAIDER & THE BLACK HACK & NEVERLAND JE & OAK & IRON & KNOCK!



This project would not exist without the incredible book and enigma that is

MÖRK BORG

Thank you to *Pelle Nilsson* and *Johan Nobr* for the incredible inspiration and generous 3rd party license. Please, do yourself a favor, and pick up a copy of Mörk Borg.

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The Dark Caribbean

SCALE of MILES



Early explorers thought the **Dark Caribbean** was *paradise*:

they found *nothing but deserted islands and bountiful treasures.*

It wasn't until thousands had left their crowded, blighted homelands and settled in among the islands that they encountered the **Scourge**...



It began on the solstice.

Haunting *screams* echoed over sandy beaches, and from the death black waves crawled the **undead**.

Terror spread like wildfire.

At first they came in single numbers, but hordes *gestated* and soon settlements were blotted out by a torrent of lifeless, nameless creatures.



Possessed *flesh* of dead sailors, *ghosts* of displaced inhabitants, *skeletal constructs* shrouded in seaweed and muck, and horrible *monsters* born from the unknowable dark places in the world:

They emerged from the sea and consumed all.

The meek had nowhere to flee but to their graves, only to rise again at dusk.

Survivors fortified cities and bolstered strongholds.

Soon after, the effects of **ASH** were discovered. A new status quo was born.

ASH

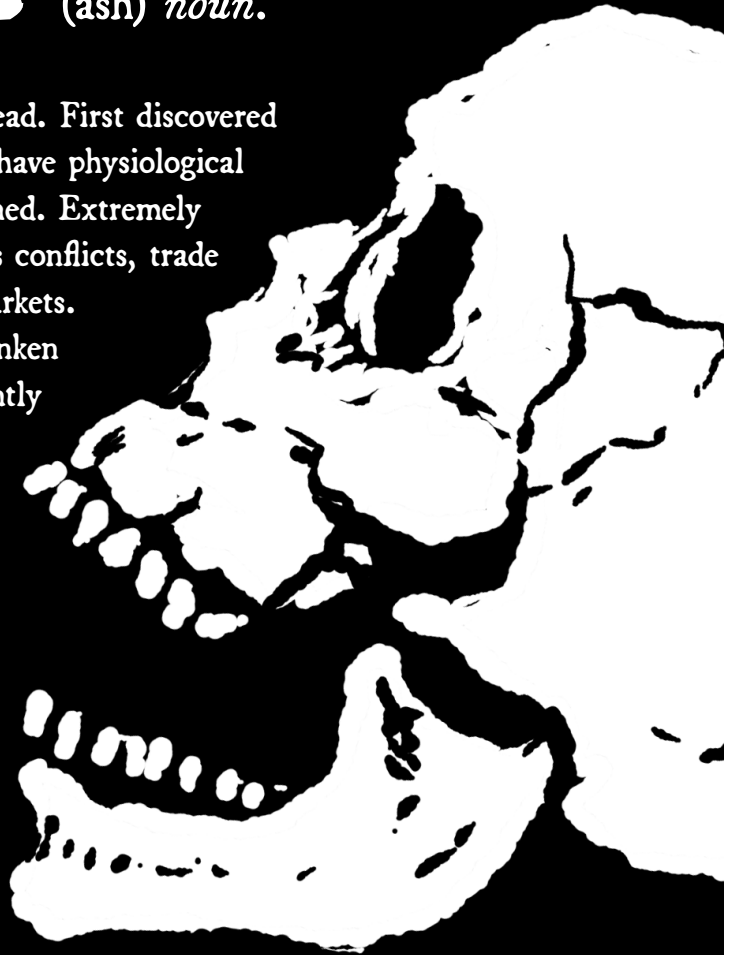
(ăsh) *noun.*

1. The remnants of destroyed undead. First discovered in the *Dark Caribbean*. Known to have physiological & psychedelic effects when consumed. Extremely valuable. Responsible for numerous conflicts, trade disputes, and an influx of black markets. Addicts can be spotted by their sunken eye sockets, darkened lips, and faintly glowing bones.

CURRENT ASH MARKET [2d6]

The standard rate per dose (~5 lbs. or one per skeleton) is 50s. Roll in each new port or each day.

- 2 Buyer's market (can't give it away).
- 3 Flooded: half the rate.
- 4-5 Surplus: lower last rate by 20%.
- 6-8 Holding steady.
- 9-10 In demand: raise rate by 20%.
- 11 Rare: double the last rate.
- 12 Seller's market (name your price).



EFFECTS OF CONSUMING ASH [d20] *Most effects last for 2d6 minutes.*

- 1 *Overdose.* Pass out for d4 rounds. Test Toughness DR12 or instant death.
- 2 Roll a Mystical Mishap (pg. 66).
- 3 Lose d4 HP and become *infected*.
- 4 Permanent -1 to all abilities.
- 5 The world turns gray and lifeless. You no longer see the joy in living. All seems dead.
- 6 Everyone around you appears to be (d4):
1. undead 2. soldiers 3. sea creatures. 4. all 3.
- 7 You think you're an animal (d6, pg. 86).
- 8 One of your limbs (d4) rots away permanently. It is replaced by a ghost limb at sunset.
- 9 You fear the sun and thirst for blood, brains, or both.
- 10 You hear colors, see sounds, and feel taste.
- 11 Gain the effects of tier 3 armor.
- 12 Time slows down. Take 2 actions or attacks each round.
- 13 Attack and defend at -4 DR.
- 14 Gain d12 temporary hit points.
- 15 You can see in the dark. Everything that has ever lived glows neon colors.
- 16 Move double your speed (up to 60/turn).
- 17 +2 to Strength and Agility for 24 hours.
- 18 Mental transcendence. Permanent +1 to Presence.
- 19 You are one with the universe. Permanent +1 to Spirit.
- 20 Roll d10+10 three times (duplicate results have no effect).



When New Providence Island is *Nassau Town*, the ruins of an imperial colony. Now it is barely more than a collection of driftwood shacks and canvas tents. At night, cooking fires litter rum-soaked beaches like drunk fireflies. Here the

Brethren of the Coast

lie in wait for the
call of the sea.



An outcast tribe of rebels, thieves & vagabonds, their lust for riches and debauchery is only surpassed by an unyielding demand for freedom. The long reach of imperialism is a vapid memory that wanes with the crumbling ruins of the island's lone seaside fort. It is a bastion against law, order, and responsibility.

To the south, the piratical outpost on the small island of *Tortuga* has devolved into a cesspool of vagrants and rascallions. *ASH*, the primary commodity, is smuggled, sold, stolen, snorted, smoked, and sequestered. Each night parvenu squander a year's wages on chemical escapism, carnal pleasures, and games of chance in a myriad of taverns, brothels, and *ASH* dens.



Here lies the still-beating, black heart of the

REPUBLIC OF INDONESIA



Empire rots from within. Endless warmongering and blatant imperialism have bled their treasuries dry. All but abandoned by the Crown, the few ports that still fly the *Union Jack* have become obsequious to the Machiavellian

WEST INDIA CO

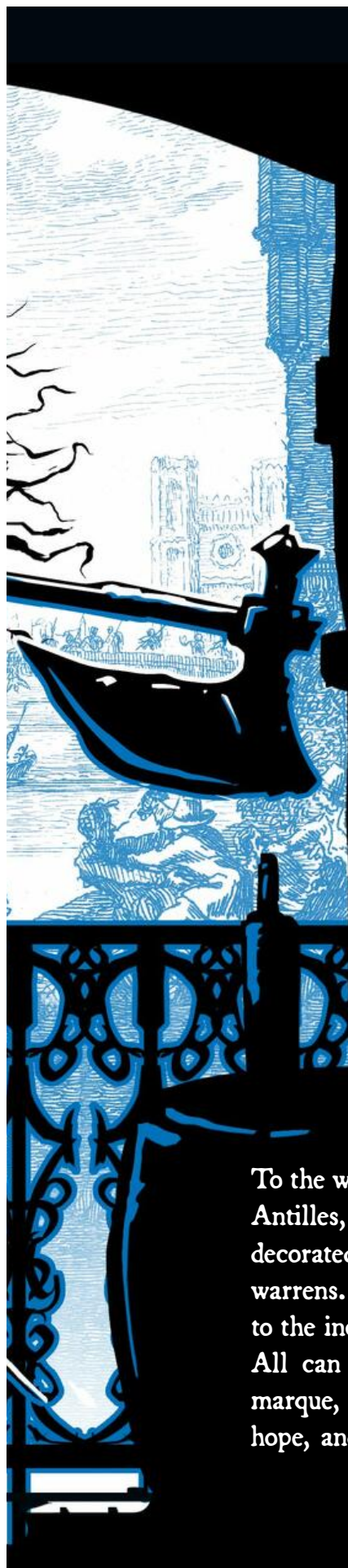
Lord Hamilton,

governor of the *Jamaica* colony, is despondent in the eye of the storm. While his subordinates scramble to rebuild *Port Royal* after a preternatural earthquake, he conscripts a fleet of tenebrous privateers in hopes of avoiding his inevitable ruin.

God save ~~The King~~ ~~US~~ ~~ALL~~



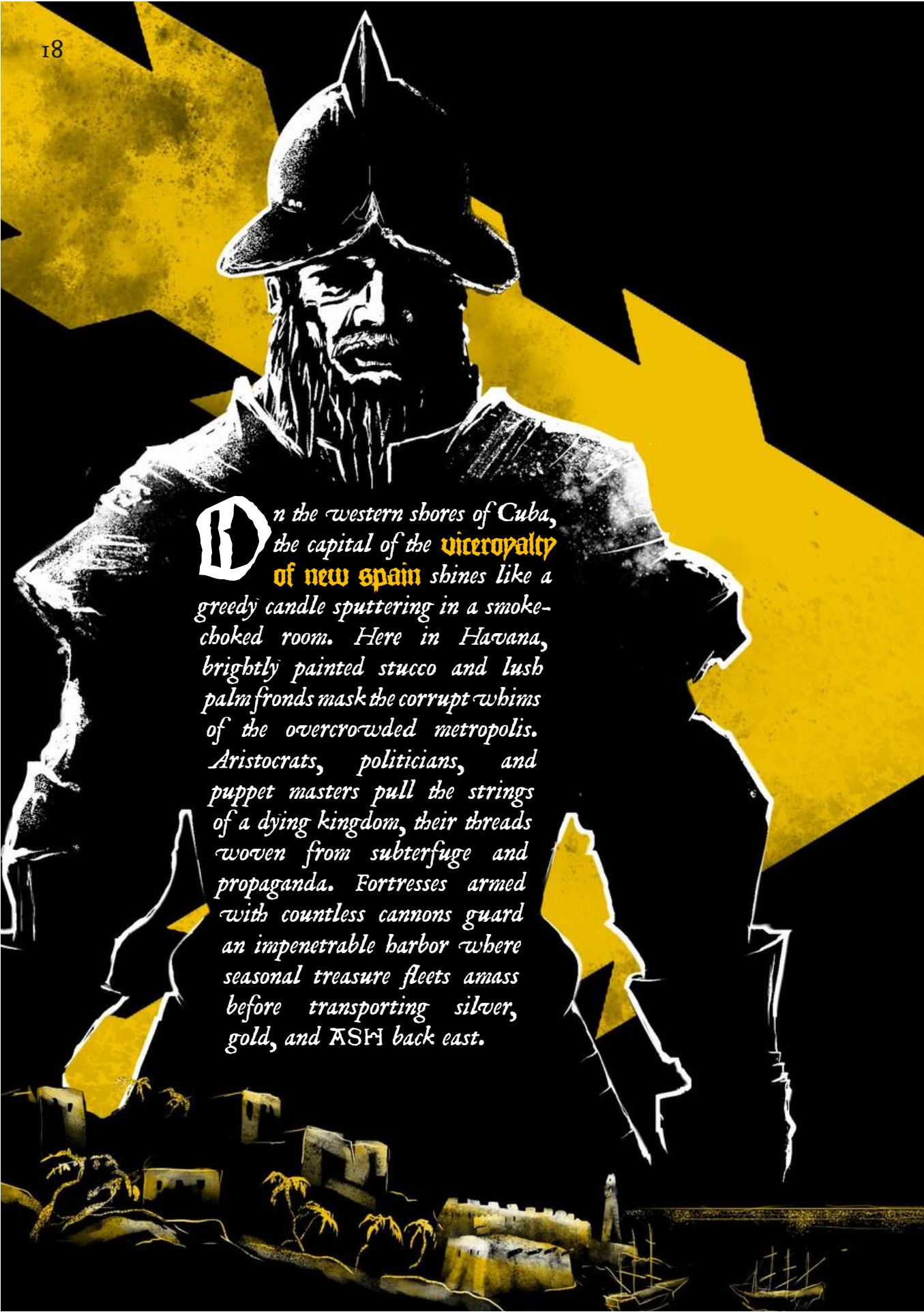






The French Indies

On the western shores of Hispaniola, whispers of revolution gestate in the festering colony of *Petite-Goâve*. Once an ivory tower of the French monarchy, it is now no more than a rotting figurehead, and a clandestine network of spies and assassins flourish in the vacuum left by a preoccupied King. Its harbors overflow with merchant vessels like flies on a carcass, and the bourgeoisie acquiesce to the whims of capitalistic crime syndicates and malevolent cultists.

To the west, among the small wild islands known as The Lesser Antilles, is *Guadeloupe*. An opulent palace and extravagantly decorated forts shadow impoverished slums and crumbling warrens. Here, hedonistic aristocrats turn a blind, drunken eye to the incompetent and bloated military's patriarchal conquests. All can be bought and sold, including munitions, letters of marque, undercover agents, *ASF*, courtesans, scandals, false hope, and sanctuary.



D*n the western shores of Cuba, the capital of the **vicerealty of new spain** shines like a greedy candle sputtering in a smoke-choked room. Here in Havana, brightly painted stucco and lush palm fronds mask the corrupt whims of the overcrowded metropolis. Aristocrats, politicians, and puppet masters pull the strings of a dying kingdom, their threads woven from subterfuge and propaganda. Fortresses armed with countless cannons guard an impenetrable harbor where seasonal treasure fleets amass before transporting silver, gold, and **ASA** back east.*



Across the sea, at the mouth of Lake Maracaibo, **the citadel** towers over the nearby jungle like a mass of razor sharp coral protruding at high tide. Here the **inquisition** weaves its devious web. Their nest: the endless dungeons sunken deep beneath the city. Their prey: countless heretics forced into endless repentance. Sailors flee from the cries of **the banshee** that haunts these waters... but it is only the screams of the damned, and nothing more.



Clandestine cultists with *eldritch* ambitions.

The Wretched.

Their secret society hidden in plain sight amongst sailors and townsfolk.

Each solstice, their prophet

The Sunken One

submerges in briny shallows. He returns with

omens from *The Great Old Ones*, and these new psalms are sanguinated into the only book that ever mattered:

The Necronomicon.


Their altar: *The Abyss*.

Their prayer: for those that once were to return from the depths and commence:


The



End of Days



Far to the WEST, evil wells in the DARK
YUCATÁN. Folktales of cities made of gold and
temples ripe with untapped fortunes taunt the meek
like the befouled carcass taunts the vulture.



The borders reek of rot, yet the jungle calls to those who listen. Like the heretic Cortes, none who have ventured into that execrable labyrinth have returned to tell the tale...



HISTORY OF THE Dark Caribbean

Chronicling the **EVENTS** and **HAPPENINGS** in the islands of the *New World*, and their utter descent into **APOCALYPSE**.

| | 1. <i>The Greater Antilles War</i> | 2. <i>The Rise and Fall of Nassau</i> | 3. <i>The Scourge of the New World</i> | 4. <i>The Ashes of Tortuga</i> | 5. <i>And The Wretched Exalted</i> | 6. <i>Eldritch Tides of Doom</i> |
|-----------|--|---|--|--|---|---|
| Chapter 1 | The Spanish and English are at <i>War!</i> Both are recruiting privateers. They pay in advance. | Port Royal is destroyed in an earthquake. Thousands are killed, more are homeless. | Horrifying screams coming from the sea reported region-wide. No known source. | ASPI , dust left by destroyed undead, is found to have physiological & psychedelic properties. | Religious fanatics take over The Old Stone Church in Havana. An occult influence is speculated. | The climate shifts: skies darken, storms rage, and a foul mist is omnipresent. |
| Chapter 2 | Constant state of <i>war!</i> The battle for the Greater Antilles rages on with no end in sight. | Nassau is sacked. The " <i>Republic of Pirates</i> " is established, the region's first true democracy. | <i>They walk again!</i> The dead rise from the grave & the sea. At first, a few, but hordes soon follow. | A black market develops around the consumption of ASPI . Tortuga becomes the epicenter. | Mysterious ruins discovered on the Yucatan. Scholars mount an expedition. None return alive. | " <i>The Abyss</i> " opens south of Jamaica. Ocean now falls into the darkness of a 6-mile-long fissure. |
| Chapter 3 | A Spanish treasure fleet and hung in gibbet cages. Nations and pirates are on the hunt! | Famous pirates are executed and hung in gibbet cages. Their cursed corpses scream at bystanders. | Undead, now known as " <i>The Scourge</i> ," ravage settlements and ports. State of Emergency declared. | Tortuga devolves from a bastion of buccaneering to a cesspool of thieves and vagrants. Even pirates aren't safe there. | A lone figure emerges from the jungle. His eyes are as black as the abyss. He is <i>terrible</i> to behold. | <i>The Kraken Attacks!</i> Over 500 ships have been lost at sea. Large rewards are offered. None are collected. |
| Chapter 4 | Region-wide cease fire declared as nations deal with tragedy. Hundreds of warships abandoned. | Edward " <i>Blackbeard</i> " Thatch goes on a killing spree. He is slain in a skirmish with the Royal Navy. | Freshly killed fish and livestock animate and writhe at sunset. No ones seems to mind anymore. | Revolution! Citizens take to the streets in Hispaniola. Government is overthrown! | Ships of bone and flesh emerge from the sea. Their skeletal crews terrorize shipping routes. | Ruins of <i>Atlantis</i> rise from the deep in the Devil's Triangle. Humanoid sea creatures attack. |
| Chapter 5 | Derelict ships litter the sea. Salvage prospectors get rich and reset the status quo. | Blackbeard, a sorcerer, returns from the grave with an army of the dead. The living fight back. | A mass exodus of birds and beasts occurs. No wildlife has been seen in weeks. | Thousands flee their for safety. Havana, Jamaica, and Guadeloupe explode in population. | Havana is destroyed in a fire rumored to have started at the Old Stone Church, yet it still stands... | Otherworld monstrosities spew forth from the sea, devouring entire vessels whole. |
| Chapter 6 | The skies shift from smoke-gray to crimson and putrid orange. Sunlight becomes a myth. | Nassau is lost to <i>The Scourge</i> . Any who escaped border on insanity. Fear becomes currency. | <i>All</i> marine life dies & washes ashore. Fishing industry collapses. Widespread famine. | Everyone who has ever used ASPI becomes <i>Scourge</i> . Rum turns to water. Escapism evaporates. | An ominous tempest permanently surges over Cuba. It is now a wasteland. | A maelstrom forms around <i>The Abyss</i> . Earthquakes! Islands crumble into the sea. |

Use this timeline in any way you see fit: as historical records, rumors, plot hooks, current events, tales found in a book... Chapters can be explored from left to right, and story lines progress chronologically from top to bottom. Reveal them in order or roll [d66] for a random event.

END IN ARMAGEDDON. *Cast the book into the sea...*



Perhaps you were once a decent person, but
that was long ago, and in another place.
Now you're a lowlife.

A scoundrel.

A **Pirate.**

Follow these steps
to discover your vile nature.



DEVIL'S LVCK

*(stops bleeding/poison/
infection and heals d6
HP, Presence + 4 uses)*

- [d10]
- 1 snake
 - 2 rat
 - 3 lizard
 - 4 monkey
 - 5 parrot
 - 6 cat
 - 7 dog
 - 8 hawk
 - 9 hermit crab
 - 10 fish in a jar

- [d10]
- 1 concertina
 - 2 drum
 - 3 flute
 - 4 fiddle
 - 5 banjo
 - 6 horn
 - 7 hurdy-gurdy
 - 8 guitar
 - 9 mandolin
 - 10 voice of an angel

ABILITY SCORES

Roll 3d6 and use the table below to generate each ability score from -3 to +3. Your class alters your modifiers. Alternatively, landlubbers (PCs with no class) can roll 4d6 and drop the lowest result. The sum is not used in the game once the character is created, only the modifier.

Abilities can never exceed -3 or +6.

MODIFIERS

| 3-4 | 5-6 | 7-8 | 9-12 | 13-14 | 15-16 | 17-18 |
|-----|-----|-----|------|-------|-------|-------|
| -3 | -2 | -1 | ±0 | +1 | +2 | +3 |

ABILITIES

STRENGTH

Crush, lift, strike, grapple.

AGILITY

Defend, balance, swim, flee.

PRESENCE

Smarts, ranged weapons, perceive, charm.

TOUGHNESS

Drink grog, hold breath, survive falling.

SPIRIT

Willpower, using relics, casting rituals.

TESTS

Tests are made against a Difficulty Rating (DR).

To succeed, roll d20 ± your ability with a result equal to or greater than the DR.

Creatures don't use abilities, they just roll a d20 against DR.

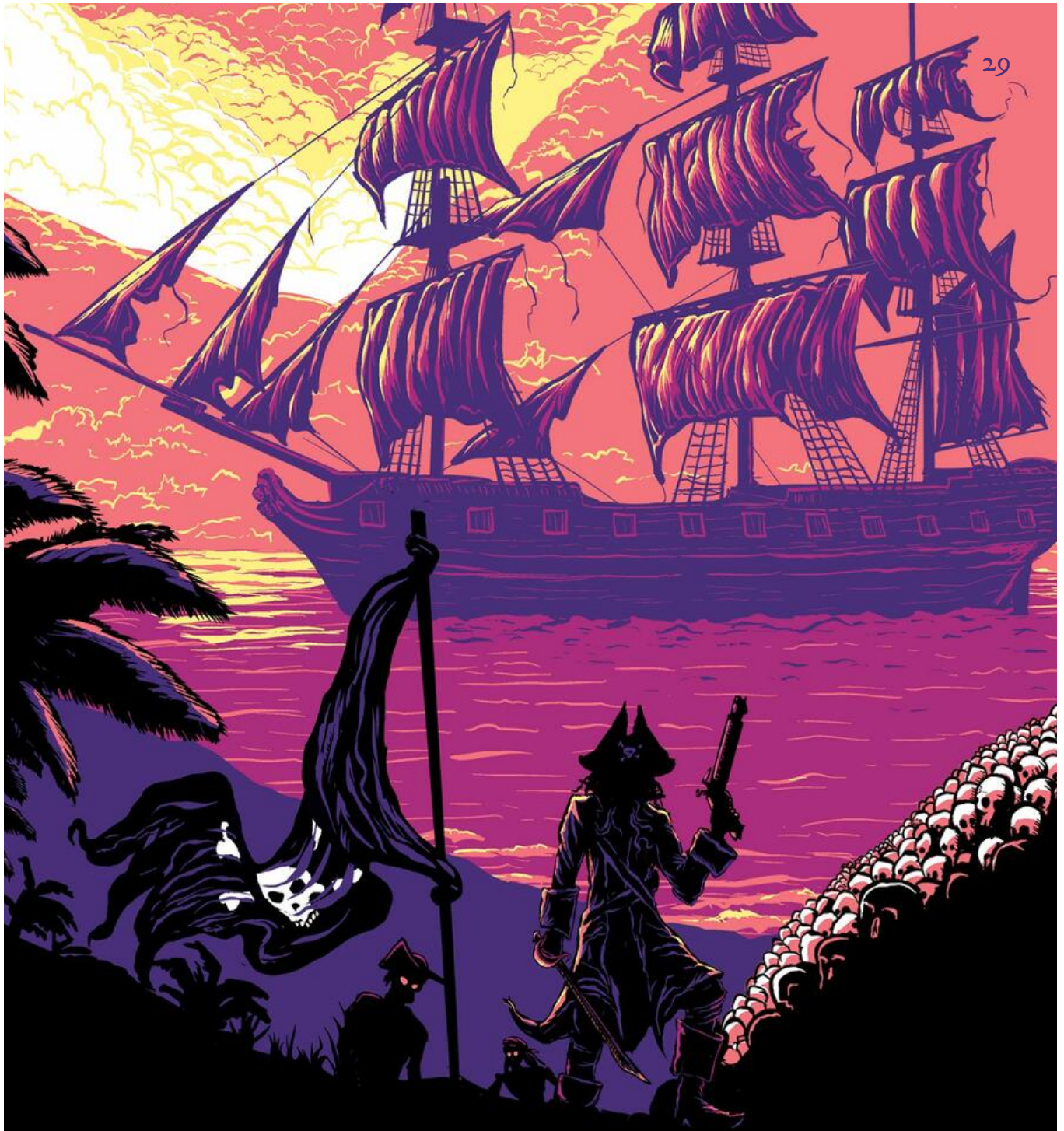
DIFFICULTY RATINGS [DR]

| | |
|----|-------------------------------------|
| 6 | easy, even for a landlubber |
| 8 | routine, but some chance of failure |
| 10 | pretty simple, but not too simple |
| 12 | normal |
| 14 | difficult |
| 16 | really hard |
| 18 | nigh impossible |

Examples: pick the jail lock DR14, climb the rigging DR12, lift the broken mast DR16.

HOLDING YOUR BREATH

You can hold your breath for 1 + Toughness minutes (minimum 1 minute), and half that when under physical duress (minimum 30 seconds swimming fast, combat, lifting). After that, test Toughness DR12 each round (increase the DR by 2 each round) or lose 1 HP. You drown at 0 HP.



CARRYING CAPACITY

You can carry $8 + \text{Strength}$ *normal-sized* items without a problem. After that, testing Strength and Agility DR increases by 2 (from 12 to 14, etc.). It is impossible to carry more than double $8 + \text{Strength}$.

Normal-sized: cargo nets, muskets, shovels. NOT cannons, sea chests, oars, corpses.

Violence

Players roll to attack and defend.
Enemies don't roll dice in combat.

INITIATIVE [d6]

1-3 enemies go first
4-6 PCs go first

Individual initiative (if needed):
AGILITY + d6

CRITICAL [natural 20]

ATTACK: Deal double damage, then armor/protection is reduced one tier.

DEFENSE: PC can make an immediate free attack.

FUMBLE [natural 1]

ATTACK: The weapon breaks or is lost.

DEFENSE: PC takes double damage, then their armor is reduced one tier.

FUMBLE A BLACK POWDER

WEAPON ATTACK [d6]

1-2 **BACKFIRE.** Take d2 damage.
3-4 **BROKEN.** Weapon is broken.
5-6 **BOTH.**

ARMOR

When you take damage, roll your Armor Die and subtract that from the total damage.

TIERS:

| | |
|--------|-----|
| tier 3 | -d6 |
| tier 2 | -d4 |
| tier 1 | -d2 |
| tier 0 | -0 |

When armor is damaged (i.e., from a fumble), penalties to Strength and Agility tests still persist (see pg. 52).

Armor reduced below 1st tier is ruined and cannot be repaired. For armor repair costs, see pg. 53.

MELEE

Test STRENGTH DR12

RANGED

Test PRESENCE DR12

DEFENSE

Test AGILITY DR12

If you fail the enemy hits you.
Enemies attack once per round unless noted otherwise.



Rounds

Combat rounds are 6 seconds, enough time to make an attack, run across the deck of a ship, use Relic, or complete a Ritual.

Movement

Most creatures can travel 30' (or six 5-foot squares) a round. Difficult terrain or swimming: half speed.

Rest

- ☠ *Short rest* (about 10 minutes): recover d4 HP.
- ☠ *Long rest* (overnight): recover d8 HP.
- ☠ *No food or drink*: restore 0 HP. After two days of starving: lose d4 HP per day.
- ☠ *Infected/sick/bleeding/poisoned*: lose d6 HP every morning (instead of recovering).

[2d6] Reaction

When meeting creatures whose reaction is uncertain:

| | |
|-------|----------------------|
| 2-3 | bloodthirsty |
| 4-6 | angered or alarmed |
| 7-8 | indifferent, neutral |
| 9-10 | almost friendly |
| 11-12 | helpful |

[2d6] Morale

Most enemies will not fight to the death.

Roll 2d6 for morale if:

- ☠ The leader is killed.
- ☠ Half of the group is eliminated.
- ☠ A single enemy has only 1/3 of its HP left. If you roll greater than the creature's Morale value it is demoralized. Roll d6 to see if the enemy (1-3) flees or (4-6) surrenders.



Hit Points [HP]

Reference your class for starting HP, or if you are a Landlubber (you have no class) begin with Toughness + d10.

You never start with less than 1 HP.

Zero HP

If you are reduced to 0 HP, you are *Broken*.

BROKEN [d6]

- 1 Instant death*.
- 2 *Hemorrhage*: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 3 *Brain injury*: You awake in 1 hour with a -3 to Presence for d8 days.
- 4 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 5 Fall unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- 6 Fall unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

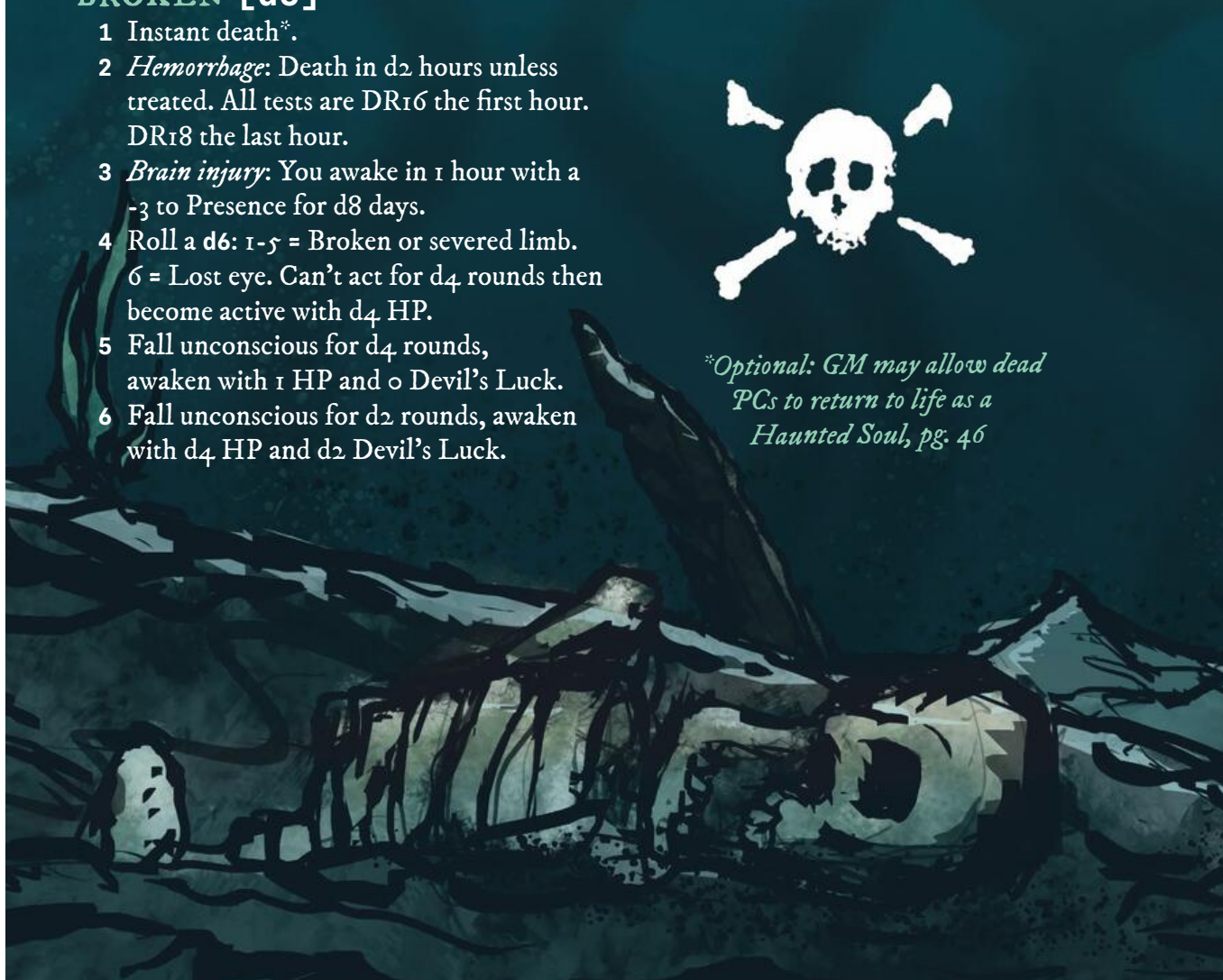
Negative HP

If you are reduced to less than 0 HP: you are *Dead** (skip being *Broken*).

Down to Davy Jones' Locker with ye!



**Optional: GM may allow dead PCs to return to life as a Haunted Soul, pg. 46*



Gaining Experience

The game master decides when a character should be improved. It might be after: taking a prize, raiding a port, dividing the plunder, burying treasure, or exploring a temple. When this happens, do these things:

1. ABILITY CHANGES

Roll a **d6** against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6.

Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by 1 unless the d6 result is 1, in which case the ability is then reduced by 1, but never below -3.

2. MORE HP

Increase your *maximum* HP by **d6**.

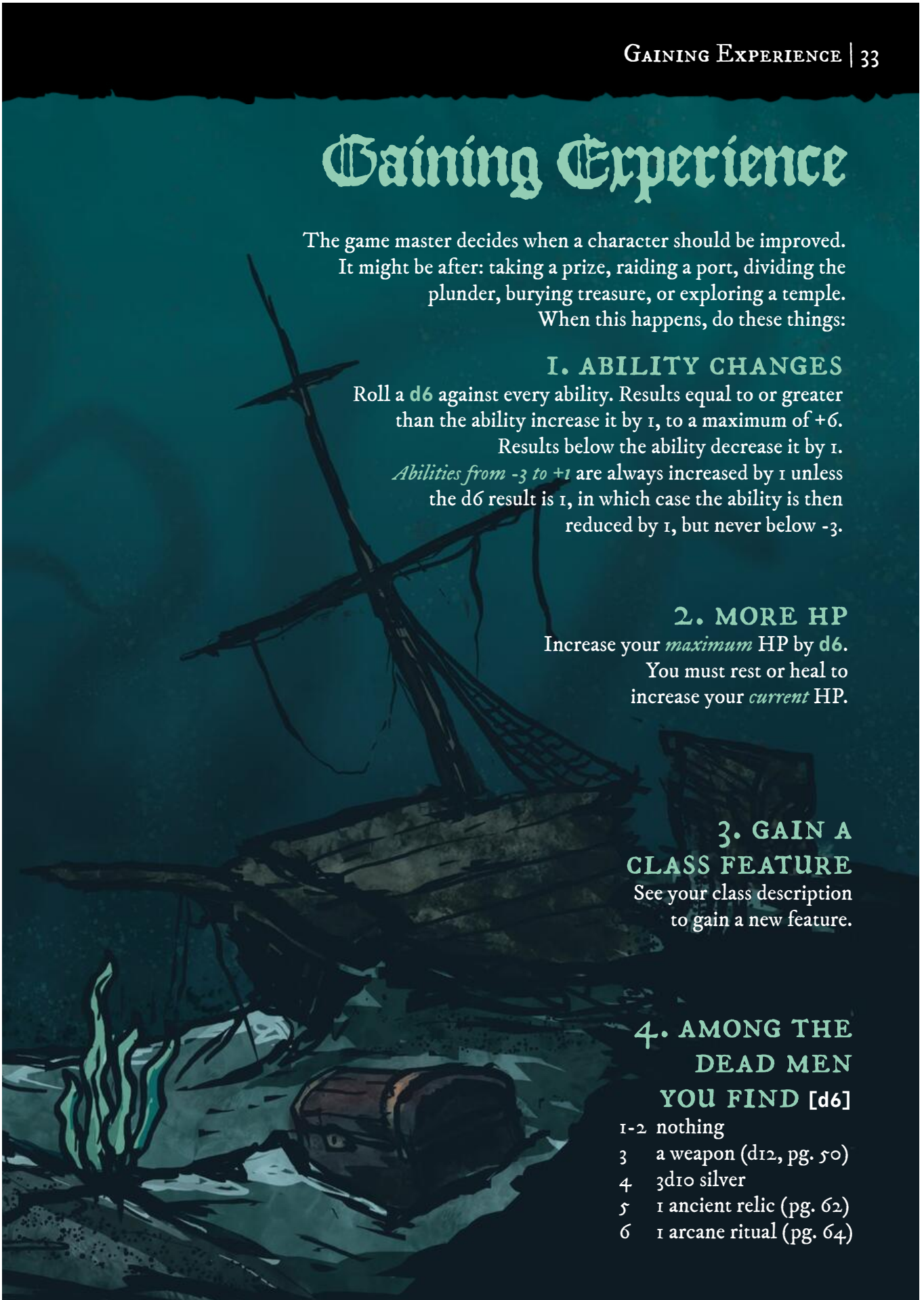
You must rest or heal to increase your *current* HP.

3. GAIN A CLASS FEATURE

See your class description to gain a new feature.

4. AMONG THE DEAD MEN YOU FIND [d6]

- 1-2 nothing
- 3 a weapon (d12, pg. 50)
- 4 3d10 silver
- 5 1 ancient relic (pg. 62)
- 6 1 arcane ritual (pg. 64)



I. Brute



A tough melee combatant
prone to fits of **RAGE**

When you're not bashing, smashing, slashing, or crashing, you're... well, that's all you really know how to do. You can't use Arcane Rituals, but your muscles are basically "magic."

ABILITIES *Strength +1, Toughness +1, Presence -1, Spirit -1.*
HP: *Toughness + d12.* **BEGINS WITH** *d2 Devil's Luck, pg. 54.*
 Roll for clothing [d10] and a hat [d12], pg. 52.

Starting Feature

You begin with a trusted weapon (d6). It will never break, but you drop it on a Fumble. It is DR -2 to attack. What is its name?

1. **BRASS ANCHOR.** Requires 2 hands, d8 damage, and target's armor is reduced by one tier (-d2) during the attack.
2. **WHALING HARPOON.** d8 damage, can be thrown by testing AGILITY DR10.
3. **MEAT CLEAVER.** Caked in layers of dried blood. d4 damage, and on a damage roll of 1 it spreads a disease from one of its prior victims: the target loses d6 HP at the start of its next two turns.
4. **PART OF A BROKEN MAST.** It has a rusted nail protruding from one end. d8 damage, plus an extra d6 on a critical hit.
5. **RUNIC MACHETE.** d6 damage. Great for chopping down vines and fopdoodles. It glows in the dark if there are undead nearby.
6. **ROTTEN CARGO NET.** Test AGILITY DR12 to throw it at something and stop it from moving for d2 rounds. Trapped targets take d2 damage/round.

Getting Better

Every time you gain experience, gain one of the following (d6). Reroll repeats.

1. **LIAR'S DICE.** A small bag of 5d6. Roll them at the start of combat. If the total is even, -2 DR for melee attacks, but defend with +2 DR.
2. **BOOMSTICK.** Listen up. You find a top-of-the-line blunderbuss. You got that?
"BOOMSTICK" BLUNDERBUSS
 DR8 to hit & d10 damage when in melee range, otherwise DR12 and d4.
3. **BLOOD FRENZY.** +2 to damage rolls for each enemy you've killed so far this battle. Resets/ends after 10 rounds (1 minute) of no death.
4. **TAVERN BOXER.** Your fists deal 2d4 and ignore Fumbles.
5. **THICK SKINNED.** You count as wearing light armor even when you aren't (tier 1, -d2).
6. **GROG BREATH.** When in melee range, belch to stun an opponent for 1 round. Limit once an hour unless you drink more grog.



Rapscallion

A sneaky, cutthroat scallywag good at backstabbing, breaking & entering, stealing, cheating, and escaping. Found in taverns, shadows, and shallow graves. *You will need a deck of playing cards...*

Abilities: +2 to *Agility*, -1 to *Strength*, -1 *Toughness*.

HP: Toughness + d8. **Begins with:** d2 Devil's Luck (pg. 54)

Roll **d6** for a starting weapon (pg. 50), **d6** for clothing (pg. 52), and **d10** for a hat (pg. 52).

Roll **d6** for a specialty when you begin and when you gain experience.

Back Stabber

If you attack by surprise (from hiding, distracted enemy, etc.) lower the attack DR by 2 and deal d2 extra damage.

If taken again, draw a card.

Black: Lower DR by 1 more.

Red: Increase damage die 1d2>d4>d6>d8.

Joker: Both.

Burglar

You begin with lock picks.

Pickpocket, disarm an enemy, or disable a trap:

-4 to DR.

If taken again: additional -2 to DR.

Rope Monkey

You're as nimble in the rigging as you are on the deck. If you attack after swinging, jumping, or making an acrobatic maneuver, test *AGILITY* DR10 to automatically hit and deal +2 damage.

If taken again: increase extra damage by +1.



Drinking Grog & Rum

Test Toughness DR8 + [number of drinks in the last hour] to heal d4 HP. Fail and you vomit for d2 rounds.

Agility is -1 for each drink (lasts one hour per drink).

JOKER TABLE [d20]
1. The Devil comes for your soul. You are sucked into a fiery portal. This is the end of your story.
2-9. Lose all of your remaining Luck points.



10-19. Regain 2 Luck points.
20. Gain 4 Luck points (to a max of 4).

Sneaky Bastard

When striking from the shadows or while sneaking, test Agility DR12. On a success you automatically deal a critical hit.

If taken again: -2 to DR.

Lucky Devil

Whenever you use the Devil's Luck, draw a card:

9+: Regain 1 Luck. Joker: Roll on the JOKER TABLE.

If taken again: Lower the card number needed to regain Luck by 1.

Grog Brewer

Each day you can brew d4 servings of potent grog. You can soak melee weapons in it to use as a poison.

Grog in a wound: Test TOUGHNESS DR14 or -d6 HP.

If taken again, draw a card:
Black: +2 to DR.

Red: Increase damage die [d6>d8>d10>d12].
Joker: Both.



3.

HP: TOUGHNESS+d8. Devil's Luck d2.

Buccaneer

Skilled trackers and survivalists. Expert sharpshooters, especially with muskets & rifles: reloading black powder weapons takes you 1 round instead of 2. You start with a **MUSKET AND 10 + PRESENCE ROUNDS OF SHOT**. When you begin, and when you gain experience, roll d6 for a feature. Each can be taken twice (reroll if rolled three times).

1. TREASURE HUNTER

Ability tests related to mapping, navigating, treasure hunting, finding & disarming traps, and tracking prey are -3 DR.

If taken again: -6 DR.

2. CRACK SHOT

All ranged attacks are -2 DR.

If taken again: -4 DR.

3. FIX BAYONETS!

You now have a bayonet (d4).

You can attack with it on the same turn you reload.

If taken again: d6 damage instead.

4. FOCUSED AIM

Attacks against enemies you have already shot at during this combat are -4 DR to hit.

If taken again: the attack also deals d4 extra damage.

5. BUCCAN COOK

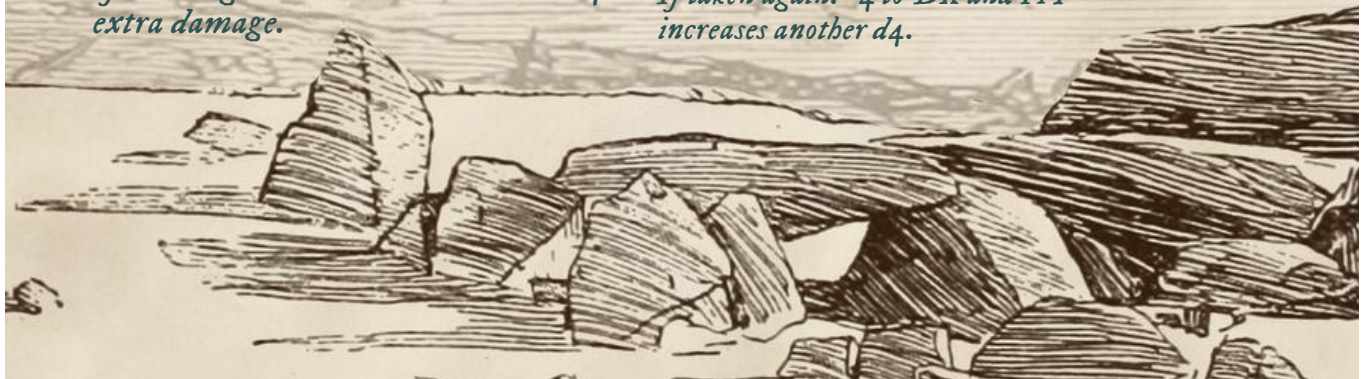
Months of island life have taught you the art of cooking meats over the buccan fire. You start with d8 rations of exquisite smoked meat. Eating it immediately recovers d4 HP, and you can make d4 more rations from any edible animal you kill.

If taken again: recovers d6 instead.

6. SURVIVALIST

Your body has developed into a finely tuned machine for existing in the wild. Gain +1 TOUGHNESS. You cannot become infected, sick, or poisoned, and your maximum HP increases by d4.

If taken again: -4 to DR and HP increases another d4.



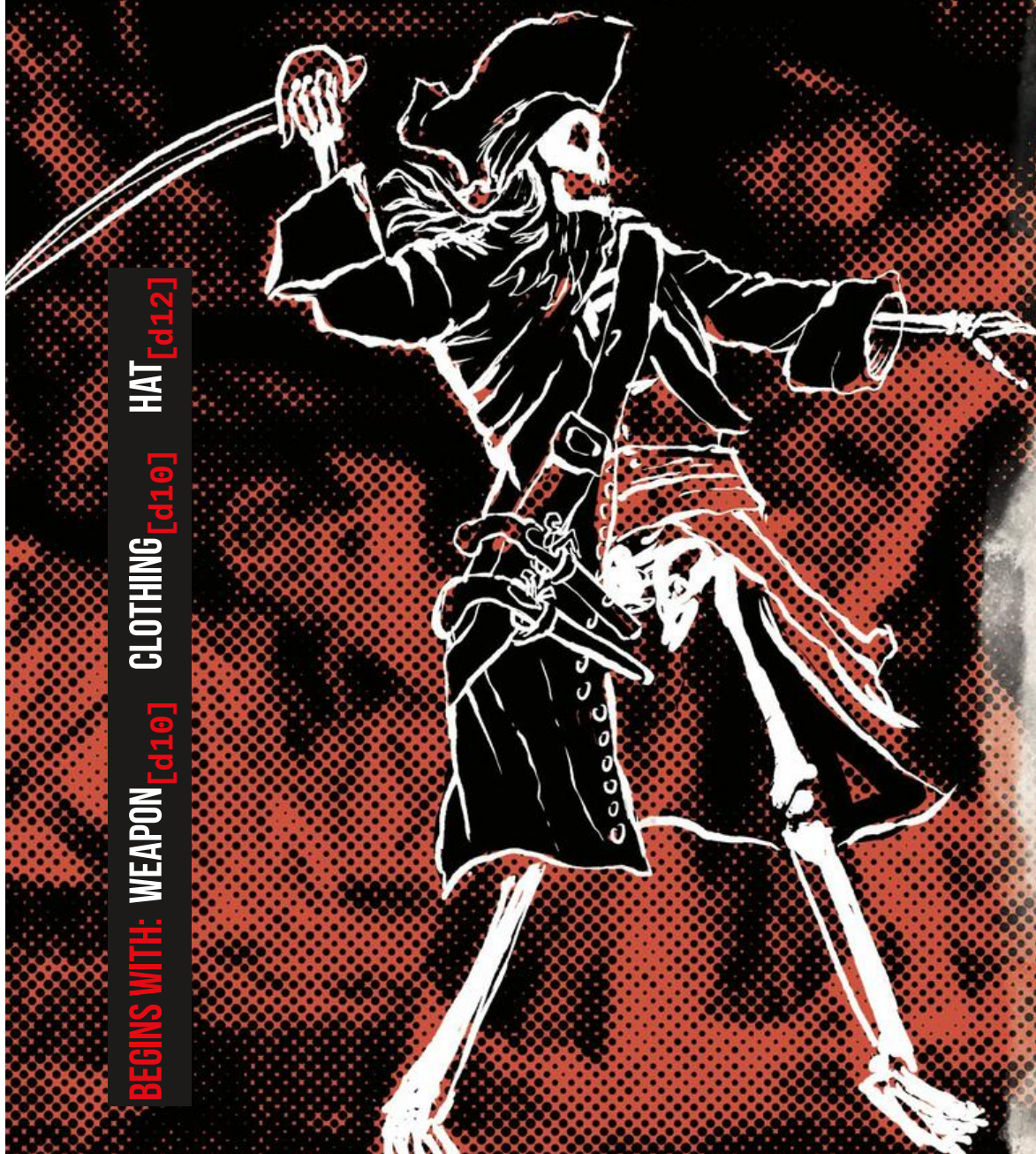
Abilities: **+2** to PRESENCE, **-1** to AGILITY, **-1** to SPIRIT.
Clothing: **dt0**, Hat: **dt2** (pg. 52)



IV. Swashbuckler

HP: [Toughness+d10] BEGINS WITH **d2** DEVIL'S LUCK.

BEGINS WITH: WEAPON [c10] CLOTHING [d10] HAT [d12]



a brash Fighter with Bravado

& Swagger



Abilities

+1 to Strength, +1 to Agility,
-1 to Presence, -1 to Spirit.

YOU BEGIN with one of the following fighting styles (d6):

1. *Ostentatious Fencer*

Your melee Attack/Defense is DR10 when wielding a rapier or cutlass. When dueling one-on-one, you deal +1 damage.

2. *Flintlock Fanatic*

You can attack with up to three pistols on your turn (if you have them). Reloading one pistol only takes you one round.

3. *Scurvy Scallywag*

You don't fight fair. -2 DR when attacking an enemy that has already been attacked this turn.

4. *Inspiring Leader*

Once each combat, roll a d4. Each of your allies may add or subtract that value from any one roll during this combat.

5. *Knife Knave*

You start with 2 knives, and when attacking with them you can make two attacks a turn. They are DR10 to hit, and if the first attack hits, the 2nd is an auto-hit.

6. *Black Powder Poet*

You start with explosives. Roll d4 times on the *Bombs* table (pg. 53). Your DR is -2 when throwing bombs.

EACH TIME YOU GAIN EXPERIENCE, gain one of the following (d6, reroll if already taken):

1. *Shakespeare of Insults*

Your tongue is as quick as your blade. Add +1 to all your damage rolls.

2. *Military Mastermind*

Your experience in combat makes you and your allies a deadly threat. When combat starts, test PRESENCE DR10 to take a surprise attack round against the enemy or prevent them from surprising you.

3. *Sword Master*

You have mastered the art of swordplay. -2 to DR when attacking with a sword.

4. *Intimidating Presence*

Your stature strikes fear in the hearts and minds of your enemies. Enemies close to you suffer -2 Morale.

5. *Dazzling Acrobatics*

Fancy footwork, superior upper body strength, and a dash of style give you the edge in a fight. Your AGILITY is +2 when defending.

6. *Calculating Cutthroat*

You critical hit on natural dice rolls of 19 and 20 (when attack & defending).



Zealot. A clergy member, cultist, shaman, or believer.

Abilities: +2 TO SPIRIT, -1 TO AGILITY, -1 TO TOUGHNESS

HP: TOUGHNESS + D8.

Thou shalt begin with D4 DEVIL'S LUCK.

Roll for a weapon D8, PG. 50 **and thy cloth** D8, PG. 52.

Thou may use ancient relics and arcane rituals whilst wearing medium armor (tier 2 or lower).

PRAYERS

When thou doth begin, and every time thou doth improve, learn a single random prayer (d10, duplicates shalt be rerolled). Thou may use prayers d2+Spirit times a day (reroll when dawn breaks). It cosumes thy action to pray, but doth not require a roll or test.

I. HEAL

Heal thyself or another for d8 HP.

II. CURSE

Test Spirit DR₁₀: deal d8 + Spirit damage to an enemy that thou *cannot* see. DR8 if it has already been hurt in this fight.

III. DEATH WARD

Touch the corpse of one who hath just died and test Spirit DR₁₀: they return to life with 1 HP. *Crit:* Full HP. *Fumble:* They come back as a zombie and attacketh thee!

IV. CONTROL WEATHER

Test Spirit DR₁₀ to change the direction of the wind. If thou succeedeth by 5 or more, thou can also conjure or repel precipitation. *Crit:* Lightning striketh thine enemy, d12. *Fumble:* Lightning strikes thee for d6.

V. BLESSED GUIDANCE

Thou may add d4 to any roll thee or another player maketh. Use this at any time, including after a roll (does not taketh thy action).

VI. HOLY PROTECTION

Thou or thine ally gets -4 to DRs to defend for one attack. Use this at any time, including after a roll (does not taketh thy action).

VII. DIVINE LIGHT

Bright light radiates from thee for up to d6 x 10 minutes. Enemies that see it are -2 DR to defend against.

VIII. SILENCE

For the next 2d6 x 10 minutes, everything within 25' of thee maketh no sound. The effect only ends when the time doth expire.

IX. SANCTUARY

All thy brethren in sight heal d4 HP.

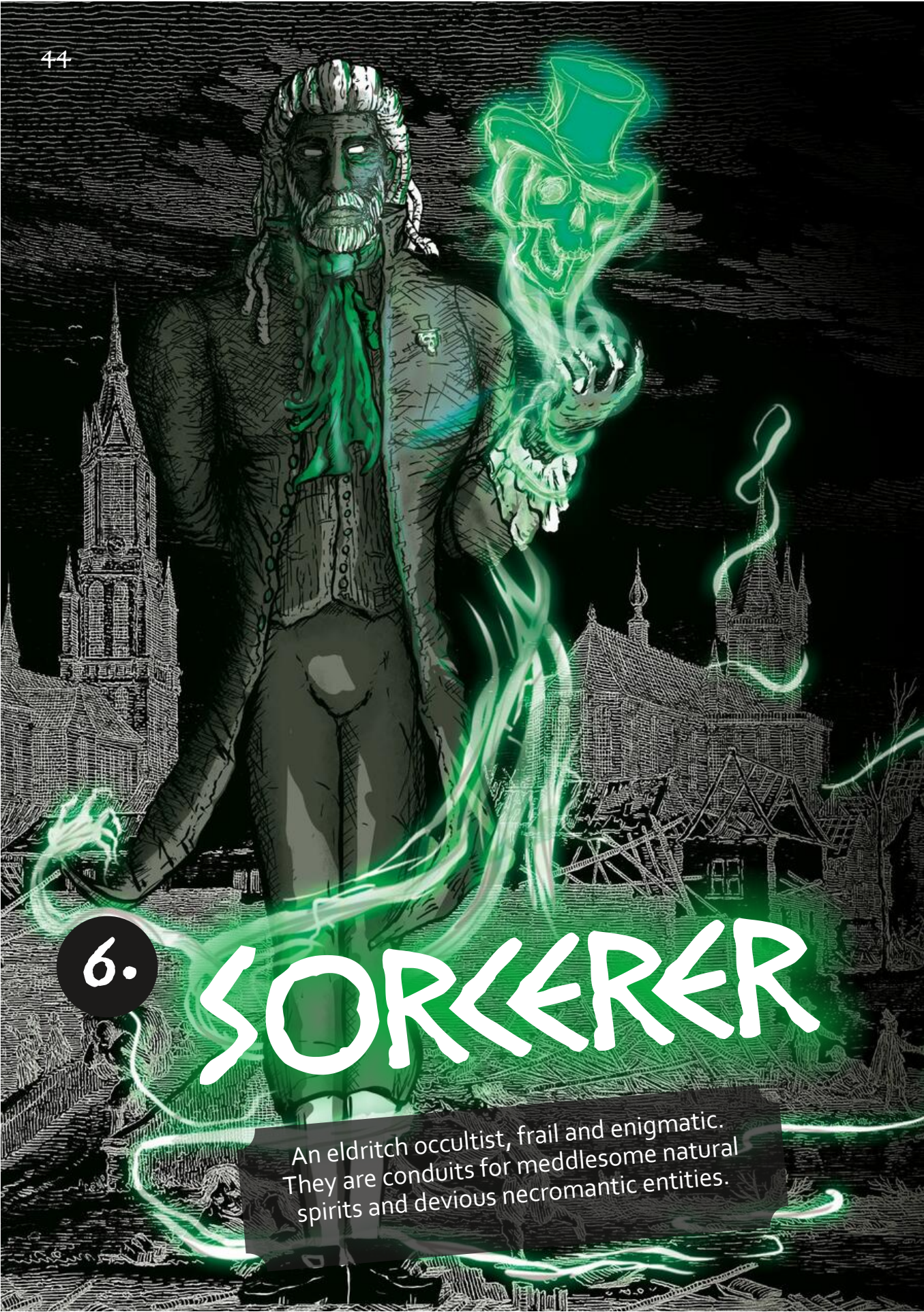
X. COMMUNE

Test Spirit DR8: Asketh thy deity a singular "yay" or "nay" query. Thy response may be "unclear" or thou may receiveth no answer.

Whom dost thou serve? [d8] I. THE ONE TRUE GOD
II. MOTHER NATURE III. THE ANCIENT GODS



IV. CHAOS V. THE DEEP 666. THE DARK ONE
VII. THE CHURCH VIII. THE GREAT OLD ONE



6.

SORCERER

An eldritch occultist, frail and enigmatic. They are conduits for meddling natural spirits and devious necromantic entities.

Drawing your power from supernatural spirits & ghosts, you are weak in body but strong with the old magic of the world. You can use ancient relics and arcane rituals when wearing medium armor, but never while near cold iron or while holding metal.

ABILITIES: SPIRIT + 2, STRENGTH - 1, TOUGHNESS - 1.
HP: TOUGHNESS + D8. BEGINS WITH D4 DEVIL'S LUCK.

Starting Weapon: wooden knife or belying pin. Roll d6 on the clothing table (pg. 52).

You begin with a rank one SPELL [d6]. When you gain experience, roll again, increasing your rank if you roll a spell you already have. You can cast d2+SPIRIT number of spells each day, resetting at sunset. They take your action to cast, but do not require a roll or test.

1. DEAD HEAD

You summon a flying, ghostly skull. You may spend your action and test SPIRIT DR12 to have it deal damage to 1 target. It disappears after 1 minute or if it deals any damage. Fumble: it attacks you. It ignores armor and deals:

I. 2d4 II. 2d6 III. 2d8

2. SPIRITUAL POSSESSION

One random creature is possessed by a spirit or ghost. Ally: -2 DR to attack and defense. Enemy: -2 DR to attack or defend against it. Any Fumbles related to this creature cause the spirit to leave, stunning the host for 1 round.

*I. Lasts for d2 rounds II. d4
 III. Until combat ends*

3. PROTECTION

You summon a ghost or spirit to watch over the souls of you and your allies. Everyone who is protected gets -d2 protection for one hour as if wearing extra armor (does not affect penalties to Strength and Agility, not affected by Fumbles).

I. 1 soul II. 2 souls III. 3 souls

4. CLAIRVOYANCE

Ask the spirits a question about an adjacent room or area, though their answer may be a lie. Test SPIRIT to know if they are telling the truth.

I. DR12 II. DR10 III. DR8

5. NECRO-SLEEP

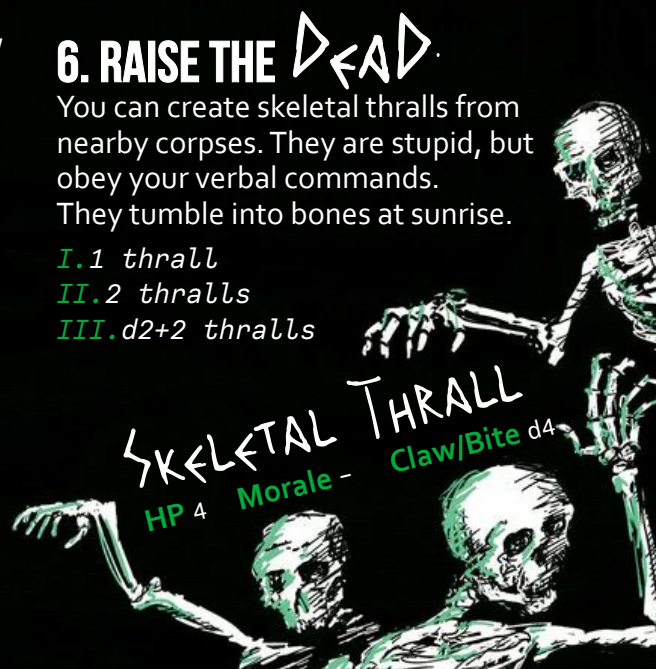
A living creature *appears* to fall over dead, but when they awake they remember *everything*. Test SPIRIT DR12 to see if it falls "dead" asleep for:

I. d2 rounds II. d6 rounds III. d8 hours

6. RAISE THE DEAD.

You can create skeletal thralls from nearby corpses. They are stupid, but obey your verbal commands. They tumble into bones at sunrise.

*I. 1 thrall
 II. 2 thralls
 III. d2+2 thralls*



7. Haunted Soul

*A possessed, infected, cursed, troubled,
or undead individual.*

Roll a **D6** to learn your ailment, then roll a
D6 to gain an additional class.

1. Ghost

You are a lost soul from beyond the grave inhabiting the body of another.

Once per night, you can apparate and terrify a target with your ghostly visage: test **SPiRiT DR14** to deal **d12** damage.

If you are reduced to **1** HP or are somehow exorcised from your vessel, you become incorporeal and must find a new host in **d12** hours or dissipate into the void.

Possessing a new target: test **SPiRiT DR16** (limit one attempt per target).

2. Conduit

Restless spirits often use you to communicate with the corporeal world.

Every day at dawn, roll for a random Arcane Ritual (pg. 64). You can use that ritual once without testing **SPiRiT**, after which the spirits leave your body.

If you do not cast the Ritual by dawn you lose **d2** HP.

3. Eldritch Mind

Something dark and terrible wells underneath your conscious thoughts. You are drawn to The Deep and are prone to nightmarish visions of antediluvian horrors.

Every time combat starts, test **PRESENCE DR12** to attempt to control your evil thoughts.

Fail: They are coming! You panic. Your attacks are **+4** DR to hit, but you may make **2** a turn.

Pass: You harness the fear. Attacks are **-2** DR to hit for this combat.



4. Zombie

You are secretly a zombie.

Your flesh slowly rots and falls from your skin.

You lose dz HP every day that you don't consume human flesh.

Eating a human brain restores 2d6 HP.

As long as your brain is intact, you maintain control of all of your body parts, attached or not.

5. Vampirism

You have been infected by a fiendish creature.

You cannot be healed by resting or other normal means, but drinking fresh animal blood restores dz HP and fresh human blood restores d6 HP.

You can only recover HP from drinking blood once an hour.

You are faster at night (move 40' a turn), but feel hungover in sunlight (-2 to **TOUGHNESS**).

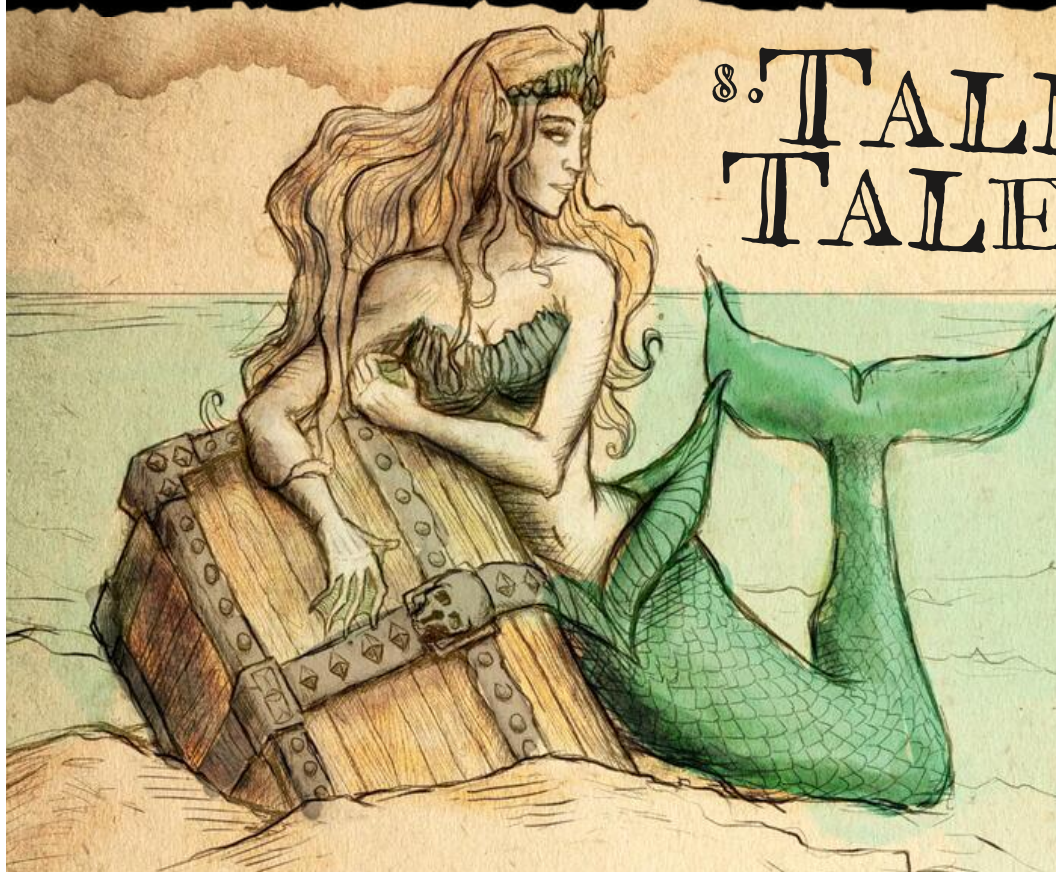
6. Skeleton

You are an undead skeleton reanimated by unknowable dark magic, but somehow possessing free will.

If you are killed, reroll the damage dice that killed you. On a 3 or less, your bones reform and you return to life with 1 HP.

8. TALL TALE

D6



1-2. Merfolk

One of the children of Poseidon, your lower half is fish-like and you have gills. Both can be magically hidden as you masquerade as a human. Lower all DRs by 4 when underwater. You die if you go $1 + \text{TOUGHNESS}$ days without submerging in fresh seawater (minimum 1 day). Roll d6 to gain an additional class.

3-4. Aquatic Mutant

You are the spawn from an abominable union between man and the sea. Roll d8 to discover what creature makes up half of your ancestry, then roll d6 to gain an additional class.

1. *Anglerfish*. See in the dark. Bite: d4.
2. *Crab*. Pincher: d6.
3. *Jellyfish*. Tendril: d2 & Stun 1 round, 10' reach.
4. *Octopus*. Tentacles: 2d4.
5. *Sea Turtle*. Extra -d2 to armor.
6. *Electric Eel*. +1 to Agility. Electric skin: d6.
7. *Shark*. Bite: d8.
8. *The Great Old One*. Learn one random Ritual (pg. 64).



5-6. Sentient Animal

You are a mystically intelligent animal (d6). Maybe you were human once.

When you begin:

- Roll 3d6 for each stat. You get -2 to all of your modifiers except as listed.
- Reroll any backstory details that don't make sense.
- Equipment you can't conceivably carry can be given away or left behind.
- Devil's Luck: d4



1. Foul Fowl

Gain the ability from one random Relic & one random Ritual. When you are killed, the ghosts of a hundred chickens swarm your assailant, ripping their spiritual soul from their flesh.

SPiRiT: +3.
HP: D4+TOUGHNESS.
BEAK PECK: D2.

2. Jaguar

You're a deadly jungle cat.

STRENGTH: +2.
AGILITY: +2.
HP: D8+TOUGHNESS.
BITE/CLAWS: d8.

3. Crocodile

You can swim & hide well in water.

STRENGTH: +3.
TOUGHNESS: +1.
HP: D10+TOUGHNESS.
BITE: d10.

4. Bilge Rat

You are a filthy rodent.

AGILITY: +3.
TOUGHNESS: +2.
HP: D2+TOUGHNESS.
DISEASED BITE: d2 damage, 1-in-6 chance the target dies in d4 rounds from whatever disease you are carrying.

5. Lucky Parrot

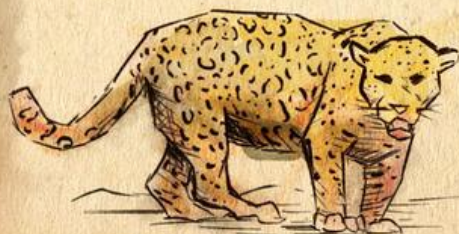
A colorful, talking, flying bird. Roll d6 for Devil's Luck points each day.


AGILITY: +1.
PRESENCE: +2.
HP: D2+TOUGHNESS.
BEAK PECK: D4.

6. Clever Monkey

You're an excellent climber. Roll d10 for a starting weapon, pg. 50.

STRENGTH: -1.
AGILITY: +2.
PRESENCE: +0.
HP: D6+TOUGHNESS.
BITE: d4.





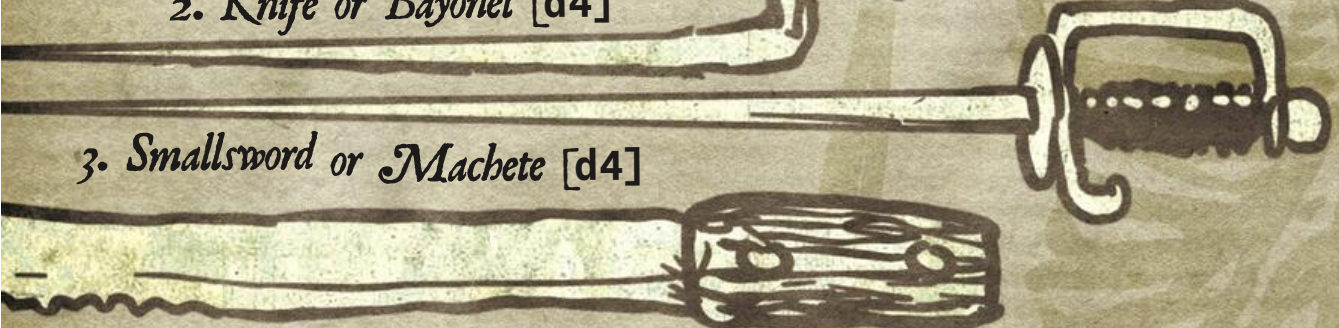
1. *Marlinspike or Belaying Pin* [d4]

A long, thin, pointed metal spike with a simple, cylindrical handle.



2. *Knife or Bayonet* [d4]

A folding knife with a textured handle and a single blade extended.



3. *Smallsword or Machete* [d4]



A long, straight blade with a curved hilt and a textured grip.



7. *Flintlock Pistol*

A single-handed pistol with a curved grip and a flintlock mechanism.

[2d4, reload 2 actions, range 30',
ammo: 10 + Presence rounds of shot]



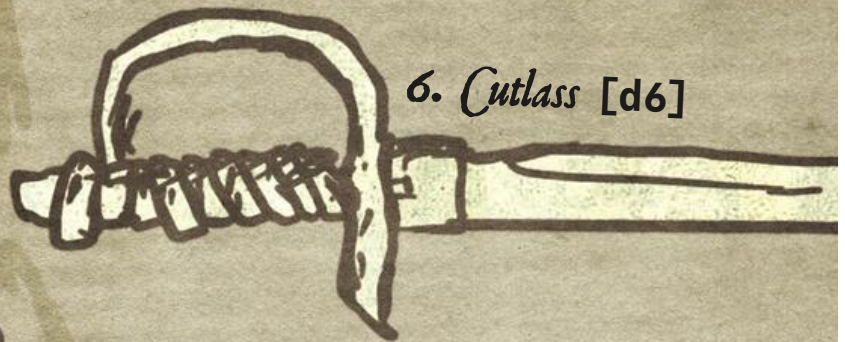
A cut-throat razor with a curved blade and a handle.



4. *Cat O' Nine Tails*
[d4, 10' reach]



5. *Boarding Axe* [d6]



6. *Cutlass* [d6]



8. *Finely Crafted Rapier* [d8]

9. *Boarding Pike* [d10, 10' reach]

10. *Musket* [2d6, reload 2 actions, range 150',
ammo: 10 + Presence rounds of shot]



CLOTHING & ARMOR [d10]

Pirates and sailors almost *never* wear armor or use shields: *Metal isn't bulletproof—black powder weapons ignore armor*—and getting around a ship while wearing it will get you snagged, thrown overboard, and probably drowned. Hats & clothing do not count towards your carrying capacity.

Check your class for your starting clothing die. Landlubbers roll a **d10**.

| | | | |
|-----|---------------------------|------|--|
| 1-2 | rags | - | tier 0 |
| 3-4 | common clothes | 2s | tier 0 |
| 5 | old uniform | 8s | tier 0 |
| 6 | fancy clothes | 250s | tier 0. You look amazing. |
| 7 | leather armor | 20s | tier 1: -d2 damage |
| 8 | hide armor | 25s | tier 1: -d2 damage |
| 9 | chain shirt | 100s | tier 2: -d4 damage DR +2 on AGILITY tests including defense |
| 10 | conquistador plate | 200s | tier 3: -d6 damage DR +4 on AGILITY tests, defense is DR +2. You'll most likely sink and drown in water. |

Relics and Arcane Rituals never work when wielding tier 2 or 3 armor or cold iron.

Check your class for your starting hat. Landlubbers roll a **d12**.

HATS [d12]

| | | | | | |
|-----|----------------|-----|----|--|-----|
| 1-4 | none | - | 11 | metal lined hat | 20s |
| 5 | wig | 8s | | -1 damage. | |
| 6 | bandanna | 2s | 12 | morion | 90s |
| 7 | cavalier | 15s | | (conquistador helmet) | |
| 8 | bicorne | 15s | | -1 damage. You can choose to ignore all damage from one attack but the helmet breaks. | |
| 9 | plain tricorne | 10s | | | |
| 10 | fancy tricorne | 90s | | | |

GEAR

| | | | | | |
|-----------------------|------|----------------------------|---------|-------------------|---------|
| backpack | 6s | lantern oil (d6 hours) | 5s | rope (30') | 4s |
| bandolier | 4s | livestock | 20-200s | satchel | 5s |
| blanket & pillow | 5s | lock picks | 5s | sea chest, large | 50s |
| bucket | 3s | longboat (pg. 81) | 500s | sea chest, small | 20s |
| candle (1 hour) | 1s | manacles | 10s | shovel | 5s |
| cannon ball | 3s | medical kit | 15s | smoking pipe | 10s |
| compass | 75s | (stops bleeding/poison/ | | speaking trumpet | 30s |
| dinghy (pg. 80) | 250s | infection and heals d6 HP, | | spyglass | 150s |
| dried food (1 day) | 1s | Presence + 4 uses) | | tankard | 2s |
| fishing rod | 25s | mess kit | 8s | tattoo | 10-150s |
| flask | 2s | metal file | 10s | tent | 25s |
| flint and steel | 3s | mirror | 15s | tobacco (d6 uses) | 10s |
| hammer | 8s | musical instrument | 250s+ | torch (1 hour) | 2s |
| ink, quill, parchment | 20s | pegleg | 15s | water skin | 2s |
| lantern | 10s | pocket watch | 45s | whetstone | 5s |

WEAPONS: MELEE

| | | |
|-------------------------------|-----|-----|
| unarmed | d2 | - |
| broken bottle | d2 | - |
| knife/dagger | d4 | 10s |
| hook | d4 | 8s |
| bayonet | d4 | 15s |
| belaying pin | d4 | 10s |
| marlinspike | d4 | 10s |
| wood plank | d4 | - |
| whale bone | d4 | - |
| smallsword | d4 | 20s |
| cudgel | d4 | 10s |
| cat o' nine tails (10' reach) | d4 | 15s |
| heavy club | d6 | 20s |
| chain | d6 | 25s |
| grappling hook | d6 | 35s |
| machete | d6 | 25s |
| boarding axe | d6 | 20s |
| hatchet/tomahawk | d6 | 20s |
| cutlass/scimitar | d6 | 25s |
| rapier | d6 | 30s |
| broadsword | d8 | 35s |
| officer's cutlass | d8 | 50s |
| harpoon | d8 | 35s |
| finely crafted rapier | d8 | 50s |
| anchor | d10 | 60s |
| boarding pike (10' reach) | d10 | 60s |

RANGED

| | | |
|------------------|---------|------|
| throwing knives | d4 | 8s |
| blowpipe | - | 30s |
| throwing axes | d6 | 20s |
| harpoon gun | d8 | 60s |
| flintlock pistol | 2d4 | 50s |
| blunderbuss | d4(d10) | 65s |
| musket | 2d6 | 80s |
| buccaneer musket | 2d8 | 100s |

AMMO

| | | |
|-------------------|-----|-----|
| 20 rounds of shot | | 10s |
| 10 berserk darts | d4+ | 20s |
| 10 poison darts | d4+ | 20s |
| 10 sleep darts | d4+ | 20s |

BOMBS [d6]

| | | |
|----------------------|-----|-----|
| 1 smoke bomb | - | 10s |
| 2 improvised grenade | d10 | 20s |
| 3 clay grenade | 2d8 | 30s |
| 4 iron grenade | 3d6 | 40s |
| 5 fire pot | d6 | 15s |
| 6 stink ball | 2d4 | 20s |

GOODS & SERVICES

HOSPITALITY

| | |
|--------------------|---------|
| night at an inn | 4s |
| night at a brothel | 15-250s |
| grog | 1s |
| good rum | 3s |
| fine wine | 10s |
| a day's rations | 1s |
| decent meal | 2s |
| admiral's feast | 25s |

REPAIRING ARMOR*

| | |
|------------------|-----|
| tier 1 to tier 2 | 25s |
| tier 2 to tier 3 | 40s |

*Armor cannot be repaired to a tier higher than its original.

Armor reduced below 1st tier is ruined and cannot be repaired.

two-handed
two-handed

See darts. *Fumble*: hit self or ally.

Strength DR12 or pulled to shooter.
Reload 2, range 30'.
Reload 2, range 30', deals d10 under 10'.
Reload 2, range 150'.
Reload 2, range 150'.

Toughness DR12 or must attack closest creature for d4 rounds.
Toughness DR12 or d6 damage.
Toughness DR12 or fall asleep for d6 rounds.

Light fuse, throw the bomb (test Agility DR12): Anyone within 5' must test Agility DR12 or take damage. *Crit*: double damage. *Fumble*: hit d4 allies instead.

smoke cloud, blind for d4 rounds

roll d6 each turn: 1-2 it spreads, 6 the fire goes out.
toughness DR12 or poisoned.

The Devil's Luck

Every class gains a number of Devil's Luck points (Landlubbers begin with d2). After resting at least 6 hours, if (and only if) your Luck is *depleted*, roll your class's designated die and regain that much Luck.

Use the Devil's Luck

to:

DEAL MAX DAMAGE
WITH ONE ATTACK

LOWER DAMAGE
RESULT TO 10%
[d6]

REROLL ANY
DIE ROLL

NEUTRALIZE
A CRIT OR
TUMBLE

LOWER
ONE
TEST'S
OR
BY
[-4]

Optional variant: for larger groups (5 or more PCs), players may only spend DEVIL'S LUCK to help themselves or a player they are sitting next to.

| <i>d100</i> | <i>Background</i> | <i>You begin with</i> |
|-------------|--------------------|--|
| 1-20 | sailor | 2d6 x 10s & a reason to go to sea |
| 21 | actor | 2d6 x 10s & a play or book |
| 22 | apothecary | 2d6 x 10s & healing kit |
| 23 | artist | 2d6 x 10s & art supplies |
| 24 | assassin | 2d6 x 10s & a dagger |
| 25 | bandit | 2d6 x 10s & a club |
| 26 | barkeep | 2d6 x 10s & a flask of fine rum |
| 27 | blacksmith | 2d6 x 10s & a set of files and tools |
| 28 | bosun | 2d6 x 10s & the respect of some crew |
| 29 | business man | 3d6 x 10s & a profitable past |
| 30 | cabin boy | 2d4 x 10s & a small toy or trinket |
| 31 | captain | 2d8 x 10s & a spyglass |
| 32 | former captive | 2d4 x 10s & your freedom |
| 33 | castaway | 2d4 x 10s & a keepsake from the island |
| 34 | chef | 2d6 x 10s & a book of recipes |
| 35 | cook | 2d6 x 10s & some fine cooking spices |
| 36 | craftsman | 2d6 x 10s & a set of tools |
| 37 | criminal | 1d10 x 10s & lockpick or a crowbar |
| 38 | cultist | 2d6 x 10s & a book of scripture |
| 39 | deserter | 2d4 x 10s & a small bounty on your head |
| 40 | doctor | 2d6 x 10s & a medical kit |
| 41 | explorer | 2d6 x 10s & a map and compass |
| 42 | farmer | 2d4 x 10s & a reason to leave your farm |
| 43 | first mate | 2d6 x 10s & a loyal friend |
| 44 | gambler | 1d12 x 10s & a sizable debt |
| 45 | grave robber | 2d6 x 10s & something from a corpse |
| 46 | guard | 2d6 x 10s & a keen eye for mischief |
| 47 | gunner | 2d6 x 10s & skill at shooting |
| 48 | harlot | 2d8 x 10s & an admirer and syphilis |
| 49 | heretic | 2d4 x 10s & a blasphemous disposition |
| 50 | homemaker | 2d6 x 10s & a loved one back home |
| 51 | hunter | 2d6 x 10s & a hunting knife |
| 52 | former servant | 2d4 x 10s & someone looking for you |
| 53 | innkeeper | 3d4 x 10s & a small inn somewhere |
| 54 | landowner | 3d6 x 10s & property somewhere |
| 55 | loner | 2d6 x 10s & a dislike of others |
| 56 | cartographer | 2d6 x 10s & map making tools |
| 57 | marine | 2d6 x 10s & a military cutlass |
| 58 | medic | 2d6 x 10s & a medical kit |
| 59 | merchant | 2d8 x 10s & good negotiating skills |
| 60 | military | 2d6 x 10s & combat training |
| 61 | missionary | 2d4 x 10s & a holy symbol and scripture |
| 62 | monk | 2d6 x 10s & a holy symbol and scripture |
| 63 | musician | 2d6 x 10s & [roll on instrument table, pg. 27] |
| 64 | naval deserter | 2d4 x 10s & a price on your head |
| 65 | navigator | 2d6 x 10s & a compass |
| 66 | noble | 3d6 x 10s & good manners |
| 67 | nobody | 2d4 x 10s & a desire for a purpose |
| 68 | nurse | 2d6 x 10s & a medical kit |
| 69 | officer | 2d8 x 10s & a cutlass and military training |
| 70 | orphan | 2d4 x 10s & a longing for new parental figures |
| 71 | performer | 2d6 x 10s & [roll on instrument table, pg. 27] |
| 72 | philosopher | 2d6 x 10s & a book and a puzzling disposition |
| 73 | pilot | 2d6 x 10s & a compass |
| 74 | pirate | 2d6 x 10s & an empty bottle of rum |
| 75 | politician | 2d6 x 10s & skill at deception |
| 76 | priest | 2d6 x 10s & a holy symbol and scripture |
| 77 | privateer | 2d6 x 10s & a letter of marque |
| 78 | quartermaster | 2d6 x 10s & the respect of a ship's crew |
| 79 | refugee | 2d4 x 10s & strong survival instincts |
| 80 | religious follower | 2d4 x 10s & a strong sense of faith |
| 81 | revolutionary | 2d6 x 10s & bold plans and a few allies |
| 82 | rumored sorcerer | 2d6 x 10s & dark and powerful knowledge |
| 83 | runaway | 2d4 x 10s & a desire for a new home |
| 84 | sail maker | 2d6 x 10s & skill with sails |
| 85 | scholar | 2d6 x 10s & a few books |
| 86 | scoundrel | 2d8 x 10s & a few enemies along the way |
| 87 | scout | 2d6 x 10s & keen senses and a map |
| 88 | shaman | 2d4 x 10s & herbs and mystic knowledge |
| 89 | shipwright | 2d6 x 10s & skill with woodworking |
| 90 | smuggler | 2d6 x 10s & a bounty on your head |
| 91 | soldier | 2d6 x 10s & a tactical mind |
| 92 | spy | 2d6 x 10s & a dark cloak |
| 93 | student | 2d4 x 10s & a strong will to learn |
| 94 | surgeon | 2d6 x 10s & a medical kit |
| 95 | thief | 1d12 x 10s & lockpicks |
| 96 | vagabond | 2d4 x 10s & a leather backpack |
| 97 | victim | 2d6 x 10s & a haunted past |
| 98 | warrior | 2d4 x 10s & a cultural weapon |
| 99 | whaler | 2d6 x 10s & a harpoon |
| 100 | writer | 2d6 x 10s & ink, quills, and parchment |

Backgrounds

[d100]



d20

Distinctive Flaws

1. Drunken lush
2. Stubborn
3. Mocking sardonic cheer
4. Way too loud
5. Stupid
6. Coward
7. Cocky
8. Slightly deranged
9. Aggressive
10. Anxious
11. Cheater
12. Selfish
13. Lazy
14. Hedonistic
15. Impulsive
16. Ostentatious
17. Paranoid
18. Pretentious
19. Sadistic
20. Disloyal



Physical Trademark

d20

- 1 Cursed: visibly part skeleton ghost/water/flames/coral
- 2 Missing an eye
- 3 Matted, dreaded hair
- 4 Missing a leg: pegleg or crutch
- 5 Missing a hand: hook or claw instead.
- 6 Missing an ear
- 7 Many, many tattoos
- 8 Never blinks. Ever.
- 9 Rotten or broken teeth

- 10 Twitches constantly, especially trigger finger
- 11 A nigh incurable case of scurvy: permanently bleeding gums
- 12 Infested with bugs
- 13 Gnarly facial scar
- 14 Hideously ugly
- 15 Corpulent
- 16 Increasingly gangrenous
- 17 Putrid, bilge stench
- 18 Contagious
- 19 Gaunt & frail
- 20 So good looking people are *jealous*

Idiosyncrasies

ONE MIGHT HAVE DEVELOPED *and will certainly never be rid of...*

Yet that certainly won't stop you from trying.



1. You smokes *constantly*, and cough even more.
2. "Functioning" alcoholic. You're probably drunk right now.
3. You bet on *everything* possible.
4. Constantly counting. Teeth, cannon balls... *everything*.
5. Rats are your favorite meal.
6. You know every tall tale ever told. You make sure everyone else knows you know them.
7. You are afraid of prime numbers larger than 3. d20 rolls of 5, 7, 11, 13, and 17 fill you with superstitious terror.
8. You become a murderous grump when hungry.
9. Habitual procrastinator... if you even finish the task.
10. You are a voluntary insomniac. Sleep is for the dead.
11. You prefer to shoot first and never ask questions.
12. Overly, annoyingly religious.
13. You collect something, and you often talk to your collection. They are your *friends*.
14. Always trying to trick your crewmates, just for fun.
15. Why pay for anything when you can steal it?
16. You talk to yourself when alone, but you often think you are alone when you aren't.
17. You secretly enjoy the taste of human flesh.
18. You always say you "know the right way" but are prone to getting lost.
19. You blame everyone but yourself for all of your mistakes.
20. Extremely obsessive with tasks and relationships.

One Twenty Side Die

Unfortunate Incidents & Conditions

HAVING OCCURRED *or* DEVELOPED WITH *or* WITHOUT

ONE'S *express consent, desire, knowledge, or general understanding.*

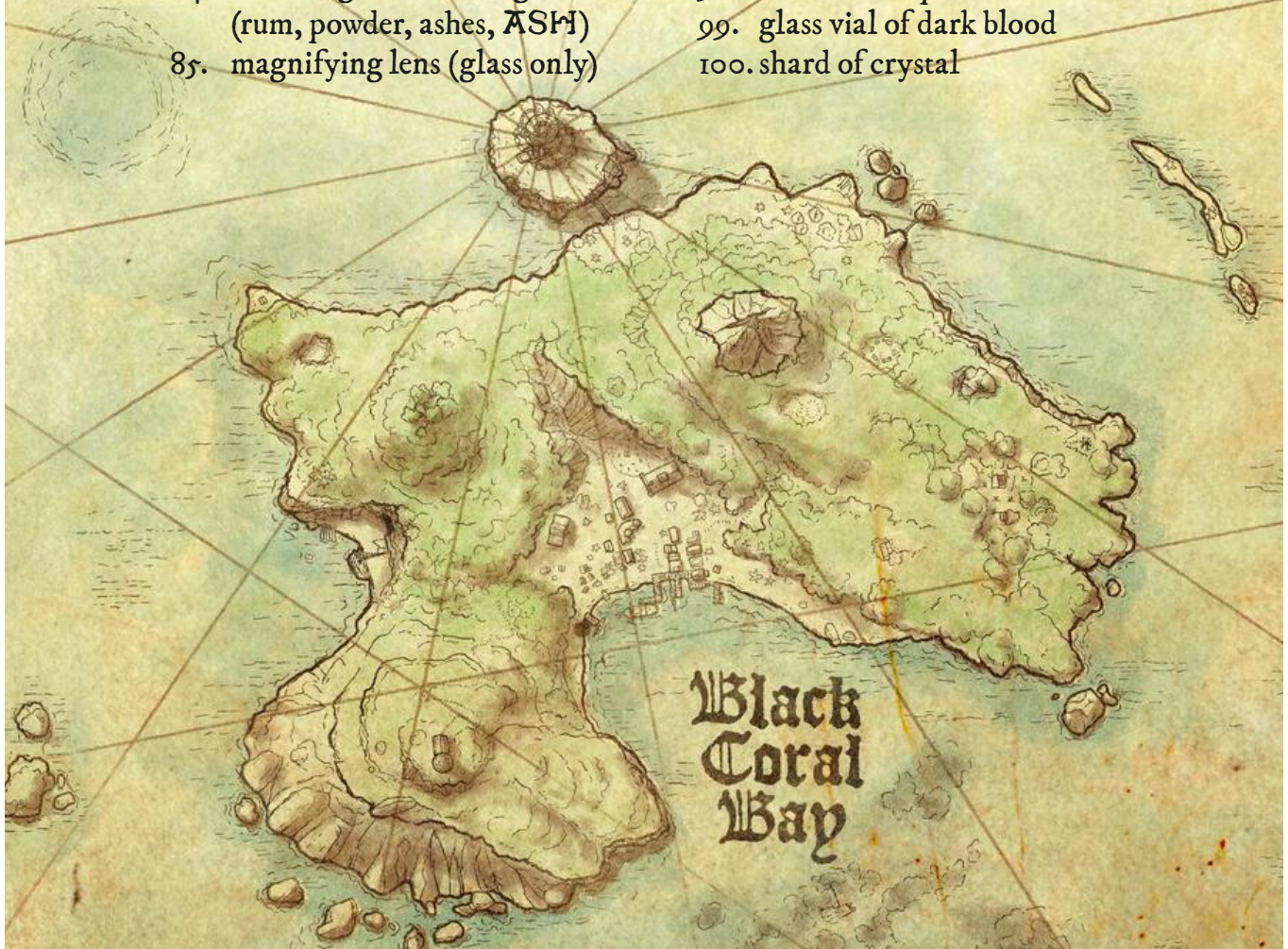


- | | |
|---|---|
| <ol style="list-style-type: none"> 1. Your loved ones were burned alive. Revenge is imminent. 2. You are a <i>known</i> pirate. You face the gallows if caught. 3. You betrayed former crewmates. Now they hunt <i>you</i>. 4. You were marooned on an island for far too long. The voices <i>must</i> be real. 5. You stole a ship. The owner wants your money or your head, but will settle for both. 6. You escaped captivity, and will <i>never</i> go back. 7. A close relative has become your greatest enemy. 8. The last three ships you crewed all sank. 9. Your last crew was killed by undead. They left you alive on purpose. 10. Political leaders hold your loved one(s) captive. | <ol style="list-style-type: none"> 11. An undead spirit you don't like possesses you regularly. 12. You wronged an infamous pirate lord. 13. You narrowly escaped a cannibalistic ending, but you didn't escape <i>that smell</i>. 14. You slaughtered them. Like <i>animals</i>. 15. You are the mysterious lone survivor of a treasure expedition gone awry. 16. [d2] 1: Failed mutineer. 2: Successful mutineer. 17. A silent ghost haunts you. It is always there, but only you can see it. 18. You deserted the military, but you're not sure who knows so. 19. You have no memory before a few days ago. 20. You died once already, but Hell didn't want you. |
|---|---|
-

Thing of Importance [d100]

1. animal pelt
2. oyster pearl
3. silver locket
4. conch shell
5. pipe carved from wood
6. pipe carved from bone
7. small jade figurine
8. ancient gold coin
9. ruined piece of a treasure map
10. map of an unknown place
11. diary written by an ancestor
12. silver ring
13. ivory chess piece
14. sea creature carved from obsidian
15. spherical prism
16. jar containing a severed hand
17. necklace of bones & feathers
18. book of scripture
19. novel you loved as a child
20. bizarre silk handkerchief
21. pouch containing animal teeth
22. old fillet knife
23. fossil of an extinct fish
24. piece of colorful coral
25. small ship in a bottle
26. letter from a loved one
27. the journal of a dead explorer
28. stone embossed with a mermaid
29. vial of holy water from clergy in your hometown
30. the remains of a small squid in a jar
31. precious cooking salts in a tiny chest
32. tankard made from a horn
33. jar of the finest tobacco
34. golden letter opener
35. small, cast bronze owl figurine
36. collection of sea shells and rocks
37. necklace carved from jade
38. a recently deceased relative's will naming you as the sole heir
39. drawing of a loved one
40. bag of "magical" white powder
41. old rusted key with a blue gem that glows in the moonlight
42. compass that doesn't point north
43. clay jar you are using as an urn
44. definitive proof of an enemy's (or loved one's) crime
45. small golden bell
46. old bottle of red wine (Bordeaux, incredible vintage)
47. jar of dried jellyfish dust
48. multi-colored feather
49. necklace from a loved one
50. ring that doesn't fit on your fingers
51. single diamond earring
52. finely made leather eye patch
53. set of gardening tools
54. dried flower
55. animal skull
56. human skull
57. gem that glows in seawater
58. dinosaur or monster bone or claw
59. jar of fireflies
60. leather-bound tome in a language you don't recognize
61. blueprints to a new type of ship
62. carved arrowhead
63. stone tablet inscribed with ancient pictographs or hieroglyphs
64. perfect cube made of crystal
65. tattoo, d4: 1 love, 2 revenge, 3 ancestors, 4 unknown origin
66. bottle of perfumed oil
67. broken set of manacles
68. broken compass

69. pistol with one shot meant for someone special
70. flag of personal significance
71. broken spyglass with a scroll or map hidden inside
72. length of rope you made
73. carved gaming pieces
74. set of rune stones
75. twig from a very old tree
76. noose taken from a corpse
77. 6' length of chain
78. 4d10 scars from lashes on your back
79. long scar on your face
80. two coconut shells
81. dark robe, cape, or cloak
82. cask of strong sassafras beer
83. set of keys on a large key ring
84. small keg of something valuable (rum, powder, ashes, **ASH**)
85. magnifying lens (glass only)
86. cork from a bottle, from a special occasion
87. cannonball
88. deck of cards with 1d4 cards missing and 1d6 "extra" cards
89. garment from someone special
90. wanted poster, d4: 1 legend, 2 enemy, 3 loved one, 4 stranger
91. fancy wig
92. letter of political importance
93. tanned whale skin or jar of blubber
94. petrified egg
95. monkey paw extending 1 finger
96. memorized poem that sounds like a map
97. medallion that might be the top of a staff
98. talisman shaped like a snake
99. glass vial of dark blood
100. shard of crystal



ANCIENT RELICS

RELICS can be used to access ancient magical powers. Use your action to activate one in your possession.

After using a RELIC, test **SPiRiT DR12**. If you fail, you are stunned for the next round and that RELIC cannot be used until the next dawn.

On a Fumble, the relic is permanently destroyed or depleted, and then you lose d2 HP. The GM decides the effect on a Crit, if any.



1. Cross of the Paragon

One ally gets +1 to attack and +1 to damage for d6 turns.

2. Conch Shell from the Abyss

Ask a nearby corpse (or any creature that died at sea within 100 miles) one question.

3. Map Inked in Ectoplasm

Learn the location of all traps and secret doors within 30' for d4+SPiRiT rounds.

4. Will-o'-the-Wisp Lantern

Emit 15' of light or darkness for d6+SPiRiT rounds.

5. Pages from the Necronomicon

All creatures that can hear your voice test DR14 or lose d4+SPiRiT HP (ignore armor).

6. Rune Encrusted Flintlock Pistol

One creature you see loses d6+SPiRiT HP (ignore armor). Takes 1 action to reload.

7. Jade Die

Roll a die. Odd: you gain d8 temporary HP. Even: Choose a creature. It gets +d8 on its next damage roll.

8. Undead Bird

It can speak with animals (dead or alive) for d6+SPiRiT rounds.

9. Mermaid Scales

Eat a scale: breathe underwater for d4 hours.

10. Charon's Obol

If you are killed, return to life the next round with 1 HP. Disappears after one use.

Legends tell of ancient artifacts buried deep inside tombs or lost at sea. There are some who believe these objects hold the key to great magical power...



11. Cup of the Carpenter

Choose a creature to regain **d6+SPIRIT** HP.

12. Heart of the Sea

Create or destroy 15 gallons water or 30 square feet of fog.

13. Necklace of Eyeballs

Become invisible for **d6+SPIRIT** rounds or until you attack or take damage. Attack and defend with **DR6**.

14. Crown of the Sunken Lord

A water shield surrounds you. **-d2** protection for **d2+SPIRIT** rounds (in addition to armor).

15. Crystalline Skull

The skull can hear & repeat the thoughts of a nearby creature for **d6+SPIRIT** minutes.

16. Codex Tablet

Read and understand any language, glyphs, or runes for **1+SPIRIT** rounds.

17. Skeleton Key

Open any door or lock. Crumbles after 1 use.

18. Mummified Monkey Head

The head speaks: 1 creature tests **SPIRIT DR12** or must obey a 1 word command.

19. Great Old One Figurine

One human is terrorized for **d4** rounds unless they succeed a **PRESENCE DR14** test. They can test each round.

20. Broken Compass

The compass points in the direction of an object you know of for **1+SPIRIT** rounds.

70 5 11, 2
 7 6 0 6
 5 6 5 6
 2 11 10 10
 4 5 7
 0 7 2
 2 11 1
 9 11 0
 1 0 2



Some call it magic. Others, faith. Ancient powers have existed in this world long before the age of man, but their potency and characteristics differ from culture to culture. Often accessed via Vodou, witchcraft, divine prayers, science, or spiritual ceremonies.

While some rituals may be found in the libraries of the old world transcribed into dusty tomes and ancient grimoires, many are handed down via word of mouth or serendipitously discovered by those whose minds are properly prepared to receive them.

ARCANES RITUALS

Every dawn, roll **D4+SPIRIT** to see how many times you can cast **RITUALS** that day.

You may use your action (or longer, see below) and test **SPIRIT DR12** to attempt to cast a ritual you know. If you succeed, subtract 1 from your daily total.

If you fail, roll on the **MYSTICAL MISHAPS** table (pg. 66), and you can't use that ritual again until dawn. The GM decides the effect on a Crit or a Fumble, if any.

RITUALS always fail if the caster is carrying anything made of cold iron or touching metal.

Modifying Rituals

Optionally, rituals might be easier or harder depending on conditions.

Casting under duress: +2 DR or more

Take 1 minute to cast: -2 DR

Take 1 hour to cast: -4 DR

Several casters working together: roll twice, keep higher roll

Spend HP in blood: -1 DR per HP

I. Call of the Sea

d6 creatures can breathe underwater and swim 40' a round for $D_4 + \text{SPIRIT}$ hours.

II. Curse of the Drowned

For d6 rounds, a creature gets +4 to all DRs and is $\text{DR}-4$ to defend against.

III. Dark Delusions

An illusion or vision of your design appears in the mind of any creatures you can see for $D_4 + \text{SPIRIT}$ minutes.

IV. Obfuscate Time

d2 creatures recovers $2D_{10} + \text{SPIRIT}$ HP, but age $2D_{10}$ months.

V. Eldritch Tentacles

They appear and attack up to d6 creatures of your choice, taking d6 damage each.

VI. Heart Her

Increase the reaction of one creature by one level (pg. 31). If they are already friendly, they fall in love with a creature of your choice for $D_4 + \text{SPIRIT}$ days.

VII. Thalassomancy

$D_2 + \text{SPIRIT}$ creatures lungs fill with sea water. They suffocate for d4 rounds, losing d4 HP each round.

VIII. Light of a Thousand Stars

30' of light radiates from an object for $2D_{12}$ hours. It cannot be extinguished. All attacks are -4 DR to hit/+4 to defend.

IX. Return from the Locker

A recently killed creature returns to life with 1HP, their lungs expel black ichor and bilge water.

X. Wind Manacles

One creature you can see must obey your commands for $D_2 + \text{SPIRIT}$ rounds.

XI. Mists of Confusion

$D_4 + \text{SPIRIT}$ creatures each roll for a new reaction (pg. 31).

XII. Divination

Ask the spirits or gods 3 yes or no questions.

XIII. Phantasmal Fauna

You summon a ghostly hound or shark. It obeys your commands. It dissipates at sunset.

HP 5 MORALE - GHOSTLY FORM -d2 BITE d6.

XIV. Release the Kraken

The Kraken (pg. 105) appears in nearby waters.

XV. Reopen the Grave

You summon $D_2 + \text{SPIRIT}$ zombies (pg. 94) or skeletons (pg. 92). They are under your control.

XVI. Mermaid's Kiss

A creature gains +1 to STRENGTH, AGILITY, and TOUGHNESS for d4 days.

XVII. Spiritual Ward

One creature gains -d4 protection for d2 days. Works in addition to armor.

XVIII. Summon the Ferryman

A human of your choice loses 3d8 HP. If you fail, you or an ally loses instead (don't roll a Mishap).

XIX. The Black Spot

Name a human you have met. They must test DR_{12} or die within d8 days.

XX. Weathercraft

For the next d4 hours, the weather obeys your commands. Change the direction & speed of the wind (all ships get ± 1 speed) and start or stop rain, fog, or thunderstorms.

Effects in italic are things the caster might not immediately realize.

MYSTICAL MISHAPS

20

1. All before you vanishes, and you are alone on a gray island. A figure robed in black can be seen on a boat in the distance. *Welcome to purgatory.*
2. Everyone within d20 feet vomits briny water and sea urchins (and loses 4 HP).
3. A wraith appears, the ghost of an old captain. Roll reaction for it (pg. 31). *It leaves after d6 rounds.*
4. You are possessed by an ancient, arcane spirit for d4 rounds. Roll reaction (pg. 31) to see how you react to others.
5. You go insane, as you become convinced that this world is a dream and that you must wake up. Test **SPIRIT DR12** every dawn to see if you come to your senses.

If the same mishap is rolled twice, the caster's body slowly melts into sea water.

6. Nothing happens...until the Kraken appears in *d6* days.
7. Gravity behaves as if everything within 30' is underwater... for *d8* minutes.
8. *d12* BIRDS! They swarm you and all around.
HP 2 Morale - No Armor Bite *d2*.
They flee when half are defeated.
9. All metal within 30' become molten hot and glows red. The effect lasts for 1 minute.
*Any one touching metal after the first round is burned for *d2* damage.*
10. Your vision permanently fills with water and the world around you looks submerged and obfuscated. Presence Tests involving sight are +4 DR from now on. *Underwater you see like fish.*
11. The weather and time of day are immediately, completely different. *You and everything within a 3 mile radius have traveled *4d12* hours into the future.*
12. Clouds darken, winds pick up, the temperature drops *d10 x 10* degrees.
A thunderstorm moves in.
13. A massive earthquake shakes the ground. At sea, tidal waves swell.
14. You've simply forgotten how to cast the ritual. *You no longer know it. Remove it from your sheet.*
15. Eldritch voices whisper in your ears. Test SPIRIT DR12 or take *d2* damage out of horror.
If you pass, then next time you consider accessing the arcane you discover you know one random new ritual.
16. The ritual succeeds, but in the worst way possible. GM decides: different target, goes off at the wrong time, you cast it on yourself, etc.
17. Your mind is lost at sea for what seems like *3d10* years, yet no time has passed. *Others watch as you age *3d10* years in a matter of seconds.*
18. Hundreds of tiny crabs swarm you. They are harmless, and provide an extra -2 armor. *They leave after *d6* days, but return every full moon.*
19. Everyone you can see recovers *3d6* HP including your enemies...
20. Time stops. You experience a moment of absolute cosmic understanding and bliss.
When you gain your composure, time resumes and you have learned a new ritual of your choice and your Spirit score is increased by +1.