

CHAPTER 8: CREATURE COMPENDIUM

Horrifying creatures and villainous scoundrels are found all over the world from civilized spaces within the solitaries to surface world ruins and wild lands. All try to eke out an existence as best they can, which sometimes puts them at odds with the player characters.

The overall design of the creatures in *Fated Seas* is primarily for ease-of-use and rapid play. The GM is free to modify any of the creatures if they so desire, but the stock versions are meant to facilitate a streamlined experience where combat turns flow rapidly between the player characters and their foes.

COMBAT ACTIONS (AT-WILL and ENCOUNTER)

All creatures use a few different types of abilities which have limits on how often they can be used. Most abilities are considered **AT-WILL**, which means the creature can use the ability with no limitations during the combat. **ENCOUNTER** abilities can be used once per combat encounter and are typically more powerful, provide the creature with a specific advantage or inhibit player characters in some other way.

ENERGY

Most creatures do not use **Energy** for their combat actions. When it is their turn, they simply move up to their movement speed value and attack an enemy using one of their combat actions.

Some powerful creatures in the world are able to take multiple combat actions during their turn using **Energy**, much like the player characters. If a creature has an **Energy** value, it will be clearly marked in their statistics. Additionally, those with an **Energy** statistic will have costs for all of their combat abilities. During their turn, they can use any combination of abilities as long as they have the **Energy** to pay for them.

TIER

All creatures fall within a tier of difficulty relative to the player characters. There are five tiers of creatures, with each tier representing a level range of the player characters (from 1 to 10).

TIER	PC LEVEL RANGE
I	1-2
II	3-4
III	5-6
IV	7-8
V	9-10

In general, the player characters should be able to defeat enemy creatures one tier lower or higher than them, with lower tiers feeling “easier” and higher tiers feeling “harder”. As with many things, difficulty is always subjective and can fluctuate widely based on situation, party class make-up, player skill, or just plain old luck. The GM can build encounters with this guideline in mind.

CANKERWORM (INFANT/ADULT) TIER: I (INFANT) / III (ADULT)

Cankerworms are large, segmented marine animals covered in spiny, poisonous bristles with which they use to impale their prey. As ambush predators, they hide within burrows or holes and rapidly emerge to strike any creature that ventures too close. Cankerworms are blind and use their bristles to sense other creatures moving nearby. Infants are around 3 to 4 feet in length, while adults reach sizes up to 10 feet in length.

SIZE: Medium (1 square)/Large (4 squares, 2x2)

HEALTH: 24/70

INITIATIVE: 8/6

MOVE: 5/6

ACTIONS: 2/3

SPECIAL FEATURES:

**Blindsight:** Cankerworms can sense anything within 15 squares of them through bundles of motion-sensing bristles all over their body. They are blind to anything beyond that distance.

AT-WILL ACTIONS

- **Spiny Bristles (Infant) (11+):** Targets one adjacent creature. Inflicts **4 Damage** and add a **Wound** card to their hand if they fail a **Grit Resistance** check (DV: 13).
- **Spiny Bristles (Adult) (11+):** Targets one creature within 2 squares. Deals **7 damage**, inflicts **6 Poison** and add **2 Wound** cards to their hand if they fail a **Grit Resistance** check (DV: 16).
- **Refuge:** The cankerworm retreats back into their lair, granting it increased protection from all attacks. The cankerworm gains **3 Protection (infant)** or **6 Protection (adult)** when retracting back inside.

ENCOUNTER ACTION (Infant/Adult)

- **Ambush (9+):** Cankerworms typically lurk inside a hole or cylindrical objects and wait for something to get close before striking. Once a creature gets within 3 squares, the cankerworm springs out to bite them. Deals **5/12 damage** and **Staggers (infant)** or **Stuns (adult)** the target.





EEL

TIER: VARIES

AMPEEL

TIER: I

SIZE: Medium (1 square)  
HEALTH: 45  
INITIATIVE: 18  
ENERGY: 1  
SPECIAL DEFENSE: Immunity to Lightning  
MOVE: 7 squares  
ACTIONS: 2  
AT-WILL ACTION

- **Iron Jaw [10+]:** Target one adjacent creature. Deal **3 damage** and apply **3 Poison**.
- **Electric Shock [11+]:** Target one creature within 5 squares of the electric eel. Deals **5 damage** and **Staggers** the target.

ENCOUNTER ACTION

- **Electrocute [8+]:** Range 10. Targets all creatures in a 3 by 3 square area within range. Deals **5 damage** and applies **Frailty** to each affected target.



EEL SWARM

TIER: I

SIZE: Small Swarm (1 square)  
HEALTH: 23  
INITIATIVE: 20  
MOVE: 7 squares  
ACTIONS: 2  
AT-WILL ACTION

- **Slippery Swarm [10+]:** Targets one adjacent creature. Deals **5 damage** and the Eel Swarm can **Shift 3** squares and **Pull** the target 3 squares.

ENCOUNTER ACTION

- **One Thousand Cuts [9+]:** Targets **all** adjacent enemies, deals **4 damage** and adds a **Wound** to their deck if they fail a **Grit Resistance** check (DV: 13).

SPECIAL BEHAVIOR

**Coalesce/Scatter:** The swarm of eels can, as an action, **scatter** (which makes them take half-damage and are immune to Push, Pull, Shift, Stun, Stagger and Knockdown, but they cannot attack this round) or **coalesce** (which then allows them to attack).

GARGANTUAN HERMIT CRAB

TIER: II

SIZE: Large (4 squares, 2x2)  
HEALTH: 78  
PROTECTION: 2  
INITIATIVE: 11  
MOVE: 5 squares  
ACTIONS: 2  
ENERGY: 2  
AT-WILL ACTIONS

- **Big Pincer [9+]:** Target a creature within 2 squares. Deals **7 damage** and **Stuns** the target.
- **Bulldoze [max once per turn]:** The hermit crab **Shifts** 5 squares. For each creature that the hermit crab moved over or collided with, deal **5 damage** and **Push** the target 2 squares.

ENCOUNTER ACTION

- **Shell Fortification:** The hermit crab gains **2 Protection** as it recedes into it's shell, protecting itself with an enormous claw.

SPECIAL BEHAVIOR

When the hermit crab reaches **20 Health** or less, the object being used for a shell becomes too damaged to provide further protection and the hermit crab is no longer considered to having a **Protection** value. The hermit crab will exit the shell in the next round. While out of it's shell, the hermit crab's movement speed is increased to 7, but cannot use the **Shell Fortification** action until it finds a suitable replacement.





GRINDYLOW

TIER: I

Grindylow are the hideous combination of a shark and an octopus. They have ashen-gray mottled skin, large dark eyes, sharp triangular teeth and a mass of octopus appendages below the waist. They are known to be voracious, but craven creatures and tend to go for the quick and easy kill over prey that will fight back.

**SIZE:** Small (1 square)

**HEALTH:** 18

**INITIATIVE:** 12

**SPECIAL FEATURE:** Amphibian (can breathe on land and in water)

**SPECIAL DEFENSE:** Not affected by **Push**, **Pull** and **Knockdown** effects

**MOVE:** 6 squares

**ACTIONS:** 2

**AT-WILL ACTION**

- **Feeding Frenzy (11+):** Target up to 3 adjacent creatures. Deal **5 damage** to each one (cannot hit the same target more than once).
- **Sucker Punch (11+):** Target one creature within 5 squares. Deal **5 damage** and **Pull** the target 3 squares towards the Grindylow.

**ENCOUNTER ACTION**

- **Undertow (11+):** Deal **6 damage** and **Knockdown** all creatures in a line starting from the grindylow and proceeding out 5 squares. Grindylow are unaffected by the knockdown effect due to their special defense ability.



GUL

TIER: I

Gul are believed to have been corrupted, deceitful, jealous or greedy people in their previous lives. As a result, they are afflicted with an insatiable hunger for a particular repugnant or humiliating object, like feces or cadavers. They are also known to have disturbing visions and while other creatures looking at a river would see clear water, gul see the same river flowing with a repellent substance such as pus, blood or filth.

**SIZE:** Medium (1 square)

**HEALTH:** 12

**PROTECTION:** 2 (incorporeal)

**INITIATIVE:** 15

**MOVE:** 6 squares

**ACTIONS:** 2

**SPECIAL FEATURES:** *Meld with Shadows*

The gul can meld into darkness and shadowy areas, becoming incorporeal and invisible. Until they emerge from the shadow, they can not attack or be attacked. They can teleport to any other area shrouded in darkness, which during combat, takes 1 action. Shining a light on the darkness will force the gul to substantiate and it will try to flee to an area of darkness as quickly as possible or attack if presented with no other option.

**AT-WILL ACTIONS**

- **Chilling Touch (11+):** Target an adjacent creature. Deals **4 damage** and inflict **2 Frailty**.

**ENCOUNTER ACTION**

- **Unhinged Whispers:** Target one creature within 10 squares and force them to make a **Willpower Resistance** check (**DV: 14**). If the target fails, **Stagger** and **Shift** them 3 squares (you pick the direction and destination).

*Stagger:* Causes the target to lose an Action on their next turn..





KARKINOS

TIER: I

Karkinos are enormous predatory crabs - some of the largest have been recorded as having a carapace over 4 feet wide and weighing more than 70 pounds. They feed on carrion and slow-moving creatures they encounter in the coastal regions or shallow waters surrounding the various land masses. Karkinos can sometimes be found in the solitaires - but they are a rare delicacy and fetch a high price when caught. They generally don't attack the larger humanoid species, but will do so in self-defense or in desperation.

SIZE: Medium (1 square)

HEALTH: 22

PROTECTION: 1

INITIATIVE: 14

MOVE: 7 squares

ACTIONS: 2

AT-WILL ACTION

- **Pinch (11+):** Target an adjacent creature. Deal **7 damage**.
- **Skitter: Shift 4 squares** and gain **1 Protection**.

ENCOUNTER ACTION

- **Clapperclaw (10+):** Target an adjacent creature. Deal **6 damage** and **Stun** them.



LANTERN SQUID

TIER: II

Lantern squid are massive and intelligent cephalopods. While predatory in nature, they are not malicious and generally won't attack unless they are hunting for food. They are able to fly out of the water using a combination of water jet propulsion and by spreading their tentacles in a flat fan shape with a mucus film between the individual tentacles. Lantern squids use bio-luminescence to shine light downwards to disguise their shadows from any predators that may lurk below, as well as to provide camouflage with their background for when hunting for food.

SIZE: Large (4 squares/2x2)

HEALTH: 85

INITIATIVE: 19

MOVE: 6 squares on land, 8 squares fly

ACTIONS: 2

SPECIAL DEFENSE: *Camouflage*

The lantern squid is capable of changing the color of its skin to camouflage themselves in the background. This essentially counts as giving them a Prowl score of 15 against any creature that is looking for it or passively aware of their surroundings.

AT-WILL ACTION

- **Toothy Maw (11+):** Targets one creature within 2 squares. Deals **8 damage**.
- **Tentacle Whip (11+):** Targets up to two different creatures within 5 squares of the lantern squid. Deals **6 damage** and **Staggers** the target.

ENCOUNTER ACTION

- **Flash Orb:** The lantern squid generates a bright flash of light by launching a bio-luminescent orb at a specified location. This ability targets a square within 10 squares and detonates into a 5 by 5 square area. All creatures in the area-of-effect must make a **Intuition Resistance** check (**DV 12**) or are **Stunned** and inflicted with **Frailty**.





MERROW

TIER: II

Merrow are aquatic humanoids with fish and amphibian-like traits. Their skin is green, glossy and slippery with a pale yellow or white stomach. They have a head similar to that of a fish with extremely wide mouths and glossy round eyes incapable of blinking. They have ridged, muscular backs, as well as webbed hands and gills on their necks. They move in an inhuman fashion, by hopping about, or occasionally move on all fours.

They are an intelligent species, although generally xenophobic, and live in the abyssal depths of the oceans in their stone and sand barrows. Most merrow encountered outside of these locales are either explorers or soldiers in search of something important to the barrow.

SIZE: Medium (1 square)

HEALTH: 45

INITIATIVE: 13

MOVE: 5 squares

SPECIAL FEATURE: Amphibian (can breathe on land and in water)

SPECIAL DEFENSE: *Toxic Gore*

When a merrow loses half of their Health or is grievously wounded by an attack of 10 or more damage, their blood spills out into an adjacent square. Contact with the air causes a chemical reaction that turns the blood into a poisonous gas, inflicting 3 Poison to any adjacent creatures (Merrow are immune).

ACTIONS: 2

AT-WILL ACTION

- **Vicious Slice (11+):** The merrow may **Shift 2** squares before taking this action. Target up to 2 adjacent creatures (may not target the same creature). Deal **5 damage**.
- **Regurgitate (11+):** Hurl a viscous, noxious orb at one creature within 10 squares. Deal **4 damage** and place a cloud of poisonous gas in the square which lasts for 2 rounds. Entering or ending your turn in the poisonous gas requires a **Grit Resistance** check (**DV 13**) or be inflicted with **Poison**. Merrow are immune to this poisonous gas.

ENCOUNTER ACTION

- **Pounce:** Leap up to 6 squares away. Upon landing, deal **4 damage** to all adjacent targets and **Stagger** them unless they dodge out of the by rolling an **Intuition Resistance** check (**DV: 12**).

*Stagger:* Causes the target to lose 1 Action on their next turn.



OCTOPUS OVERLORD

TIER: I

All Theurgists live in a world where their subconscious desires and whims are constantly being shared with their octopus familiars. This connection between two creatures sometimes becomes too far entangled and one creature takes control over the mind of the other. In cases where the octopus becomes master, a primal intelligence takes over - ruling efficiently and ruthlessly, it subjugates or slays those that it deems less than itself.

SIZE: Small (1 square)

HEALTH: 45

INITIATIVE: 16

MOVE: 5 squares

ACTIONS: 3

ENERGY: 3

SPECIAL FEATURE: Amphibian (can breathe on land and in water)

AT-WILL ACTIONS

- **Barbed Beak (11+):** Targets 1 adjacent creature. Deal **5 damage** and recover **5 Health** (ignores the **Protection** value of the target).
- **Tentacle Assault (11+):** Targets all enemy creatures within 2 squares. Deals **5 damage** and **Pushes** all affected creatures 2 squares away from the octopus overlord.

ENCOUNTER ACTION

- **Black Cloud:** Range 10. Targets all creatures (ally and enemy) in a 3 x 3 area. Inflicts **Poison** and **Frailty** to all creatures in the area-of-effect unless they make a **Grit Resistance** check against **DV 13**. The octopus overlord can **Shift 5** squares after resolving the attack.





OUTSIDER

TIER: I

Outsiders represent a wide-range of like-minded humanoids organized in a hierarchy or societal structure outside the normal boundaries of civilization. Survivalists, pirates, bandits, thugs and other types of unsavory or unscrupulous individuals are considered to be different types of Outsiders. (TODO: Flayer, Splicer)

Brute Outsider

SIZE: Medium (1 square)

HEALTH: 37

PROTECTION: 1

INITIATIVE: 9

MOVE: 5 squares

ACTIONS: 2

ENERGY: 1

AT-WILL ACTIONS

- **Massive Smash (9+):** Target 1 adjacent creature. Deal **5 damage** and **Stagger** the target.
- **Throw Brick (10+):** Target 1 creature within 5 squares. Deal **7 damage** and Knockdown the target.

ENCOUNTER ACTION

- **Concussive Slam:** Shift **3 Squares**. All characters adjacent to the Brute at the end of this movement must make a **Grit Resistance** check (**DV: 13**) or be **Staggered**.

Pirate Outsider

SIZE: Medium (1 square)

HEALTH: 28

PROTECTION: 1

INITIATIVE: 13

MOVE: 5 squares

ACTIONS: 2

AT-WILL ACTIONS

- **Intimidating Strike [10+]:** Target 1 adjacent creature. Deal **5 damage** and **Push** the target 1 square.
- **Grapeshot Blast [9+]:** Target up to 3 creatures adjacent to one another within a 15-foot cone. Deal **4 damage** to all targets and inflict **Frailty**.

ENCOUNTER ACTION

- **Menacing Advance [10+]:** Target 1 adjacent creature. Deal **5 damage** and **Shift** the target 2 squares. The outsider may **Shift 2** squares after the attack.

SAWTOOTH

TIER: I

Sawtooth are large aquatic creatures possessing an elongated body with armored, scaly skin. Its head features a very long and narrow snout which is widened at the end and filled with numerous sharp teeth. Because of this long snout, the sawtooth is especially adapted to catching and eating fish. It resembles some extinct marine reptiles.

SIZE: Large (1 x 2 squares)

HEALTH: 41

PROTECTION: 1

INITIATIVE: 14

MOVE: 7 squares (swim)

ACTIONS: 2

AT-WILL ACTION

- **Rip and Tear (11+):** Target 1 adjacent creature. The sawtooth can **Shift 3** squares before the attack. Target an adjacent creature. Deal **6 damage** and inflict **Frailty**.

ENCOUNTER ACTION

- **Death Roll (10+):** Target 1 adjacent creature. The sawtooth grapples the target and rolls violently, attempting to disorient and tear the creature apart. Deal **8 damage** and **Knockdown** the target. They must also make a **Grit Resistance** check (**DV: 14**) or add two **Wound** cards to their Hand.



SABERTOOTH WULVER

TIER: III

Imagine a dire wolf with sabertooth tiger fangs. Give it the ability to stand up and strike from its hind legs like a bear.

**SIZE:** Large (2 x 2 squares)  
**HEALTH:** 88  
**PROTECTION:** 1 (tough hide)  
**INITIATIVE:** 15  
**MOVE:** 7 squares (land), 5 (swim)  
**ACTIONS:** 2  
**ENERGY:** 3  
**SPECIAL FEATURES:** *Blood Rage*

Once the sabertooth wulver has lost half of it’s Health, it enters a bloody rage. The sabertooth wulver gains an additional **Action** during it’s turn until the end of the combat (or it is slain).

AT-WILL ACTIONS

- **Jagged Claws:** Target an adjacent creature. Deals **13 damage** and inflicts a **Wound**.
- **Sabertooth Slice:** Target up to three adjacent creatures. Deals **14 damage**, ignoring up to **4 Protection** on each target.

ENCOUNTER ACTION

- **Grab:** The sabertooth wulver grabs an adjacent creature and throws them 5 squares away in a straight line. Deal **15 damage** and **Stagger** the thrown creature. Any creatures in the path of the thrown creature are **Stunned** upon impact unless they can resist (**Willpower DC: 18**). If they succeed, they are **Staggered** instead. Regardless, any creature impacted by the thrown creature takes **8 damage**.

TROGON

TIER: I

Trogons are enormous, bear-sized beavers. Semiaquatic rodents around five-feet in length, some could grow up to seven-feet from tip to tail. They have large incisors (around 6 inches), which they use to build dams and lodges using tree branches, vegetation, rocks and mud. Trogons are territorial creatures and their size alone makes them dangerous to those seeking to harm or tangle with them. Trogons have traditionally been hunted for their hides and castoreum, an oily substance used for medical purposes.

**SIZE:** Medium (1 square)  
**HEALTH:** 36  
**PROTECTION:** 1 (tough hide)  
**INITIATIVE:** 8  
**MOVE:** 5 squares (land), 8 (swim)  
**ACTIONS:** 2  
**ENERGY:** 1  
**SPECIAL FEATURES:** *Adaptation*

Trogons can hold their breath underwater for up to 30 minutes. This allows them to forage effectively or to escape predators.

AT-WILL ACTIONS

- **Claws:** Target an adjacent creature. Deals **8 damage**.

ENCOUNTER ACTION

- **Acrid Spray:** Target up to three creatures adjacent to one another within 5 squares. All creatures hit by the spray are **Staggered** and their clothes, armor or weapons smell of urine until cleaned thoroughly.



TROW

TIER: I

TBD.

**SIZE:** Medium (1 square)

**HEALTH:** 36

**PROTECTION:** 1 (tough hide)

**INITIATIVE:** 8

**MOVE:** 5 squares (land), 8 (swim)

**ACTIONS:** 2

**ENERGY:** 1

**SPECIAL FEATURES:** *Adaptation*

Trogons can hold their breath underwater for up to 30 minutes. This allows them to forage effectively or to escape predators.

AT-WILL ACTIONS

- **Claws:** Target an adjacent creature. Deals **8 damage**.

ENCOUNTER ACTION

- **Acrid Spray:** Target up to three creatures adjacent to one another within 5 squares. All creatures hit by the spray are **Staggered** and their clothes, armor or weapons smell of urine until cleaned thoroughly.

WARGRAVEN

TIER: IV

Fearsome in appearance, wargraven have metallic ebony skin and heavily-muscled bodies. Their faces are mostly featureless except for large pointed ears, four glossy black eyes and two metallic fangs where their mouths would be. Rumored to be capable of a variety of incredible abilities such as flight, hypnosis and melding into shadows, witnesses to a wargraven attack call them vampires or devils due to the similarity of such ancient mythological creatures.

In actuality, wargraven are the remnants of an ancient human civilization with access to incredible technology. Their full-body exosuits provide them fantastic “powers” which they use to dominate all who infringe upon their domain. An extremely xenophobic society, they use these suits to cultivate a sense of fear and terror to keep interlopers or those curious about them at bay. Their suits are also the only way they gain sustenance as they use the hypodermic needles embedded in the teeth of their mask to drink the blood of those they prey upon.

**SIZE:** Medium (1 square)

**HEALTH:** 80

**INITIATIVE:** 20

**MOVE:** 7 squares (ground), 10 squares (flight)

**ACTIONS:** 3

**ENERGY:** 3

**SPECIAL FEATURES:** *Regeneration*

Wargraven regenerate **15 Health** per round at the beginning of their turn. This regenerative ability is suppressed if the wargraven is in bright light.

AT-WILL ACTIONS

- **Drain Vitality:** Target an adjacent creature. Deals **12 damage** and the wargraven recovers **12 Health**. The target is also **Staggered** unless they make a **Grit Resistance** check (**DV: 16**).
- **Obsidian Claws:** Target up to two adjacent creatures. Deals **15 damage** (ignore up to **3** points of **Protection**).
- **Stealth Protocol:** The wargraven becomes silent, completely invisible and can move rapidly (double movement speed).

ENCOUNTER ACTION

- **Hypnotize:** Target a creature within 10 squares and force them to make a **Willpower Resistance** check (**DV 20**). If the target fails this resistance roll, the target is unable to see, hear, or interact the wargraven, even if the wargraven takes a hostile action against them. It’s as if their mind just erases the presence of the creature. Hypnotize lasts for 10 rounds or if the target can be convinced to try to resist the effect, they can make another **Willpower Resistance** roll (same DV as above).



WENDIGO

TIER: II

A wendigo is a malevolent spirit of a creature consumed by a corrosive drive toward environmental destruction and insatiable greed, traits that sow disharmony and destruction if left unchecked. The embodiment of gluttony, greed, and excess, wendigo are never satisfied after killing and consuming one person, they are constantly searching for new victims.

Wendigo look like a gaunt skeleton recently disinterred from the grave, with its desiccated skin pulled tightly over its bones, its complexion ash-gray of death, and its eyes pushed back deep into their sockets. Wendigo give off a disturbing odor of death, decay and corruption.

**SIZE:** Medium (1 square)

**HEALTH:** 55

**INITIATIVE:** 21

**MOVE:** 5 squares

**ACTIONS:** 2

AT-WILL ACTIONS

- **Wicked Claws:** Target an adjacent creature. Deals **7 damage** and **Staggers** the target.  
*Stagger:* Causes the target to lose 1 Action on their next turn.
- **Furious Leap:** The wendigo **Shifts** up to 5 squares (can move over enemies and obstacles). It may target any adjacent creature upon landing with a devastating claw attack, dealing **8 damage**.

ENCOUNTER ACTION

- **Unhinged Jaw:** The wendigo unhinges it’s jaw and attempts to consume a target whole. Target an adjacent creature. That creature needs to make a **Willpower** or **Grit Resistance** check (**DV: 14**). If they fail, they take **25 damage**. If this kills or downs the character, the Wendigo swallows them whole - its stomach distending grotesquely. If the wendigo is slain before it can escape, the swallowed creature is expelled in a gory mess.



# INTO THE DEPTHS

This is an introductory adventure suitable for players and game masters just beginning their journey in the world of **Fated Seas**. This adventure is intended for a group of three-to-five players, but the GM should feel free to adjust the combat encounter enemy numbers, make-up or starting situation to accommodate for their players needs or adventure desires (*lower or higher difficulty, an experience more focused on combat or intrigue, etc.*). This adventure is balanced and written to fill a “one night (or day) gaming session”. It can be shortened or lengthened easily by adding or subtracting encounters along the way.

## CRUDE AWAKENING

The players begin by waking up from suspended animation through hydronic methods. The water drains from each of their pods, their throats filled with salty water. The doors open and they all stagger out into the cold darkness of a circular metal room.

Your eyes dart open and you immediately panic. You realize you are underwater and in the dark. Something hard and rubbery is thrust down your throat and as you grasp at what it is, a hose perhaps, the water rushes out from around you and onto the floor. You stand in a metallic pod looking out into a cold and dark room. Peering out from inside, you see many other pods circling the room, each with a similarly looking groggy occupant.

Each player is bound to the pod by leather straps and a mass of hoses and rods thrust down their throats (as life support). Remade and Thanatae characters are in special solutions for their body types. They can unfasten the leather straps fairly easily, but removing the hoses is a disturbing and slightly painful endeavor - everyone takes 5 points of damage from the ordeal.

Depending on how many players are in the game, there are as many pods located here plus an additional one. However, this additional pod is already empty - as if somebody else was there but awakened before the rest of them. Allow players to make an **Observation** skill roll or use another appropriate skill to discover this information.

There are two metal doors that lead out of the chamber - each with large wheels that must be turned to open. Small portholes look out into a hallway in one direction and a storage chamber in the other. Their clothes, equipment and supplies are stored in the latter. The hallway is dark, but has what looks to be emergency floor lighting illuminating it. It is silent, aside from a steady dripping of water.

The hallway leads to a ladder - at the top, a porthole opens into darkness.

If they climb up and out of the hole, they find themselves outside in a cavernous space - the interior of some sort of vessel, probably a small Solitary. It is dark. No light emits from the center of the core. It's burned out. If they want to survive, they need to either find a way out of it or re-ignite the solar core to enable it to be habitable again.

**Skill Check - OBSERVATION (DV 12):**

The hatch that covers the hole looks like it would be cleverly concealed when closed, indicating the area they came from was well hidden and in plain sight.

Even though their memories are fuzzy, all of the characters know that if they want to reactivate the solar core, they will need to venture to the center of the vessel, figure out what happened to it and restart the process. If they just want to bug out, they will need to find where the escape pods or submersible transports are located - typically this is near the outer hull of the solitary.

### What's going on here?

Named the “Evening Star”, this flotsam of the great Solitary called Tristania is considered a “pleasure vessel” owned by a wealthy noble named Eli Cromwell III. The Cromwell family uses it to host extravagant parties and staged events, like private hunts, murder mysteries or ‘Great Escapes’. The event hosted here now is a masquerade for Cromwell’s many friends and business partners. After the solar core was extinguished and power was lost, mayhem broke out on the vessel - many of the guests were able to reach the Triton transports to escape, but those that didn’t turned on each other in violence. Some formed into groups, or gangs - one aimed with finding a way to survive and escape and the other ensuring that no one is allowed to leave.

Cromwell had a backup plan, much like many wealthy folk hosting risky or questionable affairs. Before hosting an event, the Cromwell family always retained the services of highly-skilled adventurers or mercenaries who were then put into torpor for the duration of the festivities. In the unfortunate event of something going awry, these retainers would eventually be awakened to “fix” the problem.

In this specific situation, the retainers we’re talking about are the player characters. The business of being put into suspended animation has various negative effects - short term memory loss being one of them, so it’s up to the GM to help the PC’s “remember or not remember” as much or as little as they want. The important thing is freedom of choice and the expression of the players when put into various difficult situations.

### So how do they fix things here?

There are basically two options for the party. They can travel to the edges of the vessel in hopes to find a submersible transport or venture to the center to re-ignite the solar core. The Evening Star is a maze of rooms and corridors, many of the bulkhead doors locked down to contain hull breaches and other damage from various acts of desperation or sabotage.

## ADVENTURE FLOW

The party can experience between 3 to 5 encounters along their way to the solar core or to the Triton submersible. It’s up to you on how short or long you want the adventure to be and the flow chart below is one example of how it could be run. Feel free to alter it in any way by adding or reducing the amount of encounters along the way or even rearrange them to your preference!

## CREATURE ENCOUNTERS

Many of the maps for the locations the players will travel to show the starting spaces for the various creatures that inhabit each area. Some encounters have a variable amount of creatures located there which is based on how many player characters are in the party. For



example:

**Creatures located here:**

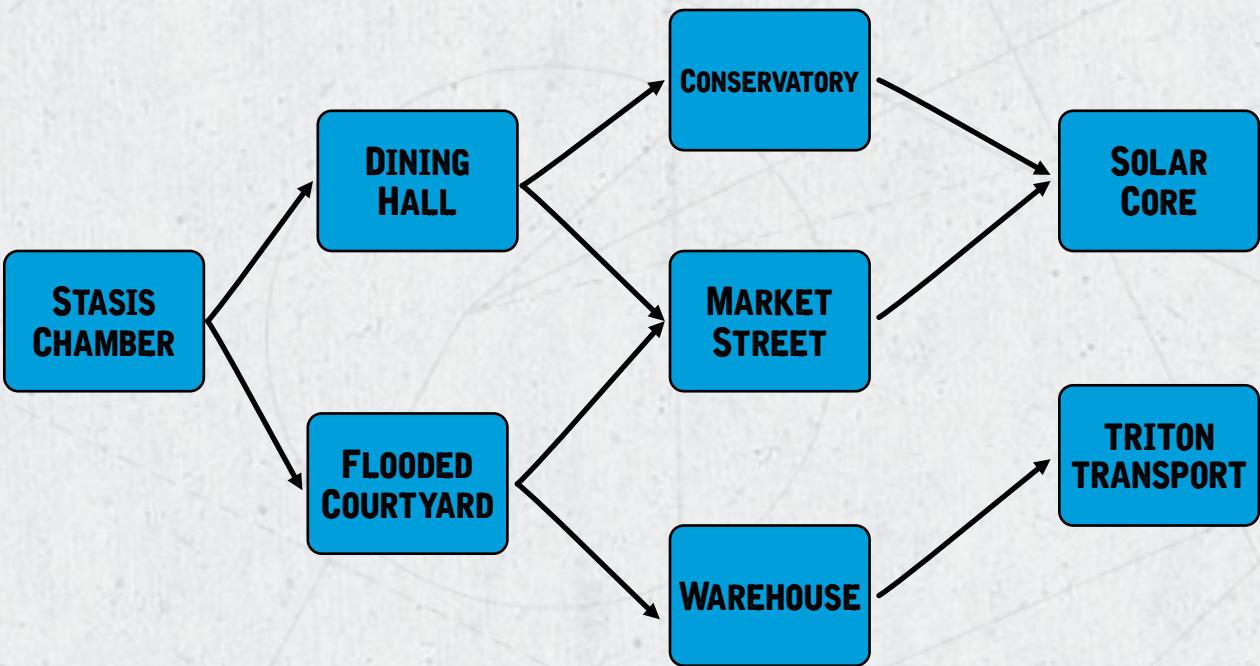
- **Grindylow = PLAYER CHARACTER COUNT +2**

While the map may only show the location for 5 Grindylow, a party of five players would encounter 7 of them here. The GM is free to place (or hide) the location for the other grindylow in the encounter. Perhaps the players encounter five grindylow first and then two others emerge from the tunnel in the rear during the combat. Perhaps two grindylow are hiding in the grates below. The GM should feel free to embellish and change the encounters to suit their whims.

**CREATURE VARIANTS**

Two special variants exist for this adventure. Both are based off the *Outsider* creature listed in the compendium, and are documented on the opposite page. Please refer to the *Creature Compendium* (pg. TBD) for stats on the rest of the creatures encountered during this adventure.

*Outsiders* represent a wide-range of like-minded humanoids organized in a hierarchy or societal structure outside the normal boundaries of civilization. Survivalists, pirates, bandits, thugs and other all types of unsavory individuals are considered different types of Outsiders.



**MASQUETEER (OUTSIDER VARIANT)**

**TIER: I**

Masqueteer’s are nobles that came to the Evening Star for a night of revelry, but instead were subjected to a horror show of mayhem and slaughter. They’ve managed to survive for this long, but have no way to leave the vessel and must now strive to survive.

**SIZE:** Medium (1 square)

**HEALTH:** 27

**INITIATIVE:** 7

**MOVE:** 5 squares (walk)

**ACTIONS:** 2

**AT-WILL ACTIONS**

- **Press Gang (12+):** Target 1 adjacent creature. Deal 5 damage and Push the target 1 square.
- **Grapeshot Blast (11+):** Target up to 3 creatures adjacent to one another within 5 squares. Deal 4 damage to all targets and inflict 1 Frailty.

**ENCOUNTER ACTION**

- **No Quarter (12+):** Target 1 adjacent creature. Deals 5 damage and Pull the target 2 squares. The Outsider may Shift 2 squares.

**KINDRED (OUTSIDER FLAYER)**

**TIER: I**

The Kindred are the remade servants of the Evening Star that have been “reprogrammed” to obey IXANAXI’s commands and ordered to subjugate the guests of the Masquerade. They have grafted makeshift weapons to their limbs and their heads are replaced with metallic tentacted maws, writhing spasmodically.

**SIZE:** Medium (1 square)

**HEALTH:** 35

**INITIATIVE:** 16

**PROTECTION:** 2

**MOVE:** 5 squares

**ACTIONS:** 2

**AT-WILL ACTIONS**

- **Vicious Shank (12+):** The kindred stabs one adjacent creature with their grafted on silverware hands. Deals **5 damage** to the target.
- **Firebomb (11+):** The kindred throws a bottle of alchemist’s fire at a target within 10 squares. All creatures in a 2 by 2 square area take **4 damage** and add **1 Burn** card to their deck (or cause **Burning** to NPCs).

**ENCOUNTER ACTION**

- **Ink Blot (12+):** Targets up to two creatures within 10 squares (must be different). Deals **4 damage** and **Staggers** them.



DINING HALL - *The Masqueteers*

You exit into a large open space leading to what appears to be a dining hall. You hear people speaking to one another and the sound and clatter of someone rummaging through things. Draped over the entryway is a paper sign that says “Welcome to the Evening Star Masquerade!”

As the players get closer and are able to see inside the structure:

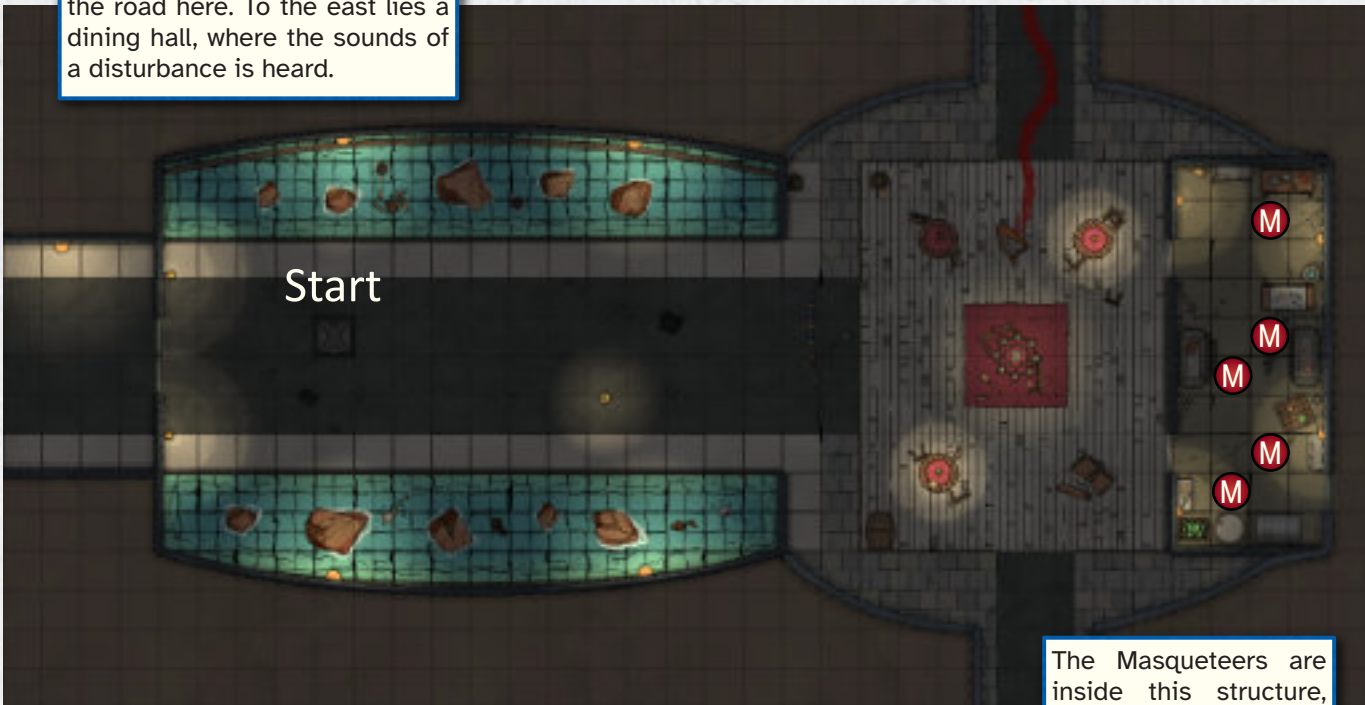
The looters are dressed like filthy pirates, but their mannerisms and speech suggests they are nobility forced into a less than desirable situation.

The players do not have to get into a fight here if they don’t want to. They can try to get more information from the Masqueteers, if they so desire. The Masqueteers are here to scavenge for food and then will continue on towards the outer hull of the *Evening Star*, as they encounter less Kindred the further away they get from the solar core. As long as the party doesn’t try to stop them or interfere with their actions, they can most likely converse and learn more about what happened and their options on how to escape. The Masqueteer’s aren’t inclined to help unless the party can offer some assurances, incentive or are extremely persuasive, but nothing is impossible.

Creatures found here:

- Masqueteers (Outsider variant) = PLAYER CHARACTER COUNT +1

The players begin their journey out of the hatch in the middle of the road here. To the east lies a dining hall, where the sounds of a disturbance is heard.



The Masqueteers are inside this structure, looting it for food and supplies.

CONSERVATORY - *Grindylow Incursion*

In the conservatory, the party encounters a pack of grindylows that have breached inside and begun prowling around. They have just finished successfully hunting down some of the unfortunate guests and have begun to feast on their bodies.

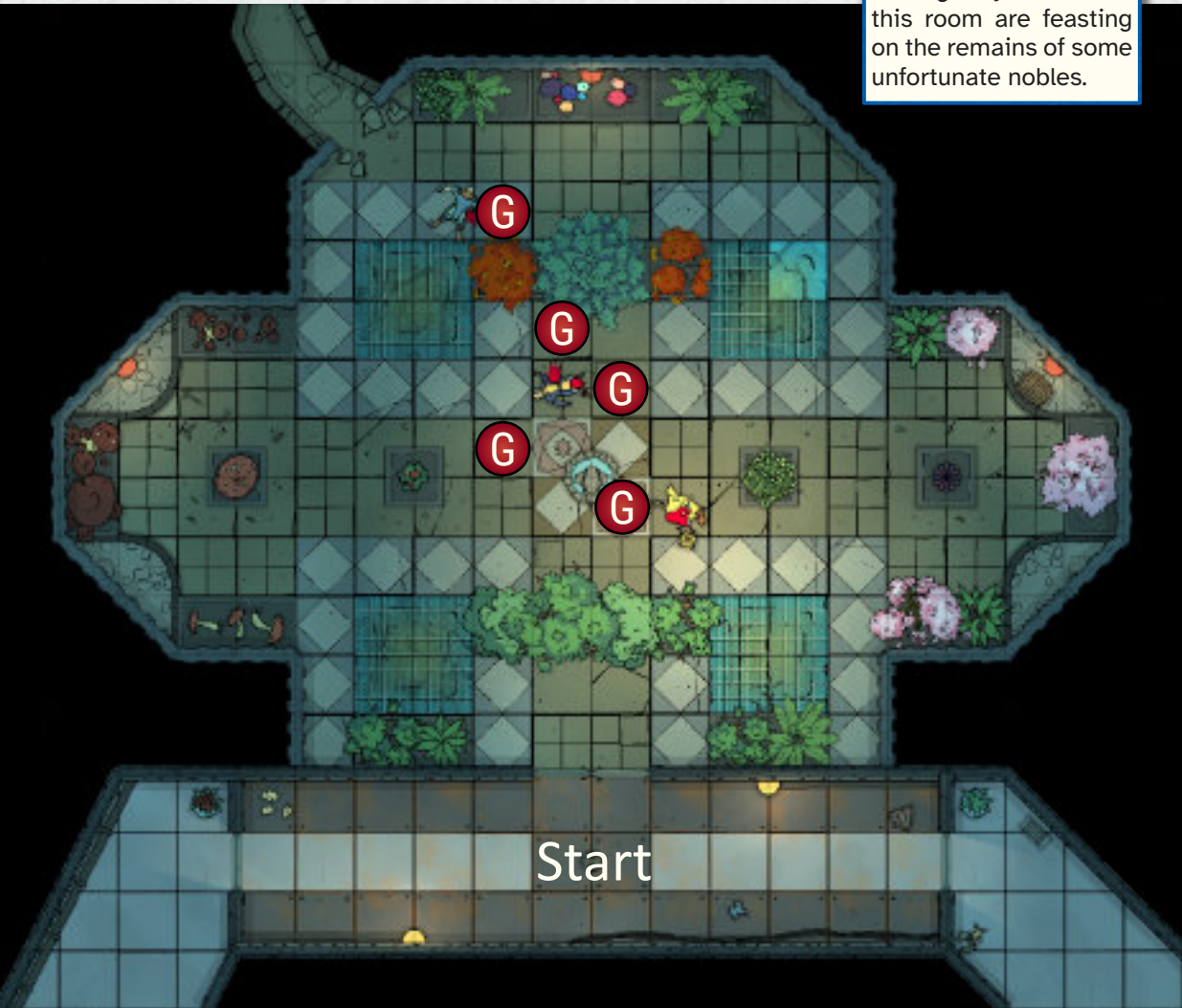
You enter a waterlogged conservatory. It is dark, humid and the air is tinged with the scent of blood. The sound of movement and sloppy slurping is heard from somewhere near the front of the room, obscured by large bushes, trees and other vegetation.

A number of grindylow are huddled around the corpses, loudly tearing into them and devouring their flesh. Players have the opportunity to sneak up on them if they are careful, as the grindylow only have an **Observation** skill roll of **5** due to their preoccupation with gorging on their unfortunate victims.

Creatures found here:

- Grindylow = PLAYER CHARACTER COUNT +2

The grindylow inside this room are feasting on the remains of some unfortunate nobles.





WAREHOUSE - Kindred Ambush

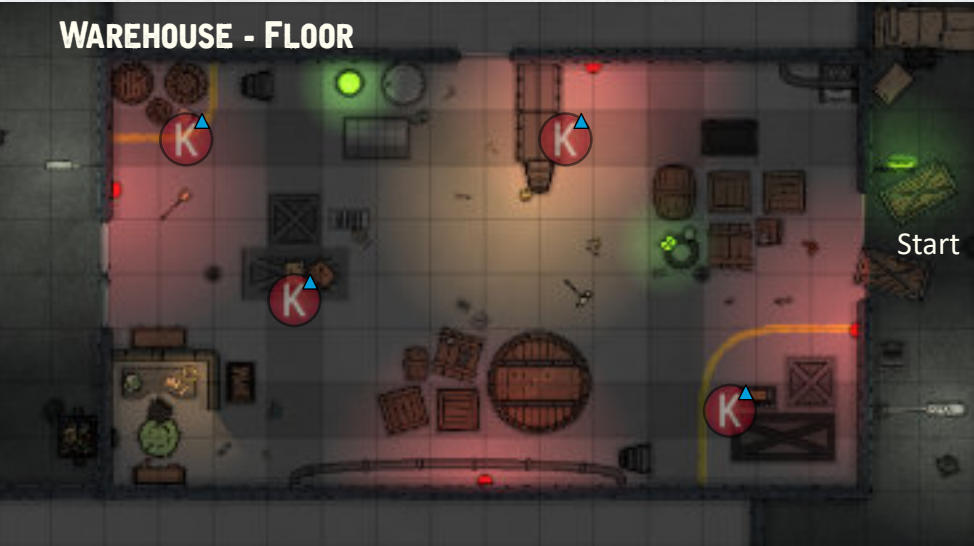
You encounter a torn up bulkhead leading into what looks to be a storage warehouse. Pitch black and silent, you can only see barely into the room. Open crates and empty boxes litter the floor and water drips from the rusty catwalks drooping overhead.

The crates are all ransacked and nothing of value remains. Lurking in the catwalks above are a band of Kindred waiting to ambush any Masqueteers or the player characters once they enter and start searching. After a few have entered the room, the Kindred drop down from the catwalks and attack.

Because of their remade nature, the Kindred stand perfectly still high above and are difficult to perceive. A player that wishes to use **Observation** in the room can detect the presence of one or two high above (**DV 15**), but at any distance, it is difficult to make out more than just their humanoid shapes.

Creatures found here:

- Kindred (Outsider Player) = PLAYER CHARACTER COUNT +1



The Kindred in this room lurk above on the catwalks. They are not moving and difficult to spot in the darkness (**Prowl DV 15**).



FLOODED COURTYARD - Eel Pit

You exit a waterlogged corridor and emerge into a soiled and filthy garden of hedges and overgrowth. The water is knee-high and murky.

Skill Check: **OBSERVATION DV: 12**

You notice some thing... or things... slithering just below the surface of the water.

Just below the surface of the water lurks a dangerous ampeel and some smaller eel swarms, all of them hungry and eager to feast on the flesh of the living. The ampeel will be drawn to remade characters as they are an excellent source to leech electrical energy from.

Creatures located here:

- Ampeel = 1
- Eel Swarms = **PLAYER CHARACTER COUNT -2**





MARKETSIDE STREET - *Rumble in the Market*

The clanging of steel-on-steel rings in the darkness and the smell of gunpowder fills the air. Out in the street near a ruined and wrecked market, two groups of humanoids fight among the stalls. Some are dressed like filthy, mask wearing pirates and the others appear to be disturbing metallic humanoids - their hands replaced by blades and other makeshift weapons. Their heads are nothing but writhing tentacles.

Neither side seems to have the upper hand. You could change that.

The Masqueteers may or may not be hostile to the party depending on how their interaction went at the Dining Hall (if the party encountered them there). Depending on how the party interacts with this scrum in the middle of the streets, they could either end up hostile, neutral or friendly. Does the party come to their aid or the Kindred? Do they do nothing and watch as both parties slaughter each other? At a certain point, each side will become wary of their presence and either ask for their help (Masqueteers) or threaten them (Kindred). This is a volatile situation with many outcomes depending on how the players act.

Creatures located here:

- Kindred (outsider variant) = **PLAYER CHARACTER COUNT**
- Masqueteers (outsider variant) = **PLAYER CHARACTER COUNT**



EVENING STAR SOLAR CORE





SOLAR CORE - *Eli Cromwell and the Octopus Overlord*

BACKGROUND

Eli Cromwell III, the nobleman that owns the *Evening Star*, has gone mad due to the influence of his octopus companion, IXANAXI. The octopus dominated Eli shortly after the party started, disabled the solar core and started feeding on the guests. It now ruthlessly and efficiently lords over Cromwell's body and mind forcing him to do whatever it desires. The remade servants were ordered to change their appearance and role for the party and are now known as the Kindred. These creepy servitors hunt down the remaining noble lords and ladies trapped here and prevent anyone from leaving the Evening Star. The Remade think this is all part of 'the game and theme' of the Evening Star Masquerade, but have clearly taken things a bit too far.

ARRIVAL

Creatures located here:

- **Eli Cromwell III**
- **IXANAXI**
- **Kindred (outsider variant) = PLAYER CHARACTER COUNT -1**

The players arrive outside the solar core in a long alleyway that stretches in a circle around the entire structure. They can see the dark metallic dome of the solar core behind the massive structure in front of them - the solar core master control room. This is where solar core engineers monitor things from and where they need to be in order to fire it up.

The imposing structure in front of you is comprised of featureless dark stone. Centered in the middle of the wall are two massive stone doors. To the left is a large metallic wheel - most likely used to open and close the doors. Since it will require turning the massive circular wheel to open them, it would seem like there's no way to do this quietly.

**Skill Check - Knowledge, DV 10:** A metallic surface surrounding the solar core would get way too hot here.

Once either (or both) of the doors is opened, the players can see inside this massive mechanical workshop.

The doors creak open loudly and you can fully see into this dimly lit workshop. The large room is filled with shelves, massive machinery and worktables. Many of the tables are decorated with bloody body parts - gore dripping down on the floor. Behind all of this, past the two sliding blast doors, stands a disheveled man pacing wildly back and forth. On his shoulder sits a large, red-skinned octopus. You didn't notice it before, but also standing near the blast doors are a few of the tentacle-headed robots, all with nasty tools and silverware grafted to their hands. They stand eerily still - clearly having no reaction to the opening of the massive doors.

Once the players enter the room and get close enough to Cromwell, he will abruptly stop pacing, face and address them. He speaks strangely - as if he's not fully in control of the way his mouth moves while talking.

"Ah, you HAVE arrived. This was NOT intended, but NOT unexpected as well. I SEE the old man put in a contingency plan, AS usual. NO matter. You CAN be put to GOOD use."

Cromwell, at first glance, seems to be normal to anyone able to observe or converse with him. His speech pattern is strange and alien at times and his eyes are bloodshot and swollen from being deprived of sleep. A successful **Observation** skill check or **Knowledge/Lore** skill check (**DV: 10**) by a Theurgist character can determine that he's been dominated by his octopus companion.

It's up to the party to decide how to proceed - they can try to break the domination through force or other methods or they can just kill everyone and be done with it. One or more of the group could remember that they were hired by Cromwell as insurance against a situation just like this, so that could influence the way they proceed, but it's all up to what you, the GM, want to do. IXANAXI would prefer the ruse continue - eventually it will summon more Kindred and try to slaughter the players for food.

Slaying IXANAXI ends the domination and immediately brings Cromwell back to his senses. He will order the Kindred (if any remain) to stop attacking and will try to speak to the players. At this point, the players can decide what they want to do - if they continue to attack, Eli and the Kindred will defend themselves, but will not try to kill any members of the party, only knock them unconscious.

AFTERMATH

There are quite a few outcomes, depending on who survives. It does not matter if the Kindred are killed or survive as they think the events of the Masquerade were an intentional part of the experience.

- **If IXANAXI dies, but Cromwell lives:** Cromwell regains his senses and implores the players to stop attacking. He promises to explain everything, but in a matter-of-fact and sort of condescending way:

The players are mercenaries and were hired on as a contingency plan in case anything "unfortunate" happened during the Masquerade. This is fairly standard operating procedure for the Cromwell family as some of their previous family events have a "history" of spiraling out-of-control. The contingency plan is that after a specified time passes (in this case, two weeks), the mercenaries are awakened to fix whatever has gone wrong. Unfortunately, some people suffer short-term memory loss from the hibernation pods (in this case, it affected the entire party), but the Cromwell family knows that they hire "only the best" and are "always confident" in their ability to handle any issue that arises, which is kind of true, in this situation.

- **If Cromwell dies, but IXANAXI lives:** IXANAXI will pretend to be free from the "tyranny of Eli's mind" and ask the party to accompany it to the Triton transport so they can leave. Along the way, they will be ambushed by Kindred and have to fight them as IXANAXI's dementia has forced it into a blind rage at this point. If the player characters survive this ordeal, they are free to do whatever they wish with the Evening Star and everyone aboard. They could try to take the Triton and leave, or they could venture to the bridge of the *Evening Star* and find out just how precarious the situation truly is... but that's another story.



- **If both Cromwell and IXANAXI dies:** The party is left in the dark about what truly happened here, but eventually their short-term memory loss wears off and they will recall being hired by the Cromwell family as mercenaries in case something was to go wrong during the *Evening Star Masquerade*. This should have been easy money for them, as Masquerades typically aren't that crazy of an event. As with the second outcome, the player characters are free to do whatever they want.

Some Masqueteers and Kindred still remain in the Evening Star. This can make it dangerous to continue exploring - but it all depends how the players react to those encounters. The Kindred, for the most part, proceed down the same path as before and try to slaughter the “meatbags” as dictated by the once dominated Cromwell. If Cromwell lives, he will order them all to stand down and revert back to their orderly appearance of mechanical tuxedos and top hats.

The Masqueteers only want to escape, or if Cromwell lives, want revenge. The players may have to protect him or if they want to experience some frontier justice, they could always just hand him over. There are endless opportunities to continue on in the adventure.

ELI CROMWELL III (TRANSHUMAN THEURGIST)

TIER: I

A well dressed, but disheveled man, Eli has been completely dominated by his octopus companion IXANAXI. His eyes are bloodshot from sleep deprivation and his face frequently twitches uncontrollably. When he speaks, his mouth quivers as if he's trying to resist some overwhelming force upon his body and mind. Eli's subconscious mind is very concerned with survival and will always prioritize defensive abilities over deal damage if it looks like Eli is in a bad situation.

- HEALTH: 45
- INITIATIVE: 12
- ENERGY: 2
- ACTIONS: 3
- MOVE: 6 squares
- AT-WILL ACTIONS
- **Flickerbolt (9+):** Range 15. Targets 1 creature. Deals **3 damage** and Eli can **Shift 2 square**.
  - **Telekinetic Slam (9+):** Range 10. Targets 1 creature. Deals **5 damage** and **Pushes** the target 4 squares away from Eli.
  - **Storm Armor (9+):** Eli gains **2 Protection** until the beginning of his next turn. Any creature striking him takes **3 damage** and **Frailty** as lightning arcs off his magical shield.

- ENCOUNTER ACTIONS
- **Shock Dome (10+):** Creates a deadly sphere of lightning in a 3 by 3 square area centered on a target within 10 squares. Deals **5 damage** and **Staggers** all targets in the area-of-effect.

IXANAXI (OCTOPUS OVERLORD VARIANT)

TIER: I

- HEALTH: 45
- PROTECTION: 1
- INITIATIVE: 14
- ENERGY: 3
- ACTIONS: 3
- SPECIAL DEFENSE: Resist Water damage (take half)
- MOVE: 6 squares
- AT-WILL ACTIONS
- **Voracious Beak (9+):** Target one adjacent creature. Deal **5 damage** and recover **4 Health**, minus the Protection value of the target.
  - **Tentacle Assault (9+):** Hits all targets within 5 squares of IXANAXI. Deals **3 damage** and **Pulls** them all 3 squares towards IXANAXI.
- ENCOUNTER ACTIONS
- **Black Cloud (9+):** A toxic black cloud is expelled in a 2-square radius surrounding IXANAXI. The cloud inflicts **Frailty** to all creatures in the area of effect immediately. The inky cloud persists for **two-rounds** and blocks line-of-sight for all characters. Anyone entering or ending their turn in the cloud is affected by it - deal **3 damage** to them. IXANAXI may **Shift 10** squares after the attack.

KINDRED (OUTSIDER FLAYER) (AMOUNT: PARTY SIZE -1)

TIER: I

The Kindred are the remade servants of the Evening Star that have been “reprogrammed” to obey IXANAXI's commands and ordered to subjugate the guests of the Masquerade. They have grafted makeshift weapons to their limbs and their heads are replaced with metallic tentacled maws, writhing spasmodically.

- SIZE: Medium (1 square)
- HEALTH: 35
- INITIATIVE: 16
- PROTECTION: 2
- MOVE: 5 squares
- ACTIONS: 2
- AT-WILL ACTIONS
- **Vicious Shank (11+):** The kindred stabs one adjacent creature with their grafted on silverware hands. Deals **5 damage** to the target.
  - **Firebomb (11+):** The kindred throws a bottle of alchemist's fire at a target within 10 squares. All creatures in a 2 by 2 square area take **4 damage** and add **1 Burn** card to their deck (or cause **Burning** to NPCs).
- ENCOUNTER ACTION
- **Ink Blot (10+):** Targets up to two creatures within 10 squares (must be different). Deals **4 damage** and **Staggers** them.



ESCAPE POD - *Hidden Hermit*

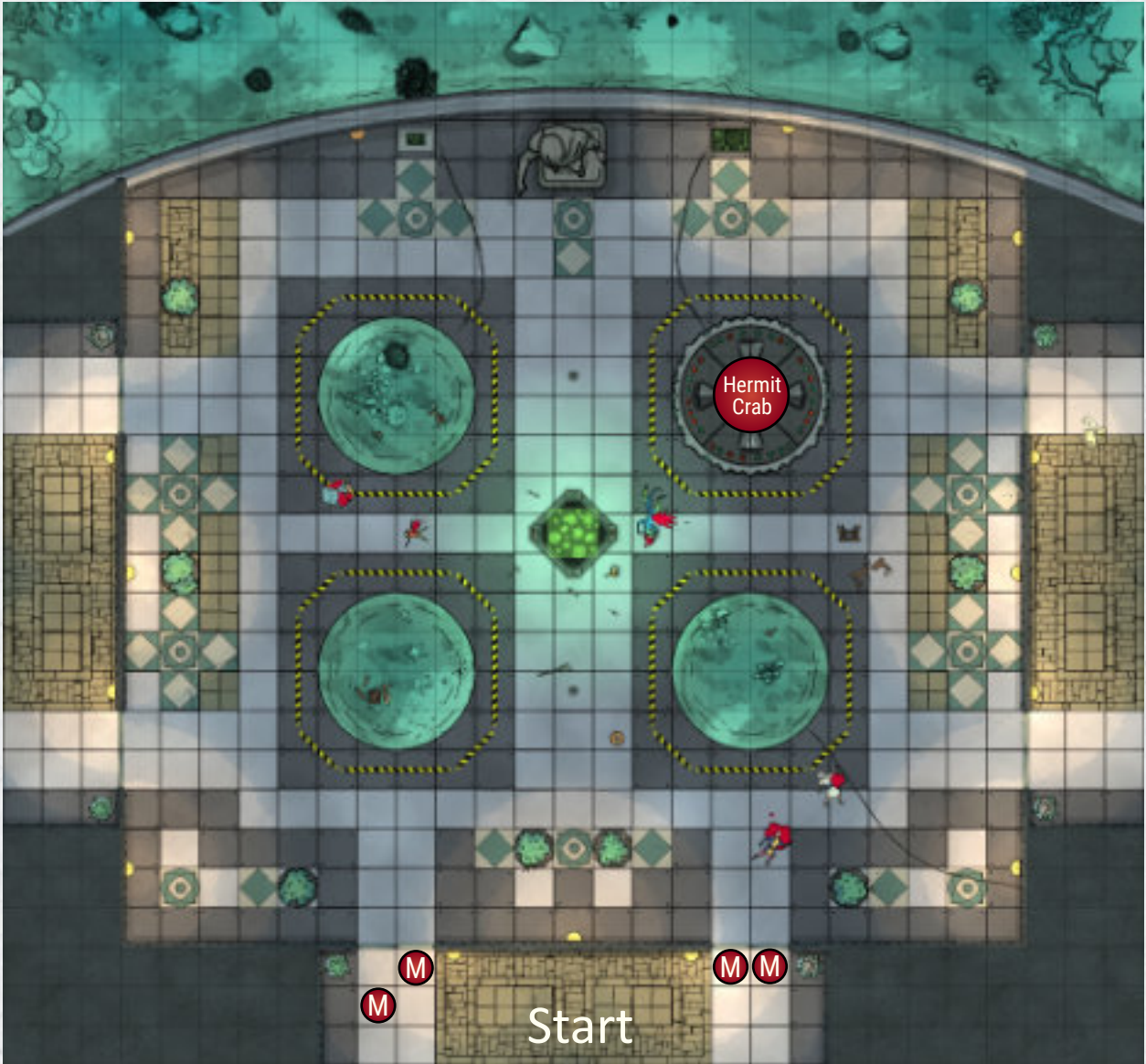
The players will travel to this chamber by heading towards the outer edges of the *Evening Star* near the hull. Once they reach one of the double door entryways, they will find a group of Masqueteers there trying to cut their way inside with power tools.

As you turn a corner towards the entryway leading to the Triton transport pods, you hear the sound of power tools and the loud clanging of a hammer. You open the bulkhead doors leading into the antechamber and see four Masqueteers before you, all of them busy trying to force their way into the transport room. One of them notices you and motions to the rest to stop what they are doing. They stand there with the arms crossed, waiting for somebody to say something.

The players can attack them, talk to them or take some other action they think of (they could ignore them and try to find another way inside, for example). The players could offer to let them inside - the Masqueteers are fine with this for now, but once they see there is only one remaining Triton, they will threaten the players and tell them that they are leaving the *Evening Star* by taking it. This will probably not go down well with the players - but not before one of the Masqueteers is brutally eviscerated by the Hermit Crab dwelling inside and all hell breaks loose.

Creatures located here:

- Gargantuan Hermit Crab = 1
- Masqueteers (outsider variant) = 4



AFTERMATH

For all intents & purposes, this adventure is now finished. The GM is free to continue on from here by making up their own story or can continue on in the sister adventure.

The aftermath from here may depend on how the players got here and what their initial decision was. If the players chose to escape the *Evening Star* instead of going to the Solar Core, they will need to spend some time repairing and cleaning up the Triton before they can use it for transport. As long as they don't mind a bit of a stench, they can depart on the Triton in less than a day.

If the party came here after going to the Solar Core, they are here because they either need food (thus the hermit crab) or they came here to use the Triton for other purposes.



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