

# Predatory Practice

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## Summary

In the crumbling remains of an area called the Historic Zone, once home to the Ancients, a myriad of survivors navigate a bustling bazaar filled with makeshift stalls and repurposed buildings. The air is thick with the scent of salt, rotting wood, and grilled meat from vendor stalls. On one end of the bazaar towers the former aquarium turned hospital, offering a sanctuary amidst the chaos. At the heart of the marketplace stands another prominent building, marked by a large, immaculate shark statue, drawing the attention of all who pass by.

## Overview

Starting Box Text:

*After a long day's journey, you arrive at the edge of a bustling bazaar, its lively activity bathed in the fading light. Mutants weave through makeshift stalls, lighting candles and lamps as dusk approaches. The air is thick with salt, rotting wood, and grilled meat. The former aquarium looms as a faded "Hospital" beneath a tattered tarp, while a massive shark statue casts a long imposing shadow at the opposite edge. As the evening draws near, there's a last-minute rush for deals before the market winds down...*

- **Potential Starter Hooks**
  - The Ark has stopped receiving shipments of grub/canned fish from the Hospital/Historic Zone, and have sent the players to investigate
  - An NPC the players know/the Elder has gotten sick, and the players go to the hospital to seek medical supplies or advice
  - A friend of the players went to the Historic Zone Hospital and never came back.
- **Central Mystery to be uncovered:** the fish are sourced from a covert mutation operation conducted by the otters
  - **Zone Mystery Hooks**
    - No matter where the players approach the aquarium from, a crazed octopus bursts out of whatever entrance they were about to go through and charges them with a scalpel
    - Fishing supplies are unused
    - Korrak has asked the players to investigate the aquarium docks for more raw materials for his counterfeiting scheme.
    - Korrak's enforcers have been getting abducted in the night. Forcing him to pair them.
    - Otters are shifty about source of fish
    - Otters constantly push for check-ups

- Player can become eligible food
- If players are caught doing something suspicious, e.g. stealing, they might get forced into a check-up if they haven't already done one

# Locations

## Hospital exterior

The Monterey Bay Aquarium, now repurposed as a hospital, is one of the most well-preserved buildings in the area. Despite the dilapidated surroundings, the resident otters have put considerable effort into maintaining the structure's original integrity and cleanliness. The exterior, though weathered and cracked, stands resilient against the ravages of time. Despite the rich sea air and the rowdy bazaar nearby, the front entrance of the hospital is relatively devoid of any strong smell, as if the otters made it a point to erase anything that could mar their beautiful building.

In fact, it seems that the otters have meticulously cleaned the entrance, the surrounding debris swept away and the walls scrubbed to remove the encroaching moss and grime. The iconic sign, altered with a tattered tarp to read "Hospital" still retains some of its original luster, hinting at its former glory. The windows, while no longer covered in glass, are reinforced with vibrant metal scrap fashioned into the shape of otters and smaller sea life. They are kept relatively clear of dirt and smudges and the small gaps allow light to filter through and illuminate the interior. The otters' dedication to cleanliness and order stands in stark contrast to the surrounding chaos, providing a semblance of normalcy and hope amidst the decay. This diligent upkeep makes the hospital a beacon of stability and care in an otherwise desolate landscape, reflecting the otters' commitment to preserving a bit of the past while adapting to their new reality.

## General Hospital Area + Gift Shop

After the head doctor takes his leave, the general hospital opens up for the players to explore.

Pushing past the doors into the hospital proper, the players would be greeted by the docks in front of them, as well as passages leading to the left and right sides of the hospital. The gift shop can be found to the right, while the general hospital floor can be found to the left. As one goes to enter the general hospital area though, one might notice a staircase hidden away by the entrance. A makeshift sign in otter-scratch reads 'Intensive Care: Do Not Enter'.

Similarly, past the gift shop, a narrow bridge can be seen leading out to some other section of the facility (see: [The Cannery](#)). If not for the enormous sea lions guarding it day and night, it would otherwise be rather unassuming.

Each step is accompanied by a splash. Water covers every inch of the hospital floor; beginning as just a glossy sheen on the ground near the entrance, the water level quickly rises the

further the players venture into the hospital. At its deepest point, the water easily hits waist-level. The constant flooding serves as a mode of easy transportation for the hospital's inhabitants. In the hospital's heyday, streams of colorful and varied marine creatures—sharks, sunfish, rays, sturgeon, sea turtles—were a common sight. Nowadays though, you'd be lucky to see a crab skitter its way down one of the hospital walkways. Still, you best watch your step, lest your boot be pinched by a particularly irritable lobster.

## General Hospital Floor

Turning left at the entrance brings visitors to the hospital's actual operations. Old exhibit areas have been repurposed into examination rooms and clinics. Aquatic patients swim in and out through punctures in the glass cases, streaming out into the water that has flooded nearly every corner of the facility. For non-aquatic species though, their area of the hospital is even smaller—confined to the aquarium's former aviary, with only raised platforms keeping patients from tumbling from their cots into the water.

### **Gift Shop:** - portrait by Madison

**During the day, players are able to purchase equipment from the shop's inventory, however all merchants only take Pressed Pennies, which are only available by visiting the hospital and getting a checkup. At night the gift shop is supposedly closed, though not completely unoccupied.**

A right turn at the entrance instead leads to a small gift shop. Clean and well-lit, not unlike the rest of the facility as a whole, the gift shop paints a stark contrast with the hodgepodge hustle and bustle of the shops of Cannery Row. As for whether or not the items within it are worth it, that's very much up to debate.

No matter the time of day, there's an otter manning the cashier inside the gift shop. During the day, she puts on a pair of human-sized spectacles and pokes her nose over the counter. During off hours, she dons a starfish-patterned nightcap and falls asleep in the same spot. Players who fail Sneak checks while investigating the gift shop at night may wake the otter, though chances are she would simply fall back asleep.



### **Items of Note in the Gift Shop:**

**Canned Food:** overpriced food straight from the cannery. Despite its price, it functionally serves as just one piece of grub.

**Cost:** 4 Pressed Pennies

**Generic Items:** Items are very “souvenir-esque”, containing clothes, pins, cups, jackets, scarfs, hats, etc. They all bear the logo of the hospital—an otter holding a heart like it would a clam—and often containing cheesy corporate slogans. There’s an entire section dedicated to plushie-ified versions of the logo.

**Cost:** 1 Pressed Penny each

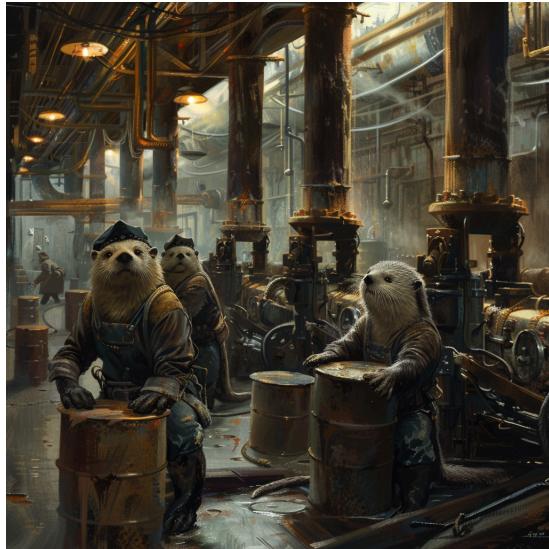
## **Intensive Care/STEM LAB**

The Stairs leading up from the hospital lead directly into intensive care. Around the stairs are operating tables fashioned from old touch-pools, sectioned off with scrapped-cloth curtains to separate them out. Alongside each of the “operating rooms” are tables with various knives, syringes, and surgical instruments. Just past this operating area is a sectioned off areas marked “BIOHAZARD”

The door marked “BIOHAZARD” is a makeshift bolted metal door that is always guarded (The door takes a Hard (-2) roll for Force to break it open). Behind this door is a big room with a large unlit tank of dark water. In the room is an operating table with chained metal straps. Lining the walls are tables with many vials, petri dishes, and syringes. Most notably is a large container with a label that has mostly withered except for the word “STEM”. There is a lever next to the large unlit tank to light it up, revealing one or two people, mutated into large fish monsters, chained to the bottom of the tank, with about 10 more sets of chains not occupied. There is a ladder that leads to the top of the tank to get inside. If the players try to take one of the fish-mutants out of the tank, they must succeed on an Insane (-3) Heal roll to resuscitate them long enough to ask any questions, and they can’t talk inside the water. The fish mutants will die in a matter of minutes if taken outside of water for too long, they have been mutated too many times.

# The Cannery

- portraits by Midjourney



## Description:

The cannery zone is a two floor factory production area designed to can fish. The zone is filled with once dormant cannery machinery and pipes fired up once again, rearranged and added to since their reinstatement. Most believe that this area may have been just a display until some time when the cannery was reestablished. Off to the sides of the area there are some weathered and mostly decayed and neglected placards that list some descriptions of the cannery in a state that seems to have long passed, as well as some minor details about the area and wildlife. One of note does state that Otters are 'endangered'. Some otters when asked about it would echo that there's not many of them and that they have to protect themselves.

All of the workers are Otters, as even in more mutated states, since Otters always had opposable thumbs, they are more consistently capable of manipulating the machinery. If asked why others do not work, it might also be implied the otters do not trust other species very much.

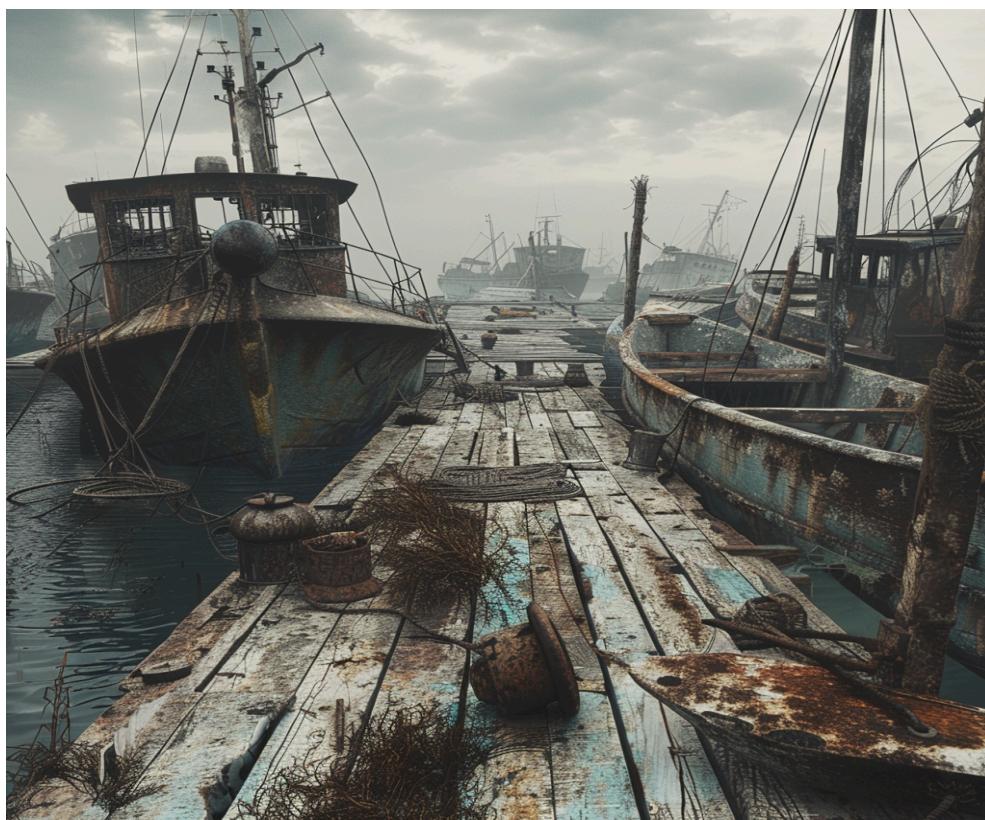
Expectedly, the area smells very strongly of fish. There is grime and guts on the floor and conveyor belts in the area. It's very loud from all the machinery when it's running, conversations between people on the cannery floor usually would have to involve both parties yelling to be heard clearly. There are three conveyor belts with about 9-10 otters staffing each one at a time. Production happens in shifts, and starting in the evening until morning the cannery is closed to entry and the machinery is shut off.

Fish that is brought in typically has the heads cut off, and most are gutted early on the line. Under closer inspection (Comprehend -1 if fish that Otters catch have been encountered, -2 if not) one may realize that the caracasses do not seem to resemble that of typical ocean faring fish, they are much larger and almost humanoid...

## Location History:

Historically the area was an exhibit about the cannery in the area that was defunct long before the apocalypse. Ironically the cannery is the original reason the old city came about in the first place, and is again the lifeblood of the new community. The cannery belongs to the Otters, and they very much think so. They were the ones that rebuilt it and started it up again. In recent times it has been a large producer of grub for this area, but things are slow at the moment. Some remnants from the exhibit era still exist in a tattered form.

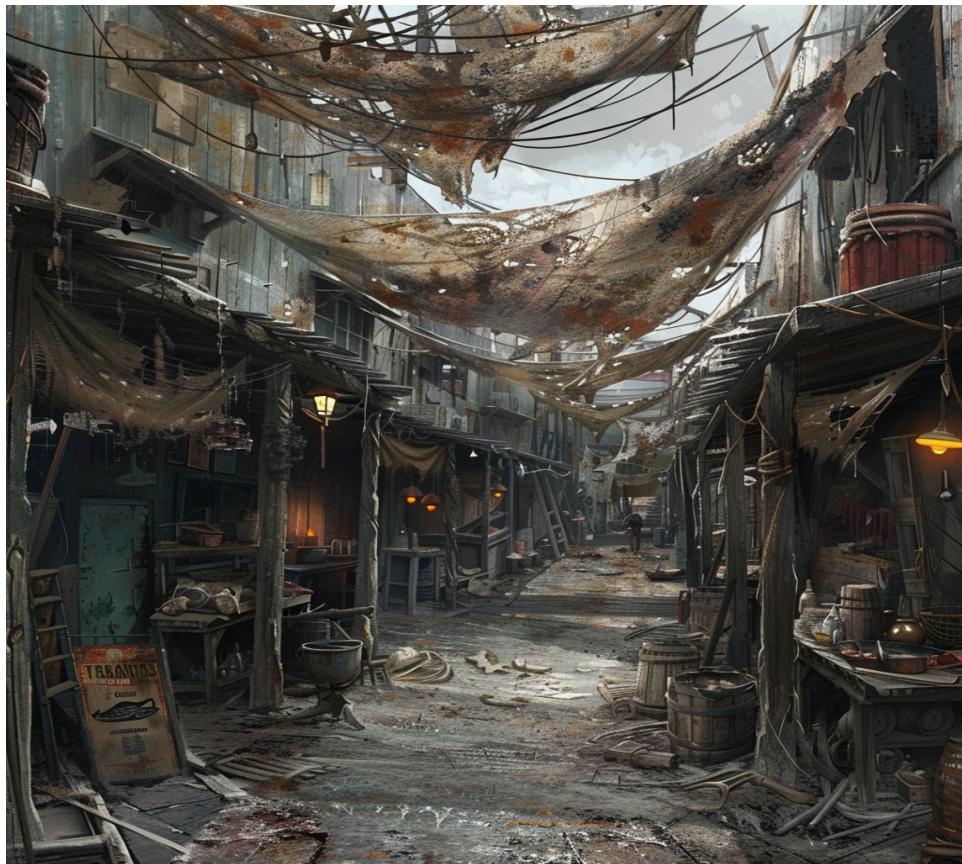
## The Docks - portrait by Midjourney



The dock is a rusting, skeletal remnant of a once-grand aquarium pier, obviously repaired with scrap wood and metal but still very stable and functional. It juts out into the waters of Monterey Bay into deep enough waters to dock boats. Fishing vessels, both large and small are moored here, their hulls scarred and weathered. These boats, despite their worn appearance, are meticulously maintained for being in the wasteland. The dock area is patrolled by the dock caretaker who cares for the boats & dock. The boats upon first glance seem perfectly normal, however any closer inspection will reveal that these boats are not in use for any fishing related activities. They are oddly clean inside and the fishing gear, lines, and nets are unused upon closer inspection.

# Cannery Row Bazaar (Historic Zone)

- portrait by Midjourney



## Description:

Cannery Row in Monterey, now known as the Historic Zone, is a shadow of its former self. Its once vibrant streets are now filled with makeshift stalls and repurposed ruins. The cannery buildings, formerly quaint little gift shops, have been patched back together with items scavenged from the ocean; giving the zone a ramshackle, yet functional, appearance. The scent of salt and rotting wood lingers in the air, mingling with the aromas of grilled meat and burning wood from various vendor stalls. The bazaar walk-paths are narrow and winding, lined with tarps and tents that serve as impromptu storefronts, each with an assortment of specialized goods, services, grub, equipment, artifacts, and the like.

## Bazaar Shopkeepers

These diverse individuals manage the myriad stalls of the bazaar, from shrewd traders and friendly vendors to more unsavory types. They offer a wide range of items, from salvaged equipment and artifacts to dubious goods. Their attire varies from patched and weathered clothing to more unique and flashy ensembles. Each shopkeeper has their own approach, whether it's a keen eye for deals, a welcoming demeanor, or a more underhanded and opportunistic attitude. (SEE ROLL TABLE IN GENERIC INHABITANTS)

Amid the chaotic sprawl, a giant immaculately polished shark statue stands out above the tents, marking the entrance to Sharky's Shirts. Once a cheerful spot for tourists, this old gift shop now serves as the fortress-like base of Korrak, the shark. Inside, the walls are adorned with relics from the past: faded postcards, sun-bleached t-shirts, and rusted shark themed knick-knacks. In the back, hidden away from prying eyes, Korrak's lone penny-press clatters away as it attempts to replicate the otters' prized currency. The room is cluttered with stacks of raw metal, bronze paint, and makeshift weaponry, a stark contrast to the shop's former charm. Across the press room are Korrak's personal chambers marked by a massive chain draped above the door.

(check maps section for layout information)

### ***Location history:***

Despite the otters' control over the legitimate economy with their pressed pennies, Korrak's counterfeit operation and his gang's protection racket make him a pivotal figure in the zone. The otters, focused solely on their patients in the nearby Monterey Bay hospital, initially turned a blind eye to Korrak's dealings within the bazaar. However, since his recent acquisition of the press, they've noticed a decline in voluntary checkups as those who don't need the hospital's services turn to Korrak instead. The residents and traders of the Historic Zone, while wary, recognize the uneasy balance Korrak's presence brings. His formidable gang keeps the more dangerous elements at bay and ensures that commerce, no matter its kind, continues to flow through the post-apocalyptic streets of the Historic Zone.

<b>Korrak's Enforcers</b>			
(Check Generic inhabitants for more information)			
Strength	Agility	Wits	Empathy
4	4	2	2
<b>Skills:</b> Fight 4, Intimidate 4, Know the Zone 1			
<b>Animal Powers(2FP):</b> Huge:1 fp for 1 extra dmg, or 1 dmg reduction, Amphibian,			
<b>Gear:</b> Scrap Harpoons or Harpoon Guns, Body Armor (1 armor)			

### **Items of Note in the Bazaar:**

- **Otter's Pressed Pennies:** The standard currency in the bazaar, these small, flattened coins are stamped with the otters' emblem. They are used for trade and barter, and a stash of them can be found in various vendor stalls, which they use to trade with the otters.
- **Old Cannery Maps:** Weathered and worn maps of Cannery Row, which offer insights into hidden pathways and potential scavenging spots. They are highly prized by traders and explorers for navigation.

### **Items of Note in Sharky's Shirts (Korrak's Fortress):**

- **Shark Trophies:** A set of distinctive shark themed trophies of various types of sharks. They are kept in a display case as both a symbol of authority and a practical resource, given to bazaar shopkeepers and travelers under his protection.

- **Reinforced Armor:** A collection of heavy, makeshift armor pieces that Korrak and his enforcers wear. Constructed from scavenged materials and reinforced with metal plates, it provides substantial protection. They rest on the many mannequins inside the store.
- **Anchor's Chain:** The heavy, rusted chain that once secured the giant anchor Korrak wields. It's a symbol of his past as an enforcer and is displayed prominently above his quarters. Can be reattached with Korrak's Anchor(weapon) to give the weapon short range instead of near.
- **Korrak's Ledger:** A weathered book on a nightstand by Korrak's bed where he records his dealings, including debts, trades, and negotiations. It's filled with cryptic scribbles, notes, and codes, reflecting his shrewd nature.
- **Penny Press:** A heavy, rusted iron machine with a manual feed slot and worn hand-crank mechanism. It's essential for Korrak's counterfeiting, stamping out pressed pennies with its creaky gears and corroded parts. Despite its age, it's crucial to his operations and guarded fiercely.
- **Counterfeit Penny Samples:** A small assortment of counterfeit pennies produced by Korrak's press. These are used to test the quality and effectiveness of his counterfeiting operation. They are made of random raw metal, painted bronze.
- **Two Silver Doubloons (quarters):** Essential for operating Korrak's penny press, these are his most prized possessions. Displayed beside the press and guarded by two of his most loyal enforcers, they are used exclusively to crank out counterfeit pennies. Korrak is fiercely protective of these doubloons, and any attempt to steal them would provoke his wrath.

## The Situation

Because of the aquarium's otter conservation efforts during the Old World, the Otters, now sentient/able to speak, "inherited" the aquarium after the former owners perished. While exploring the facility, the otters learned all they could from the museum and all of its artifacts.

Something that particularly interested them was the sustainable fishing section of the aquarium. Initially, they practiced non-sentient catch, but as the waters and fish mutated over time, even the fish became sentient. Due to extensive mutation in the sea, fishing alone was failing to bring enough food to feed the otters, and it was apparent that they needed to shift to a different approach to sustainably fish. Alongside abundant aquatic equipment and an ideal habitat, the otters stumbled upon old-world research and technology. Their most significant discovery was a mysterious substance labeled "Fish Stem." This substance, when injected into mutants, accelerated their mutation process, often transforming them into fish-like creatures.

In their pursuit of more fish meat, they devised a new program disguised as medical care. Patients are tested for fish mutation potential during routine check-ups, and those identified are led to believe they need "further testing." Externally, it appears that the otters are dealing with a sudden, life-threatening illness that claims some patients' lives. In reality, these individuals are taken away to the "intensive care" unit, injected with Fish Stem, and transformed into fish monsters to be harvested for meat.

To manage their mutated population, they established a hospital that ostensibly cared for the weakest mutants, positioning themselves as caregivers rather than hunters. Word spread quickly,

drawing mutants from across Santa Cruz to Monterey in search of assistance. This influx provided an abundance of potential food sources, prompting the otters to reopen their cannery and export surplus for profit and other necessities.

The Hospital is a real hospital, and they do treat most patients—but when they find a patient that meets the right requirements, they fake their death and dissect them for fresh material. They then sneak the meat into the cannery via a secret tunnel located in the off-limits section.

The fishing boats are taken out to keep up the facade that they fish for food, but in reality the crates they bring into the cannery are all just full of gift shop merchandise. If inspected, the cages, fishing lines, nets, and other kinds of fishing equipment clearly have not been used at all.

Grub has stopped being canned because of the lack of viable mutations for canning. Fewer patients are turning up that can be forced to undergo aquatic mutations. It's one of the reasons why the octopus is needed back. It was the first success in a while.

## Events

### The Octopus

The octopus (see: [Inhabitants](#)) is attempting to escape after its tentacles were chopped off in the 'Intensive Care' Unit. Whether the players decide to fight, talk to, or allow the octopus to flee, a Hospital Enforcer and Dr. Tav should appear after d6 individual turns (not full turns).

If the octopus is killed, the doctor will chastise the players for killing one of their patients, before having the enforcer take the body for "disposal". If the octopus escapes, the doctor will ask the players what happened, and players are allowed to spin any story they'd like (with opposing Manipulate and Sense Emotion rolls, of which the resulting effects are up to GM discretion). If the octopus is still present, the enforcer will capture the octopus and drag it back into the aquarium. In all scenarios, the otter doctor will invite the players into the aquarium for checkup.

### The Checkup

If one of the players goes in for a checkup, they will first be taken into a normal hospital room by one of the doctors. The checkup is short, and is mostly just an otter skittering up and down the player checking for pulse, peering inside their ear, etc. At some point during the checkup, the doctor will take a blood sample from the player (they will insist on it if given push-back). A mysterious substance will then be dropped into the blood. As the GM, you can either choose to make the player a viable subject for the otter's mutation process, or roll a six sided die and on an even number make the player a viable subject.

If the player is a viable subject, their blood will turn slightly green. The otter will call in the chief of medicine Doctor Tav (if he isn't the one doing the checkup) who will inform the player that they may have a rare disease called "Mutonome Deterioration" and need to be taken upstairs into

intensive care right away. Unless the players take action, the otters and the enforcers will take the player to the intensive care unit, into the back room marked "BIOHAZARD", chain them to the table, inject them with a syringe of "STEM", and knock them out, to be later chained into the water tank once they turn significantly into a fish-mutant.

If the player does get mutated by the "STEM", make them roll a 1d6, and give them the following mutation based on the result, and have them lower an attribute by 1 permanently. This mutation should always coincide with either fish scales, fish flesh, and/or fish eyes.

1 - 2	<p><b>Amphibian:</b></p> <p>Your body has inherited traits from fishes and reptiles, making you equally at home under water as on land. With this mutation, you can:</p> <ul style="list-style-type: none"> <li>• Breathe underwater for a few minutes.           <ul style="list-style-type: none"> <li>◦ <b>Cost:</b> 1 MP. You swim quickly and smoothly like a fish.</li> </ul> </li> <li>• Use your slippery scales to absorb damage from external attacks. Every MP spent eliminates one point of damage.</li> <li>• Bite an enemy at Arm's Length with your numerous, small and very sharp teeth. It inflicts damage equal to the number of MP you spend.</li> </ul>
3 - 4	<p><b>Manbeast:</b></p> <p>You are half human, half savage beast. You can:</p> <ul style="list-style-type: none"> <li>• Attack one or more enemies at Arm's Length with your fangs and your claws. They will take a total amount of damage equal to the number of MP spent.</li> <li>• Let rip a bestial roar. One enemy per MP spent, at up to Near range, suffers one point of doubt.</li> <li>• Never give up. When you are broken by damage or fatigue you can get up again and recover trauma points equal to MP spent.</li> </ul>
5 - 6	<p><b>Luminescence:</b></p> <ul style="list-style-type: none"> <li>• Release a burst of light at a target at up to Near range. For every MP spent, the victim is completely blinded for one turn.</li> <li>• Light up an area around you, up to Short Distance (about 100 ft) for a few minutes.</li> <li>• Briefly bend the light around you, to obscure your presence. You can use this effect to escape from a conflict without rolling to Move.</li> </ul>

## The Theft/Korrak's Request

Korrak, the hammerhead shark, has tasked the players with a high-stakes mission: infiltrate the otters' hospital, bypass their security, and retrieve crucial materials from the docks. These materials, primarily metal of any kind, are essential for feeding the machine that powers Korrak's counterfeit press. Oddly, the boats the players will raid contain no food or fish—just an assortment of random metallic items, such as rusted tools, broken machinery parts, and discarded metal scraps. This is particularly unusual given that the area is renowned as a major exporter of food, raising questions about where the fish from the docks have disappeared to and why the boats aren't being used to fish.

To complete the mission, the players must first navigate through the hospital's security to access the docks, where Rusty, the weathered otter caretaker, guards the necessary items. Korrak's enforcers will discreetly follow the players, aiming not to draw attention, and will stop tracking them once they are outside the bazaar grounds. Additionally, Korrak has stationed observers at the docks who will only reveal themselves if the players are caught. If discovered, the two observers will instruct the players to discard the goods into the water and will assist in their escape. If Brunk, the head hospital enforcer, arrives on the scene, the sharks will attempt to seize the goods themselves, leaving the players behind. Upon successful completion of the mission, Korrak will reward the players based on their honesty and success, potentially sharing more about his counterfeiting operation if he deems them trustworthy.

## Inhabitants

### Octopus Patient ( Ellio the Octopus)

Originally taken in as a hospital patient, this octopus—now missing several of its limbs—is next on the cutting board. The players encounter it as it is trying to escape. If so inclined, the players may try to speak with it, though in its frenzy, it may not be too receptive to probing questions. The octopus's dialog can be used to plant a seed of doubt in the otters' words later on, or they could be chalked up to “crazy ramblings”, something the otters will push for.

Strength	Agility	Wits	Empathy
3	4	5	2
<b>Skills:</b> Move 4, Sneak 4, Fight 2			
<b>Animal Powers:</b> Fast Reflexes, Water-Breathing			
<b>Gear:</b> Scalpel			

## Dr. Tav, Chief of Medicine

Dr. Tav is not only in charge of the hospital, but also considered in-charge of the whole area. Dr. Tav is friendly, if a bit hurried. He will strongly encourage the players to get a check-up at the hospital. If asked about why the shipments have stopped, he will be vague, and say that their usual spots have turned up empty, and they're currently searching for new areas. When asked any question about how the fish are sourced, Dr. Tav (and all other otters as well) will deflect, such as telling the players to look at the boats for "proof".

Strength	Agility	Wits	Empathy
2	4	5	3
<b>Skills:</b> Sense Emotion 2, Heal 4, comprehend 3, Manipulate 4			
<b>Animal Powers:</b> Predator, Sixth-Sense			
<b>Gear:</b> White Coat			
<b>Artifacts:</b> Scalpel			

## Brunk, Chief of Security

An elephant seal, Brunk towers over everyone, weighing over 5,000 pounds and around 15 ft in length (that's actually how big elephant seals are in real life), when Brunk is in the room, his presence dominates. He wears big, hand-made body armor that protects him when he rams his body into them.

Brunk is big and powerful, but he isn't the brightest. He's only in charge of security because everyone is too scared of him to say otherwise. He is mostly onboard with the otters mutation process, but doesn't care for the whole "hospital" facade, and would be perfectly fine just kidnapping people. Nevertheless, he sees himself as an equal partner, and demands a large portion of the grub.

Strength	Agility	Wits	Empathy
5	3	2	2
<b>Skills:</b> Fight 4, Intimidate 3, Force 3, Endure 2,			
<b>Animal Powers:</b> Huge			

<b>Gear:</b> Body Armor (1 armor)
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## Gene, Otter Cannery Manager

Gene is an Otter like the rest except unlike the doctors is noticeably more blue collar. The type that would have a beer gut if he knew what it was. He's hardy and hardworking, and is upset that the food production has slowed down. When pressed about where the food is sourced from he'd also point towards the boats and fishing, although would be more in a tone that is more mocking, as if those asking are stupid. He's also more 'old school' as he himself says (he read it off a pamphlet from the aquarium from the Ancients). He is fiercely protective of the otters as a population and will always want to do what is best for his people.

Strength	Agility	Wits	Empathy
4	4	2	1
<b>Skills:</b> Fight 2, Endure 2, Move 4, Sneak 3			
<b>Animal Powers:</b> Predator, Sixth-Sense			
<b>Gear:</b> Tattered Hi-Vis Vest, Hard Hat			
<b>Artifacts:</b> Pipe Wrench			

# Korrak, the Shark (KOR-ack)

- portrait by Midjourney/Wyatt

"Power isn't just strength; it's control. Aid me, and together we will be unforgettable." -**Korrak**

Strength	Agility	Wits	Empathy
4	2	4	4
<b>Skills:</b> Know the Zone 2, Scout 3, Fight 4			
Animal Powers(3FP): Huge:1 fp for 1 extra dmg, or 1 dmg reduce			
Sixth-Sense:Activate this power when the enemy Sneaks. Every FP modifies Scout roll by +2. Spend FP before you roll.			
Amphibian			
Gear: 9 bullets, scrap shotgun, Body Armor (1 armor)			
Artifacts: Korrak's Anchor: Near 3 bonus/1 die			



Korrak, the hammerhead mutant, exudes authority in the decaying ruins of the Bazaar (Cannery Row). His imposing wide-set head, makeshift armor, and the massive anchor he wields effortlessly underscore his physical dominance. Once a feared enforcer, he has matured into a cunning fixer, determined to cement his status as the top shark of the bazaar. His current goal is to secure his supremacy by counterfeiting the otters' pressed pennies using an old press he discovered. However, with his supply of raw metal critically depleted, Korrak seeks the players' help to gather crucial resources. In return, he can offer valuable information or resources. Korrak aims to enhance his influence and firmly establish his control over the bazaar. Korrak is a savvy businessman, willing to negotiate and use his size as an intimidation tactic if needed. He projects an unnervingly friendly demeanor and is always looking for ways to ingratiate himself with the players. If he believes that the players will be loyal, Korrak will offer the players a deal to investigate and retrieve raw materials from the otter's docked ships in exchange for anything the players may want within his sphere of influence.

# Rusty, the Boat Caretaker

- portrait by

Midjourney/Wyatt

Rusty is a weathered otter, his fur is rough and rust-stained from the boats he cares for every day. He is the sole caretaker of the dock and its boats. He's been there as long as anyone can remember. Rusty knows the true nature of the hospital and knows the boats are never in use, however he intends to keep this knowledge to himself. Rusty can easily spin tails of the high seas with ease and appears to be a seasoned sailor, however when pressed on details not rehearsed in these stories, Rusty will pause/hesitate clearly showing that he is making up these details on the spot. In truth, Rusty has never ventured further than the end of the dock. His knowledge of the sea is as shallow as the tide pool at its base.



Strength	Agility	Wits	Empathy
2	3	5	4
<b>Skills:</b> Fight 5, Move 2, Shoot 1, Comprehend 3			
<b>Animal Powers:</b> Huge			
<b>Gear:</b> Cutlass, Scrap Pistol			

## Mutations:

**Sensitive Paws:** Rusty knows the sway of the dock and can easily feel the vibration of those walking on it. It is extremely difficult to sneak up on them when they are on a dock.

**Enhanced Arm:** One of Rusty's arms has been transformed into a powerful and prehensile appendage with increased strength and dexterity. The other arm is crushed, long since deteriorated and non-functional.

# Rosa, the Cashier

An ancient, scruffy-looking otter, Rosa spends most of her time standing up behind the cashier counter of the hospital's gift shop. Lethargic in her old age, she opts not to move very far from her place of work, and usually just plops right down after the gift shop closes and falls asleep behind the counter. Asking her any questions about the fishing operations or hospital secrets simply

leads to more confusion in both parties—either she truly doesn't know what is happening, or her memory is failing her in her twilight years. She doesn't actually need glasses—she just likes the look of them.

# Generic inhabitants

## Generic: Hospital Patients

Patients who are encountered are overwhelmingly positive about their experiences. They often describe feeling rejuvenated, with many reporting a significant improvement in their overall health and well-being. The hospital's advanced medical technology and highly skilled staff are frequently praised. Patients often recount miraculous recoveries from previously debilitating conditions, and some even claim to have gained new abilities or enhanced senses post-treatment. The atmosphere around discharged patients is one of gratitude and astonishment at the life-changing care they received.

## Generic Otter Doctors

These otters manage the day-to-day operations of the hospital. While gracious and skilled in the clinic, they often appear jumpy, especially if the patients start asking questions unrelated to their checkup. As such, they rarely appear outside of the hospital grounds, and have no reservations against scurrying away if a conversation becomes too difficult for them.

Strength	Agility	Wits	Empathy
2	4	3	5
<b>Skills:</b> Sense Emotion 2, Heal 4, Comprehend 3, Manipulate 2			
<b>Animal Powers:</b> Climber, Sixth-Sense			
<b>Gear:</b> White Coat			
<b>Artifacts:</b> Scalpel			

## Generic: Hospital Enforcers

Taking the form of sea lions, the hospital enforcers are muscle that are paid off with grub/fish. They personally do not have much loyalty to the otters—and were they to exist naturally in

the wild would have no issues attacking otters—but a steady food supply is a strong incentive for them to stay complacent.

**Possible Mutations:** Enlarged mace-like tail for a weapon, Tusks, Enlarged appendages, Extremely extremely extremely bad breath, Shoot powerful water from mouth, poisonous/infectious bite, Electric shock (Can shock water players standing in)

Strength	Agility	Wits	Empathy
5	3	3	2
<b>Skills:</b> Fight 2, Intimidate 3, Force 2, Endure 2, Know the Zone 1			
<b>Animal Powers:</b> Huge			
<b>Gear:</b> Baton			

## Generic: Otter Line Workers

Otter line workers are myriad of Otters, hardworking and diligent. They work because they know that it's for the best of all Otters. They're friendly and generally helpful but somewhat distrustful of outsiders and often remark about how they're not a whole lot of them, and that they need to preserve the population that they have. Also since they're otters, some of them are adorable, but they take offense to any sort of behavior in expressing that to them.

Strength	Agility	Wits	Empathy
3	2	2	2
<b>Skills:</b> Move 3, Fight 1,			
<b>Animal Powers:</b> Predator, Sixth-Sense			
<b>Gear:</b> patchwork denim clothing			
<b>Artifacts:</b> fish gutting knives (some of them)			

# Generic: Bazaar Shopkeepers

(common names: Caspian, Marina, Wade, Brooke, Reed, Finn, Coral)

These diverse individuals manage the myriad stalls of the bazaar, from shrewd traders and friendly vendors to more unsavory types. They offer a wide range of items, from salvaged equipment and artifacts to dubious goods. Their attire varies from patched and weathered clothing to more unique and flashy ensembles. Each shopkeeper has their own approach, whether it's a keen eye for deals, a welcoming demeanor, or a more underhanded and opportunistic attitude.

Roll	Shop Type	Store Description
11-16	Scrap Dealer	An old sea lion, draped in patched-up clothes, trading all kinds of scraps and parts salvaged from shipwrecks and the nearby beaches.
17-21	Weapon Trader	A grizzled walrus mutant, with a scarred visage and a heavy blacksmiths hammer, selling makeshift weapons crafted from rusted metal and bone.
22-26	Chef (Crab fried rice)	A sociable giant crab in a tattered chef's outfit, standing in front of a stack of canned fish. He'll skillfully hibachi any canned fish players provide into a delectable meal for pressed pennies. There's a distinct crabby taste to everything
27-31	Trinket Seller	A shifty, man-sized seagull, in a ragged cloak, selling oddities like antique compasses and mysterious trinkets scavenged from the greater Monterey area.
32-37	Jewelry Stand	The same exact shifty seagull from above, bringing the entire tray of antique trinkets and compasses he had from the other stand to this one to sell as "jewelry"
38-43	Textile Vendor	An Ancient octopus grandma, weaving intricate patterns from sea silk, with an assortment of woven goods draped around their many arms. Will overshare with players that she never had any children of her own, may offer free stuff if players stop to listen.
44-48	"Pet" Shop	An immaculately fluffy and plump cat mutant, with tanks of exotic sea creatures and land pets, she's dressed in flamboyant shells and offering companions for long journeys. Some of the "pets" are gagged and don't seem thrilled to be there.
49-53	Toy Shop	A playful seal mutant, with handmade toys crafted from driftwood and shells, bringing joy to the young and old alike.
54-58	Medical Supplies	A mysterious seahorse mutant using a scuba mask to breathe, with a shop selling scavenged medical supplies from the ocean floor, offering rare components for healing. He tries not to talk much, but when he does seawater drips from his face & mask, and his speech is garbled and difficult to parse.
59-66	Security Booth	A fortified booth manned by two muscular shark mutants. They keep an eye on the bazaar, reporting suspicious activities to Korak. If the players ask for pennies, they will point them to Korak instead of the hospital

## Generic: Bazaar Shoppers

Common Names:(Brack, Zena, Lira, Jax, Nyx, Vira, Tarek, Zuri, Mira, Rex)

The patrons of the bazaar come from all walks of life. They are a diverse mix of scavengers, traders, and curious wanderers, each haggling over goods and supplies. Their clothing is as varied as their reasons for being there, often adorned with makeshift accessories and signs of their own journeys through the wasteland.

## Generic: Korrak's Enforcers



Common Names:(Jaws, Riptide, Spike, Bruin, Reef, Kade, Razor, Coral)

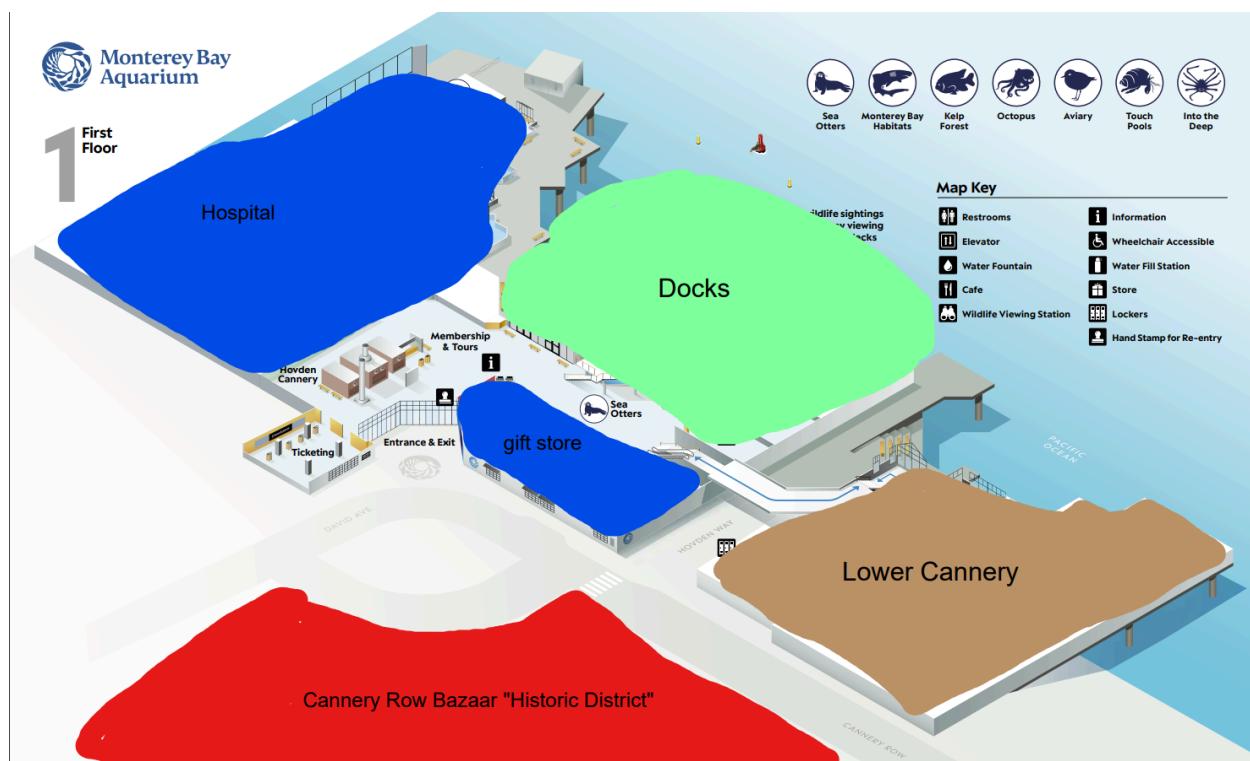
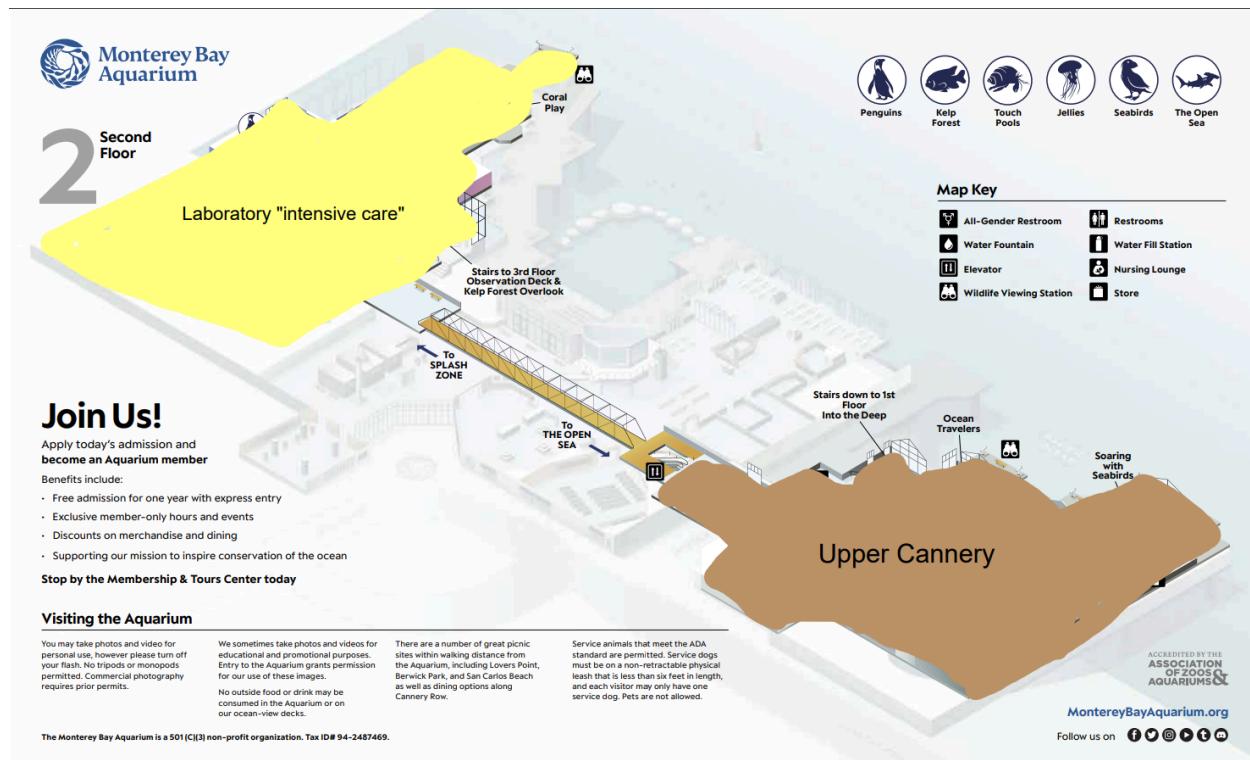
- portrait by Midjourney

Korrak's enforcer sharks are a formidable presence in the bazaar. After a few went missing the last few cycles, Korrak started having them patrolling in pairs. Each is heavily scarred and wears patchwork armor made from scavenged materials, showcasing their battle-hardened nature. Their muscular builds and razor-sharp teeth make them a daunting sight, while their cold, unyielding eyes reflect their unwavering loyalty to Korrak. These enforcers are responsible for guarding Korrak's valuable possessions and ensuring his orders are executed with precision. They also occasionally intervene to maintain order in the bazaar, though they prefer to do so only in physical altercations rather than monetary disputes.

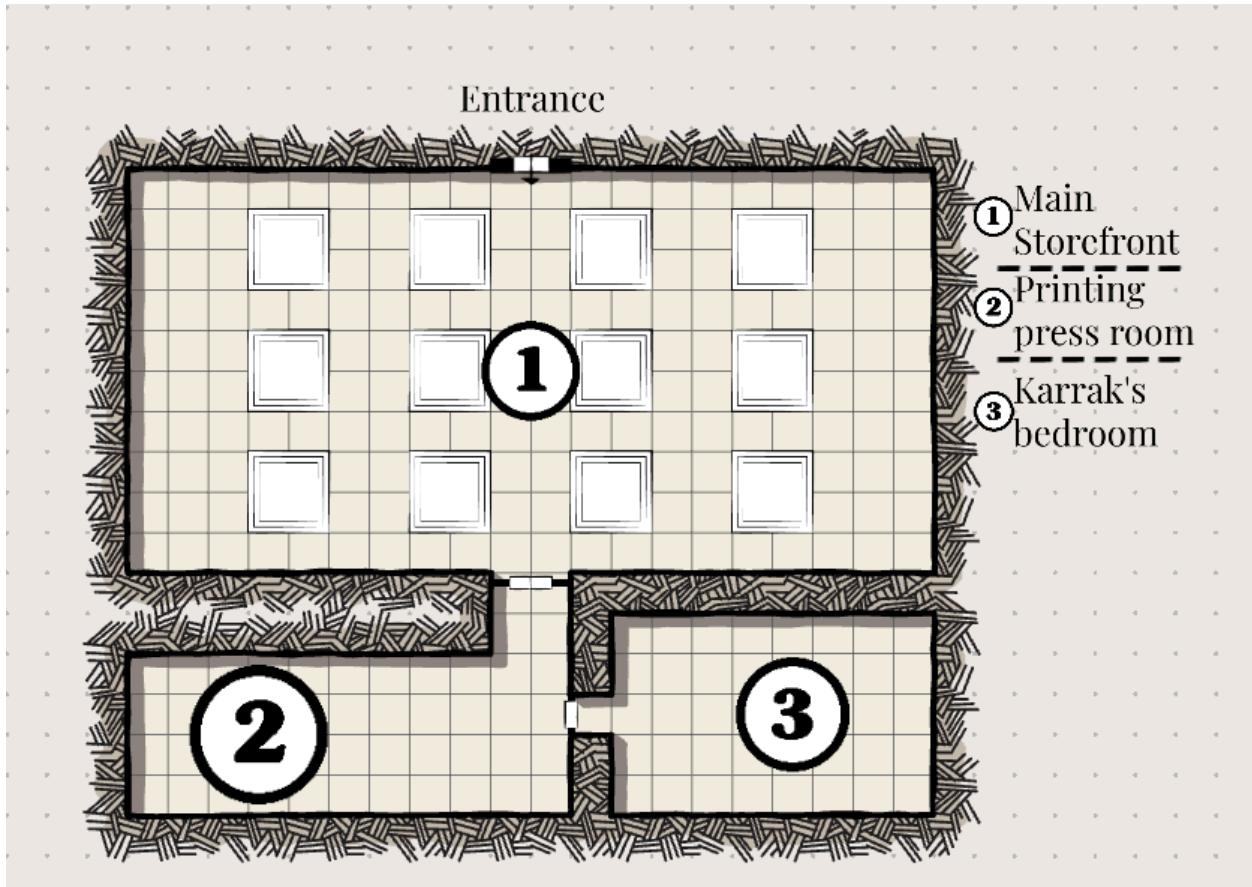
Strength	Agility	Wits	Empathy
4	4	2	2
<b>Skills:</b> Fight 4, Intimidate 4, Know the Zone 1			
<b>Animal Powers(2FP):</b> Huge:1 fp for 1 extra dmg, or 1 dmg reduction, Amphibian,			
<b>Gear:</b> Scrap Harpoons or Harpoon Guns, Body Armor (1 armor)			

# Maps

## Monterey Hospital Maps



### Karrak's "Fortress" Map



## Content warnings

Cannibalism, Scientific Experimentation, Loss of Limbs (Octopus)

## Appendix & Player Maps

Anything else you want to include can go here. Player-facing maps without text, illustrations, handouts, etc.

## Animal Powers

**Climber:** You have a natural ability to climb quickly and easily. By spending one FP you can climb into a tree or even up walls and the side of buildings, as long as there are small crevices to grip. You can also spend one FP to avoid a conflict without rolling to Move – as long as there are trees or buildings for you to climb to safety in.

**Fast Reflexes:** Your reflexes are far quicker than what any human is capable of. You can activate this power before you roll for initiative (page 69) – every FP you spend increases your initiative score by 2.

**Huge:** You are tall and powerfully built, which increases your fighting power and resistance to damage. This power has two effects. You can spend one FP once you have rolled successfully for Fight against an enemy (even with a melee weapon). The damage is then increased by one. You can also spend one FP when suffering damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP at a time for either of these effects.

**Predator:** You have claws and razor sharp fangs, lethal tools in close combat, created to rip out your opponent's throat. When you have succeeded in a roll of Fight – unarmed – against an enemy, you can spend an FP to increase damage. Every FP increases damage by one. Predator cannot be combined with a melee weapon.

**Sixth-Sense:** You have an animal ability to sense danger, and react to a threat faster than your enemy can attack. You can activate this power when an enemy tries to Sneak close by. Every FP you spend modifies your Scout roll by +2. You must spend FP before you roll.

**Water-Breathing:** You are equally at home below the surface of the water as above. This power has two effects. You can hold your breath longer – five minutes per FP you spend. You can also spend FP instead of rolling dice when using Fight or Sneak under water – every FP you spend counts as one success.

## Mutations

**Amphibian:** You are equally at home below the surface of the water as above. This power has two effects. You can hold your breath longer – five minutes per FP you spend. You can also spend FP instead of rolling dice when using Fight or Sneak under water – every FP you spend counts as one success.

### Manbeast:

You are half human, half savage beast. You can:

- Attack one or more enemies at Arm's Length with your fangs and your claws. They will take a total amount of damage equal to the number of MP spent.
- Let rip a bestial roar. One enemy per MP spent, at up to Near range, suffers one point of doubt.
- Never give up. When you are broken by damage or fatigue you can get up again and recover trauma points equal to MP spent.

## Luminescence:

- Release a burst of light at a target at up to Near range. For every MP spent, the victim is completely blinded for one turn.
- Light up an area around you, up to Short Distance (about 100 ft) for a few minutes.
- Briefly bend the light around you, to obscure your presence. You can use this effect to escape from a conflict without rolling to Move.



