

# LOWCOUNTRY CRAWL

**A Southern Gothic RPG Zine**



**Issue 1.5 : Pirate Isles**

<b>ISLAND GENERATOR</b>	<b>05</b>
<b>ISLAND CRAWL ADVENTURE</b>	<b>12</b>
<b>CREATURES</b>	<b>24</b>
<b>MAGIC ITEMS</b>	<b>36</b>
<b>PIRATE ADVENTURE</b>	<b>40</b>
<b>PLANTATION RAID</b>	<b>44</b>



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Published by **Technical Grimoire**

Find more games at  
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## WHAT IS THIS?

Lowcountry Crawl is a supplement for fantasy Role Playing Games (RPG) inspired by real 19th century legends and tales of the Southern United States. This book gives users the tools to craft barrier islands, fill them with Lowcountry creatures, and tell Southern gothic stories with ease!

The first edition was envisioned by John:

“Growing up in the Lowcountry, I found myself surrounded by nearly 300 years of history. It is easy to get caught up in the “romance” of the South, but the real history is far less rosy and far more complex.”

This second edition contains edits, changes, and additional content from Steven Bramlett.

# WHERE YOUR MONEY GOES

When you purchased a copy of this zine:

- ◇ **20%** of that went to the first writer: John Gregory.
- ◇ **40%** went to the second writer: Steven Bramlett.
- ◇ **20%** went to the publisher: David Schirduan.
- ◇ **20%** goes directly to Lowcountry Action Committee.



## **THE LOWCOUNTRY ACTION COMMITTEE:**

“We are a Black led grassroots organization dedicated to Black liberation through service, political education, and collective action in the Lowcountry.

Our goal is to defeat Racism, Sexism, Homophobia, Xenophobia, and all other forms of bigotry.

Although the Lowcountry Action committee has a specific focus on the fight against institutional racism and the self determination of our people, we understand that neither things are possible while related forms of oppression remain intact. We defend the human rights of all those who are unjustly oppressed.”

You can learn more about their programs and support them at [lctakesaction.com](http://lctakesaction.com).

# A WORD FROM STEVEN BRAMLETT

Lowcountry Crawl is fantasy steeped in history. It will require users to grapple with some macabre subjects. We encourage users to engage with them as much as the group is comfortable.

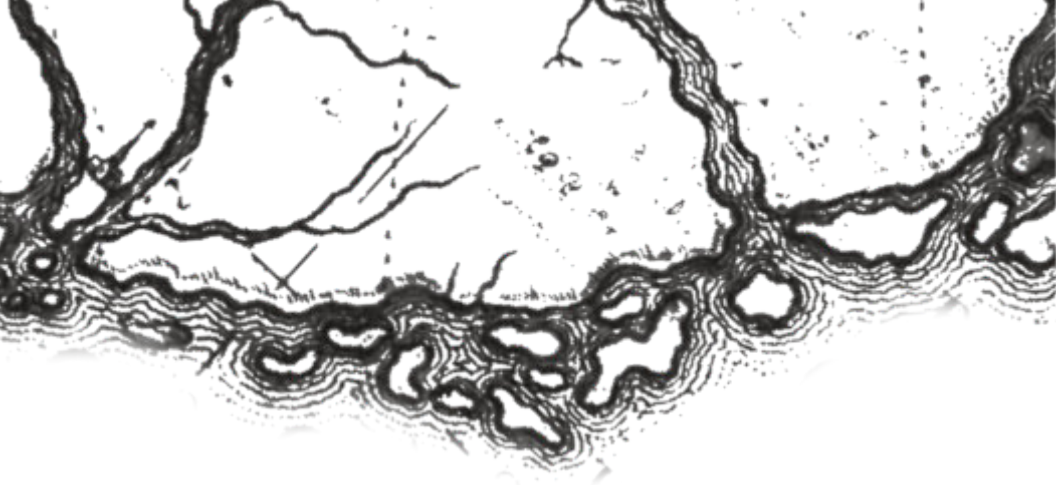
Why explore a setting ripe with oppression in a genre that is often about quirky, mystical escapism? Why bring in slavery, one of the most unsettling of realities?

So that we might overcome, learn, be empowered, and laugh. I have sat in meetings where leaders long for a fictional 1960's 'Leave it to Beaver' neighborhood when the world was 'simple and Christian.' What was unsaid and unknowingly implied was a world where Black people, the LGBTQIA+ community, and other marginalized groups had less opportunities and rights. Where, by mayoral decree, my Black grandparents could not live in the town they worked in, despite my grandfather's sacrificial Purple Heart service to the country. I labor in this in honor of their bravery. I was too young (and too blessed at times) to understand their struggle.

So, come dip your toes in the water. Come mete out justice to some real evil bastards and the corrupt systems they represent. Come create funny, irreverent, and quirky moments to remember. And laugh. Laugh deeply, in the spirit of some of the great Black comedians—like the Key and Peele sketch where they show up to a Confederate Reenactment as enslaved people, or Chappelle's blind, Black, KKK member caricature. Remember, lament, be empowered, and have fun.

We know this is a complex and multi-faceted issue. If you share a heritage with the residents of this period and place in history, reach out to us! We are a small team making this little zine; and we would welcome any feedback or contributions you might have.

Please contact us at **[technicalgrimoire@gmail.com](mailto:technicalgrimoire@gmail.com)** if you wish to help us make this zine even more faithful and true to the 19<sup>th</sup> century Southern United States.



## BARRIER ISLANDS

The Barrier Islands are the dozens of small, shifting islands that hug the Lowcountry coastline.

From little sandbars that come and go with erosion, to larger islands with established vegetation, to islands that only a few fishermen know of and treat like their own little sanctuary. The forces of erosion, habitation, agriculture, and the fishing industry have all contributed to this ever-changing landscape.

When island-hopping adventurers decide to go off the beaten path, bring their boat down river, or get horribly lost in the marsh, roll a few times on the table below. There is a 2-in-6 chance of the island already being inhabited by sentient folk of one type or another; otherwise, it is uninhabited, exploitable wilderness.

**A NOTE ON PLUFF MUD:** Nearly any of these marshy islands will be surrounded by a ring of Pluff Mud that exposes itself at low tide. This stinky, sucking mud is halfway between quicksand and a tar pit; add to that vast beds of sharp oysters and you have a mobility nightmare. Low tide can be advantageous, exposing hidden connections between islands or buried secrets. However, movement through the Pluff Mud will slow players down considerably and relieve them of their boots. When traveling through Pluff Mud, fill an inventory slot with Mud that can only be removed with a thorough washing and scraping. All speeds are halved when traversing Pluff Mud.

# ISLAND GENERATOR

Roll a d20 four times on the chart below and use the results to create an island for your adventure.

	ENVIRONMENT	SIZE	ADJECTIVE	NOUN	
1	Sandbar	Small	Savage	John's	1
2			Red	Jenny's	2
3			Black	Crane	3
4			Timid	Bull	4
5	Marshland		Old	Snake	5
6			Dark	Alligator	6
7			Long	Buzzard	7
8			Short	Toad	8
9	Rocky		Saint	Wren	9
10		Sweet	Helena's	10	
11		Green	Harold's	11	
12	Forested	Lost	Folly's	12	
13		Last	Point	13	
14		Dead	Turtle	14	
15	Structures	Hermit	Palm	15	
16		Big	End	16	
17		Little	Crab	17	
18	Other	Crazy	Head	18	
19		Surly	Man's	19	
20		Young	Lady's	20	



# ENVIRONMENTS

**SANDBAR:** Truly the most common sort of Barrier Island, these islands are more or less piles of sand and silt that formed due to current and wave patterns. More often than not, sandbars form at the mouths of various rivers and creeks that meet the ocean and tend to vanish and reappear with the changing of the tides. What might seem like a safe sandy shore to rest upon might be ten feet underwater a few hours later. A large sandbar would be something like a desert island, home to some clinging vegetation and casts of filter feeding crabs.

**MARSHLANDS:** With Barrier Islands, you usually encounter two types of marshland: Salt Marshes (the predominant type) and Inland Freshwater Tidal Marshes. Salt Marshes have two zones: a Low Marsh and a High Marsh.

**Low Marsh** is a biome that is affected by the daily tides and is dominated by a rich morass of Pluff Mud and a thick growth of salt resistant plants, such as cordgrass, etc. The Pluff Mud makes traversal difficult for larger animals, but nurtures a large ecosystem of flora and fauna that feed upon the nutrient-rich mud. Oysters, snails, shrimp and crabs sit at the bottom of the food chain with predatory birds, otters, large fish and turtles making up the upper tier (although occasionally alligators come down river for a snack). In the rivers around marshlands it is not uncommon for sharks, porpoises, manatees, and dolphins to also be present.

**High Marsh**, on the other hand, is only affected by the bi-monthly Spring Tides that are much higher than daily tides. These areas tend to have high salinity soil and much of its vegetation is stunted or specialized, such as sweetgrass or needlerush. Creatures living in this area tend to be scavengers who obtain most of their food from the low marsh and then retreat to the high marsh at high tide. Raccoons, opossums, nutria, snakes, and coyotes would be common here.

A large enough Marshland Island might have enough height to have swampy areas or even small groves of pine and oak where the tides do not affect their growth.

**ROCKY:** Although typically not found near Barrier Islands, a rocky island in this case would be made up of erosion-resistant rock that could withstand the strong ocean currents. More often than not, these islands would simply be jagged outcroppings, more a threat to shipping lanes than adventurers. But perhaps there might be sunken treasure nearby, pirates laying in wait, or even big dye producing snails worth a few gold a piece. Very large rocky islands are aberrant for this region and might be artificial or volcanic in origin.

**FORESTED:** These biomes often form on islands with great mass and/or great height, surrounded by a ring of marshland. The interiors tend to be swampy, and may nurture trees able to thrive in the salty soil. Expansive Live Oaks, Tidewater Cypresses, Sweetgums, Yellow Pines,, Palmettos of various sorts, and robust ferns are the most common large plants found here, almost all of them adorned with hanging moss.

The makeup of these islands is often impacted by the needs of nearby civilized peoples; Live Oak is highly valued as a ship building resource and Yellow Pines are prime home construction material. Forested islands might be inhabited by black bear, bobcat, white tailed deer, wild boar, turkey, fox and so forth. In the freshwater swamplands common near these forested islands, alligators often amass in sizable congregations.

**STRUCTURES:** This island has been cleared of much of its natural environment to make space for human or humanoid habitation. It might be a military base, a plantation, a pirate lair or a whole small urban center. These islands are not always necessarily inhabited as the threat of disease from mosquitoes, regular flooding, hurricanes, and other natural phenomena is ever present. You should expect there to be several docks and possibly small bridges to other nearby islands.

**OTHER:** This is the space for the weird oddball islands that fantasy might throw at you occasionally. If you roll Other, roll again on the next page or make up something gonzo.



## OTHER ISLANDS

- 1 **Roll on Environment again**, superficially that result, actually a giant turtle. 1-in-6 chance of being a massive stinking corpse.
- 2 **Repeating Island:** Island is caught in a time loop and repeats the same day over and over again. Must break the loop to escape, no time apparently passed outside.
- 3 **Haunted Island:** can't spit without hitting a headstone and waking up a ghoul.
- 4 **Tip of an underwater mountain:** perhaps sea-dwarves have hollowed out the underside.
- 5 **Illusion Island:** You can only step foot on it if you are also an illusion.
- 6 **100-Year Island:** Avalon or some shit, only appears for one night every hundred years.
- 7 **Doll Island:** Weird hermit has covered the island in hundreds of dolls.
- 8 **Animal Island:** This island is dominated by a single out-of-place species. Roll once on a Mutation Chart, all of the dominant animal species possesses that mutation.
- 9 **Prison Island:** This entire island is a prison complex for dangerous criminals who don't know how to swim.
- 10 **Statue Island:** It's all statues. All the way down.
- 11 **Floating Island:** This island is literally floating, an enterprising madman might have put a mast and rudder on it one of these days.
- 12 **Flying Island:** À la Laputa. If it's inhabited, folks are probably just here for a visit. If it isn't, old security drones still wandering around.
- 13 **Eyeland:** IT'S NOT AN ISLAND, IT'S A GIANT EYE, REVERSE!
- 14 **Castle Island:** A single tower peeking up from the water, rest is below.
- 15 **Woven Island:** Made out of reeds, trapped air, and maybe a bit of faith, this artificial floating island is half raft, half hamlet. Flammable.
- 16 **Anti-Island:** The reverse of an island, this is actually an extremely deep hole, may occasionally produce a maelstrom.
- 17 **Sargasso Gyre:** Due to weird current patterns, this artificial island is made up of sargasso, shipwrecks, and detritus.
- 18 **Mimic Island:** Looks like beach resort paradise with friendly inhabitants, beautiful sights, and comfortable beds. Inhabitants are always touching the ground in some way. Everything is actually a single, massive mimic, mouths can appear anywhere.
- 19 **Cannibal Island:** Everything living on this island can only survive by eating creatures of the same type. Rations don't work unless they are made of whatever you are made of. The Island itself eats other islands every few score years.
- 20 **Artificial Island:** A perfect metal cube of terribly large proportions with no sign of rust. What's inside? Where's the door?

# SIZES

**SMALL:** Between a few acres and up to a quarter square mile, an Island of this size could be a sandbar so small that it vanishes in the high tide or an area large enough for a small hamlet and a dock. Islands like these are perfect places for buried pirate treasure, lonely hermits, a lagoon of hungry alligators, a village of inbred marsh-dwellers, an island getaway of rich elites, an isolated lighthouse, etc.

**MEDIUM:** More than a quarter square mile and less than twenty square miles, with around ten being the standard. These islands are big enough for a reasonably sized town, a large hunting reserve or a plantation. One might also encounter sea-forts, pirate lairs, sea turtle nesting sites, forgotten burial grounds, or hidden Kishi swamp-villages.

**LARGE:** More than 20 square miles but less than 40. The largest of the Barrier Islands are between 60-70 square miles and should serve as primary setting pieces for a Crawl, so any randomly generated Large Island should be smaller than those. Large Islands of this nature would not be on the main map, usually for good reason; they might be infested with wild creatures, inhabited by isolated communities, the site of a horrible magical accident, or a secret government facility. They could also simply be places that the recent colonizers have yet to explore.



## THE SHALOM-YIN

When the world was young, the land was one and magic thrived. **G-od** spread throughout the land, flowing into the watery depths and arching up into the mounts. **G-od** reigned and gave a unique and divine spark to humanity and creatures alike. The **G-od** walked with its creation and was given many names (i.e. the Good, God) and many names were used to define the **G-od** experience - mystical became familiar. Animals were given the gifts of speed, power, or instinct. Those creatures who gained all three gifts were called “Myst”.

When the world was young, humankind was given gifts as well, perhaps its chief gift was intellect. Humanity used its gift to create fire, build villages, co-exist with the animals, and even speak to the Myst. The world was harmonious. They called this harmony, “the Shalom-yin”. The Shalom-yin an allusion to the peace, balance, and tension of younger, gentler days.

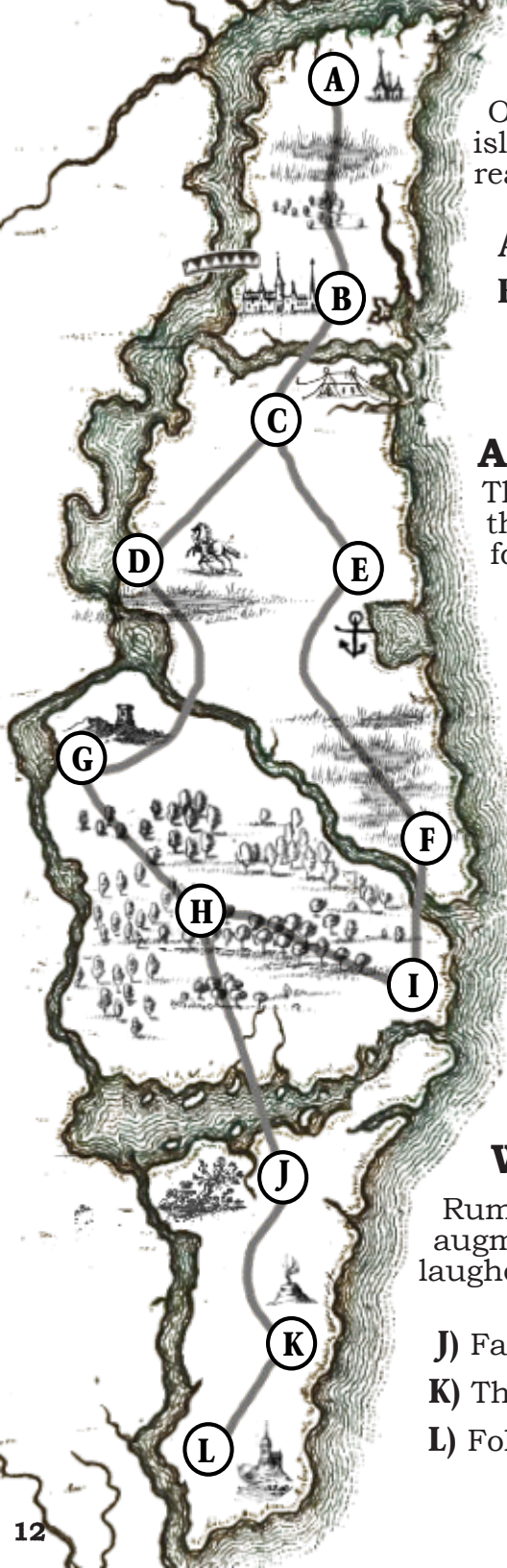
Some members of humanity desired to be rulers - pushing dominion and consuming beyond measure. The young world with its gentle ways faded and the harmony ceased. They ruled over each other, over the animals, and finally over some of the Myst themselves. The Shalom-yin dissipated, etched into papyrus and paper as humanity, magic, the Myst, (and even the land) drifted from memory and lored into stories. Stories of Nephilim, blood sacrifice, dragons, and Kishi were passed down through the generations. Humanity created hierarchy and hegemony, often based on the families that could use Myst were known to be of “good blood”. Out of this world of nobility, greed, and power, an empire was born—England.



England grew. More of the magic drifted, and more of the Myst died. More nobility rose to power, and many peasants came to serve the nobility. In the search for power, the crusades were formed. The Golden Crusade killed (and exploited) much of the Myst in England.

As the Shalom-yin faded, the superiority of those born with it persisted. In the lost pages written by the lost prophets the Golden Plague killed a multitude of people, especially the nobility, but it also ushered in a new type of power: industry. Good blood still brought benefits, but wealth could now be gained via shrewd business skills. Merchants and mercenaries became a new type of nobility. The kingdom exploded in a lust for expansion — of wealth, the nation's borders, a robust workforce, etc. These expansions led to more greed. This greed led to slavery.

England seized Indigenous American land and used forced African labor to birth another empire—the United States of America. Both empires implemented slavery. Their slave trade dehumanized, disenfranchised and tortured people from Africa and displaced many of the African Myst. On the backs of enslaved African men, women and children the Western Empire was built and stretched across the depths, stealing, killing, and enslaving people and many of their mystic beasts.



## ST. ERASMUS

One of the few settled islands before you reach true wilderness.

- A) The Chapel of Ease
- B) The Armory,  
The Harbor,  
and The Molted Crab.

## ALOYFIN

Those who prefer to live on the edge of civilization have found a home here.

- C) AloyFin Sound
- D) Saltlick Stables
- E) Blackwater Bay
- F) Ebalast Marsh

## JONHAVER'S

True wilderness.

- G) Fort Assumption
- H) The Green
- I) Land's End Beach

## WILDLY'S

Rumors of magically augmented creatures are laughed off by sober men.

- J) Far Shore Beach
- K) The Idol
- L) Folly Point Lighthouse

# ISLAND CRAWL

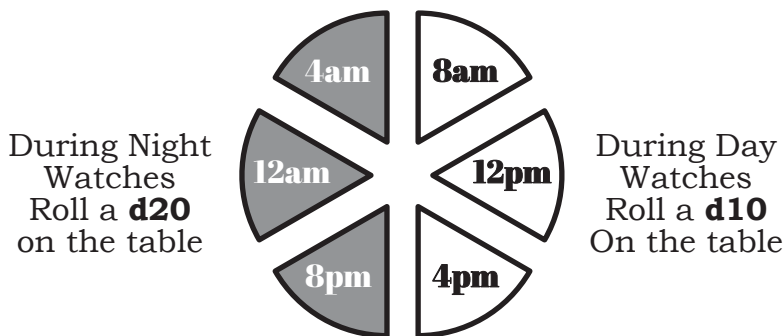
## AN ADVENTURE FOR LVLS 1-2

On the opposite page are 4 pre-made Islands. The next few pages of the zine details their contents, NPCs, quest hooks, strange creatures, and locations. Some simple rules for exploring the Barrier Islands:

☞ Time is measured in 4-hour chunks called "Watches". Three during the day, three at night.

☞ Every trail shown on the map takes 1 Watch to traverse. Leaving the trail or trying for a shortcut takes 1d4 watches. (For example, trying to go directly from D to E might take 1 Watch, or it might take up to 4.)

**At the beginning of each Watch,  
roll on the Table of your choice (next page):**



**Then roll a d6 to use the Omen:**

1. Don't read the Omen, the encounter happens immediately without warning!
- 2-4. Describe the Omen, give the players a round or two to prepare for it.
5. Describe the Omen, give the players a chance to disengage or flee before it arrives.
6. Just describe the Omen. No encounter occurs.

# COASTAL ENCOUNTERS

	<b>ENCOUNTER</b>	<b>OMEN</b>
1	Low Tide Merchant (pg. 36)	Salt, Sweat, and Swearing
2	Swarm of Thieving Gulls	Persistent Squawking
3	Bag of Sticking Chaw	Faded yellow wax paper, stink of tobacco and brimstone
4	2d6 Buzzards [1HD] 1-in-6 chance of Buzzard Stone	Rot and filth, a recently picked corpse (unrecognizable), guttural squawks
5	3d6 Wild Boars [1HD]	Squealing and snuffing, freshly turned up earth
6	Giant Man O'War [4HD]	Purple transparent crest in water, thin transparent strands
7	Bulgu [6HD]	Split trees, heavy tracks, trail of blood and viscera
8	2d6 Giant Crabs [2HD]	Furious bubbling rising from the water, a faintly sweet smell
9	2d10 Pirates [1HD] and 1 Captain [3 HD]	Gruff sea shanties, peg tracks, smell of grog, nearby ships
10	1 on a d4: Siren [3HD] 2: Manatee [0HD] 3 or 4: Mermaid [2HD]	Fleeting glimpse of a fish tail, faint melodious hum
11	Flotsam (random item as a Giant's Bag)	Dark shape in the reeds, lapping of waves
12	Grey Ooze [3HD]	Dark shape in the reeds, lapping of waves, astringent scent
13	d20 Jellyfish [2HD]	Electric blue glow dotting the water
14	Baby Funkwe [2HD]	Banded shape moving through water or underbrush, faint rasping sounds
15	Kelpie [4HD] (Disguised as black stallion)	Trotting, smell of fresh hay with hint of meat and salt
16	1 Kishi Priest [4HD] 1 Kishi Acolyte [3HD]	Light snuffing, chanting, the occasional bark
17	Boodaddy	Sweet grassy scent mixed with oyster, tiny footprints
18	Giant Squid [10 HD]	Circular ripples rising from water from multiple places at once
19	Waterspout: 1-in-6 chance of Elemental [10HD]	Sudden tornado winds, huge column of water rising
20	Ghost Ship (3d20 Ghost Pirates [3HD])	Sudden dense fog, smell of black powder and rotten wood

# INLAND ENCOUNTERS

	<b>ENCOUNTER</b>	<b>OMEN</b>
1	Buried Oyster Bed <i>(as spike trap)</i>	Bubbles in mud
2	Low Tide Merchant (pg. 36)	Clinking of metal, squelching mud
3	Zombie[1HD] waist deep in mud, with Boots of Mud Tromping	Smell of leather mixed with stagnant mud, low moaning
4	1d6 Alligators [2HD]	An unnatural stillness, even the driftwood looks sinister...wait
5	Swarm of Horseflies [4HD total]	Droning buzz, itching sensation
6	Raccoon Baculum Necklace	White spines poking through mud
7	3d10 Stirges [1HD]	Leathery flapping, sweet-metal blood scent, a humming buzz
8	Glory Flowers (dug up as John the Conqueror Root)	Purple trumpet flowers, heart-shaped leaves, sweet scent
9	50% Buried Chest (d100gp) 50% chance of 6HD Mimic	Metal and wood above the mud, smell of salt, timber, and rust
10	Large Alligator [7HD]	A low thrumming growl, smell of rot
11	Zitiron [7HD]	Scraping of sand, wet muddy slapping
12	Haint <i>(As any incorporeal undead)</i>	Sudden chill, hair stands on end
13	Root Doctor <i>(Treat as NPC Magic User)</i>	Faint rattling, muttering language, scent of strange herds
14	2d6 Rawheads	Grinding of teeth, smell of wet leather
15	1d6 Bloody Bones	A clattering dance, the sweet-metal smell of blood
16	Boohag (25% of 1d4 coven)	Breath is caught in throats, tightness in the chest, hair feels knotted
17	Plat-Eye	Flashbacks to childhood nightmares, the growling of dogs
18	Will O'Wisp [6 HD]	Smell of sulfur, softly glowing light in the distance
19	Tommy Rawbones	Foul smell of water bloated corpses, red ooze trailed towards shore
20	The Gray Man	A sudden chill and deep sadness, spike in air pressure, smell of ozone

# ST. ERASMUS



Its tabby architecture and sky-blue shutters are part of the distinct but common structures found in the Barrier Islands. The small port town relies on a large enslaved population to do most of the heavy lifting. The main industries are rice cultivation, ship building, palmetto log harvests, myrtle wax, brick-making, and moss farmers.

## **A - THE CHAPEL OF EASE**

Originally a place of religious gathering for the Erasmians who could not regularly attend bigger congregations, The Chapel of Ease was consumed in a sudden conflagration some fifty years ago. Although multiple attempts have been made to rebuild, all have met with disaster, leaving only the white tabby walls and the old mausoleum standing. Years of disuse have left the grounds overgrown while the dirt path that passes by is shunned by the locals, preferring to take longer routes when possible.

They say that Boohags Haints and Plat-Eye's hold Sabbath in the ruins on moonless nights and the mausoleum is haunted by the spirit of a child who was interred alive. The rail thin and needle-nosed Doctor Pojo can occasionally be found combing the area for roots and goofer dust for her hoodoo magical practices. The Haywood Family will pay to have their ancestral mausoleum properly exorcised.

## **B - THE ARMORY**

Just off of the community center, The Armory is a small fortification built of tabby and brick overlaid with yellow stucco. This building hosts a small number of trained soldiers (usually fresh faced officers and disgruntled enlisted veterans on cycle), but is primarily the gathering place for the fifty man local militia. A large brass bell sits in the fortress' courtyard, used to ring out warnings to the village. A single bell calls the militia to arm themselves, two bells are rung to call all villages to the fortification (it can hold all five hundred at a squeeze), and three bells call for a full evacuation.

In times of peace, The Armory has been known to host banquets by the local elite and more than once a drunken dare has sounded false alarms. The arrogant Captain Pascal Haywood is nominally in charge here. He is woefully under qualified but everyone knows that his father has more than a little influence. Captain Haywood is looking for volunteers to test out an explosive new weapon and scatter a group of Mystafs who prowl a nearby reef.

## **B - THE HARBOR**

Here you'll find the only bridge that connects directly to the mainland. This is one of the few places where everyone is equal; pirates, Americans, Indigenous Traders and even a small group of Freedmen frequent here. Traveling from St. Erasmus to any other location means slogging through the marshes at low tide or taking a boat.

A small shrimping fleet operates at this Harbor, working alongside a local market that imports and exports goods. Goods can also be purchased here, depending on what is available. The Bliss Brothers, George and Charlie, own the docks and charge rent for their use. In truth, George is Georgina and Charlie is Charlotte, sisters who are skirting an antiquated law about women and riparian land rights.

The master shipwright, Jack Argo, is looking for quality building material, and he is willing to build a small ship as payment for reports of exotic lumber and other valuable crafting materials.

## **B - THE MOLTED CRAB**

The sandy wooden sign shows a pink crab popping out of a blue-green shell and marks the local watering hole. The Molted Crab is frequented by islanders of all kinds, from wealthy and curious sons of the social elite to humble shrimpers and farmers--even mysterious Root Doctors and rowdy pirates are welcome to take a seat. Gossip and peach brandy are both on tap at the Molted Crab as well as a variety of other distilled spirits that can handle the heat and humidity.

They say Kishi dwell here and for the right price they can separate gossip from fact and myth from truth; both in speech and cartography.

# ALOYFIN

## C - ALOYFIN SOUND

Between AloyFin and St. Erasmus is the self-named AloyFin Sound. The inlet is a brackish meeting ground between the warm ocean currents and the fresh water from the many nearby rivers, creating a diverse and fertile environment. While this makes the Sound an excellent resource for the local fishermen, it also attracts other creatures interested in those resources...



Now lucrative and dangerous, the Sound teems with predators, strange, familiar, mystical, and exotic including Zitirons and African sea snakes controlled by the Black mermaid, Mami Wata.

Shifting alliances, contracts, and turf wars are not uncommon as fishing rights are fought over. Three minor diplomats are to meet on a small sandbar in the Sound to discuss a truce. Any one of the three might require assistance to ensure the parley goes favorably.

## E - BLACKWATER BAY

Really more of a sizable cove, Blackwater Bay is the stomping ground of the local pirates and slavers and is governed by mercenaries. While every crew and every fleet has their own allegiances, Blackwater Bay is often considered neutral ground. In Blackwater Bay 'money talks and gold sings,' the mercenaries' main governing currency is gold. Even freeing enslaved people here is acceptable, although it may get you in trouble on the mainland. The main rule in Blackwater Bay is do not get caught - do good, do evil, but do it stealthily. Its name comes from the seemingly black water, the result of shifting silt and pollution caused by pirate activity. Along the coast, a "shanty-city" has been established. Each "district" within the city is controlled by one particularly powerful captain and can be identified by their flag.

Captain Seymour Foy has been making waves in the Bay, literally. He bound a massive Myst, a deep-sea kraken, to his ship by both chain and magic, allowing him to set sail without the needed winds. This has upset the balance of power within the cove, and of course where there are imbalances, deals can always be struck. Be careful, should the kraken escape, it could endanger every soul in the bay.

## **D - SALTICK STABLES**

On the northern end of AloyFin, an area of drained wetland has been converted into a sizable pasture for the Saltlick Stables. Bethany Roan is the keeper of the stables along with her children Jon and Zoe. The horses of Saltlick are the famed Marsh Tackys, a stout, intelligent, and sure-footed breed that is made for moving through the mud and marsh without tripping or panicking. Without a stop at Saltlick, the average person would find their journey deeper into the marshes of AloyFin to be exceptionally hazardous. The horses, known for their courage, have been strangely skittish as of late. Bethany claims a Root (curse) has been put on them and seeks a rare herbal remedy from the Cypress-Tupelo swamp. She's offering several of her best mares as a reward.

## **F - EBALAST MARSH**

The vast majority of AloyFin is a massive salt marsh intermixed with numerous small lagoons. Its pristine and biodiverse environment makes it a fertile ground for those seeking to harvest its resources. The marsh does not give up its resources easily as alligators, cottonmouths, and continuously changing waterways act as natural deterrents to the unprepared.

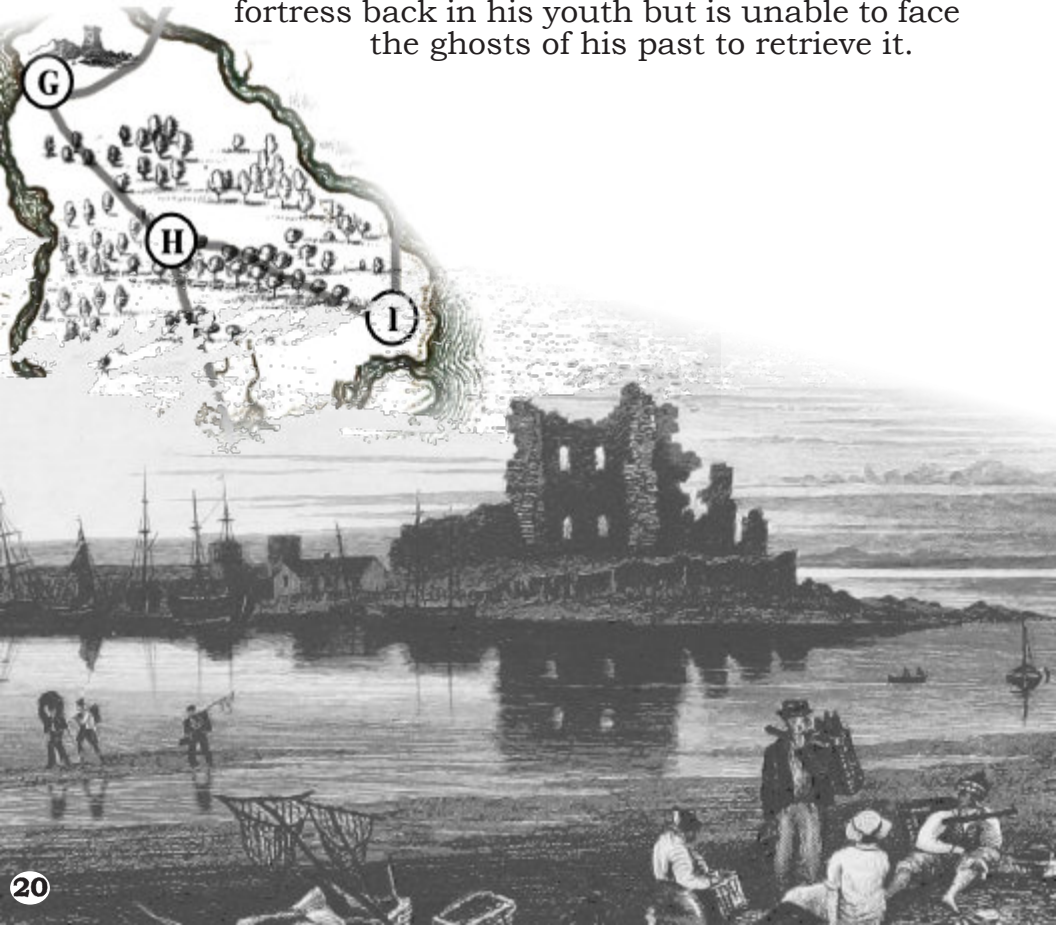
The innermost regions of the Ebalast Marshes have thus far been unexplored due to the thick, swampy and dangerous Cypress-Tupelo forest that grows at its center. The marsh has swallowed countless would-be colonizers, as half sunk ruins and numerous skeletons can attest. Mathyus Bluefield is the latest of these and is currently throwing money at a project to drain and tame the marsh. The resulting efforts have roused the anger of a local coven of sea-witches and has awoken a host of ancient dead.

# JONHAVER'S

## G. FORT ASSUMPTION

A long decommissioned Palmetto log military installation, Fort Assumption was established to protect the region from foreign invaders, pirates, and any other type of 'uprising.' Eventually, however, the costs to upkeep the fort outweighed the benefits it may have provided. After spending a short life as a plague hospital, it now lays abandoned and gutted on the shore of Jonhaver's Island. The interior of the fort is full of graffiti from the creatures who have passed through.

Rumor has it that Zitiron and African Water Snakes inhabit the ruins, maybe even protect them. Some believe the empty cannon batteries and ramparts are still manned by the spirits of those who once served there. Colonel Barnaby Gannt, a long retired nonagenarian, claims he buried a treasure in the basements of the fortress back in his youth but is unable to face the ghosts of his past to retrieve it.



## H. THE GREEN

The wilderness of Jonhaver's Island is an especially dense expanse known as The Green. Massive live oaks, slash pines, and magnolias dominate with a hearty undergrowth of ferns and saw palmetto. The thick canopy is made even more claustrophobic by uncountable clumps of hanging moss swinging from every tree. Rumor says that within the depths of the Green, crumbled villages and forgotten ruins lie hidden and haunted by dozens of Plat-Eye. Few are willing to wander the Green unguided and those who do are laden with charms to protect against the forest's myriad inhabitants.

Dr. Buzzard's grave lays in the depths of The Green. It is protected by traps, illusions, and strange beasts, but even a handful of the grave-dirt would fetch a high price from the right people.

## I. LAND'S END BEACH

This beach sits at the southernmost tip of Jonhaver's, facing Wildy's Far Shore Beach. The warm sand dunes of the beach are a common nesting ground for sea turtles and horseshoe crabs. At night the waters are lit by glowing plankton and the jellyfish who rise to feed upon them. The small straight between Jonhaver's and Wildly's is deceptively shallow, leading numerous ships to wreck upon the reefs. Spring Tide brings the highest and lowest tides. During the high tide the beach is completely submerged but during the low the small strait (and the many shipwrecks) between Jonhaver's and Wildly's are entirely exposed. The bizarre creatures of Wildly's Island take this chance to escape.



# WILDLY'S

Given a wide berth by all who know better, Wildly's Island was once a hunting reserve before being bought by a foreign sorcerer. Now it serves a dual purpose as menagerie and massive laboratory.

The wild woods of Wildly's Island are filled with exotic and magically augmented creatures. The sorcerer himself has not been heard of in decades, but each night his Lighthouse tower lights its beacon, shining its sickly green beam out across the waters.

## J - FAR SHORE BEACH

The sandy shores of Wildly's are studded with cabbage palmetto, loquat, paw-paw, and persimmon. Though their fruit laden branches are inviting, the shoreline is also the favored gathering place of mutant monkeys that inhabit the island. Several hundred strong, the monkeys have organized themselves into several highly territorial troops that are differentiated mostly by the diseases they carry. The most powerful of these tribes at the moment are hepatitis b-infected rhesus macaques, led by a two headed, wagon-sized specimen.

Lukluk is the mandrill leader of a highly intelligent troop of baboons and is willing to negotiate with outsiders for help rising to power on the island.

## K - THE IDOL

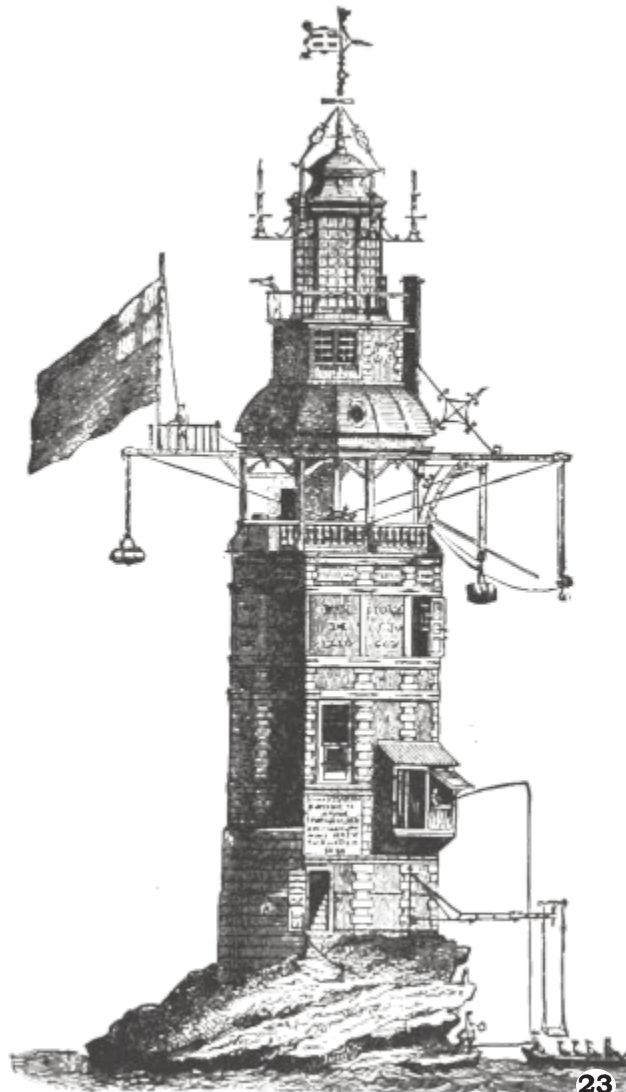
The center of Wildly's Island is a wide clearing taken up by a single massive stone idol; its hideous form a chimeric fusion of a gorilla, lamprey, and spider. The area around it is heaped with fruit in various stages of decay. Everything living on the island avoids this area, but once a week the monkeys of the island will collectively throw fruit and howl at the statue for several hours.

No one seems to know what The Idol is or where it came from, but a recent sea-quake shifted the great statue and revealed a staircase beneath it.



## L - FOLLY POINT LIGHTHOUSE

While it once served its purpose of directing wayward sailors home, the Folly Point Lighthouse has become a beacon to be avoided. Balthazar Durivage came across the sea and converted the lighthouse into his laboratory. The interior has been unseen since his residence, but the exterior has warped over time into a twisted and bent tower covered in strange pipes and belching stacks. Anything directly exposed to the beacon mutates hideously under its baleful gaze. Who knows what might lay within the Lighthouse! But every year the Light reaches further. Many fear what will happen when it reaches the other islands.



# CREATURES





### THE GRAY MAN - 6HD

A young man dressed in a gray frock and a gray top hat, slightly transparent on closer inspection.

**Wants:** To forewarn of sudden dangerous weather

**Armour:** Plate, immune to non-magical weapons

**Move:** Normal, 2x Normal Flying

**Morale:** 2, Will Retreat at first sign of hostilities

**Damage:** Special

The Gray Man is the ghost of a young groom who was killed on his wedding day when a freak storm sent his carriage careening into the marsh where he met a watery grave. He was a “leveurs de sort” or someone who can change destinies and now the Gray Man wanders the beaches of the Barrier Islands, only appearing before the living to forewarn of severe inclement weather. He will not attack and will try his best to mutely communicate his distress. 1d6+1 Days after the Gray Man is encountered, a severe weather event occurs (usually) in the form of a hurricane or other powerful tropical storm.



## BOOHAG - 8HD

In the day, a scrawny, crooked, mean tempered old woman; in the night, a bloody red skinless spirit.

**Wants:** To ride your chest, steal your breath, and haunt your dreams.

**Armour:** Leather, incorporeal immune to non-magical weapons at night

**Damage:** Claw (as Dagger)

**Move:** 1/2 Normal during day, 2x Normal (Fly) at night

**Morale:** 8

☞ **Steal Breath:** Once per night, Boohag may target a sleeping creature. This creature falls into a deep nightmare and is unable to wake until they are exposed to natural light. During this time, the Boohag will ride wildly upon their chest and suck away their breath, dealing 1d6 CON damage. If a creature dies from this effect, the Boohag increases their HD by 1.

☞ **Spellcasting:** The Boohag often works as a proficient Root Worker and can use Necromancer Spells as a Magic User of half her HD.

☞ **Salt and Sunlight Vulnerability:** When not wearing their skin, Boohags have a fatal weakness to sunlight and Salt (similar to vampire weakness to sunlight and holy water).

## PLAT-EYE - 4HD

A shifting shadow with a single plate-sized glowing eye, often takes the form of a large black dog.

**Wants:** To lead you astray, to protect hidden treasure.

**Armour:** Chain, immune to non-magical weapons

**Move:** 2x Normal

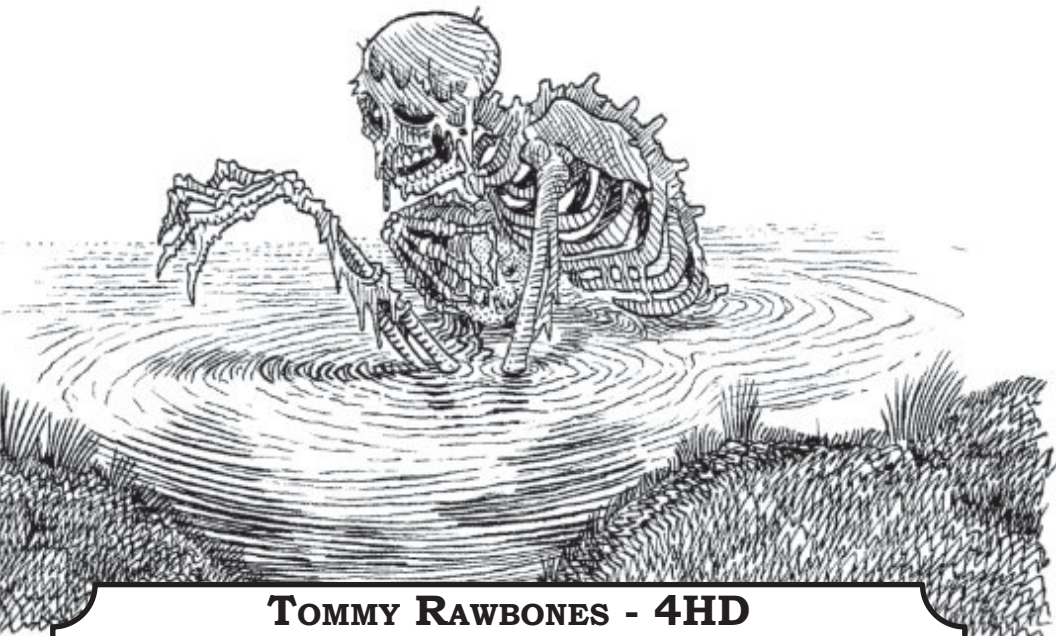
**Morale:** 12

**Damage:** As Dagger ignores non-magic armor.

☞ **Terrible Transformation:** The Plat-Eye can turn itself into anything out of nightmare, such a giant maggot riddled dog or a screaming inverted head. This does not change its stats, but with each transformation, it may target one creature who is then affected by Cause Fear as a Spellcaster of Plat-Eye's HD.

☞ **Haunt Bound:** The Plat-Eye is bound to a buried treasure in a manner similar to a Dryad's bond with a tree. The Plat-Eye is unable to move more than 240' beyond their treasure and if forcibly moved it will vanish and reappear at the site of the treasure.





## TOMMY RAWBONES - 4HD

A maniacal bloody skeleton with tattered skin hanging from from its head and far too many teeth.

**Wants:** To eat people, especially attracted to liars and children

**Armour:** As Chain

**Move:** Normal, Swim Twice Normal

**Morale:** 8

**Damage:** Claw/Claw/Bite

Tommy Rawbones is a type of undead that lives in lairs built into the muddy underside of the marsh. When victims come too close to the shoreline where Tommy Rawbones lives, it will leap from the water and attempt to drown its target. It will then take its prize back to its lair to “consume,” leaving only a bloody headless skeleton. Victims of Tommy Rawbones rise as Skeletons the following night and will become Bloody Bones if not buried in consecrated grounds by the following full moon. When brought down to 0 HP, a Tommy Rawbones becomes an inert Bloody Bones and a free Raw Head. Tommy Rawbones’ lair is full of the belongings of its various victims.

## BLOODY BONES - 2HD

A blood-soaked headless skeleton.

**Wants:** To find a head

**Armour:** As Leather

**Move:** Normal

**Morale:** 12

**Damage:** Claw as Dagger, on a fatal blow it tears the target's head off.

**Immortal:** When Bloody Bones is brought to 0 HP, it crumbles into a pile. It will regenerate 1d6 rounds later in the presence of blood or moonlight.

Bloody Bones is a near-mindless immortal skeleton that wanders the swamp in search of a head. As it has no head, it spends a lot of its time stumbling into holes, getting buried in Pluff Mud and incoherently bumping into things. When it finds anything vaguely head shaped it will attempt to pry said object away and place it on its shoulders. In most cases this only leads to frustration but when Bloody Bones actually dons a head, it becomes a Tommy Rawbones. As a wandering undead, treasure it carries is purely incidental.

## RAW HEAD - 1HD

A floating head with bloody skin hanging limply from it.

**Wants:** To find a body

**Armour:** As Leather

**Move:** Normal/Flying

**Morale:** 12

**Damage:** Bite as Dagger



# MYSTAFS

Wrapped in the foundational fabric of Charlestowne are the shadow of the Mystafs—mystical African creatures now woven into the antebellum landscape. The Mystafs are majestic, mysterious, and dangerous as they carve out new life in the outskirts of Charlestowne.

## KISHI - 3HD

A smooth talking, hooded predator. They often are barterers who can be persuaded not to kill if you have something of worth to give to them. Rumor has it, they are 'two faced' with a hyena head under their hoods.

**Wants:** To bargain and hunt

**Armour:** As Leather

**Move:** Normal

**Morale:** 5

**Damage:** Spear

We do not know if this is true, but they often wear some type of animal printed 'clothing,' and are seen talking to someone—maybe themselves. As hybrids, some Kishi are gatekeepers of the Shalom-yin. They guard the old text and old world of Myst with tenacity. Also as hybrids they can live between two worlds, having conversations with themselves ('person x,' who is never seen). Some say they are at war within themselves, the inner beast always attempting to claw its way out. Whatever the rumor, be careful and cautious, centuries of mistrust and hurt have led them to be skeptical of humanity.



## BULGU - 6HD

This creature is arguably inefficient, but nonetheless ruthless. Known for killing for pleasure and toying with its victims. The Bulgu charges headlong into its prey.

**Wants:** To charge and smash violently

**Armour:** As Leather

**Move:** Half Speed, Charge Twice Normal

**Morale:** 9

**Damage:** Battleaxe

With a head like an axe, it attempts to spear, cut, and drink in its victim's vitals. Its hooved hands and feet make for clumsy movement when it roams as a biped. However, in tight and forested spaces even rhinos fear the Bulgu. Magic has little effect on a charging Bulgu and its head is not affected by spells. A melee weapon will help if you get to the soft, rarely exposed underbelly of the Bulgu.

## KONGAMATO - 12HD

Sometimes called the 'duck dragon' because it prefers water and swampy thickets when not in the air. This lizard is a direct cousin to the dinosaur. Often revered as a 'river god,' in medieval Europe it was understood to be a water dragon.

**Wants:** To hunt freely

**Armour:** As Dragonscale

**Move:** Half Speed, Swim Twice Normal

**Morale:** 9

**Damage:** Claws

The Kongamato is powerful enough to stop small boats. Projectiles do little damage to its hide. It is sometimes mistaken for a saltwater crocodile and can be found in freshwater rivers. It can create small whirlpools and waves. The perfect predator, it can kill you from the water below and the sky above. It is said that its scales are imbued with elemental water magic that fades after use. It is also said that 'kong' leave their scales floating on the water in hopes that fish or humans may be attracted to their shine. The few who have seen a Kongamato and lived to tell about it say that hunters always become the hunted.



## ZITIRON - 7HD

One part apex predator, another part defensive and cunning. At distance it appears to be a turtle. It's speed and size say otherwise.

**Wants:** To defend its territory

**Armour:** As Platemail

**Move:** Swim Twice Normal

**Morale:** 9

**Damage:** Spear

Zitiron dine on gator, fish, and greenery. Very territorial it will hiss and whine at a distance and cluck before attacking. Sticks can moderately fend it off, but the Zitiron's shell is like armor and its pinchers can cut through flesh, bone, and wooden boats. The only weakness is its tail – if you can reach and cut it. An absence of alligators often means you've floated upon a Zitiron's territory. In the old lands and in the old ways there are whispers and children's stories of how to calm a Zitiron.



Both pieces of art by Michael Lee Harris

## FUNKWE - BABY 2HD - GREAT 15HD

A sea snake with fins. Baby Funkwe have ink pouches, and behave like snakes, constricting, drowning and eating their prey.

**Wants:** To be the strongest in the river

**Armour:** As Dragonscale

**Move:** Half Speed, Swim Twice Normal

**Morale:** 12

**Damage:** Claws/Razorfins/Tail

They travel in groups and wrap themselves around their prey. Their scouts playfully flirt with their prey, nipping until eventually drawing blood. Sometimes the babies will swarm in the dozens to overcome their prey. If there is no prey to be found the funkwe war with each other until the only strongest survive. These creatures are anywhere from 4 to 12 feet long and in the water they have few predators, except for the Zitiron.

A Great Funkwe only appear during tropical storms and hurricanes. They have been known to venture inland in search of livestock and large often human game.



# LOW TIDE MERCHANT

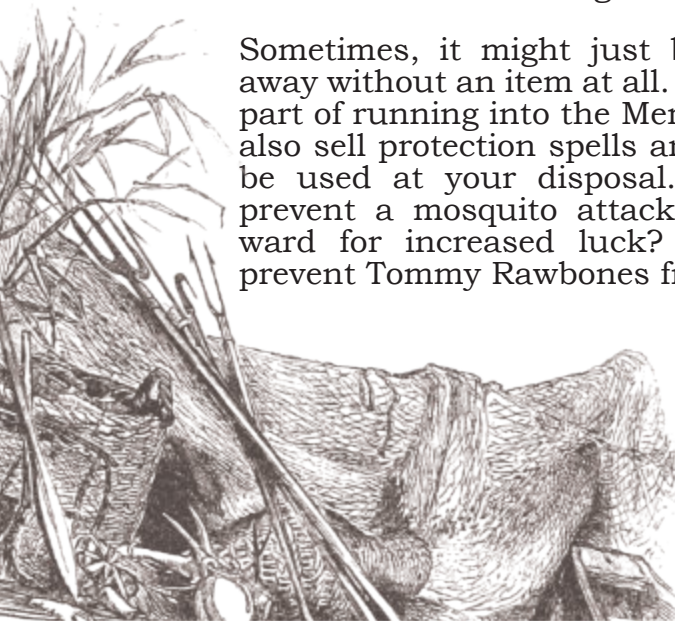
**Written by our consultant, Akelah**

The Low Tide Merchant only wanders when the tide is low. They travel throughout the Lowcountry peddling their wares to adventurers and lowly souls in need. On land, sea and everywhere in between – if it's something you need, the Low Tide Merchant can see to it that you get it, even when you least expect it. Some say that the Merchant is a Kishi that wandered onto land while others say that it's a warlock that just likes to interact with people. No one knows who or what the Merchant is, but anyone who interacts with the Merchant can say that he has helped–or hindered–them in some way.

Stored away in his magical burlap sack, nobody knows how the Merchant gets his wares, but the Merchant has almost anything you need available for purchase. Boodaddies, salt, Boots of Tromping Mud, Sticking Chaw, medicinal herbs, weapons – anything and everything that you might need on your adventure is available in their endlessly portable shop. While the Merchant does have nearly everything you'd need for an adventure, it's not always cheap. Certain items are, of course, going to be worth more money and while you have the option to pay for it normally, you can always offer an exchange – going on a mission for the Merchant or making a trade.

Sometimes, it might just be better to walk away without an item at all. Some say the best part of running into the Merchant is that they also sell protection spells and wards that can be used at your disposal. Need a spell to prevent a mosquito attack? Need a passive ward for increased luck? Need a ward to prevent Tommy Rawbones from spawning?

All available at the Merchant's shop. However, be wary: not all spells are entirely accurate (must roll for accuracy of the spell).



## WARES OF THE LOW TIDE MERCHANT

Roll a 2d6 + CHA when you encounter the merchant. You can purchase any item numbered below your roll.

ITEM	COST
1 Bug Repellent Torches	3
2 Boar Meat	5
3 Siren's Tongue (can be powdered to resist charm effects)	15
4 Island Map (missing 4 random locations)	10
5 Ghost Flintlock - one shot, kills anyone, but they return to haunt their killer	25
6 Tame Loggerhead (knows 3 words)	13
7 Rawhead in a Bag (will escape soon)	25
8 RibKnife (as a knife, damages spirits)	6
9 Jellyfish Oil (strong irritant)	9
10 Magic Item of your Choice	50 per syllable
11 Grey Man's Cravat (summon him)	146
12 Key to The Armory	250
13 Map to Buried Treasure (well guarded)	100
14 Invitation to Folly Point Laboratory, but it's made out to someone else.	57
15 Sleeping Death Powder (when ingested make a CON save. If successful, cures any one injury or disease. Otherwise, die.)	99

*Alternatively use this as a 20 loot drop table, any roll over 15 is that much gold x 10.*



# MAGIC ITEMS

**1 - Boodaddy:** A crude doll made of sweetgrass and pluff mud which is then incubated in an oyster for a month. The Boodaddy is proof against various Low Country creatures and provides a +1 bonus to attacks or saves made against these creatures. A Boodaddy hung over your head will completely dissuade Boohags from attempting to steal your breath and Haunts from entering a house. Once a month, on the night of a Full Moon, the Boodaddy will animate and journey to the river to drink oyster nectar and regain its power. A Boodaddy will become inert if it is unable to make this journey due to distance or obstacle.

**2 - Buzzard Stone:** Take an egg from a buzzard and poke a hole into the shell. Return the egg to the buzzard's nest without their notice. After the other eggs hatch and this egg does not, the buzzard will use a stone to try to open the egg. This stone, after being discarded by the buzzard, is a highly versatile charm. The holder of a Buzzard Stone may choose to use it as a charm against all evil, acting as an all-purpose anathema similar to silver, garlic, and a holy symbol wrapped in one.

Conversely, the holder may use the Buzzard stone to become invisible during the night. Either effect only works once for a 12 hour period.

**3 - Boots of Mud Tromping:** These thick, sturdy galoshes allow one to move through marshes, swamps, pluff mud, and similar environments as though one were walking down a well-tended road.

**4 - Raccoon Baculum:** The specially prepared phallic bone of the common Raccoon is actually one of the most reliable love charms out there. Wearing a Raccoon Baculum will give the wearer a +1 bonus to any Charm effects, but openly displaying it might evoke disgust. A target that willingly accepts the bone from the current owner is affected as though by a Philter of Love.

**5 - John the Conqueror:** An all purpose magical herb, any magic involved in attracting or repelling is empowered the John the Conqueror. On its own, John the Conqueror allows its user to “get lucky.” Any sexual congress while chewing the root will result in conception.

The root can also be chewed to allow the user to add their level or HD to any single roll that is otherwise entirely determined by luck.

**6 - Sticking Chaw:** This chewing tobacco is black as tar and stinks of sulfur. Partaking of this chaw is likely horrible for your teeth, but lets you spit a wad of the horrible gunk with the range of a longbow. Targets struck by the chaw must Save or be held fast as a Web spell until the gunk is scraped off.

Art by Charles B.F. Avery



# DEADLY SMEDLEY

## AKA CAPTAIN STACIE

Captain Stacie is a key character in the following two adventures. She will bring the players gold and danger.

Captain Stacie is an up and comer in the pirate game. She keeps herself shrouded in mystery – unless you gain her trust. Once gained after an adventure, she will talk a little bit about herself. Most are shocked to find she is a woman and despite going by the moniker ‘Deadly Smedley,’ she does not use excessive violence, unless called for. After all, she is Captain to all sorts of pirates and mercenaries.



*Avast! Load the forward mains!*

## STACIE'S FAMILY

Originally, Stacie Orthalia Lancaster of the noble London Lancasters, Stacie grew up in the heart of London. Their position in society began to slip when Arber, Stacie's father, came home from his archaeological escapades. He came home full of tales of wondrous exotic cultures and inspired by ideas of peasant equity. High society was not prepared for impassioned questions like, "Do you notice whenever we covet someone's land and labor, we label them 'savage' or 'slave'?"

As a girl, Stacie has always had an interest in her father's stories and novel ideas. Before his disappearance, he would weave stories of Robin Hood, his travels, or the Myst late into the night. As time has passed Stacie often wonders if her school's fictional writing essay about those subjects lead to his disappearance and her family's subsequent fall from nobility. All that is left of Stacie's family are the 'ghosts' she chases across the seas.



*Tone down the eye shadow  
next time. Add a goatee?*

# PIRATE ADVENTURE

The following is a short adventure to throw the players into a dangerous situation. The player characters are new members of Captain Stacie's Crew. They were hired on along with a bunch of ragged mercenaries for this job.

GM should paraphrase these speech sections:

"I've never seen it this bad!" A pirate shouts over the roaring wind.

"The gods must be angry." Another calls from across the deck.

"Or rather the Myst." First Mate Barnes says greeted by a frowning Captain Stacie. "This will be quick — only take what your hands can carry, other than that you know the rules of engagement! I repeat, this needs to be quick! Despite the bad weather, there are too many ships, too many eyes — stealth is the name of the game 'fam!'"

The crew boards the small merchant ship. "Run them overboard, but don't run them through" Stacie cries, repeating that she wants no casualties.

After the crew is subdued, Captain Stacie goes below deck to free the enslaved passengers and see what treasures are there. When she surfaces, she comes back with three persons and a 19 year old enslaved girl and some papers. The young woman appears to be very attached to the papers and is attempting to fight back. Captain Stacie knocks her out and brings her back to the ship.

"Each of you may claim a box for yourselves, but keep it moving! We don't have time to open them and dally about. Just grab a box and stow it near your bunk."

There are 10 boxes below decks. Choose a box or roll:

	Box	CONTENTS
1	Red box with a Spanish lady painted on the front.	Contains 12 bottles of rum each worth 10 gold each.
2	Unmarked box.	Filled with corporate ledgers and records. Valuable if you can make sense of it.
3	Blue box with a French lady painted on the front.	Contains 12 jars of fine olives each worth 13 gold each.
4	Charred box; half burnt.	Filled with 6 prepared charcoal. If exposed to a very hot flame, the charcoal turns to diamond.
5	A heavy metal box.	At the bottom is a tiny gem that glows with a brown light, and is impossibly heavy.
6	A fancy piece of luggage inlaid with gold and intricate designs.	It's empty, but the luggage itself is worth 30 gold.
7	Plain wooden box with a strange symbol painted on it.	Inside it is packed with cakes of aged tea. Each one of the 20 cakes of tea is worth 35 gold to a connoisseur, 5 gold to others.
8	A large thin box.	Inside is a delicate painting worth 150 gold, but it won't survive a long voyage; must be sold immediately.
9	Wooden box with leather straps, it growls and vibrates.	Inside is a snake that seems to swim through the air itself. It's actually a spawn of Kongamato.
10	Stumble into an invisible box.	Completely invisible, about the size of a large breadbox.

As everyone is carrying the boxes away, a shot rings out, and one of the mercenaries has just killed the merchant ship's captain. Stacie is enraged and confronts him.

The angry mercenary says, "You've never seen a dead body before? They're just gonna cause trouble later. Also they'll let out your little girlie secret."

Stacie draws her sword, slices his cheek, and kicks him against the mast, knocking him unconscious.

The other mercenaries wave their pistols in anger. "This bitch just cut Timberlane!" "I ain't taking orders from a woman!" "Let's just take BOTH boats!"

The players can try to negotiate and calm things down, or join the fight against the upset mercenaries. There are about 12 angry mercenaries against 16 of Stacie's normal crew (not including the players).

After the situation is resolved, Stacie gives a short speech re-affirming her values, and explaining how this crew will function going forward.

"You are not the first to be repulsed by the realization that Deadly Smedley is, in fact, a woman. But look around you. The pirates you see before you voted for me to lead them. Unanimously. No doubt you have always sailed under abusive dictatorships. For that I am sorry."

She draws her pistol.

"But now you are on my ship—our ship. Here every person—man, woman, friend, and foe—is treated with the human dignity they deserve. That man you killed was someone's son, someone's brother, perhaps even someone's father. Other than his unfortunate occupation, he did nothing wrong, at least nothing worthy of death. Unnecessary killing (also known as murder) will not be tolerated on this ship. You signed the ship's articles."

She points the pistol at the remaining mercenaries.

“Clearly you are unwilling to abide by them. Which leaves your fate in the hands of my crew.” Turning to the crew, “Well, mates? Let us vote. What shall we do with these despicable mercenaries?”

- ◇ Throw them overboard?
- ◇ Leave them on their damaged ship and leave their fate in the hand of the gods?
- ◇ Maroon them with the usual supplies (a jug of water, a pistol, a shot, and some gunpowder)?

Either way, Stacie gathers her loyal crew and has them carry the treasures back to her ship. At this point the players have proven their value and loyalty.

*What shall we do with these despicable mercenaries?*



# PLANTATION RAID

## ADVENTURE OVERVIEW

Captain Stacie aims to help Binah rescue her family from slavery on a Sea Island cotton plantation along the coast of AloyFin. During this rescue mission, Stacie also hopes to “acquire” some valuables at the same time. Things go south when a Mystaf attacks the party at night!

## THE PLAYER CHARACTERS ARE EITHER:

- ◇ **Members of Captain Stacie’s crew.** Why did you join up with the Captain, what’s your role on the ship, and what did you leave behind when you became a pirate?
- ◇ **Passengers of the Captain.** What price did the Captain demand for your passage, and what did you offer instead?
- ◇ **Hired Guns.** The Captain approaches the group and asks for their help with the raid. The money is good, of course, but what’s the REAL reason you accepted her offer?
- ◇ **Enslaved laborers of the Plantation.** This is a good option for starting in media res; right in the middle of the action as the pirates arrive. But make sure this is a perspective your group is comfortable with.

## VOTE ON THE RESCUE

Before the mission begins, Stacie must make a speech to the crew and call for a vote.

“I’ve been sailing these seas for years. Never have I seen a more capable and courageous crew. Together we have plundered the rich and interrupted the plans of the powerful. Damn. I love being a pirate. I love my booty and my rum. I love the salty air and the thrill of the chase. More than that, I love the look on every captain’s face when they find out Deadly Smedley is a woman. But do you know what brings the most satisfaction of all? Restoring dignity to the abused and exploited, be they a young sailor or enslaved person.”

“Every time we do so, we chip away at the foundation of corruption this world seems built on. And we change someone’s life.

Which brings me to Binah. What a wee lass she was when we rescued her from the belly of that loathsome merchant ship. Then she worked her way up from swabbing the deck to where she is today—our quartermaster!”

Binah steps forward and speaks haltingly at first, but with great passion.

“I am honored to help lead and at first your pirate ways were strange to me, but how do you say it? You have a thief’s honor... or honor amongst thieves? I am calling on that honor right now. I helped when the Kraken came, \*and brought us out of three storms,\* other boats did not survive. I have given you (if you remember) sacred knowledge of the Shalom-yin.

You are my family by choice, but my family by blood is over there. If there is a way to free them, I want to. Do you think if we take money (something similar to the amount they were bought) – they would free them?

Admittedly I do not want to go to war with them, but I will 1,000 times to save you, my family, and to save them, my family. I love being a pirate, I love hearing the (same) tales of Robin Hood from Stacie again and again, and again. But I am going to tell you – this is different. This not a pirate quest, and this is not Robin Hood fairy tale. My family is enslaved and forced to serve some great Lowcountry nobles. These nobles (Stacie tells me) will take this as an attack on their way of life. If this raid is done poorly, we will go from pirates and criminals to ‘terrorists’ and enemies of the state. Still, I ask you to repay your debt to me.”



Stacie draws her sword and gestures to the east as she completes her rousing speech.

“There is a plantation on the other side of this cove. A plantation where Binah’s family is suffering under the yoke of slavery, deprived of their precious human dignity. We have the chance to rescue them. Wouldn’t you want someone to take the risk if it was your brother and sisters who were enslaved? Before we vote, ponder this question: What if every single raid we accomplished at sea was merely a rehearsal for our most daring raid yet? A raid on land!”

A lively discussion follows. Stacie wants bloody justice. There are some members of the crew who think it is a hopeless endeavor. Others who would prefer to simply raise the money another way and purchase Binah’s family outright. Yet others think they could rescue Binah’s family under the cover of stealth.

The players can ask clarifying questions, put forth their own ideas, and eventually participate in the final vote on whether to attempt this rescue or not.



## **BINAH'S FAMILY**

Binah has a tight knit family:

- ◇ **Cato**, the older brother, is mischievous and strong willed. Cato is also a fast learner and a great climber. Cato was known for being an optimist. Binah worries that enslavement has broken his sunny disposition.
- ◇ **Tenah** is closest in age to Binah, about three years younger. She is one of the strongest people Binah knows. Sometimes Tenah is called B-Tenah as Tenah is known for mimicking her big sister. They are best friends. Even if the others have given up, Tenah hopes.
- ◇ **Shalee**, the youngest sister, has always been independent, keeping her feelings buried deep. Shalee has a fire in her that quietly rages. Binah's opposite, Shalee often has to be talked down from exacting reciprocity, especially against mischievous Cato.



## **TIMELINE IF THE PLAYERS DO NOTHING:**

1. Captain Stacie, her crew, and Binah sail along the coast and drop anchor near the plantation.
2. The pirates wait until the cover of night. Unbeknownst to Stacie, the plantation owners are planning a dinner party tonight for American leaders and troops. A terrible storm drives all the guests inside.
3. The pirates sneak into the plantation and try to find Binah's family. At the same time the dinner party has returned to full swing despite the storm, drawing the attention of a powerful Mystaf (Great Funkwe).
4. Just as the pirates find Binah's family, Great Funkwe attacks, and the American troops spring into action.
5. The soldiers round up the enslaved workers. Some troops also capture the pirates, Binah, and her family before they can escape.
6. The troops try to use the enslaved people as human shields and/or force the enslaved to fend off the beast. Some rely on their ancestral knowledge of Shalom-yin.
7. Dozens of people lose their lives, and the plantation is razed to the ground. Captain Stacie and her crew are not heard from again.



Obviously, this is a rather grim turn of events. It will be up to the players to prevent this from happening however they see fit. This can be accomplished in a number of ways:

- ◇ Go with the pirates to ensure their successful escape.
- ◇ Pretend to be American Nobility and sabotage the party from within (or simply buy Binah's family) and escape before the Funkwe attacks.
- ◇ Seek the Great Funke and recruit its help.
- ◇ ...or whatever else your group can think of!

Don't tell the players exactly what will happen, but lay out the initial plan and drop some hints about the dinner party and rumors of dangerous Mystafs in the area.

## PARTY GUESTS

**Colonel Mustarn:** A resentful man with a terrible wig. Obsessed with "Manifest Destiny," he aches to be fighting in the Western US...but is far too incompetent to be entrusted with such an important command. Will jump at any chance for glory, no matter how misguided.

**Lady Laurel:** A talented socialite and party planner, so long as she doesn't talk. She hides her annoying laugh and lack of tact by simply remaining silent and smiling all the time. However as soon as anything about the party starts to go wrong, her facade crumbles and she will embarrass herself.

**Master Travis:** The owner of the plantation and owner of a nasal, droning voice. He doesn't engage in conversation as much as he entraps people in monologue. Speaks constantly of himself and his "plan to move up the economic ladder". Perhaps he'd have more luck with money if he didn't allow Lady Laurel to spend it all on lavish parties.

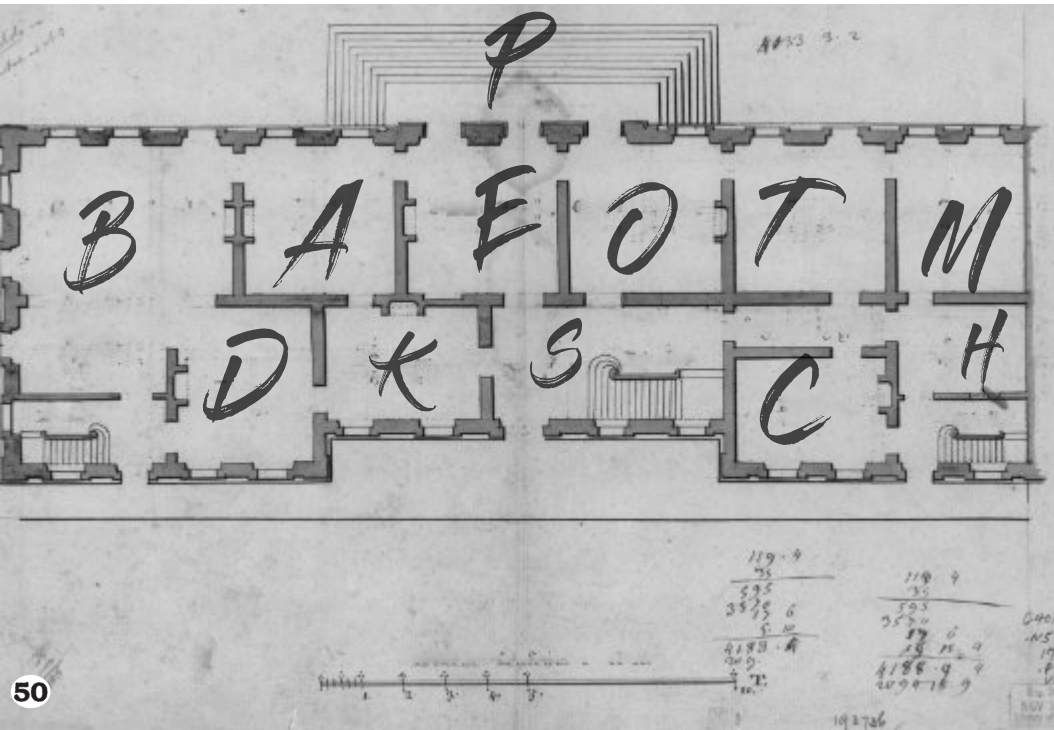


# THE PLANTATION

Grand Mayfield Plantation has a (grand) Oak Allee (a driveway flanked with giant oaks providing shade). In the front, bushels of multi-colored azaleas skittle the lawn sheltered under tall leafy trees. The sprawling mansion itself is fit for a king—a perfect place for hosting grand balls and soirees.

The east side of the mansion is the kitchen where the enslaved men, women and children serve, create, and wait on their captors who prefer to be called the ‘masters’ and ‘mistresses’ of Mayfield. Further east outside of the mansion are the workers’ quarters. The Mayfields’ considered themselves generous to have cabins so close to the main residence. Although truth be told there have been animal (and/or Myst) attacks that have damaged their ‘human property’ forcing them to move them closer.

Past the workers’ quarters are the current food crops of tomatoes, corn, squash, field peas, okra and various fruit trees. Behind the house, out of sight, are the cash crops: Sea Island cotton and indigo. And on the west side is a small equestrian field and course, along with some fenced in cattle and chickens.



## PLANTATION VALUABLES

Here is the most valuable item in each room. Most of these valuables require special time or effort to remove. Rooms are labeled on the map with their first letter:

**Armory:** Most of the guns are fancy showpieces; each one worth at least 50 gold. The harpoon rifle is the only functional weapon.

**Ballroom:** One of the chairs is raised on a stage. It is festooned with gems. Each gem is worth 5-10 gold, and the chair is covered in 2 dozen of them.

**Closet:** Box of deeds to several forgotten plots of land.

**Dining Room:** There is a glass cabinet packed with priceless china. Very fragile.

**Entryway:** A self-portrait of Master Travis. The painting is ugly as sin, but the frame is solid silver worth 75 gold.

**Humidor:** A magic pipe carved from old driftwood. It's smoke repels ghosts.

**Kitchen:** Buried in the back of the pantry is an old jar of tea. This is actually a jar of Sunrise Phoenix Oolong and has been accidentally aged for 30 years. Priceless to a connoisseur, worthless to most folks.

**Master Bedroom:** Lady Laurels' personal journal. It contains detailed gossip, rumors, and potential blackmail on much of the aristocracy.

**Observation:** The table in the center of the room is actually a seeing stone. It is used to communicate with nearby plantations or spy on rival families.

**Porch:** Tucked underneath a rocking chair is a repellent stone. While held it repels insects within 20ft.

**Stairway:** Leads up to the second floor (we don't have a map for that). The banister is inlaid silver with beautiful carvings; if the entire thing could be sold it would be worth 5,000 gold.

**Trophy Room:** One of the mounted heads is kept alive by magic. If freed, the head will fly about causing havoc.

# Issue 1.5 : Pirate Isles

More than a reprint but not quite a sequel, this zine has been expanded by a local team of writers, artists, and consultants. It is bursting with more Southern Gothic content than ever before.

**LOWCOUNTRY CRAWL** is a collection of tables, house rules, monsters, and other resources acting together as a toolbox for generating a deep coastal South-inspired atmosphere for your game. Compatible with most fantasy roleplaying games.

## IN THIS ISSUE

- ◇ **BARRIER ISLAND GENERATOR** - Create a variety of Barrier Islands for your players to explore.
- ◇ **ISLAND CRAWL ADVENTURE** for levels 1-2.
  - Over a dozen fleshed out locations spread across 4 different islands.
  - Streamlined travel and time tracking rules.
  - 40 Random encounters, each with an Omen to hint at what will happen.
  - Packed with new items and creatures.
- ◇ **DEADLY SMEDLEY - NEW!** A mysterious pirate who seeks to heal the magicks of the Lowcountry.
- ◇ **PLANTATION HEIST - NEW!** Join Smedley's crew in a daring (and profitable) rescue.
- ◇ **MYSTAFS - NEW!** Mythical creatures from African legends have been seen wandering the Lowcountry.