

Curse of the Emerald Sea

A level 1-3 sandbox
swashbuckling setting for
Knave



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I want to thank my wife and dog for getting me through this terrible pandemic while stranded in a faraway land.

Thanks to the amazing people I met at the Dice Latte tabletop gaming café, who showed me how to use my imagination again.

Robert Bird, don't give up! I hope to see you in the Meencan Seas.

Finally: Adopt, don't shop! There are so many beautiful homeless dogs out there.

Revised version 1.2

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TABLE OF CONTENTS

INTRODUCTION	2	Jungle	15
About this book	2	Smuggler's Cove	15
Inspiration	2	Mountain	15
How to use this book	3	Mangrove Swamp	15
THE SETTING	4	Volcano	15
The Emerald Sea	4	Oasis	15
Time Period	4	MONKEY SPINE ISLAND	16
Spirit of the Setting	4	NPCs	17
FACTIONS	5	Important Buildings	17
Port Emerald	5	CORAL REEF LAGOON	18
Monkey Spine Island	5	NPCs	19
Coral Reef Lagoon	5	Important Buildings	19
Pirate's Cove	5	PIRATE'S COVE	20
The Outsiders	5	NPCs	21
THE SHROUD	6	Important Buildings	21
The Shroud	6	PORT EMERALD	22
Source of the Shroud	6	NPCs	23
The Three And The Witch	7	Important Buildings	23
Vanquishing The Shroud	7	LEVIATHAN	24
Revealing Monkey Skull Island	7	MONKEY SKULL ISLAND	25
SETUP	8	RANDOM TABLES	26
Starting a Game	8	Names	26
Setting up the Party	8	Treasure	26
Setting up the Hex Map	8	NPCs	27
EXPLORATION	9	Ships	27
The System	9	BESTIARY	28
Navigate	9	MAP OF THE EMERALD SEA	29
Weather	9	QUICK REFERENCE	32
Time	9	Navigation	32
Location Types	9	Locations	32
OPEN SEA	10	Important NPCs	32
SHIP	12	Factions	32
ISLAND	14		

INTRODUCTION



About this book

This Caribbean pirate sandbox setting was written as the result of a short campaign I ran with a group of friends. This was our first time playing in-person in 2021, and to celebrate that I wanted to do something special.

Caribbean pirate settings are my absolute favorite, but I couldn't find anything that was simple enough. I just wanted a standard no frills pirate setting without having to read a thick tome, since much knowledge about the golden age of piracy is already known by most people thanks to popular culture.

So I started making random encounter tables to kick things off. Since the players seemed to like it, and I had fun running it, I decided to write it down and publish it. So here we are!

Inspiration

Here are some works that I used to get in the mood for this game.

Books: On Stranger Tides, Treasure Island, Peter Pan.

Role-playing game books: The Dark of Hot Springs Island, Razor Coast, Ghosts of Saltmarsh, GURPS Swashbucklers.

Video games: The Secret of Monkey Island, The Caribbean Sail, Sid Meier's Pirates!

Movies and TV-series: Pirates of the Caribbean, Black Sails, The Goonies.

Music: Old sea shanties.

INTRODUCTION

How to use this book

I want to be upfront about the fact that this is not a beginner friendly book. I will assume that the reader is familiar with tabletop role-playing games and is able to choose an appropriate game system.

It was written with the OSR (Old School Renaissance) in mind, and Knave by Ben Milton in particular, but should be easy to use with any system since it is written to be fairly system-neutral. It is suitable for a party of level 1-3. Other than Knave, I could also see games such as The Black Hack by David Black working really well. If you want to be particularly brutal it could work as a level zero funnel for Dungeon Crawl Classics by Goodman Games.

I have tried to condense information as much as possible in order to be usable at the gaming table. Thus a lot of details have been left out in favor of quick access at a glance. This means that the referee is expected to improvise and fill in the blanks. However, I have done my best to provide interesting prompts. In particular, there are almost no dungeons in this book. Feel free to add them as appropriate. For example, adding a cave below Monkey Skull Island (pg. 25) could be a fun alternative way of running that location.

The plot behind the shroud (pg. 6) is only somewhat intertwined with the rest of the module. This is intentional. Feel free to add your own reasons to why the shroud appeared.

This book is not primarily meant as a way of planning and creating a campaign from scratch. Its main

purpose is to provide a way for the referee to start with minimum preparation and kick off a session right away.

It can be played entirely standalone, but I encourage you to put the Emerald Sea in your own game setting (homebrew or otherwise) and make it your own.

The referee should be allowed to explore just as much as the players. Therefore, I also encourage you to embrace this and use the tools provided without “fudging” any rolls. The most boring result on the tables can end up in fantastic moments with a little bit of effort.

The book consists mainly of these parts:

- A setting (the Emerald Sea)
- A simple plot
- Instructions for starting an adventure
- A barebones system for exploration
- Locations containing NPCs and tables for generating adventures
- General random tables and a quick reference
- Monster bestiary for Knave
- A map of the Emerald Sea

The process for running this as a sandbox hex-crawling adventure by generating random events is described on pg. 8. All tables use six-sided dice only (d6).

THE SETTING

The Emerald Sea

The Emerald Sea is a tropical region consisting of stretches of crystal clear aquamarine water and islands of varied geology. It is rich in natural resources and the only human inhabitants are a small tribe called the Monkey Spine tribe. They are a peaceful people who live in balance with the nature and sea.

The setting makes few assumptions of the outside world but to make it easier to run standalone I've put it at the edge of what's called the Azure Empire. I have intentionally refrained from going into much detail about the Azure Empire, since the world outside the Emerald Sea does not matter much in this module.

The Emerald Sea is very much a frontier with several uninhabited islands. It is also covered by something called "the shroud" (pg. 6), which shields it from the outside world.

Time Period

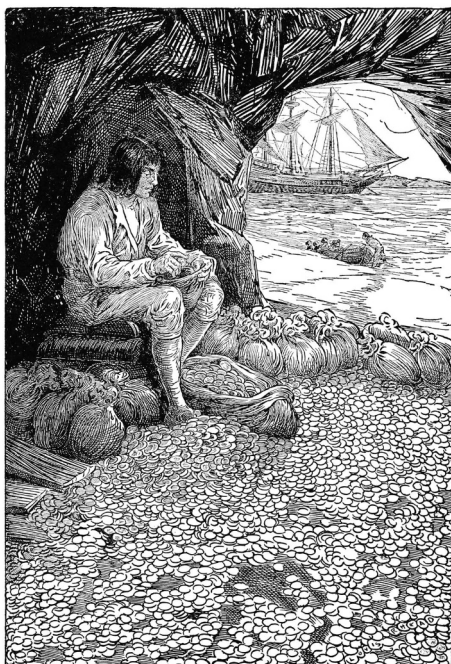
The Emerald Sea is a fantasy setting, which means it has no defined time period in the human history. The closest applicable time period would probably be sometime around the middle of the 17th century and the beginning of the 18th century. The golden age of piracy. Technology such as cannons and flintlock guns, although expensive and rare, does make an appearance. Feel free to leave those out if it does not suit your game.

The shroud (pg. 6) is the perfect reason to place this setting in any wider campaign setting. Perhaps the shroud time-shifted the whole region? Or perhaps there was nothing at all in this area until the shroud appeared? The possibilities are endless!

Spirit of the Setting

The Emerald Sea, despite being cursed by the shroud, is a place full of optimism and discovery, treasure and adventure, and perhaps most of all: freedom. The influence of the "evil" imperialists has not yet fully developed in the region, so there is plenty of room for ambitious people to carve out the life they want. If they are up for the challenge, of course, for it is not only a place of bounty but also a place of many perils.

Take the chance to double up on this. There are hundreds of undiscovered islands with possibility for adventures. Drop one of your own or another published adventure in there! Or perhaps your party has no interest at all in getting rid of the shroud and just wants to sail the seas and get rich? That's fine too!



FACTIONS

Port Emerald

A navy outpost that wants to take control of the trade and islands in the Emerald Sea. Their goal is to bring civilization to the Emerald Sea, destroy the pirates, and funnel riches back to their empire.

Allies: None

Neutral: Coral Reef Lagoon

Enemies: Monkey Spine Island, Pirate's Cove

Trade: Weapons, gunpowder

Monkey Spine Island

Peaceful natives of the Emerald Sea. They have a rich culture and a beautiful language that sounds more like singing than speaking. Wants to be left alone. They saved dozens of outsiders who got lost and shipwrecked due to the shroud (pg. 6) and let them live in their village.

Allies: Pirate's Cove

Neutral: Coral Reef Lagoon

Enemies: Port Emerald

Trade: Exotic fruits, herbs, healing

Coral Reef Lagoon

Coral Reef Corporation is a huge hotel and recreation conglomerate that quickly took over one of the most beautiful paradise islands in the Emerald Sea. Their only goal is to extract as much money from their wealthy visitors as possible.

Allies: None

Neutral: Port Emerald, Monkey Spine Island, Pirate's Cove

Enemies: None

Trade: Luxury goods, tours, gambling, fine dining, hotel stays

Pirate's Cove

One of the earliest settlements in the Emerald Sea. The people of Pirate's Cove make a living by commandeering ships, hunting for treasure, smuggling, and protecting their "allies". Their goal is to keep the Emerald Sea lawless and free.

Allies: Monkey Spine Island

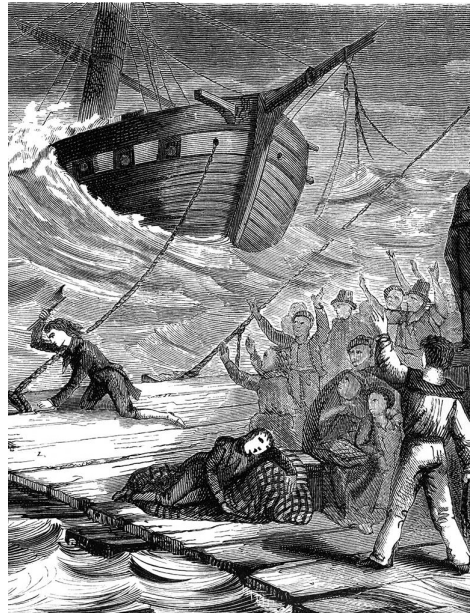
Neutral: Coral Reef Lagoon

Enemies: Port Emerald

Trade: Plundered and smuggled goods, protection

The Outsiders

People from all kinds of places and backgrounds who got lost in the shroud. Sailors, scientists, soldiers, families. Many were lost forever, some lost their ships at sea and washed up on a desert island. The really lucky ones were rescued by the Monkey Spine tribe. Will they ever find their way back?



THE SHROUD

The Shroud

A few months ago, a dark green mist appeared at the edge of the Emerald Sea. Strange things started happening. Any ships that were currently in the region did not return. Odd noises. Foul smells. Even the water itself had changed to a kind of green luminescent ooze beyond the mist. People call it “the shroud”.

Inside the shroud, everything looked mostly like normal. Pristine beaches, blue skies, crystal clear water. However, this was not always the case. Suddenly patches of the shroud would appear and engulf ships or even entire islands. Ships would get thrown off course, and islands would be hidden from discovery until the shroud dissipated.

Odd creatures started appearing, scaled birds with sharp teeth, hideous freaks of nature that looked like a combination of humans and sea creatures, and small mischievous spirits that played deadly tricks on whoever happened to be in the vicinity.

Even worse, people trapped inside the shroud became mad and turned on each other. Petty disagreements turned into deadly fights and good friends became bitter enemies. The shroud had other effects too. It could put people to sleep, manifest terrible diseases, or even instantly kill.

Speculations on the cause of the shroud were rampant. Had the gods turned on the people? Was it the end of the world? Was it a natural phenomenon?

Someone has to find out.

Source of the Shroud

On a remote island covered in jungle with a monkey skull-shaped mountain, (Monkey Skull Island, pg. 25) a ritual was performed. An old woman called Magdala was in the midst of it. She was a figure of pure hatred and vengeance. Her goal was one alone: To destroy the strange invaders that had come to the Emerald Sea.

She was holding three idols: the skull, tail, and paw of a monkey. Chanting an ancient and guttural language, she had begun the summoning ritual of Kalfu, the voodoo demon of destruction and misfortune.

The ritual was approaching its climax. The skies were swirling with storms and booming with thunder. The seas were crashing and churning with impossibly high waves. A green noxious mist was gathering around the woman.

Just as she was about to seal the ritual by sacrificing herself to the waves and let Kalfu take over her body, she was interrupted.

Three hooded figures burst forward and ripped the three idols from her hands and stabbed her into the heart. The ritual had failed. Or had it?

The mist did not dissipate and instead started spreading throughout the seas, expanding rapidly. While the summoning of Kalfu had failed, parts of his essence had entered the world, cursing everything it touched.

Unable to do anything about it, the three figures returned to their habitats, each holding one of the idols, devoted to keep them out of reach from anyone malicious.

THE SHROUD

The Three And The Witch

The three figures who stopped the summoning were actually Magdala's disciples. They also wanted to get rid of Port Emerald, but when they saw the terror that was about to be unleashed on the world, they intervened. They used the power of the idols to magically hide Monkey Skull Island, making it impossible to locate.

Each of them took one of the monkey idols and returned to their regular lives. These were the three: Patrick Jerome (skull idol, pg. [17](#)), Ruth Thomas (tail idol, pg. [19](#)), and Henry McTavish (paw idol, pg. [23](#)).

However, there was one more. Loreen Celestin (pg. [17](#)) was hidden in the shadows, watching The Three killing her mistress. The Three did not know about Loreen.

She vowed to avenge Magdala and complete the ritual. For this, however, she needed to retrieve the idols. She decided to bide her time and wait for the right moment.

Revealing Monkey Skull Island

Loreen Celestin is a powerful voodoo diviner shunned by most of the Monkey Spine tribe.

If the adventuring party ever comes across Loreen, she will see the opportunity and invite them to her hut in the swamp.

She will set up a seance where she shows a vision of The Three's killing of Magdala. She explains that Magdala was performing a ritual to vanquish the shroud, but The Three interrupted it. She also claims that the only way to get rid of the shroud is to retrieve the

three idols and bring them to her so that she may complete the ritual (this is false).

Loreen does not know who the three are, but she explains that their idols are beacons of voodoo power. Their wearers' eyes will shift in green, they will dribble green luminescent ooze, and strange things will happen around them. The idols corrupt everything nearby and makes their wearers evil (this is true). Therefore, she suggests that the party should not listen to any "lies" from The Three.

Once Loreen has her hands on all the idols she will proceed to unveil Monkey Skull Island. An enormous pillar of the shroud rises up from it, making it visible all across the Emerald Sea.

She will immediately make her way to Monkey Skull Island (pg. [25](#)) to finish the ritual.

Vanquishing The Shroud

To vanquish the shroud from the Emerald Sea, the three monkey idols need to be destroyed on Monkey Spine Island. If Loreen's ritual is interrupted, she will draw on the power of Kalfu to become a terrible aspect of him. Defeating her will be tough, but if the idols are destroyed, so is the aspect of Kalfu. Whether Loreen survives this ordeal is up to the referee.

I also want to point out that this "meta plot" is simply a way to provide a backdrop to the events in the Emerald Sea. If you have a better idea about what the shroud is and how to get rid of it, feel free to use it! Perhaps the shroud is the border to another dimension? Maybe the sea gods were angered and need to be appeased before it dissipates?

SETUP

Starting a Game

This module can be run standalone or easily be slotted into an existing campaign. Here I will introduce some ideas on how to get started.

Setting up the Hex Map

To simulate ships being lost in the shroud and locations shifting, there are two ways to set up the map. The first way is to print out 30 hex tiles (preferably on thick paper or cardboard) with the following motives:

- 15 Open Sea tiles
- 6 Ship tiles
- 8 Island tiles
- 1 Leviathan tile
- 1 Monkey Skull Island tile

We call these **Location Types**. Put all of the tiles except the Monkey Skull Island tile (this will be used later) in a container and mix them. They will be pulled out one by one and create the map as the players explore. I have provided printable tiles at the back of the book (pg. [30-31](#)).

Optionally, you can tweak the balance by adding or removing tiles. For example, to get more ship encounters, you can add more ship tiles.

If you'd rather use an ordinary hex grid and draw out the tiles, you can roll on the **Location Types** table to the right to determine what kind of location you should draw on the map.

Optionally, for each time you get the Open Sea encounter, add +1 to your next roll to increase the chance of ship and island encounters.

2d6 Location Types

2	Leviathan (pg. 24)
3-7	Open Sea (pg. 10)
8-9	Ship (pg. 12)
10-12	Island (pg. 14)

Setting up the Party

To play this adventure standalone:

Pick a system

I recommend using a lightweight OSR system, such as Knave (Ben Milton) or The Black Hack (David Black).

Create characters

Creating multiple characters per player and having the extras act as the ship's crew is a fun way to get a crew with personality. Upon death, a player may take control of a crew member.

Prepare a ship

Have the players describe and name their ship. Here are some example names: *The Prancer*, *The Dream Chaser*, *The Golden Rose*, *The Jolly Walrus*.

Hooks

Here are a few reasons why the party would explore the Emerald Sea:

- Mercenaries hired by the Azure Empire to investigate the shroud
- They were caught in a storm and got lost in the shroud. Now they have to find a way back
- A convoy of ships filled with treasure got lost in the shroud

EXPLORATION

Exploration is at the heart of this module. Below is a simple system for handling navigation and events as the party travels across the hex map.

The System

Every time the party decides to travel to a new location, perform the following steps:

1. Roll to **Navigate** and place or draw a hex tile on the map
2. Roll for **Weather**
3. Advance **Time** by 8 hours
4. Roll on the **Location** table corresponding to the **Location Type**. Then narrate the scene

Navigate

Ask a player to pick a direction on the map and roll 1d6. On 3 or higher, the ship navigated successfully. Place or draw a hex tile in the intended direction. On 1-2, roll on the **Failed Navigation** table to determine the consequences. If returning to a location, there is a 50% chance that the tile changes to another type.

d6 Failed Navigation

1	Ship stays in the same spot
2-5	Ship heads in random direction
6	Ship stays on course

Weather

The first time you move, roll on the **Weather** table to determine the starting weather. After that roll 1d6 every time the ship moves to a new hex. On a 1-2 the weather changes. Roll on the **Weather** table to the right.

d6 Weather

1	Storm. Roll on the Storm table
2	Rain
3	Humid
4	Cloudy
5	Hot
6	Sunny

d6 Storm

1	Moderate winds
2	Strong winds
3	Extreme rain
4	Hail
5	Lightning
6	Hurricane

Time

Every time the ship moves, time advances by 8 hours. Consume resources at this point. It is also an opportunity to wind down and role-play within the party. Ask them what they would like to do while traveling.

Location Types

This is the meat of the module. All the different **Location Types** are described on the following pages. Roll on the tables for the **Location Type** the party is traveling to, then narrate the encounter. Here is a page reference:

- Open Sea (pg. [10](#))
- Ship (pg. [12](#))
- Island (pg. [14](#))
- Leviathan (pg. [24](#))

OPEN SEA

When moving to an Open Sea tile, roll on the Events table first, then roll on the table corresponding to the result.

d6 Events	
1	Misfortune
2	Attack
3	The Shroud
4	Wildlife
5	Mystery
6	Good Fortune

d6 Misfortune	
1	Mutiny! Parley or fight your crew
2	The ship is on fire!
3	Someone contracts a disease
4	Food is spoiled
5	Ship struck a rock (ship damaged)
6	Ship ran aground (stuck for hours)



d6 Attack	
1	A crew member is assaulted (roll on Sea Creatures)
2	Voodoo spirits (see Sea Creatures)
3	Navy deserters in a small boat
4	Pirates!
5	Sea creatures crawl aboard and attack (see Sea Creatures)
6	A stowaway is discovered and takes a crew member hostage in exchange for being taken to the closest town

d6 The Shroud	
1	A crew member or passenger drops dead, frothing with green luminescent sludge from the mouth
2	The sea turns into green luminescent sludge
3	Someone on the ship starts cackling in an incomprehensible savage language
4	Someone's head is shrunk. The effect reverses in 24 hours
5	Everyone on the ship falls asleep
6	The ship suddenly appears somewhere else (place or draw a new tile in a random direction, no time has passed)

d6 Wildlife	
1	Dolphins follow the ship
2	A humpback whale breaches through the water (1 in 6 chance that the ship keels over)
3	A seagull lands on deck (befriends whoever feeds it)
4	An out of place tropical bird lands on deck (roll d6. 1-3 parrot 4-6 colorful jungle bird)
5	A school of colorful fish or a smack of jellyfish surrounds the ship
6	A shiver of sharks stalk the ship

OPEN SEA

d6 Mystery	
1	Person floating on debris (1 in 6 chance to be hostile. Roll for a Random NPC , pg. 27)
2	Mirage (looks like an island or a ship)
3	The mast of a sunken ship protrudes from the sea (undead crew and treasure)
4	Floating body (1 in 6 chance to be a creature from Sea Creatures)
5	A faint voice is singing a sea shanty but is nowhere to be seen (from now on, this voice is heard every night)
6	Message in a bottle

d6 Good Fortune	
1	Clear skies (no navigation test needed next time traveling)
2	A crew member gets a small package on the hook when fishing.
3	A friendly NPC on a raft yells for help (roll for a Random NPC , pg. 27, if helped they will join the crew)
4	A crate is floating in the water (contains provisions and treasure)
5	Blue hole (underwater sea cave, has gold and treasure)
6	A tiny atoll (crates of rum, gold, and treasure)

d6 Sea Treasure	
1	Potion (1-2 healing, 3 ability enhancing, 4-5 random magical effect, 6 poison)
2	Voodoo doll (pin to harm target)
3	Shark-tooth necklace (turns wearer into were-shark)
4	Seashell ring (immune to voodoo)
5	Seashell harpoon (always hits underwater targets when thrown)
6	Jar with blue clay (if smeared on a physical object, it explodes within 1 minute)

2d6 Sea Creatures	
2	Voodoo spirit (tiny mischievous spirits that look like children wearing tiki masks, will cause all sorts of trouble, put things on fire, make people fight with each other, steal things, etc)
3	Voodoo zombie (mindless wretch infused with voodoo magic, glowing green eyes and oozing green sludge, breathes underwater)
4	Were-creature (intelligent but extremely aggressive humanoids that are half human and half one of: crab, octopus, shark, eel, stingray, anglerfish, barracuda)
5	Razor-tooth anglerfish (huge fish, lures people down to the depths with a light and devours them)
6	Great white shark (only attacks when agitated)
7	Razor-tentacle octopus (its tentacle suckers are lined with razors, tearing anything to shreds)
8	Sea serpent (a dragon with no wings, intelligent, can be bartered with but is easily annoyed)
9	Huge electric moray eel (the entire sea turns electric in the vicinity of these)
10	Crab behemoth (sized like a small island, a sea bird colony lives on top of it)
11	Albatross wyvern (huge dragon-like bird without arms, spits acid, likes to abduct people from the deck of ships)
12	Leviathan (see pg. 24)

SHIP

When moving to a Ship tile, roll on the **Ship Origin** table first, then roll on the table corresponding to the result. If you want to make the encounter more interesting you can also roll on the **Motivation** and **Events** tables.

d6 Ship Origin	
1	Oddity
2	Outsiders
3	Pirate's Cove (pg. 20)
4	Coral Reef Lagoon (pg. 18)
5	Monkey Spine Island (pg. 16)
6	Port Emerald (pg. 22)

d6 Motivation	
1	War
2	Trade or smuggling
3	Escaping the Emerald Sea
4	Research
5	Treasure hunting
6	Gathering resources

d6 Events	
1	Under attack by Leviathan (pg. 24)
2	Distress (sinking or fire)
3	Carrying enemy hostage
4	Chased by an enemy
5	Possessed by the shroud causing all crew members to go berserk and attack on sight
6	Mutiny

d6 Oddity	
1	Ghost ship
2	Gargantuan tortoise (seagulls and/or smaller tortoises are hitching a ride)
3	Raft with castaways or mutineers
4	Funeral boat (body wrapped in silk, Ship Treasure lain about, cursed if treasure is taken)
5	Abandoned ship (possibly contains Ship Treasure and/or Sea Creatures , pg. 11)
6	Lone hermit philosopher in a kayak or paddling on a board

d6 Outsiders	
1	Vikings in a longboat
2	Azure Empire warship
3	Stargazer ship (telescope mounted on the ship, commanded by Victoria DeGrey, astrologer)
4	Family in a small sailing ship
5	Entertainers in a colorful ramshackle ship
6	Merchant ship

d6 Pirate's Cove	
1	Raiding party in a fast schooner
2	Pirate ship escorting a Monkey Spine Island ship
3	Smugglers
4	Pirates sailing a stolen Port Emerald ship
5	Group of sea shanty singers
6	Joan Philips (de facto leader of Pirate's Cove, pg. 21) and her oversized stolen warship

SHIP

d6 Coral Reef Lagoon	
1	Ship carrying immense amounts of smuggled alcohol (barely seaworthy because of the load)
2	Diving tour ship (takes travelers to scenic diving spots)
3	Party boat (rhythmic music, fireworks, cheers, lots and lots of alcohol and delicious shrimp)
4	Floating market (sells most general items and things from the Floating Market table, more interested in trading for items than selling for coin)
5	Used amusement park ride delivery (intended for hermit at tiny island, Alfonso, pg. 19, is at the helm)
6	Tour cruise ship (staff from Magic Midnight Casino and The Reef Bar is here, pg. 19)

d6 Monkey Spine Island	
1	Warship (has harpoons, archers, and spears)
2	Fishing boat (may sell fish)
3	Healing ship ("the swamp witch" Loreen Celestin, pg. 17, is bringing sick people to an island said to have healing powers)
4	Outsiders on a sailing ship (a group of people saved by the Monkey Spine tribe)
5	Exotic fruit trading ship (delivering fruits to Coral Reef Lagoon)
6	Diplomatic convoy (the village elder of Monkey Spine Island, pg. 17, is escorted by Pirate's Cove ships, on a mission to improve relations with Coral Reef Lagoon, pg. 19)

d6 Port Emerald	
1	Warship (has cannons, flintlock guns, and ballistas)
2	Expedition (trying to find the secret of the shroud)
3	Privateer schooner (pirate hunters)
4	Prisoner transport (filled with pirates and people from Monkey Spine Island)
5	"Toll" ship (a navy ship that decided to earn some extra income by taxing everyone for passing through the Emerald Sea)
6	Treasure convoy (a large convoy of ships holding treasure)

d6 Ship Treasure	
1	Treasure chest containing 500 silver pieces
2	1d6 casks of rum mixed with gunpowder
3	Set of fancy navigational instruments
4	Book of sea shanties
5	1d6 crates of sea biscuits (hardtack)
6	Crate of weapons (cutlasses, flintlock pistols, boarding axes)

d6 Floating Market	
1	Ship repair kit (enough material to fix a medium-sized hole in the hull or repair a main sail)
2	Food and water (dried and salted meat, exotic fruits, vegetables)
3	Blackpowder weapons (cannons, flintlock guns)
4	Maps of the vicinity (no need to roll for Navigation when traveling to hexes adjacent to this location, one time use)
5	Costumes (can be used to look like any of the factions of the Emerald Sea)
6	Random treasure (Roll for Treasure , pg. 26)

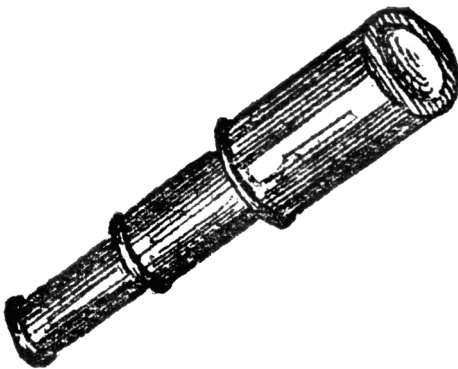
ISLAND

When moving to an Island tile, roll on the **Island Type** table first, then roll on the table corresponding to the result.

d6 Island Type	
1-3	Uninhabited Island
4-6	Settlement

d6 Uninhabited Island	
1	Volcano
2	Jungle
3	Smuggler's Cove
4	Mountain
5	Mangrove swamp
6	Oasis

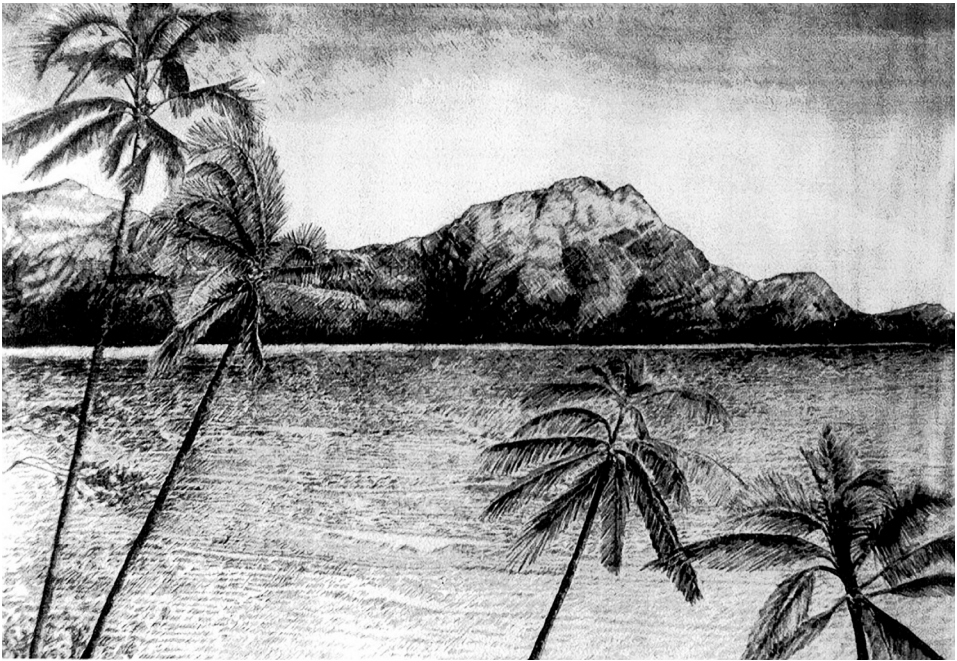
d6 Settlement	
1-2	Monkey Spine Island (pg. 16)
3	Coral Reef Lagoon (pg. 18)
4	Pirate's Cove (pg. 20)
5-6	Port Emerald (pg. 22)



d6 Island Treasure	
1	Bird skull set with emeralds (cursed with voodoo magic, causes its carrier to become aggressive towards everyone nearby)
2	Bungee rope (30 meters, elastic)
3	Voodoo stick (effigy on a stick, if shaken, causes the people watching it to become sick)
4	Voodoo cutlass (incredibly sharp, cuts through any rope with ease, sentient, sometimes attacks allies of its holder)
5	Monkey skull necklace (its wearer becomes imbued with voodoo magic, gaining the ability to communicate with animals and voodoo spirits, eyes and mouth drips with green luminescent ooze)
6	Tiki mug (any liquid poured into this mug turns into a tropical cocktail that replenishes a small amount of health once per day)

d6 Island Creatures	
1	Komodo dragon (huge lizard, paralyzing venom)
2	Four-headed monkey (spider monkey imbued with voodoo magic, causes all sorts of mischief when nearby, can possess people)
3	Giant ocelot (cute but very dangerous with razor sharp claws)
4	Kinkajou (raccoon-like creature with large eyes, tiny ears, and humanlike hands. Mainly eats fruit. Prone to steal stuff. Easy to befriend)
5	Venomous snake (can jump really far, brighter colors means more dangerous)
6	Velociraptor bird (hunts in packs, the leader has shiny colorful scales and the rest of the pack flees if the leader is killed)

ISLAND



Volcano

Beach filled with ashes, lava rolling down the side of the volcano, spouts of lava, hot springs with bathing monkeys. 1 in 6 chance for major eruption.

Jungle

Freshwater spring in the center, mountainous, animals, lots of bugs, roll on **Island Creatures** for encounters. 1 in 6 chance to meet trophy hunters from Coral Reef Lagoon (pg. [18](#)).

Smuggler's Cove

Lagoon with cave, used to store smuggled goods by pirates. 1 in 6 chance for pirates from Pirate's Cove (pg. [20](#)) to be present, roll on **Island Treasure** to see what riches they are storing other than rum and gold.

Mountain

Sticks up from the sea like a sharp tooth, climbing it offers a good enough view to navigate to another island without a navigation test, cache of treasure hidden at the top, roll on **Island Treasure**. 1 in 6 chance for voodoo worshippers to perform rituals at the top of the mountain.

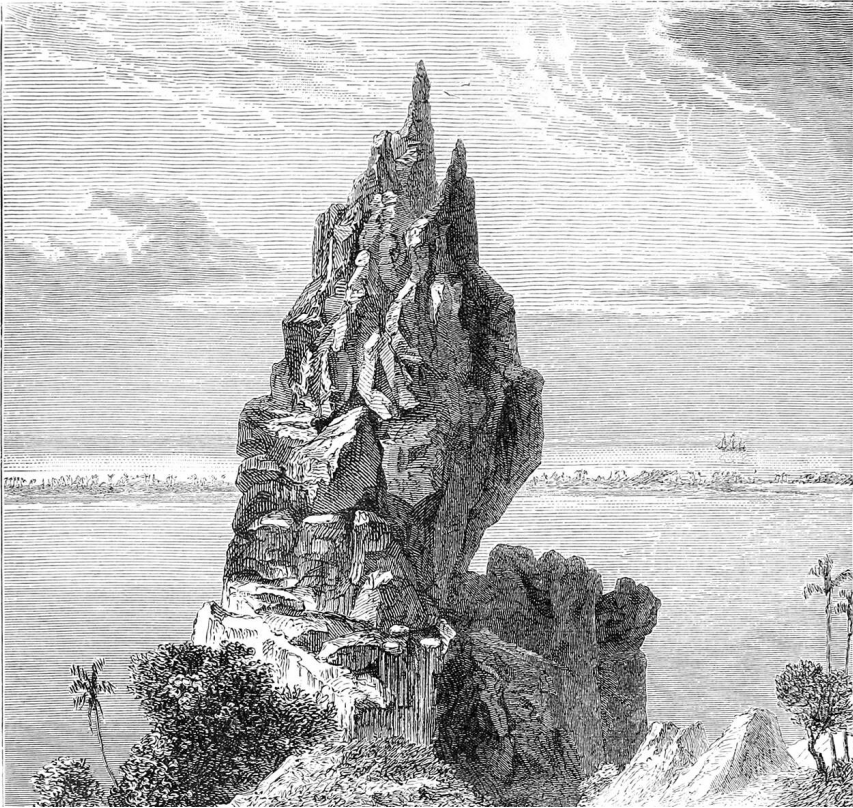
Mangrove Swamp

Inhabited by giant mud crabs, crocodiles, and tons of mosquitos and bugs. 1 in 6 chance to find a crazy person lurking in the swamp, one with nature.

Oasis

Pristine beach, freshwater spring, palm trees with coconuts. 1 in 6 chance to meet a tour group from Coral Reef Lagoon (pg. [18](#)).

MONKEY SPINE ISLAND



An island inhabited by natives of the Emerald Sea. They trust in Jackson Saint Louis (village elder) and are wary of outsiders. They have warm hearts though, and have taken care of several people from shipwrecks after the shroud appeared. The island's name comes from the fact that it's not one island, but several islands connected by bridges. From afar it looks like the spine of a monkey. The outsiders (pg. 5) have been given a plot of land on one of the islands to use as their own.

d6 Events

1	The Port Emerald (pg. 22) navy is attacking the village
2	A voodoo ritual is being performed by Patrick Jerome (animal sacrifice)
3	The villagers are out for a hunt
4	A scout from Port Emerald (pg. 22) has been caught and is about to be executed
5	Joan Philips from Pirate's Cove (pg. 20) is here to negotiate a new protection deal with Jackson Saint Louis
6	Moonlight festival by the beach (everyone are invited!)

MONKEY SPINE ISLAND

NPCs

Jackson Saint Louis

Is: Village elder

Wants: To mediate peace between all inhabitants of the Emerald Sea

Does not want: To be bullied by Port Emerald (pg. [22](#))

Quest: Ask mayor Frantz Augustin in Port Emerald for truce

Loreen Celestin

Is: Voodoo sorcerer called “the swamp witch”, knows healing and dark magic

Wants: To complete Magdala’s ritual to summon Kalfu and destroy Port Emerald

Does not want: To be found out

Quest: Retrieve the three monkey idols (pg. [7](#))

Moses

Is: Warrior chief

Wants: To destroy Port Emerald

Does not want: To be seen as weak

Quest: Arson. Put Port Emerald on fire

Micheline Etienne

Is: Villager

Wants: To marry Gregory Sylvain from Port Emerald (pg. [22](#))

Does not want: To draw shame on her family

Quest: Pick a rare flower for Gregory

Patrick Jerome

Is: Leader of the Outsiders, one of the Three (pg. [7](#)), has monkey skull idol

Wants: To escape the Emerald Sea with his people

Does not want: To stay on Monkey Spine Island

Quest: Bring him with you

Nicole Blanc

Is: Village head carpenter

Wants: For the Outsiders to help with work on the island

Does not want: The island to deteriorate

Quest: Ask Patrick Jerome to provide construction workers

Important Buildings

Village Elder’s Hut

Jackson Saint Louis rules the village from here.

The Swamp Witch’s Hut

Loreen Celestin lives here, voodoo paraphernalia, bubbling cauldron, the whole jazz.

Orphanage

Home to kids of mixed backgrounds, mostly Outsiders from shipwrecks.

Monkey Skull Altar

Ritual location on the highest peak on the most distant island.

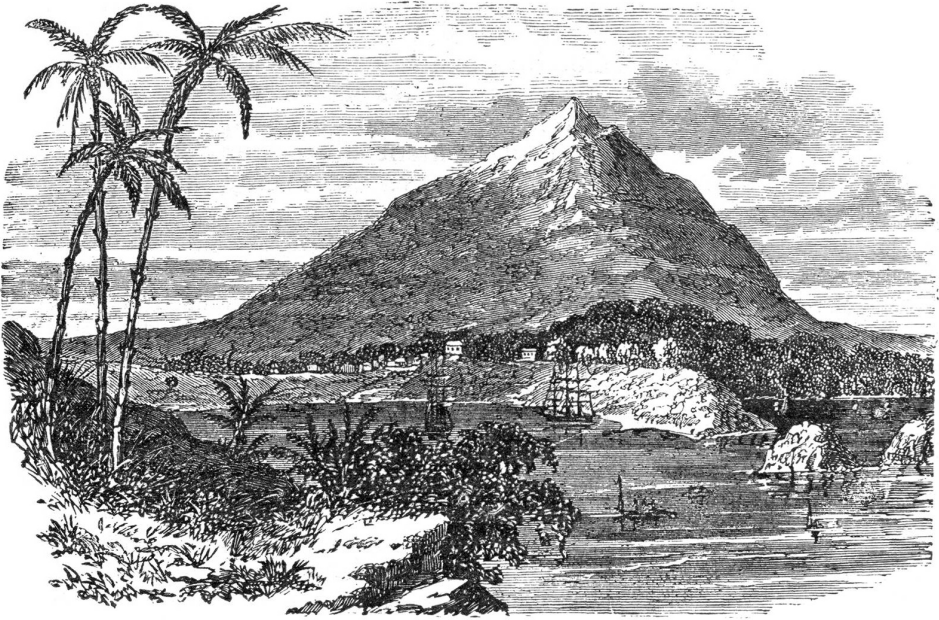
Community Hut

This is where the whole village gathers when there are important matters to discuss or when there’s a feast.

Bungee Tower

This is where teens come to prove that they are adults.

CORAL REEF LAGOON



A newly built resort that used to attract travelers from all over the region. Now they are all stuck here and some of the nobles are panicking.

The hotel proprietor Ruth Thomas is taking advantage of this situation to seize control of the entire resort.

The lagoon itself is absolutely pristine and beneath it is one of the most beautiful coral reefs in the entire Emerald Sea.

This place breathes quirky and fun. There are always activities going on, voodoo shroud or not. Tours, cruises, circus shows, gambling, fine dining. This is the best place in the Emerald Sea to kick back and have a good time!

d6 Events

1	Voodoo ritual. Ruth Thomas (the hotel proprietor) has caught a soldier from Port Emerald. She will summon Leviathan and feed the soldier to it
2	The circus is on tonight! However, suddenly some of the guests start to rabidly fight each other (voodoo ooze everywhere)
3	The Reef Bar happy hour! Drinks on the house!
4	A lone survivor come back from a trip with Emerald Sea Tours, they were attacked by something monstrous (monkey leviathan)
5	A convoy from Port Emerald is anchored outside the lagoon, they're here to demand taxes from Ruth Thomas
6	Alfonso is demonstrating his wares by giving free rides all day

CORAL REEF LAGOON

NPCs

Ruth Thomas

Is: Hotel proprietor, one of the Three (pg. 7), has monkey tail idol

Wants: For Port Emerald to stop nosing around her business

Does not want: To pay taxes

Quest: Find Ruth's daughter Noelle. She has escaped to a life of piracy because Ruth wants her to marry the Port Emerald mayor's son)

Alfonso

Is: Smooth-talking trader of used amusement park rides. Dresses in a gaudy suit and has a talking parrot

Wants: To make money. Lots of it

Does not want: Anyone to inspect his dangerous amusement park rides

Quest: Sell a merry-go-round to Marjorie

Ricardo

Is: Bartender at The Reef bar

Wants: Juicy gossip

Does not want: To be bored

Quest: Get some exotic fruits from Monkey Spine Island

Marjorie

Is: Magic Midnight casino owner

Wants: To be feared by everyone

Does not want: Anyone to find her secret room full of stuffed bunnies

Quest: Find a suspected cheater (it's Alfonso)

Eveline

Is: Emerald Sea Tours owner

Wants: To keep her business floating

Does not want: For tourists to stop coming

Quest: Attract customers from Port Emerald

Benito

Is: Circus Maxima owner

Wants: To make the best show ever

Does not want: For anyone to find out that his circus uses voodoo magic

Quest: Find out who stole his kinkajou (cute raccoon-like creature)

Important Buildings

Hotel Hello

A strange tiki-themed hotel laid out like a maze. Actual voodoo spirits appear here at night.

Magic Midnight Casino

Fancy casino with a marvelous dance show. Requires a membership card to enter.

The Reef

A bar situated on wooden rafts tied together with ropes in the waters of the lagoon.

Emerald Sea Tours

Sells tour packages to fantastic scenic areas around the Emerald Sea.

Alfonso's Used Amusement Park Ride Emporium

One for the price of two!

Circus Maxima

Uses voodoo magic for shows. Sometimes audience turns rabid.

PIRATE'S COVE



A pirate hideout. If you need bruisers or able sailors, this is the place to look. Extremely dangerous. While Pirate's Cove doesn't have an official leader, most listen to Joan Philips, the most feared pirate who ever lived.

A large chunk of the island is covered by a shipwreck maze (a maze of shipwrecks stacked on top of each other, Joan Philips resides in the deepest and darkest recesses). Most buildings are a part of this complex and it's easy to get lost. You'd better know how to fight if you end up in the wrong part of the maze.

There are also rumors of an underground vault beneath the island filled with treasures. The rumors are true.

d6 Events

1	A Port Emerald ship is laying siege to Pirate's Cove
2	Ruth Thomas (hotel proprietor, Coral Reef Lagoon, pg. 19) is here to negotiate a smuggling deal with Joan Philips
3	Jackson Saint Louis (Monkey Spine Island village elder, pg. 17) is here to deliver some rare herbs
4	A part of the Shipwreck Maze is collapsing
5	A raiding party has returned with a huge haul of treasure
6	A pirate ship has been destroyed by the Port Emerald navy, a lone surviving pirate brings the bad news

PIRATE'S COVE

NPCs

Joan Philips

Is: De facto leader of Pirate's Cove

Wants: To provide a free haven for pirates

Does not want: To show any kind of weakness

Quest: Help prisoners at Port Emerald break free

Jonel Dorcely

Is: Missionary, worships Ilyah, monkey goddess of serenity

Wants: To spread the faith of Ilyah

Does not want: For anyone to suffer

Quest: Bring a pack of pamphlets spreading the faith to other islands

Alexandra Laurent

Is: Famous bard disguised as pirate

Wants: To stay at Pirate's Cove

Does not want: To be found by Port Emerald

Quest: Buy a lute from Port Emerald

Gerard Pierot

Is: Local gossip and drunk

Wants: Just one more drink

Does not want: To be sober

Quest: Fetch a bottle of rare brandy

Rebecca Ulyse

Is: Mad lady who loves parrots

Wants: To teach her parrots to speak fluently

Does not want: For anyone to ridicule her parrots

Quest: Find a rare raptor parrot

Nelson Abelard

Is: Down on his luck sorcerer

Wants: To show the world his magic powers

Does not want: For anyone to find out he's just a trickster

Quest: Steal a magical gem from the **Treasure Trove**

Important Buildings

Joan's Hangout

Colorful hammocks, cushions, stuffed animals, treasure, rum, weapons.

Heavily guarded. Entrance by invitation only.

Peg Leg Tavern

Looking for crew? Go here. Just don't expect that anyone will join unless you prove how menacing and dangerous you are.

Shrine of Ilyah

A small shrine with a monkey statue in lotus position sitting in the middle of a small pool of water. Jonel tries to convert the populace from here.

Grand Stage

A rickety and colorful stage where Alexandra Laurent performs, can be heard throughout the Shipwreck Maze.

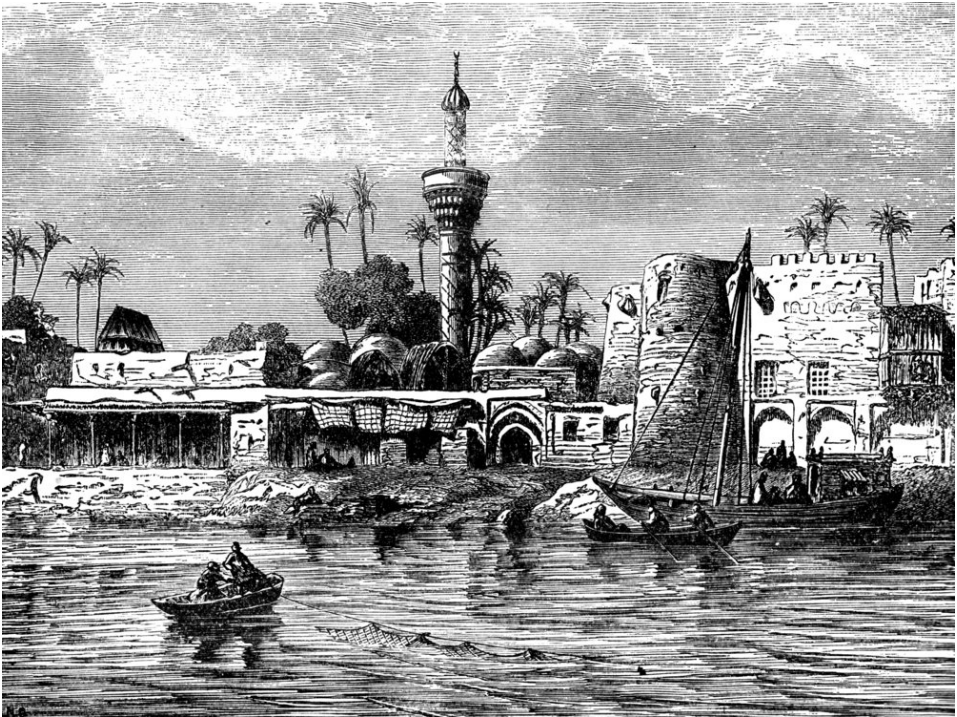
Animal Pens

Exotic animals are kept here, Rebecca Ulyse runs this place.

Treasure Trove

An underground vault filled with pirate booty!

PORT EMERALD



The biggest, and one of few civilized settlements in the Emerald Sea. The mayor's right hand has been corrupting the populace for years. The fort houses a detachment from the Azure Empire navy and they control half a dozen warships. The mayor of Port Emerald routinely hands out letters of marque to pirate hunters to get rid of the pirate menace from Pirate's Cove (pg. 20). Port Emerald's fortress is armed to the teeth with rows and rows of cannons to fend off any threats. After the shroud appeared, Port Emerald's influence sharply dropped, as they see their supplies and reinforcements dwindling.

d6 Events

1	Pirates from Pirate's Cove (pg. 20) are assaulting Port Emerald
2	Voodoo ritual. Henry McTavish (the mayor's right hand man) is performing a ritual where he sacrifices a prisoner under the moonlight by the beach
3	Prison break! Six prisoners have escaped the prison, the soldiers are trying to find them without success. You see them running into the merchant house
4	Royal Lounge dance. All the nobles are gathered for an extravagant dance at the Royale Lounge
5	Warriors from Monkey Spine Island (pg. 16) try to assassinate Harrington Dale (the navy commander)
6	Henry McTavish attempts to assassinate a party member (has several henchmen with him)

PORT EMERALD

NPCs

Frantz Augustin

Is: Mayor of Port Emerald

Wants: To bring everyone under the wings of Port Emerald

Does not want: To lose power

Quest: Bring the Outsiders from Monkey Spine Island to Port Emerald

Esther Martel

Is: Wealthy merchant

Wants: Entertainment

Does not want: To be bored

Quest: Bring Alexandra Laurent from Pirate's Cove, she is a famous bard disguised as a pirate

Harrington Dale

Is: Commander of the navy

Wants: To crush Pirate's Cove

Does not want: For his marines to befriend the locals

Quest: Pays for each captured or killed pirate

Gregory Sylvain

Is: Marine soldier

Wants: To marry Micheline Etienne from Monkey Spine Island (pg. 17)

Does not want: For Harrington to find out about his secret love

Quest: Deliver a letter to Micheline

Bella "Just Bella" Hayes

Is: Navy cook

Wants: To work at Coral Reef Lagoon

Does not want: To serve one more bowl of gruel

Quest: Smuggle Bella to Coral Reef Lagoon for a job interview

Henry McTavish

Is: Mayor's right hand man, one of the Three (pg. 7), has monkey paw idol

Wants: To destroy Port Emerald

Does not want: To be found out

Quest: Deliver a bottle of wine to Harrington Dale (it's poisoned)

Important Buildings

Mayor's Office

Frantz Augustin and Henry McTavish spend their days here. Incredibly lavish and decorated with treasures stolen around the Emerald Sea.

Royale Lounge

Upscale bar. Must be a noble of a renown family to enter here.

Fortress

Houses barracks and defensive structures. Harrington Dale is here.

Merchant House

Esther Martel runs this place. Most anything can be found here, for the right price.

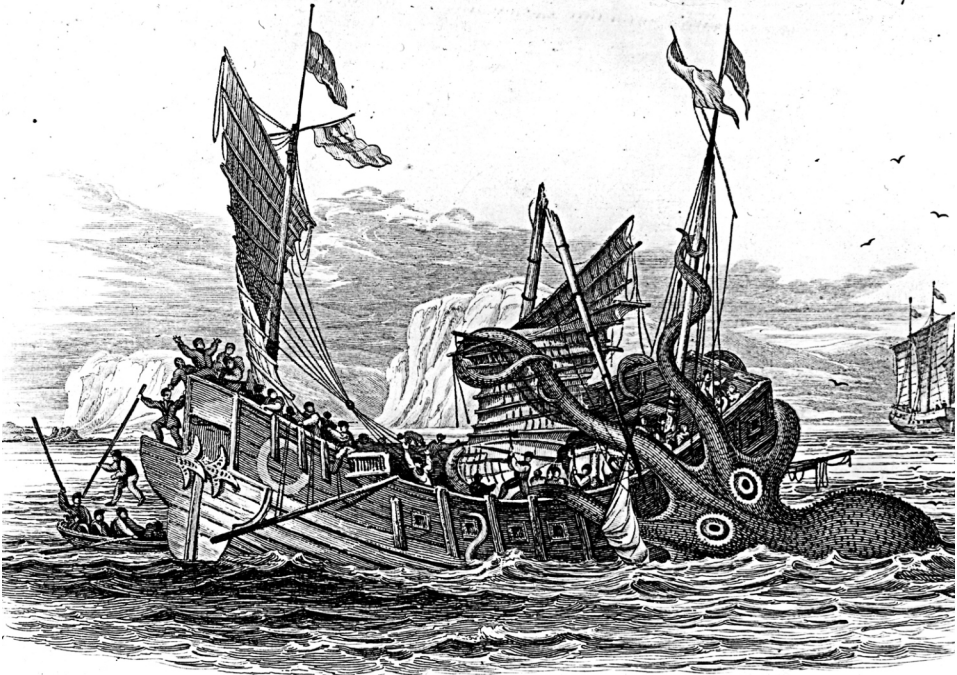
Golden Cutlass

Rough navy bar. Sea shanties can be heard from the inside at any given moment.

Prison

At any time, at least half a dozen prisoners are here. Most are from Monkey Spine Island (pg. 16) or Pirate's Cove (pg. 20). Well-guarded but shoddily built. Prison breaks happen from time to time.

LEVIATHAN



A cross-breed of a monkey and an octopus, this gargantuan terror is the minion of Kalfu, brought to herald the doom of the Emerald Sea. Its tentacles are all furry and sticky with little clawed monkey hands at the end. Its face is in the shape of a rabid monkey with sharp fangs. It only shows its face above water when it's about to devour a ship whole.

Its only weak point is a large green crystal embedded in its forehead. If the crystal is crushed, Leviathan will retreat to its underwater lair to regenerate. The lair is filled with shipwrecks and treasure. The air inside the lair is breathable.

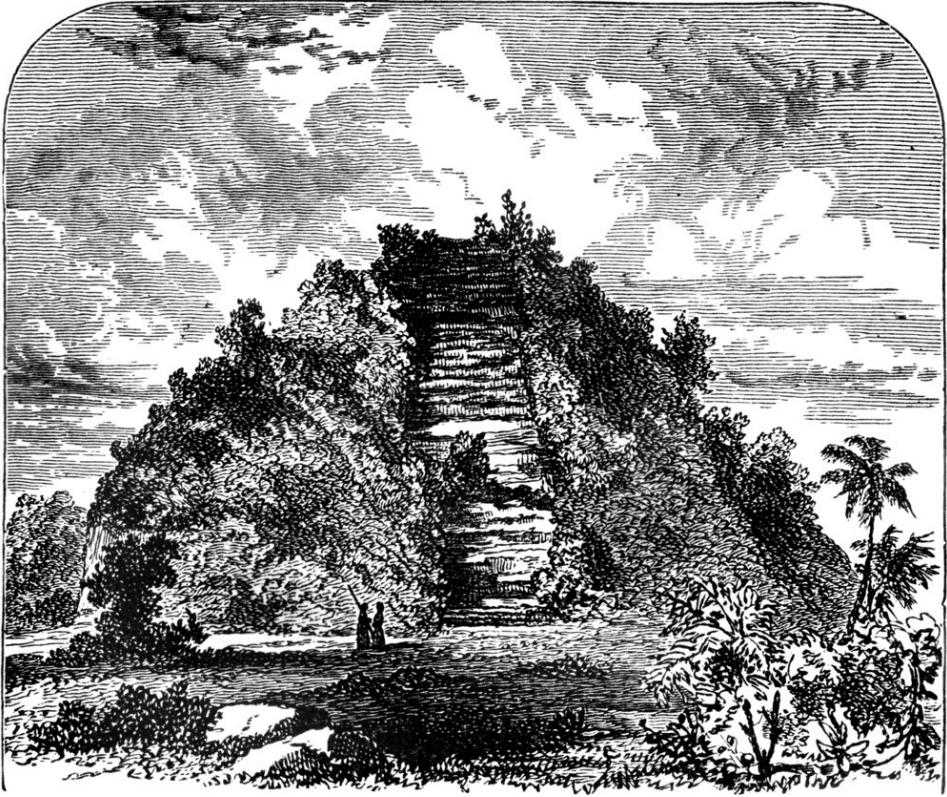
The only way to permanently destroy Leviathan is to lift the shroud (pg. 7).

Roll on the **Reaction** table to see how Leviathan reacts when encountered.

d6 Reaction

1	Attempts to destroy any ships in the vicinity, starting with ships from Port Emerald (pg. 22)
2	Attempts to grab a crew member from deck and descends into the sea with them (pulls them down to its underwater lair)
3	Smashes a hole in the hull of the ship
4	Rises up above the surface to try and intimidate the ship into leaving the Emerald Sea
5	Breaks the mast of the ship
6	Wraps itself around the ship and tries to pull it down to its lair

MONKEY SKULL ISLAND



A great cliff shaped like a monkey skull, surrounded by jungle. Stairs slither up to the top. The island is hidden by the shroud. To reveal it, a ritual with the three monkey idols (pg. 7) must be performed. When discovered, a pillar of the shroud shoots up from its center, the sky is colored an ominous black with storm clouds, and the sea changes to green luminescent ooze.

At the top is a ritual site with an altar burned black like charcoal after the last ritual. The presence of Kalfu, the voodoo demon of destruction and misfortune can be felt.

Guardians of Kalfu are roaming the island. See the **Kalfu Demons** table.

When the shroud is lifted, the demons disappear. See pg. 7 for how to vanquish the shroud.

d6 Kalfu Demons

1	Horned monkey (green glowing eyes, wants to eat brains)
2	Furry boa constrictor (constricts and does not let go until killed)
3	Fire centipede (spits fire)
4	White shark behemoth (gigantic amphibious monster, slow on land)
5	Monkey medusa (large monkey with snake hair, petrifying gaze)
6	Were-demon (bipedal shark, crab, octopus, all in one)

RANDOM TABLES

These tables can assist with improvisation. Use them when you are stumped for a name or piece of treasure or just for inspiration. Roll once for each column.

Names

2d6	First Syllable	Second Syllable	Family Name
2	Franc	Ois	Victor
3	Mich	El	Simeon
4	Ant	Oine	Bazile
5	Alex	Is	Hilaire
6	Jul	Es	Milien
7	Dest	Ine	Pascal
8	Esth	Er	Desire
9	Nic	Ole	Garcon
10	Nath	Alie	Dominique
11	Nanc	Y	Lafleur
12	Lynd	A	Ocean

Treasure

2d6	Item	Found	Optional Magic Effect
2	Figurine	In a sack	Emits light
3	Compass	In a chest	Cursed
4	Cutlass	On the ground	Burning
5	Spyglass	In a closet	Protects from physical harm
6	Coin	Underwater	Shows right way when navigating
7	Map	Carried by creature	Makes carrier more stealthy
8	Necklace	In a cave	Communicates with dead
9	Ring	Hanging on wall	Destroys voodoo spirits
10	Sextant	At the end of a rope	Levitates
11	Hook	On a corpse	Reveals lies
12	Hat	On a trap	Talks

RANDOM TABLES

NPCs

2d6	Occupation	Behavior	Looks
2	Pirate	Suspicious	Over the top gaudy clothes
3	Soldier	Flamboyant	Eyepatch
4	Brewer	Grumpy	Plain. Almost too plain
5	Entertainer	Friendly	Large spectacles
6	Cook	Malicious	Last year's fashion
7	Scientist	Funny	Breathtakingly beautiful
8	Magician	Daft	Dirty and grimy
9	Missionary	Stuck up	Outlandish attire
10	Con artist	Scared	Incredibly large
11	Tour guide	Crazy	Tiny
12	Noble	Cheerful	Ill-fitting clothes

Ships

2d6	Type	Name First Part	Name Second Part
2	Sloop	Jolly	Howler
3	Schooner	Black	Pearl
4	Brigantine	Fancy	Chaser
5	Bark	Shadow	Jewel
6	Galleon	Night	Rose
7	Clipper	Golden	Sea-Dog
8	Cog	Drunken	Skull
9	Jolly Boat	Dream	Raider
10	Long Boat	Dirty	Wave
11	Lugger	Burning	Ghost
12	Man Of War	Scurvy	Dragon

BESTIARY

Albatross Wyvern

HD: 7 **AD:** 16 **ATT:** 1 Bite 3d8, 1 Wing 2d6, 1 Acid 3d8 **ML:** 11 **SP:** 40'

Crab Behemoth

HD: 15 **AD:** 18 **ATT:** 2 Pincer 3d10, 1 Tidal Wave 5d10 **ML:** 11 **SP:** 30'

Fire Centipede

HD: 2 **AD:** 12 **ATT:** 1 Bite 1d8, 1 Fire Spit 2d8 **ML:** 7 **SP:** 30'

Four-headed Monkey

HD: 1 **AD:** 11 **ATT:** 1 Claw 1d4, 1 Bite 1d6, 1 Possess (special) **ML:** 6 **SP:** 30'

Furry Boa Constrictor

HD: 3 **AD:** 12 **ATT:** 1 Bite 1d8, 1 Constrict 1d4/round **ML:** 8 **SP:** 30'

Giant Ocelot

HD: 4 **AD:** 13 **ATT:** 1 Bite 1d8, 1 Claw 1d8 **ML:** 8 **SP:** 40'

Great White Shark

HD: 4 **AD:** 14 **ATT:** 1 Bite 2d8, 1 Thrash 1d8 **ML:** 6 **SP:** 40'

Horned Monkey

HD: 2 **AD:** 11 **ATT:** 1 Claw 1d4, 1 Devour brain (special) **ML:** 6 **SP:** 30'

Huge Electric Moray Eel

HD: 4 **AD:** 11 **ATT:** 1 Bite 2d6, 1 Electrify 2d8 **ML:** 8 **SP:** 30'

Kinkajou

HD: 1 **AD:** 11 **ATT:** 1 Throw coconuts 1d4 **ML:** 11 **SP:** 30'

Komodo Dragon

HD: 4 **AD:** 14 **ATT:** 1 Bite 2d6 (paralyzes) **ML:** 7 **SP:** 30'

Leviathan

HD: 20 **AD:** 19 **ATT:** 6 Tentacles 4d6, 1 Crush Ship 8d6 **ML:** 11 **SP:** 40'

Monkey Medusa

HD: 3 **AD:** 11 **ATT:** 1 Bite 1d6, 1 Petrify (special) **ML:** 6 **SP:** 30'

Pirate

HD: 2 **AD:** 12 **ATT:** 1 Cutlass 1d8, 1 Pistol 1d10 (one shot) **ML:** 7 **SP:** 30'

Pirate Captain

HD: 3 **AD:** 15 **ATT:** 2 Cutlass 1d8, 1 Pistol 1d10 (one shot) **ML:** 9 **SP:** 30'

Razor-tentacle Octopus

HD: 1 **AD:** 11 **ATT:** 2 Razor Tentacle 1d10 **ML:** 7 **SP:** 30'

Sea Serpent

HD: 8 **AD:** 16 **ATT:** 1 Bite 3d8, 1 Crush Ship 4d6 **ML:** 11 **SP:** 30'

Velociraptor bird

HD: 1 **AD:** 14 **ATT:** 1 Bite 1d6 **ML:** 5 **SP:** 40'

Venomous Snake

HD: 1 **AD:** 12 **ATT:** 1 Bite 1d4, 1 Venom (special) **ML:** 6 **SP:** 30'

Voodoo Spirit

HD: 1 **AD:** 13 **ATT:** 1 Fire 1d4, 1 Stab 1d4 **ML:** 5 **SP:** 30'

Voodoo Zombie

HD: 2 **AD:** 11 **ATT:** 1 Punch 1d4, 1 Eat Brains (special) **ML:** 12 **SP:** 20'

Were-creature

HD: 3 **AD:** 12 **ATT:** 1 Bite 2d6, 2 claws 1d6 **ML:** 6 **SP:** 30'

Were-demon

HD: 4 **AD:** 14 **ATT:** 1 Bite 2d8, 2 claws 1d8 **ML:** 8 **SP:** 30'

White Shark Behemoth

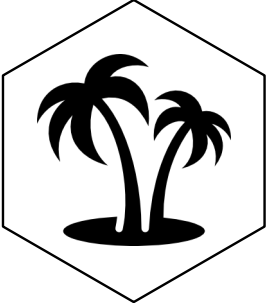
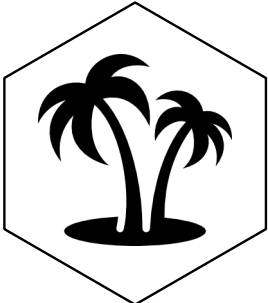
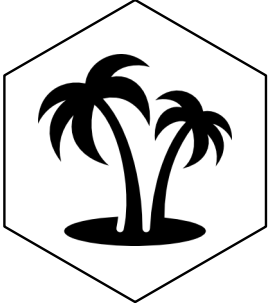
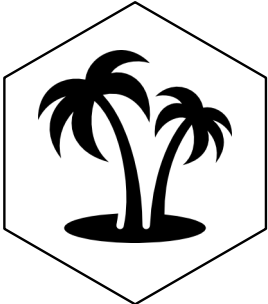
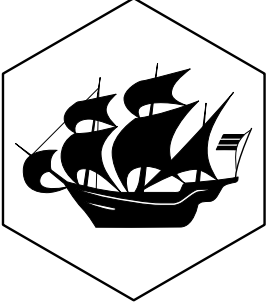
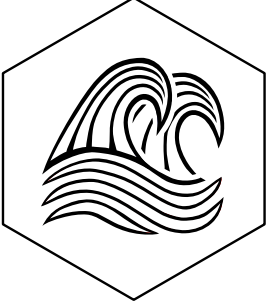
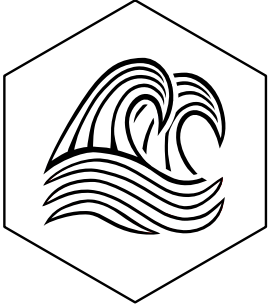
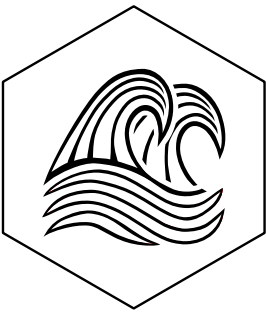
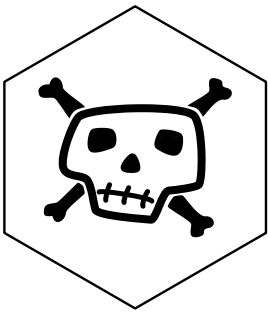
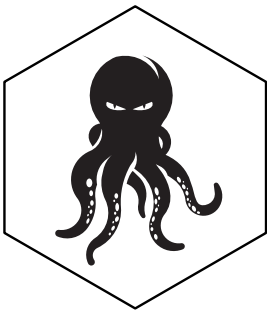
HD: 10 **AD:** 15 **ATT:** 1 Bite 3d8, 1 Charge 4d8 **ML:** 7 **SP:** 20'

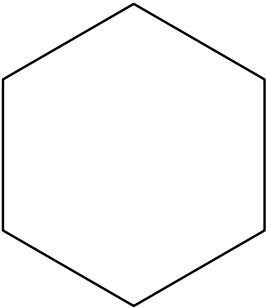
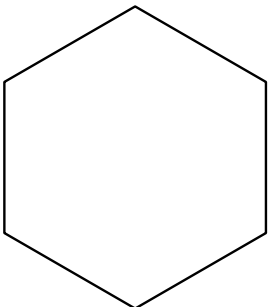
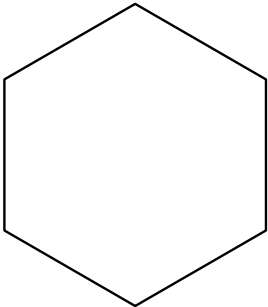
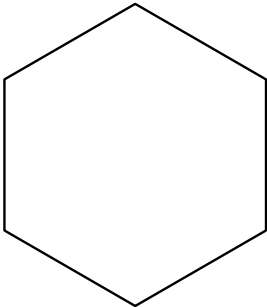
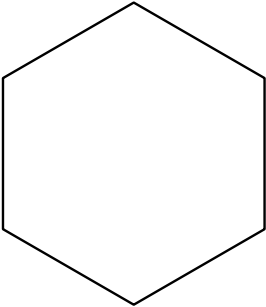
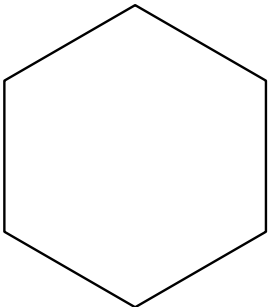
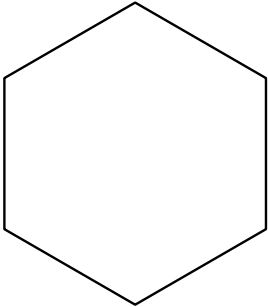
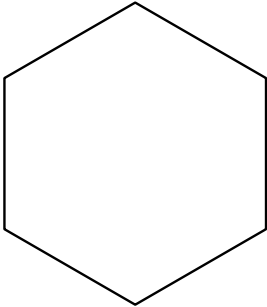
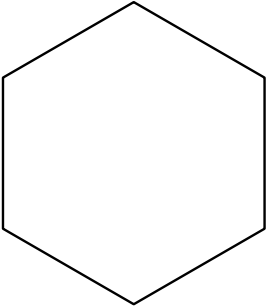
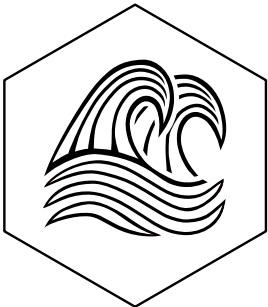
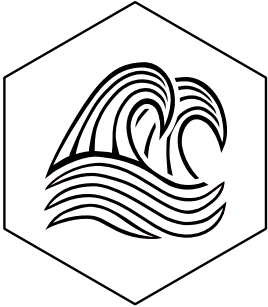
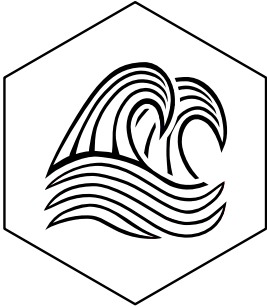
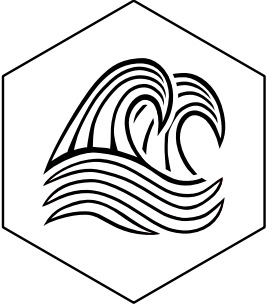
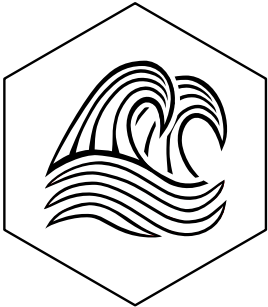
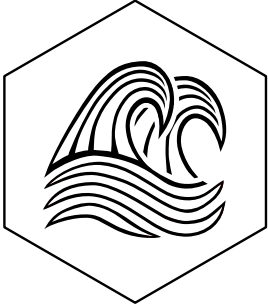
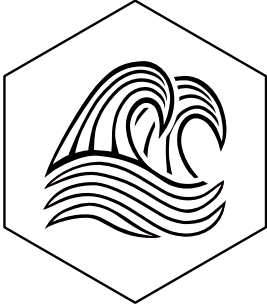
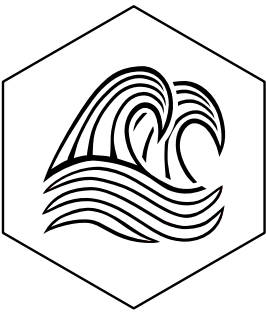
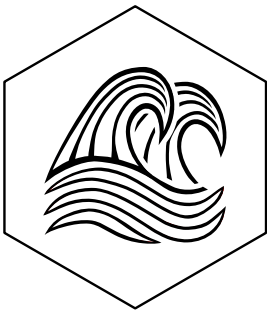
MAP OF THE EMERALD SEA



Ever since the shroud (pg. 6) appeared in the Emerald Sea, maps are no longer important. The seas are fickle and the shroud distorts the world. Locations previously known suddenly disappear as if they never existed, and sailors who venture too far away from home might not return for months. If at all.

This is the last accurate map of the region since the shroud appeared. The island sizes are not to scale. There are also hundreds of other smaller islands strewn throughout the seas. Most are uninhabited islands abundant with resources and may serve as a temporary or permanent base for an adventuring party.





QUICK REFERENCE

Use this page when running the game. It contains everything you need when navigating to a new hex. See pg. 9 for the full description.

Navigation

1. Roll 1d6 to **Navigate** (1-2 **Failed Navigation** 3-6 success)
2. Roll for **Weather**
3. Advance **Time** by 8 hours
4. Roll for a **Location**

d6 Failed Navigation

1	Ship stays in the same spot
2-5	Ship heads in random direction
6	Ship stays on course

d6 Weather

1	Storm. Roll on the Storm table
2	Rain
3	Humid
4	Cloudy
5	Hot
6	Sunny

d6 Storm

1	Moderate winds
2	Strong winds
3	Extreme rain
4	Hail
5	Lightning
6	Hurricane

Locations

2d6 Location Types

2	Leviathan (pg. 24)
3-7	Open Sea (pg. 10)
8-9	Ship (pg. 12)
10-12	Island (pg. 14)

Important NPCs

Magdala (pg. 6): Tried to summon Kalfu and caused the shroud to appear.

Patrick Jerome (pg. 17): One of the Three (pg. 7), leader of the Outsiders, has monkey skull idol.

Ruth Thomas (pg. 19): One of the Three, hotel proprietor at Coral Reef Lagoon, has monkey tail idol.

Henry McTavish (pg. 23): One of the Three, mayor of Port Emerald's right hand man, has monkey paw idol.

Loreen Celestin (pg. 17): Known as "the swamp witch". Magdala's disciple, wants to finish the summoning ritual of Kalfu by collecting the monkey idols.

Factions (pg. 5)

Monkey Spine Island (pg. 16): Peaceful natives of the Emerald Sea.

Coral Reef Lagoon (pg. 18): Hotel and tourist corporation.

Pirate's Cove (pg. 20): Pirate haven

Port Emerald (pg. 22): Imperialists.

The Outsiders (pg. 5): Everyone else.