

Sleeping Gods: Primeval Peril

6th Draft

Introduction

The bay air was thick. Storm clouds, tired of their perches, were sinking to the earth to sleep. A small fishing vessel thrummed through the still waters as its captain, Jim Twine, stood at the helm watching the sea. Jon, his first mate stood beside him, waiting for Jim to hand over the helm. Jon had guided the *Harpy* through the San Francisco Bay many other times, even in stormy weather. But something felt wrong tonight, and Captain Twine found himself stuck to the brass wheel handles which were now dripping with condensation, like the ship itself was sweating with anxiety.

An older couple—a woman with anxious eyes and a man as still as he was silent—stood nearby, squinting at the fog.

“Are we near the pier?” the woman asked, as she leaned closer to her husband. Her voice was strangely muted, as if they were all stuck in a supply closet.

“It should be out there, Mom,” said Jon, as he leaned over the railing, undaunted by the gloom.

“It’s impossible to see in this fog,” said Twine. “But don’t worry, Meiling. We’ll get you and Shen back home quickly and safely.”

Meiling shivered, despite her thick pilot jacket and scarf. “I can’t stand boats. I shouldn’t have come.”

“It’ll be worth it,” said Jon. “We can get our stuff back. All of Dad’s gear that he left in the house.” Shen nodded as he took Meiling’s hand to steady her.

Twine heard a sudden splash. Something was thrashing in the water ahead. Was it a shark? He slowed the engine.

“There’s someone out there!”

As the *Harpy* closed in, Twine saw not one but two people floundering in the dark waters. He slowed the boat and Jon rushed to pull them aboard.

First was a woman with fierce eyes who graced the deck with a defiant dignity, despite the frigid water dripping down her face. A pale, miserable-looking man in huge glasses followed, asking for a blanket as he emptied his pockets of bay water.

Jon ran to get some towels as Twine faced the shivering pair. “How on earth did you get out here?”

The man threw a sideways look at his companion. “We fell off a small cruise ship,” he said. “Thank goodness you were nearby! I’m Dr. Milk, and this is my assistant, Lois.”

“Business colleague,” Lois corrected. She stepped lightly backwards, and Twine noticed she was gripping something in her jacket pocket—hopefully not a loaded pistol.

When Jon returned with some ragged, greasy towels he was bursting with curiosity and barraged the pair with questions.

As they muttered short, awkward answers, the air around them shifted. It was subtle at first—a slight rise in temperature, a wild, spore-scent in the air. Then a cloud of sweltering heat slammed across the deck. Twine looked down at the water and saw, not the cold, steel blue of the bay, but a creamy brown, like coffee with milk. Through the fog, he swore he could see foliage, thick and covered in vines and so deeply green it was almost black. Then all chatter stopped as the fog lifted, and the *Harpy*’s passengers looked around at a river in the deep jungle.

As if in welcome, a terrible screech rang out. A swift shadow passed over the boat. Before anyone could dive out of the way, a monstrous, winged lizard swooped down and picked up Shen, carrying him over the jungle until he was out of sight.

Panic broke. Meiling screamed. Twine did what he always did in a time of crisis: he shifted to a mental state that he’d relied on in the Great War. It wasn’t courage, but a wall around his inner terror that tempered his brain against the deep, lizard instincts to run and hide. In his mind, he could hear the deafening bombardment as he sat in the trenches in France, terrified, cold, and hungry, but he pushed the memory away. That was a long time ago. At least it wasn’t so cold here.

He interrupted the panic and with an almost arrogant calm said, “I don’t know how this happened, but we’re going to get Shen, and then we’re going to get the hell out of this jungle.”

You are now ready to begin taking turns. After taking a ship action, draw for an event on one of the two tables on the Captain’s Journal, and then you can use your regular two actions to explore any number in your starting region.

1

If keyword CAVITY, turn to 1.8

You tie up the *Harpy* at a rickety dock. Insects thrum and critters howl from the jungle, and the unfamiliar sounds put you on edge at the thought of entering what threatens to be a leafy grave. In the shade near the edge of the sand, a man sits on a rock, surrounded by canvas-wrapped earthenware. He waves.

“Looks like you’ve had a bad day,” he says. He picks up a rust-colored jar. “Maybe a trade will cheer you up? If you have artifacts, I can trade with you.”

Meiling pushes Jon aside in her hurry to speak. “My husband was taken by a monster! Please help us!”

“Oh dear, I was worried that he got someone when I saw him swooping down. I’m afraid I can’t do much,” says the trader.

A. Ask him where you are.
(Turn to 1.1)

B. Ask what is available to trade.
(Turn to 1.2)

C. Explore the jungle nearby.
(Turn to 1.3)

D. Leave.
Return to the ship.

1.1

“You’re near Zokmere,” he says.

“Is that in Mexico?” asks Jon.

“No, it’s in the Wandering Sea.”

A. Ask the trader about the monster that took Shen.
(Turn to 1.4)

B. Ask what is available to trade.
(Turn to 1.2)

C. Explore the jungle nearby.
(Turn to 1.3)

D. Leave.
Return to the ship.

1.2

The man picks up an ornate bow. “The power of the gods flies with every arrow, even though they sleep now.” He also shows you a scaly vest, a whip, and an angular amulet that resembles a fox.

You can purchase any of the following items by returning artifacts to the supply. After purchasing what you want, (Turn to 1.)

| <i>Item</i> | <i>Cost</i> | |
|--------------------|-------------|--|
| Pann Bow | 2 artifacts | |
| Amulet of the Fox | 1 artifact | |
| Braided Whip | 1 artifact | |
| Serpent Scale Vest | 1 artifact | |
| Scoundrel’s Gear | 1 artifact | |

1.3

If keyword ARACHNIDA, turn to 1.5

If keyword ROOST, turn to 1.7

The ferns brush your legs as you claw through a pack of vines. You walk along a sharp ridge, ducking under palm leaves and white, hanging moss, when you notice a white spider with an apple-sized abdomen crawling up Dr. Milk's neck.

Jon shrieks when he sees it, but the arachnid bites down hard before anyone can smack it away. Dr. Milk flees back toward the river, gripping his neck, and you return to the *Harpy*.

"I thought I saw something a bit further on. Looked like it was made of gold," says Jon.

Gain keyword ARACHNIDA. Dr. Milk gains 1 venom. Return to the ship.

1.4

"Ah, yes, I saw the monster swoop down." His features droop. "I'm sorry. Low chance of survival now. But you might still get your husband back. Sometimes they save prey for their young. But you've got to hurry. The monster is called a Scorpivern. I don't know where they live. Maybe someone else can tell you. Someone who hunts them."

A. Ask more about the Wandering Sea.

(Turn to 1.9)

B. Ask what is available to trade.

(Turn to 1.2)

C. Explore the jungle nearby.

(Turn to 1.3)

D. Leave.

Return to the ship.

1.5

Dr. Milk remembers the white spider all too well. "Ugh, I'm not going back in there."

You venture in to see what you can find, this time keeping an eye out for spiders.

Search the jungle!

PERCEPTION 7

Note: You cannot use Dr. Milk.

Fail: -2 health and gain 1 venom.

(Turn to 1.6)

1.6

Wrapped within a sticky spider-silk nest, Lois finds a golden statue.

Gain 1 food and 1 artifact. Lose keyword ARACHNIDA and gain keyword ROOST. Return to the ship.

1.7

You explore the forest but find nothing.

Return to the ship.

1.8

You tie up the *Harpy* at a rickety dock. Insects thrum and critters howl from the jungle, and the unfamiliar sounds fill you with dread at the thought of entering what threatens to be a leafy grave. In the shade near the edge of the sand, a man sits on a rock, surrounded by canvas-wrapped earthenware. He waves.

“Looks like you’ve had a bad day,” he says. He picks up a rust-colored jar. “Maybe a trade will cheer you up? If you have artifacts, I can trade with you.”

A. Ask him where you are.

(Turn to 1.1)

B. Ask what is available to trade.

(Turn to 1.2)

C. Explore the jungle nearby.

(Turn to 1.3)

D. Leave.

Return to the ship.

1.9

“The Wandering Sea? This river leads right to it. That’s what they call the vast waters and the hundreds of islands within them. The gods used to rule, a long time ago, until the hero Raltolde caused them to fall into a deep sleep. Now people live in fear of the gods awakening. But not me. I don’t care one way or another. I’m just a man looking to make my way in this wild world. Let the gods return, I say. What does it matter? Can’t be worse than it is now.”

(Turn to 1)

2

If keyword SWAY, turn to 2.2

A little boat sways in the rocks below the roaring waterfall.

Search the boat.

PERCEPTION 7

Fail: Return to the ship.

(Turn to 2.1)

2.1

You find a few crates of grain.

Gain 2 food and keyword SWAY. Return to the ship.

2.2

You check the boat near the falls but find nothing interesting.

Return to the ship.

3

You find the remains of a hut near a dark, bottomless well.

A. Search the hut.

PERCEPTION 7

Fail: Return to the ship.

(Turn to 3.1)

B. Climb down the dark well.

Requires keyword SILK.

STRENGTH 6

Fail: -5 health.

(Turn to 3.2)

3.1

You find a harpoon buried inside the hut.

Gain Zokmere Harpoon. Return to the ship.

3.2

A face with a giant tongue is carved into the rock wall at the bottom of the well. As you reach out to touch it, the face moves.

“Don’t touch me with that dirty hand!” says the face.

Jon laughs. “Who’s back there?”

“No one!” says the face, visibly offended. “It’s just me here, you disgusting human!”

“Why are you down here?” asks Dr. Milk, intrigued.

“What a ridiculous question! I was put here by the goddess Shorme! And she’ll crush you all if you don’t do what I say. I have here two golden idols that belong to her. Take them to her shrine in the north. Then find me something to eat. A monkey or a jungle cat will do. Or one of you, if you can’t find something else for me.”

A. Agree to take the idols to the shrine.
(Turn to 3.3)

B. Climb out and try to fill in the well with dirt.
(Turn to 3.4)

C. Leave.
Return to the ship.

3.3

“Shorme is watching you. Oh yes. And if you don’t take these to her shrine, she’ll curse you forever,” says the face.

Gain 3 artifacts. Lose keyword SILK. Return to the ship.

3.4

You start dumping piles of sand down the well. The stone face roars with anger, taking a deep breath, and blowing the sand back out of the well into your faces. Try as you might, you cannot bury the face.

-2 health. Return to the ship.

4

Rapids roar through giant rocks ahead.

Jon drops his fishing pole. “Uh, Captain...”

Lois grips her seat. “Bad idea!”

A. Try to navigate the rapids.
Unavailable if keyword RAPIDS.

SAVVY 9
Fail: Take 5 ship damage.
(Turn to 4.1)

B. Turn the boat around.
STRENGTH 6
Fail: Take 3 ship damage.
Return to the ship.

4.1

The foamy water throws the *Harpy* through the rocky spires, drenching the crew as white waves crash onto the deck. You slam into a wrecked ship, lodged in the rocks like a piece of food in a giant’s stone teeth. Bits of wreckage clatter onto the deck.

Despite your best efforts, the rapids spew the *Harpy* out into the river near where you entered.

Take 1 ship damage. Gain 1 artifact and 1 food. Gain keyword RAPIDS. Return to the ship.

5

An overturned canoe lies in the sand.

A. Search the canoe.
PERCEPTION 6
Fail: Return to the ship.
(Turn to 5.1)

B. Leave it alone.
Return to the ship.

5.1

If keyword TRICKY, turn to 5.2

The canoe is empty except for a few white crabs. You're ready to give up when you discover a hidden compartment in the floor of the canoe. A green, copper key with a metal snake head rests inside.

Gain keyword EYELID. Return to the ship.

5.2

The canoe is empty except for a small, white crab. It runs through a crack in the bottom and escapes.

Return to the ship.

6

Bulky skulls with three horns litter the beach while mist from a roaring waterfall drifts across the sand. Dr. Milk leaps over the side of the boat, splashing into the river. Stumbling across the beach with excitement, he falls to his knees to examine the bones.

"I can't believe this! These aren't fossils. Lois, there might be living dinosaurs here!" he calls out.

Lois shakes her head, still waiting on the *Harpy's* deck.

"That's fascinating, but shouldn't we be focused on getting out of here? None of that will matter if we're dead."

A. Examine the dinosaur bones.

Unavailable if keyword HORN.

(Turn to 6.1)

B. Search the jungle nearby.

PERCEPTION 6

Fail: -5 health.

(Turn to 6.3)

6.1

As you dig through the skulls, you catch a glimpse of some spotted eggs through the trees. Dr. Milk approaches the nest, but soon the ground starts to rumble. Huge, horned dinosaurs burst through the trees!

Jon stumbles backward. "They're not happy to see us!"

COMBAT P1, P2

(Turn to 6.2)

6.2

The dinosaurs flee back into the forest, and you keep a good distance from the eggs. Dr. Milk stares after the huge creatures. "I've been hoping to find a place like this for my entire career, and now that I'm here we're trying to leave it. I wish I had a team and supplies. I'd take one of those back to New York."

During the fight, one of the skulls on the beach broke in half. You find a golden statue hidden inside.

Gain 1 artifact and 2 food. Gain keyword HORN. Return to the ship.

6.3

You wander into the jungle and find an ancient shrine. A leather-bound map rests inside.

"This looks like another part of the river," says Meiling. And here is a picture of a mangrove tree.

Gain keyword MANGROVE. Return to the ship.

7

A giant mangrove sprawls into the water. You tie the boat to one of the roots.

A. Climb the roots and explore the giant tree.

STRENGTH 5

Fail: -3 health. (While trying to crawl upward, your grip weakens on the slippery bark and you fall to the Harpy's deck.)

(Turn to 7.2)

B. Venture through the gaps in the roots to explore the insides of the tree.

SAVVY 6

Fail: -3 health. Gain 1 venom. (You fail to avoid a nest of large, brown spiders between the tree roots.)

(Turn to 7.3)

C. Follow the leatherbound map.

Requires keyword MANGROVE.

(Turn to 7.1)

7.1

If keyword ROOTS, turn to 7.10

You follow the leatherbound map beneath the roots of the tree. Inside one of the roots, you find a hidden compartment.

Gain 2 artifacts. Gain keyword ROOTS. Return to the ship.

7.2

If keyword MEAL or SPOTTED, turn to 7.8

You climb toward the crown of the tree. Where many branches meet like tentacles on a wooden squid, a bamboo hut hides beneath years of old spiderwebs. A fat spider slips out of the door.

Lois recoils. "Disgusting!"

The arachnid hisses at you. "Got any meat?"

A. Give it some food.

Pay 1 food.

(Turn to 7.4)

B. Destroy the spider!

STRENGTH 9

Fail: -4 health. Gain 1 venom.

(Turn to 7.5)

C. Run away from the creature!

Return to the ship.

7.3

If keyword SKELETON or SILK, turn to 7.9

A spiderweb with silk strands as thick as nautical line hangs from the mess of roots. Skeletons dangle in the center, their rusty swords and broken spears having failed to save their lives.

A. Collect the silk.

SAVVY 7

Fail: -6 health. Gain 2 venom. (As you cut the sticky threads, a hairy spider descends to defend its home!)

(Turn to 7.6)

B. Search through the remains of the skeletons.

PERCEPTION 7

Fail: -6 health. Gain 2 venom. (As you search the skeletons, a hairy spider descends to defend its home!)

(Turn to 7.7)

7.4

"Very generous," hisses the spider. The creature disappears into the hut and returns with a golden statue."

Gain 1 artifact and keyword MEAL. Return to the ship.

7.5

The spider bleeds green, wriggling away as it spits a volley of curses at you. Inside the bamboo hut, you find a large, spotted egg.

Gain keyword SPOTTED. Return to the ship.

7.6

As you cut the sticky threads, the web collapses into the river and you return to the Harpy.

Gain keyword SILK. Return to the ship.

7.7

You snatch a weathered satchel from bony fingers. The web collapses into the river and you return to the *Harpy*.

Gain 1 food and 1 artifact. Gain keyword SKELETON. Return to the ship.

7.8

You return to the bamboo hut in the tree but find nothing.

Return to the ship.

7.9

You return to the place where you last found the huge spiderweb beneath the tree. An angry spider, the engineer of the destroyed web, attacks you in a fury. You flee back to the boat.

Gain 2 venom. Return to the ship.

7.10

You search through the roots of the tree but find nothing.

Return to the ship.

8

If keyword BUFFALO or CAVITY, turn to 8.4.

A ridge of cracked stone juts out of a sandy beach where a woman shells oysters. She nods as you approach.

Meiling leans out of the boat. "Can you help us? My husband was taken by a flying monster."

The woman spits in the sand and slurps down a raw oyster but says nothing.

A. Convince the woman to tell you what she knows.

CUNNING 8

Fail: Turn to 8.1

(Turn to 8.2)

B. Pay the woman to tell you what she knows.

Pay 1 artifact.

(Turn to 8.2)

C. Leave.

Return to the ship.

8.1

"I don't trust you people," says the woman, scooping up her basket of oysters. She climbs the ridge and disappears into the jungle.

Return to the ship.

8.2

"Yeah, I know what happened to him. A scorpivern got him and I know where the nest is too. I used to hunt them. But I won't tell you for free. Help me haul back my latest kill and I'll tell you where to go."

A. Agree to help the hunter.

STRENGTH 8

Fail: -6 health.

(Turn to 8.3)

B. Leave.

Return to the ship.

8.3

The huntress leads you into the jungle, crossing a stream and a bug-infested marsh without any explanation or aid. She hardly turns back to see if you're still with her. And then you find her kill: a huge, hairy buffalo. Its carcass is like a mattress filled with wet cement and is just as impossible to handle, but you manage to get it back to the beach.

Once you return to the river, the huntress draws out a map on a piece of wood. "That scorpivern's lair is near the waterfall, just northwest of here. Be careful though. You're all going to die if you go up there."

"Can't you come with us? Can we pay you?" asks Dr. Milk.

The hunter shakes her head. "I won't go up there again. Last time I tried, the beast killed my partner. Good luck."

Gain 1 food and keyword BUFFALO. Return to the ship.

8.4

The beach is empty here.

Return to the ship.

9

A water snake slithers over the *Harpy's* gunwale and bites you on the arm. You fling it back into the water, cursing and calling for help.

Treat the wound.

SAVVY 7

Fail: -3 health on Captain Twine.

(Turn to 9.1)

9.1

The bite swells. "It was likely venomous," says Dr. Milk, examining the wound.

Captain Twine gains 1 venom. Return to the ship.

10

If keyword CENTIPEDE, turn to 10.2

The ruins of a village rest in peace at the edge of the jungle. The click-clack of tiny legs soon reaches your ears.

COMBAT P3, P4, P5

(Turn to 10.1)

10.1

As the giant insects bleed into the grassy soil, Lois examines them with a disgusted look on her face, but her features brighten suddenly. She leans down and plucks a strange, carved stone from the centipede's mouth.

"Milk! Get over here. It's just like the one we acquired on the cruise ship!" She produces another stone from her jacket pocket, strikingly similar in form to the other.

Dr. Milk snatches both stones from her hands and compares them. "Yes, the symbols are almost identical. How strange. This jungle must be where the original stone came from."

"What are those?" asks Jon, peering over Dr. Milk's shoulder.

The scientist can't contain his enthusiasm. "A collector of antiquities had this stone, and we, uh, made a deal with him to buy it. Estimates place it at over five thousand years old, made of a material that no one has ever seen before."

Meiling stares at the stones gravely. "Perhaps that stone brought us here."

Dr. Milk laughs. "What a ridiculous idea!" He stuffs the two stones in his pocket. "I can't wait to show this to the curator in New York."

Gain 2 artifacts, 2 food, and keyword CENTIPEDE. Return to the ship.

10.2

You comb through the ruins but find nothing interesting.

Return to the ship.

11

You find a leather vest hanging on a branch.

Gain Studded Leather Vest. Return to the ship.

12

As you guide the *Harpy* up the river, a swarm of vines shoots from the trees and grabs the boat. The old boat groans as it tips to the side, threatening to crash against rocks near the shore.

Cut the vines and free the boat!

STRENGTH 7

Fail: 3 ship damage.

Return to the ship.

13

If keyword TWIG, turn to 13.2

A twiggy, moss-covered log floats toward the boat. Wait, logs don't have scales...

COMBAT P6

(Turn to 13.1)

13.1

Dr. Milk wonders at the river monster. "I can't believe this place! It's a naturalist's dream! Have you ever seen anything like that?"

"Nope, can't say that I have." You haul the beast toward the ship with a hooked line and a ready saw blade.

Gain 1 food and 1 artifact. Gain keyword TWIG. Return to the ship.

13.2

A large fish jumps nearby, but you're too slow to catch it.

Return to the ship.

14

The rib bones of a giant animal jut out of the waterflow.

Dr. Milk gapes. "I only wish I could see the living creature."

"I'm very happy that you can't," says Lois.

Your heart skips as something shrieks from above. Expecting a bird, you leap back when a pack of red-eyed monkeys drop to the boat's deck.

Coax the monkeys to leave the boat.

CUNNING 7

Fail: Take 1 ship damage. -2 health. Lose 1 food.

Return to the ship.

15

The foamy waterfall pounds relentlessly to the north against a wall of ragged cliffs. A path leads into the jungle.

A. Follow the path.

(Turn to 15.1)

B. Trap a crab or two near the falls.

Unavailable if keyword TRAPPING.

SAVVY 7

Fail: Return to the ship.

(Turn to 15.2)

C. Search the cliffs near the falls.

PERCEPTION 6

Fail: -4 health.

(Turn to 15.5)

15.1

The dirt is muddy and the path overgrown. Spiderwebs catch on your eyelashes and brush your nose as you walk. There's a rocky cliff face to your left—an unassailable wall slick with moss and dew. After a few minutes, you stop. At first you notice only the hissing snake. But it doesn't move. It's a carving—part of a stone door in the rough wall. And there's a green, brass keyhole in the center of the door.

A. Try to break open the door.

STRENGTH 7

Fail: -2 health

(Turn to 15.3)

B. Use the snake key.

Requires keyword EYELID.

(Turn to 15.4)

C. Leave this place.

Return to the ship.

15.2

You snare a few white crabs for dinner.

Gain 1 food. Gain keyword TRAPPING. Return to the ship.

15.3

Try as you might, the door remains steadfast.

“This stone is strange. Much harder than I would expect,” says Dr. Milk.

Draw 1 ability card. Return to the ship.

15.4

You try the snake key, and though the mechanisms are stiff, the door soon swings open, revealing a small cave filled with jars.

A. Take the jars.

Gain 2 artifacts and 1 food. Lose keyword EYELID. Gain keyword TRICKY. Return to the ship.

B. These jars aren't yours, so you leave them alone.

Gain 1 food and keyword SALTY. Return to the ship.

15.5

If keyword BUFFALO, turn to 15.7

You climb through the mist, clinging to slimy moss clumps and trying not to slip. The water roars so loudly you can't hear each other yell. After a few hours, with little to show for your effort, you return to the *Harpy*, but you can't shake the feeling the Shen is somewhere nearby.

Draw 1 ability card. Return to the ship.

15.6

You check Shen for injuries. He's got some bad cuts and fresh bruises, but he can still limp. You make for the waterfall.

Lose keyword BUFFALO. Gain keyword CAVITY. Return to the ship.

15.7

You climb through the mist, clinging to slimy moss clumps and trying not to slip. The water roars so loudly you can't hear each other yell.

Just as the hunter's map indicates, you find a set of stairs carved into the rock. Skulls and spears line the steps.

Lois stares at the skulls with a frown.

Meiling pushes ahead, unwilling to let anything distract her. “We've got to keep going. I know Shen is up here.”

“Please, let him be okay,” whispers Jon.

You climb into a narrow cave, following a path upward for a long time until you reach a smelly cavity cut into the side of the cliff: the scorpivern's nest. Dirty human bones, some of them still wearing bits of flesh, line the walls. There's no sign of the monster, but further on, a crumpled man lies on the floor.

Jon dashes to him and turns him over. “It's Dad!”

Suddenly, the pounding of massive wings sends a windstorm into the hollow, throwing bits of bones in a haphazard clatter. The scorpivern lands on the cliff edge and screams.

COMBAT P8, P9 (Lv. 13)

(Turn to 15.6)

16

If keyword PEST, turn to 16.3

A wooden crate wrapped in river vines floats near the water's edge. Meiling mutters something under her breath, pointing at the bulbous hornets swarming around a hive of dried mud, twigs, and animal fur on one side of the crate.

A. Attack the nest with spare oars and hooked poles.

STRENGTH 6

Fail: -3 health.

(Turn to 16.1)

B. Coax the hornets away from their nest.

CUNNING 8

Fail: Turn to 16.3

(Turn to 16.2)

C. Leave the crate.

Return to the ship.

16.1

Raging hornets explode out of the nest, swarming the *Harpy* with harpoon stingers in a storm of buzzing.

“This was such a bad idea!” screams Jon, helping everyone hide below deck. As the *Harpy* floats downriver, the hornets slowly give up and fly away. You return to the crate, now free of the hornet nest, and snatch it.

-3 health. Gain 1 weakened. Gain 4 food. Move the boat to the river region with location 13. Return to the ship.

16.2

You place some meat on a hanging branch nearby and soon the mustard-colored insects are all over it, their furious buzzing like a swarm of tiny motorcycles. You cut the crate free and bash their mud nest, slipping away quietly down the river.

Gain 4 food. Gain keyword PEST. Return to the ship.

16.3

A hornet lands on the *Harpy*'s deck, but no one will go near it. It grips the wood, buzzing for hours, until finally flying away.

Return to the ship.

17

If keyword CAVITY, turn to 17.1.

The jungle encroaches, the hidden dangers within threatening you on either side. You long to escape and return to the open water. Up ahead, the river ends.

Jon climbs to the roof of the *Harpy*. “There’s a sea up ahead! And a town,” he says, hopping with excitement.

“But we can’t leave yet,” says Meiling, desperation in her eyes. “Shen is still lost! I won’t leave without him! Turn this boat around right now!”

“Yes, you’re right,” you respond. “Of course, we won’t leave without Shen. I promise we’ll find him soon.”

Return to the ship.

17.1

The jungle encroaches, the hidden dangers within threatening you on either side. You long to escape and return to the open water. Up ahead, the river ends.

Jon climbs to the roof of the *Harpy*. “There’s a sea up ahead! And I can see a town,” he says, hopping with excitement.

“Let’s get out of this terrible place,” says Lois. “We’ve got Shen.”

As you turn to leave, something hits the side of the boat.

COMBAT P6, P7
(Turn to 17.2)

17.2

You burst from the jungle into an emerald sea and make your way to the town. As you grow closer, you realize it’s a city. Multicolored ships tied over a mile of wooden docks, a maze of slatted pathways, fishers, barrels, supplies, hanging meat, and traders.

“Welcome to Zokmere, friend,” says a bearded man in a patched, green tunic. “First time here? All refugees are welcome. Lost ships have a way of getting stuck here in the Wandering Sea. You may be here for a long time. But if you know how to catch fish, you can live here comfortably enough.”

If keyword SPOTTED, turn to 17.3. Otherwise...

If keyword SALTY, turn to 17.4. Otherwise...

THE END

17.3

A few days later, the spotted egg you found cracks open and a strange, monkey with amphibian skin is born. You name it Frank and keep it as a pet.

If keyword SALTY, turn to 17.4. Otherwise...

THE END

17.4

One day, as you're walking through the Zokmere docks late at night, a bright light bursts in front of you in the middle of the cobblestones. Shielding your eyes, you lean against an alley wall, the light dying until you can make out ghostly woman. The stones shake beneath her ethereal feet. "I am Shorme, goddess of the earth. Because you protected my shrine, I will guide you on a sacred quest to find my totems so that I may awaken. This is a great honor I bestow upon you. Do you accept?"

Add 20 points to your end-game score.

THE END

18

If keyword FRUIT, turn to 18.1

You catch a few bananas from a tree along the edge of the river.

Gain 2 food and keyword FRUIT.

After picking the bananas, a sudden flash flood comes roaring down the river.

Avoid the flood.

CUNNING 6

Fail: Take 2 ship damage.

Return to the ship.

18.1

You find nothing along the riverbank.

Return to the ship.

Captain's Journal

WATERWAY

Finding ourselves suddenly on a strange, jungle river, we spotted a man on shore near an old dock. Perhaps we should talk to him to find out where we are.

SHEN

A flying lizard kidnapped Meiling's husband and Jon's father, Shen, and flew off with him to the north. We must find him at all costs!

KEYWORDS

EVENTS

Maps 1 & 2

1. Hidden Rocks: Take 1 ship damage.
2. Giant Mosquitos: Gain weakened.
3. Jumping Piranhas: -1 health.
4. Engine Trouble: SAVVY 5, fail: 1 ship damage
5. Crew Argument: CUNNING 5, fail: lose 1 action this turn.
6. Flash Flood: Take 1 ship damage. Move the ship 1 space.

Maps 3 & 4

1. Abandoned Campsite: Gain 1 food.
2. Fire-breathing Frogs: -2 health.
3. Grasping Vines: STRENGTH 6, fail: 2 ship damage.
4. Aggressive Vultures: STRENGTH 6, fail: -3 health.
5. Crew Desperation: CUNNING 6, fail: discard all ability cards in hand. Gain 1 weakened.
6. Spore Cloud: SAVVY 7, fail: gain 1 weakened.

NOTES

FOOD (Start with 6)

ARTIFACTS

TIME (Mark 1 box each time you reshuffle the action deck.)

+10 +7 0 -8 -18 -30 -50 -80

CREW DEFEAT OR SHIPWRECK

Crew Defeat: Return to location 1 and remove all damage and fatigue.

Shipwreck: Return to location 1 and remove all ship damage.

ENDGAME SCORE

+40 for completing the game

+4 per adventure card (equipment)

+4 per artifact

VP for time track (the box marked furthest to the right)

-1 per fatigue

-1 per ship damage

-1 per 2 crew damage

-1 per crew status effect

-20 per crew death or shipwreck