

TKS #1: A LEVEL 0 ADVENTURE
BY FRANCISCO DUARTE

SOUL FOR THE OCEAN DARK

Player's Supplement



COMPATIBLE WITH

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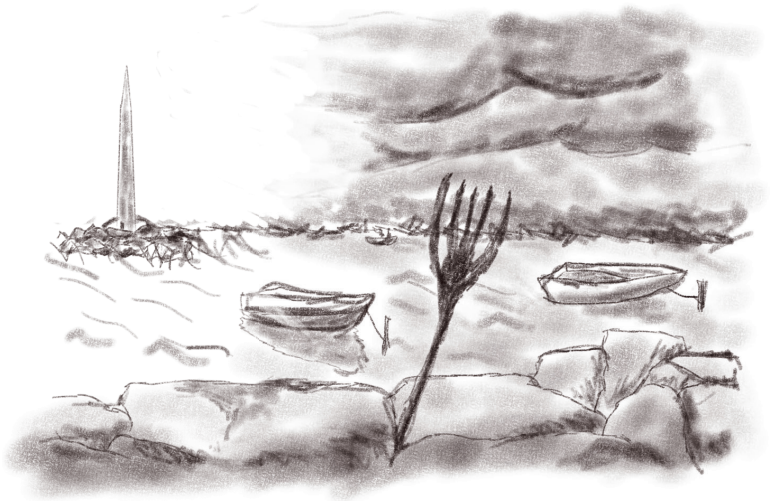
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RPG

Omera'Palissada on the Shadow Sea - The only home you've ever known.

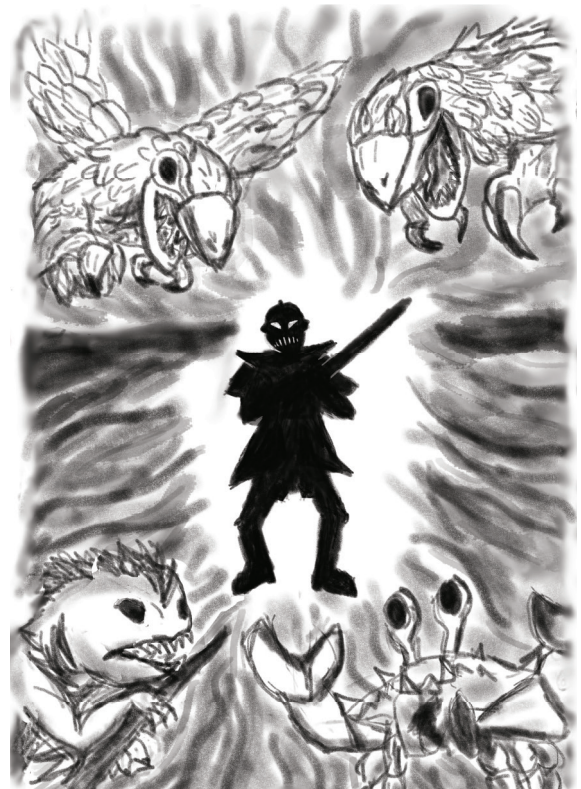
Your home village of Omera'Palissada, on the island of Palissada, is but a part of a larger archipelago in the middle of an ocean of darkness. Life on the Shadow Sea has always been difficult, but it's all you've ever known. You and your people form a tight-knit community, supporting each other in utilizing the archipelago's limited resources. Many of your friends and kin are fishermen and hunters, and your village often gathers to grieve a fresh loss for those who do not return from their excursions. Often, these events will be followed up by a round of drinks at the Tavern - drinking and singing countless hours - you honor your lost compatriots, swap stories, comfort widows and widowers, and steel yourselves for what comes next. You know that none of you are safe as long as you fish and forage from the darkness and its outskirts.



On a small, rocky island not so far from your village, there is the Lighthouse. The Lighthouse has pierced the eternal darkness around this tiny archipelago from time immemorial, pushing the encroaching night away with its bright blessed beacon. It is a part of your life, as mundane as the air you breathe. The elders claim that the very soul of the Goddess Maris powers the arcane structure, while her body lays deep inside the Hypogeum, an underground temple on the farthest side of Palissada. Under the shimmering protection of the Lighthouse, your village has endured, and your people are accustomed to the endless hours of simulated daylight. Even so, stories about what would happen if the Lighthouse ever faltered have been a constant part of your existence, spawning innumerable nightmares that haunt you as they did your ancestors. Often these nightmares feature a terrifying man clad all in black...



There is a city on an island to the north of yours, though travel is only done by necessity or as part of an infrequent ceremonial gathering - and so most of your village has visited it perhaps once, if at all. You visited once as a child, and marveled at the number of stone and clay buildings, so grand compared to your hut made of mushroom bark. Only the small temple in the village is stone, old and crumbling. It contains a marble statue of your Goddess, and looks as if it were carved yesterday. You know from stories that the nearby ruins feature a building also made of marble, but you've never had a reason or claim to visit. It's hard to imagine a whole structure made from such a beautiful material.



d100	Occupations	Weapon	Trade Good
1	Alderman	Obsidian Longsword	Hide armor
2	Angler	Club	Fishing rod & tackle
3	Bowfisher	Short Bow	Gutted fish
4-5	Brewer	Staff	Mushroom beer, 1 cask
6	Carpenter	Hand Axe	Saw, 1' long
7	Carver	Knife (as dagger)	Fungal flute
8	Ceremonial Dancer	Dagger	Ceremonial mask
9	Coppersmith	Hammer (as club)	Copper band
10	Dwarven Ditch Digger	Shovel (as club)	Clay, 2 lbs.
11	Dwarven Fisher	Knife (as dagger)	Fishing rod & tackle
12	Dwarven Guard	Warhammer	Leather armor
13	Dwarven Hermit	Copper ladle (as club)	Parchment, 10 sheets
14	Dwarven Mariner	Paddle (as club)	10' wrought iron chain
15	Dwarven Merchant	Dart	Small chest
16	Dwarven Metalworker	Hammer	Copper, 1lb
17	Dwarven Minister	Dagger	Holy water, 1 vial
18	Dwaven Minstrel	Dagger	Drum
19	Dwarven Shopkeeper	Dagger	Barrel
20	Dwarven Trapper	Club	50' rope
21	Dyer	Staff	Oil, 1 flask
22	Elven Artist	Knife (as dagger)	Locket
23	Elven Bug Whisperer	Staff	Hunting beetle (skull sized)
24	Elven Diver	Knife (as dagger)	Large pearl
25	Elven Forester	Hand axe	Small sack
26	Elven Hermit	Club	Dried meat
27	Elven Knitter	Knitting needle (as dagger)	Fine clothes
28	Elven Navigator	Paddle (as club)	Spyglass
29	Elven Oracle	Staff	Bone dice
30	Elven Pathfinder	Shortbow	Waterproof kneehigh boots
31	Elven Performer	Dart	Small guitar
32	Elven Vagabond	Sling	Lantern
33	Elven Vendor	Dart	Silk fabric, 1 bolt
34	Elven Void Explorer	Short Sword	Lantern
35	Exorcist-Healer	Dagger	Dried mushrooms
36	Farmer	Pitchfork (as spear)	Devil toad
37	Farmer	Pitchfork (as spear)	Hogbeetle
38	Farmer	Pitchfork (as spear)	Pack beetle
39	Farmer	Pitchfork (as spear)	Void chicken
40	Fish Trapper	Dagger	Fish trap
41	Flintknapper	Knife (as dagger)	Bag of flint arrow heads
42	Fungic Ranger	Longbow	Dark cloak
43	Gatekeeper	Spear	Leather armor
44	Halfling Bone Carver	Bone Staff	Bone dice

d100	Occupations	Weapon	Trade Good
45	Halfling Clam Digger	Knife (as dagger)	Clams
46	Halfling Ferryman	Knife (as dagger)	Spyglass
47	Halfling Fisher	Fishing rod (as staff)	Gutted fish
48	Halfling Gardner	Staff	Dried lichens
49	Halfling Poacher	Club	Snare
50	Halfling Slug Milker	Staff	Giant slug cow
51	Halfling Spiritual Guide	Staff	Holy symbol
52	Halfling Storekeeper	Dagger	Small chest
53	Halfling Urchin	Sling	Rag doll
54	Halfling Vicar	Dagger	Holy water, 1 vial
55	Halfling Wrangler	Whip	Riding sea dog
56-57	Herbalist	Walking stick (as staff)	Dried herbs, 1lb
58-59	Hunter	Javelin	Small sack
60	Innkeeper	Dagger	Lage flask
61	Insect Trainer	Whip	Meganeura (giant dragonfly)
62	Minstrel	Dagger	Bagpipes
63	Mushroom Feller	Felling axe (as battleaxe)	Bundle of fungal logs
64	Mushroom Hunter	Staff	Large bag
65	Navigator	Staff	Compass
66-69	Net Fisher	Club	Small net
70-71	Net Maker	Knife (as dagger)	Bundle of cord, 100'
72	Orphan	Sling	Pet gecko
73	Potter	Staff	Small amphora
74	Priest	Dagger	Holy symbol
75	Root Grinder	Large pestle (as club)	Flour, 1lb
76	Sage	Staff	Holy water, 1 vial
77-81	Seafarer	Paddle (as club)	50' rope
82	Shaman	Cane (as staff)	Fetish
83-84	Shepherd	Crook (as Staff)	Herding crab
85-86	Shepherd	Club	Flopping land carp
87-88	Shepherd	Shears (as dagger)	Fur slug
89	Shipwright	Hammer	Bundle of fungal planks
90-93	Spear Fisherman	Spear	Ball of twine, 20'
94	Spinster	Spinning wheel drive band (as garrote)	Bobbin of fur slug yarn
95-96	Stonecrafter	Hammer (as club)	Rock, 10lb
97	Trader	Staff	Small chest
98	Trapper	Sling	Large lizard skin
99	Undertaker	Shovel (as staff)	Cart*
100	Weaver	Knife (as dagger)	Fabric, 1 bolt

*roll 1d6 for contents: 1-3: dirt, 4-5: dead body, 6: not quite dead body

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