

Castaways on a mysterious island.
Caught between factions on the brink
of war. A sinister plot simmers below
the surface! Can they survive...

Orokooa

THE ISLE OF BLOOD!



The hook.

Orokooa was peaceful once. The islanders and colonists worked together to survive. But now they are on the brink of war. Mad men whisper of snakemen out in the jungle, spilling blood for some dark ritual... Can our castaways survive?

The Players:

Roll 2d10. They start on the shoreline nearest the result with scavenged equipment (each roll d8):

- 1) **Whaler:** 2x Javelin, 50' rope, 3x bottles of whale oil.
- 2) **Sailor:** Belaying pin, navigation tools, bottle of rum.
- 3) **Supercargo:** rapier, small chest with fancy clothes, writing material, mirror.
- 4) **Carpenter:** handaxe, leather apron, sack of nails.
- 5) **Marine:** Boarding axe, breastplate, gaming dice.
- 6) **Sawbones:** Amputation knife, 1x healing potion, 2x stupefying drugs.
- 7) **Fisherman:** Heavy guernsey, weather jacket, knife, fishing gear.
- 8) **Galley Slave:** 5' length of chain, sharpened spoon, lice.

The Island

One Square = 10 sq miles. Terrain is a dense and difficult jungle full of hazards at every turn. Safety might be found in the island settlements.

Factions

The Anomaro; native peoples of Orokooa, composed of multiple bands of hunters, fishermen and swidden farmers who dwell in the settlement of Mayana in the Mother Jungle. Some tribes have become hostile to the settlers, who they believe are seizing land in violation of the White Sands Treaty. They know the island geography well and are expert survivalists.

The New Calabrians: Settlers from across the sea who dwell in the stone port city of Cruzada and the hardwood forests of the east, bolstered daily by refugees from the Witchking conquest. Some hard line groups are attacking the Anomaro, who they believe are sacking isolated homesteads. What they lack in experience of the island, they make up for with powerful technologies.

The Snakemen; reptilian shapeshifters who ruled the Anomaro in the distant past from their lost stone city. These vile creatures are manipulating the humans into warfare, hoping to use the slaughter in a great blood ritual to free their imprisoned god and regain their power.

The Remnant: A long-lived race of magical giants who fought the Snakemen. Once ruling as rival gods, they have now dwindled to a handful of nihilistic isolationists, occupying the ancient temples of the caldera. If the snakemen are to be defeated, the players will need the magic of these powerful beings; one way or another.

Sample Orokooa NPC's: When meeting a new human NPC roll a d6. On a 6, the NPC is a Snakeman in disguise with ulterior motives.

Anomaro: **Speaker Xolec;** Grim, Cryptic Shaman. **Warchief Nacali;** Hot tempered and impulsive warrior.

Calabrians: **Cassius Deo;** brash young infantry captain. **Guillaume the Elder;** fussy, chatty, scribe/book merchant

Other: **Urumhurua of The Most Serene Mists;** Remnant (giant), distant melancholy hermit with powerful magic secrets. **Zxassa;** Snakeman, calculating, cruel, agent of subterfuge spilling blood for his god. **Diego;** Nervous and half mad human castaway, raves about dark horrors he has seen in the jungle.

d10 Sidequests: 1) A past acquaintance is now a revenant, hunting one of the PC's. 2) A local scholar commissions the PC's to find and map the Stone City. 3) A plague has broken out! The PC's must find medicinal plants! 4) An annual low tide reveals a mysterious ruin, the PC's have 24 hours to loot it before the sea returns! 5) The Rum's gone! 6) Pirates are ravaging the shipping lanes! 7) A magical storm brings forth horrors from the deeps! 8) A big game hunter needs help on his hunt! 9) Monkey Uprising! 10) Snake men infiltrators!

d8 Random Encounters: 1) **d4 Massacre Site:** 1-Calabrians 2-Anomaro 3-Both, some survivors 4-Ongoing battle! 2) **d4 Settlement** 1-Calabrians 2-Anomaro 3-Razed and abandoned 4-ancient and weird 3) **d3 War Party:** 1-Conquistadors 2-Braves 3-Snakemen disguised as either. 4) **d6 Fearsome Beasts!** 1-Snakes 2-Rampaging ape 3-Spider ambush 4-Herd of flightless birds 5-Swarm of insects 6-Crocodiles 5) **d6 Jungle Hazard:** 1-Quicksand 2-Spiderwebs 3-Hallucinogenic plants 4-Rushing river 5-Diseased swamp 6-Tick infestation. 6) **d6 Standing Stone:** 1-Snakemen sacrifice site 2-Ancient remnant holy site 3-Reveals existence of evil god and relationship to snakemen. 4-Reveals things man not meant to know causing madness in PC 5-Heals PC of all ailments. 6-Marks secret cave dungeon. 7) **d6 Shipwreck! (Shore only):** 1-Lifeless 2-Helpful sailors 3-Desperate brigands 4-Waterlogged zombies 5-Sea Hag's lair 6-Plague ship, full of diseased rats. 8) **Buried Treasure!** 2d6 x 100 gp (30% chance it's cursed.)

Special Locations

Roll 2d10 to determine which square each of these are found in. Note the results for now, and you can cut and paste the icons as the players discover them:

Cruzada

New Calabrian capital.
Always on a coastal
square in the
Hardwoods area east
of the mountains.

Mayana

Capital of the
Anomaro. Always
located in the Mother
Jungle west of the
mountains.

Stone City

Lost city home to the
Snakemen. Can appear
on any square on the
map.

Caldera

Home of the
Remnants. Always
located in the Muyal
Ahau / Cloudwall
Mountains.

Shipwreck

Always in ocean. This
random encounter can
occur multiple times.

Mysterious Ruins

Always in ocean
adjacent to coast. Place
only if the mysterious
ruin sidequest is active.

