

**Decision Path:** Boarding the Quatryl's ship

**Goal:** Kill the Smuggler Captain

**Introduction:**

Everything in your rational mind is telling you to avoid this ship — the overwhelming stench of caustic smoke, the loud banging as the rickety engines rattle around, and the vague mumblings of the captain about what lies in the ship's hold — all of it is telling you to walk away, but somehow your sense of adventure gets the better of you.

Despite the her aloof demeanor, you catch a faint hint that Dreyl, the Quatryl Captain, actually does seem pleased to have you aboard. As the ship weighs anchor and sputters out of harbor, the grimace on her face could almost be construed as a smile.

"I may actually have hit a small bit of luck havin' you lot aboard," Drey says. "A contingency plan in case this thing goes sideways."

You try to press her on what exactly she means by "thing," but instead, Dreyl goes into a long, meandering story about how she used to be a smuggler. She and her best friend Luce worked for a man named Barty Half-Ear, building and repairing engines for his ship so that he could evade capture and have the upper-hand in a battle.

Dreyl and Luce lived well enough until one of the engines blew out during a bloody combat, leaving the ship vulnerable to be boarded. Barty lost many of his men in the ensuing carnage. As punishment for the failure, Barty killed Luce in front of the crew and threw her overboard.

You can see Dreyl shake with rage as she describes the events. "Just slit poor Luce's throat and made me watch as she bled out on the deck. I screamed and screamed, but

couldn't do nothin' else."

She then describes how she escaped Barty's ship and has been planning her revenge ever since.

It is at this point that a knot starts to form in the pit of your stomach. You begin to notice that the ship has not been following a straight course, but, rather, has been zig-zagging through the water since you left Merchant's Bay, almost as if you are hunting something.

"There the bastard is," Dreyl suddenly spits. "Stupid sod hasn't even changed his patrol pattern in all these years." You see a small white sail out on the horizon. As Dreyl lays down on the throttle, the sail grows quickly and steadily larger. You stare in wide-eyed horror as your ship continues to speed



- Maps :**
- C1b
  - 11a
  - 12b
  - A1b
  - B2a

- Stairs (x3)
- Bandit Archer
- Bandit Guard
- Ancient Artillery
- Treasure Tile (x5)
- POISON and Damage Trap (x6)
- Water (x5)
- Boulder (x3)
- Barrel (x3)
- Cabinet (x1)
- Dark Pit (x4)
- Shelf (x2)

## Into the Unknown 2: A Quatryl Scored

closer until you can see the shapes of men scrambling around on the deck. They look horrified, too.

An explosion rips through the air from cannon fire, but Dreyl expertly maneuvers the ship in evasion. Your ship is much smaller and has no apparent weapons, but that doesn't seem to faze Dreyl at all.

You desperately ask what she is planning, but she just stares ahead in grim determination and mutters, "We're gonna sink the bastard, even if it kills us all."

Before you can object to her line of reasoning, you are thrown to the ground as Dreyl flips a switch and the death trap lurches forward at an alarming speed. Dreyl has maneuvered around to the stern of the larger ship and you now race straight ahead on a clear ramming course. All you can do is brace yourself before the two ships collide and everything goes white.

When your vision returns, what lies before your eyes is a scene of chaos. The demolished bow of Dreyl's ship has punched a hole straight into the back hull of the larger vessel and water is pouring in at an alarming rate. Twisted metal and splintered wood litter the scene where the two ships have merged, and a foul, acrid gas rises up out of the ruined engines, permeating the area.

"The bombs," Dreyl coughs, lying wounded on the floor. "They didn't go off... use them... to kill Barty..."

There are indeed a number of small explosives that appear to have fallen out of a central casing due to the crash and now litter the floor. You're not especially inclined to follow the instructions of this suicidal Quatryl, but the crew on board the larger ship seems to be recovering from the collision, as well, and they don't seem to be happy about what happened. Perhaps the bombs could come in handy.

### Special Rules:

When you loot a treasure tile, place it on your character mat. These are bombs. If you have a bomb on your character mat, you may forego a top action (discarding one card instead) to throw the bomb, removing it from your mat to perform an "Attack 6, Range 4" action or destroy one obstacle within range 4.



As Dreyl still lies unmoving amidst the debris, you head toward the stairs to the upper part of the ship. It seems most of the smugglers have been taken care of now, but there are still a few more to deal with before you can safely take stock of the situation.

### Special Rules:

Door 2 is locked and opens when it is destroyed. It has 10 hit points, or, alternately, can be destroyed with a bomb as if it were an obstacle.



Through the wreckage of the door, you see one last bandit grabbing supplies and weapons from his desk — Barty Half-Ear.

"Who in the unending abyss are you morons?" Barty yells. "That the lovesick Quatryl came back is surprise enough, but that she somehow roped in a bunch of mercenaries to join her suicide mission? It boggles the mind.

"No matter, you poor saps. It's time for me to abandon this ship and for you to sink with it."

### Special Rules:

The elite Bandit Guard is Barty Half-Ear, the Smuggler Captain. He gains Shield 1 (stacking with his normal Shield 1) and has (HxC)/2 hit points (rounded up), where H is an elite Bandit Guard's regular hit point value.

### Conclusion:

With one last blow, Barty groans and keels over. He is still alive, begging you to spare his life. Before you can act, however, a massive explosion from below rocks the ship, and the entire structure begins to lurch and split apart.

It seems like Dreyl finally managed to get her explosives to work. You need get off this ship before the situation gets any worse. Looking out of Barty's shattered cabin window, you see the outline of a small island on the horizon. With any luck, you'll be able to find a dinghy on this doomed vessel and make your way back to dry land. You may even have time to take something — or someone — with you.

### Rewards:

2 "Volatile Bombs" (Item 033)  
15 experience each

### What/who will you save?

- 1 Haul Barty Half-Ear onto the dinghy with you.
- 2 Search for Dreyl down below and attempt to rescue her.
- 3 Salvage some of the Quatryl's engines and machinery instead.