THE WHALERS OF AHMBYRRU

'The Blue One' heaved to port, belching hot water and bleeding oil from a deep gash in her side. Toma grabbed his old brass blowtorch and waded down the corrridor towards the engine room. Blue One was just a Feeder Whale; she was slow, unarmed, and defenseless. Why would anyone attack them? Who were these strange enemies in those sleek submarine pods? Toma knew that their only hope was to hold out until the Killer Whales arrived—but how long would that take? The dwarven crew moved quickly, patching up holes as quickly as they could, but Blue One's gears were beginning to grind, and it wouldn't be long before they stopped altogether........

The oceans cover ninety percent of the world of Ahmbyrru. Beneath these vast seas, brave and hardy souls live and explore in massive mechanical submarines, crafted to resemble whales. These explorers are known as whalers.

There isn't much land on Ahmbyruu, so the people must strive to co-exist peacefully. This isn't always easy; dwarves, elves and humans don't usually see eye to eye.

CURRENCY ON AHMBYRRU

Metal is much too rare and valuable on Ahmbyrru to be used as currency. The people rely heavily on barter; when barter is impossible or impractical, they use Dimmits. Dimmits are small, smooth stones found in the gizzards of some of the sea creatures of Ahmbyruu. They are valued according to their color; red Dimmits are the rarest, and therefore the most valuable. The exchange rate is as follows:

5 White Dimmits = 1 Yellow Dimmit
10 Yellow Dimmits = 1 Blue Dimmit
20 Blue Dimmits = 1 Red Dimmit

NEW TEMPLATES

DWARF (Species Template)

The dwarves of Ahmbyruu resemble the typical dwarves found in many fantasy stories. Dwarves are short, sturdy people. They are expert craftsmen and miners, heavy drinkers, and courageous warriors. They have a long lifespan, often living for centuries.

LAC: 4d6	ANI: 3d6	TOL: 3d6+3
LEN: 2d6+12	INT: 2d6+6	SPAT: 1d6+6
PER: 2d6	PRU: 2d6+6	DEC: 3d6

ELF (Species Template)

Elves are lean, quiet, graceful people. They prefer to remain aloof from humans and dwarves, and their interactions with other species are mainly limited to business transactions and other necessary matters.

LAC: 2d6+3	ANI: 2d6+6	TOL: 3d6
LEN: 3d6	INT: 3d6+6	SPAT: 2d6+3
PER: 3d6+6	PRU: 3d6+6	DEC: 3d6

CLOCKWORK AUTOMATON (Species Template)

Automatons are artificial humanoids built to assist the Whalers. Automatons are made of metal, but resemble men. Though artificial, they have distinctive personalities and emotions. Each automaton is built for a specific reason; automaton characters add 1d6 to any stat.

LAC: 3d6	ANI: 2d6	TOL: 3d6
LEN: 3d6	INT: 3d6	SPAT: 3d6
PER: 2d6	PRU: 2d6+3	DEC: 1d6

NEW MODS

CLOCKWORX

Clockworx are complicated mechanical devices used to replace lost or damaged limbs. In order to have a prosthetic limb, the natural limb must be amputated.

CLOCKWORX PROSTHETIC

Clokworx arms or legs vary in quality and appearance. A very expensive clockworx prosthetic may closely resemble the actual limb, aside from the very obvious fact that it's made of metal. Cheaper prosthetics, often built for power and speed, are often bulky and noisy.

Fine Prosthetic	COST: 10 Red Dimmits

Fine Prosthetics are expensive, but beautifully made. They provide +2 to PER.

Fast and Dirty Prosthetic	COST: 5 Red Dimmits

Fast and Dirty Prosthetics are kind of unsightly, but they're dependable. They provide +4 to PER, -3 DEC.

Strong and Dirty Prosthetic	COST: 5 Red Dimmits

Strong and Dirty Prosthetics are built for strength. They provide +4 to LAC, -3 DEC.

Amplified Prosthetic	COST: 10 Red Dimmits

Amplified Prosthetics have additional coil springs and cogwheels to boost speed and power. They're kind of ugly, though. They provide +3 LAC, +3 PER, -4 DEC.

CLOCKWORK AUGMENTATIONS

Augmentations are clockwork constructs that are biomechanically fused the user. There are many different augmentations available, depending upon the desired effect.

Telescopic Augmentation	COST: 12 Red Dimmits

This Augmentation is installed on the face, over one eye. It has several gears and switches that may be manually adjusted in order to switch through a series of lenses that enhance the user's sight. It provides the user with the ability to see 20' in the dark. It has a maximum zoom of . It functions as both a microscope and a telescope.

Spring-Ratchet Knees	COST: 10 Red Dimmits

These joint augmentations increase the user's speed, as well as their jumping strength. Increases speed by 2 sectors per plan/ turn. Characters with this augmentation are capable of leaping great heights / distances. Characters with Spring- Ratchet Knees may leap three sectors vertically or horizontally.

Work Glove (Melee)	COST: 5 Red Dimmits

Damage: LAC + 10

A 'work glove' is a thick metal glove fused to one of the users hands. It's primary function is to generate heat for soldering. It provides LAC +1, PER -1. It adds one point of soak to the arm that it's attached to. It can generate heat, up to xx degrees. Provides the following attack:

BOILERMAKER PUNCH (Melee)	

A burning haymaker with hot hand!

S: Any, 2, Any   T: 1   C: 1

NEW VEHICLES

WHALES

Whales are mechanical whale-shaped constructs. There are several types of Whales. Each model is built according to it's intended purpose. Each whale has a maximum crew compliment, as well as a number of accessory ports. Whales may equip as many accessories as they have available ports. Equipping or repairing accessories takes one full day.

FEEDER WHALE

D: 40/ H: 5 / S: 4 sectors per turn

Crew: 80   Ports: 1

Farmland is limited, and there is simply not enough space to grow all of the food necessary to feed the world's population. Feeder Whales play a vital role in the food supply on Ahmbyruu. Feeder Whales are built to gather vegetable matter, fish, plankton, and other nutrient sources. They take in and filter enormous amounts of water. The water is disgorged, leaving the food behind. Workers sort the food according to type—shellfish, fish, plantlife, etc.

KILLER WHALE

D: 35/ H: 20 / S: 10 sectors per turn

Crew: 30 Ports: 4

The oceans are dangerous. Most of the waters are yet unexplored, and there's no telling what you might run into in the watery depths. Killer Whales are designed with combat in mind. They're fast and maneuverable, and typically armed with harpoon guns and electro-rays.

JONAH WHALE

D: 45/ H: 8 / S: 6 sectors per turn

Crew: 20 Ports: 2

Jonah Whales were designed to transport workers for extra-vehicular activities. Certain underwater mining and farming operations must be carried out by skilled divers. Jonahs are small Whales with small crew compliments; each Jonah is equipped for and assigned to one particular assignment at a time. Jonahs carrying engineers and repairmen are often sent to assist Whales that have been badly damaged.

SERPENTINE WHALE

D: 60/ H: 8 / S: 6 sectors per turn

Crew: 50 Ports: 6

Serpentines are built for long term exploration and survey missions. They're often away from port for years a at a time, mapping the ocean floor, currents, temperatures, etc., and cataloging new marine life. They're built to last, and they have six accessory ports to accommodate the wide range of tools needed.

THE GEOGRAPHY OF AHMBYRUU

There is only one major continent on Ahmbyruu—Haumgert. All of the peoples of Ahmbyrru share this one piece of ground. The Whalers Program is a collaborative effort; any person of any race may join their local Whaler's Union.

The Whalers support all of the people, and are essential in preserving peace. They provide most of the energy, minerals, and food necessary for the people's existence and continued happiness.

The continent of Haumgert is divide into twenty-one small nations; the dwarves own nine, the elves own eight and the humans own four. This particular division of property came about after years of warfare; the people were hardly able to advance past barbarism until the establishment of peace. Still, there are contentions, especially among the humans, who own the least amount of territory.

There are several small islands strewn about the surface of the waters; most of them are considered uninhabitable. Seismic activity often creates new islands overnight, only to suck them back into the seas a short time later.

The ocean is not divided into separate waters; rather, it's considered to be one continuous ocean, which is divided into alphanumeric sectors for navigational purposes.

ADVENTURE HOOKS

• Hundreds of fish are washing ashore. Why?

• The PC's are new crew members aboard a Serpentine Whale, and are about to depart on a two year deep-sea exploration mission.

• Several whales have been attacked and destroyed by unknown enemies.

• The PC's are traveling from their hometown to a large city, to attend the annual Clockworx Faire. What will they find when they arrive? What will befall them along the way?

• A Feeder Whale is damaged, and the crew are forced to evacuate. They escape to a small tropical island.

• A Whale is damaged, and the instruments wont't respond. When they surface, they find themselves in a strange new place....

• A new species of intelligent amphibious creatures from the sea want to take back the land. A new war begins!

HEY YOU!

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