

The Island of Kanuba

Introduction

The world of Théah is more diverse than seven nations, more potent than six warring pirate fleets, and larger than any four prophets. Beyond the boundaries of the seacoasts lie hundreds of islands and uncharted lands that only the bravest of sailors dare seek. The existence of such lands developing independent of the great continent suggests a part of history that even the Explorer's society has trouble explaining. Yet, beyond the mighty walls of the Church and beyond the grasp of the greedy merchants, inhabited islands have scattered themselves across the great seas and oceans of Théah.

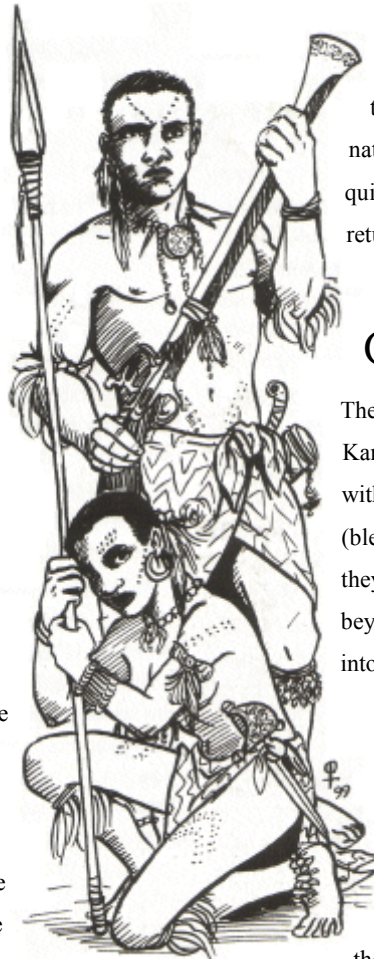
The Island

Kanuba is a large island far to the southwest of Castille, near the equator, in an area known as the Dead Tropics. The climate is very hot and humid, and the people who live there have dark skins, as well as some very unusual beliefs. Eisen and Avalon settlers first came across Kanuba in 1665, and since then have integrated with the existing society, learning the native language and the ways of the Kanu.

Kanu have dark brown or black skin, short black hair and wide noses. In addition, they are several inches shorter on average than most Theans. Despite their size, Kanu Heroes receive a +1 Brawn as their Nationality Trait Bonus. In addition, they may purchase the Keen Senses and Small Advantages for 1 point each. Kanu learn Thean languages according to the Eisen language chart, adding 1 to the cost of each language. Other Theans may learn the Kanu language as though it were Crescent.

The Kanu have friendly dispositions, with an easygoing manner. They have few taboos - the one major exception

being that when their gods are spoken of, it must be in a respectful whisper, and Nul must always be spoken of first. They are known to form strong friendships, and many of them have left the island to see the world, now that the settlers have given them the opportunity and curiosity to do so. However, no matter how far from home they travel, the island always calls them back - eventually. Besides, for the natives, there is little to compare with the quiet tropical paradise of Kanuba, so returning home is not a chore.



Opah : Lan and Nal

The settlers have gradually learned that the Kanu believe that all objects are bound up with opah - either nal (curses) or lan (blessings). Nothing is neutral as far as they're concerned. This belief extends beyond religious practice and is integrated into every aspect of their lives; even fighting.

Kanu believe that if a sword misses several times in a row, it is cursed and should be discarded. If it consistently hits, it is blessed and should be jealously guarded. Certain members of the tribe get more out of these opah than others, and anyone who shows a particular talent for coaxing the opah to life is known as a Opahkung. Originally, the Eisen misinterpreted this word as "Father King", but gradually realized that its meaning was closer to "Fetter Man" or "Man of Bindings". In order to play an Opahkung Hero, you must purchase Opah Sorcery, explained below.

Opah Sorcery (10 Points, Kanu only)

The Hero with Opah Sorcery is known as an Opahkung - a shaman able to call upon the opah in an object. While curses and blessings affect every item an Opahkung touches, opah is most evident in weaponry. GMs may wish to develop rules

of their own for mundane items and events in the Opahkung's life.

In combat, when an Opahkung (and only an Opahkung) uses a weapon, he must keep track of the number of times it hits and misses. For every 5 hits scored on an enemy, the weapon receives 1 Lan. For every 5 times it misses an enemy, the weapon receives 1 Nal. A curse will cancel out one blessing, and vice versa, so that a sword with 3 Lan drops to 2 Lan instead of receiving a Nal.

New weapons start out with 1 Lan. A weapon with 1 Lan that receives 1 Nal has 1 Nal, and vice versa. A weapon must always have at least 1 Lan or Nal. A missile weapon such as a gun or bow cannot accumulate Lan or Nal, but a projectile such as an arrow or spear could. Opahkung (and only Opahkung) receive the following modifiers from using a weapon charged with Lan or Nal:

- A sorcerer (not a shaman such as another Opahkung) struck by this weapon loses the ability to use any Sorcerous Knacks for one Phase per Lan or Nal, or until the end of the Scene, whichever comes first. This is always counted from the most recent hit, and is not cumulative. Items treated with Laerdom magic are affected as if they were sorcerers when struck by this weapon, and any runes on the object that are currently active, deactivate.

- For every 20 Lan or Nal, the Hero adds or subtracts 1 to his Attack Rolls when using this weapon. This modifier may not exceed the Hero's Resolve.

- For every 50 Lan or Nal, the TN to break this weapon is increased by 5.

- When affected by sorcery while holding the weapon, the Hero may spend 1 Drama die to resist that magic. The Rank of the Sorcerous Knack must be less than or equal to the Lan or Nal invested in this weapon divided by 50.

- For every 100 Lan, the Hero begins each Story with 1 additional Drama die. For every 100 Nal, the GM begins each Story with 1 additional Drama die. This Drama die is only usable if the Hero is touching the weapon. This cannot

more than double the. Hero's or GM's starting Drama dice.

In addition, while holding a weapon invested with Nal or Lan, the Opahkung has crackling streams of energy run up and down the weapon and the arm he's holding it in, and glowing in his eyes. The energy is white if the weapon has Lan, and black if it has Nal.

Creation Myth

The old man began to speak of days long past as his people gathered around him in the moonlight. "At first, there was only the child?god Lah, the Earth. He was frightened, because he was all by himself, so he began to cry. He cried for a long time, and his tears became Nul, the Waters. Nul was born old and cranky, and Lah's howls kept him awake. Finally, he cried out to Lah, 'Why won't you be quiet, little boy?' and Lah said to him, 'It is dark, and I am frightened, old man.'

"Nul looked up, and there was only darkness, so he created Mata, the sky. He gave to her the sun, the moon, and the stars. They sparkled so brightly above Lah that he was finally able to go to sleep. 'At last, the boy is silent,' thought Nul to himself, and he closed his eyes to go to sleep as well.

"Mata looked down at Nul and Lah, and saw that everyone else was going to sleep. She did not want to be alone, so she shined the moon and the sun in Nul's eyes and shouted, 'Old man! Wake up. Keep me company!' With a snarl, Nul awoke once more and Mata was glad for his presence. So glad, that she never let him go to sleep again. That is why the Earth sleeps and is still, while the Sky and Waters move about. And that it is why Nul is so angry with everyone. For you see, Mata never lets him sleep."

Geography

The Island of Kanuba is some 20 miles east and west, by 18 miles north and south, forming a near circle (there are no bays on Kanuba). The island's outer edge is some 50 to 100 yards of sand. The gentle slope insures that large ships cannot get too close as even one mile from the island, the shelf of

sand is just 40 feet below the water line. Visitors to the island can only reach the island by row boats, anchoring larger ships about one to two miles from the coast. Stone jetties are being built by Eisen and Avalon architects to improve docking to the island, but nothing to date seems to make the situation better.

The island slopes gently up from the water to a lush tropical forest and series of natural springs. The interior of the island houses most of the Islanders, with most families respectful enough to keep a large distance from the other homes, giving the look that the island is not heavily populated. However, a recent estimate by a Eisen scientist puts the population of Kanuba near 5000, a rather large number for a society dedicated to fishing, gathering, and slash and burn agriculture.

"They are doing something right," quotes Warren Abbotsford of the Explorer's society. "Kanu enjoy a very primitive, relaxed life-style by Thean standards. Work is a necessity and does not dominate their lives. Many see this as lazy, but most of the Islanders just smile when they hear this. In fact, they have no word for 'lazy' in Kanuba, as well as other words we take for granted. I find it taxing to talk to them at times. They seem willing to share as well, but never take from our food stores. I've concluded that they do not have much of a taste for anything other than fish, vegetables, and fruit. Odd little savages.

Note

This material originally appeared in the first promotional issue of the Crow's Nest newsletter. A lot of the detail was expanded when the island was covered in the Islands of Gold sourcebook, but the original content is provided here for completeness. Also read the Ngali the Gun short story in the Tales of Theah section the official Rose & Cross website (www.shakaar.demon.co.uk/7thsea.htm) which was printed with this roleplaying material.

Credits

Writing

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7th Sea System Creation

John Wick, Jennifer Wick and Kevin Wilson

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