



Uncharted

PART FIVE

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ZU

First discovered in 596 AR by Captain D.H. Wexbourne aboard the *Seacutter*, Zu is surrounded by warm, crystal-clear coastal waters beyond a narrow coastline of ivory sand, suddenly swelling to jagged limestone mountains and dense, untamed rainforests that are home to many unknown beasts.

For years following its discovery, the land of Zu was thought to be a legend, but the bounty of exotic goods brought from this distant land has convinced Immoren's merchants of its authenticity. Now, this mysterious land has become a hub for trade and commerce with western Immoren. Currently, the city of Konesta is the only port for traders and merchants to sell Immorese wares and obtain local goods to sell back home. The rocky shores of Zu have made finding easy landing sites difficult, and as far as the Immorese have discovered, Konesta is the only large sheltered bay capable of supporting extensive docks on the continent.

While a few smaller and less-convenient coastal towns exist, the natives have strong taboos against outsiders and have forbidden landing at these places. In the interest of maintaining a steady flow of trade, the Immorese have agreed that all trade will flow through Konesta, where they must deal with the city's shrewd hagglers. These cutthroat traders serve as proxies for countless villages, towns, and tribes representing the diverse peoples of the continent. For these reasons, Konesta remains the sole place for Immoren's merchants to obtain the lucrative goods available only in Zu. Only a handful of Immorese settlements have sprung up in the last few years, built by brave individuals willing to defy the will of the locals and struggle against the unknown dangers of a new land.

KONESTA

Despite the fact that Konesta is the only port on the continent of Zu that accepts outsiders, it remains an enigma even to those few traders who have braved the deep ocean to walk its streets. It is a tremendously cosmopolitan place, with a dizzying array of peoples, cultures, colors, sights, sounds, and smells. Those who have survived the voyage to visit it speak of a city built atop another city. Ancient and massive structures are covered in more recent and transient houses and shops. The city rests between a deep harbor and the forbidding jungle. Terraces built into the limestone cliffs surrounding the bay and town are dotted with hastily built homes.

Konesta is growing due to the amount of foreign trade that has only increased in recent years. The Zuese people who make their homes in the city are a confusing mix of cultures, skin tones, and languages. Traders who do business here know that Konesta is a hub for countless groups originating elsewhere on the continent, though they do not have a clear sense of the exact identity, number, or nature of these nations, tribes, and city-states. Due to the numerous languages used by the city's inhabitants, Immorese visitors have begun to learn the hybrid trade-tongue of Memaloose.

The bay leading to Konesta is filled with crags and shallow coral reefs that hide just under the water's surface, a secret danger that will sink an unprepared boat and crew. Spanning the mouth of the bay are gigantic ivory-colored arches. Embedded in these arches are golden images of fish and sea serpents. Some of these images are reminiscent of the sea drakes that are common in the Meredius, but others are unsettling depictions of creatures the Immorese have yet to witness.

Thousands of Zuese are tasked with guarding the port as well as the city itself. These natives wear armor and helmets that are iridescent, bronze, or coppery red. Sailors who have visited the city have yet to understand the meanings of these colors, but some suggest they could be some kind of rank or caste system. They could also have little to no meaning and be reflective only of the available resources of the region. Whether these armed guards are part of a larger standing army or merely the equivalent of the Konesta city watch is unknown, but it is clear from the severe treatment of any outsiders who foolishly break the law that these are disciplined men and women not to be taken lightly.



IS IT KOMARA OR KONESTA?

The name of the port city has been the cause of some confusion among Immorese sailors. Two names are used to describe Zu's port: Konesta and Komara. The first is the more common term and is how most Immorese sailors refer to the city. Komara, the less common, is used by the locals on occasion. When the *Seacutter* first returned to western Immoren bearing news of its journey, Captain Wexbourne referred to his discovery as Komara. When other vessels made the journey to Zu, they initially thought they'd discovered a second city, but in fact it was simply the same city by another name.

Mercarian League representatives who dwell in the port have begun to sort out the confusion. It appears that the port is a city built upon an older city; the city of Konesta was built up on the bones of ancient Komara. The stone architecture of Komara supports the eclectic and newer construction of Konesta.

Study of the stonework in Konesta has revealed that Komara was itself an impressive city, perhaps even larger than Konesta has become. A mixture of stoneworking styles employed in Komara's architecture has puzzled visitors to the port, as the divergent techniques suggest the possibility that Komara was also built up on a precursor civilization. The strata of Konesta's past have just begun to be explored by the Immorese, however, and the truth is still elusive.

Konesta is an enigma even to visitors who have walked its streets. The city is timeworn and well used, and yet it looks as if portions of it were built on top of another, even older city. Some newer structures look as if they were intentionally built upon massive structures that previously occupied the same space. Some of these structures are similar aesthetically to the current buildings, and others seem completely alien when compared to more recent construction. This could indicate that another indigenous culture lived and traded in Konesta before its current inhabitants, or that the city is made up of a diverse population of many different cultures that have come together in this place, accreting over the millennia.

This older, more established feel permeates the entire city and is apparent in every building. There are no modern technologies apparent in the buildings that Immorese are allowed to enter. Stone and wood buildings are the most common. Many feature bronze or copper accents, but it seems the use of iron or steel is kept to arming the Zuese guards throughout the city.

Exploration of the city is extremely limited due to strict control by Konestan authorities. Visiting Immorese are confined to a few piers at the south end of the docks and are allowed to venture only into a few specific parts of the city. Though well maintained, these piers are much farther from the trade houses than those used by the inhabitants of Zu.

The reason for this segregation is unknown, but some traders suspect it might be a lingering mistrust of people who voyage across the seas. Natives have told outsiders little—only that they must remain in the restricted areas for their own safety. Travel outside this compound is permitted only with the approval of the locals and only while escorted by a cohort of armed guards. Foolhardy traders and sailors have occasionally crossed the boundaries set for them; most often, these men and women have vanished in the streets or jungles, never to be seen again. The few who managed to explore without capture speak of underground tunnels and caves that connect the buildings, much like the Undercity of Corvis. Some even claim to have gotten a close look at a series of ruined stone structures several miles from Konesta's outer gates. It is said these structures are inhabited by creatures resembling Immorese gatormen, but such stories are usually dismissed as hearsay.

POINTS OF INTEREST

Based on what little information the Immorese have been able to glean, Konesta appears to be broken into several districts. Each is heavily patrolled and protected by the city's warriors. This security appears to be a direct result of the Immorese and allows the locals to easily control which sections of the city foreigners are able to visit or trade in.

NORTHWESTERN QUARTER

There is a secluded district located within the northwest section of the city that may be home to either the city's governmental or religious leaders. With little real evidence to support the notion, this is mere speculation on the part of visitors based on the number of guards patrolling outside the district as well as the walls and gates surrounding it. This district is among the best protected in the entire city and commands a significant portion of its warriors.

One of the more interesting clues about the nature of this district is that a great many Zuese who travel there wear bright, almost garish colored tabards and robes, bright hues of orange and yellow being the most common colors. It is the designs on the clothes, however, that have been most disturbing to the Immorese: patterns of large open-mouthed

and leering faces. These images are similar to Orgoth artwork and architecture found in western Immoren. There are rumors of the larger buildings within the district having similar adornments. The fact that the Orgoth may have once had a presence in Zu and affected their culture is disturbing and has made some sailors a bit more paranoid in their dealings with the Zuese.

If the walled area of Konesta is indeed a religious district, then the Zuese approach to religion is not a monolithic one. Sailors have observed small temples outside this district scattered across the city, and these temples are the ones that the Zuese allow outsiders to visit and observe their minor rituals. The small temples are made of a rough, hewn stone with some ornamentation on the outer walls. Several have a depiction of a masked figure and what appears to be waves radiating from it to smaller people below worked somewhere into their design. Scholars have debated and theorized the significance of this deity while theologians, both Morrowan and Menite, have concluded that must be a depiction of Menoth himself.

Other possible Zuese deities portrayed at local temples include a sea goddess rising above the ocean waves, a group of eight seated figures in distinctive raiment who might represent ancient kings or rulers, and three maidens that appear to represent the moons of Caen. One unusual temple is deliberately left empty, its series of curved walls creating a haunting cacophony of sounds with the blowing of the wind. Another strange and seldom-visited house of worship features a large, monstrous figure, its shadow seemingly consuming an ornate sundial at the temple's altar. This may be a local representation of the Devourer Wurm. While it isn't readily apparent which of these religions are widespread on the continent and which have a more local following, it is clear that the depth of Zu's cultural diversity is only beginning to be explored.

BARRACKS

Centrally located in Konesta and the closest district to the enormous gate leading out to the jungle is a large complex that acts as a guard barracks. There are only a few entrances to the complex, and those are directly through the trade and commerce district. These entrances are thick iron gates that require dozens of men to open and close. As such, smaller gates are built within the large ones for ease of access.

Visible through the gates is an ordered and tightly organized cluster of buildings. Among them are several large smithies, and the ring of metal goods being forged emanates from the complex at all hours. Most buildings within the complex are similar to the stone structures seen in the rest of the city, but there are differences. These buildings have narrow windows—akin to those of castles and fortresses across the Iron Kingdoms—and entrances with overlapping fields of view to assure that a building cannot be entered without being seen from at least one other position. Additionally, several of the buildings close to the jungle gate have large ballistae loaded with hefty ammunition similar to harpoons used on whaling ships but serrated and barbed.

There have been some curious developments within this district in recent years. The smiths have been working all through the night on some important work. The Zuese have tried to hide this effort, but a few curious sailors have provided reports of Zuese soldiers carrying oversized iron pikes from the smiths and out through the jungle gate. Why such large weapons are needed in the jungle remains a puzzle to the visiting traders.

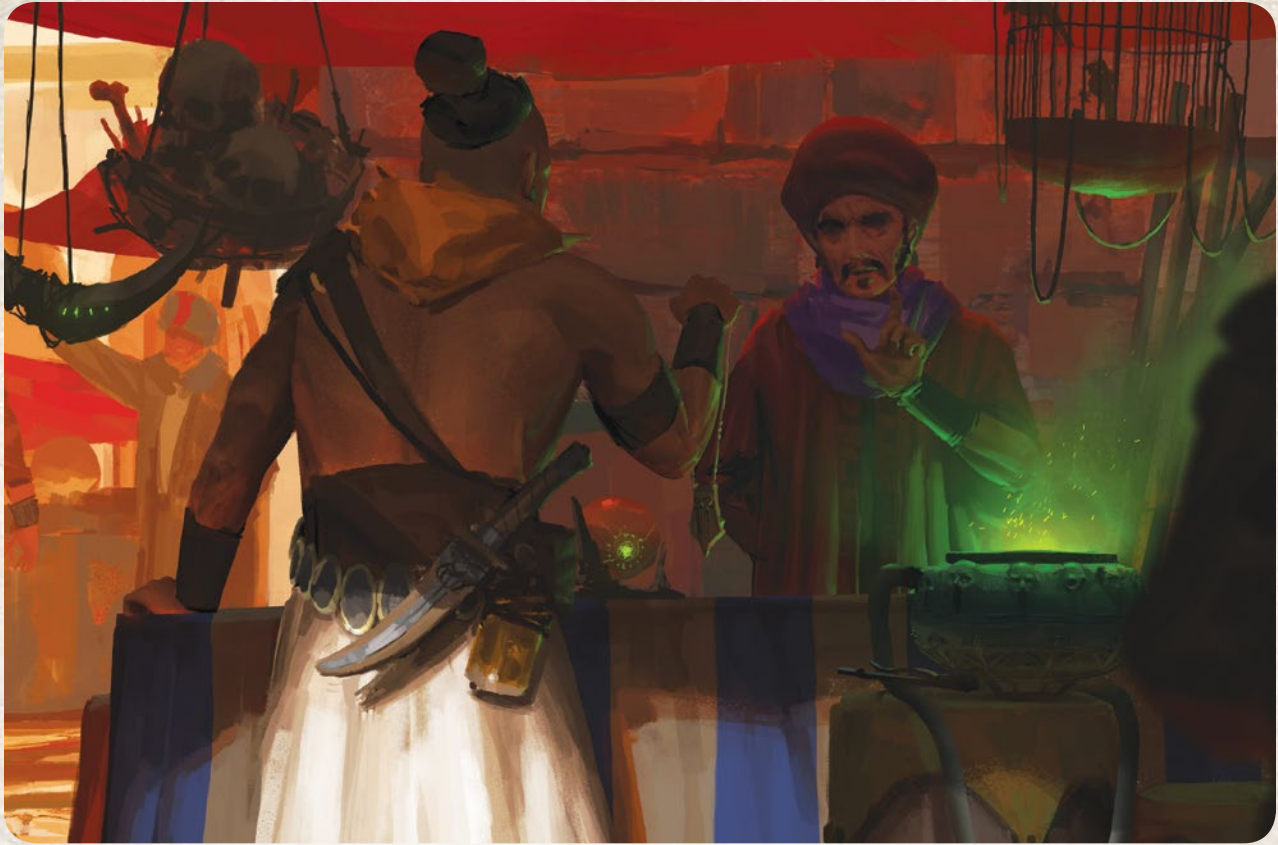
NORTHEASTERN QUARTER

The northeastern quarter of Konesta is the general living quarters of most Zuese in the city. This large area is filled with buildings back-to-back and on top of each other. These basic structures have a couple of bedrooms with a communal room where many of the families will eat, relax, and rest together throughout the night.

While some of these buildings appear to be no more than an overflowing ghetto, others remain in near-pristine condition, with groups of Zuese toiling daily to keep them maintained and clean. These buildings are the homes of prominent locals, like clergy and important traders. While no Immorese have seen the inside of the buildings used by priests, it has been said by other Konestans that these homes have makeshift shrines and private meditation chambers.

The largest and most impressive structures belong to powerful and wealthy Zuese traders who have made very profitable deals as go-betweens negotiating with the Immorese and the numerous local groups seeking trade partners in Konesta. By bringing in new goods and exporting local wares, these Zuese have accumulated power and prominence. While on occasion foreigners are allowed to walk the streets of the Zuese living quarters, rarely do they receive invitations to the homes of prominent traders. No Immorese are allowed to enter into any of the buildings without an escort and the permission of its inhabitants.





CENTRAL DISTRICT

The central district, closest to the bay and piers, is the trade and commerce district. This is where most of the negotiations between the visiting Immorese and the native traders take place. Most are held within large trade houses in the centermost part of the district. The sequestered part of the pier where the Immorese are quartered is more distant from these trade houses than the Zuese locals, so by the time foreigners are able to enter into the houses, furious negotiations are already underway.

Money and goods are brought in and out of the trade houses rapidly, and the flow of traffic to and from the buildings is staggering compared to the rest of the city. The trade buildings have more ornamentation than nearly anywhere else in Konesta, with bronze, copper, and gold reliefs and inlays. These decorations show the wealth and success of a trade house. The most successful houses are ornately worked with decoration, while more modest houses have only simple adornments.

Most buildings are multi-floored. The most important trade agreements and exchanges are conducted on the upper floors of the building, while the bottom levels are open markets stacked high with local spices, furs, and other exotic goods.

Filling the gaps between the major trade houses are other trading posts and bazaars, filling the air with loud bartering in Memaloose. These smaller operations are independent of the major trading houses and operate in rapid-fire exchanges of offers and counteroffers. Business among them is cutthroat, and many merchants will try to undercut their neighbors in order to make a trade. While rare, Immorese traders have come to find some of the Zuese selling antiques, some of them even appearing to be Orgoth in origin. While small coins, knives, and other Orgoth pieces can be found within the bazaar, it is not just items with Orgoth origins that interest the Immorese, however. Many of these smaller shops sell unusual and rare items even by Zuese standards, with some of them offering the bones of unidentified animals, partial maps written in strange languages, and even elixirs claiming to prolong life. The authenticity of many of these items is dubious at best, but an astute buyer with a sharp eye may find something of significant worth.

These open markets typically run from sunrise until dusk, when the Zuese merchants make their way back to their homes in the city. A small number of merchants seem to be transient traders who are in Konesta to offload goods and leave the city well before sundown, traveling back into the jungle to return to their homes.

THE PIERS

While not an official division of the city, the piers of Konesta have grown to such size that they have become one in all but name. What started out as a small number of slips and docks, the piers have expanded tremendously in the past thirteen years. The increasing number of Mercarian trade ships, as well as their Ordic and Khadoran competitors, have caused the Zuese to expand and improve the piers to handle the influx of newcomers. As such, there are still times where some of the larger trading vessels must drop anchor outside the bay and send in their smaller rowboats with teams of traders.

The docks are made of wood, but the Zuese use a local pitch or sap that is extremely water resistant and even somewhat fire retardant. While a large blaze would still claim the piers as a whole, several smaller fires have been sustained and required minimal repairs due to this sealant. This has prompted a few savvy merchants to trade for some of this pitch to use on their own vessels.

There are also a fair number of trades and trade agreements that are made on the docks. Zuese and Immorese traders looking to move goods that might otherwise be restricted or illegal are more likely to meet on a ship and work out the details of the agreement in the captain's cabin, rather than deal with the oversight of the trade houses or the scrutiny of Konesta's bazaar.

Such covert dealings must be handled with utmost caution, however. Any that are discovered by the Konestan authorities suffer serious repercussions. On multiple occasions, those who have attempted to broker agreements in this manner have been found out, and entire crews have been exiled from Zu as a consequence. The fate of the locals willing to enter into these agreements remains unknown, but none are ever again seen walking the city's streets.

TECHNOLOGY AND TRADE

The level of technology in Zu is primitive compared to western Immoren. The Zuese have no equivalent to western Immoren's steam engines or mechanika. Most labor is performed by hand, including the hauling of goods through the city. Whether or not Zu has an equivalent to western Immoren's horses is not known, though there are broad-backed animals resembling Immorese oxen. Most of the cloistered and tiered city is not conducive to beasts of burden, and transporting them through the thick jungles further inland would certainly be prohibitive.

The trade goods Immoren has to offer fascinate Konesta's locals. Textiles, refined metal ore, machined tools, glass, and Immoren's alcohol are popular items. The Mercarian League and other trade houses prohibit certain items from trade, like steamjacks, firearms, and most alchemical items. Regardless of the offer a Zuese trader might make, these items are not to be considered for sale. As more independent sailors attempt the passage to Zu, however, it is only a matter of time before some of these prohibited items fall into the hands of the locals.

LANGUAGE

Zuese speak two distinct languages, according to traders who have worked in Konesta. First is Zunnus, the language originally brought back to western Immoren by Captain Wexbourne. In its spoken form, Zunnus is rapid and heavily inflected. Crews who have made repeated journeys to Konesta often pick up a phrase or two in Zunnus, but fluency is difficult to master. The written form of Zunnus is based on pictographs and is difficult to decipher and learn.

The second and more common language in Konesta is the pidgin trade language Memaloose. Memaloose borrows from the Zunnus lexicon but is also combined with some other Zuese languages and incorporates a combination of hand gestures, clicks, and whistles. A minority of Konesta's population speaks only Memaloose and cannot understand Zunnus, so many traders choose to either learn the language or hire someone who is fluent in the language. Ranks of aspiring translators line the docks whenever a ship arrives, hoping to be chosen to serve as a translator. Since the arrival of the *Seacutter* and Mercarian League, many poor Konestans have struggled to learn Cygnaran to act as intermediaries.

This has had the unintended consequence of turning the Cygnaran tongue into the de facto trade language of any Immorese crew that comes to Zu. Sailors from Ord or Khador who make the passage must have the ability to speak Cygnaran if they wish to have much success in Konesta, often hiring translators of their own. This has led to occasional incidents, as conversations are filtered through multiple layers of interpretation.

Encircling the city and stretching to the jagged mountain peaks farther inland, the jungle surrounding Konesta is dense, and very little of its interior can be seen from the city. The jungle thrives with life, and large tracts of trees suddenly shift as if something enormous is rampaging through the area. Dotted the distant horizon are ruins of ancient structures swallowed by the jungle. While nearly impossible to approach due to the strict controls the locals impose on travel in the city, most Immorese governments are interested in the interior of Zu and have attempted several times to see if they can get someone into the interior for exploration.

TRADE IN KONESTA

Trade between Zu and western Immoren is one of the most economically significant developments in the history of the Iron Kingdoms. Within weeks of the *Seacutter's* return from its first voyage, every major trading house from Mercir to Ohk was engulfed in intense discussion and debate as to how to take advantage of this unprecedented financial opportunity. In the years since, exotic Zuese items have slowly made their way to markets all across the Iron Kingdoms, and despite the dangers of the journey, ships carrying traded goods between Zu and western Immoren are becoming a more common sight at local ports. While Cygnar and Ord are the two major nations with a current foothold in Konesta, Khador's kayazy are diligently working to establish a greater presence in the foreign port.

A staggering variety of local currencies is in use in Zu and finds its way to Konesta, including metal coins, stone chits and gemstones, glass beads, waxed feathers, intricately sewn strips of cloth, or embossed leather. There are thriving local money-changing operations exploiting the differing value and integrity of these systems. Traders working with the Immorese handle these matters on their end, preferring contracts exchanging goods for goods. In some cases, coinage will be included in a deal to balance the scales, though only those stamped of precious metals are accepted, valued by weight and purity. Immorese currency is rarely accepted by Zuese traders, though bullion of certain metals may be traded—both gold and silver have value in Zu.

ZU TRADE GOODS

This trading table is to provide Game Masters and players with information regarding what can be found to purchase in Konesta. These items are a starting point. As characters gain the trust of local traders, additional items could be added as trade with the city grows. Rarer items are more difficult to secure, imposing increasing penalties to all Negotiation rolls involving them.

RARITY	TYPE OF ZUESE ITEM	NEGOTIATION ROLL PENALTY
Common	Pepper, molasses, dyes, other spices, furs	0
Uncommon	Silks, coffee beans, hemp, gold, basic alchemical ingredients	-1
Rare	Unique animal bones, small animals, locally crafted goods (such as dyed cloth, pottery, carved wood, and ornamented weapons and cutlery)	-2
Exotic	Orgoth artifacts, new alchemical ingredients, large creatures/animals	-4

TRAVEL TO ZU

The path between western Immoren and the relatively unexplored continent of Zu is nicknamed the "Continental Corridor" and is the safest route between the two lands. Those making the perilous journey must deal with hostile weather and numerous hazards like shallow reefs, whirlpools, and bars. Despite these dangers, pirate activity has exploded in this region. Mercarian League and Ordric trade ships risk the danger of the passage for access to the exotic goods of the southern continent, drawing the attention of hungry pirate crews that strike before their prey can return with treasure-laden holds. A scattering of small, unnamed islands near the Continental Corridor serve as pirate havens from which they launch their raids. Few of these islands are home to permanent structures, serving primarily as waypoints for pirate crews, but in time they may see permanent populations.

The journey to Zu takes between two and five months, due largely to the unpredictable winds and tides of the Meredius. Few small ships are able to make the passage, and even larger vessels can run afoul of tempestuous weather. Captains wishing to make the journey must be prepared for a wide variance in travel time and prepare ship's stores accordingly. Fouling of food or water occurs on any long journey, and the only protection against it is abundance. Replacement parts and stockpiles of cordage, sailcloth, fuel, and timber are also needed to fix the inevitable damage a ship will suffer during the trip to Zu.

For most of the journey, crews that stick to the proven route of the Continental Corridor have a reasonable expectation of safety—but that is no guarantee. D.H. Wexbourne, the man who first discovered Zu, made seven round trips to the southern continent before vanishing on his eighth passage in 604 AR. His ship the *Seacutter* was ideal for the journey, and his crew was made up of veteran mariners, but even he fell victim to the Meredius.

For a time, the best route to Zu was a closely guarded secret, but in the last few years it has become more widely available. A copy of the rutters describing the perils and the best way to avoid them is a valuable item prized by every ship pilot and captain making the journey. Without such notes, making the voyage would be nearly impossible. Each ship trading with Zu has a rutter of its own that is annotated and added to after each voyage. Some of them are more reliable and complete than others.

ENCOUNTERS WHILE TRAVELING TO ZU

A trip as daunting as a journey to a new continent has the potential to be rife with encounters. The following table contains things a crew can potentially run into while sailing to Zu. Whenever the Game Master determines there is the potential for an encounter, he can roll on the table below.

2D6 ROLL	ENCOUNTER
2	Deserted Ship
3-4	Pirate Boarding Party
5-6	Deserted Island
7-8	Heat Wave
9-10	Whirlpool
11-12	Sea Drake Nest

Deserted Ship: Many strange fates befall sailors who make the journey to Zu. The crew encounters a deserted vessel, from a longboat adrift on the waves up to a full merchant ship run aground on a coral bank or atoll. There are no survivors aboard, but the vessel contains d3 items chosen randomly from the Zu Trade Goods table.

Pirate Boarding Party: Countless pirate crews prowl the Southern Ocean looking to plunder trade ships of their cargo. D3 small pirate vessels attempt to board the crew's ship. Each ship is crewed by 2d6+3 pirates (Human Thug, *IK:FMF Core Rules*, p. 345).

Deserted Island: The crew encounters a deserted island. Such islands can potentially provide food and fresh water for a ship, though they might also be home to hostile fauna or the hideout of a gang of pirates. Characters with the Survival skill can attempt to forage for food and water on the island.

Heat Wave: The beating sun of the Southern Ocean can be dangerous. The crew is affected by a heat wave (*IK:U Core Rules*, p. 229).



Whirlpool: The crew encounters a whirlpool while trying to negotiate the treacherous waters of the Continental Corridor. A character must make a Sailing roll against a target number of 14. If the roll succeeds, the ship is righted and escapes the whirlpool. If the roll fails, the ship is pulled deeper in to the whirlpool. If the ship is pulled deeper, a character must make another Sailing roll against a target number of 16. If the roll succeeds, the ship is able to escape certain destruction. If the roll fails, the ship begins to take on water and will sink in d3+3 rounds unless it can escape as above.

Sea Drake Nest: The crew encounters a school of d3+1 sea drakes with the Man-Eater and Nesting Drake creature templates (*IK:U Core Rules*, pp. 372, 463).

The passage to Zu begins fairly unremarkably, but once a ship sails beyond both the Wailing Sea and the Gulf of Cygnar, the Meredius opens up to a fairly temperate climate that grows warmer to the south. This mixture of the cooler waters off western Immoren and the warmer Southern Ocean can cause flash storms that crop up and rage for several minutes to several hours before suddenly stopping and giving way to the warm sun and blowing wind. There are extreme weather events that occur in the first weeks of travel, such as massive waves that can crush a ship without much effort and hurricanes that throw the ocean into turmoil. Many ships have vanished in these storms, which contributed largely to the undiscovered state of Zu.

After several days to a week or so of the open ocean, depending on the wind, chains of smaller islands begin to flank the corridor. Many of these islands are inimical to life, little more than sandy or rocky juts of land, but a number of them have flora and fauna. Countless small outposts and pirate havens have cropped up on the islands over the years since Wexbourne's journey. The water around these islands shifts from the dark coloring of open ocean to aquamarine shallows, with several shores so clear it is possible to see fathoms deep with ease.

In recent years, efforts have been made to establish small outposts on these islands by the three biggest traders with Zu: House Mateu from Ord, The Cygnaran Mercarian League (including operations run by the Ordic Berck Imports House, which they own), and Oligovich & Kovár Kontinental Trade from the Khadoran Empire, which represents several allied kayazy interests. These groups desire outposts so their trade interests can stop, resupply, rest, or rearm on their way to and from the southern continent. There has been limited success in establishing these manned posts, but most efforts have failed or been abandoned. Stores of preserved food and coal can still be found at some of these outposts, and some contain blasting powder and the remains of mechanics' workshops. Near these island chains it is common to see schools of sea drakes in the area, as the islands are also commonly used as their nesting grounds.

Once beyond the island chains, the passage continues over open seas for much of the remaining distance. This open water is much more turbulent. Violent whirlpools are commonplace, as are rogue waves and sustained winds of 50 knots or more. Sailors must be on constant alert to respond to these ocean storms, lest their ships sink to the bottom of the Meredius. Sea drakes, hull grinders, and other sea life are also common in this region, part of a thriving ecosystem supported by the churning water. Sailors have also described creatures not yet catalogued—massive things larger than a caravel that they claim can pull down a ship, crew and all.

Beyond the wide belt of the Meredius, nearer to the coast of Zu, dense fogs are common. These fogs can conceal sharp reefs and other dangers that can damage or destroy a ship. Ships that enter into one of these fogs must slow considerably and take frequent soundings to avoid running aground, and many switch to steam power or oars for the final leg of the journey.

As the mists recede, the continent of Zu is revealed. Most prominent on the coast is the port and trading town of Konesta. The sheer cliff faces along most of the coastline are very indicative of much of continent view at this point.

There has yet to be an expedition to map the entire coastline of Zu, at least none that have come back yet. Beyond the cliff faces, Zu is a lush, jungle-filled land, both enticing and completely alien. Occasionally, loud sounds and animal growls and roars can be heard from within the jungle canopy. Trading in Konesta and sailing back to western Immoren can provide any number of adventures for any pirate characters worth their salt or any Game Master willing to adventure on the high seas.