

Buccaneers & Boker

Volume One Issue Three



 **DAMANT**
ENTERTAINMENT

Captain's Log

Welcome to the third issue of **Buccaneers & Bokors**. We're late into port again, which has necessitated a change around the Adamant offices...starting with this issue, **B&B** is moving to a quarterly, rather than bi-monthly, schedule. For most of you, this presents no change (as we've actually been on a quarterly schedule, considering our delays!)...for those with subscriptions, your subscriptions will last more than a year--the as-promised 6 issues, but under the new schedule. Adamant Entertainment is moving to a full-time production schedule, and you can expect more **Skull & Bones** support from us, which you'll read about first here in the pages of **Buccaneers & Bokor**.

First up will be **Corsair**, a stand-alone compilation of all of the Ships and Sea rules from the core **Skull & Bones** rulebook and the first two issues of **B&B**, expanded with new rules, ship types, and more. **Corsair** will be available later this month. In the meantime, enjoy this new issue!

Gareth-Michael Skarka
Adamant Entertainment



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Port Royal

The Buccaneer City



Port Royal began life as a Spanish colony, thrived under the English, and eventually became known as the “Wickedest City in the World” during its heyday as the Buccaneer capital of the Caribbean, before being devastated by a series of natural disasters. It can serve as an excellent base of operations for any piratical campaign set in the years before 1692.

THE HISTORY OF PORT ROYAL

Jamaica was discovered in 1494 by Christopher Columbus, and claimed for the Empire of Spain. It did not easily attract Spanish colonists, however. Jamaica was beautiful and rich, but not with gold. The Spanish, driven by their quest of “El Dorado”, largely ignored Jamaica in favor of the Spanish Main (the Caribbean coast of Central and South America).

Jamaica was wealthy, however. Its wealth lay in agriculture—sugar cane, tobacco, timber and spices...and what is perhaps the best harbor in the entire Caribbean. The site of Port Royal, then called Cayo de Carena (Careening Cay) was located at the mouth of what would be called Kingston harbor, A strategic location, at the center of the Caribbean, with a dept of six fathoms at it's northern

shore—more than enough for even the largest vessels to dock there. However, despite the fact that all of the treasure from Spain's American holdings passed within sight of Jamaica's mountains, vessels only occasionally docked there, to make repairs or stock up on provisions.

No significant fortifications were built, despite the requests of the Spanish colonists. Defenses of that nature were very expensive, and there was nothing on Jamaica worth defending, as far as the Spanish crown was concerned. Spain was involved in a series of costly European wars, and hadn't the money to spare...and besides, by treaty, the New World was off-limits to other European nations.

However, that wasn't to remain the case for long.





While Spain's authority was weakened by war (the defeat of the Armada, and then losing the Dutch War of Rebellion), other countries began to make inroads in the New World. The Spanish colonists on Jamaica, largely undefended, usually did not fight against the foreign invaders, but would instead trade with them, as they were in desperate need of European goods. Smuggling was encouraged by the colonists, and French, Dutch and English ships began trading with the colonies, and the plundering of Spanish ships by pirates also began in earnest as bands of freebooters began to roam the Caribbean, hiding in the many bays and coves. Jamaica became a favorite retreat for these buccaneers.

In 1643, Captain William Jackson, a privateer in the employ of the Providence Company (an English trading house), easily captured the main settlement of Jamaica, Villa de la Vega (known today as Spanish Town). He only received a pittance in ransom (some 7,000 pieces of eight), but his success served to demonstrate Spanish weakness in the Caribbean, and convinced the Lord Protector Oliver Cromwell (ruling England in the wake of the English Civil War) to launch a campaign in 1655 that brought Jamaica under English control.

The problem for Cromwell was that Spain was at peace with England. So, he asked the Spanish for permission to trade in the Americas. Upon receiving their refusal, as he had planned, Cromwell sent out his navy and troops, calling for the capture of Spanish holdings in the Caribbean and the Spanish Main.

The expedition, commanded by Admiral William Penn (the father of the founder of Pennsylvania), and General Robert Venables was fraught with difficulty—the troops were largely assembled from vagrants and criminals, as fewer professional soldiers had volunteered than initially hoped. Attempts to fill the ranks with additional recruits from the English colony at Barbados were

a disaster, as the colonists there were Royalist, and opposed to Cromwell. To top it off, many of the troops and sailors brought from England were lost to tropical disease.

With a weakened force, Penn and Venables were forced to act or face mutiny, and assaulted Santo Domingo, the capital of Hispaniola. They were soundly and embarrassingly defeated.

Fearing a return to England (and Cromwell) with nothing to show for their efforts, they looked around the Caribbean for an easy target, and settled upon Jamaica, due to the well-known lack of defenses. In May of 1655, the force entered Kingston Harbor and took the town of Cayo de Carena.

Over the next five years, England used Jamaica as a base of operations in the Caribbean, in their attempts to harass Spanish shipping, plunder Spanish gold and sack Spanish colonies. New colonists (primarily Scots, with a smaller number of Irish, English and Welsh) took up Cromwell's offer of free land and low taxes, and emigrated to Jamaica. A simple fort, with a stone tower armed with cannons was built on the seaward side of the cay, and further fortifications

were built to protect the town from the Spanish and escape slaves (known as Maroons) that lived wild in the interior of the island.

In 1660, the Restoration brought King Charles II to the throne of England. It had been feared that Jamaica would be returned to the Spanish because of Charles' Spanish sympathies, but he instead proclaimed his desire to keep the colony. To celebrate, the colonists renamed Cayo de Carena as Port Royal, and the fort was named Fort Charles. The first civilian governor of Jamaica, Lord Windsor, arrived in 1661, and with the installation of a stable government, the settlement grew into a thriving boom-town.

The port was the center for trading Spanish plunder for the pirates in the Caribbean. The pirates who came to Port Royal were not usually accomplished businessmen, and so merchants at the port usually got the better end of the deals...a fact which drew many more merchants to Port Royal, to take advantage of the favorable conditions. The plunder from Spanish ships—gold and silver, rich silks, laces, embroidered cloth, church ornaments—was purchased by English merchants in return for English goods and products, which the colonies lacked. There was also a thriving, though illegal, trade with the Spanish colonies in the area, who were more than willing to overlook the legality of the arrangements as long as they could receive goods from Europe, which were becoming more scarce, as the Spanish fleets were now coming irregularly. Port Royal grew rich.

As a ship would return to Port Royal, the entire town would celebrate. The fort's cannon would fire a salute, and the citizens would flock to the cayside to greet the vessel. The king's officials would be the first aboard to collect any taxes, and, if the vessel was a privateer, the agreed-upon one-tenth of the plunder. Next would come the creditors and the merchants as the remainder of the plunder was auctioned off. Flush with cash, the captain and crew of the ship would then descend upon the town, to spend their money like water—often spending their entire share in the course of a single night, for with new-found wealth, Port Royal began to attract the merchants of vice. Buccaneers with money were a powerful draw for those who sold worldly pleasures, and Port Royal soon became known as the wickedest city in the world. Taverns, gambling houses and brothels became commonplace, catering to the easy morals and easy money of pirate crews.

Duels and drunken brawls made life in the streets of Port Royal sometimes more hazardous than life on the open sea. The buccaneers were the true power of the city, however, and few were willing to try to control them, as the violence and debauchery were nothing compared to the riches that were pouring into the colony. The licentiousness even had a positive effect upon the city.. The King proclaimed a royal monopoly on the sale of brandy, and the income was used to improve Port Royal's fortifications. Fort Charles was expanded, and three new forts, Fort Rupert, Fort James and Fort Carlisle, were also constructed.



In 1662, the colonists were faced with a problem. Most of the English fleet was recalled to England due to an economic cutback, and the majority of the army was also disbanded. The citizens of Port Royal were faced with a void in their security left by the English fleet, and were all too aware of the threat posed by nearby Spanish colonies. The solution to the problem was to be found among the Buccaneers. The Jamaican authorities contacted the Brethren of the Coast—the buccaneers of Tortuga—to bring their prizes to Port Royal. In

return, they were offered letters of marque from the governor, turning them from pirates into privateers, to prey upon the Spanish with official sanction, and to defend the English colony as a replacement for the fleet that had been recalled.

The former pirates now acted with the authority of the English crown. Commodore Myngs, commander of the sole remaining English warship, the HMS Centurion, was under orders from King Charles II to establish open trade with the Spanish colonies,

under threat of force, if necessary. After the expected refusal was received from the Spanish, Myngs, along with 11 privateer vessels (most of them Brethren of the Coast from Tortuga) sacked Santiago de Cuba, returning to Port Royal with half a million pounds sterling in plunder. In 1663, Myngs and the privateer fleet sailed against Campeche, capturing 16 ships and dozens of cannons. Myngs

was then ordered back to England, but the privateers kept up the offensive against the Spanish colonies in his absence, and Port Royal continued to benefit directly from the raids.

In 1664, Sir Thomas Modyford, a plantation owner from Barbados, was appointed Governor of Jamaica, and decided to clean up Port Royal. He evicted the buccaneers. Most returned to their previous stronghold on Tortuga, and some retired. However, soon afterward, Modyford received intelligence reports of a Dutch plan to attack the English colony, and was compelled to reenlist the aid of the Brethren again. A fleet of ten ships, led by Edward Morgan, attacked the

Dutch colonies of Curacao, Saba, and Saint Eustatius. The attack failed, however, and Edward Morgan was killed.

In 1666, a second fleet was sent against the Dutch. This time, the Port Royal privateers were led by Henry Mansfield, with Edward Morgan's nephew, Henry, as one of his lieutenants. The raid was more successful, and more official privateering commissions were issued. When Mansfield was captured and killed by the Spanish, Henry Morgan was elected

as "admiral" of the privateers. During this period, Morgan led grandly successful raids on Puerto Principe, Porto Bello, and Maracaibo. The King, however, discovered that his officials in Jamaica were personally benefiting from this authorized piracy, and demanded



that it stop. Once again, the buccaneers dispersed. By 1670, the Spanish had grown more bold, and attacks against English shipping and colonies were increasing. Morgan and the other pirates were again enticed out of retirement with letters of marque. His next feat was his most famous—the Sack of Panama. However, unknown to Morgan, the Treaty of Madrid had been signed, ending hostilities between the English and the Spanish. Spain demanded that Morgan be punished, or else they would declare a new war. Despite being lauded as a hero in Port Royal, Morgan, along with Governor Modyford, was brought back to England in shackles as a prisoner.

However, Morgan's exploits had impressed the nobility, and he was greeted as the toast of London society. Instead of going to prison, he was knighted, and sent back to Jamaica in 1674 as Lieutenant Governor, under Lord Vaughn. King Charles did insist, however, that no further letters of marque be issued. Any who preyed upon the Spanish would do so without Royal sanction, as pirates.

Morgan persuaded many of his former colleagues to turn away from piracy, with many settling permanently on Jamaica. Some had stashed away shares of their previous booty, and now lived upon those riches as gentlemen. Others joined crews of fishing or trading vessels, or started careers as treasure hunters, salvaging and recovering treasure from nearby sunken wrecks. Some former privateers, however, were sent to prison, and still others were hung at Gallows Point. Many could not leave the life that had treated them so well, and continued life as pirates.

Morgan retired as Lieutenant Governor in 1682, and spent the next 6 years drinking himself to death in Port Royal's taverns, before finally succumbing to his excesses in 1688.

Port Royal grew even larger and more fortified, as thousands still continued to settle there. Although privateering had been forbidden, the town still continued its wicked ways, dealing "under the table" with pirate vessels coming to sell their plunder, often paying authorities to look the other way.

In 1692, a comet was discovered and named by astronomer Edmund Halley. Comets were traditionally thought to prophesy impending doom and disaster. Later that year, a massive earthquake struck Port Royal, sinking three-fourths of the city, and killing over three thousand people. Of the forts, only Fort Charles remained on dry land. Many ships were sunk or wrecked against the shore, and bodies choked the harbor. The town never recovered. Looting and disease in the ruins of Port Royal convinced most of the citizens to move across the harbor and found the town of Kingston. The few who tried to rebuild Port Royal were defeated when a hurricane struck in 1712, followed by another in 1722.

Today, Port Royal is a tiny village, lying in the shadow of Kingston, its days as the buccaneer capital of the Caribbean long since gone.



A GUIDE TO PORT ROYAL

As the map on the facing page shows, Port Royal was built on a small cay at the western tip of a low sandbar that forms Kingston Harbor. The Harbor lies on the north side of the island, the Caribbean to the south (see key). The sandbar, called the Palisadoes, was separated from the cay by a marshy area filled with mangrove trees...essentially a swamp. Yet this swampy mosquito-infested cay, with no fresh water, became the site of one of the wealthiest cities of the late 17th century.

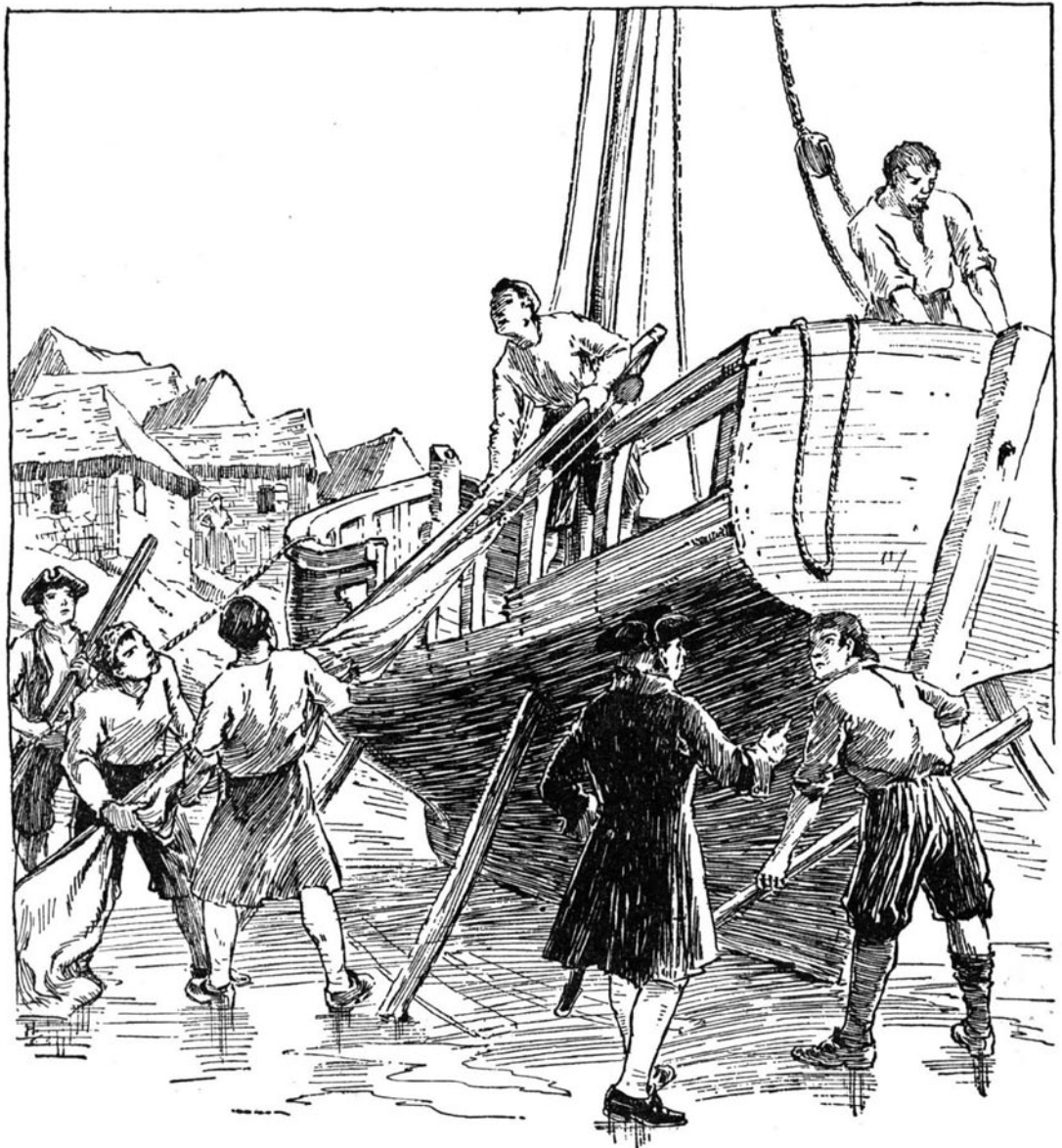
The harbor was the best in the Caribbean. Along the northern shore of Port Royal, where the wharves and warehouses were built, the water ran 6 fathoms deep. At its height, the port hosted more than 500 ships. Few spent much time at the docks, however, as the wharfage rates were high (fluctuating between 25-50 pounds per day). Most vessels dropped anchor in the harbor, and relied upon smaller boats to ferry their crews to shore. A brisk trade sprung up of local boatmen operating "water taxis", which could be hired for a shilling.

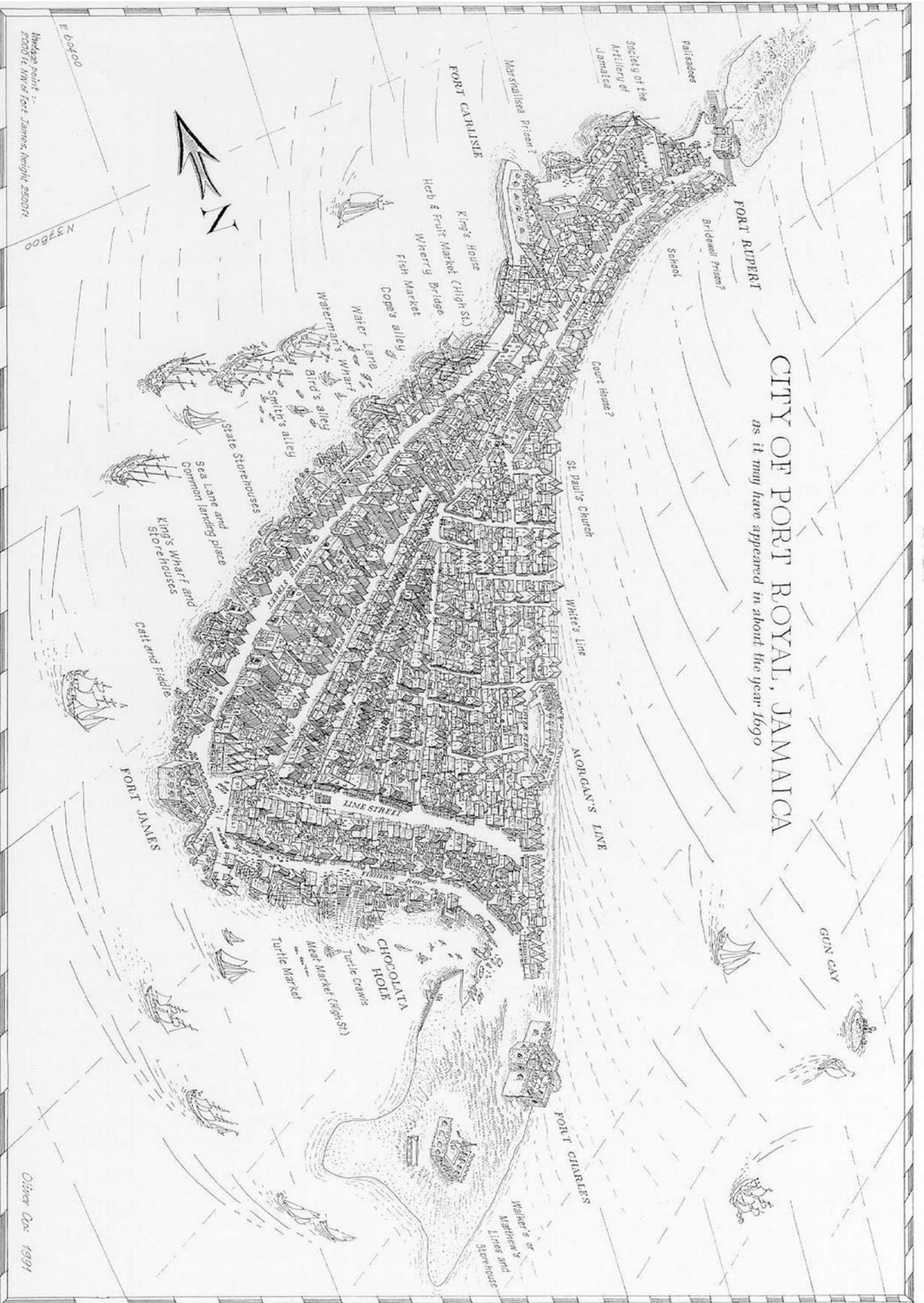
As for the town itself: more than two thousand buildings were crowded together upon the cay, constructed of brick and timber in the English colonial style. In keeping with the designation of Port Royal as the

"wickedest city on earth", one out of every five buildings were grog shops, gambling houses, brothels or taverns. Most buildings were two stories high.

The tallest building in Port Royal was St. Paul's church, a Catholic congregation. In addition to St. Paul's, Port Royal was home to Anglican, Presbyterian, Baptist, Quaker and Jewish congregations, in a rare display of religious tolerance (or rather, religious indifference—the grog shops were more well-attended than the churches).

Large streets were paved with cobblestones, which had been brought over from England as ship's ballast. Smaller streets and alleys were unpaved.







The major thoroughfares of Port Royal, visible on the map, were:

Fisher's Row: Running along Chocalata Hole on the western side of the cay, Fisher's Row was home to the low docks for the smaller fishing vessels that called the city home. The fish market, however, was not located near here—it was on Thames street.

Lime Street: The largest sea-to-harbor street, just east of Fisher's row, site of many private homes and merchant shops.

Thames Street: Running the length of the cay on the harborside, Thames street is the busiest street in Port Royal. Along its length are the harborside docks, where all of the business of the colony is done, and facing the docks are dozens of taverns, inns, grog-houses, brothels and gambling dens. The city's Fish market can also be found here.

Queen Street: The next street over (to the south) from Thames Street, nearer to the center of Port Royal. A large number of the city's creditors and solicitors had their offices here.

High Street: The "main street" of Port Royal, running from Fort Rupert on the eastern edge of the cay, all the way to Lime Street in the west. St. Paul's church is on High Street, just at the point where the cay widens.

Two of the city's food markets, the Herb & Fruit (Produce) market and the Meat market, were found on High Street, although at opposite ends.

Tower Street: Running along the seaward side of Port Royal, Tower Street is dominated by Morgan's Line, a seaward-facing defensive wall, lined with cannon, constructed in the late 1670s.

Port Royal was well-fortified—by 1690, it boasted six forts, and over 150 cannon. Along the seaward side, Fort Rupert (12 guns), Morgan's Line (30 guns) and Fort Charles (36 cannon—the largest of the forts) maintained watch. On the harborside, Fort Carlisle (32 guns), Fort James (30 guns) and Walker's Line (sometimes called Matthew's Line—right next to Fort Charles, and boasting 18 guns) stood guard. For the purposes of the ship combat rules in *Skull & Bones*, the forts are all armed with 45-pounder cannon (4d4 damage).

Any vessel coming into the harbor pass beneath the guns of Fort Charles and Matthew's line as the rounded the spit, only to enter a harbor covered by Fort James and Fort Carlisle. Any vessel attempting a seaward attack would face Fort Rupert, Morgan's Line or Fort Charles, depending upon their approach. The troop strength at each fort would fluctuate over the years, as England would sometimes disband her colonial forces and call them home, but the cannons were always manned.

Life in Port Royal was expensive, as you would expect from an economy built upon illicit trade. Food was costly, but a wide variety was available at the city's three markets. The Herb & Fruit market offered an assortment of locally-grown vegetables, fruits and herbs, as well as exotic produce brought to Port Royal aboard visiting ships. At the Meat market, one could purchase beef (Jamaican semi-wild cattle), pork (either domestic pigs, or wild boar), lamb, mutton, turkey and chicken. The Fish market saw brisk business in fish and shellfish, including lobsters, crabs, and turtle (although most turtle and turtle egg sales were done at a specialized turtle market and hatchery (the Turtle crawls) on Fisher's Row.

Fresh water was not available in Port Royal, as it was built on a cay surrounded by salt water and a salt-water marsh. Specialists, known as "watermen"



though, militiamen and magistrates could be readily bribed, and any man who found himself in Bridewell or Marshallsea was most likely there because he had used up his last coin or his last favor, and was unable to secure release.

Like most English cities of the time, public execution was the order of the day—a combination of object lesson and day's entertainment. Sentences were usually death by hanging, which were either done outside the gates of the prisons themselves, or occasionally on the docks (to accommodate larger crowds). After hanging, the condemned man's body was often tarred (for preservation), and hung in a visible spot in the harbor (occasionally the harbor entrance), as a warning to others. Criminals of stature, however, were usually bound over for execution (and occasionally trial itself) in England.

Port Royal was a 24-hour city. The mornings saw the servants of the nobility running errands and the city's markets bustling. The day was then given over to the loading and off-loading of cargo, and the auctioning of plunder from newly-arrived buccaneer vessels.

would bring casks of water from the mouth of the Rio Cobre, across the harbor to the northwest of Port Royal. When these watermen arrived at dawn, the majority of their shipment was used to dilute a potent rum punch known as "Kill Devil"—few people in this age ever drank water straight.

Such law as there was in the buccaneer city was provided by a volunteer militia, who would make the occasional arrest, carting the prisoner to the Court House to be dealt with by the governor-appointed magistrates, and there to a sentence at Port Royal's two jails: Bridewell and Marshallsea prison (believed to be on the eastern section of the cay). In general,

At noon, the city would grind to a halt for a three-hour siesta, a tradition that the Caribbean colonists learned from the Spanish. Dinner would be had, followed by a brief nap to escape the heat and humidity of the tropics. After siesta, the city would rouse itself, the day's business would be concluded and the night life would begin. The "dens of sin" would start to get busy, and would remain so until day break the next morning, when the cycle would begin anew.



ENCOUNTERS IN PORT ROYAL

Port Royal is the busiest port in the Caribbean, and as such, the encounter rules presented here supercede the rules presented in Issue 2 of **Buccaneers and Bokor**.

Each day that the Player Characters are in Port Royal, two encounter checks should be made—one for the day, and one for the night. An encounter check is a D20 roll, modified by circumstances as shown on the table below. A result of 17 or higher indicates that an encounter occurs—roll on the encounter table for the specifics.

PORT ROYAL ENCOUNTER CHECK MODIFIERS	
Circumstance	Modifier
Characters laying low	-2
Characters looking for action	+2
Character's Fame (avg)	
Fame 1-5	-2
Fame 6-10	0
Fame 11-15	+2
Fame 16-20	+3
Fame 21+	+4
Character's Level (avg)	
1-5	+0
6-10	+1
11-15	+2
16+	+3



PORT ROYAL ENCOUNTER TABLE	
D20	Encounter
1	Muggers
2	Pickpockets
3	Recognized
4	Spectacle
5	Found Item
6	Hiring
7	Murder
8	Brawl
9	Prominent Personage
10	Parley
11	Enemy
12	Attack!
13	Duel
14	Vice
15	Mistaken Identity
16	Monster
17	Marque Offer
18	Contact
19	Ally
20	Adventure Hook

Muggers: Random thugs try to rob the PCs. There's roughly one mugger for every character, and each has a CR of 4 less than the party level (minimum of 1).

Pickpockets: One or more rogues try to steal from the PCs. A pickpocket has rogue levels equal to 2 less than the party level, and a Sleight of Hand modifier equal to 4 more than the party level.

Recognized: An NPC in Port Royal recognizes one or more of the characters. What they do depends upon the Gamemaster—perhaps they want revenge for a relative killed in an attack the PCs made upon a merchant ship, or perhaps they wish to hire the PCs to undertake a job, or perhaps they may go to the governor of Port Royal seeking to involve the authorities.

Spectacle: The characters witness an unusual form of entertainment: a shantyman, a carnival, a bear-baiting, or even a hanging.

Found Item: The characters find an item of some value: treasure, weapon, maps, etc. They can make use of it, or try to find the item's rightful owner...or perhaps the rightful owner will find them, instead.

Hiring: Depending upon the character's situation, this is either a ship looking to hire on new crew members, or new crew members looking to hire onto the PCs ship.

Murder: The characters are witness to a murder. They may attempt to stop it, to apprehend the murderer afterward, or to do nothing.

Brawl: The characters become involved in a fight. There are 1d4 opponents for each character, with a CR of 1d6-1 less than the party level (minimum CR of 1).

Prominent Personage: The characters encounter an

important political, religious, mercantile, military or piratical NPC, along with the NPC's retinue of followers. This can be everything from a run-in with the Governor, to an encounter with a famous Pirate.

Parley: The characters are summoned for a face-to-face meeting with the Captain and officers of another pirate vessel. The purpose of the meeting is up to the Gamemaster, and can include offers of partnership, discussion of disputes, sharing of information, etc.

Enemy: The characters encounter one of their enemies. If none of the PCs has an enemy, then this result indicates that one of the characters makes a new Enemy, of the Gamemaster's creation.

Attack!: Port Royal comes under attack from 1d6 vessels representing (roll 1d6) either Spain (1-3), France (4), The Netherlands (5) or unaffiliated Pirates (6). The characters can choose to defend the town, but either way they'll need to avoid incoming fire from the attackers.

Duel: One of the characters is challenged to a duel. The opponent has a CR equal to the character, modified as follows (minimum CR of 1):

D6 roll	Modifier
1	-4
2	-3
3	-2
4	0
5	+2
6	+3

The duel will follow the Code Duello (found on page 74 of **Skull & Bones**).

Vice: The characters encounter purveyors of vice, who offer something of interest to the PCs. Roll a d6: 1-2) gambling den owner, 3-5) prostitute, or 6) opium dealer. The vice merchant's offer can possibly lead to an adventure hook.



Mistaken Identity: One or more of the PCs are mistaken for someone else—perhaps someone infamous.

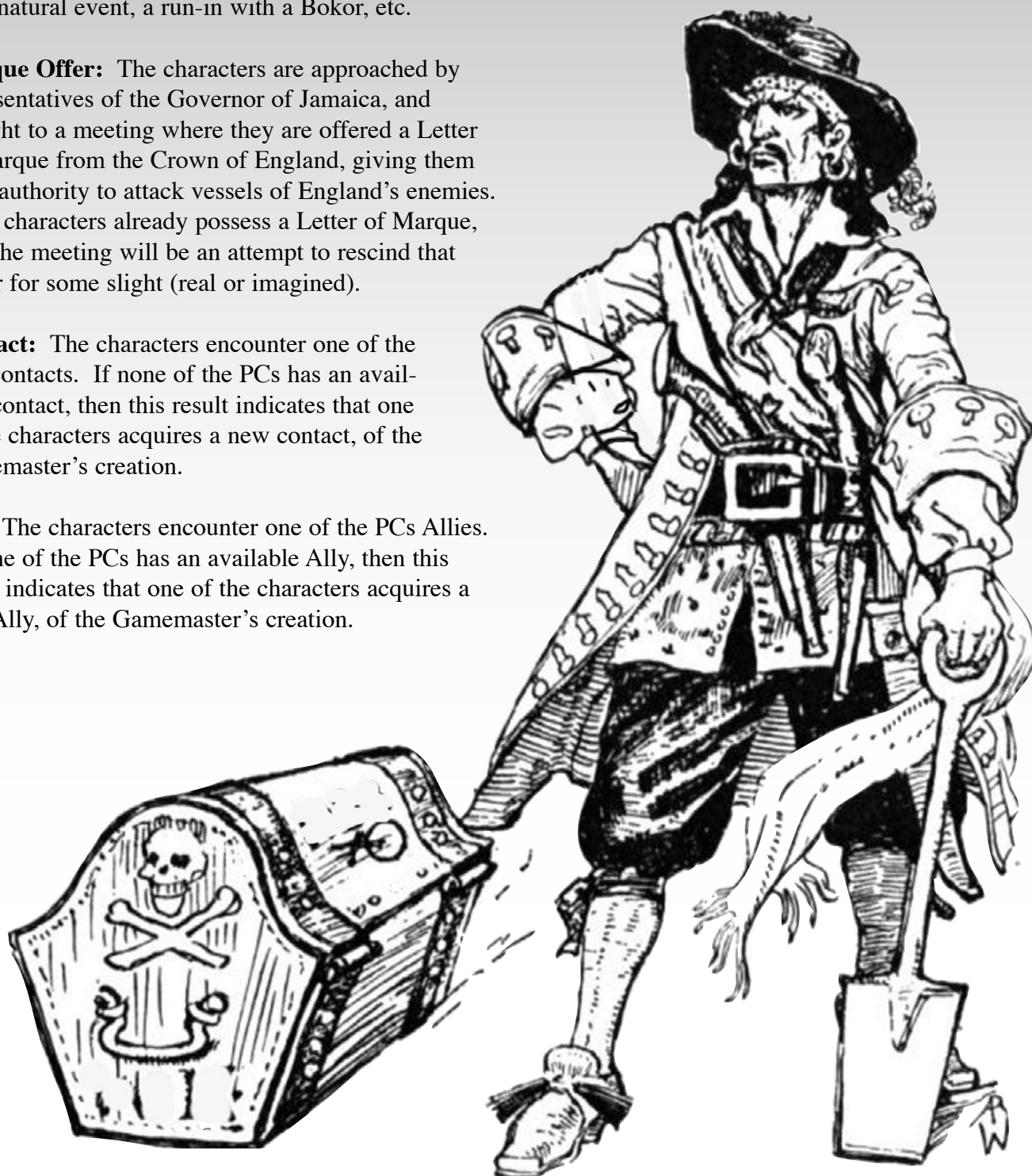
Monster: The characters encounter a monster while in Port Royal (any of the creatures from the **Skull & Bones** rulebook could work, or any other monster that the Gamemaster deems appropriate). Note that this entry could also be used for an encounter with a supernatural event, a run-in with a Bokor, etc.

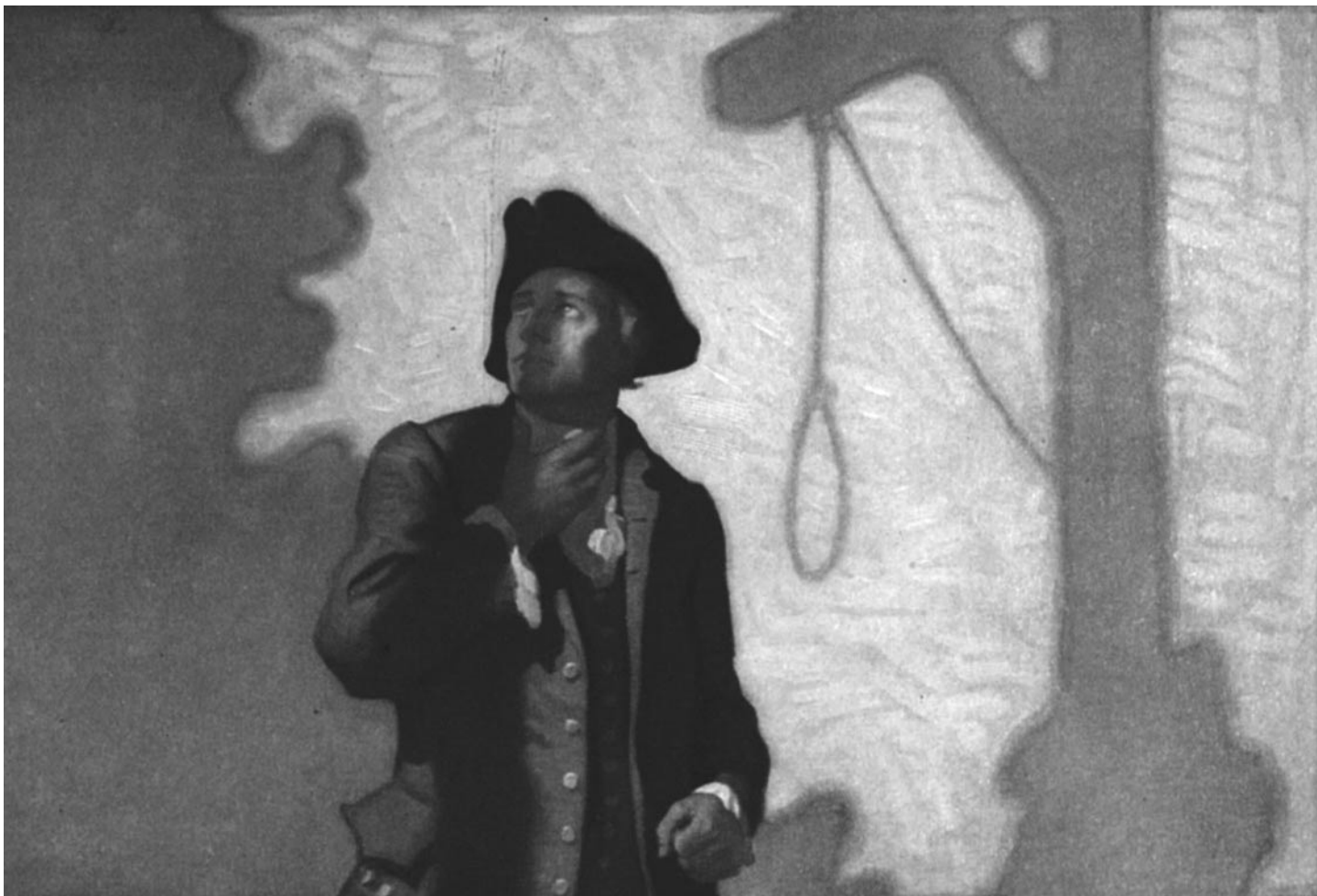
Marque Offer: The characters are approached by representatives of the Governor of Jamaica, and brought to a meeting where they are offered a Letter of Marque from the Crown of England, giving them legal authority to attack vessels of England's enemies. If the characters already possess a Letter of Marque, then the meeting will be an attempt to rescind that Letter for some slight (real or imagined).

Contact: The characters encounter one of the PCs contacts. If none of the PCs has an available contact, then this result indicates that one of the characters acquires a new contact, of the Gamemaster's creation.

Ally: The characters encounter one of the PCs Allies. If none of the PCs has an available Ally, then this result indicates that one of the characters acquires a new Ally, of the Gamemaster's creation.

Adventure Hook: The characters are presented with a lead-in to an adventure. The Gamemaster can use this to introduce any published or pre-prepared adventure, use the random adventure generation tables from Issue One of **Buccaneers & Bokor**, or choose any of the Port Royal adventure hooks from this article.





PORT ROYAL ADVENTURE HOOKS

A Lady in Need: The PCs are contacted by Emily Carruthers, the widow of a Jamaican plantation owner. She claims to be in need of a vessel that will carry her cargo to Antigua. She claims that the cargo are the most valuable elements of her late husband's belongings, which she wishes to smuggle out of Jamaica before they are confiscated by creditors (her husband having run up large debts before his death). In reality, however, Widow Carruthers is a dabbler in the dark arts (use the Bokor class), responsible for the death of her husband, a retired buccaneer. The cargo she's trying to smuggle to Antigua is what remains of her late husband's booty, which he was holding in trust for his old shipmates, who are now coming to collect.

A Wanted Man: Rumors fly around the taverns and gambling dens of Port Royal that a thief scheduled to hang at dawn tomorrow knows the location of the lost treasure of the Spanish Galleon *Santiago*. Several pirate crews will no doubt try to liberate the thief, and claim the treasure as their reward. The problem? The

thief, Wilmot Kelly, is just a hard-scrabble pickpocket, whose friends have started the rumor in the hopes of inspiring someone to rescue the hapless fool.

Making Amends: The PCs experience a visitation from beyond the grave. The ghost of "Rough Jack" Dockery, a notorious pirate, appears to the characters, seeking redemption. He charges the PCs to help him make amends for the wrongs he did in life. This can be a continual source of adventure hooks, as Jack brings the characters job after job. If the characters refuse, or attempt to turn the situations to their own advantage (keeping buried treasure for themselves, rather than returning it to the destitute descendant of the noble it was stolen from, for example), the ghost of Rough Jack will haunt them incessantly. Depending upon the whims of the GM, and the desired tone of the adventures, Jack could either be an annoying but relatively harmless ghost, or he could be a more powerful undead form, such as a specter or a wraith.

An Unusual Auction: The PCs learn of an auction being held in the main room of an unadvertised,

out-of-the-way tavern. The auction is supposedly devoted to “Most Rare and Wondrous Items of Note”—artifacts and relics of magical power. The attendees of this auction will be NPCs of CR6 or better, including many magic-using characters. What sort of treasures will the PCs find there? Where did the auctioneer get these items, and what is his purpose in selling them off? Will the PCs have to contend with the ire of any NPCs that they outbid?

Maroon Uprising: The Maroons, escaped Spanish slaves who live wild in the interior of Jamaica, have been attacking and burning plantations closer and closer to Port Royal. Their charismatic leader, Cudjoe, has decided that the time has come for a full-fledged revolt, and has begun to send Maroons into the city under cover of darkness to terrorize the community. The PCs might encounter a group of these night raiders, or might have their ship attacked in the harbor by a group of Maroons looking to sneak aboard and set fires.

Voodoo War: A group of Hougan in Port Royal have banded together to drive out the Bokor in the city. This has led to a supernatural “gang war” of sorts, with murders of followers, ritual beheadings and other intimidation escalating on both sides. The PCs could become involved if there are any Hougan or Bokor in the party, or perhaps through the involvement of one of their Allies or Contacts. This may actually be merely the terrestrial front of a larger war between various factions within the Loa themselves....

Respectable Businessmen: One of the PCs is contacted by a lawyer, who informs the PC that they were named as the sole beneficiary in the Last Will and Testament of a long-lost uncle, who just happened to own a brothel in Port Royal. Now, the PC finds him or herself as the proud owner of The Painted Lady, a house of ill repute. There are many possible adventures that can be spun from this premise, ranging from dealing with the local criminal element trying to “put the squeeze” on the brothel, to strange customers turning up dead in the morning, etc. Can a pirate leave the life of the sea behind, and become a “respectable” member of Port Royal’s business community? (If your players would be uncomfortable with the idea of a brothel, then the property could be a tavern, a gambling den, or even a plantation.)



The Great Quake: Sooner or later, every campaign set in Port Royal is going to have to contend with the disastrous earthquake that levels the city in 1692. This should be the subject of an epic adventure.

The earthquake could, of course, be a natural disaster, and the PCs would have to survive it--making for a compelling adventure in and of itself...but perhaps the quake has a supernatural cause: the culmination of a great ritual gone wrong, or the summoning of a Djab or other Outsider, in Lovecraftian fashion, wiping the city from the map.

Perhaps, in your campaign world, the earthquake can even be prevented, leaving Port Royal to flourish into the 18th century.



All Hands....

NPCs for your campaign

Seamus “Slappy” Doolan

Medium Sized Human

7th Level Rogue (NPC)

Hit Dice: 7d6 + 7 (32 hp)

Initiative: +2

Speed: 30 ft

Armor Class: 12 (+2 Dex), touch 12

Base Attack/Grapple: +5 / +5

Attack: Dirk +5 melee (1d4 / 19-20) or pocket pistol +7 ranged (2d4/x3)

Full Attack: Dirk +5 melee (1d4 / 19-20) or pocket pistol +7 ranged (2d4/x3)

Space/Reach: 5 ft / 5 ft

Special Attacks: Sneak Attack +4d6

Special Qualities: Evasion, Trap Sense +2, Uncanny Dodge

Saves: Fort +3, Ref +7, Will +1

Abilities: Str 10, Dex 14, Con 12, Int 15, Wis 9, Cha 16

Skills: Bluff +13, Diplomacy +12, Escape Artist +8, Gather Information +18 (+21 in ports), Hide +10, Knowledge (Local) +8, Knowledge (Sea Lore) +8, Listen +8, Move Silently +10, Profession (Sailor) +7,

Search +10, Sense Motive +10, Sleight of Hand +10, Speak Language: English, Spanish, French, Dutch, Spot +5, Tumble +8

Feats: Investigator, Port Savvy, Seagoing, Skill Focus (Gather Information)

Fortunes: Worm

Fame: 6

Challenge Rating: 7

Treasure: See Below

Alignment: Neutral

Advancement: By character class



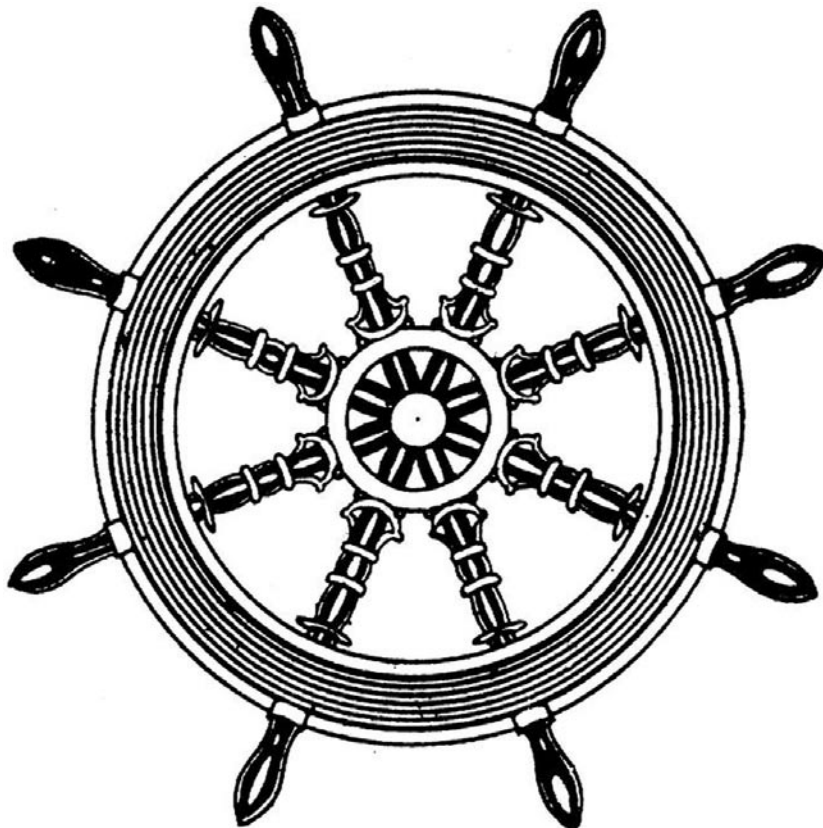
Seamus Doolan was born into a large Irish family that couldn't really afford to feed another mouth, much less one as voracious as the young Seamus'. When it became clear to Seamus that the only way he was ever going to satisfy his eternal hunger was by acquiring food from sources other than his family, the pattern of his life soon emerged. Seamus was always a small boy, and he decided that brawn was never going to work for him, besides, he never had much of a stomach for confrontations. The right information, on the other hand, could open doors that no amount of battering could put down. Seamus learned to use his wiles and natural charm to talk his way into many a slice of potpie that hadn't been intended for him. As he grew older, he continued to refine his art and

turned his considerable skills towards acquiring drink and women. The latter proved to be a problem, as several cuckolded husbands banded together to put an end to “that damned Doolan,” forcing him to, er, “emigrate” to the Caribbean.

Seamus, to his surprise, found the Caribbean to his liking. He roamed from port to port, getting the lay of things, as it were, until he decided to go into business for himself as an information broker of sorts. Pirates and merchants from every nation call Slappy, as some pirate mates christened him, friend. Whether or not Slappy returns their friendship is on a case-to-case basis, though none of them would ever know it. You see, Slappy is a likable enough rogue, though he strongly resembles an upright weasel, but he has a spine of frayed hemp. Correspondingly, he does his best to please everyone, offend no one. This is, of course, impossible, but Slappy makes a good try at it. He lies convincingly at the drop of a hat and generally acts the perfect “yes” man to whatever company he is with. But all the while he’s listening, gathering information, sifting what he hears till he distills the most profitable bit of info to pass on to the right ears.



Slappy prefers to avoid fights if he can possibly help it. If he is on his own, he will flee from any sign of danger. He is, however, quick to shoot or shiv a man in the back if he has any allies to “distract” them during a fight. Seamus’ ability to acquire information borders on the supernatural and he makes a wonderful ally for those in need of a truly skilled rumormonger. Then again, Slappy may turn out to be a PC’s nightmare, as he has little compunction about selling, or, when pressed, giving up secrets he may have learned about them. Slappy generally has around 50 doubloons worth of jewelry and or coinage on him at any given time.



Sir Geoffrey Blake, Pirate Hunter

Medium Sized Human

2nd Level Aristocrat, 4th Level Fighter, 2nd Level Master of Scrimia (NPC)

Hit Dice: 2d8+2 + 4d10+4 +2d10+2 (50 hp)

Initiative: +5

Speed: 30 ft

Armor Class: 11 (+1 Dex), touch 11

Base Attack/Grapple: +7 / +7

Attack: Rapier +10 melee (1d6 / 18-20) or pistol +8 ranged (2d4/x3)

Full Attack: Rapier +10 melee (1d6 / 18-20) or pistol +8 ranged (2d4/x3)

Space/Reach: 5 ft / 5 ft

Special Attacks: Saviolo's Ward, Lunge

Special Qualities: Dodge, Riposte

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 16, Dex 13, Con 12, Int 13, Wis 17, Cha 16

Skills: Bluff +5, Forgery +7, Gather Information +8, Hide +10, Knowledge (Local) +8, Knowledge (History) +3, Listen +3, Move Silently +3, Search +5, Speak Language: English, Spanish, French, Spot +3, Tumble +6

Feats: Combat Reflexes, Weapons Focus (Rapier), Improved Initiative, Improved Disarm, Lightning Reflexes, Riposte, Skill Focus (Forgery)

Fortunes: Enlightened

Fame: 14

Challenge Rating: 7

Treasure: See Below

Alignment: Neutral Evil

Advancement: By character class



Sir Geoffrey Blake is the second son of a minor landed noble (Lord Arthur Blake, of Blake Manor, Essex). He was always the dark horse of the family, embroiling the family name in one scandal after another: debts, gambling, duels, adultery...until finally his father disowned him.

Disgraced, Sir Geoffrey booked passage on the next ship out to the Caribbean, to make his fortune in the world. During the journey, his ship was set upon by pirates, and in the ensuing fight, Sir Geoffrey killed 10 men, including the pirate captain and the quartermaster. The buccaneers fled, and word of Sir Geoffrey's prowess with the blade began to spread.

Sir Geoffrey parleyed his newfound fame into securing invitations to the best parties and dinners with the cream of the social strata of the Colonies. Eventually, however, his money ran out, and the luster of his fame began to wane.

Sir Geoffrey devised a plan to rekindle his fame, and to give himself a

steady income while in the Caribbean. Utilising his skills as a forger (acquired during years of writing cheques in his father's name), Sir Geoffrey drafted a Royal Charter which named him as a Pirate-Hunter Exemplary, charged by the Crown to bring the most dreaded buccaneers to justice, dead or alive, in return for a bounty to be paid by the Colonial governors.

Using this forged Charter, Sir Geoffrey has lived off the stupidity of corrupt government officials for near on to 2 years. He convinces the officials that he can eliminate their pirate problems, as per his charter, but will not make official report of it, to "protect their reputations" from those back in Court who would use such a condition to discredit them and remove them from power. By convincing them that he's looking out for their interests, Sir Geoffrey insures that nobody double-checks his references, or makes report of his actions back to the Crown.

Sir Geoffrey Blake is a cruel, selfish man who cares only for his own comforts...and is a deadly enough swordsman to cause real problems for any pirates who cross his path. Player-characters may encounter him in the pursuit of another, or may turn out to be the quarry of his latest hunt themselves.

Sir Geoffrey is a gentleman, and generally has around 250 doubloons worth of jewelry and or coinage on him at any given time. along with a Rapier and at least one pistol.





The timeline that is presented in the sidebar on page 6 of *Skull & Bones* is just the barest glimpse of the rich history of this period, which is filled with events that can inspire adventures in your individual campaigns. What follows is an expanded timeline for the period 1664-1720.

1664

Four English warships force the surrender of New Amsterdam. England takes over the colony and renames it New York.

French East and West Indies Companies founded by Jean-Baptiste Colbert. Although nowhere near as wealthy as their Dutch counterparts, they will both become large corporations.

1665

In direct response to the English taking New Amsterdam, the Second Anglo-Dutch War begins, and will last until 1667. The War is fought primarily through naval conflicts in the colonies of both nations, and does little to settle the matter of competition between the Netherlands and England.

The Great Plague of London strikes between July and October, killing thousands of people.

Phillip IV of Spain dies, Charles II is crowned King of Spain. Charles is called “the Bewitched”—mentally retarded and malformed, his mother rules as regent during his reign.

1666

Bartholomew Portuges operates as a pirate in the waters off Campeche in the Spanish Main.

The Great Fire of London destroys most of the city. It starts at a bakery on Pudding Lane, and by the end, some 400+ acres of the city lay in ashes. Ironically, the fire also put an end to the plague in London, by killing most of the plague-carrying rats.

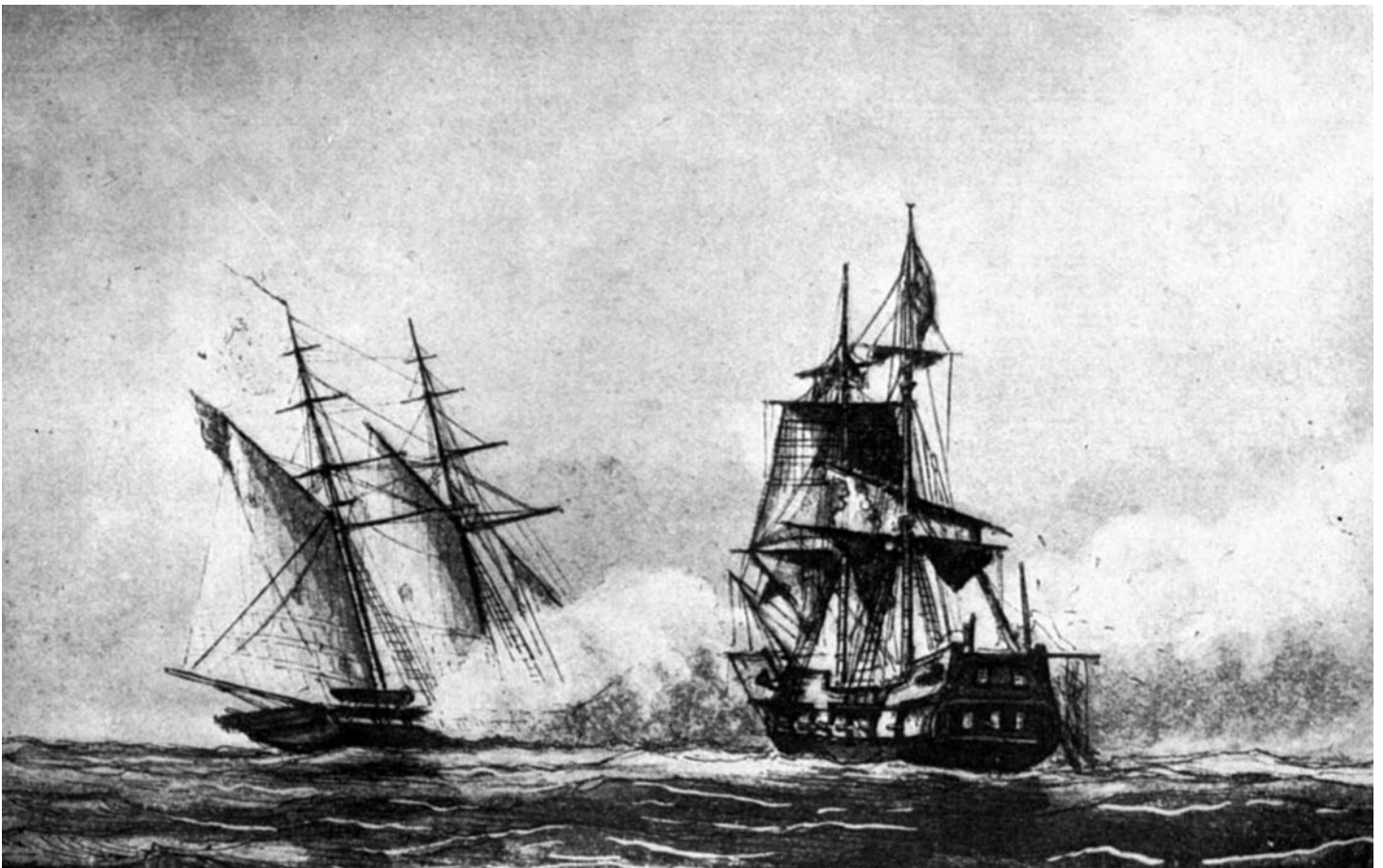
1667

The privateer Henry Morgan sacks Maracaibo.

The first human blood transfusion is administered by Dr. Jean-Baptiste Denys. He transfuses the blood of a sheep into a 15-year old boy.

Dutch troops attack Royal Navy ships in London and Chatham and burn them. This follows the Raid on the Medway, where much of the English fleet was destroyed.

The Second Anglo-Dutch Wars ends with the signing of the Treaty of Breda, which put an end to the conflict, but left most of the territorial disputes unresolved.



1668

Porto Bello is attacked by Morgan and his buccaneers.

Isaac Newton builds the first reflecting telescope.

1669

Henry Morgan raids Cuba.

Charleston, South Carolina is founded as an English colony.

The Hanseatic League, a mercantile league of German cities, meets for the last time. At one time, the Hansa were the economic powerhouses of Europe. The League never formally dissolves, and to this day Lübeck, Hamburg, and Bremen are known as Hanseatic cities.

1670

Spaniards raid New Providence, and kidnap the governor.

Roche Brasiliano begins to terrorize the Spanish in the Caribbean and along the Spanish Main.

Pope Clement X is elected.

England gains formal possession of Jamaica.

1671

Henry Morgan takes Panama.

Thomas Blood, disguised as a clergyman, attempts to steal the Crown Jewels from the Tower of London. He is captured when he is discovered to be too drunk to escape with the loot. He is sentenced to death, but is mysteriously pardoned and exiled by the King.

1674

Morgan becomes Lt. Governor of Jamaica, and suppresses piracy.

Marquette and Joliet explore the Mississippi for France. Marquette founds a mission on the shores of Lake Michigan to minister to the Illinois tribe...this will eventually become Chicago.

1679

Charles II of England disbands Parliament, when they try to pass a law blocking his Catholic brother, James, from succession to the crown..

1681

Charles II of England gives William Penn a land grant for what will eventually become Pennsylvania.

The last Dodo is killed, and the species becomes extinct.

Titus Oates, who fabricated a "Popish plot" to kill Charles II, leading to anti-Catholic reprisals, is arrested and imprisoned for sedition.

1682

Louis XIV of France moves his court to Versailles, centralizing his control.

La Salle claims Louisiana for France.

1683

The Rye House plot to assassinate Charles II and his brother James is uncovered. Republicans planned to ambush the brothers with 100 men hidden on the grounds of Rye House, where the King and the Duke were to pass on the way back to London from a horse race. The race was cancelled, however, and the plot uncovered, leading to the arrest and conviction of many of the King's enemies--a fact which convinced some that the entire plot was contrived by the King for this very purpose.

1684

The British East India company receives a charter from the Chinese to found a trading post in Canton.

England experiences the coldest winter in living memory--the Thames and even the sea as far out as two miles is frozen.

1685

Charles II of England dies, and his Catholic brother, James II, is crowned King.

James Scott, Duke of Monmouth, illegitimate son of Charles II, declares himself the true heir to the throne and raises an army against his uncle. They are defeated at the Battle of Sedgemoor, and the Duke is executed for treason.

Louis XIV declares Protestantism illegal in France.

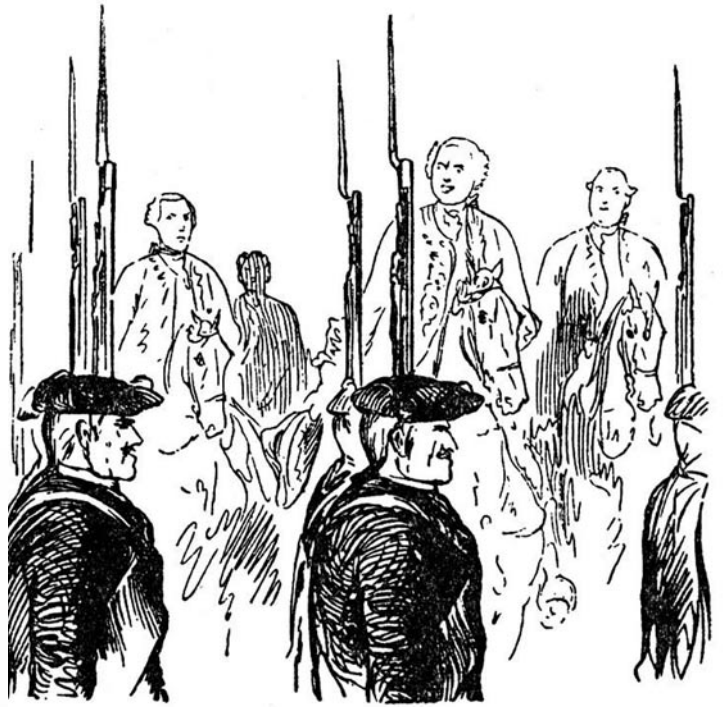


1688

A conspiracy of Protestant nobles invites William of Orange and his English wife Mary (daughter of James) to depose James II. The Glorious Revolution begins.

William lands in England, and after a series of defeats, James flees England for Ireland.

Louis the XIV declares war on Holland (supposedly in support of James), yet invades the wealthy Holy Roman Empire instead, with 100,000 troops.



1689

The Parliaments of England and Scotland declare James II deposed, King William III is crowned.

England joins the League of Augsburg (with other Protestant nations such as The Holy Roman Empire, Bavaria, Austria and the Netherlands), forming The Grand Alliance, and enters into war against France. This is known as the War of the Grand Alliance, but its North American front, fought in the colonies, is referred to as King William's War, the first of the French and Indian Wars.

The English Bill of Rights passes Parliament. This forms the basis of the nations' constitutional law, and influences the creation of the American Bill of Rights in the next century

1692

Port Royal, Jamaica is devastated by Earthquake, killing thousands and levelling the city.

The Salem Witch Trials dominate life in the Massachusetts Bay Colony.

Massacre of Glencoe: Hundreds of Jacobite Scots are slaughtered by the army for not pledging allegiance to King William.

1694

Queen Mary dies, King William becomes sole ruler of England, Ireland and Scotland.

Jamaica is overrun by French buccaneers under Jean du Casse. Without the fortifications of Port Royal, the colony is weak.

A Royal Charter is granted to the Bank of England.

1695

Captain John Avery captures the Great Mogul's ship in the Indian Ocean, scoring one of the largest treasure hauls in history.

1697

William Kidd is commissioned to hunt pirates, but turns pirate himself.

England establishes the Vice-Admiralty courts, to mediate colonial trade

The Peten Itza Maya, the last independent Mayan culture, conquered by Spain.

1700

Charles II of Spain dies. He is succeeded by Phillip V (grandson of the French king), which sparks the War of Spanish Succession between the Hapsburg and Bourbon families, which will eventually involve almost every major European power..

Captain Kidd is tried and hung for piracy.

1702

Charles Town, New Providence, is renamed Nassau.

William III of England dies. Anne, the younger daughter of James II, is named Queen.

1703

The "Man in the Iron Mask", identity unknown, dies in The Bastille.

In Japan, the 47 Ronin commit ritual suicide after avenging their Lord.

Isaac Newton becomes Chairman of the Royal Society, an organization of scientists.

1707

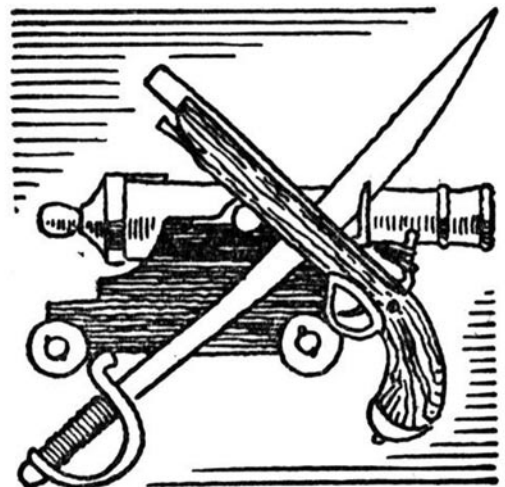
Dennis Pappin invents the Steamboat.

Act of Union passed, which joins the kingdoms of England and Scotland into a single entity: The Kingdom of Great Britain.

1709

Alexander Selkirk is rescued from a desert island, inspiring Daniel Dafoe to write *Robinson Crusoe*.

War of Spanish Succession: The French are defeated at the Battle of Malplaquet by an Alliance of the English, Austrians and Dutch.





1713

Treaty of Utrecht ends the War of Spanish Succession: it confirmed Phillip V as King, provided that Spain and France remained separate. He was allowed to retain Spain's new world colonies. Many of Spain's other territories, however, were partitioned out among the allied powers. The Holy Roman Emperor received the Spanish Netherlands, the Duchy of Milan, Naples, and Sardinia. The Duke of Savoy received Sicily and some strips of land in Lombardy. The British received Gibraltar and Minorca, which they had captured during the war. In addition, France recognized British control of the Hudson Bay Territory and Newfoundland.

1714

Anne I of England dies, and the crown is given to her nearest Protestant relative, George I (elector of Hanover). The new king doesn't even speak English, which makes him viewed by some as a foreign pretender to the throne.

1715

A Spanish Gold Fleet of 11 ships is struck by a hurricane off the eastern coast of Florida, and sinks with its cargo.

The Earl of Mar, a supporter of James Stuart of Scotland, begins the first Jacobite rebellion against the English crown. The Jacobite rebellions will last until 1746.

1718

Captain Woodes Rogers expels pirates from the Bahamas.

Edward Teach, AKA Blackbeard, is killed in a battle at Ocracoke Inlet, North Carolina.

New Orleans is founded.

1719

Howell Davis, a Welsh pirate, is active off the coast of Guinea.

James Puckle, a London lawyer, patents the world's first machine gun.

The Principality of Liechtenstein is created within the Holy Roman Empire.

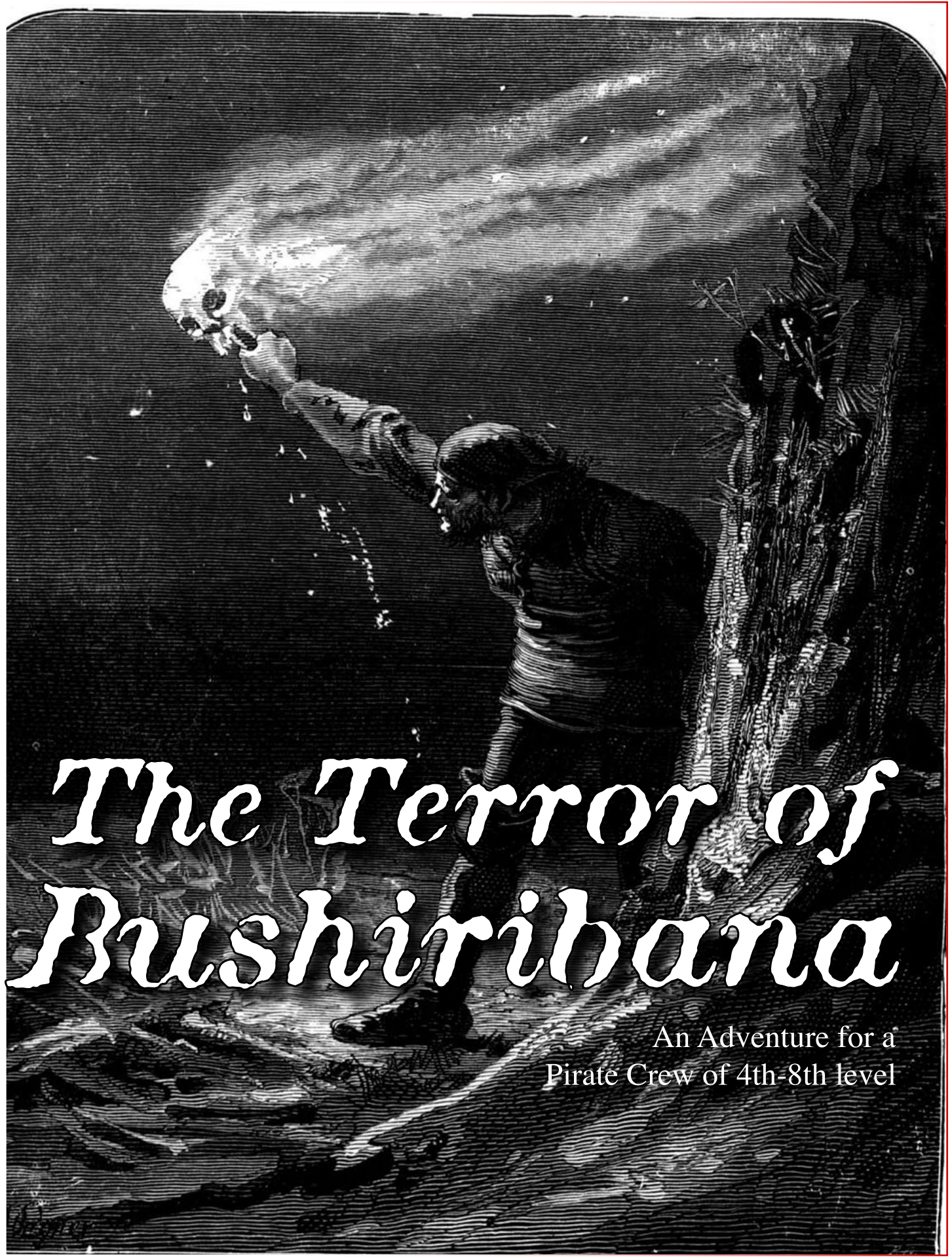
1720

Calico Jack Rackham, Anne Bonny and Mary Read are captured.

Bartholomew Roberts is active in the West Indies.

Edmund Halley appointed as the Astronomer Royal.





The Terror of Bushiribana

An Adventure for a
Pirate Crew of 4th-8th level

On the northern shore of the island of Aruba lies the ruins of a pirate castle, built in the 1500s. Stories are told that on moonless nights, the castle stands undamaged and intact, rising from the dark promontory like an accusing finger pointing to the heavens.

The castle at Bushiribana was built by the Spanish pirate Captain Esteban de Acevedo, a bloodthirsty villain whose crimes were without number. The stories tell of Acevedo's massacre of a Jesuit Mission on the Spanish Main, and the slaughter of every missionary, priest and native therein, all to fill his hold with tons of gold and jewels. The treasure was rumored to be worth more than a quarter of a million doubloons, and some say that it included relics of magical power.

The stories vary at this point. Some say it was punishment from God, while others say that it was a curse placed upon Acevedo by the shamans of the tribe whose people he slaughtered, but the tales all agree: Acevedo was doomed to remain in his castle for eternity, surrounded by the souls of his heartless crew and the ill-gotten fruits of their bloody labor--forever locked within a hell upon the earth.

Naturally, the only part of the story that pirates care about is the treasure.

ADVENTURE SYNOPSIS

The PCs will journey to the island of Aruba to attempt to find the treasure that supposedly lies within the haunted castle of Bushiribana. The castle is a ruin, but on moonless nights, the castle appears whole, and one can travel within rooms and corridors that ceased to exist centuries ago. However, the PCs are not alone within those walls--the spirit of Captain Acevedo, cursed to remain locked within an unearthly prison, has been trapped there for centuries....and if the PCs are unlucky enough to be within the ghostly castle when the moon rises, they too will be trapped, as the rooms they occupy disappear into the mists of the night.

Matters are made worse by the presence of the *Tiburón*, Acevedo's ancient ship, crewed by the undead remains of his crew, prowling off the coast, ready to sink any interlopers coming to steal the treasure.

If the PCs can defeat the *Tiburón*, face the horrors within the walls of the castle (including the demonic Captain Acevedo), and find the treasure, then they will be wealthy beyond their imaginings....assuming they can get out of the castle before the moon rises.





GETTING THE PCS INVOLVED

This adventure is as close to a straight-up dungeon crawl as one can get in *Skull & Bones*, and so the main thing is to get the players to Bushiribana so they may explore the castle.

The pirates may have heard rumors in a tavern somewhere, or found a treasure map that indicates a massive haul hidden somewhere in the ruins. A contact or ally of the PCs may tell them of the Acevedo's tale, or perhaps they will merely spot the ghostly castle on a moonless night from the crow's nest of their ship--a structure where no structure should exist is certainly enough to pique anyone's interest.

A Knowledge (local) roll at DC 20 is needed for PCs to know of the tale themselves. Gamemasters may decide for themselves if rolls that don't quite make it may know some of the story, but may have some of the facts wrong (like the location of the castle, the name of the pirate, the presence of the *Tiburón*, or the amount of treasure).

ARUBA

The island of Aruba (see page 164 of *Skull and Bones* for a map, or download a high-res version from Green Ronin's website: ftp://64.17.155.164/gr/skull_maps_01.zip) was once a Spanish possession, but was captured by the Dutch in the mid 1600s. It is sparsely populated, as the soil is rocky and not very suitable for plantations. It is used by the Dutch primarily for herding--several ranches dot the island, raising cattle, horses and goats. There are less than 100 Dutchmen on the island, and most of them are part of the garrison at Fort Zoutman, on the southern shore (what passes for Aruba's port). The others are ranching families, who rely upon Arawak and African slave labor to work their herds. The slaves outnumber the Dutch by nearly 10 to 1.

The settlers, slaves, and soldiers all avoid Bushiribana, and the waters off its coast. They are aware of what occurs there.

THE TIBURON

Once the PCs ship is within sight of Bushibana (on the northern coast of Aruba), they will encounter the *Tiburón*, which hunts down any vessel that appears to be making for the castle. The *Tiburón* is a Spanish Galleon, modified with the Ghost template (as per the advanced ship rules in Issue 1 of *Buccaneers & Bokor*), and crewed by the undead.

The *Tiburón*

Gargantuan Undead Merchantman

Draft: 4.5 fathoms

Structure Dice: 12D12 (77 sp)

Hardness: 5

Maneuverability: -2(-2 Merchantman, -4 size, +4 Beat to Quarters)

Speed: 150 ft./15 knots (sailing) or 30 ft./3 knots (flying)

Turn Rate: 2

AC: 4

Weapons Fore: Culverin x4

Weapons Aft: Culverin x10

Weapons Broadside: Culverin x16, Demi-cannon x 16

Damage: Culverin 2d4, Demi-cannon 3d4

Special Qualities: Beat to Quarters, Runs Like the Devil, Frightful Moan, Horrific Appearance, Manifestation, Rejuvenation, Turn Resistance

Crew: 170 (-1 to rolls)

Passengers: none

Cargo: none

For a description of the Special Qualities (aside from Beat to Quarters and Runs Like the Devil, two ship feats from *B&B1* which have already been figured into the vessel's maneuverability and speed), check the Ghost template on page 118 of *Core Rulebook III v3.5*.

The *Tiburón* is a ghost ship, and as such, its attacks are ethereal--unable to effect the real world unless it manifests to use its special attacks. Given that it's cannon fire cannot effect the living, the *Tiburón's* usual tactic is to board the enemy by passing through the other vessel, allowing members of the crew to leap onto the prey and attack. 3d20 crew members can transfer in this way during each pass.

The crew of the *Tiburón* is comprised of Skeletons (see page 226 of *Core Rulebook III v3.5*), armed with Cutlasses (1d6, critical 18-20/x2).

The crew roster (for use with boarding actions, etc., as per page 100 of *Skull & Bones*) is as follows:

The *Tiburón*

Class: Sea Dog

Level: 2

Crew Size: 170

Crew Wounds: 102

Attacks: Cutlass +2 or 2 claws +1

Damage: Cutlass 1d6, claw 1d4+1

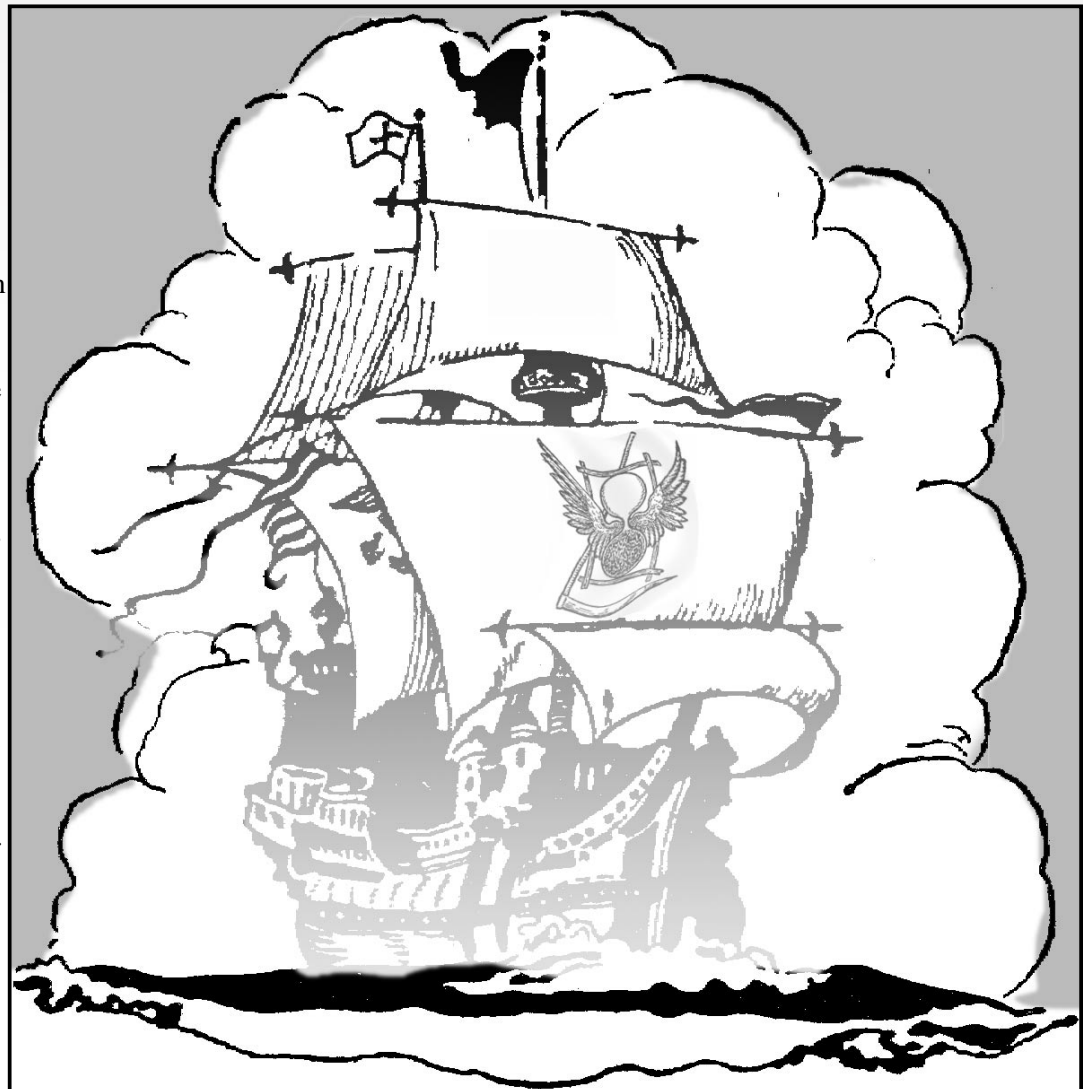
AC: 13

Saves: Fort +0, Ref+1, Will +2

Seamanship: 5

Feats: Improved Initiative

Crew Quality: Average



THE CASTLE AT BUSHIRIBANA

Acevedo built his castle at Bushiribana Point, on the northern shore of Aruba. During the day, and on nights when the moon hangs in the sky, the castle is a ruin (see the image below). However, on moonless nights (whether due to storm, or the moon being in its “new” phase), the castle appears whole, and can be entered.

It is assumed that the PC crew will wait until a truly moonless night--most players are not often ready to risk having their characters trapped forever within the walls of an otherworldly castle (which is what will happen if they are within the ghostly portion of the structure when the moon re-appears, or the sun rises.) The players should be very aware of the threat, and the gamemaster should keep track of the time of the approaching dawn. (Perhaps having the character make Reflex saves to make it out in the nick of time)

The map of the castle can be found on the opposite page--the shaded portion of the map represents those parts of the castle that are present as ruins (the lighter shade represents that only the ground floor exists as a ruin...if the PCs are on the second floor of this section (6&7) they are still in danger of being trapped.

When the PCs are in the ghostly portion of the castle, the GM should be sure to emphasize the otherworldly nature of the place--the walls and floors glow with an eerie light, occasionally flickering transparently, offering glimpses of the true ruins below. Sound is hollow, echoing as if from the bottom of a well.

If your game uses any kind of Fear check, the PCs should certainly be suffering a penalty while within this domain.

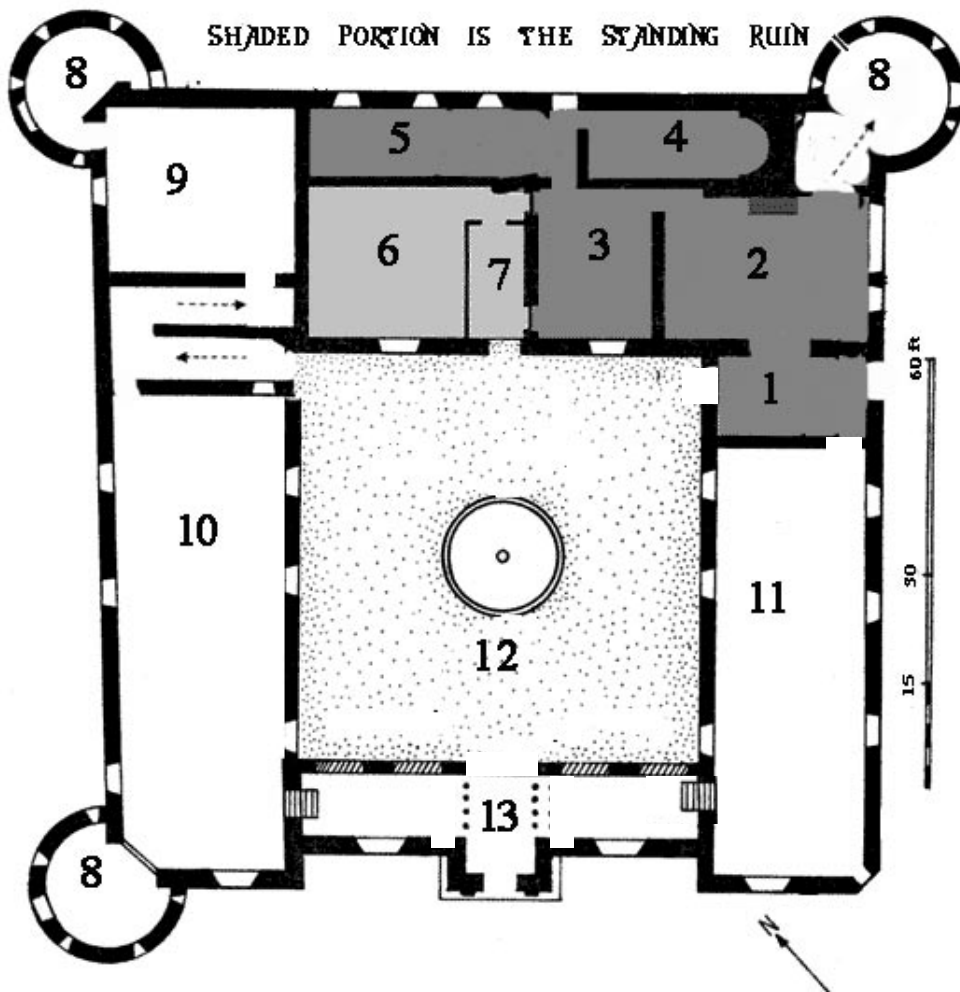
CASTLE MAP KEY

1: This is one of the remaining real-life entrances to the ruin, accessible through a hole in the exterior wall. In the real world, it is a stone-strewn chamber, with crumbling walls. This room cannot be entered from the outside during a moonless night, however--the spectral walls are solid, and no hole in the exterior is present. There are three exits from this room--doorways into Room 2, Room 11, and into the Courtyard (12).

2: Another room present in the standing ruin, this was an banquet hall at one time. In the ghostly castle, this room still features a lavish table, filled to overflowing with a sumptuous feast. Anyone eating or drinking anything from the table must make a Fortitude Save at DC15, or become undead and remain trapped in the castle. (damage 1d3 Con and 1d3 Dex--the afflicted transforms into a Ghast -- see *Core Rulebook III*, page 119--and is unable to leave the castle grounds) The room is also home to 3 Ghosts--prior victims of the feast (see *Core Rulebook III*, page 119 for stats). There are three exits from the room--one to Room 1, one to room 3 and a ramp (not present in the real world) up to the eastern tower (8)

3: Another room present in the standing ruin, this was where Acevedo planned his raids. In the ghostly castle, the walls are covered with tapestries





and maps of the Caribbean, and a center table is dominated by nautical charts and tools. Among the tools present is a magical sextant, which gives the user +5 to all Knowledge (navigation) and Knowledge (sea lore) checks. There is a 20% chance that Acevedo will be in this room, if the PCs have not encountered him elsewhere. There are four exits from this room-- one to room 2, one to room 7, one to room 6 and one to room 5.

4: Another room present in the standing ruin, this was the kitchen. There is an oven with a chimney along the tower-side wall. In the ghostly castle, there is food cooking here, and anyone eating it will suffer the effects described in Room 2. This room is home to The Cook, a Spectre (see *Core Rulebook III*, page 232 for details). There is a single entrance and exit in this room, leading to Room 5, although a small humanoid could conceivably use the chimney as an exit as well.

5: Another room present in the standing ruin, this was the servant's quarters and pantry. It is empty, but in the ghostly castle, this room is home to 3 Spec-

tres (see *Core Rulebook III*, page 232 for details), under the control of the Cook from Room 4.

6: This room has but a single floor in the real world, but a second story in the ghostly castle. A spiral staircase in the northernmost corner provided the means of ascension between the two. The first floor was the Great Hall, where Acevedo spent most of his time, received visitors, etc. The real-world room is barely a room at all, open to the night air, and filled with crumbling stones (the remains of the second story). In the ghostly castle, the walls are lined with exquisite tapestries, there are a great many chairs and settees, and the room is dominated by an ornate bejewelled throne. The jewels can be pried from their settings--the total value of the stones would equal 5,000 doubloons. There is a 40% that Acevedo will be in this room,

if the PCs have not encountered him elsewhere. There are also 6 skeletons here (see page 226 of *Core Rulebook III v3.5*), armed with Cutlasses (1d6, critical 18-20/x2). These are remnants of Acevedo's crew (the rest are aboard the *Tiburón*).

The second floor, which exists only in the ghostly castle (where it takes up the area of both 6 & 7), is Acevedo's private chamber. The room is richly appointed, with gold candelabras (value 40 doubloons apiece), silk bedclothes and pillows (if these are brought out of the castle, however, they revert to mouldering rags). There are a number of magical items among Acevedo's belongings, including a **Bowl of Commanding Water Elementals** (see *Core Rulebook II*, page 250), a **Gem of Brightness** (see *Core Rulebook II*, page 257) and a **Pearl of the Sirines** (see *Core Rulebook II*, page 263). If the PCs have not encountered Acevedo anywhere else, he will be here in his quarters. The room on the second story has no exits, but on the first floor, there are exits to the second story, as well as to rooms 7 and 3.

7: This chamber is the entrance from the courtyard into the castle proper. It is empty apart from a corps of 10 skeletons lining the walls, 5 to the left, 5 to the right, armed identically to those in room 6, described above.



magical +1 to hit, and be able to strike creatures normally only harmed by magical weapons.

10 : One of the two cannon emplacements of the castle, this one covering the landside approach. In the ghostly castle, the room features 6 cannon, with ample powder and shot. The room also doubled as quarters for the crew, so there are 12 skeletons here as well (see page 226 of *Core Rulebook III* v3.5), armed with Cutlasses (1d6, critical 18-20/x2).

11 : The second of the two cannon emplacements of the castle, this one covering the sea approach. In the ghostly castle, the room features 6 cannon, with ample powder and shot. The room also doubled as quarters for the crew, so there are 12 skeletons here as well (see page 226 of *Core Rulebook III* v3.5), armed with Cutlasses (1d6, critical 18-20/x2).

12 : The courtyard of the castle, an open space which features the well that supplies the castle with fresh water. Once in the courtyard, there are 4 exits: one into the entrance gate (13), one into room 1, one into room 7, and ramp up to rooms 9&10.

8 : These are the three towers of the castle, which no longer exist in the real world. All of the towers are identical in construction: a winding stone staircase, surmounted by a chamber on the top. Each tower chamber is featureless (these were lookout posts for observation, primarily), although the right-most tower on the map has a magical telescope mounted on a stand. The scope acts as a **crystal ball** (see *Core Rulebook II*, page 253). PCs venturing up the stairs and into the tower chambers will encounter 1d3 Wraiths (see *Core Rulebook III*, page 258), either on the stairwell or in the chamber itself. These are Acevedo's past victims. There is a 10% chance that Acevedo will be encountered in one of these towers, assuming the PCs haven't encountered him elsewhere.

9 : This room was originally the castle's weapons storage--racks of pistols, muskets and cutlasses filled the room, along with powder and shot. In the real world, this room no longer even exists--in the ghostly castle, however, the items are still usable--and if a PC takes the item from the castle, it will retain a

In the real world, this is simply open area to the east of the crumbling ruin, and the well has long-since caved in and filled with stone. However, in the ghostly castle, the well is still accessible...and this is where Acevedo has stored his treasure. Any attempt to retrieve the treasure will attract any of the surviving creatures in the castle (including Acevedo). If the PCs can manage to get down into the well, they can draw up a massive ironclad chest (5 feet wide, 3 feet across and 3 feet deep), wrapped in sealskins for waterproofing. The chest, naturally, has been boobytrapped by Acevedo: Twice, in fact.

The first trap is in the well itself. If the chest is lifted from the floor of the well, the walls of the well constrict inward, crushing anyone within. (mechanical; location trigger: automatic reset; no attack roll required (18d6, crush); multiple targets (all targets within the well); never miss; onset delay (1 round); Search: DC 22; Disable Device DC 20)

The second trap is on the chest. If the lock is tam-

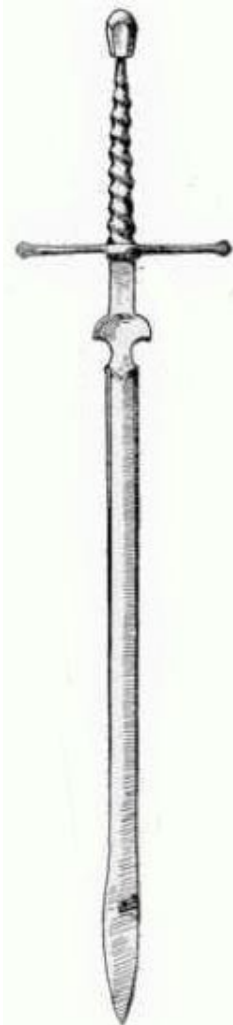
pered with, it triggers an Acid Fog trap (magic device; touch trigger; automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31).

Within the chest is Acevedo's Treasure: Gold, coins and jewels worth a total of **260,000** doubloons, plus the following magical items:

* A **holy scroll** taken from a South American monastery, which will allow the reader to cast the following Divine spells, once each: *Cure Serious Wounds* (3rd level spell, 5th level caster), *Bless Water* (1st level spell, 5th level caster) and *Augury* (2nd level spell, 5th level caster).

* A **native-carved spoon made from bone**, which functions identically to **Murlynd's Spoon** (see page 262 of *Core Rulebook II*).

* A **Conquistador's breastplate** that offers the wearer a +2 bonus to their Armor Class.



* A **Horn of the Tritons** (see *Core Rulebook II*, page 260).

* **Cazador**, a crusade-era broadsword which was the main relic of a Spanish monastery sacked by Acevedo: It is a **+3 Holy Vorpall broadsword**. It does 1d8 damage, +2d6 to evil-aligned targets. It crits on a 19-20 (x2), but on a natural 20 (followed by a successful check to confirm the critical) it severs the opponents head from his body, killing instantly. If an evil-aligned creature attempts to wield Cazador, they lose a level for as long as they wield the blade, which also causes them great pain (-2 to all actions while holding the sword)--hence Acevedo's choice of locking it away, rather than using it.

If the PCs can manage to get the chest out of the well (which will require using a block-and-tackle, and avoiding the trap), they must

get it out of the castle grounds or it will disappear along with the ghostly portions of the castle.

13 : This is the entrance gate to the castle, which exists only in the ghostly form. The gate is guarded by 8 skeletons (see page 226 of *Core Rulebook III v3.5*), armed with Cutlasses (1d6, critical 18-20/x2), who lie in wait in the wings to the left and right. In addition, the main entrance is trapped: The area bordered by the dotted lines on the map is a wide-mouthed spiked pit trap (mechanical; location trigger; manual reset; DC 20 Reflex Save avoids; 20ft deep (2d6 fall); multiple targets (first target in each of two adjacent five-foot squares); pit spikes (Atk +10 melee, 1d6 spikes per target for 1d4+2 each); Search DC 18, Disable Device DC 25). There are three exits from here: the main one into the courtyard (12), and stairs up into rooms 10 and 11.



Captain Esteban de Acevedo

Medium-sized Undead

Hit Dice: 16d12 (104 hp)

Initiative: +13

Speed: Fly 60ft (good) (12 squares)

Armor Class: 26 (+9 Dex, +7 deflection)

Base Attack/Grapple: +8/---

Attack: Incorporeal touch (rapier) +16
melee (2d6 plus 1d8 CON drain)

Full Attack: As above

Space/Reach: 5 ft./5 ft.

Special Attacks: Constitution Drain,
Create Spawn, Fear aura

Special Qualities: Darkvision 60ft, day-
light powerlessness, incorporeal
traits, lifesense 60ft, undead traits.

Saves: Fort +5, Ref +14, Will +14

Abilities: Str ---, Dex 28, Con ---, Int 17
Wis 18, Cha 24

Skills: Diplomacy +9, Hide +24,
Intimidate +26, Knowledge (Car-
ibbean) +22, Listen +25, Search
+22, Sense Motive +23, Spot +25
Survival +4 (+6 following tracks)

Feats: Alertness, Blind-fighting, Combat
Reflexes, Dodge, Improved Init-
iative, Improved Natural Attack
(incorporeal touch), Mobility,
Spring Attack

Environment: Bushiribana

Organization: Solitary

Challenge Rating: 11

Treasure: see adventure

Alignment: Lawful Evil

He looks like a man dressed in the finery of a rich sea captain of the previous century...but closer examination reveals a slight transparency to his form, a cloak that writhes and whips about him like a living thing, and a face that could stare down the Devil himself.

Once a supremely evil Spanish pirate, Esteban de Acevedo was cursed (whether by God or by the gods of the natives, nobody is sure) to be locked within the walls of his castle at Bushiribana for all eternity. He is an incorporeal form, and actually is capable of flight, but he chooses (out of habit or perhaps stubbornness) to continue the appearance of walking, and obeying the physical laws of the castle (using doors,



etc.)---although if he or his treasure are threatened, he will drop the pretense and revert to his more supernatural modes of travel.

Combat:

Acevedo uses a rapier in battle, although the effect of being struck by it is identical to the effect of his touch. He can sense the approach of the living, and hungers for them. He possesses an unearthly quickness, and makes use of his Spring Attack feat to strike with deadly effect and melt back into the shadows or even the walls.

He possess the following abilities:

Lifesense (Su): Acevedo notices and locates living creatures within 60ft, just as if he possessed the blindsight ability. He can also sense the strength of the life force automatically, as if he had cast *deathwatch*.

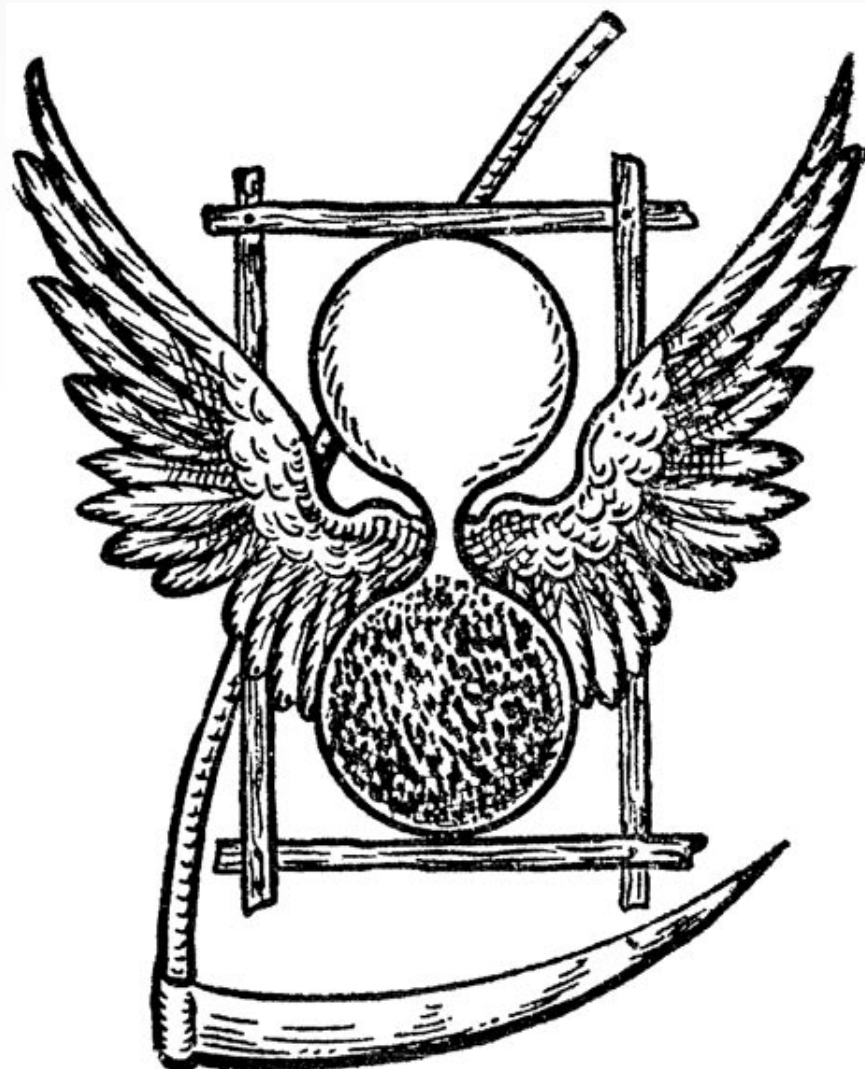
Constitution Drain (Su): Living creatures struck by Acevedo's incorporeal touch attack must succeed a DC 25 Fortitude save, or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, Acevedo gains 5 temporary hit points.

Create Spawn (Su): Any person killed by Acevedo becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free of the corpse and transformed. Spawn are under the com-

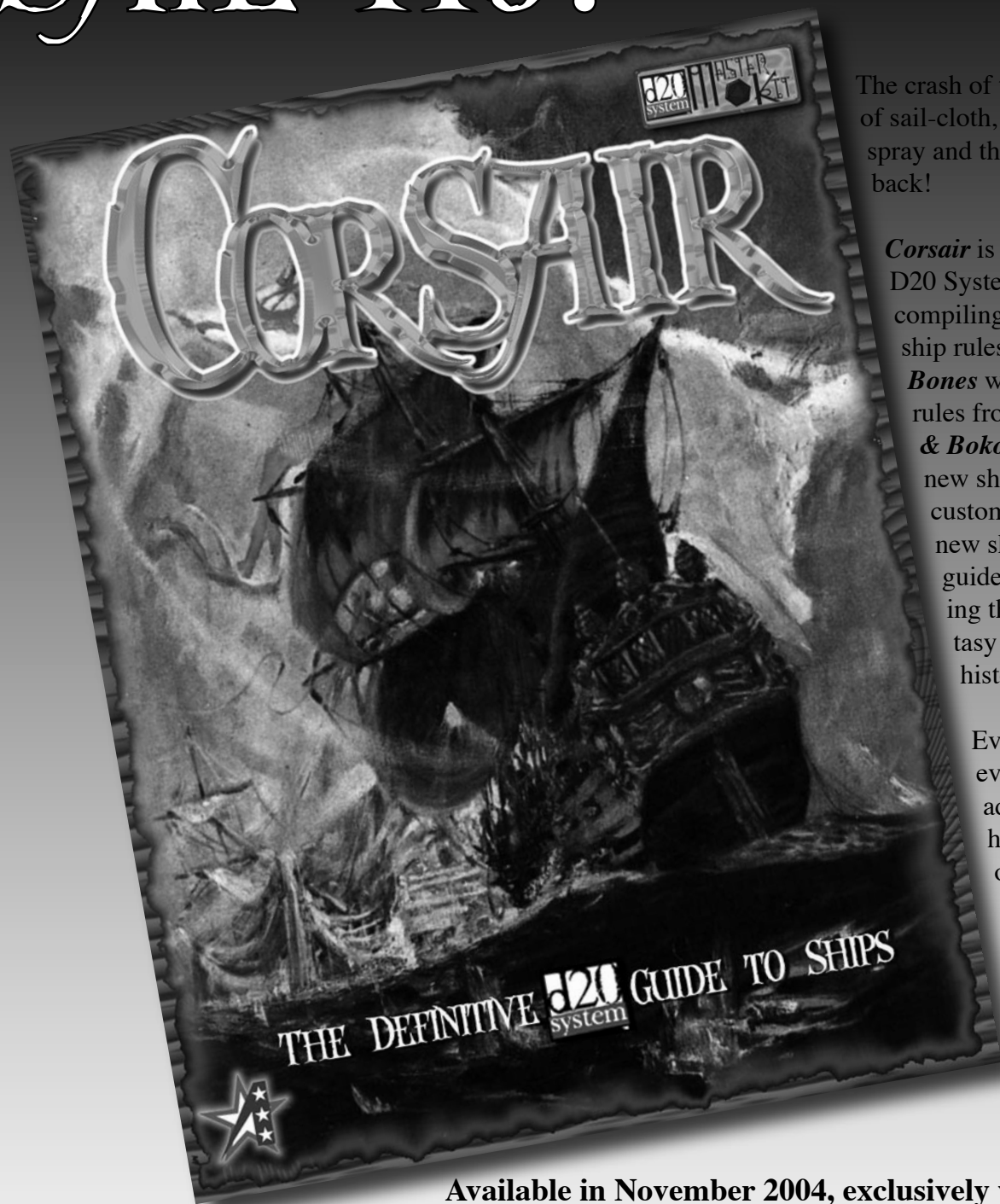
mand of Acevedo, and remain enslaved until his destruction. They do not possess any of the abilities that they had in life.

Fear Aura (Su): Acevedo can radiate a 20-foot-radius fear aura as a free action. Anyone in the area must succeed on a DC 25 Will save or be affected as though by a fear spell (caster level 9).

Daylight Powerlessness (Ex): Acevedo is utterly powerless in natural sunlight, and disappears, along with the ghostly portion of his castle.



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