

Issue Four, Winter 2005

Buccaneers & Bokor



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Captain's Log

Welcome to the fourth issue of **Buccaneers & Bokor**. We've got a grand haul for you this issue, mates. Brethren of the Coast Rory MacLeod and Corey Reid have provided us with some sparkly baubles--no less than 2 adventures, an encounter, plus supporting articles as well.

With the publication of **d20 Past**, and its piratical campaign setting info, we've probably got more than a few new crewmembers reading this, so I'll wish you a quick "Ahoy there," before moving on to the meat of this issue. As always, remember that this is your magazine. If you're looking for something that you need for your nautical/piratical d20 campaign, and you'd like to see in the pages of **Buccaneers & Bokor**, don't hesitate to send up a signal! My email is available over there on the right.

Gareth-Michael Skarka
Adamant Entertainment



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Crew Feats

By Rory G. MacLeod

Constructing an NPC Crew for your ship is a lot like making an NPC character. The Crew has many features you would find in a standard, run-of-the-mill NPC, such as class levels, saving throws, base attack bonus, and even ability scores. These, of course, represent the 'average' scores present within the NPC crewmen, and in the *Skull & Bones* rules, these averages become a composite character, known as the Crew.

While you can use standard feats for your Crew, some of them are not 100% compatible with how a Crew operates in the game. Therefore, we present in this article a set of 35 feats suitable for use by your Crew. Some of them are exactly as found in the Core Rules, while many are adapted, and some are brand new. Those denoted as [CREW] should be restricted to only NPC Crews, while any characters could take those denoted as [GENERAL].

It is important to point out that, depending on how strictly you run your shipboard encounters, some of these feats may take on more or less importance. You may need to adjust the effects of these feats accordingly.

Aggressive [CREW]

Your Crew is particularly vicious in shipboard combat, and is known to decimate opposing forces quickly.

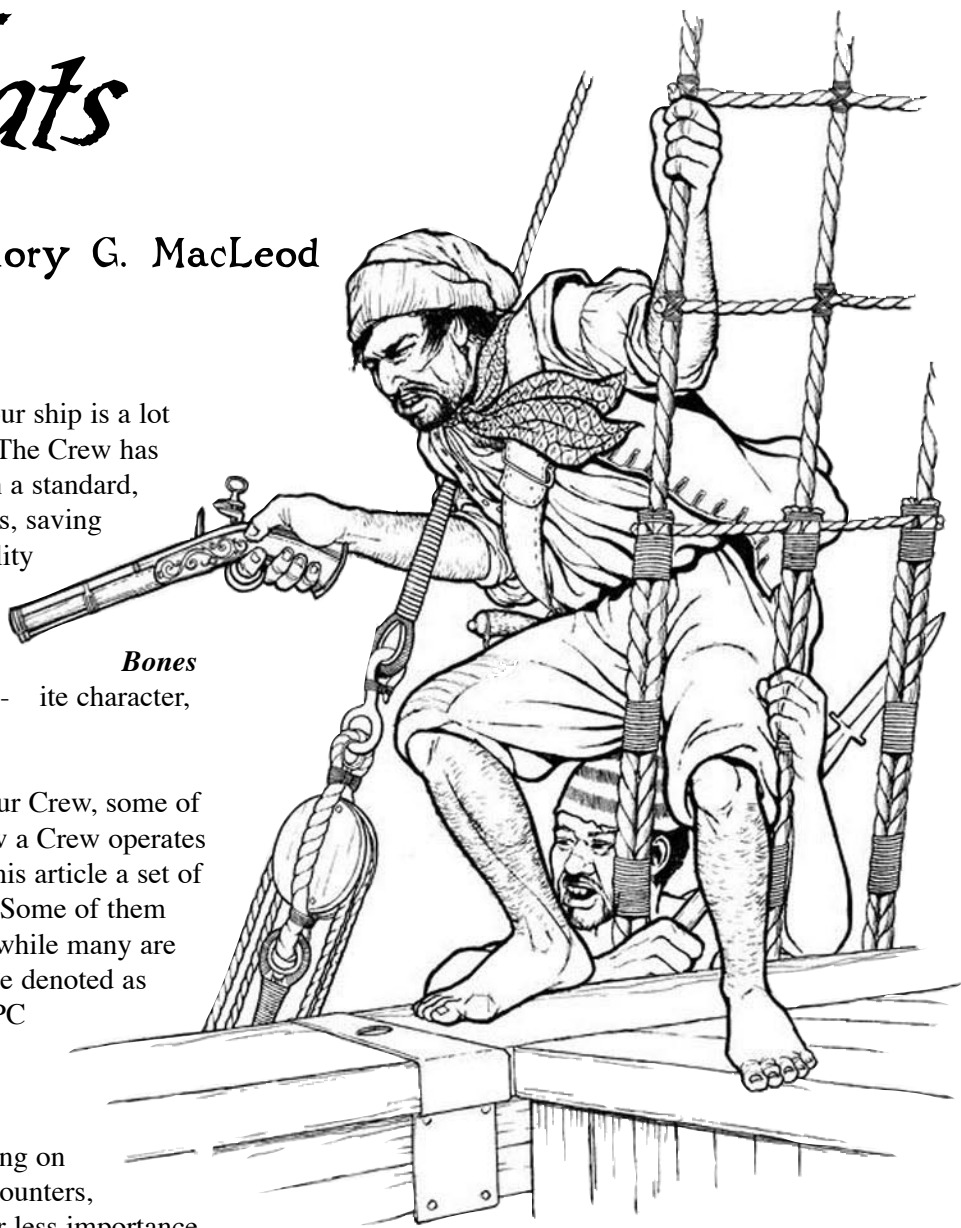
Prerequisite: STR 13, Power Attack.

Benefit: Once per round, the Crew gets an additional attack if its first attack is successful and draws at least one Wound from the opponent. This works only in melee combat.

Special: For the purpose of NPC Crews, this feat replaces the Cleave feat as found in the Core Rules. Crews with Fighter levels may take Aggressive as a Fighter bonus feat.

Alertness [GENERAL]

As found in the Core Rules.



Backlash [CREW]

Your Crew responds quickly and efficiently to boarding attempts, and can often rebuff attempts to board your ship, or, at the very least, make it a difficult proposition for the attackers.

Benefit: During a boarding action or ramming action, the Crew gets a number of additional Attacks of Opportunity equal to the Crew's DEX bonus.

Special: For the purpose of NPC Crews, this feat replaces the Combat Reflexes feat as found in the Core Rules. Crews with Fighter levels may take Backlash as a Fighter bonus feat.

Combat Expertise [GENERAL]

As found in the Core Rules.

Eagle Eyes [CREW, GENERAL]

You or your Crew has a great range of vision, and can often sight ships or obstacles at a greater distance than others.

Prerequisites: Alertness.

Benefit: The Crew or character (when an NPC or PC is on duty) spots ships or objects on the horizon at a 25% greater distance.

Special: PCs, NPCs, and Crew can take the Eagle Eyes feat, but its effects do not stack.

Endurance [GENERAL]

As found in the Core Rules.

Far Shot [GENERAL]

As found in the Core Rules.

Firearms Drill [GENERAL]

As found in the *Skull & Bones* rules.

Great Aggression [CREW]

Your Crew is incredibly dangerous in melee combat, and can wipe out an opposing force quickly.

Prerequisites: STR 13, Aggressive, Power Attack, Base Attack Bonus +4.

Benefit: As Aggressive, but the additional attacks continue until either one attack misses its mark or the number of attacks taken equals the Crew's character level.

Special: For the purpose of NPC Crews, this feat replaces the Great Cleave feat as found in the Core Rules. Crews with Fighter levels may take Great Aggression as a Fighter bonus feat.

Great Fortitude [GENERAL]

As found in the Core Rules.

Hardy [CREW]

Your Crew is tougher than normal, and has adjusted to the rough-and-tumble world of life at sea.

Benefit: The Crew adds +3 to its Wounds. Multiple Hardy feats stack.

Special: For the purpose of NPC Crews, this feat replaces the Toughness feat as found in the Core Rules. Crews with Fighter levels may take Hardy as a Fighter bonus feat.

Improved Boarding [CREW]

Your Crew is more skilled at boarding opposing ships, and avoids most of the typical pitfalls that affect less experienced groups.

Prerequisites: DEX 13, Rangy, Sure-Footed.

Benefit: +4 competence bonus to the opposed Seamanship check when making a boarding attempt. In addition, the Crew ignores all Morale penalties for attacking a ship of a larger size class.

Special: Crews with Fighter levels can take Improved Boarding as a Fighter bonus feat.

Improved Initiative [GENERAL]

As found in the Core Rules.

Iron Will [GENERAL]

As found in the Core Rules.

Keen Gunners [CREW]

Your Crew is expert at reloading cannon, even when undermanned.

Benefit: The Crew counts as one Crew Quality better for the purposes of determining Reload Time. If the Crew is already of Expert Quality, this feat has no effect.

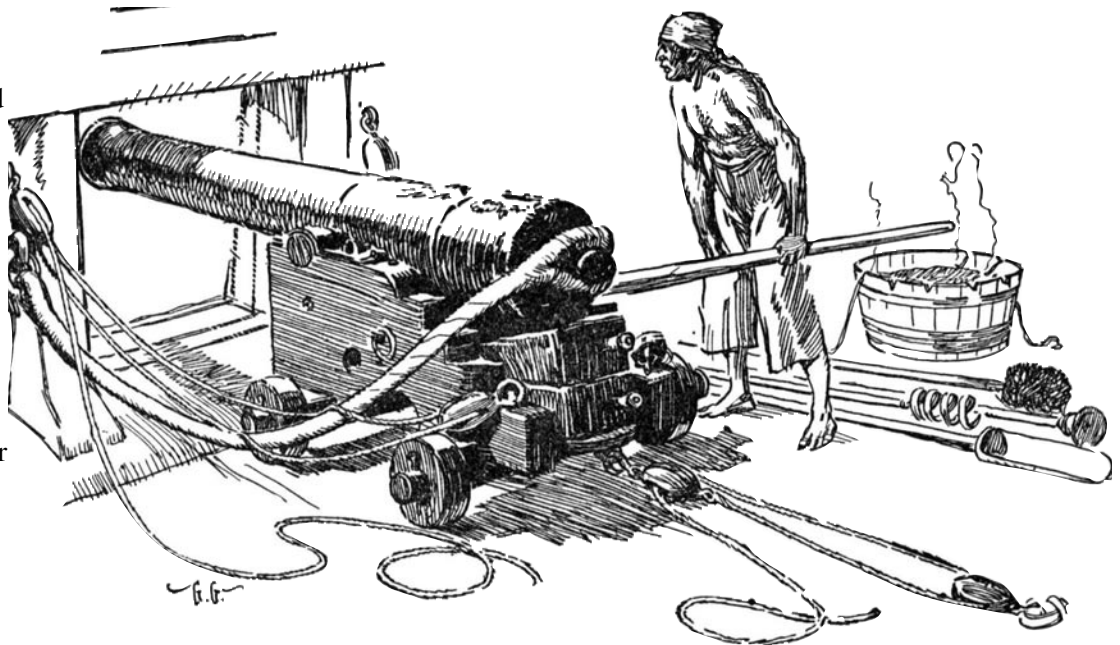
Keen Riggers [CREW]

Your Crew is expert at changing sail, even when undermanned.

Benefit: The Crew counts as one Crew Quality better for the purposes of determining Sail Change Time. If the Crew is already of Expert Quality, this feat has no effect.

Lightning Reflexes [GENERAL]

As found in the Core Rules.



Lingering Punishment [CREW]

Your Crew remembers its past punishments well, and is less likely to disobey orders because of it.

Benefit: The Crew ignores all penalties to Sway checks based on whether other NPCs or crewmen openly disobey orders (see the Sway rules for more information).

Night Eyes [CREW, GENERAL]

You and/or your Crew are blessed with superior night vision, and can often sight ships or obstacles at night, when others could not.

Prerequisites: Alertness.

Benefit: The Crew or character (when an NPC or PC is on duty) halves the penalty for spotting ships or objects at night. Darkness penalties for ship-to-ship combat are also halved during the nighttime hours. This does not affect other penalties, such as for range.

Special: PCs, NPCs, and Crew can take the Night Eyes feat, but its effects do not stack.

Obedient [CREW]

Your Crew is extremely loyal and obeys the captain's orders... most of the time.

Benefit: +4 morale bonus to any Sway checks. This bonus applies no matter who occupies the captain position; it is not tied to any one PC or NPC, and reflects the loyalty of the Crew to the position of captain, not to whoever is currently occupying the role.

Point Blank Shot [GENERAL]

As found in the Core Rules.

Special: An NPC Crew only makes use of this feat during boarding actions or shipboard combat, and only when equipped with ranged weapons. It otherwise operates as found in the original feat description.

Power Attack [GENERAL]

As found in the Core Rules.

Precise Shot [GENERAL]

As found in the Core Rules.

Special: An NPC Crew only makes use of this feat during boarding actions or shipboard combat, and only when equipped with ranged weapons and firing into a melee exchange. It otherwise operates as found in the original feat description.

Quick Repair [CREW, GENERAL]

You or your Crew is skilled at making shipboard repairs, and can lessen the time required to repair damage to the ship, even during combat.

Prerequisites: 3 ranks in Craft – Carpentry or Profession – Sailor.

Benefit: The time required to make a shipboard repair is reduced by 10%. If more than one PC, NPC, or if the Crew also has Quick Repair, the time is reduced by 20%.

Special: Either Crew or individual characters can take Quick Repair. No more than one PC or NPC with this feat can stack with each other or the Crew with this feat.

Rangy [CREW]

Your Crew is adept at boarding actions, and can more easily avoid the attempts of others to rebuff their boarding attempts.

Prerequisite: DEX 13, Sure-Footed.

Benefit: +4 dodge bonus to the Crew's Armor Class for any Attacks of Opportunity provoked during a boarding attempt. Dodge bonuses to Armor Class do not apply when the Crew is flat-footed.

Special: For the purpose of NPC Crews, this feat replaces the Mobility feat as found in the Core Rules. Crews with Fighter levels may take Rangy as a Fighter bonus feat.

Skill Focus [GENERAL]

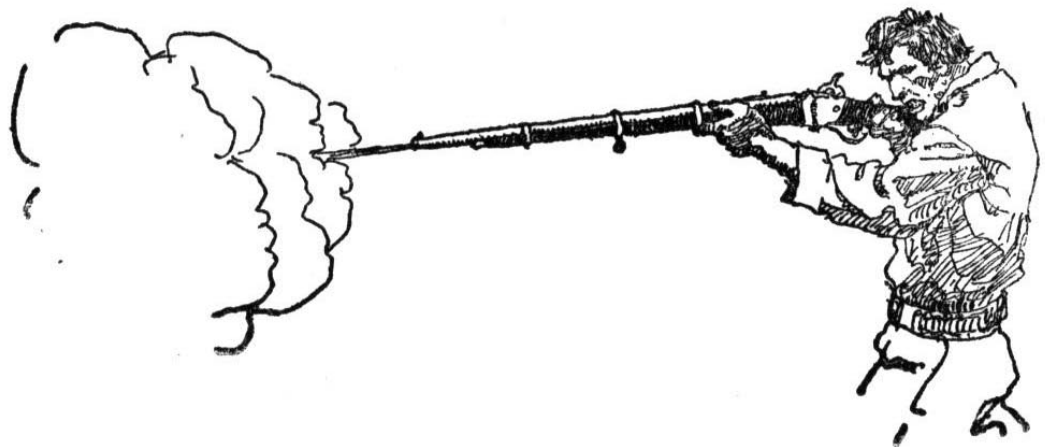
As found in the Core Rules.

Spotter [CREW, GENERAL]

You or your Crew has a knack for spotting and identifying ships at a distance.

Prerequisites: Alertness, Eagle Eyes.

Benefit: The Crew or character (when an NPC or PC is on



duty) adds a +4 competence bonus to Profession – Sailor or Seamanship checks to determine details at a distance.

Special: PCs, NPCs, and Crew can take the Spotter feat, but its effects do not stack. PCs or NPCs and Crew can

aid each other at determining details using the Aid Another rules as found in the Core Rules.

Steeled [CREW]

Your Crew is intensely loyal to the ship and its captain, and is not likely to break ranks except under the more dire circumstances.

Benefit: +4 morale bonus to all Morale checks made during shipboard combat or boarding actions.



Sure-Footed [CREW]

Your Crew avoids attacks more easily than others.

Prerequisite: DEX 13.

Benefit: +1 dodge bonus to the Crew's Armor Class at all times. Dodge bonuses to Armor Class do not apply when the Crew is flat-footed.

Special: For the purpose of NPC Crews, this feat replaces the Dodge feat as found in the Core Rules. Crews with

Fighter levels may take Sure-Footed as a Fighter bonus feat.

Take Cover [CREW]

Your Crew is skilled at finding cover against fire in ship-to-ship combat.

Prerequisites: DEX 13, Sure-Footed.

Benefit: +4 cover bonus to Armor Class unless caught flat-footed. The Crew can always gain the benefit of this feat when facing ranged weapons, whether on their own ship or during a boarding action.

Special: Crews with Fighter levels may take Take Cover as a Fighter bonus feat.

Two-Weapon Defense [GENERAL]

As found in the Core Rules.

Special: Crews with Fighter levels may take Two-Weapon Defense as a Fighter bonus feat.

Two-Weapon Fighting [GENERAL]

As found in the Core Rules.

Special: Crews with Fighter levels may take Two-Weapon Fighting as a Fighter bonus feat.

Weapon Finesse [GENERAL]

As found in the Core Rules.

Special: Crews with Fighter levels may take Weapon Finesse as a Fighter bonus feat.

Weapon Focus [GENERAL]

As found in the Core Rules.

Special: Crews with Fighter levels may take Weapon Focus as a Fighter bonus feat.

Weapon Specialization [FIGHTER]

As found in the Core Rules.

Special: Crews with Fighter levels may take Weapon Specialization as a Fighter bonus feat.



Balancing Accounts

by Corey Reid

This is an encounter players might have anywhere in the Caribbean. It concerns a Spanish brigantine travelling from one Spanish colony to another, a ship that at first glance appears no different from thousands of others plying the sealanes of the Caribbean, but holds a unique cargo in the form of a very clever and well-informed accountant.

THE SECRETARIO GENERAL

Secretario General d'Oficina Finanza Senor Nicholas Chirino is travelling to from one Spanish port to another as part of his cruise around Spanish territories to ensure that financial affairs are being properly handled. He was appointed to this position by the throne of Spain (exactly who's sitting on that may vary according to your campaign's setting), and as such has a fair degree of autonomy from the local governors, who live in some fear of what he might uncover about their regimes. He is more dangerous to them than any ship full of bloodthirsty pirates.

Chirino is an honest and careful man, but ruthless and utterly devoted to his country. He is also a spy.

But not a spy for a foreign nation. He is spying for the throne of Spain against its own governors. He has an extensive network of informants and agents around the Caribbean from whom he gathers political details about what's going on everywhere. Chirino's great talent is in drawing inferences from masses of information, and figuring out what Spain's enemies and allies are up to, and what actions can best help secure his country's interests.

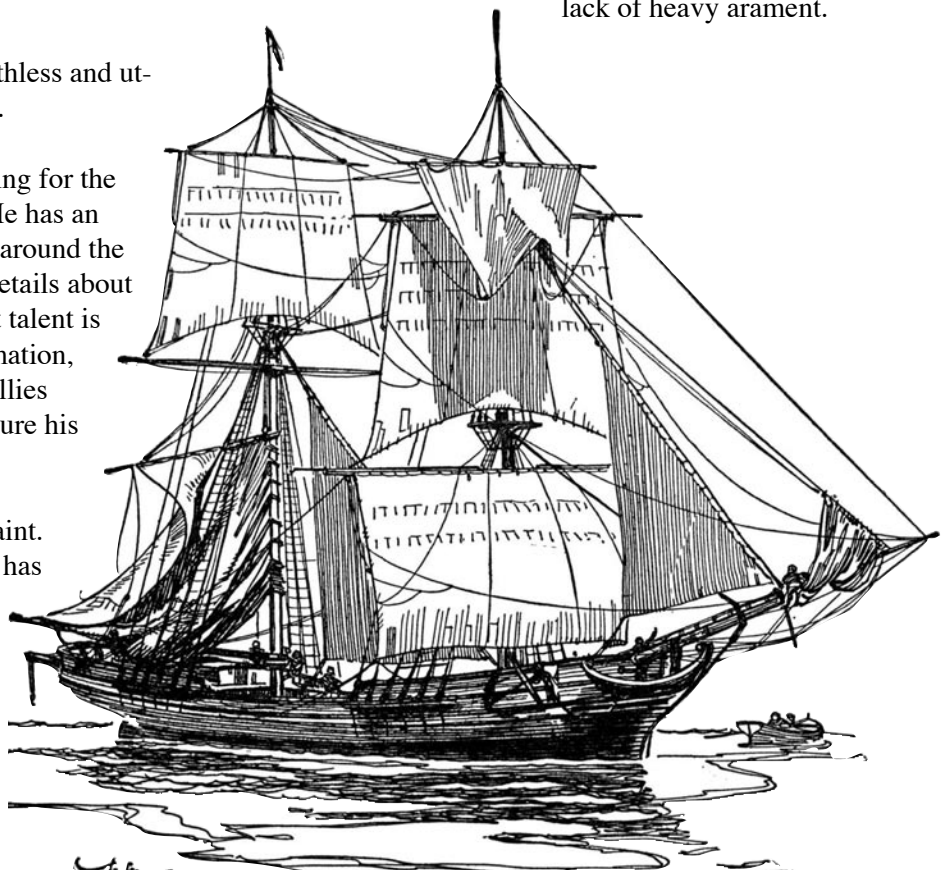
He dresses expensively, but with some restraint. He is no dandy and at least while travelling, has no need to impress anyone, and so practical considerations outweigh the demands of fashion. He is tall and thin, with curly black hair he wears tied back. He carries a smallsword at his belt, a plain weapon without much hint as to its quality. He always carries a small fortune in pieces-of-eight and doubloons with him -- experi-

ence has taught him that nothing is so useful as a bit of cash to spread around.

THE NUESTRA SENORA

The Secretario is travelling on a Spanish brigantine, the Nuestra Senora del Rosario. The ship is commanded by Capitan Don Javier Alonzo del Borges Casa Lupe. He's an blustery sort and will encourage his crew to fight to the death. His current Sway is +2. The ship carries 30 barrels of rum, 60 barrels of molasses, 24 casks of indigo, 2 months' provisions, 30 barrels of sugar, 20 head of cattle, 40 bales of tobacco, 24 barrels of pitch, plus cable, planking powder and shot and etc. Its exact destination and origin are left up to the devices and needs of the GM.

The Nuestra is unlikely to just doze while your heroes sneak up on her, though she'll be a tempting prize for many pirates and privateers with her Spanish flag and apparent lack of heavy arament.



Crew of the Nuestra Senora

Class: Sea Dog

Level: 2

Crew Size: 70

Crew Wounds: 70

Attacks: cutlass +2 pistol +3

Damage: 1d8, 2d4

Def: Def 12

Saves: Fort +3, Ref +0, Will +0

Seamanship: +4

Feats: None

Crew Quality: Poor

If attacked, Capitan Don Javier will get his crew to fight for at least two rounds, though if the Nuestra Senora is obviously out-matched, Secretario Chirino will convince him to surrender and hope for quarter. The Capitan is obsequiously subservient to his illustrious passenger and will give in with much cringing and apologizing.

MEETING THE SECRETARIO

Chirino is unlikely to be impressed or worried about the approach of the heroes, whatever form they may take. He regards these sorts of things as an opportunity for study and will avail himself of the opportunity. However the PCs present themselves, Chirino will be polite and quiet, answering any questions as honestly as he can and seeking a peaceful resolution to any situation.

His primary motivation is to get to where he's going with as little delay or trouble as possible. He would prefer the ship be allowed to travel on, but if she is captured he will want to make sure the crew are well-treated and that he himself has some means of continuing on his way. It's not out of the question that he might promise pirates riches if they will deliver him to his destination. He CAN be very convincing, and he is being perfectly honest in this case. If the PCs deliver him to where he's going, he will pay them whatever price was agreed upon, and allow them to depart unmolested.

He will of course immediately alert local authorities that there are pirates in the neighborhood (if indeed the PCs ARE pirates), but again, he'll be completely upfront about that as well.

Chirino is blunt but well-spoken, honest but cautious and nobody's fool whatsoever. Talking with him ought to be a bit of a challenge for any party.

The Nuestra Senora del Rosario

Brigantine

Large Merchantman

Draft: 2.5 fathoms

Structure Dice: 6d8 (27 sp)

Hardness: 5

Maneuverability: -3

Speed: 120 ft./12 knots

Turn Rate: 3

AC: 7

Weapons Fore: None

Weapons Aft: Culverin x4

Weapons Broadside: Culverin x10

Damage: Culverin 2d4

Crew: 120

Passengers: 50

Cargo: 100 tons

TALKING WITH THE SECRETARIO

Chirino knows lots of stuff, though of course the details will have to be decided by the DM, and may vary according to the time of the campaign. Some ideas are presented below:



Senor Luis Chacon has taken over the Havana Squadron as of August of last year.



Senor Chacon is having an affair with the lady Maria de los Reyes.



The Governor of Cuba, Diego de Cordova Lasso de la Vega, Marquis of the Bao del Maestre, was murdered. He died in March of 1702. Assassins came into the house and stabbed him.



The Spanish treasure fleet departs from Havana July 10.



Chirino's agent, Paloma de Avendoano, is waiting for him in Margarita.

He will decline to comment on the present disposition of Spanish ships, the current situation with respect to the throne of Spain, or anything else that might put Spanish interests in danger (including the date of the treasure fleet's departure).

Keep in mind that his objective is to first of all get to his destination. Whatever he's up to (see below for some ideas), it's probably pretty important and he needs to get there in order to carry out his plan. So he will do whatever

he thinks he needs to in order to secure passage onward. Once he meets the PCs, he may set about trying to learn what they know. He'll ask as many questions as they do, possibly more, as he attempts to figure out who these people are and how they can be useful to him.

He'll often answer questions with more questions:

"Where are you going?" -- "What do you know about my country's colonies near here?"

"What's your interest in the Holy Relics of San Mateo?" -- "Have you seen the Holy Relics? What do you think of them?"

Chirino is crafty and cautious and will not give up information easily, and although he is normally pretty pragmatic, he will never betray his country. He will react to physical threats with sneering contempt, and is quite prepared to die to preserve his secrets. He's also a very skilled swordsman and will happily test his ability against some uppity foreigner.

NICHOLAS CHIRINO (NPC)

Rog3/Ftr4/Dst4; CR 11; Medium-size; HP 60; Init +4; Speed 30ft; AC 14 (+4 Dex); Base Atk +10; Grp +11; Atk masterwork rapier +16 melee (1d6+3, 15-20/x2); Full Atk masterwork rapier +16/+11 melee (1d6+3, 15-20/x2); SQ afirmarse, curvo, desvio, evasion, sneak attack +2d6, tacto, trapfinding, trap sense +1; SV Fort +7, Ref +9, Will +8; Str 13, Dex 18, Con 12, Int 17, Wis 14, Cha 16

Skills and Feats: Appraise +6, Bluff +15, Decipher Script +9, Diplomacy +13, Disguise +9, Forgery +9, Gather Information +9, Intimidate +10, Knowledge (finance) +13, Knowledge (politics) +13, Profession (accountant) +8, Ride +9; Sense Motive +14, Speak Language (English, French), Spot +8; Combat Expertise, Improved Critical, Improved Disarm, Negotiator, Persuasive, Riposte, Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier)

Possessions: masterwork rapier, fine clothing (Spanish court dress and travelling clothes), 200 doubloons

WHAT'S HE UP TO?

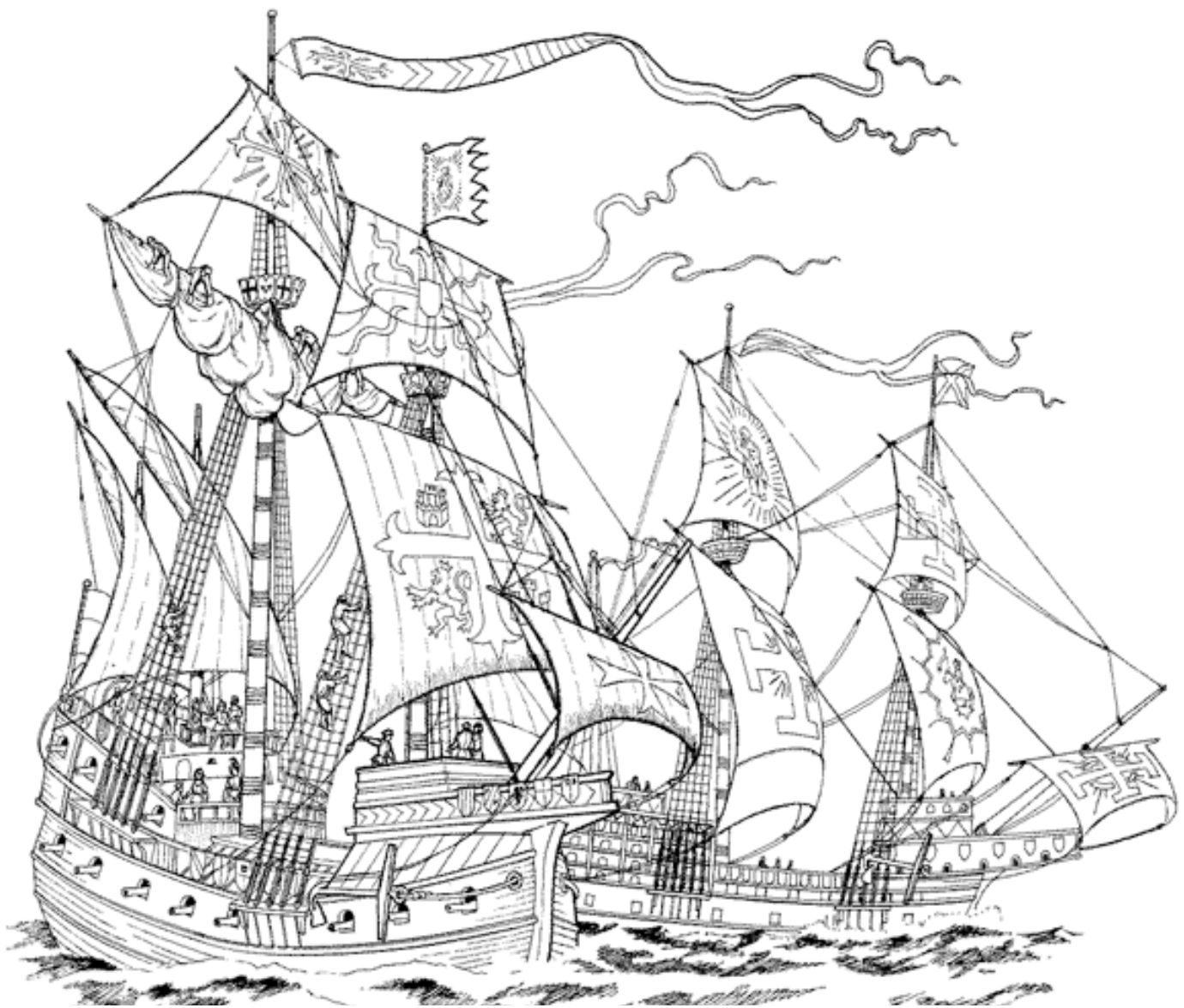
Following are a couple of ideas that DMs might use to integrate the Secretario into their campaigns:

Margaritaville

He is on his way to the town of Juangriego on Margarita, ostensibly to investigate the pearl industry there. The island pearl beds are an important source of revenue for the Spanish so of course the new general secretary of Finance needs to see the operation for himself.

Of course, he is in fact on his way to meet with an agent who has uncovered some information about the death of Diego de Cordova Lasso de la Vega, Marquis of the Bao del Maestre, the just-deceased governor of Cuba. Or, more





specifically, information about the lady Maria de los Reyes, who everyone in Havana apparently knew was having a torrid affair with the Marquis in the years before his death. Maria met the Marquis in Margarita, and subsequently turned up in Havana, so Secretario Chirino sent Paloma here to see who this woman was.

If he needs the PCs to transport him to Juangriego, they might find themselves involved in a massive conspiracy to take control of Cuba, the Spanish treasure fleet and who knows what else.

Gold Diggers

Chirino is heading to investigate certain gold mines in Central America that have mysteriously dropped in production. The mines have been steadily providing wealth for the throne of Spain but suddenly that flow has stopped. Reports are that the mines are played out, but Chirino intends to see for himself.

Perhaps the gold is being diverted to rebels or even foreigners. Perhaps a local uprising has curtailed the mine's operations. The Secretario might very well find a couple of adventurous souls helpful in this investigation. He can offer excellent pay and the gratitude of the Spanish throne should they succeed in re-opening the mines.

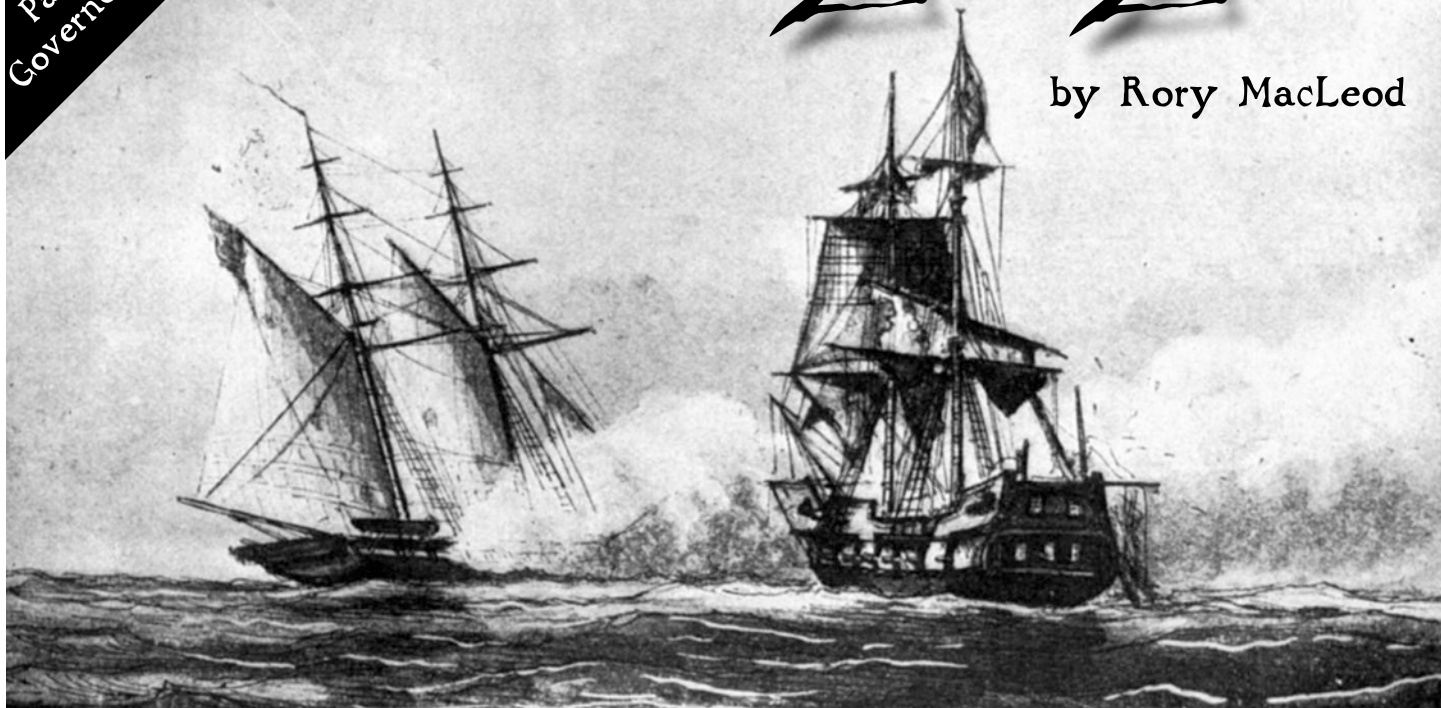
Placid Domingo

A strange new threat has arisen on Santo Domingo: the slaves are fleeing into the jungles of the island's interior and not returning. Armed parties sent to recover them have disappeared. Have the slaves formed a rebellious army or is something altogether more sinister happening on this backward colony? The Secretario intends to find out, and again, some stout hearts and quick swords would be welcome on this venture.

GP-1
Part One of the
Governor's Prize Series

Salvage Rights

by Rory MacLeod



The Governor of Port Royal, Jamaica, offers a reward for whoever retrieves an abandoned ship out beyond the normal shipping lanes. What is so important about this otherwise unremarkable ship, and what secrets does it hold?

This is intended as an introductory Skull & Bones adventure for characters of 1st level. The characters must have possession of their own ship. Stats for the Fortune, an appropriate ship, are provided if needed, along with its crew (see **Appendix B**, below).

Though “Salvage Rights” is intended as part of the “Governor’s Prize” series, it is not necessary to play each of the parts of the series, though they should be played in order if possible.

AUTHOR’S THANKS

To David Cordingly, for his book, *Under the Black Flag*.

Special Thanks to my Playtesters:

Eric Brooks, John Leasor, Matt Lewis, and Heather Wertz.

BACKGROUND

Prior to the start of this adventure, there are a few story elements of which the Game Master should be aware. Some of these do not specifically affect the course of this adventure, but affect the series as a whole, and the Game Master should be aware of what has transpired already, and what is to come.

William Haverford, recently appointed as Governor of Jamaica, has made quite a name for himself in the short time he has been in office. He has arrived in the Caribbean with a very specific goal in mind – to remove piracy from Port Royal. This is by any measure a tall task, and one that has met with great resistance, both from the pirates themselves, but also from the many merchants in Port Royal who profit from piracy.

One pirate in particular, **James Galloway**, also known as a master of disguise, has managed to capture and replace Gov. Haverford, as well as silence anyone who could tell the difference between himself and the true governor. Galloway has made a deal with his fellow pirate, **Albert de Montblanc**, to take the real Gov. Haverford from Jamaica to the pirate hideout known as Hell’s Cove on the Yucatan.

In Hell's Cove, Montblanc met up with **Bullhead Willows**, another pirate to whom Montblanc owed a favor. As Willows was low on coin, Montblanc agreed to pay Willows to watch the captive Gov. Haverford while the French pirate returned to Jamaica. Montblanc gave Willows a locked chest, and promised to provide the key (and thus completing payment) when Haverford was returned to the Frenchman. Willows gave Montblanc a captive in trade, a **Widow**, who will be more important later.

Willows found a better deal while cooling his heels awaiting Montblanc's return. Hearing that the Spanish were offering amnesty for a price, Willows took Gov. Haverford and the locked chest out of Hell's Cove and headed for Portobello.

Meanwhile, as Montblanc returned to Jamaica, his ship, **the Scarborough**, encountered a terrible storm, and he and his crew were forced to quickly abandon ship, without taking with them many pertinent items, including the key to Willows' chest, and a journal detailing Montblanc's deal with Galloway.

Galloway has just learned that Montblanc was forced to abandon ship, and is concerned that details about his agreement with Montblanc could leak were the ship found by unknown parties. He has thus organized a search for the abandoned ship, and intends to 'reward the discovering party' upon their return to Port Royal. Of course, Galloway is concealing any details that might interest those who could act against him.

SETTING & SCOPE

"Salvage Rights" is set in the Caribbean, in and around Port Royal, Jamaica, during the time period from 1670 – 1690. It does not contain historical figures or references, so the Game Master has some room with which to work in an ongoing game.

Characters start in Port Royal, Jamaica, and will go to sea and return to Port Royal, with no stops in-between (unless you wish to add some to lengthen the adventure). *Note: You'll want to have at least one Player Character who can read French* (see **3 – Wreck of the Scarborough**, below). The adventure begins in mid *April*.

Gov. William Haverford is a *fictional* character – feel free to change the name to match a real Jamaican governor of the time period if you wish. The article, "Port Royal, the Buccaneer City", appearing in **B&B #3**, is an excellent

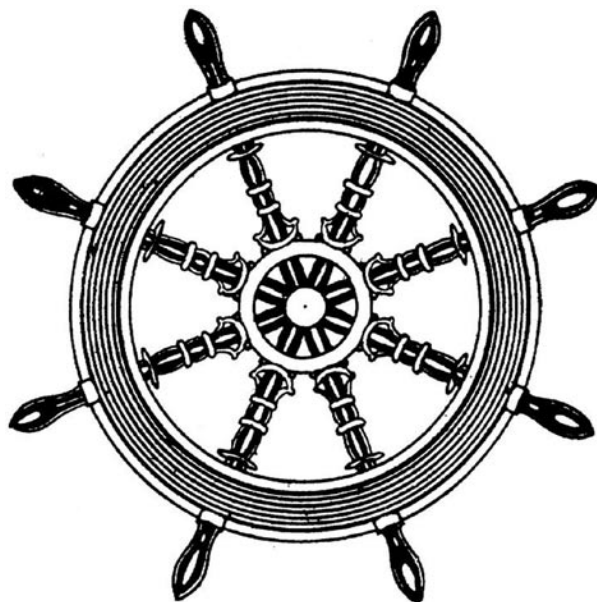
source of historical information about the location of this adventure.

ADJUSTING THE ADVENTURE

"Salvage Rights" is intended for 4 Player Characters of 1st level, with no access to magic. If you want, you can modify the adventure to suit higher-level characters, or to add magical elements to the adventure.

Scaling the combat encounters is important in dealing with Castillogrande (either in **2 – The Shanty Isles** or **3 – Wreck of the Scarborough**), and in **Fulfilling the Agreement** (see below). With 2nd or 3rd level parties, Castillogrande doesn't change, but his crew will be better, and will be a full crew of 60. Make them of Average Quality rather than Poor, and increase their Seamanship to +2. This will also increase their accuracy in combat. Also, change the crewmen to Warriors rather than Commoners, and give them another average level or two (make sure to adjust their BAB and Saves accordingly). Galloway does not change, but his Guards (see below) will add one to two levels of Warrior, raising their BAB, HP, and Saves.

Adding magic to "Salvage Rights" is pretty easy. Remove Castillogrande and his ship (see below) altogether and replace them with a crew of 8 Skeletons who the PCs find on the deck of the Scarborough. The PCs will, of course, need to defeat the Skeletons to gain control of the ship and take it back to Port Royal. You could also add a magical trinket (such as a drogue – use any of the 0 or 1st level Wanga to create this) to the cargo found aboard the Scarborough. See the *Skull & Bones* rules for more information on drogues. Assume that the PCs get the Wanga from either Castillogrande (if you use him), or some other willful source, since Wanga cannot be looted as such.



THE HOOK

At the beginning of “Salvage Rights”, the Player Characters are in Port Royal, Jamaica. If this is their first adventure together, they have served together on a ship of some kind prior to striking out on their own, so assume they all know each other. While this is not critical, this assumption will make the rest of the adventure much easier for you.

If you wish to add an extra element of suspicion or surprise to the adventure, the PCs can all be skilled men (and possibly women) who have signed on to the Captain’s ship for its maiden voyage, but they do not know (and hence do not necessarily *trust*) each other. It is important, however, that one of the Player Characters be designated as **Captain**, and owns a ship. Other than that, the other PCs can serve as officers, or have whatever role you choose.

Assume that the PCs have a ship of some kind (a sample ship, the *Fortune*, is provided in Appendix B, along with crew), and have enough supplies for a month. The PCs have just signed a green crew who have not worked together before.

If you’re not sure how to bring a ship into the PCs’ possession, try one of the following:



One of the PCs had a relative (father, uncle, grandfather, older brother) or close friend to the family who was a pirate, and has just retired (or died) and left the ship to the character in question. If you use this option, make sure the PC’s family is in the Caribbean, and that this fits with the character’s Background.



The characters all served together aboard a ship that had a mutiny. A great battle took place on board, and there were few survivors, and among these were the PCs. One of the PCs was named Captain, and they sailed back to Port Royal to hire on more crew (most were killed in the mutiny).



As a result of a miscommunication, one of the characters was challenged to a duel. The challenger, a pirate, believes this character to have insulted him gravely. This insult can be anything you choose, from insulting his family, or a lady in his presence, or even his ship! In any event, the character defeats the pirate who is forced to give over his ship to the character, but the pirate retains his own crew. This pirate could serve as an Enemy for this character if applicable.



One of the characters, a clever (and apparently lucky) gambler, has won a small ship in a game of chance. The Captain giving up the ship is not at all pleased, and may serve as an Enemy for that character if applicable.

Though the PCs are in possession of a ship, and have just signed a crew to work the ship, they are idle in Port Royal without much to do. Governor Haverford has started putting laws into place that will hamper piracy, potentially making it difficult for the PCs to take prizes in the area, or at least make it a bit more *dangerous*. A further problem is that the PCs need to take a prize soon to assuage the crew and make some profit. After all, the crew and the ship herself are *not cheap to maintain*!

But there is some good news. There is to be an announcement of a reward being offered by the Governor himself, and the PCs will be directed to the Square at Queen Street for the announcement. This is all part of **The Scuttlebutt** (see below).

Though “Salvage Rights” is intended to be run as the first part of the “Governor’s Prize” series, it can also be run as a standalone adventure. Slight adjustments should be made at the end if this is the case (see **Conclusion**, below).

SWAY & THE CREW

As “Salvage Rights” begins, the characters have just acquired a ship and its crew (see above). These men have just signed on as crew to the character’s ship, so make sure to take that into consideration when it comes time to make any Sway checks. This adventure should not take an inordinate amount of time, but make sure to keep track of Sway, especially if you are considering running the rest of the series with the same characters. Remember that, because this is the maiden voyage for the characters and their crew, none of the crew will know each other or the officers (the PCs, plus any NPCs you choose to add), and all officers will have a current Sway rating of (Base Sway –10). For this reason, it is highly recommended that one of the PCs act as **Quartermaster** to keep better control of the crew.

See p. 71-74 in *Skull & Bones* for more information on tracking Sway and making Sway checks.

ENCOUNTERS

There are five encounters in ‘Salvage Rights’. The numbered encounters (1, 2, 3) refer to map locations (see the **Map**). The other two encounters occur within Port Royal and do not have map locations.

The Player Characters begin ‘Salvage Rights’ in Port Royal. They have just acquired a ship and hired on a crew.

THE SCUTTLEBUTT [EL 0]

The characters, though they are in possession of a ship and a newly minted crew, are in desperate need of something to do. Funds are running short, and soon, their new crew may mutiny and elect a Captain who can earn them some coin.

Luckily, Port Royal is *still* a pirate haven, despite Gov. Haverford’s attempts to the contrary, and rumors about potential prizes are always available, especially at the various watering holes in the seedier parts of town. Though the PCs are not at all well known in Port Royal, they have managed to learn of some taverns that tend to be hotbeds of information, and have made their way to the **Fish & Chutney**, one such establishment on Thames Street. Read the following text to the Players as they arrive at the tavern:

Located on the corner of Thames Street and Fisher’s Row, the Fish & Chutney is awash with pirates and other lowlifes – it’s your kind of place! You and your fellows manage to quickly find a table in the corner, and start looking around for any of your contacts.

It is a busy place, with barmaids serving rum and ale to any one of the thirteen tables, as well as a rough barkeep (who looks as though he has seen more than his fair share of action) tending to the customers on the rail. You count at least thirty customers in this establishment, none of whom likely has an ounce of good nature or honesty. You’d better watch your back, and your pockets!

After a few rounds of Dutch Gin, you begin to mingle. This is an important part of the rumor-gathering process after all. You are careful to avoid anyone with whom you have had unpleasant encounters before, and especially any known pickpockets. You also take notice of some lovelies at the bar, who give you the eye in return. Perhaps later, you will pay them a visit as well.

There are a lot of rumors to be had, some *true*, and some *false*. Make sure that at least one of the PCs learns the first rumor, as this is the spark for the “Salvage Rights” adventure. The characters probably won’t be able to do much with the rest of these rumors; they’re mostly for flavor.

Roll a d8 for each character and consult the following table. The result is what the character hears. The character should then attempt a Gather Information check to see if they learn anything else about this rumor (mostly whether it’s true or false, but possibly more). Check the *Core Rules* for more information on how to adjudicate use of the Gather Information skill. If the PCs have an appropriate Contact, you can choose to have the character meet the NPC at the Fish & Chutney and provide the information below. In this case, skip the Gather Information check and provide all of the information for this rumor.

1. Gov. Haverford is planning to offer some sort of reward, so make sure to be at the Square at Queen Street in the morning. (DC 10 Gather Information check reveals this to be **TRUE** and that this reward has something to do with a lost ship)
2. Maggie the Pickpocket has been around here, so watch your coinpurse! (DC 10 Gather Information check reveals this to be **TRUE**)
3. There have been some terrible storms to the west and south of Port Royal in the past few weeks. (DC 10 Gather Information check reveals this to be **TRUE**)
4. Bishop Tomas Rojoflores, a Jesuit and Spaniard visiting Port Royal, has been murdered. There is a secret investigation currently going on. (DC 15 Gather Information check reveals this to be **FALSE** – Bishop Rojoflores actually left Port Royal a few days ago en route to Santiago).
5. Madame Journeau, proprietor of the Green Elms Gentleman’s Club (a brothel) on High Street, has been hassled by the militia for over-charging her customers. (DC 15 Gather Information check reveals this to be **TRUE**)
6. Spanish silver shipments through the Windward Passage have slowed. Rumor has it that the Spaniards are using a secret route due to all the piracy. (DC 15 Gather Information check reveals this to be **FALSE** – the Spanish have beefed up their escorts though)

7. The French pirate, Albert de Montblanc, was forced to abandon ship after a nasty storm off the Yucatan. (DC 20 Gather Information check reveals this to be **TRUE**)
8. James Galloway, a known pirate and master of disguise, has been hauled in and is serving a stretch at Marshallsea Prison. (DC 20 Gather Information check reveals this to be **FALSE**, though Galloway has been seen in Port Royal recently)

If you're short on time, skip the other rumors and focus on the first rumor, which is most essential to this adventure.

Feel free to elaborate as much as you wish in this encounter, adding other elements, such as a pickpocket attempt or some sort of bar fight, or even dalliance with the 'fancy ladies' at the bar. The PCs likely will not have a lot of money on hand, so keep their expenditures to a minimum.

If needed, here are the prices for drinks at the Fish & Chutney: pint of ale – 4 mar, pint of old rotgut – 2 mar, glass of Dutch Gin – 5 mar, pint of Kill Devil – 4 mar, bottle of port wine – 12 mar, Rumfustian – 11 mar (see p. 68 of the *Skull & Bones* rules for more information about drinking).

In any event, the PCs will eventually make their way to the **Square at Queen Street** for the Governor's announcement the following morning. When they arrive, read the following:



Morning's crisp air brushes your face as the wind whips down the corridor that is Queen Street. This really isn't your part of town – you see banks, dress-makers, jewelers, and other businesses aimed at the upper classes. Well-tended gardens form a perimeter around the Square, which is often the scene of musicians and other entertainers busking for coin, especially in the summer months.

Many sailors that you recognize – and some you don't – have shown up at the Square. It is very early in the morning for a pirate (ahem, *seagoing gentleman*), but here are the more desperate gents, among which you can certainly count yourself.

The stage, usually reserved for entertaining, has been cordoned off. You see several members of the local militia guarding the area, as if expecting someone of importance. Sure enough, within minutes, a silk-jacketed fellow, likely the Governor's clerk or some such, begins to speak.

"Welcome, gentlemen," the clerk begins. "I am pleased to see that so many of you have answered the call. I have no illusions as to your motive, so I will get right to the point. Governor Haverford is offering a reward of **8,000 crowns** for the salvage and return of a merchantman, the **Scarborough**."

"She has been lost for nearly a week, a victim of the recent storms off the Yucatan from all evidence. While her crew has made it to safety, the ship herself is still at sea, and Governor Haverford has decreed that she must be recovered."

"If you are interested, your Captain must sign this ledger," he says, pointing to a large book on a table adjacent to the stage. "Once you have signed on, details will be provided. There is one important stipulation, gentlemen. The Scarborough must be returned, *her cargo fully intact*. We happen to know exactly what should be aboard that ship, and not a crown will be paid unless everything is delivered. Also, there will be no sharing of this reward. *One ship and only one ship* will receive this reward."

"If you are not interested, good day," he adds. "Otherwise, I will see you shortly." With that, the clerk steps down from the stage and sits at the table, opening the large book to which he referred as the Ledger, and dips his quill in a small inkwell next to the book, looking expectantly at the gathered crowd.

Give the PCs with the Knowledge – Local skill a chance to have heard of the Scarborough. It's a DC 25 check, and success reveals that while she was once an English merchantman, she is now a pirate ship, mostly recently in the hands of the French pirate, *Albert de Montblanc*.

Assuming the characters are interested in this venture, the Captain should approach and sign the ledger. After doing so, the clerk tells the Captain more details about the Scarborough. She is an English merchantman, who was en route to Port Royal from Amsterdam, Curacao, and was caught up in a terrible storm just southwest of Jamaica.

The clerk will give approximate distances for where the Scarborough was last spotted, and notes that the entire crew escaped safely and they have been picked up by a passing ship and taken to the nearest port. Of course, *this is all a lie* – the ship is actually the personal ship of the French pirate, **Albert de Montblanc**. Note that Sense Motive checks won't do much good, since the clerk believes what he is saying – the lie is actually coming from the false governor, not the clerk.

Making sure that there are no eavesdroppers, the clerk reveals one final detail – the PCs are to bring the Scarborough to the Governor's private harbor at **White's Line**, and are not to sail into the main harbors. The reward will be delivered at the private harbor.

The PCs should now begin preparing to ship out, headed approximately three days to the southwest. Remember, their ship has enough supplies for a month's travel, so they should not need to re-supply.

1 – THE HEAVY WET [EL 2]

Refer to the **Map** for the approximate location of this encounter. The trip southwest is windy and there is a good chance that the PCs will detect early on that there is some storm trouble on the horizon. Give each character or NPC with the Knowledge – Sea Lore skill a check to discern the weather. Refer to the *Skull & Bones* rules for a description of this skill and its use. If there is a successful check, feel free to reveal as much as you wish about the weather as described below.

For all of the sailing maneuvers and travel rules, refer to p. 108-112 of *Skull & Bones*. Make sure you understand how the sailing rules work before running this section, as it can get tedious going back and forth to the book for rules.

The characters know approximately where they are supposed to be going, which is about 130 nautical miles south-

west of Port Royal. This will get them started in the right direction for the rest of the adventure. Assume that the PCs have a general idea of where the Scarborough is wrecked.

During this and any sailing ventures, it is a good idea to have someone keep track of distance traveled and in what general direction for each day. Have this same person mark off provisions (remember, the PCs start with a month's worth of provisions).

The following entries show the weather effects for the next ten days out of Port Royal. Use these to determine travel times, as well as to adjudicate for the big storm coming.

Day One: The characters find a westerly wind at 13 knots. This is going to be difficult to sail against, so the characters may want to sail straight south, or perhaps a little southeast to make some distance.

Day Two: The characters find a southeasterly wind at 20 knots. This sort of wind will help the PCs get west some, and may help correct their heading from the previous day, but they will still not be making great time.

Day Three: The wind changes a lot this day. To make things easy, use an average speed of 24 knots, and an average direction of easterly. Characters may start to notice that a storm is a-brewin'.

Day Four: Regardless of whether the characters have reached the reefs (see the Map), they encounter a **Tropical Storm**. This inflicts 1d6 structure points on the ship, +2 if the crew is Rabble quality, or +1 for Poor. This storm blows the ship to the southwest (in other words, a northeasterly wind) at a speed of 37 knots for about a day. If the PCs anchor their ship, it stays put generally, but the PCs make no distance that day.

Day Five: The storm blows through in about a day, and the characters should be a lot closer to their goal. The winds on this day are northerly at 20 knots. This would be a good day to have the PCs find some uncharted islands (see **2 – The Shanty Isles**, below).

Day Six: Elements of the storm are just about gone, and the northerly wind dies down to 18 knots. Unless the PCs were blown horribly off-course by the storm, they should be fairly close to their goal (see **3 – Wreck of the Scarborough**, below).

Day Seven: Wind direction changes to northwesterly, and speed dies down a bit, to 15 knots, a moderate wind. The PCs should reach their target by now.

Day Eight: Wind direction stays northwesterly, and speed maintains at about 15 knots.

Day Nine: An easterly wind blows at about 20 knots, which may help the PCs return to Port Royal.

Day Ten: Wind changes to southeasterly, maintaining a 20-knot speed.



The most important goals of this encounter are to introduce the players to the concepts involved in sea travel (direction, speed, choosing a proper tack), and of course, dealing with the tropical storm. Make sure the players have a copy of *Skull & Bones* handy for this part of the adventure, as it will make the sailing decisions a lot easier. You can also choose to help them by providing additional hints with successful Knowledge – Navigation and/or Knowledge – Sea Lore checks.

There are a lot of uncharted reefs in this area. You have three options to deal with the reefs. The first option is to have the characters spot them in the way and make skill checks to avoid the reefs. The second option is to introduce the reefs in the next encounter (see **2 – The Shanty Isles**, below). The third option is to ignore the reefs altogether. This is preferable if your game is running short on time.

If you choose to have the PCs encounter the reefs, first have someone onboard attempt a Spot check to detect the reefs (Base DC 20 modified by other conditions as you see fit). The distance at which the reefs are detected will have a bearing on whether the ship can avoid them, change sails, etc. Next, the characters make a collective Profession – Sailor check (DC 20), modified by the crew's Seamanship rating (remember to further modify this check by sails being used, if applicable). One player makes the check (probably the character with the highest bonus), and the others need a DC 10 to add +2 to the roll (see the *Core Rules* for Aiding Another). If the main

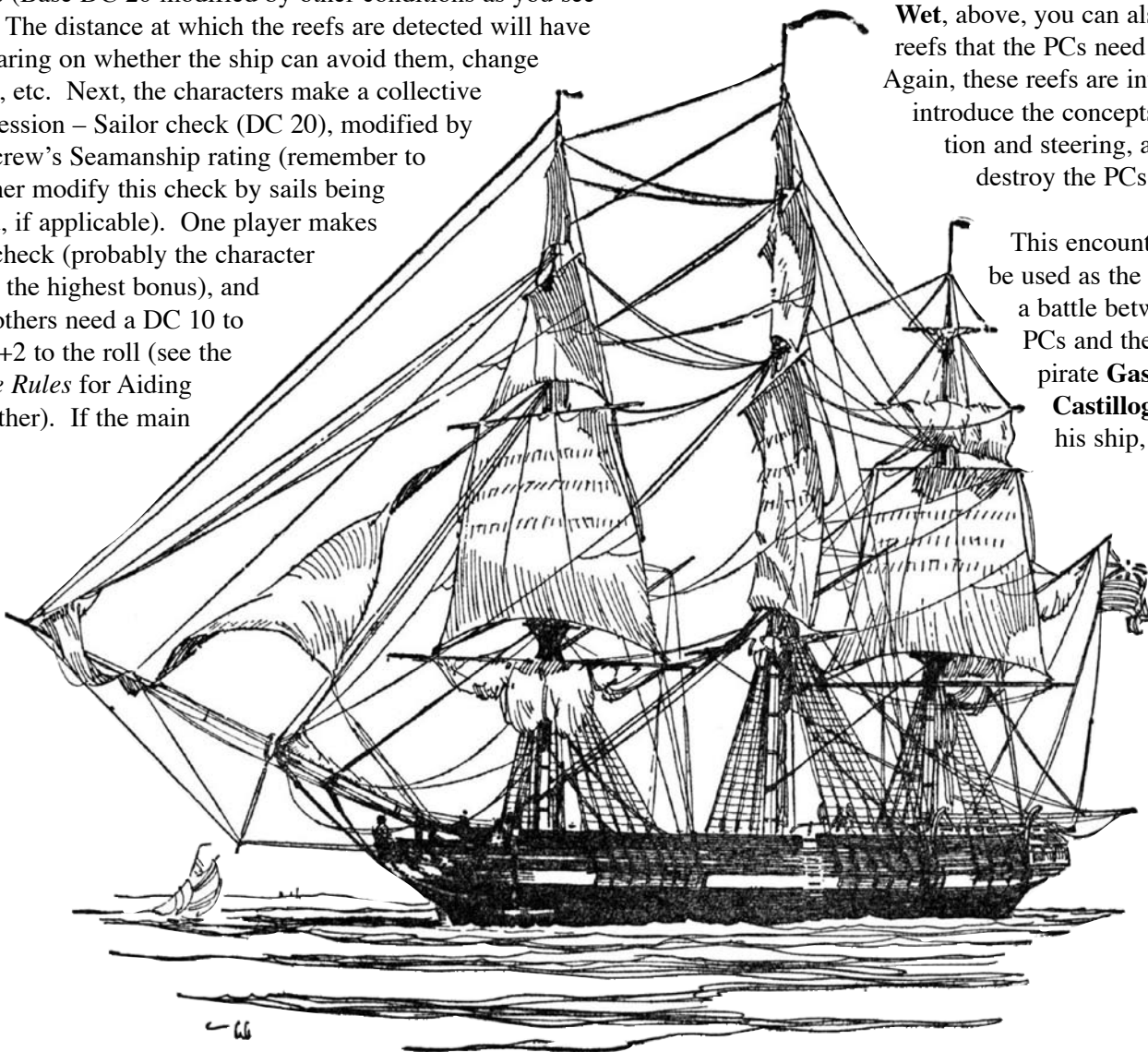
check is successful, the ship avoids the reefs. If it fails, the ship takes structural damage equal to 20% of its speed in knots, rounded down.

2 – THE SHANTY ISLES [EL 2 or 0]

Along the way to the wreck site, the PCs come across some uncharted islands. These are small islands, and do not support an indigenous population. If you are feeling generous, however, and you do not mind adding something to the adventure, you could have the PCs come across some people shipwrecked on the Shanty Isles (or are for some other reason found there). The PCs can, of course, press these people to joining the pirate crew. This will help later on when the PCs are trying to crew the ships in their possession (their own plus any more they acquire along the way), as the crew the PCs start with is likely to be short-staffed for crewing multiple vessels. Refer to *Skull & Bones* p. 103 for rules on Skeleton Crews.

As mentioned in **1 – The Heavy Wet**, above, you can also introduce reefs that the PCs need to avoid. Again, these reefs are intended to introduce the concepts of navigation and steering, and not to destroy the PCs' ship!

This encounter can also be used as the scene for a battle between the PCs and the Spanish pirate **Gaspar Castillogrande** and his ship, the **Diablo**



de la Margarita. Or, you can choose to skip this encounter entirely and have the PCs meet up with Castillogrande in the next encounter (see **3 – Wreck of the Scarborough**, below). Castillogrande and his ship are detailed in Appendix A, with stats repeated below. Castillogrande is competing with the PCs to recover the Scarborough and earn the Governor's reward. The pirates will, of course, try to stop the PCs from recovering the wreck.

GASPAR CASTILLOGRANDE (NPC)

Sdg 2, Buc 1; CR 3; Med Humanoid; HD 2d14+4 & 1d8+2; hp 25; Init +1; Spd 30 ft.; AC 13; touch 11; flat-footed 12; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, Rapier) or +5 ranged (2d4, Pistol); Full Atk +5 melee (1d6+1, Rapier) or +5 ranged (2d4, Pistol); Space/Reach 5 ft./5 ft.; SA Close Quarters +1; SQ Favored Ships – Spanish Ships, Survivor; AL Neutral Evil; SV Fort +8, Ref +4, Will +0; Str 12, Dex 13, Con 14, Int 11, Wis 10, Cha 8; Fame 3; Sway 10.

Skills and Feats: Balance +3, Climb +6, Craft – Carpentry +3, Hide +6, Intimidate +1, Jump +4, Knowledge – Navigation +3, Knowledge – Sea Lore +3, Move Silently +6, Profession – Sailor +7, Sleight of Hand +3, Swim +6, Use Rope +3. Athletic, Dodge (from Sea Dog), Poir Blank Shot, Skill Focus: Profession – Sailor, Weapon Focus: Rapier.

Fortunes: Deadeye, Hangin' Look, Superstitious, Wante

Special Attacks: Close Quarters: When fighting with eitl a cutlass or handaxe below decks, the Castillogrande gai a +1 circumstance bonus to damage rolls.

Special Qualities: Favored – Spanish Ships: When aboa a medium-sized Spanish ship, Castillogrande gains a +2 bonus to the following skills checks: Profession – Sailor Balance, Climb, Hide, Move Silently, Search, and Use Rope.

Survivor: Castillogrande gains a +1 Insight bonus to the following skill checks when in the Caribbean: Listen, S Swim, and Survival.

Possessions: Buff Coat, Carpentry Tools, Dirk, Navigati Instruments, Pistol, Pocketwatch, Rapier, and Sailor's Outfit.

DIABLO DE LA MARGARITA

Spanish Sloop

Medium Warship; Draft 2 fathoms; StD 4d10; sp 18/22; Hard 5; Man 0; Spd 130 ft./13 knots; Turn 4; AC 10; Wpns – Fore: None, Aft: 2 Culverin (Atk +0, 2d4), Broad: 8 Culverin (Atk +0, 2d4); Crew 50 (all actions taken at -1 penalty due to skeleton crew).

Crew: Commoner Class (Level 1); Size 35; Wounds 35; AC 10; Atk +0 melee (1d6, Belaying Pin, or 1d4, Dirk); SV Fort +0, Ref +0, Will -1; Sea +0; Quality Poor.

Cargo: 50 Boarding Pikes, 50 Boarding Axes, 12 Grenadoes, 6 Long Muskets (total of 72 Powder/Shot), 400 Powder/Shot for Culverins, a set of Navigation Instruments, a Logbook, a set of Shipwright's Tools, 4 Complete Sets of Sails and Rope/Fasteners, Livestock (16 Chickens, 4 Pigs, and 4 Turkeys), 16 Barrels of Brandy, 4 Barrels of Fresh Water, Barrel of Molasses, Barrel of Pitch, 16 Barrels of Rum, 2 Barrels of Salted Beef, 2 Barrels of Salt, Barrel of Sugar, Barrel of Spanish Wine, and a Chest containing 500 doubloons and 800 pieces of eight.



If the PCs (or Castillogrande) decide to fight, use the rules on p. 113-119 of *Skull & Bones* to adjudicate this encounter. Here are some helpful guidelines and reminders about running this encounter.

Sighting is important, and you will need to decide under what conditions this encounter is going to be played out. By default, have the encounter occur during the day with no weather conditions. This will have no modifiers on sighting. If you wish to spice things up, refer to the sighting modifiers on p. 114 of *S&B*. The Distance to the Horizon is going to be about 8 miles, given clear visibility. Both ships should be roughly the same size, so they have an equal chance to spot each other on the horizon. It is a Profession – Sailor check to spot the opposing ship, using Crew modifiers (remember to include any penalties for being understaffed).

The *Diablo de la Margarita* will be flying Spanish flags at first, unless her crew notes the presence of a pirate ship, in which case they will switch to their pirate flags as well. The PCs should have a number of flags at their disposal. As the GM, you are free to adjudicate what flags they might have. Make sure to ask what flag they are flying at the start of this encounter. Alternately, you can ask at the beginning of the adventure, and assume it remains unchanged unless someone says otherwise.

Assume that both ships are running with Plain Sail, unless the PC state they are running with a different configuration. Make sure to take note of Sail Change times for the given crews of both ships in the event they wish to change sails.

Make sure you understand how ship-to-ship combat works before running this encounter. Reload and Sail Change times, and the Turn Rate rules have a huge impact on the action prior to boarding, and it pays to take notes or do some prep work ahead of time to make sure this encounter runs as smoothly as possible. Take note especially of the range modifiers for the cannons involved, as the PCs may decide to instigate combat before the pirates do. Assume that neither side has access to any of the special ammunition types (grape shot, chain shot, heated irons).

Remember to make Morale checks for both crews during the battle. The rules for these checks are found on p. 117 of *S&B*.

Tactics: The *Diablo de la Margarita* is not intent on fighting. Capt. Castillogrande's main concern is reaching the salvage site, and is not interested in battle at this stage. When his crew spots a ship on the horizon, they will most likely keep a steady course or raise sails to increase speed.

If Capt. Castillogrande spots a pirate flag, however, he will realize that the PCs are likely after the same prize he is seeking, and will probably attack.

Castillogrande, like the PCs, has not had his crew long, and he knows they are inexperienced. Since Castillogrande has no idea about the PCs, he will try to fend them off with cannon fire and use boarding as a last resort.

If boarded, Capt. Castillogrande will hide below decks and try to fight the PCs one-on-one. He will surrender if outnumbered, but only after being boarded. He will not surrender unless boarded.

The pirates, if captured, can be persuaded to join the PCs' crew. Up to 50% of the remaining pirates will join the PCs' crew with a Diplomacy check (DC 15). Castillogrande and the other pirates will not join the PCs, and will either stay with their ship or accept capture and remain prisoners of the PCs for now. The PCs can do whatever they like with these captives.

You can add extra drama to this encounter by tossing in the reefs (see **1 – The Heavy Wet**, above). This can add a certain amount of strategic maneuvering to the encounter in addition to the tactics of dealing with the pirates. Give Castillogrande and his crew the same chances to spot the reefs. It's probably best to place the reefs in the middle of the encounter area (you can choose to place them around the Shanty Isles themselves if applicable).

3 – WRECK OF THE SCARBOROUGH [EL 2 or 0]

At the final marker on the **Map**, the PCs will find a merchantman wrecked on a bank of rocks clustered around a very small, plain, uninhabited island. When the PCs arrive, if they have not already fought **Gaspar Castillogrande** and the *Diablo de la Margarita*, have that encounter occur as both ships vie to claim the salvage and return the ship to Port Royal.

In this encounter, however, Castillogrande has already found the Scarborough and his men are currently on the deck checking it out when the PCs arrive. Castillogrande has not been very careful, and doesn't spot the PCs' ship until it's too late to disengage from the Scarborough. The PCs will likely try to board the merchant prize and fight the Spaniard and his men for possession of it. Refer to the *Skull & Bones* rules for boarding actions, but keep in mind that Castillogrande's crew is not completely in control of the *Scarborough* at this point. They might get off a few shots with the ship's cannons, but that's about it.

As the PCs and their crew try to board the *Scarborough*, read the following boxed text:

As you and your crew throw rope and hook to gain access to the *Scarborough*, the deck of the abandoned merchant ship becomes a chaotic scene, with crewman fighting crewman on the tossing vessel.

Before you board the ship, you take note that the ship's name is the *Scarborough* – you have found the ship you seek!

If you have already run the combat encounter with Castillogrande, the PCs find the *Scarborough* sitting abandoned on the rocks around a small, uninhabited island. There are no other ships around, and it is eerily silent. Read the following boxed text:

Your spotters let you know they have seen a still ship on the horizon. As you near, you can tell that this is definitely a merchantman or like sized ship, and it does not appear to be moving, nor does it appear to have a crew of any kind. Whatever flags it once flew have been lost to a past storm.

As you get closer to the abandoned ship, you take note of its name: **The Scarborough**. It seems that your search is at an end.

The PCs will probably investigate the ship. The PCs find the brigantine light, mostly some cargo and extra sails remain. See below for the contents of the *Scarborough*'s cargo. A thorough search of the vessel turns up the **Logbook**. If the PCs decide to read the Logbook, refer to the following block of boxed text:

THE LOGBOOK

Note: the contents of the Logbook are in French. The Logbook is written in the hand of Albert de Montblanc (it says so right in the beginning). Give the PCs a Knowledge – Local or Knowledge – Streetwise check (DC 15) to have heard of this French pirate.

21 Mar: Arrived Port Royal, midday. Unloaded slaves. Replaced sails.

22 Mar: Made repairs. Met with Gov. Haverford regarding amnesty.

24 Mar: Added crew. Picked up sugar to trade. Sailed from Port Royal.

27 Mar: Made good time. Arrived unnamed cove on Mosquito Coast in evening. Started repairs.

29 Mar: Sailed from Mosquito Coast. Storm on the horizon.

31 Mar: Waiting out storm at anchor.

2 Avr: Abandoned ship.

Feel free to change the month and/or days if they don't fit with your setting.

The PCs find the following items as cargo in the *Scarborough*'s hold: 100 Boarding Pikes, 200 Dirks, 50 Boarding Axes, 16 Buccaneer Knives, 16 Broadwords, 24 Grenadoes, 24 Long Muskets, 18 Short Muskets, 120 Powder/Shot for Muskets, 200 Powder/Shot for the Culverins, 4 Complete Sets of Sail & Rigging, Navigation Tools, Carpentry Tools, Shipwright's Tools, 4 Barrels of



Brandy, 2 Barrels of Flour, 8 Barrels of Fresh Water, 1 Cask of Indigo, 1 Barrel of Molasses, 4 Casks of Oil, 1 Barrel of Pitch, 1 Month's Provisions, 8 Barrels of Rum, 2 Barrels of Salted Beef, 1 Barrel of Salt, 1 Barrel of Spice, 1 Barrel of Sugar, 1 Barrel of Vinegar, 2 Casks of French Wine, and a Set of Seven Silver Crucifixes worth 25 dbl each (or a total of 175 dbl).

They also find an ornate **SKELETON KEY**. Make sure the PCs find this key, as it is an important part of the next adventure in the series.

In addition, after a search, the PCs find a **WIDOW**, who was Albert de Montblanc's prisoner. Montblanc left her here when he abandoned ship. The PCs find her tied up and somewhat weak from dehydration, but otherwise in good condition.

If the PCs question the **Widow**, all she says at this point is that her name is Julia Muere, and that she is from Leogane on Hispaniola. Ms. Muere says that an English pirate named **Willows** took her prisoner a few weeks back and then traded her to a French pirate, who abandoned the *Scarborough* and left her here to die. Ms. Muere asks that the PCs take her aboard their ship, and doesn't care at this point where they are headed. She mentions a reward if the PCs seem indifferent to helping her.

If the PCs question Ms. Muere about the *Scarborough*, its Captain, or anything about the cargo or the Skeleton Key, she seems faint and doesn't answer. If pressed, she might say she knows something about the Key, but needs food and some rest.

The *Scarborough* is in fair condition, especially given that it has been abandoned for several weeks at sea. It can be sailed with a little work. Have someone make three Craft – Carpentry checks (DC 20), one per day, in order to repair the *Scarborough* and make her seaworthy once again. Every failed check means another day spent working on repairs. In addition, the PCs' own ship may be damaged from fighting the *Diablo de la Margarita*, so the PCs may wish to repair more than one vessel. The Aid Another rules can be used in this situation to make it easier. Allow the crewmen to aid any PCs working on the ship(s). Give a blanket +1 to the check for each crew assigned to aid the PC, up to a +5 bonus.

Once the *Scarborough* is seaworthy, have the PCs split up their crew between the ships. If they have also captured the *Diablo de la Margarita*, make sure the PCs have at least 25% of the required crew aboard each ship (see the Skeleton Crew rules in *Skull & Bones* for more information).

FULFILLING THE AGREEMENT [EL 3 or 1]

Armed with the information from the Logbook, the PCs now likely know that the *Scarborough* is actually a pirate ship, and that the pirate met with the Governor of Port Royal while there a few weeks back. Still, he has promised them 8,000 crowns for returning the *Scarborough*. The decision remains at this point what to do with the *Scarborough*. They can either take her to the main docks and make her their own flagship, or follow along with Galloway's plans.

The PCs are under no obligation to reveal anything about the fact that they know that the *Scarborough* is a pirate ship. There is, however the matter of the ornate skeleton key they have found, and they might think the Governor knows something about this key. Julia Muere, the Widow, is probably still out of it, and doesn't reveal anything about the key at this point. The PCs have every reason to believe they can collect the 8,000 crowns promised in return for salvaging the *Scarborough*. Thus, they will likely sail back to Port Royal and try to settle up with Governor.

Once the PCs are sailing back to Port Royal, refer to the weather effects listed above (see **1 – The Heavy Wet**, above) for the remaining days of their journey. If the PCs spend more than 10 days on this adventure, feel free to ad lib the weather or roll randomly for each passing day.

Once they have returned to Port Royal, make sure they know to sail to the Governor's private harbor at White's Line. Once the PCs get within sight of the private harbor, read the following boxed text:

As the fortifications of White's Line rise in the distance, you sight the small private harbor used by the Governor and his servants to transport goods and important persons to and from Port Royal. Few are allowed access to the private harbor, and it is normally blocked off, discouraging ships from using it.

You see no other vessels here, and the private docks are enough to accommodate your ships. Waiting on the docks are a dozen men, most of whom appear to be seamen of some kind. You suspect that these men will take possession of your salvage once you have received payment. There are a few armed men, a few men in fancy garb, and another man you recognize as the clerk you met a few days ago.

When the salvage ship has neared the dock, the seamen there immediately begin lashing the vessel to irons.

They offer no such assistance with your other vessels.

That complete, the rest of the men approach your ship and the clerk speaks. “Good sailors,” he says, “You have the Governor’s sincere gratitude for salvaging this ship... and also for your discretion in this matter. He has asked that you accept his invitation for dinner tonight, where you will receive your reward, assuming our inspection is satisfactory.”

The men in fancy garb approach the gangplank of the *Scarborough*, along with six men with longarms.

The armed men and inspectors will come aboard the *Scarborough* and start to look it over. While they will not notice the missing **Skeleton Key** (they actually don’t know about it), the inspectors will note any cargo missing, and will certainly notice whether the **Logbook** is intact. The inspectors are also looking for the **Captain’s Private Logbook**, which is missing (Montblanc has it). When it is not found, the inspectors report this back to Galloway.

Julia Muere, the **Widow**, has no intentions of staying in Port Royal. If the PCs seem likely to stay in Jamaica for more than a day, she will offer to put them up at a hotel for saving her life, mentioning that she has an additional reward for them, but asks that they take care of their business first. Even though Ms. Muere doesn’t have any money, she is a member of the Upper Class, and can make such arrangements on credit, unlike the PCs.

The PCs will likely accept the invitation to have dinner with the Governor. Otherwise, they won’t be able to receive their reward. Actually, if the PCs staunchly refuse to have dinner with the governor, and everything is intact on the *Scarborough*, the clerk will make alternate arrangements to have them ‘paid’. In fact, since the **Captain’s Private Journal** is missing, Galloway will assume that the PCs have it, and will have them arrested at some point. If this happens, give the PCs a scare, but allow them a chance to escape Port Royal.

If the PCs accept the invitation for dinner, the clerk will hand the Captain a note signed by the ‘governor’ that will gain the PCs access to the **Purple Orchid**, a private dining room near the **Herb & Fruit Market on Thames Street**. (see map, page 24.) They are to arrive in some finery (no pauper’s outfits), unarmed (swords are permissible, but *firearms* are not), that same evening. If the PCs don’t have proper funds for an upgrade in clothing, have Ms. Muere assist them.

When the PCs arrive, read the following boxed text:

You arrive at the finer section of Port Royal, and easily locate the Purple Orchid. It’s situated between King’s House and the Herb & Fruit Market on Thames Street. Before too long, you find yourselves at the door to the private dining room, normally reserved for the upper crust.

One of the two guards takes a look at your note, and waves you inside, checking each of you over for any firearms or hidden weapons. Inside, you see a small, opulent dining room, with a large oval table, with eight place settings of fine china and silver. The table’s centerpiece is an unusual arrangement of native flora and peacock feathers.

Sitting at one end of the table, smiling, is the Governor. He is dressed in a gentleman’s outfit, his fine feathered hat placed on the table beside him

“Welcome, gentlemen,” he says, extending his arms toward you. “Please have a seat. Dinner should be ready shortly. We have much to discuss.”

The PCs’ host is, of course, **James Galloway**, the false governor. He is indeed dressed finely and carries himself as would a member of the upper class. The PCs, of course, have no idea that this man is not the *true* Governor of Jamaica. More detail is available in Appendix A.

JAMES GALLOWAY (NPC)

Rog 4, Sdg 2; CR 6; Med Humanoid; HD 4d6+4 & 2d10+2; hp 39; Init +2; Spd 30 ft.; AC 15; touch 12; flat-footed 15; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, Cutlass) or +10 ranged (1d12, Blunderbuss Pistol); Full Atk +6 melee (1d6+1, Cutlass) or +10 ranged (1d12, Blunderbuss Pistol); Space/Reach 5 ft./5 ft.; SA Close Quarters +1, Sneak Attack +2d6; SQ Evasion, Favored – English Ships, Trap Sense +1, Trapfinding, Uncanny Dodge; AL Chaotic Evil; SV Fort +5, Ref +9, Will +2; Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 16; Fame 6.

Skills and Feats: Bluff +10, Diplomacy +11, Disguise +13, Escape Artist +6, Forgery +9, Gather Information +12, Hide +9, Knowledge – navigation +4, Knowledge – Nobility +7, Knowledge – Sea Lore +9, Knowledge – Streetwise +6, Listen +3, Move Silently +9, Profession – Noble +5, Profession – Sailor +7, Sense Motive +6, Spot +3, Swim +5, Use Rope +8. Crack Shot – Blunderbuss Pistol, Dodge (from Sea Dog), Port Savvy (bonuses included above), Skill Focus – Disguise, Weapon Focus – Blunderbuss Pistol.

Fortunes: Been Round, Deadeye, Superstitious, Vice – Gambling, Wastrel.

Special Attacks: Close Quarters: When fighting with either a cutlass or handaxe below decks, the Galloway gains a +1 circumstance bonus to damage rolls.

Special Qualities: Favored – English Ships: When aboard a medium-sized English ship, Galloway gains a +2 bonus to the following skills checks: Profession – Sailor, Balance, Climb, Hide, Move Silently, Search, and Use Rope.

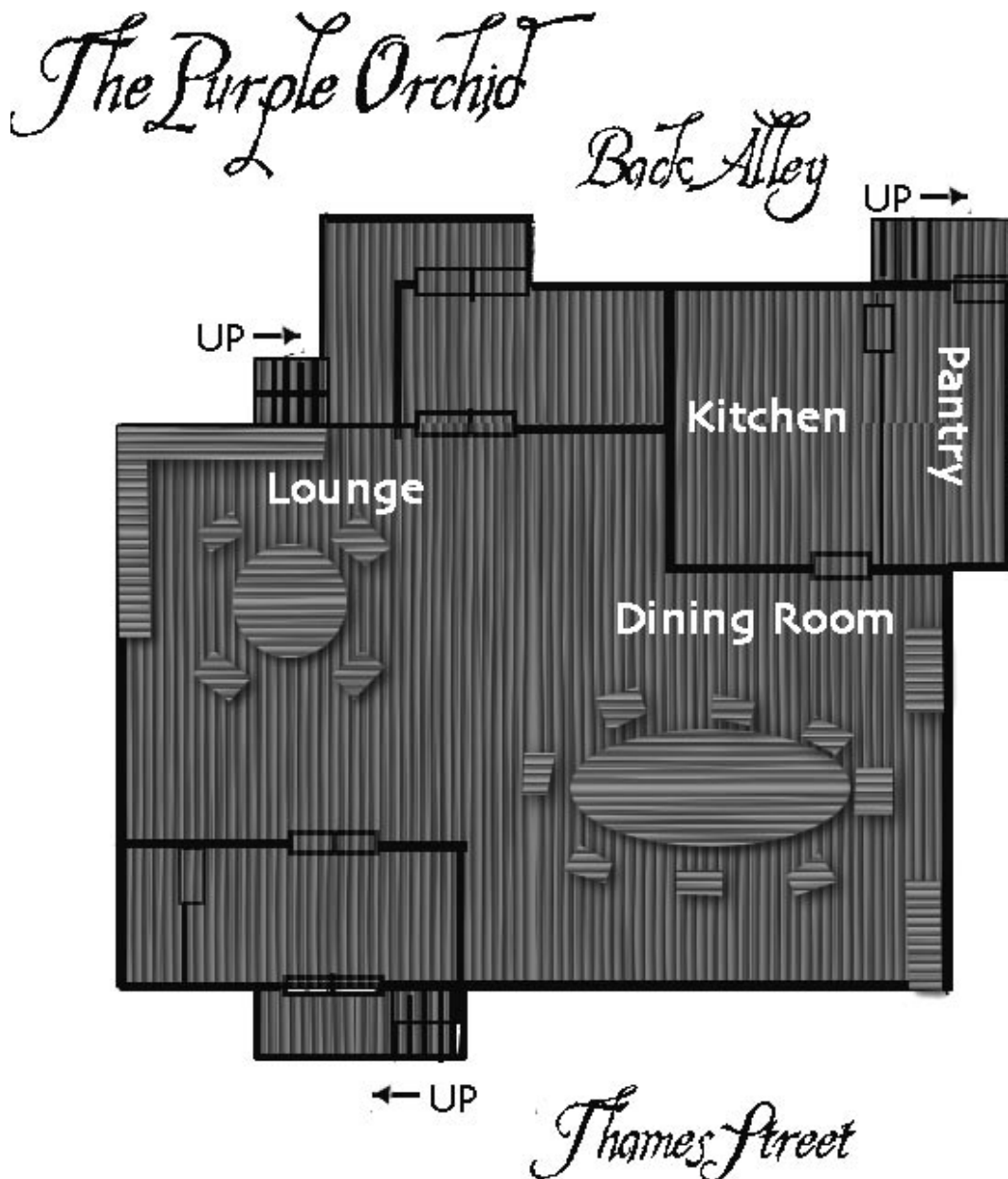
Possessions: Masterwork Blunderbuss Pistol, Buff Coat, Cloak, Cutlass, Dirk, Gentleman's Outfit, Gentry's Wig, Pocket Pistol, Silk Overcoat, Various Disguise Tools, 65 dbl, 13 poe.

After the PCs have finished their first course, read the following boxed text:

The Governor seems pleased with your deeds, and raises a toast in your honor. "Gentlemen," he says, "You have done well in returning the Scarborough, and I salute you."

You eat, and it is indeed a joyous event. Servants bring in plates of pheasant, potatoes, tomato soup, and turkey, and goblets of fine French wine. For those of you so inclined, servants bring Cuban cigars and/or Scotch whiskey.

When you have concluded your meal and had some simple discussions about the matters of Port Royal, the island of Jamaica, and British holdings in the Caribbean, the Governor stands up, walks to an ornate sideboard behind him, and produces three sacks, tossing them onto the large table.



“You will find inside those sacks a total of 8,000 gold crowns,” he says. “Again, you have my thanks. Good evening to you all.”

With that, the Governor takes his leave of you, slipping out through a side door. As you check the sacks, you find them filled with unminted silver cobs, practically worthless. The front door opens, and two armed guards step inside. As they do, the Governor returns.

He laughs. “You did not think I would notice that the Captain’s Journal is missing?” As he speaks the guards level their muskets in your direction. “You will now pay dearly for your deception.”

“Foul pirates,” one of the guards says. “You’re under arrest!”

The guards have been instructed to arrest the PCs for piracy. Galloway strongly suspects that the PCs know something, since he thinks they have possession of the Captain’s Journal and have read it (the Journal contains some highly incriminating evidence) and can’t afford to let them leave. Here are the stats for the two guards (they are Cannon Fodder—they have no HP. All damage goes directly to the Constitution score (see page 65 in *Skull & Bones*)):

GUARDS (CF)

Warrior 2; CR 1; Med Humanoid; Init +0; Spd 30 ft.; AC 12; touch 10; flat-footed 12; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, Baton) or +2 ranged (2d6, Short Musket); Full Atk +3 melee (1d6+1, Baton) or +2 ranged (2d6, Short Musket); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL Lawful Neutral; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 13, Int 10, Wis 11, Cha 8; Fame 0.

Skills and Feats: Climb +3, Intimidate +2, Jump +3, Swim +3. Toughness.

Possessions: Short Musket, 12 Powder/Shot, Baton, Guardsman’s Outfit, 13 dbl, 6 poe (each).

There are more armed guards out front. Make sure that the PCs see them through the windows, and make it obvious that it will be tough if they want to stay and fight.

As soon as the fight starts, Galloway will try to escape the room, using the door to the **Kitchen**. He then ducks outside through the **Pantry**.

The characters’ best option is to flee through the same door where Galloway went (the **Kitchen**), which is opposite

where the guards come in (see the **Map of the Purple Orchid**). The PCs should be able to flee the dining room without too much trouble.

The **Kitchen** is devoid of servants; they have all been dismissed. In the following room, the **Pantry**, the PCs find a door open to the alley behind the dining hall. Galloway has escaped!

Once the PCs have made the **Back Alley**, they will be free of the Guards, and can escape into the night.

CONCLUSION

If you are playing “Salvage Rights” as part of the ‘Governor’s Prize’ series, read on. Otherwise, skip this section and see below.

Escaping Galloway’s ambush, the PCs probably don’t have long in Port Royal, at least until this dies down. They are out the 8,000 gold crowns they were promised, but they do have some valuable information about the **False Governor** and his associates, not to mention an ornate **Skeleton Key** and the captive **Widow**.

On the off chance that the PCs captured Galloway, he will confess to his crimes and offer whatever the PCs want to keep his secret. This includes (but is not limited to) 12,000 gold crowns, improvements to their ship (up to 3,000 dbl worth), an English Letter of Marque, and items worth up to 3,000 dbl (this can be mixed with the gold crowns in case the PCs don’t want 3,000 dbl worth of stuff). Galloway cannot in any case offer the PCs more than 3,000 dbl worth of bribes to keep them quiet.

When the PCs return to their ship (the *Scarborough* has been moved and is no longer accessible), the Widow, Ms. Muere, is there and approaches them. Read the following boxed text:

As soon as you have made it back to your vessel, you see the French widow, Julia Muere, and she approaches you. She seems much better since you brought her along, having rested for several days after her ordeal aboard the *Scarborough*.

“I must thank you for saving me,” she says. “As you can understand, this was a most trying experience for me, one that I hope not to endure ever again.”

“While in your company, I noticed a fine skeleton key in your possession,” she continues. “This must be the

same key that French pirate kept in his cabin. I had a few occasions to meet with Montblanc, and I saw it in his room. He is not the worst sort I have ever met, but I would prefer not to ever meet him again.”

“I believe I may have a deal that would interest you,” she says. “Take me home to Leogane, on Hispaniola. I will reward you with a necklace of pearls and gold, which should be worth quite a sum. In addition, I will tell you what I know of that key, and where you might find the chest to which it belongs.”

This is the impetus for Part Two of the ‘Governor’s Prize’ series, entitled, “A Widow, a Necklace, and a Skeleton Key,” which will appear in a future issue of *Buccaneers & Bokor*. Accepting the Widow’s deal moves the series to the next adventure.

If you are **NOT** playing “Salvage Rights” as part of the ‘Governor’s Prize’ series, the PCs should learn that Galloway is *not* the real Governor of Jamaica. You should give the PCs a chance to capture Galloway. He will reveal his plans, and will offer the PCs bribes to keep them quiet. These bribes should not amount to more than 2,000 dbl. In addition, have the Widow reward the PCs with a note of credit for 3,000 dbl, written against a bank in Port Royal. They can use this money for whatever they would like, including, of course, repairing their ship.

AWARDING EXPERIENCE

Below are suggestions on how you might award experience for this adventure. Feel free to modify this in any way you like to suit your game. Remember to change these values if there are more or less than 4 players (this alters the EL listed above), or if you have added anything significant to the adventure.

The Scuttlebutt: No combat. Award each PC who picked up a rumor or spoke to a contact 100 xp for learning information.

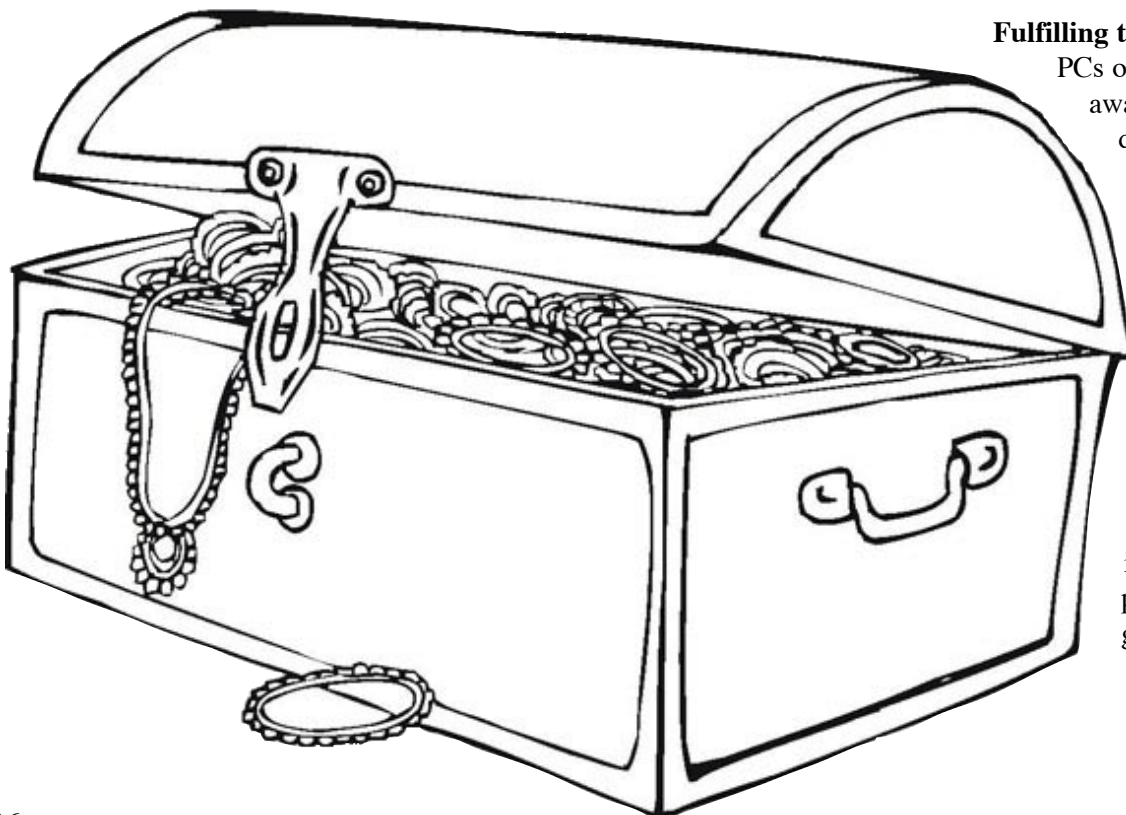
1 – The Heavy Wet: No combat, but the storm presents a serious challenge. A total of 600 xp is available, divided between any characters who participated in dealing with the storm.

2 – The Shanty Isles: This depends on whether the PCs dealt with Castillogrande in this encounter. If so, award a total of 600 xp, divided between the participants in the combat action (including the ship-to-ship combat, if any). Otherwise, no xp is awarded.

3 – Wreck of the Scarborough: Again, this depends on whether the PCs dealt with Castillogrande in this encounter. If so, award a total of 600 xp, divided between the participants in the combat action (there probably isn’t much in the way of ship-to-ship combat if you put Castillogrande in this encounter).

Fulfilling the Agreement: If the PCs only fight the guards, award a total of 300 xp, divided between the participants in the combat action. If they also fought Galloway, award instead a total of 900 xp.

Story Award: This is optional. Award an additional 100-250 xp for each character whose player did an outstanding job of roleplaying, planning, or executing the goals of the adventure.



AWARDING FAME

Refer to Table 8-2 in *Skull & Bones* for rules on awarding Fame Points. There aren't many opportunities to award Fame in "Salvage Rights", especially given the secretive nature of what goes on. Here are some possibilities, separated by Encounter:

The Scuttlebutt: Drinking a rumfustian in front of witnesses: +1/1.

1 – The Heavy Wet: Possibly for 'living through a fatal event': +1/1

2 – The Shanty Isles: Possibly 'sparing an enemy crew': +1/0, or 'slaughtering a crew that surrendered': +2/1.

3 – Wreck of the Scarborough: Possibly 'sparing an enemy crew': +1/0, or 'slaughtering a crew that surrendered': +2/1, or 'taking a haul of more than 5,000 poe': +2/1.

Fulfilling the Agreement: Possibly 'living through a fatal event': +1/1.

DIVIDING THE PLUNDER

The standard agreement that is easiest to calculate is to use the following concepts. First, lump all the booty into one pile and give it a monetary value, even if it's not been sold. Next, subtract any fees for repairs needed for the ship, as well as restocking supplies. Finally, the remainder is to be divided amongst the crew and officers (anyone eligible – see p. 96-100 of *Skull & Bones* for more information on who onboard would be eligible for a share).

Assume that each of the Player Characters receives 2 shares. If for some reason a Player Character would not receive 2 shares, adjust the following formula accordingly. There may be NPCs onboard who also receive multiple shares, so make sure to add them to the total number in the formula. Calculate each share as such: (Remaining Booty) / (Total Number of Shares). The result is how much an individual share is worth. For characters that receive more than one share, or fractional shares, use this as a base.

Characters that receive goods and items in lieu of coins must 'pay' for the value of that item from their share. If the good or item is worth more than the value of their total share(s), the character must either pay the remainder from his or her pockets, or sell the item in question.



Example: There are four Player Characters (each receiving 2 shares), an NPC Navigator (2 shares), and 40 crewmen (each receiving 1 share). The pirates have a total booty after repairs and supplies of 6,000 doubloons. There is a total of 50 shares, so each individual share is worth (6,000 / 50) 120 doubloons. Each crewman receives this as his share, while the Navigator and the PCs each receive 240 doubloons.

APPENDIX A: NPCS & SHIPS

All NPC statistics are repeated here for ease of printing, along with further detail not found in the main text entries.

NPC: GASPAR CASTILLOGRANDE

[Sdg 2, Buc 1]

[Medium Humanoid]

Hit Dice: 2d10+4 & 1d8+2 (25 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 13 (+1 Dex, +2 armor); Touch 11; Flat-Footed 12

Base Attack/Grapple: +3/+4

Attack: Rapier +5 (Melee) or Pistol +5 (Ranged)

Full Attack: Rapier +5 (Melee) or Pistol +5 (Ranged)

Damage: Rapier 1d6+1 (Crit 18-20/x2) or Pistol 2d4

Space/Reach: 5 ft./5 ft.

Special Attacks: Close Quarters +1

Special Qualities: Favored Ship – Spanish Ships, Survivor

Saves: Fort +8, Ref +4, Will +0

Abilities: Str 12, Dex 13, Con 14, Int 11, Wis 10, Cha 8

Skills: Balance +3, Climb +6, Craft – Carpentry +3, Hide

+6, Intimidate +1, Jump +4, Knowledge – Navigation +3,

Knowledge – Sea Lore +3, Move Silently +6, Profession

– Sailor +7, Sleight of Hand +3, Swim +6, Use Rope +3.

Feats: Athletic, Dodge (from Sea Dog), Point Blank Shot,

Skill Focus: Profession – Sailor, Weapon Focus: Rapier.

Background: Scum

Fortunes: Deadeye, Hangin' Look, Superstitious, Wanted

Fame: 3

Challenge Rating: 3

Treasure: As described in encounter listing.

Alignment: Neutral Evil

Possessions: Buff Coat, Carpentry Tools, Dirk, Navigation Instruments, Pistol, Pocketwatch, Rapier, and Sailor's Outfit.

Gaspar Castillogrande came to the New World as a stow-away aboard a Spanish merchantman, La Regala del Oro. Upon reaching Portobello, Castillogrande was quickly pressed into service aboard a Spanish pirate hunting ship, La Espada de Dios, and served there for more than two years before escaping at Margarita. There, Castillogrande and a small crew overpowered a shrimp boat and converted the vessel to pirating. After a few years, Castillogrande took a fine sloop, the Diablo de la Margarita, and has been using it for piracy ever since.

SHIP: DIABLO DE LA MARGARITA

Spanish Sloop (Medium Warship)

Draft: 2 fathoms

Structure Dice: 4d10 (Max 22 sp, Current 18 sp)

Hardness: 5

Maneuverability: 0

Speed: 130 ft./13 knots

Turn Rate: 4

AC: 10

Weapons Fore: None

Weapons Aft: Culverin x2

Weapons Broadside: Culverin x8

Damage: Culverin 2d4

Special Qualities: None

Crew: 50

Passengers: 10

Cargo: 80 Tons

A former smuggler's ship, the Diablo de la Margarita once sailed the waters of the island of the same name. Its former captain, Diego Cardoza, used her to poach the many pearl beds around Margarita. Gaspar Castillogrande, the current captain, captured her a few months ago and sailed the Diablo to Jamaica.

CREW OF THE DIABLO DE LA MARGARITA

Class: Commoner

Level: 1

Crew Size: 35

Crew Wounds: 35

Attacks: Belaying Pin +0, Dirk +0

Damage: Belaying Pin 1d6, Dirk 1d4

AC: 10

Saves: Fort +0, Ref +0, Will –1

Seamanship: +0

Feats: None

Crew Quality: Poor

Note that, because the number of crew members (35) is less than the minimum crew numbers required for the Diablo de la Margarita (50), all actions taken for the Diablo de la Margarita are at –1.

SHIP: THE SCARBOROUGH

English Brigantine (Large Merchantman)

Draft: 2.5 fathoms

Structure Dice: 6d8 (Max 28 sp, Current 13 sp)

Hardness: 5

Maneuverability: -4 (needs repair; max -3)

Speed: 100 ft./10 knots (needs repair; max 120 ft./12 knots)

Turn Rate: 3

AC: 7

Weapons Fore: None

Weapons Aft: Culverin x4

Weapons Broadside: Culverin x10

Damage: Culverin 2d4

Special Qualities: None

Crew: 120

Passengers: 50

Cargo: 100 Tons

Until recently, the Scarborough belonged to the French pirate, Albert de Montblanc. He lost her in a nasty storm off the Yucatan, prompting James Galloway, posing as the Governor of Jamaica, to start a search for the wrecked ship. The Scarborough is in somewhat decent condition, but needs repairs. Once fully repaired, the Scarborough would be a fine pirate ship. Note that Albert de Montblanc still considers the Scarborough his ship, and may try to regain her in a future adventure.

James Galloway, a known pirate and master of disguise, did not start his life a scoundrel. In fact, Galloway, who was raised in an upper class household in Cork County, Ireland, was brought up to respect other people's property and more importantly, to respect other people.

Galloway eventually found, however, that he had a talent for making people believe what he told them, no matter how outrageous the lie. He combined this talent with a love of stage acting, and soon, Galloway was on his way to a life in the theatre.

The Irishman spent the first few years of his adult life as a junior member of the Glasgow Theatre Company, performing Shakespeare as well as French comedies and Roman and Greek melodramas. Galloway was quite happy in this life, despite the disapproval from home.

On a trip to the continent for a short stint in Brittany, pirates attacked Galloway's ship in the English Channel, and killed just about everyone on board, except for the clever young fellow with a charming smile. Thus was Galloway pressed into the pirate life, where he has spent the rest of his career.

Galloway uses his acting and disguise talents to good use, and is far more likely to trick someone into doing themselves in than to arrange for a direct assault. His most current venture, posing as the Governor of Jamaica, is several years in the making, and one of which Galloway is most proud.

NPC: JAMES GALLOWAY

[Rog 4, Sdg 2]

[Medium Humanoid]

Hit Dice: 4d6+4 & 2d10+2 (39 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 15 (+2 Dex, +2 armor, +1 shield); Touch 12; Flat-Footed 15

Base Attack/Grapple: +5/+6

Attack: Cutlass +6 (Melee) or Blunderbuss Pistol +10 (Ranged)

Full Attack: Cutlass +6 (Melee) or Blunderbuss Pistol +10 (Ranged)

Damage: Cutlass 1d6+1 (Crit 18-20/x2) or Blunderbuss Pistol 1d12

Space/Reach: 5 ft./5 ft.

Special Attacks: Close Quarters +1, Sneak Attack +2d6

Special Qualities: Evasion, Favored Ship – English Ships, Trap Sense +1, Trapfinding, Uncanny Dodge

Saves: Fort +5, Ref +9, Will +2

Abilities: Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 16

Skills: Bluff +10, Diplomacy +11, Disguise +13, Escape

Artist +6, Forgery +9, Gather Information +12, Hide +9,

Knowledge – Navigation +4, Knowledge – Nobility +7,

Knowledge – Sea Lore +9, Knowledge – Streetwise +6,

Listen +3, Move Silently +9, Profession – Noble +5,

Profession – Sailor +7, Sense Motive +6, Spot +3, Swim

+5, Use Rope +8.

Feats: Crack Shot – Blunderbuss Pistol, Dodge (from Sea Dog), Port Savvy (bonuses included above), Skill Focus

– Disguise, Weapon Focus – Blunderbuss Pistol.

Background: Gentleman-Adventurer

Fortunes: Been Round, Deadeye, Superstitious, Vice

– Gambling, Wastrel

Fame: 6

Challenge Rating: 6

Treasure: As described in encounter listing.

Alignment: Chaotic Evil

Possessions: Masterwork Blunderbuss Pistol, Buff Coat, Cloak, Cutlass, Dirk, Gentleman's Outfit, Gentry's Wig, Pocket Pistol, Silk Overcoat, Various Disguise Tools.



APPENDIX B: SAMPLE SHIP & CREW

If the PCs do not already have a ship and crew, here are stats for the Fortune, a sloop, and her *very green crew*. As above, note that these crewmen have just been signed on, so any Sway rolls should take that into consideration for this adventure.

SHIP: THE FORTUNE

English Sloop (Medium Warship)

Draft: 2 fathoms

Structure Dice: 4d10 (24 sp)

Hardness: 5

Maneuverability: 0

Speed: 130 ft./13 knots

Turn Rate: 4

AC: 10

Weapons Fore: None

Weapons Aft: Culverin x2

Weapons Broadside: Culverin x8

Damage: Culverin 2d4

Special Qualities: None

Crew: 50

Passengers: 10

Cargo: 80 Tons

The Fortune is a tad stouter than other sloops found in common use. She was once part of an escort group that traveled with African slave ships making the Middle Passage, but following a pirate attack on the slave ship she was guarding, the Fortune found herself in the hands of Jean-Marc Boulanger, a French pirate. She has since changed hands many times, but is still in good condition.



CREW OF THE FORTUNE

Class: Commoner

Level: 1

Crew Size: 40

Crew Wounds: 40

Attacks: Belaying Pin +0, Dirk +0

Damage: Belaying Pin 1d6, Dirk 1d4

AC: 10

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

Seamanship: +0

Feats: None

Crew Quality: Rabble

Note that, because the number of crew members (40) is less than the minimum crew numbers required for the Fortune (50), all actions taken for the Fortune are at -1.(End Boxed Text)

Because the characters are low-level, and have a rabble crew, they would not get very far without some NPC help onboard. Here is an NPC Navigator you can add to the crew to help the PCs get where they're trying to go.

Bart Langstone: Sdg 2/Exp2; CR 3; Med Humanoid; HD 2d10+2, 2d6+2; hp 22; Init +0; Spd 30 ft.; AC 12; touch 10; flat-footed 12; Base Atk +3; Grp +3; Atk +3 melee (1d6, Smallsword) or +3 ranged (2d4, Pistol); Full Atk +3 melee (1d6, Smallsword) or +3 ranged (2d4, Pistol); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL NG; SV Fort +5, Ref +4, Will +4; Str 10, Dex 11, Con 12, Int 12, Wis 13, Cha 10; Fame 3; Sway Base 2, Current -8 (at start of adventure).

Skills: Bluff +2. Climb +5, Craft - Carpentry +3, Knowledge - Geography +7, Knowledge - Navigation +11, Knowledge - Sea Lore +8, Listen +3, Profession - Sailor +5, Sleight of Hand +3, Spot +3, Swim +6, Use Rope +5.

Feats: Athletic, Deft Hands, Skill Focus - Knowledge (Navigation).

Possessions: Buff Coat, Dirk, Flask of Scotch Whiskey, Navigator's Instruments, Pistol, Pocketwatch, Smallsword, Tradesman's Outfit.

Langstone, as a Warrant Officer and Expert Crewman aboard ship, is paid a salary of 25 dbl per month (this comes from the Captain's coffers, not the ship's), and expects 2 shares of any booty discovered. If these conditions are not met, Langstone will abandon the PCs at first opportunity.

Quick NPC Crew Generator

By Rory G. MacLeod



Often times during a game, you may need to generate an NPC Crew quickly and without a lot of trouble. The trick is that you need to do a few things to create NPC Crews. Aside from deciding on what average Class and Level you've got, there are also the Size, Wounds, Saves, Seamanship Bonus, and other factors to consider.

What follows are a series of charts that should help you quickly and efficiently come up with an NPC Crew for your game. All you need to use these charts is to know the average level of the PCs or NPCs in control of the vessel in question. These charts can also be used to generate other groups of Cannon Fodder (for NPC groups other than Crews, ignore the Seamanship and Quality values in the charts below).

A few issues of note about these charts. First, remember that the Class and Level values represent the average crewman. Make your choices based on what the typical NPC would be in this sort of NPC group. Second, if you choose a group that has

a non-seafaring PC Class (Barbarian, Fighter, or Rogue), these crewman would be more expensive to equip and maintain (and may be more difficult to recruit). Finally, for the Size values listed below, make sure to modify these to suit the vessel being crewed. Consider these crew sizes to be 'maximum values without any effort', meaning that the officers in question (the PCs or NPCs in charge of the vessel) can get more, but they will need to recruit or otherwise acquire more crewmen.

Crew Quality values listed below assume that the crew has been together for some time, the higher the level of the officers (PCs or NPCs running the ship), the longer they have been together (hence the better Quality). Feel free to adjust these values to suit the situation in your game.

Using the Leadership Feat: If the Captain of this vessel has the Leadership feat, he or she can choose to add to the numbers listed below. These extra crewmen should be more loyal to the Captain than your

average crewman. In addition, these extra crewmen are always available, and if they are lost in battle, automatically replenish when the Captain visits a new port.

In order to use the Leadership feat to augment a Crew, the character must eschew whatever normal benefits they would receive from this feat (in other words, the character will have no Cohorts or other Followers). In exchange, the total levels indicated by the Leadership Score (see the Core Rules) are added to the Size value below. The total levels should be divided by the average level in the case of a Crew with an average level of higher than 1. Make sure to

adjust the Wounds value listed below to allow for the additional crewmen. See the Skull & Bones rules for determining Wounds for a Crew.

For example, Cap'n John is a 6th level Buccaneer with a Leadership Score of 12, so he would receive a total of 16 'follower levels'. He would normally have a Crew of 50 2nd level Sea Dogs, but using his Leadership feat, he now has a Crew of (16/2) 8 more Crewmen, bumping the total to 58.

Refer to the Core Rules on how to determine the Leadership Score.

THE CREW TABLES

Levels 1-2								
Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 1	50	50	+0/+0	10	F +0, R +0, W +0	+3	a	Poor
Exp 1	30	30	+1/+0	10	F +0, R +0, W +2	+7	b	Avg
War 1	40	44	+2/+1	10	F +2, R +0, W +0	+2	a	Rabble
Levels 3-4								
Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 2	75	75	+1/+1	10	F +0, R +0, W +0	+4	a	Poor
Exp 2	40	40	+2/+1	10	F +0, R +0, W +3	+8	b	Avg
War 2	50	55	+3/+1	11	F +3, R +0, W +0	+2	a	Rabble
Buc 1	30	36	+3/+1	11	F +3, R +0, W +0	+7	b	Avg
Sdg 1	40	44	+3/+1	11	F +2, R +2, W +1	+8	b	Avg
Bbn 1	30	39	+3/+1	11	F +3, R +0, W +0	+2	c	Rabble
Ftr 1	20	26	+3/+1	11	F +3, R +0, W +0	+2	d	Rabble
Rog 1	20	20	+0/+0	13	F +0, R +3, W +0	+3	e	Poor
Levels 5-6								
Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 3	100	100	+1/+1	11	F +3, R +1, W +1	+5	a, f	Avg
Exp 3	50	50	+3/+2	11	F +1, R +1, W +3	+9	b, g	Sup
War 3	75	83	+4/+1	12	F +5, R +1, W +1	+2	a, f	Rabble
Buc 2	40	48	+4/+1	12	F +4, R +0, W +0	+8	b	Avg
Sdg 2	50	55	+4/+1	12	F +3, R +3, W +1	+9	b	Sup
Bbn 2	40	52	+4/+1	12	F +4, R +0, W +0	+2	c	Rabble
Ftr 2	30	39	+4/+1	12	F +4, R +0, W +0	+2	d, h	Rabble
Rog 2	30	30	+1/+1	14	F +0, R +4, W +0	+3	e	Poor

Levels 7-8

Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 4	125	138	+3/+1	12	F +4, R +1, W +1	+6	a, f	Avg
Exp 4	75	83	+5/+1	13	F +2, R +2, W +4	+10	b, g	Sup
War 4	100	120	+6/+2	13	F +7, R +1, W +1	+3	a, f	Poor
Buc 3	50	60	+6/+1	13	F +4, R +1, W +1	+9	b, i	Sup
Sdg 3	75	83	+6/+1	12	F +3, R +3, W +2	+10	b, i	Sup
Bbn 3	50	65	+5/+1	12	F +4, R +1, W +1	+3	c, h	Poor
Ftr 3	40	52	+5/+1	13	F +4, R +1, W +1	+3	d, h, j	Poor
Rog 3	40	40	+2/+0	15	F +1, R +4, W +1	+4	e, k	Poor

Levels 9-10

Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 5	150	165	+3/+1	12	F +4, R +1, W +1	+7	a, f	Avg
Exp 5	100	110	+6/+1	14	F +2, R +2, W +4	+11	b, g	Sup
War 5	125	150	+5/+2	14	F +7, R +1, W +1	+3	a, f	Avg
Buc 4	75	98	+7/+1	14	F +5, R +1, W +2	+11	b, i	Sup
Sdg 4	100	120	+7/+1	13	F +5, R +4, W +3	+12	b, i	Exp
Bbn 4	75	105	+7/+2	13	F +6, R +1, W +1	+3	c, h	Poor
Ftr 4	50	70	+7/+4	14	F +6, R +1, W +1	+3	d, h, j, l	Poor
Rog 4	50	55	+4/+1	16	F +2, R +6, W +1	+4	e, k	Poor

Levels 11-12

Class/Level	Size	Wounds	Att/Dmg(1)	AC(2)	SV	SEA	FT(3)	Qual
Com 6	200	220	+4/+1	13	F +5, R +2, W +2	+11	a, f, m	Sup
Exp 6	125	138	+6/+1	16	F +3, R +3, W +5	+12	b, g, n	Sup
War 6	150	180	+8/+2	15	F +8, R +2, W +2	+6	a, f, m	Avg
Buc 5	100	130	+8/+1	15	F +5, R +1, W +2	+12	b, i	Exp
Sdg 5	125	150	+8/+1	13	F +5, R +4, W +3	+13	b, i	Exp
Bbn 5	100	140	+8/+2	13	F +6, R +1, W +1	+3	c, h	Poor
Ftr 5	75	105	+8/+4	15	F +6, R +1, W +1	+3	d, h, j, l	Poor
Rog 5	75	83	+4/+1	17	F +2, R +6, W +1	+4	e, k	Poor

NOTES:

1: Choose a weapon from the following lists by class – Com: Belaying Pin (1d6); Exp: Belaying Pin (1d6), Boarding Pike (1d8), Marlinespike (1d4); War: Boarding Pike (1d8), Boarding Axe (1d8), Broadsword (1d8), Hatchet (1d6); Buc: Boarding Axe (1d8), Cutlass (1d6), Hatchet (1d6), Rapier (1d6); Sdg: Boarding Axe (1d8), Cutlass (1d6), Hatchet (1d6), Rapier (1d6); Bbn: Boarding Axe (1d8), Boarding Pike (1d8), Broadsword (1d8), Halfspear (1d6), Hatchet (1d6), Tomahawk (1d6); Ftr: Boarding Axe (1d8), Boarding Pike (1d8), Broadsword (1d8), Cutlass (1d6), Halfspear (1d6), Hatchet (1d6), Rapier (1d6); Rog: Belaying Pin (1d6), Dirk (1d4), Halfspear (1d6), Marlinespike (1d4), Rapier (1d6).

2: These can be improved through the purchase of improved armors.

3: Refer to the following – a: Athletic, Endurance; b: Skill Focus – Profession (Sailor), Weapon Focus (Choose), c: Power Attack, Weapon Focus (Choose); d: Improved Init (add +4 to this group's Initiative), Power Attack, Weapon Focus (Choose); e: Dodge, Stealthy; f: Great Fortitude; g: Athletic; h: Cleave; i: Weapon Focus (Choose); j: Imp Bull Rush; k: Mobility; l: Weapon Spc (Choose); m: Skill Focus – Profession (Sailor), n: Dodge.



Lurking on Manjack Cay, a nondescript bit of sand and rock amongst hundreds of others just like it in the Bahamas, are a great treasure, a series of deadly traps, and a madman. Just the sort of place a hearty lot of pirates might want to explore.

“The Secret of Manjack Cay” is a short adventure for characters of level 5 or 6. Having at least one character with an ability to avoid or deactivate traps will be very helpful, as will having a character who can read. It is located on, unsurprisingly, Manjack Cay, one of a dozen or so small islands off the northeast coast of Grand Abacos, one of the most northerly of the Bahamas.

BACKGROUND

In early 1695, Henry Every and a small flotilla of pirates attacked the fleet of the Grand Mogul of India and escaped with a spectacular pile of loot. The now-infamous Captain Every was able to buy protection from local governors, but he could not acquire a pardon, and remained a wanted man the rest of his life. As did all the members of his crew, each of whom had acquired a good-sized fortune. Most of these men squandered their newfound wealth in New Providence, or were captured and hung as they tried to return to the British Isles.

But some were smarter than the others--among them John Dann. Dann took two of his comrades with him and they slipped away from their carousing crew-mates. They took a small craft up through the tangled waterways of the Bahamas to Manjack Cay, isolated up near the very tip of the island chain. Here he and his fellow pirates buried their shares of the haul, in

case the hoped-for pardon from Jamaica was not forthcoming.

An argument broke out among the three, and Dann found himself opposed by both of his companions. The argument grew heated, and Dann realized they meant to murder him for his share. He fled and took the ship away from the Cay, leaving the other two on their own.

Since then, Dann has been terrified to return. If his former mates are still alive, they will surely kill him on sight. If they are not alive, well, Dann is even more afraid of what they might do.

Life has not gone well for John Dann since. Penniless and unwilling to tell anyone who he is, terrified of being recognized, hunted down by either the government, former crew-mates under Every who know he marooned the other two, the two comrades he marooned, or indeed anyone who knows he knows where several thousand pounds of gold are buried. He lurks in port taverns, keeping to the shadows and listening for any news that might give him a clue as to the fate of his former friends, and his former fortune.

ADVENTURE SYNOPSIS

The PCs encounter John Dann and he asks them to help him recover his treasure. He is, however, murdered by a ghostly assassin soon after, leaving only the map he has kept by him ever since leaving the island. The PCs travel to Manjack Cay, encounter the inhabitants and their efforts to secure their treasure, and if successful, are rewarded with a historic treasure.

BEGINNING THE ADVENTURE

The PCs can encounter John Dann anywhere, in any port tavern. His customary reclusiveness has just given way to desperation, because Dann has just seen what he believes is the ghost of Jack Stir, one of the two he left behind on Manjack Cay.

You can read the following description to the players:

From the dark corners of the tavern a threadbare, emaciated figure comes lurching towards you. Greasy hair falls over a haggard, half-toothless face. The stink of the man is stomach-churning, a condition his gruesome smile does nothing to allay.

“Well met, me ripe old ones, well met. John Dann perhaps needs a little favour, perhaps can pay a mighty fortune. Old John Dann, he knows more than these rats think.”

He rolls his unsteady eyes around the table.

“Old John Dann, he’s served on some famous ships, he has. Aye.”

The grin fades as he looks furtively around the taproom and he lowers his voice.

“Old John Dann was on the *Fancy*, weren’t he? Captain Every gave each one of us a share, you’ve heard that, aye, haven’t you? Haven’t you? Well, old John Dann’s got his share hid away right safe, and now’s the time for him to be fetching it. But he’s got no ship, has he? Nor no crew, nor no money to pay.”

He hisses, spraying saliva about.

“All’s he’s got is a map. But where that map leads, Manjack Cay, mark you, there’s not one man’s share, no. No. There’s ever so many shares, enough for all of us, me very old ones. Enough for us all.”

Dann will at this point want to make a deal with the PCs. He wants to charter their ship, or get them to charter a ship, to take him to Manjack Cay where they can dig up the treasure he buried there. The party will no doubt have some questions for him:

Why did you bury your treasure on Manjack Cay?

“We were hoping for the pardon, weren’t we? Best to have no evidence on us till the pardon come through, we was thinking.”

Why haven’t you gone back to get it yourself?

“We’ve nothing, no money, no ship. We’re hunted, aren’t we? Hunted men. Old John Dann’s a careful soul, and no mistake. The gold’s not going anywhere, is it?”

Why have you picked us?

“You’ve got a trustworthy look to you. And I’ll tell you the truth, we’ve gotten some looks from a few of the regulars around here. Could be time for Old John Dann to disappear.”

Dann will under no circumstances mention anything to do with the two men he marooned. Nor will he give any word of the map, although he’s got it on him, folded up in the sole of his boot. He would literally rather die than give up the map at this stage, so efforts to take it away from him would require killing him.



JOHN DANN (NPC)

Sdg 4; CR 4; Medium-size; HD 4d10; hp 16; Init +2; Speed 30ft.; AC 12 (t 12, ff 10); Base Atk +4; Grp +5; Atk +5 melee (1d4+1, 19-20/x2, dirk); Full Atk +5 melee (1d4+1, 19-20/x2; dirk); SA close quarters +1; SQ superstitious, favored ship (English ships); SV Fort +5, Ref +6, Will -1; Str 13, Dex 14, Con 8, Int 13, Wis 7, Cha 10

Skills and Feats: Bluff +5, Climb +8, Hide +9, Intimidate +2, Knowledge (sea lore) +8, Move Silently +9, Use Rope +6; Dodge*, Great Fortitude, Mobility*, Persuasive, Port Savvy

**Seadog bonus feats*

DANN SEES A GHOST [EL 6]

Immediately upon the agreement to go to Manjack Cay (or in fact even if the result is NOT to go to Manjack Cay), Dann is visited by an old friend.

The old man's face goes slack, and a sudden uproar in the room behind you attracts your attention. People around the room are cursing and making holy signs; a ghost has arrived.

It looks like a not-very-well-to-do pirate, brandishing a cutlass and grinning with skull-like ferocity at John Dann. Transparent, floating right there in the bar, the thing lunges forward, and Dann falls backward with a cry.

It speaks in a spine-chilling croak.

"You'll not escape me, John Dann. And you'll not return to claim the gold you stole from your mates."

This is the ghost of Jack Stir, one of the two unfortunates left behind by Dann on Manjack Cay. He's found his enemy and has come for his final revenge.

And revenge he shall have. Stir will use his *malevolence* power against Dann (who unfortunately has a Will save of -3 against such things due to his

superstitious fortune), using *corrupting touch* against anyone who tries to interfere. Once he's possessed Dann's body he will set about strangling himself, dealing *corrupting touch* damage automatically each round until Dann is dead (if he hasn't died from the damage, Dann will begin to suffocate after 8 rounds).

Stir won't give up easily, even if turned by a hougan. He'll return the next chance he gets, determined to slay Dann.

THE GHOST OF JACK STIR

CR 6; Medium-size Undead; HD 4d12; hp 24; Init +6; Speed fly 30ft.; AC 12 (t 12, ff 12); Base Atk +3; Grp -; Atk +5 touch (1d6, corrupting touch); Full Atk +5 (1d6, corrupting touch); SA close quarters +1, corrupting touch, malevolence (Will DC 15), manifestation; SQ favored ship (English Ships), incorporeal, rejuvenation, superstitious, turn resistance +4; SV Fort -, Ref +7, Will +4; Str 10, Dex 15, Con -, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +6, Intimidate +7, Listen +10, Profession (sailor) +7, Spot +10; Alertness, Dodge*, Improved Initiative, Iron Will

**Seadog bonus feats*

If Dann dies at this point, the party should find the map on his body (you can have it fall on the floor at their feet if your PCs need a boost). They know the treasure is on Manjack Cay, and the map contains all the information they need to find it.

If Dann survives, Stir will return. He will *rejuvenate* each night until Dann is slain, and return to destroy his enemy. He will never speak to anyone but Dann, and is unlikely to give away much more than stated above.

GETTING TO MANJACK CAY [EL 0]

If Dann survived the preceding encounter, he will probably be eventually killed by the ghost sometime during the voyage unless the PCs take extreme measures to protect him.

MANJACK CAY

NUNJACK ROCKS



X

Full poisonwood. Doghead Hill crest bearing a point to
the S. of E.S.E.
Nunjack Rocks NNE. and by N.
Ten feet.

REEF

DOGSHEAD HILL

500 YARDS

SHOALS

Approach S.S.W from Green Turtle Cay.
Keep Doghead off larboard bow until
breakers

In any event, getting to Manjack Cay will require sailing to New Providence (which might be quite the adventure itself) and from there the one hundred miles or so to Grand Abacos and around, to the outer coast, where a narrow, shallow sea runs along the island's coast, lined with small cays. Among these lies the tiny scrap of wooded land known as Manjack Cay.

Without someone familiar with these islands, actually finding Manjack Cay might be quite a challenge. Going from a description will add 2 to any Knowledge (navigation) checks, while having a guide on board will add 8. If Green Turtle Cay is sought, the DCs are increased by 2 if traveling from description, and normal as per the rules in the skill description if a guide is brought along.

THE TREASURE MAP

The map in Dann's possession (found on the previous page) is rough but clear and gives careful directions to where the treasure is buried.

The first notation on the map says:

***Approach S.S.W from Green Turtle Cay.
Keep Dogshead off larboard bow until breakers***

Green Turtle Cay is a better-known island where turtles are harvested for food by ships provisioning for the run across the Atlantic. It lies about ten miles south-south-west of Manjack Cay.

The warning about Dogshead guides incoming sailors past the shoals that lie south of the island. By keeping the hill crest to the right until past the breakers that form over the shoals, the incoming ship can avoid running aground. A Knowledge (sea lore) check of DC 10 understands these directions.

The second notation says:

***Tall poisonwood, Dogshead Hill crest, bearing a point to the S. of E.S.E.
Nunjack Rocks N.N.E. and by N. Ten feet.***

This means to take a sighting from the crest of Dogshead Hill (the only hill of any elevation on the



island) and, keeping the crest one point south of east-south-east (or, a point north of south-east), travel until you find a tall poisonwood tree from which a sight on the Nunjack Rocks is at a point north of north-north-east (or a point east of north, if you prefer). Ten feet from the tree towards the Rocks is where the treasure is buried.

Or rather, was buried.

You didn't think it was going to be that easy, did you?

ON MANJACK CAY

The island itself is small, no more than a mile across. It has one hill, which Dann named Dogshead for his own inscrutable reasons. Most of the island is covered in a variety of low, straggly trees, among which grow the unpleasant poisonwood. Poisonwood trees have leaves and bark that deliver a serious sting to the unwary.

Moving across Manjack Cay requires a Survival check at DC 10 to avoid contacting a poisonwood tree. If the check is failed (one PC can make the check for up to four other individuals), contact is made and all will suffer a -2 circumstance penalty for the next 24 hours

on all attack rolls, skill checks and saving throws due to the constant irritation and pain.

Manjack Cay has worse dangers in store. Two men were abandoned here by John Dann: Jack Stir and Ben Strong. Stir was struck by Dann during their disagreement and the injury grew infected and he died a horrible raving lunatic, leaving Ben alone, half-mad with terror and facing a long lonely isolation.

Ben is still alive. And he's no longer half-mad; he's all the way crazy. He lives like an animal. A paranoid, crafty and sadistic animal.

He will certainly see the ship as it arrives, and unless the PCs have some way of interfering he will begin his preparations: he'll go first to the Drum and start it beating, then make for the treasure site and hide in his hiding place, waiting for his enemies (these days, everyone is Ben's enemy).

ON THE BEACH [EL 4]

The southwest beaches of Manjack Cay afford an easy landing. They are soft white sand and shallow for

quite a ways from shore, so any sea-going vessel can drop anchor in the calm water and send a boat ashore easily enough.

Once up past the beach, however, things get less easy. Ben has painstakingly constructed a number of traps along the beachfront; mostly sharpened stakes on bent saplings that spring forward with murderous force when a tripwire is released. Any party venturing inland has a 15% chance per round of encountering one of these traps.

Murderous Spike Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, spike) (determine target randomly among party); Search DC 21; Disable Device DC 18.

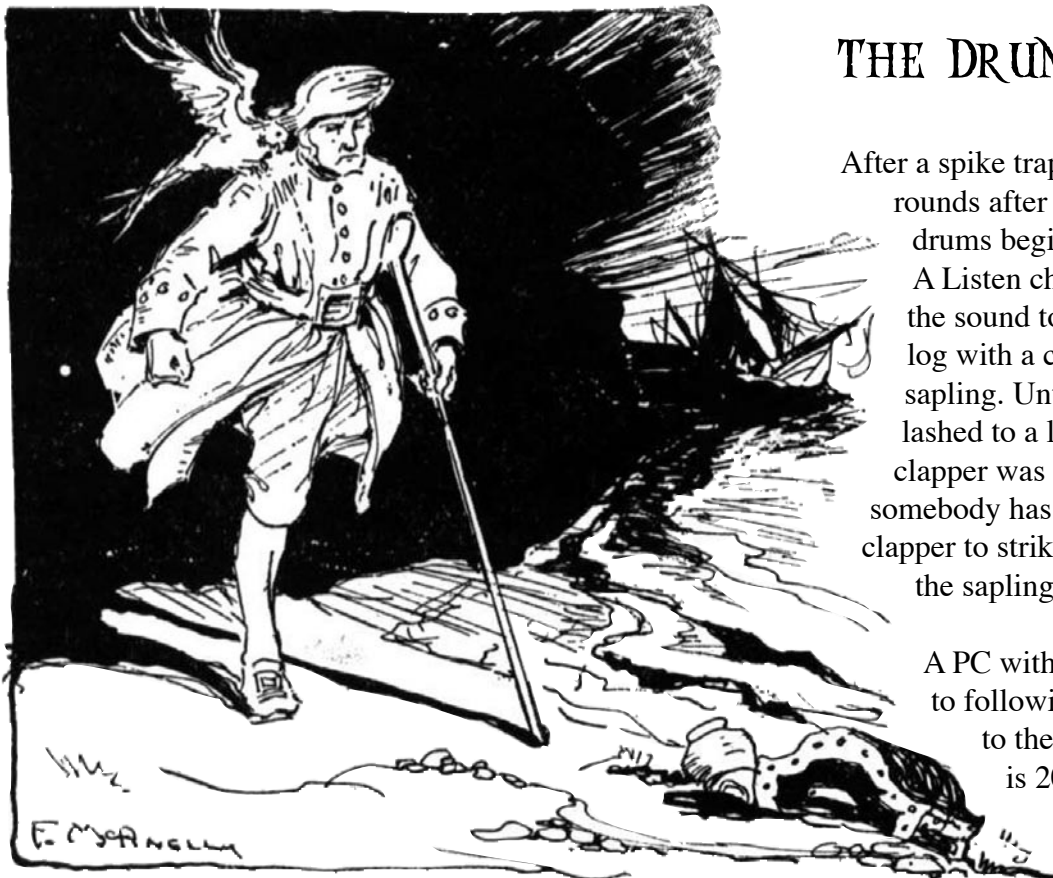
Anyone investigating these can determine they were constructed purely out of local materials, and do not feature any sort of real workmanship.

Inspecting the ground for footprints reveals dozens of prints going in all directions. A Survival check at DC 15 reveals that all these prints have been made by the same individual.

THE DRUMS [EL 0]

After a spike trap has been activated, or ten rounds after the PCs arrive on the island, drums begin pounding in the distance. A Listen check at DC 10 can follow the sound to its source: A hollowed-out log with a clapper attached to a waving sapling. Until recently, the sapling was lashed to a larger, sturdier tree and the clapper was tied against the log, but somebody has untied both, allowing the clapper to strike the log with each wave of the sapling.

A PC with the Track feat can attempt to following Ben's tracks from here to the treasure. The Survival DC is 20, since Ben took his time and covered his trail, but if followed the party should



gain a circumstance bonus of +4 on their Spot checks to notice Ben in his hiding place.

FOLLOWING THE LINE [EL 5]

Ben knew that whoever came here would be seeking the treasure, so he planted a dangerous trap along the line from Dogshead Hill to the tall poisonwood. A cunningly concealed pit trap lies here, with stakes sharpened and poisoned with unmentionable substances.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each plus disease (filth fever, infection DC 12, incubation 1d3 days, damage 1d3 Dex, 1d3 Con)); Search DC 20; Disable Device DC 20.

THE TREASURE: GONE! [EL 8]

Ben has moved the treasure from its original hiding spot, and left the empty pit here as a joke on whoever comes to find it. He is hiding nearby, waiting for his chance to leap out and kill whoever has come to steal his treasure.

He is concealed in a prepared bower near the pit, which grants him a +6 circumstance bonus on his Hide check. When the PCs come near he will rage (as per the Barbarian ability), burst from his cover and charge

whoever's nearest, trying to Bull Rush them into the pit. The pit is 30' deep and 15' across.

BEN STRONG (NPC)

Sdg 4/Bbn 3; CR 7; Medium-sized; HD 4d10 +3d12 +7; hp 39; Init +5; Spd 40ft.; AC 11 (t 11, ff 10); Base Atk +7; Grp +9; Atk +10 melee (1d6+1, club); Full Atk +10/+7 melee (1d6+1, club); SA close quarters +1, rage 1/day; SA fast movement, favoured ship (English Ships), superstitious, trap sense +1, uncanny dodge; SV Fort +8, Ref +5, Will +0; Str 15, Dex 13, Con 12, Int 8, Wis 6, Cha 14

Skills and Feats: Climb +7, Hide +11, Move Silently +11, Survival +4; Dodge*, Improved Initiative, Mobility*, Power Attack, Stealthy, Weapon Focus (Club)

Ben will gibber and shout as he attacks, laughing and cursing simultaneously. His sanity is forever gone, and even if restrained, he will not give up the location of his treasure.

There is, however a way to discover it. A Search check at DC 25 in this area will reveal that there is a well-travelled path leading away from the treasure pit. This leads to the Nunjack rocks, where in a little hidey-hole Ben keeps his fantastic wealth.

The treasure includes all manner of wealth, but can be valued at 5,000 doubloons, including rare art pieces from India, gems, gold plate and chains, silver bars and any items the GM wishes to place there.

